



**Sunbeam Institute of Information Technology**  
**Pune and Karad**  
**PG - DESD**

**Module – Data Structures**

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## Hash Table

- The implementation of hash tables is frequently called as **Hashing**.
- Hashing is a technique used for performing insertions, deletions and finds in constant average time.
- The ideal hash table is an **array of some fixed size**, containing the **keys**, where each key is a string with an associated value.
- Each Key is mapped into some number in the range 0 to TableSize-1 and placed in the appropriate cell (slot).
- The mapping of keys with its corresponding cell is called a **hash function**.

0	
1	
2	
3	John 25000
4	Phil 31500
5	
6	Dave 27500
7	Mary 28000
8	
9	

In this example, john hashes to 3, phil hashed to 4, dave hashes to 6 and marry hashes to 7.



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## Hash Table

- **Hash function**

- The mapping is called a hash function.
- It is mathematical function of the key that yields slot of the hash table where key-value is stored.
- Ideally it should be simple to compute and should ensure that any two distinct keys get different cells.
- Since there are a finite number of cells and infinite supply of keys, this is clearly impossible and thus we seek a hash function that distributes the keys evenly among the cells.
- Simplest example is:  $f(k) = k \% \text{size}$ .

- **Collision:**

- There is possibility that two keys hash to the same value(cell). This is called collision.
- Must be handled using one of the **collision handling technique**.
  - **Open Addressing**
    1. Linear Probing
    2. Quadratic Probing
    3. Double Hashing
  - **Closed Addressing**
    1. Chaining / Separate chaining



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Thank you!

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