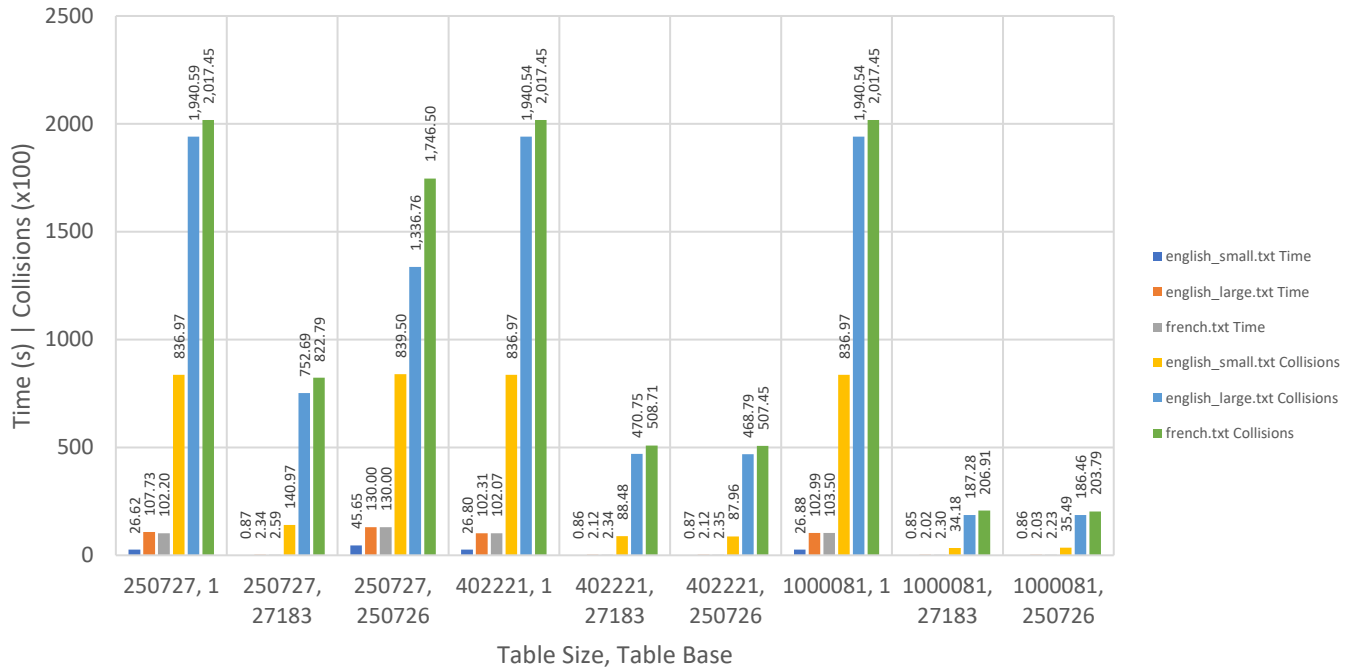
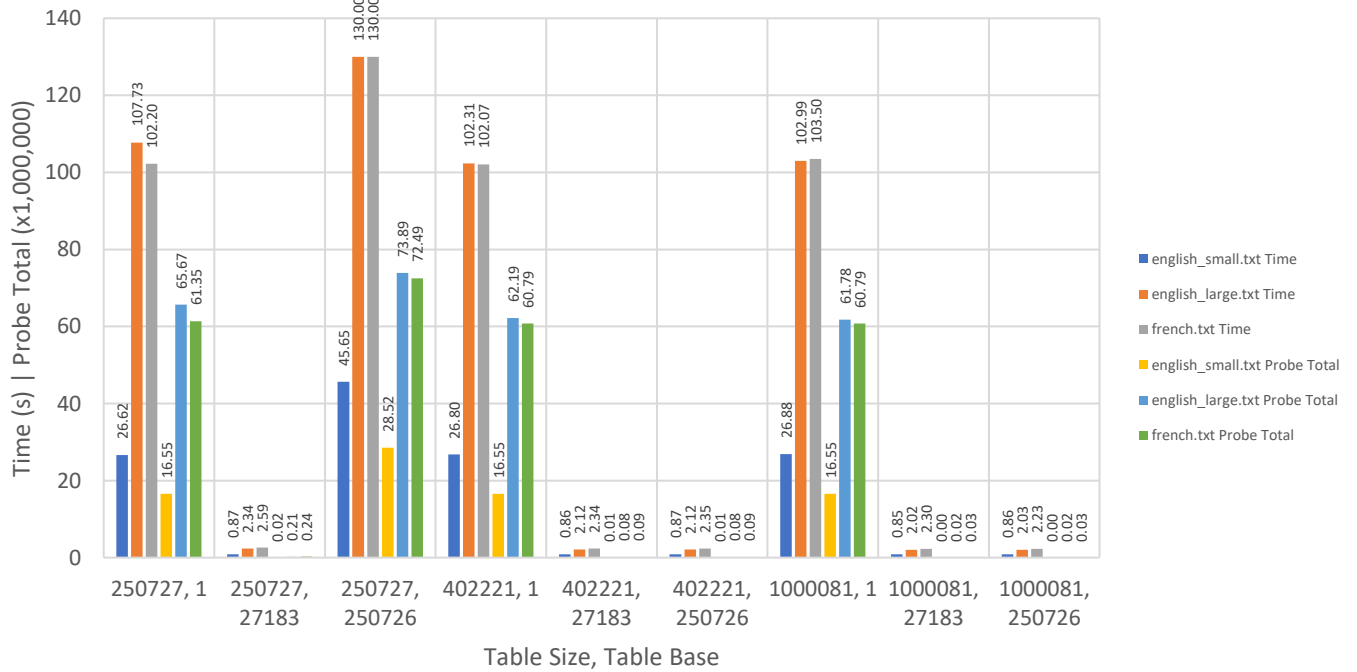


