

【DS】 Day21

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| ☰ Tags | |
| 📅 Date | @June 20, 2022 |
| ☰ Summary | |

【Week 6】 Hash Tables

6.1 Hash Table

Basic Plan

Save items in a **key-indexed table**(index is a function of the key).

Hash function: Method for computing array index from key.

Issues

- Computing the hash function
- Equality test: Method for checking whether two keys are equal
- **Collision resolution**: Algorithm and data structure to handle two keys that **hash to the same array index**.

Computing the Hash Function

- Efficiently computable
- Each table **index equally likely for each key**

Java's Hash Code Conventions

All Java classes inherit a method `hashCode()`, which returns a 32-bit int

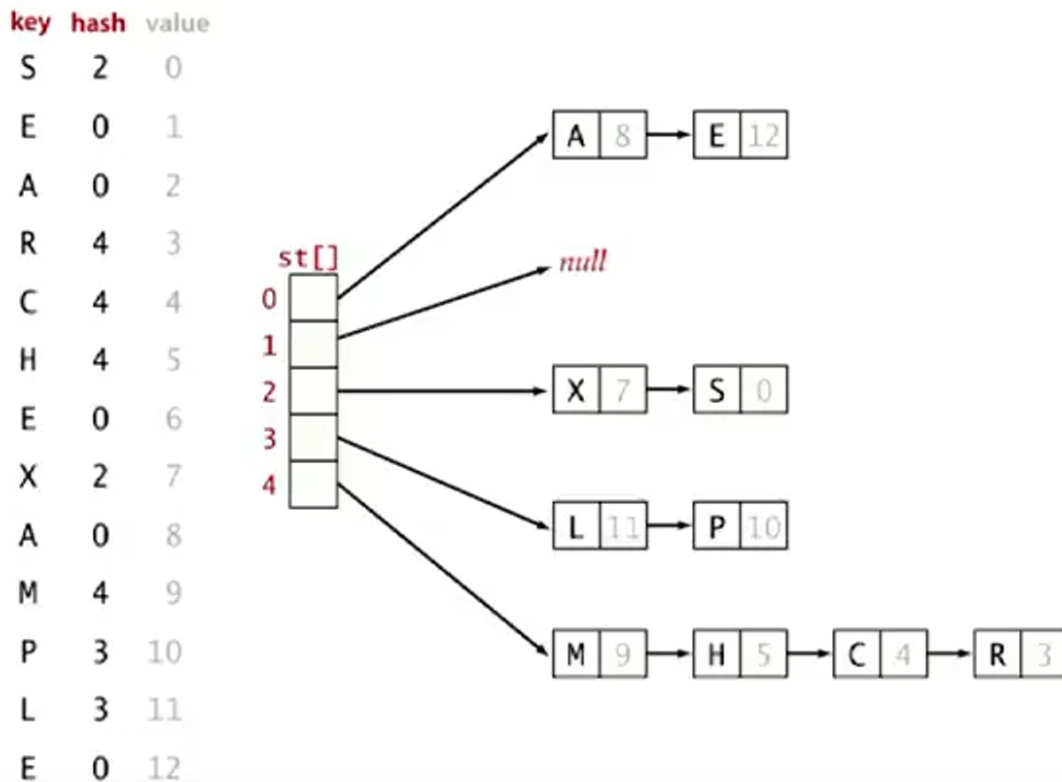
If `x.equals(y)`, then `x.hashCode() == y.hashCode()`.

6.2 Collision Chaining

Collision: Two distinct keys hashing to same index

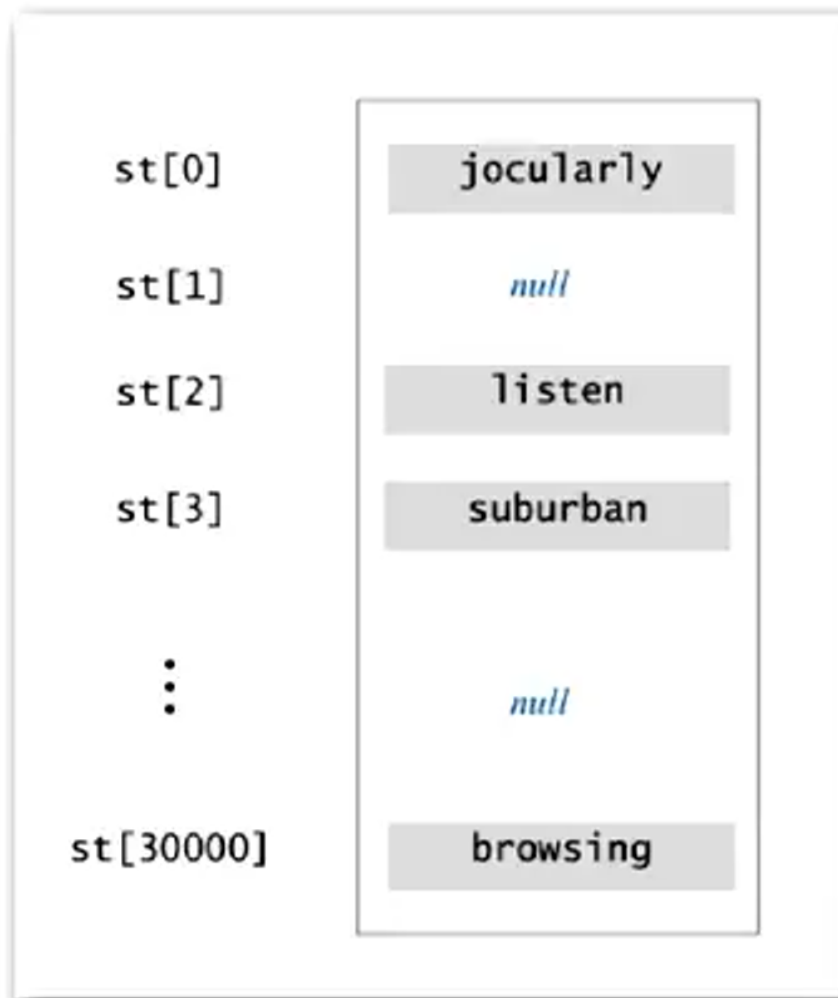
Use an array of $M < N$ linked lists.

- Hash: Map key to integer i between 0 and $M - 1$
- Insert: Put at front of i th chain
- Search: Need to search only i th chain.



6.3 Linear Probing

Open Addressing: When a new key collides, find next empty slot and put it there



linear probing ($M = 30001$, $N = 15000$)

Hash: Map key to integer i between 0 and $M - 1$

Insert: Put at table index i if free; if not try $i+1$, $i+2$, etc.

Note: Array size M must be greater than number of key-value pairs N .