



Fundamentals of Data Structures Laboratory Project 3

Hashing – Hard Version

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CONTENTS

Chapter 1	3
1.1 Background	3
1.2 Algorithm requirements	3
1.3 Achieve results	4
Chapter 2	5
Chapter 3	6
Chapter 4	9
4.1 Analysis	9
4.1.1 Analysis the time complexity of the algorithm	
4.2 Comments on further possible improvement	10
Appendix	11
Source Code (in C)	11
Declaration	13

Introduction

1.1 Background

Over the past few weeks, we have learned a new kind of data structure, which is called Hashing. Hashing is the transformation of arbitrary length input (also known as pre-image) into fixed length output by hashing algorithm, which is the hash value. This transformation is a compression mapping, that is, the hash value space is usually much smaller than the input space, different inputs may be hashed into the same output, so it is impossible to determine the unique input value from the hash value. To sum up, it is a function that compresses messages of arbitrary length into message digests of a fixed length.

Until now we have a clear understanding of it, and have mastered some basic operations. However, this project is not about simple operation such as insertion when knowing the sequence. It is based on the consequence of insertion, and require us to get the insertion sequence before. This reverse approach has greatly tempered our thinking and helped us to grasp the knowledge of hashing more deeply.

Here is a brief introduction to this project: We are given a hash table of size N. After defining a hash function, suppose that the linear probing is used to solve collisions, we can easily obtain the status of the hash table with a given sequence of input numbers. However, now we are asked to solve the reversed problem: reconstruct the input sequence from the given status of the hash table. Whenever there are multiple choices, the smallest number is always taken.

1.2 Algorithm requirements

In order to reconstruct the input sequence from the given status of the hash table, we have to divide this problem into several parts using different functions.

During the main function, the basic algorithm is to define some arrays to save data produced in the following process. While dealing with the data, the elements in these arrays are changing and adapting. Therefore, we can acquire a sequence from the array and output them to get the input sequence, which is required by the problem.

Moreover, we have created several functions. For example, we define a judgment function to determine whether the elements in the original sequence are inserted into the new hash at the same location each time. Also, in order to simplify the codes, we define a function that will be used to insert elements into the hash.

1.3 Achieve results

After the programmer finished the codes, we test the program and here is the achieving results. As for the input, each input file contains one test case. For each test case, the first line contains a positive integer N (\leq 1000), which is the size of the hash table. The next line contains N integers, separated by a space. A negative integer represents an empty cell in the hash table. It is guaranteed that all the non-negative integers are distinct in the table.

Then we get the output by running it, which is greatly corresponding to the requirements, namely that printing a line that contains the input sequence, with the numbers separated by a space. Also, we have got full mark on PTA, which is shown below.

提交结果

提交时间	状态	分数	题目	编译器	耗时
2018/12/22 20:13:26	答案正确	20	Р3	C (gcc)	31 ms
测试点	结果		耗时		内存
0	答案正确		4 ms		392KB
1	答案正确		5 ms		256KB
2	答案正确		12 ms		256KB
3	答案正确		4 ms		256KB
4	答案正确		31 ms		256KB
代码	<pre>1 #include<stdio.h> 2 int judge(int m,i) 3 * { 4 int k=m; 5 k%=N; 6 while(newcell[k] 7 * { 8 k++; 9 k%=N; 10 }</stdio.h></pre>				

Algorithm Specification

To begin with, we define two functions in advance. One is *judge*(), which is a judgment function to determine whether the elements in the original sequence are inserted into the new hash at the same location each time, the other is *insert*(), which is a function that inserts elements into a hash.

Let's talk about the main function. First and foremost, we define several parameters, such as the size of the hash table, some cycles, counts and flags. Three arrays are defined to accept the sequence of elements, reinsert and output. Then we initialize all elements of the newly created hash array to all -1 and start accepting element sequences.

We use a loop to solve the whole problem. The key is to find the values that hold in the subsequent loop and select the smaller values from them. When finding the next element, we should make some changes to the new and former hashes. More specifically, the first step is to find the location of minimum in the former sequence. The second step is to change the element stored in the corresponding location of the former hash to a negative number. The third step is to insert this element into the new hash. Finally, we use a circulation to output results and the work is done completely.

In summary, here is a brief specification. First and foremost, create a new empty hash, and then insert each element again. From the newly inserted elements, find the smallest elements whose insertion position is the same as the order given by the title. From this, we can know that the smallest element is the first element in the required order. After continuous circulation and repeated searching for the smallest element, we can find the Minimum insertion order, which is the requirement of this project.

