

Same Length 3:

In this section we generated dictionaries of size $n = 1k, 5k, 10k, 100k, 250k$ and $500k$.

Word size = 3.

We run each dictionary using the TrieNode with static array and the TrieNode with the RobinHood Hashing table.

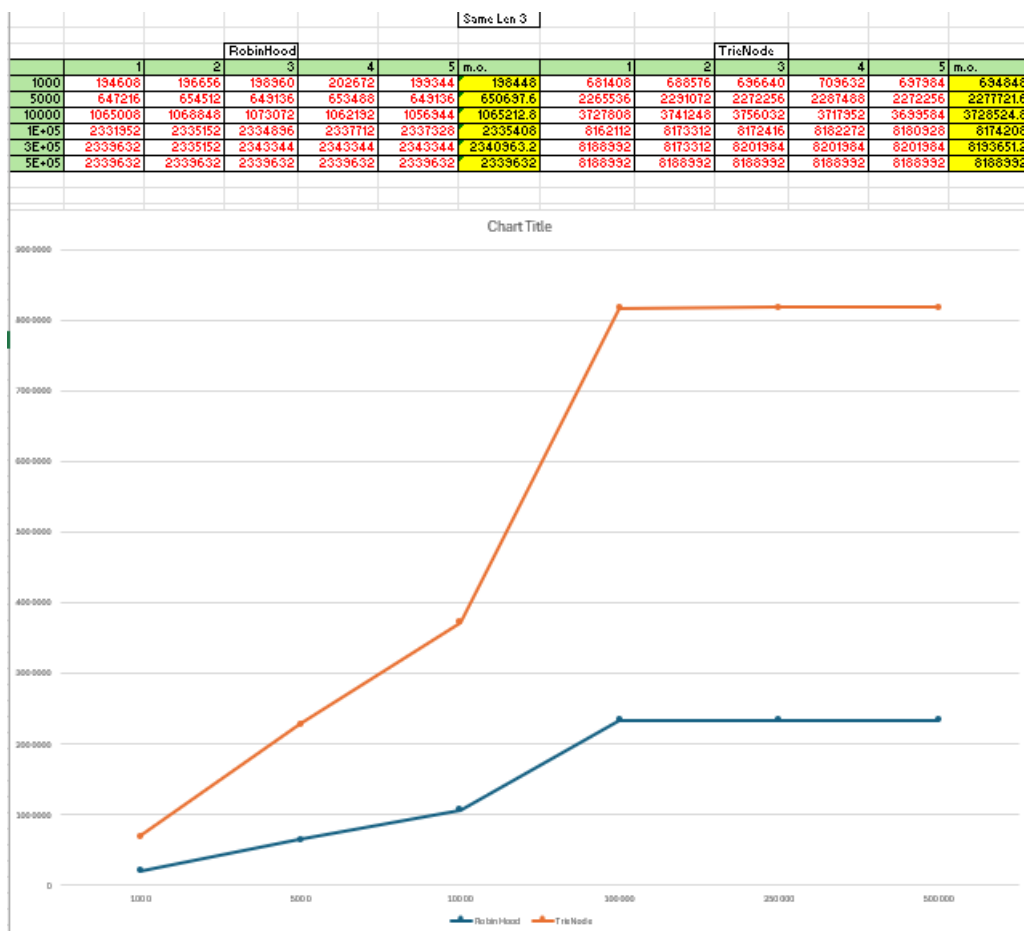
We generated 5 dictionaries for each n and calculated the average of each n for each TrieNode.

The Graph below shows two lines, the orange being the static and the blue being the RobinHood.

The Static table creates a 26 static array length of children while the RobinHood hashing creates a table of 5, then if 90% of the array is used it rehashes to 11 then to 19 and then to 29.

As shown below, while the dictionary length gets bigger, the static table utilizes more useless space as it always generates 26 space tables and the memory utilized is being increased exponentially.

Also after 17,576 words every possible word has being inserted so every other word is a duplicate thus no more space is being utilized.



Same Length 5:

In this section we generated dictionaries of size $n = 1k, 5k, 10k, 100k, 250k$ and $500k$.

Word size = 5.

We run each dictionary using the TrieNode with static array and the TrieNode with the RobinHood Hashing table.

