

Introduction

- Runtime of linear search and linked list $O(n)$
- Runtime of binary search and binary tree is $O(\log(n))$ which is faster than linear search.
- Can we perform the searching process in $O(1)$. Yes, its possible by hashing.

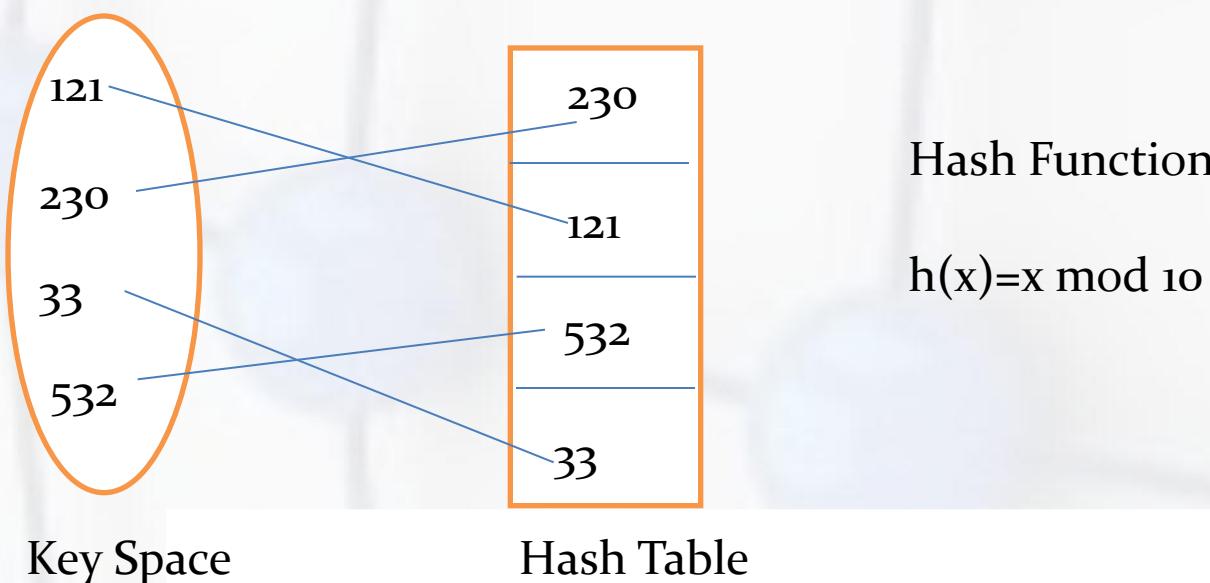
$$O(1) < O(\log(n)) < O(n)$$

Hashing

DEFINITION:

- The processing of mapping keys to appropriate location (indices) in a hash table is called **Hashing**.
- **Hash function** is a mathematical function used in hashing concept which gives the appropriate value of the index of hash table in which a key should be stored.

Example:



Hashing

- Hash table should consist of 2 types of values:
Key Value and **Sentinel Value** (For identification of available space)
- Initially hash table is filled with -1 not with garbage value.

