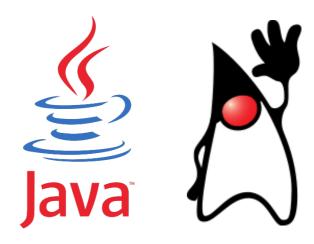
Data Structures (Spring 2020) Open Hashing (6th Lab)

2020.04.24
Seoul National University
Database Systems Lab

Today's Lab

- Announcement
 - Attendance

- Open Hashing
 - Implementation





Announcement

Attendance

- There are some issues about attendance at eTL
- According to the university, eTL and Zoom are not well-synchronizing each other
- We will upload new instructions as soon as possible

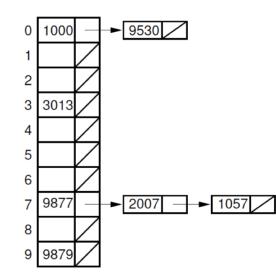
Sessions

No sessions found for this meeting.



Open Hashing

- Hashing
 - Hashing is a popular technique to store and search key values in a table.
- Open Hashing is one of hashings
 - Each slot (or entry) of the hash table is the head of a linked list.
 - A collision is resolved by chaining an overflow entry.
 - Also known as chained hashing.



Open Hashing -->

From: Bongki Moon, "Lecture Notes on Data Structures: Hash"

Exercises

- Implement Open Hashing
 - int size()
 - Return the number of entry (without overflowed ones)
 - int h(Integer key)
 - Hash function (key mod size)
 - boolean insert(Integer k, E r)
 - Insert value r with key k
 - If duplicate key found then return false, else return true
 - E search(Integer k)
 - Return value of key k
 - If not found, return null
 - E remove(Integer k)
 - Remove key-value pair and return value of key k
 - If not found, return null

Exercises

- Fill the blank of codes
 - Write your code into "// TODO:" section (OpenHash.java)

Main.java -->

• Implement size(), h(), insert(), search(), remove()

```
public static void main(String[] args) {
   int size = Integer.parseInt(args[0]);
   OpenHash<Integer, String> T = new OpenHash<Integer, String>(size);
   System.out.println("Hash table size: " + T.size());
   int[] keys1 = {1000, 9530, 3013, 9877, 2007, 1057, 9879, 1000};
   String[] vals1 = {"A", "B", "C", "D", "E", "F", "G", "H"};
   for (int i = 0; i < keys1.length; i++) {
       boolean res = T.insert(keys1[i], vals1[i]);
       if (res) System.out.println("inserted: <" + keys1[i] + ", " + vals1[i] + ">");
       else System.out.println("insert: <" + keys1[i] + ", " + vals1[i] + "> Failed!");
   // Search test
   int[] keys2 = {1000, 9530, 2007, 2000};
   for (int i = 0; i < keys2.length; <math>i++) {
       String res = T.search(keys2[i]);
       if (res != null) System.out.println("search: " + keys2[i] + " -> " + res);
       else System.out.println("search: " + keys2[i] + ": Not Found!");
   // Delete test
   int[] keys3 = {2007, 1057, 9877, 2007};
   for (int i = 0; i < keys3.length; i++) {
       String res = T.remove(keys3[i]);
       if (res != null) System.out.println("delete: " + keys3[i] + " -> " + res);
       else System.out.println("delete: " + keys3[i] + ": Not Found!");
   // Last search
   String res = T.search(2007);
   if (res != null) System.out.println("search: 2007 -> " + res);
   else System.out.println("search: 2007: Not Found!");
```

Exercises

Result

\$ java Main 10 Hash table size: 10 inserted: <1000, A> inserted: <9530, B> inserted: <3013, C> inserted: <9877, D> inserted: <2007, E> inserted: <1057, F> inserted: <9879, G>

insert: <1000, H> Failed!

search: 1000 -> A search: 9530 -> B search: 2007 -> E

search: 2000: Not Found!

delete: 2007 -> E delete: 1057 -> F delete: 9877 -> D

delete: 2007: Not Found! search: 2007: Not Found!

→ 9530 1000 2 3013 5 6 9877 8 9 9879

+ Additional Problem

How can we perform the insertion operation with worst-case execution time O(1)? It can be a different result with respect to the same input.