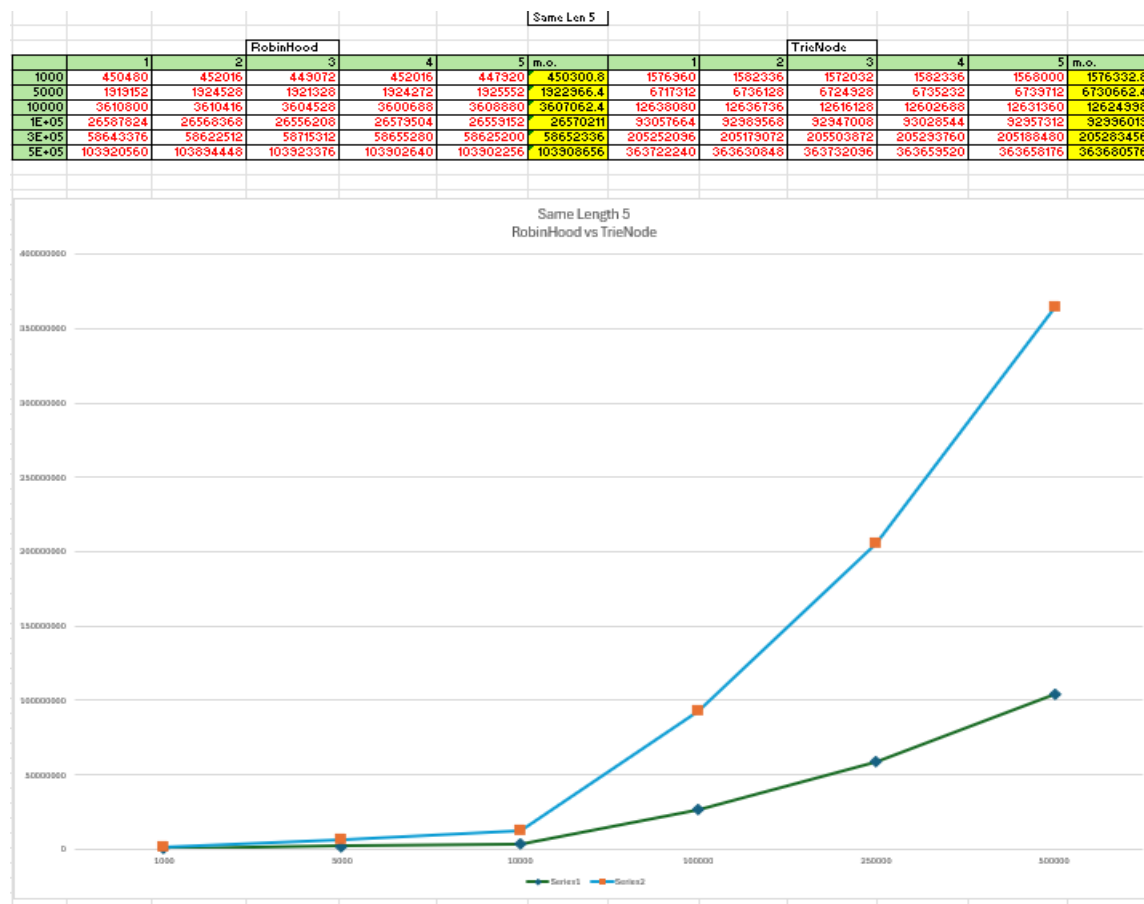
We generated 5 dictionaries for each n and calculated the average of each n for each TrieNode.

The Graph below shows two lines, the blue being the static and the green being the RobinHood.

The Static table creates a 26 static array of children while the RobinHood hashing creates a table of 5, then if 90% of the array is used it reshapes to 11 then to 19 and then to 29.

As shown below, while the dictionary length gets bigger, the static table utilizes more useless space as it always generates 26 space tables and the memory utilized is being increased exponentially.

The RobinHood Hashing method is more efficient memory-wise due to its rehashing techniques.



Same Length 7:

In this section we generated dictionaries of size $n = 1k, 5k, 10k, 100k, 250k$ and $500k$.

Word size = 7.

We run each dictionary using the TrieNode with static array and the TrieNode with the RobinHood Hashing table.

