

17. Collision Handling Techniques:

- In Hash Table, collision occurs when two keys are hashed to the same index in a hash table.
- It means calculated hash value for the two keys is the same.

Collision Handling Techniques:

Separate Chaining
(Open Hashing)

Open Addressing
(Closed Hashing)

→ Linear Probing
→ Quadratic Probing

→ Double Hashing.

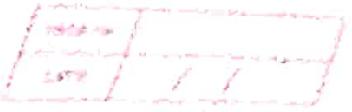
Separate Chaining:

To handle the collision

- This technique creates a linked list to the slot for which collision occurs.
- The new key is then inserted in the linked list.
- These linked list to the slot appear like chain that is why, this technique is called separate chaining.

Time Complexity:

Searching and Deletion: worst case $O(n)$



OPEN ADDRESSING

In open addressing:

- Unlike separate chaining, all the keys are stored inside the hash table.
- No keys is stored outside the hash table.

Technique used for Open Addressing:

1) Linear Probing:

In Linear Probing, we linearly probe for next slot.

- We keep probing until an empty slot is found.

To Resolve Collision:

$$h(K, i) = [h(K) + i] \bmod m$$

i = count no. of probe K = Key.

m = size of hash table

Advantage: easy to compute.

Disadvantage: Clustering, takes time to search an element or empty slot.

Time complexity: $O(m)$ m = table size.

2) Quadratic Probing:

In quadratic Probing we look for i^2 th slot in the i th iteration if the given hash value collides with the hash table.

$$h(K, i) = [h(K) + i^2] \bmod m$$

Advantage: more efficient for closed hash table.

Disadvantage: Secondary clustering.

two keys have the same probe sequence when they hash to the same location.

Time complexity: $O(N \times L)$, N = length of array

Space complexity: $O(1)$.

L = size of hash table.

3)

Double Hashing:

idea of applying second hash function to key when collision occurs.

$$h(k,i) = h_1 \text{hash}_1(\text{key})$$

$$h(k,i) = \text{hash}_1$$

$$h(k,i) = [h_1(k) + i * h_2(k)] \bmod m$$

we increase i when collision occurs.

Advantages: no clusters.

best for probing bcz it can find next free slot

in Hash table more quickly than Linear probing.

Disadvantages:

Time consuming to compute two hash function

Poor cache performance of memory access

Time complexity: $O(m)$ \rightarrow m^2 size of hash table
Worst case.

Linear probing with example.

- In Linear Probe, we linearly probe for next slot.
- The simplest approach to resolve a collision is Linear probing.
- In this technique, if a value is already stored at a location generated by $h(k)$, it means collision occurred then we do a sequential search to find the next empty location.
- Here the idea is to place a value in the next available position.
- Because in this approach searches are performed sequentially, so it's known as Linear probing.
- Here array or hash table is considered circular because when the last slot reached an empty location not found then search proceeds to the first location of the array.

To Resolve the collision: $h(k,i) = [h(k) + i] \bmod m$

m = size of hash table

$h(k) = (k \bmod m)$

i = probe no varies from 0 to $m-1$.

Therefore for a key $k \rightarrow$, the 1st location generated by $[h(k) + 0] \bmod m$, ($i=0$).

If the location is free, the value is stored at this location. If value successfully stored then probe count becomes 1.

If location is not free then 2nd probe generates address of location given by $[h(k) + 1] \bmod m$.

Time complexity: $O(m)$ m = table size.

Step 3:

Insert key

$$h(k) = 2k + 5$$

$$h(7) = 2 \times 7 + 5$$

~~= 19 (overflow to next address due to 10)~~

$$h[k,i] = [h(k) + i] \bmod m$$

$$h[7,0] = [h(7) + 0] \bmod 10$$

$$= [19 + 0] \bmod 10$$

$$= 19 \bmod 10$$

$$= 9$$

Step 4:

Insert key

$$h(k) = 2k + 5$$

$$h(11) = 2 \times 11 + 5 = 22 + 5 = 27$$

$$h[k,i] = [h(k) + i] \bmod 10$$

$$= [h(11) + 0] \bmod 10$$

$$= 27 \bmod 10 = 7$$

Step 5:

Insert key

$$h(k) = 2k + 5$$

$$h(14) = 2 \times 14 + 5 = 33$$

$$h[k,i] = [h(k) + i] \bmod 10$$

$$= [33 + 0] \bmod 10$$

$$= 3$$

$h(k)$:

$$h[14,1] = [h(14) + 1] \bmod 10$$

$$= 33 + 1 \bmod 10$$

$$= 34 \bmod 10$$

$$\underline{= 4}$$

Collision occurs location 3 is already full :-.