Testing Results

1. N = 10, no number

2. N = 1, random numbers

```
■ C:\Users\lenovo\Desktop\P3 Hashing - Hard Version.exe

1
5
5
------
Process exited after 2.741 seconds with return value 0
请按任意键继续. . .
```

3. N = 20, random numbers

4. N = 100, random numbers

```
■ C\Users\lenovo\Desktop\P3 Hashing - Hard Version.exe

- ×

100
-1 1 2 3 4 5 6 7 8 9
-1 11 9412 12 13 48215 14 15 16 17

18 321 19 23 20 21 26 23 24 25

26 231 132 27 28 29 30 32 -1 -1
-1 -1 -1 -1 -1 -1 546 -1 -1 -1
-1 -4 4651 16651 -1 54 -1 956 56 3156 5659

2560 6561 98456 -1 -1 3 265 65 -1 -1 -1
-1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1
-1 -1 -1 -1 -1 -1 -1 -1 -1 -1
-1 -1 -1 -1 -1 -1 -1 -1 -1
-1 -1 -1 -1 -1 -1 -1 -1 -1
-1 2 3 4 5 6 7 8 9 11 23 26 54 132 231 321 492 546 956 56 2560 3156 3265 65 4651 5659 6561 9412 12 13 16651 48215 14 15 16 17 18 19 20 21 23 24 25 26 27 28 29 30 32 98456

Process exited after 2.782 seconds with return value 0
请按任意键维维... ■
```

5. N = 1000, random numbers

```
C:\Users\lenovo\Desktop\P3 Hashing - Hard Version.exe
| The image of the
          1 -1 -1 27983 -1 -1 13986 23987 -1 -1
4990 -1 -1 -1 -1 -1 2996 25997 -1 31999
2 54 124 141 154 236 289 293 482 492 779 901 1151 1417 1544 1588 1764 1843 1870 1927 2000 2083 2126 2155 2307 2369
2635 2696 2996 3094 3103 3196 3298 3431 3435 3549 3558 3603 3626 3729 3738 3789 3903 4032 4042 4100 4154 4314 4415
4597 4640 4665 4679 4735 4803 4834 4887 4967 5003 5022 5076 5098 5110 5250 5437 5448 5536 5538 5700 5706 5787 5830
6039 6225 6271 6335 6360 6423 6484 6618 6619 6730 6869 6901 7130 7165 7377 7442 7449 7488 7519 7617 7628 7712 7883
6903 7959 8178 8361 8481 8493 8724 8910 9011 9041 9162 2162 9375 9504 9515 9742 9759 9790 9833 1833 9895 9906 9931
10286 10292 10384 10467 10556 10586 10713 10809 11009 11021 11174 11324 11338 11479 11512 11539 11702 11834 11841 18443 12044 12045 12053 12264 12288 12293 12317 12383 12456 12624 12860 12950 13031 13032 13062 13065 13187 13262 13
3402 13459 13695 13932 13967 13978 13986 14019 14182 14310 14311 14344 1475 14605 14689 14772 14894 14946 14990 15
5424 15256 15351 15458 15574 15575 15725 15891 16106 16119 16140 16203 10203 16280 16414 16513 9513 16520 16542 166
828 4828 16942 16945 17036 3036 17087 17190 17372 17411 17422 2422 16424 17438 17452 17506 17674 17774 17808 17862
18008 18008 18081 18088 18115 18128 18468 468 18589 18637 18652 18717 18765 18768 18788 18876 18897 18936 19073 91917 9
170 19188 19265 19559 19590 19630 19669 2669 19712 19719 19797 19816 19867 19896 19913 913 19955 19977 20025 20038
20056 20143 143 20160 20223 17223 20329 20417 20451 20473 20581 20601 2661 20672 21004 21120 21426 21539 20538 185
5494 16550 21660 21695 21719 21725 21727 21882 22191 22356 22387 22414 22467 22550 12551 22647 22469 22705 2277
292 20799 2801 22814 22889 22930 23153 23196 23197 23200 2328 2828 15282 16283 23632 23647 23659 24885 24884 20486 24489
24627 2626 24649 20650 24768 24947 20946 25201 25485 3488 25548 25688 4668 25722 25735 25852 55875 25997 26155 262
300 26303 26309 26363 26419 26478 24947 20946 25201 25485 3488 25548 25688 4668 25722 25735 25852 55875 25997 26155 26
                    rocess exited after 2.213 seconds with return value 0
f按任意键继续. . . .
```

6. N = 50, the numbers all have the SAME hash value

7. N = 100, the numbers all have the SAME hash value

8. N = 100, the numbers are some of the hash value

9. N = 1000, the numbers are some of the hash value

Analysis and Comments

4.1 Analysis

In this project, the code written by the programmer uses two functions, one main function.

The main ideas of the algorithm are as follows:

Create a new empty hash, and then insert each element again. From the newly inserted elements, find the smallest elements whose insertion position is the same as the order given by the title. From this, we can know that the smallest element is the first element in the required order. After continuous circulation and repeated searching for the smallest element, we can find the order of the title——Minimum insertion order.

We use judge function to re-insert the hash table given by the title, and find the smallest element in the rearranged hash list. Then we insert the smallest element into the new array through insert function, repeat and complete the whole program.

The first function, judge function, is used to determine the order given by the title. By judging the elements from cell [0] to cell [N], we can find the elements in the same order as the title, and then jump out of the function.

