Assignment No. 5: Search Operation in Hash Tables

Open Addressing with Quadratic Probing

Allocated time: 2 hours

Implementation

You are required to implement correctly and efficiently the *insert* and *search* operations in a hash table

using open addressing and quadratic probing. You may find relevant information and pseudo-code in

your course notes, or in the book (Cormen), in section 11.4 Open addressing.

Addressing (refers to the final position of the element with respect to its initial position)

• Open Addressing

o The final address is not completely determined by the hash code, it also depends on the

elements which are already in the hash table e.g linear/quadratic probing

• Closed Addressing

• The final address is always the one initially calculated (there is no probing) e.g. chaining

Hashing (refers to the hash table)

• Open Hashing

• Free to leave the hash table to hold more elements at a certain index (e.g. chaining)

Closed Hashing

• Not more than one element can be stored at a certain index (e.g. linear/quadratic probing)

For the purpose of this assignment, the hash table will not contain integers, but a custom data structure

defined as follows:

typedef struct { int id; char name[30]; } Entry;

The position of each Entry in the Hash Table will be calculated by applying the required hash function on

the *id* member of the struct. The *name* member of the struct will be used only to exemplify the correctness

of the search operation, and is not needed when evaluating the performance (i.e the *name* member will be

printed to the console if the search operation finds the id, otherwise print "not found").

Thresholds

Grade	Requirements			
5	Demo for the insert and search operations using the required data structure.			
7	Evaluate the search operation for a single fill factor, with non-uniform selection of the elements.			
9	Complete evaluation for all fill factors with uniform selection of the found elements.			
10	Implement delete operation in a hash table. Demo and evaluation of the search operation after deletion of some elements.			

Evaluation

! Before you start to work on the algorithms evaluation code, make sure you have a correct algorithm! You will have to prove your algorithm(s) work on a small-sized input.

You are required to evaluate the *search* operation for hash tables using open addressing and quadratic probing, in the average case (remember to perform 5 runs for this). You will do this in the following manner:

- 1. Select *N*, the size of your hash table, as a prime number around 10000 (e.g. 9973, or 10007);
- 2. For each of several values for the filling factor $\alpha \in \{0.8, 0.85, 0.9, 0.95, 0.99\}$, do:
 - a. Insert n random elements, such that you reach the required value for α ($\alpha = n/N$)
 - b. Search, in each case, m random elements ($m \sim 3000$), such that approximately half of the searched elements will be *found* in the table, and the rest will *not* be *found* (in the table). Make sure that you sample uniformly the elements in the *found* category, i.e. you should search elements which have been inserted at different moments with equal probability (there are several ways in which you could ensure this it is up to you to figure this out)
 - c. Count the operations performed by the search procedure (i.e. the number of cells accessed during the search)
- 3. Output a table of the form:

Filling factor	Avg. Effort found	Max. Effort found	Avg. Effort not-found	Max. Effort not-found
0.8				
0.85				

Avg. Effort = total_effort / no_elements

Max. Effort = maximum number of accesses performed by one search operation

- 4. Interpret your results.
- 5. For the evaluation of the search operation after deletion, fill the hash table with α =0.99. Delete elements from the table until you get a filling factor of 0.8 and afterwards search m random elements (m ~ 3000) such that approximately half of the searched elements will be *found* in the table, and the rest will *not* be *found*. Count the operations performed by the search and add it in the previous table.
- 6. Interpret the charts and write your observations in the header (block comments) section at the beginning of your main .cpp file.
- 7. The points from the requirements correspond to a correct and complete solution, quality of interpretation from the block comment and the correct answer to the questions from the teacher.