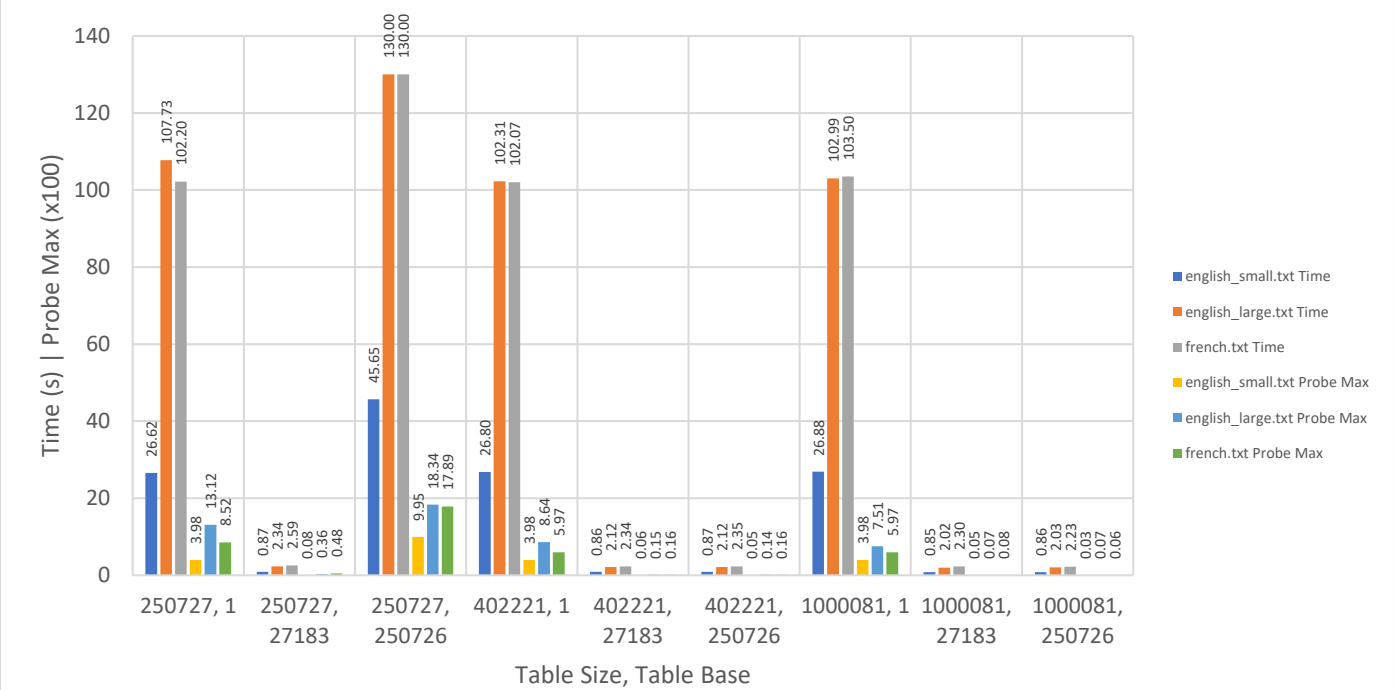
Time,Collisions v. Size,Base



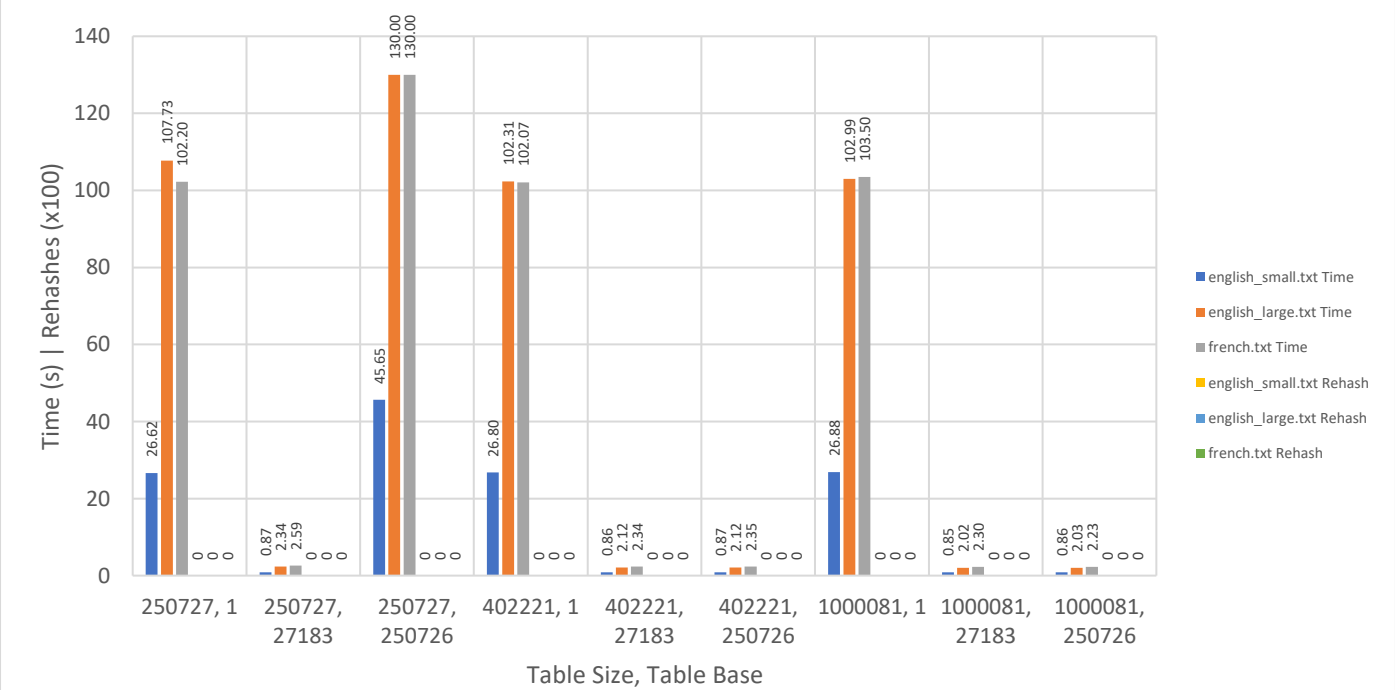
Time,Probe Total v. Size,Base

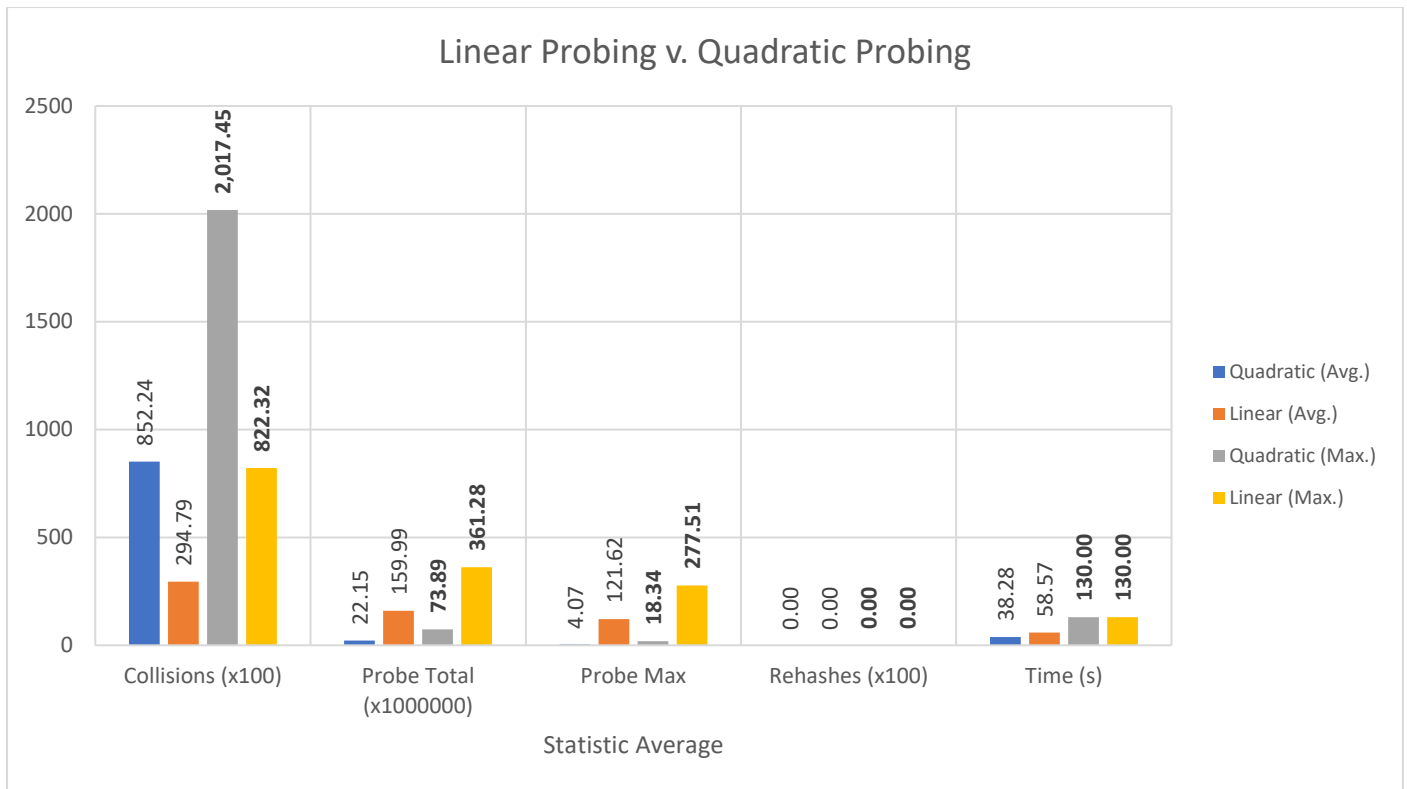


Time,Probe Max v. Size,Base



Time,Rehashes v. Size,Base





- max\_time = 120
- As already stated in the explanation of task 3, high collision counts do not directly affect the performance of the hash table but simply indicate that poor performance may be observed.
- Again, the better indicators of performance are the Probe Total and Probe Max statistics. Especially Probe Total, which keeps track of total length probed, this is the most performance taxing aspect of the hash table. Thus, reducing the Probe Total and Probe Max statistics would lead to better timed performance.
- When comparing linear and quadratic probing it is clear that quadratic probing is a faster implementation with lower averaged times and much lower average as well as maximum Probe Total and Probe Max values. This means that less time is spent probing the hash table.
- It is important to note that linear probing resulted in 12 time-outs whilst quadratic probing only resulted in 2 time-outs. This is reflected in the average and maximum collision statistics. Quadratic probing completed 10 more combinations – and would've progressed further in the remaining two – than linear probing, explaining why it observed more collisions on average.
- All combinations executed here did not require a rehash as even the smallest hash table (size 250727) was larger than the maximum unique words observed (length 202358 – french.txt). With quadratic probing, the hash table will resize when the quadratic probe path cannot find an empty slot for the new key-value pair. This did not occur in any instances and thus no rehashes took place.

Overall, probe max and probe total remain the best indicators for performance. They effectively communicate the performance benefits – in the form of smaller clusters and less clustering – of quadratic probing over linear probing as well.