Then in the main function, find the smallest element of the element judged as 1 by the judge function, and insert it into the new array new cell through the insert function.

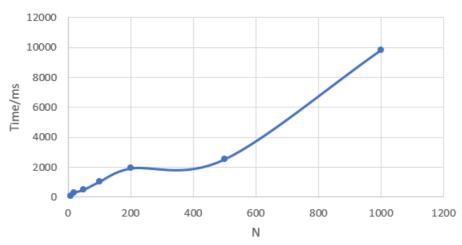
4.1.1 Analysis the time complexity of the algorithm

Time table (Average Time):

N	10	20	50	100	200	500	1000
Random number	101	420	1030	1869	2398	2509	6256
Time/ms							

The chart is as follows:





The chart above has successfully show the trend of average time complexity and worst case time complexity which will be discussed in the next. Considering that we use 3 superposition loops in a single run, the worst case time complexity is $O(N^3)$.

4.1.2 Analysis of the space complexity of the algorithm

Both time complexity and space complexity are necessary to consider. The former could influence the time that would be use to solve the problem. The latter has impact on storage space. The less the time complexity as well as the space complexity, it would be necessity to a better algorithm. As for the space complexity of our codes, on account that two structures are used to store the graph, the space complexity of the algorithm is O(N), which is not so high.

4.2 Comments on further possible improvement

The whole program is very clear and organized, contains the idea of modular problem solving, is also conducive to other people's understanding, at the same time, the code has enough and detailed comments, reflects the programmer's thinking process and ideas, and makes it easier for readers to understand the whole program thoroughly.

The current array we used in this problem is cell[MAX_SIZE]. If we can define the array dynamically, some space may be saved when the size of problem is small. The read in process can be fasten using "putchar" instead of "scanf". However, neither improvement is very significant as the size of N is rather small. And the whole algorithm can use less time complexity algorithm.

All in all, the programmer has done a good job.

Appendix

Source Code (in C)

#include<stdio.h> int judge(int m, int *newcell, int *cell, int N) //Define a judgment function to determine whether the elements in the original sequence are inserted into the new hash at the same location each time. { int k=m; k%=N; while(newcell[k]>=0) // When conflict occurs, move backwards. k++; k%=N; if(cell[k]==m)//If the insertion position in the new hash is the same as that in the old hash, the condition can be satisfied return 1; else return 0; } void insert(int m, int *newcell, int N) // Define a function that inserts elements into a hash { int k=m; k%=N; while(newcell[k]>=0) // When conflict occurs, move backwards. k++; k%=N; newcell[k]=m; // After the corresponding position array subscript is found, the element is assigned to the array unit.

```
int main()
    int N;
                 //define the size of the hash table
    scanf("%d",&N);
    int cell[1001];
                           //Define an array that accepts a sequence of elements
    int newcell[1001];
                                 //Define a re-inserted hash
    int result[1001];
                                 //Define the output result array
    int i,j,min,num=-1,sum=0,k,flag=0;
                                         //Define some cycles, counts, and flags
    for(i=0;i< N;i++)
    newcell[i]=-1;
                          //Initialize all elements of the newly created hash array to -1
    for(i=0;i<N;i++)
                          //Start accepting element sequences
    {
         scanf("%d",&cell[i]);
         if(cell[i]>=0)
                                //Sum is used to record the number of elements in a table
         sum++;
    }
    for(i=0;i<sum;i++)
                                // Total cyclic sum times
    {
         for(j=0;j<N;j++)
                            //Start at the head of the cell every time.
                               //If the value of the element is less than 0 and is expressed
              if(cell[j]>=0)
as null, the following loop is not necessary
              {
                   if(flag==0&&judge(cell[j],newcell,cell,N)) //Find the first valid element value
                   {
                        min=cell[j];
                        flag=1;
                   }
                   else if(flag==1&&judge(cell[j],newcell,cell,N)) //Find the values that hold
in the subsequent loop and select the smaller values from them
                   {
                        if(min>cell[j])
                        min=cell[j];
                   }
              }
         }
              if(flag!=0)
                                    // When you find the next element, make some changes
to the new and old hashes
              {
                   result[++num]=min;
                   for(k=0;k<N;k++) // Find the location of min in the old sequence
                   {
                        if(cell[k]==min)
```

```
break;
}
cell[k]=-1; //Change the element stored in the corresponding
location of the old hash to a negative number
insert(min,newcell,N); //Insert this element into the new hash
}
flag=0; //Change the marker variable of whether to find the next element to 0
}
for(i=0;i<=num;i++) //Circulation of output results
{
    if(i==0) //When the output is the first, there is no space
    printf("%d",result[i]);
    else
    printf(" %d",result[i]);
}
```

Declaration

We hereby declare that all the work done in this project titled "Hashing – Hard Version" is of our independent effort as a group.

Duty Assignments:

Programmer: Mu Qingfeng

Tester: Guo Han

Report Writer: Wang Ruopeng