CS3402 Tutorial 5:

1. If the database consists of 512 records and the blocking factor is 8. On average, how many blocks needed to be searched to if the records are in unordered format and ordered format?

512/8 = 64 blocks

Sequential search = 64/2 = 32

Binary search = log264 = log226 = 6

1. Under which case the performance of hashing is better: (1) the values of hash key are uniformly distributed; and (2) the values of the hash key are in normal distribution.

(1) is better. The overflow problem is more serious since many records are grouped into some buckets.

1. Suppose that we use hashing to organize a *PRODUCT* file containing records with the following product# values: 2369, 3760, 4692, 4871, 5659, 1821, 1074, and 7115.
2. Let the hash function be ***h(product#) = product# mod 5***, show the *static hash* structure for this file. Assuming that each bucket can hold at most three records as shown below, and records in each bucket is unordered.

Bucket **i**

|  |  |  |
| --- | --- | --- |
|  |  | |
|  |  | |
|  |  | |
|  | | pointer |

1. Some new records are inserted into the file with product# values: 1620, 2428, 3945, 4759, 6975, 4981, and 9206. Show the updated hash structure for this file when using *chaining* for *collision resolution*. That is, if collision occurs, new records are inserted in overflow buckets and pointers are set from the original buckets to the overflow buckets. Assuming that each overflow bucket can hold at most three records, as shown below.

Overflow bucket

|  |  |  |
| --- | --- | --- |
|  |  | pointer |
|  |  | pointer |
|  |  | pointer |

CS3402 Tutorial 5:

3.

1. Static hashing with 5 buckets, each of which contains at most 3 records

Bucket 0

|  |  |
| --- | --- |
| 3760 |  |
| 7115 |  |
|  |  |
|  | NULL |

Bucket 1

|  |  |
| --- | --- |
| 4871 |  |
| 1821 |  |
|  |  |
|  | NULL |

Bucket 2

|  |  |
| --- | --- |
| 4692 |  |
|  |  |
|  |  |
|  | NULL |

Bucket 4

|  |  |  |
| --- | --- | --- |
| 2369 |  | |
| 5659 |  | |
| 1074 |  | |
|  | | NULL |

1. Overflow handling

Bucket 0

|  |  |  |
| --- | --- | --- |
| 3760 |  | |
| 7115 |  | |
| 1620 |  | |
|  | |  |

Overflow buckets

|  |  |  |
| --- | --- | --- |
| 3945 |  |  |
| 4759 |  | NULL |
| 6975 |  | NULL |

|  |  |  |
| --- | --- | --- |
| 9206 |  | NULL |
|  |  |  |
|  |  |  |

Bucket 1

|  |  |  |
| --- | --- | --- |
| 4871 |  | |
| 1821 |  | |
| 4981 |  | |
|  | |  |

Bucket 2

|  |  |  |
| --- | --- | --- |
| 4692 |  | |
|  |  | |
|  |  | |
|  | | NULL |

Bucket 3

|  |  |  |
| --- | --- | --- |
| 2428 |  | |
|  |  | |
|  |  | |
|  | | NULL |

Bucket 4

|  |  |  |
| --- | --- | --- |
| 2369 |  | |
| 5659 |  | |
| 1074 |  | |
|  | |  |

1. In extendible hashing, how many hash codes can you have in maximum if the global depth is 3? Give an example to explain the mechanism used in extendible hashing to handle overflow.

8 hash codes (000, 001, 010, 100, 011, 110, 101, 111)

Splitting the bucket e.g. (000->0000, 1000) (using the lower bit) or (000->0000, 0001) (using the upper bit)