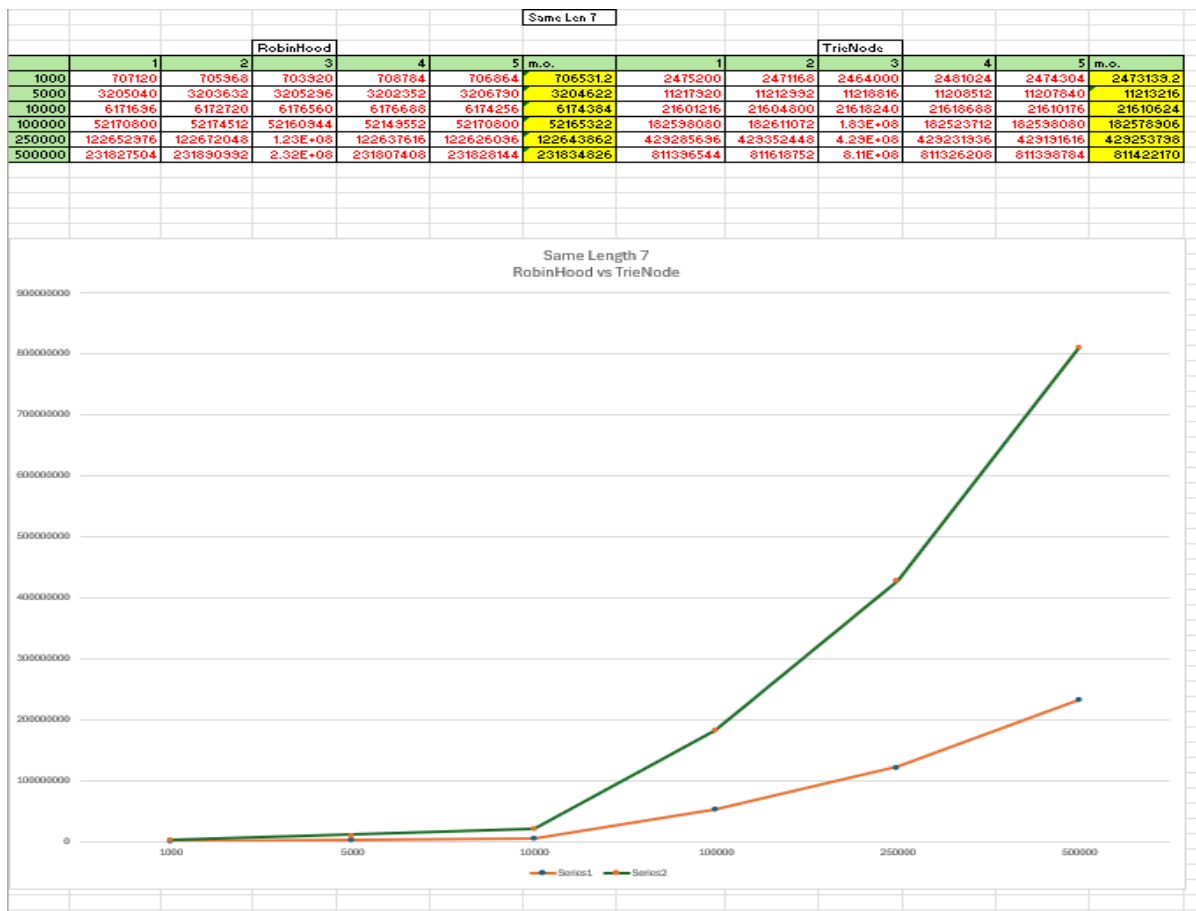
We generated 5 dictionaries for each n and calculated the average of each n for each TrieNode.

The Graph below shows two lines, the green being the static and the orange being the RobinHood.

The Static table creates a 26 static array of children while the RobinHood hashing creates a table of 5, then if 90% of the array is used it rehashes to 11 then to 19 and then to 29.

As shown below, while the dictionary length gets bigger, the static table utilizes more useless space as it always generates 26 space tables and the memory utilized is being increased exponentially.

The RobinHood Hashing method is more efficient memory-wise due to its rehashing techniques.



Same Length 10:

In this section we generated dictionaries of size $n = 1k, 5k, 10k, 100k, 250k$ and $500k$.

Word size = 10.

We run each dictionary using the TrieNode with static array and the TrieNode with the RobinHood Hashing table.