This is how linear probing collision resolution technique works.

What is Hashing:

- Hashing is a technique of mapping a large chunk of data into small table using a hashing function.
- It is process of mapping Keys and Values into the hash table by using a hash function.
- It is done for faster access to elements.

15.

Given : Quadratic probing

Table size m=10.

Keys: 27, 72, 63, 42, 36, 18, 29, 101

$$c_1 = 1 \quad c_2 = 3.$$

$$h(k, i) = (h(k) + c_1 \cdot i + c_2 \cdot i^2) \bmod m.$$

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	

Step 1:

Draw an empty Table of size 10.

Step 2:

Insert 27.

$$\therefore h(27, 0) = (h(27) + 1 \cdot 0 + 3 \cdot 0) \bmod 10. \\ = 27 \bmod 10 \\ = 7.$$

0	
1	
2	72
3	63
4	
5	
6	
7	27
8	
9	

Step 3 Insert 72

$$h(72, 0) = (72 + 1 \cdot 0 + 3 \cdot 0) \bmod 10. \\ = 72 \bmod 10 \\ = 2.$$

Step 4 Insert 63 = $(63 + 1 \cdot 0 + 3 \cdot 0) \bmod 10$

$$= 63 \bmod 10$$

$$= 3 -$$

Step 5 Insert 42 = $(42 + 1 \cdot 0 + 3 \cdot 0) \bmod 10$

$$= 42 \bmod 10 = 2.$$

i=3. Insert 42.

$$\begin{aligned}
 h(42,1) &= (42 + 1 \cdot 1 + 3 \cdot 1) \bmod 10 \rightarrow 1 & 0 & 36. \\
 &= (42 + 1 + 3) \bmod 10 & 1 & \\
 &\sim 46 \bmod 10 & 2 & 72 \\
 &= 6. & 3 & 63 \\
 && 4 & \\
 && s & \\
 && 6 & 42 \\
 && 7 & 27 \\
 && 8 & 18 \\
 && 9 & 29. & \boxed{1} \\
 \end{aligned}$$

Step 6: Insert 36

$$\begin{aligned}
 h(36,0) &= (h(36) + 1 \cdot 0 + 3 \cdot 0) \bmod 10 & 9 & 29. \\
 &= 36 \bmod 10 \\
 &= 6 \quad \checkmark & \boxed{1} \\
 \end{aligned}$$

Step 7: $i=1$ $h(36,1) = (h(36) + 1 \cdot 1 + 3 \cdot 1) \bmod 10$

$$\begin{aligned}
 &= (36 + 1 + 4) \bmod 10 \\
 &= (36 + 5) \bmod 10 \\
 &= 41 \bmod 10: \\
 &= 1. & \boxed{1} \\
 \end{aligned}$$

Step 8: Insert 18.

$$\begin{aligned}
 h(18,0) &= (18 + 1 \cdot 0 + 3 \cdot 0) \bmod 10 & 0 & \\
 &= 18 \bmod 10 & 1 & 36 \\
 &= 8. & 2 & 72 \\
 && 3 & 63 \\
 && 4 & \\
 \end{aligned}$$

Step 9: Insert 29.

$$\begin{aligned}
 h(29,0) &= (29 + 1 \cdot 0 + 3 \cdot 0) \bmod 10 & 5 & 101. \\
 &= 29 \bmod 10 & 6 & 42 \\
 &= 9. \quad \checkmark & 7 & 27 \\
 && 8 & 18 \\
 && 9 & 19. & \boxed{1} \\
 \end{aligned}$$

Step 10: Insert 101

$$\begin{aligned}
 h(101,0) &= (h(101) + 1 \cdot 0 + 3 \cdot 0) \bmod 10 & 0 & \\
 &= 101 \bmod 10 & 1 & \\
 &= 1. \quad \checkmark & 2 & \\
 \end{aligned}$$

i=1 $h(101,1) = (h(101) + 1 \cdot 1 + 3 \cdot 1) \bmod 10$

$$\begin{aligned}
 &\rightarrow (101 + 1 + 3) \bmod 10 \\
 &\rightarrow 105 \bmod 10 \\
 &\rightarrow 5. & \boxed{1} \\
 \end{aligned}$$