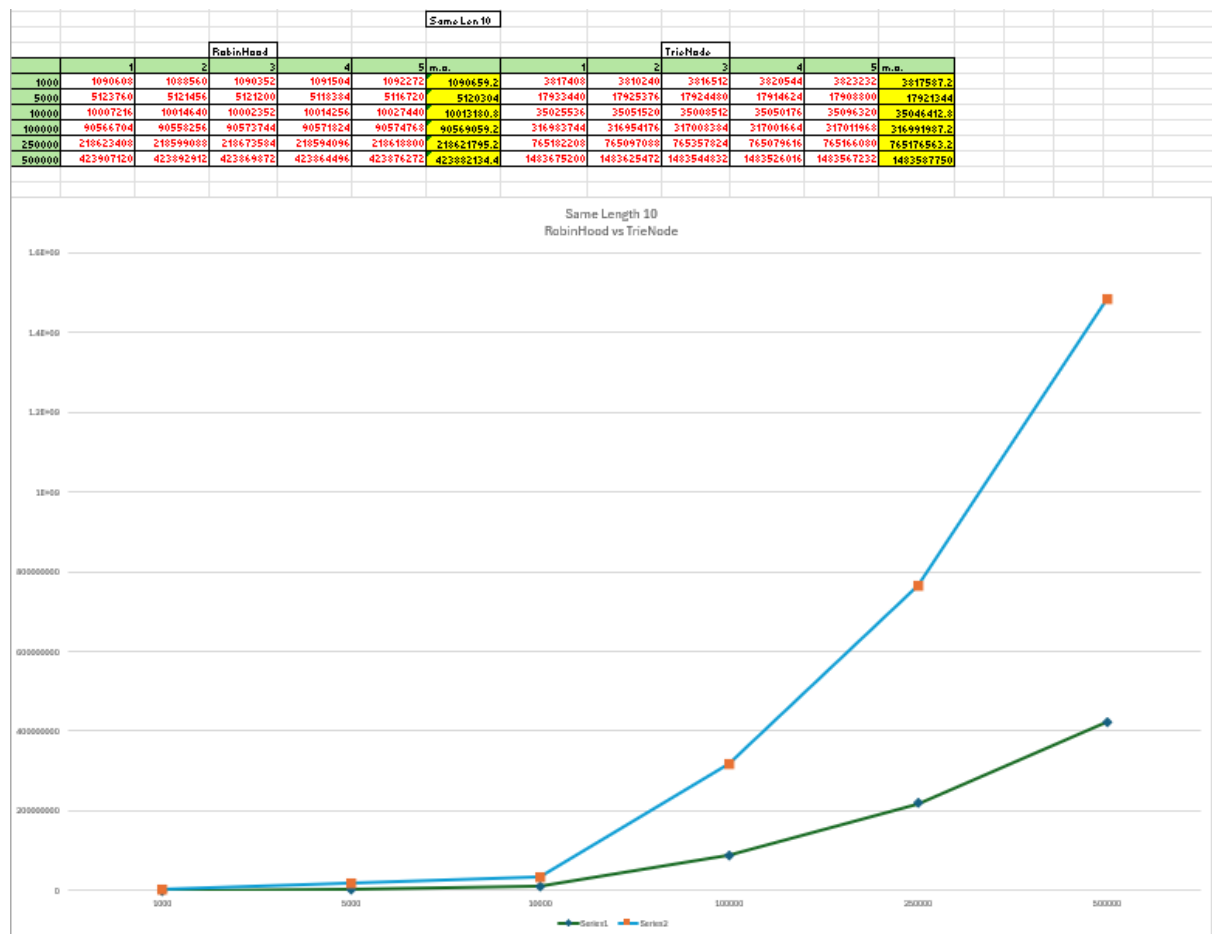
We generated 5 dictionaries for each n and calculated the average of each n for each TrieNode.

The Graph below shows two lines, the blue being the static and the green being the RobinHood.

The Static table creates a 26 static array of children while the RobinHood hashing creates a table of 5, then if 90% of the array is used it rehashes to 11 then to 19 and then to 29.

As shown below, while the dictionary length gets bigger, the static table utilizes more useless space as it always generates 26 space tables and the memory utilized is being increased exponentially.

The RobinHood Hashing method is more efficient memory-wise due to its rehashing techniques.



Varying Length 3 - 12 :

In this section we generated dictionaries of size n = 1k, 5k, 10k, 100k, 250k and 500k.

Word size = 3-12 with distribution (3-5 more likely).

We run each dictionary using the TrieNode with static array and the TrieNode with the RobinHood Hashing table.

We generated 5 dictionaries for each n and calculated the average of each n for each TrieNode.

The Graph below shows two lines, the green being the static and the orange being the RobinHood.

The Static table creates a 26 static array of children while the RobinHood hashing creates a table of 5, then if 90% of the array is used it rehashes to 11 then to 19 and then to 29.

As shown below, while the dictionary length gets bigger, the static table utilizes more useless space as it always generates 26 space tables and the memory utilized is being increased exponentially.

Due to the varying length there is a possibility that bigger words are inserted in the dictionary thus more memory is being utilized for both options. However due to the static array being 26 length, it uses a lot more space than the RobinHood Hashing technique.

The RobinHood Hashing method is more efficient memory-wise due to its rehashing techniques.