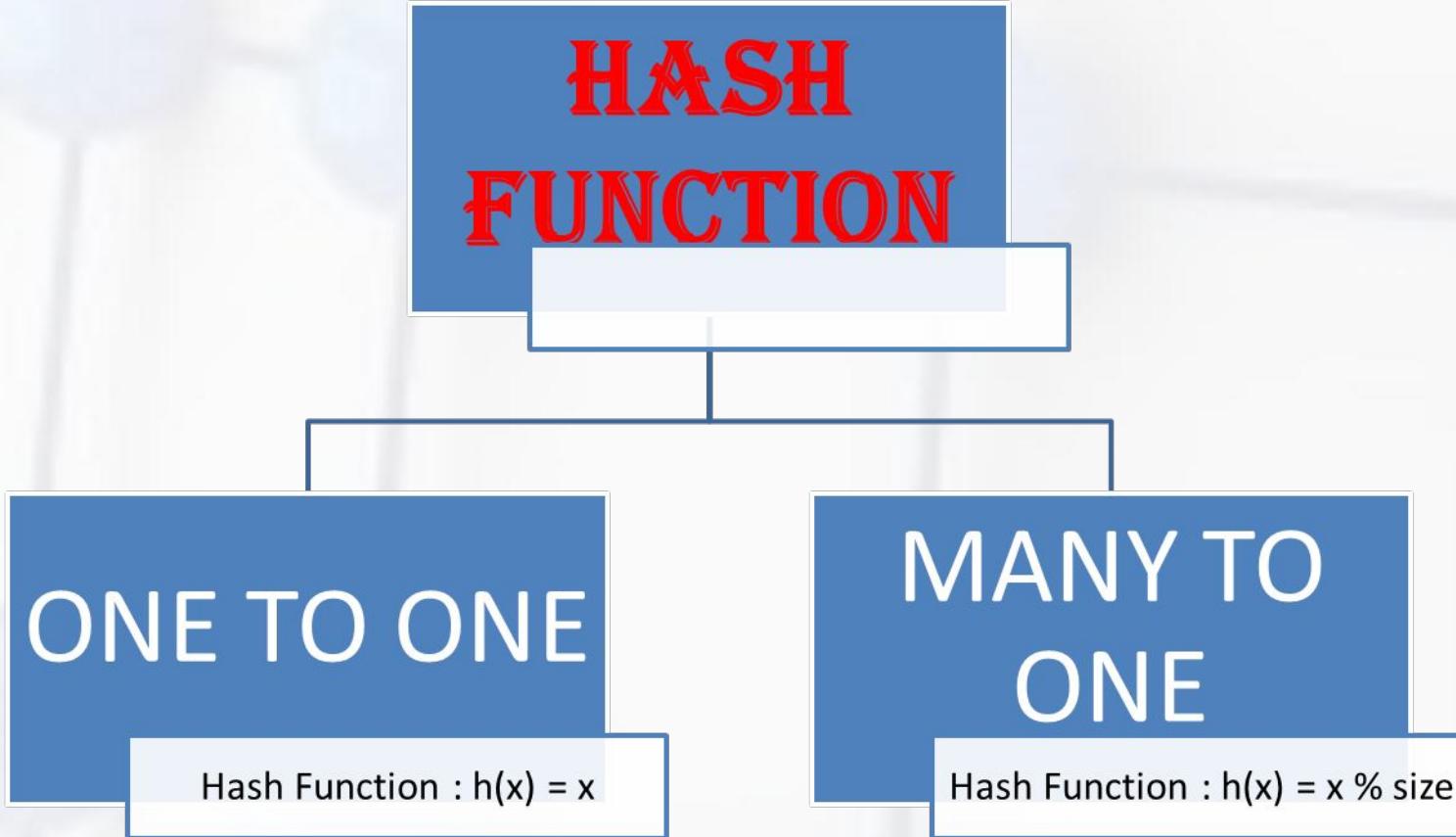
Example:

List of elements : 34, 56, 79, 93, 10, 42, 81, 25

10	81	42	93	34	25	56	-1	-1	79
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- -1 is a sentinel value

Hashing Function Types



ONE TO ONE Hashing Example

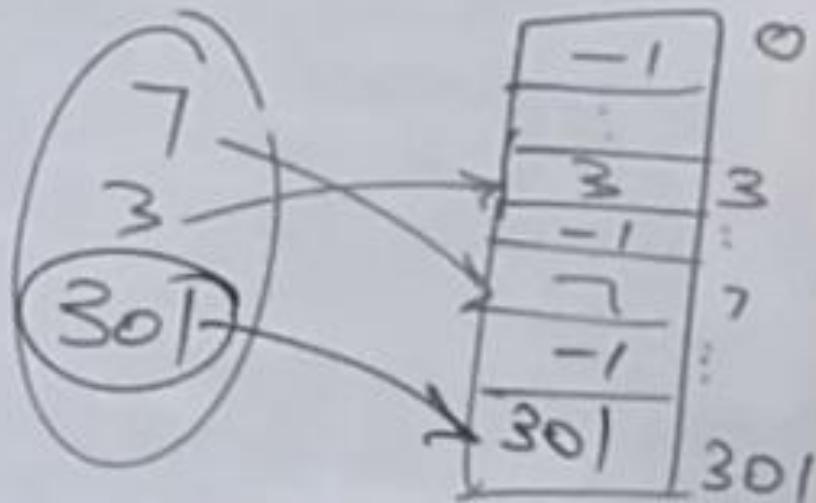
① to ① H.F.

$$h(x) = x$$

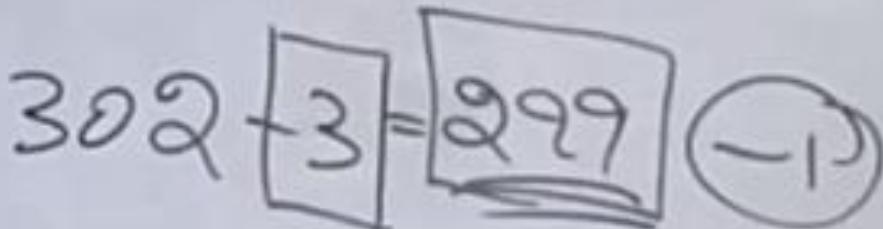
$$h(7) = 7$$

$$h(3) = 3$$

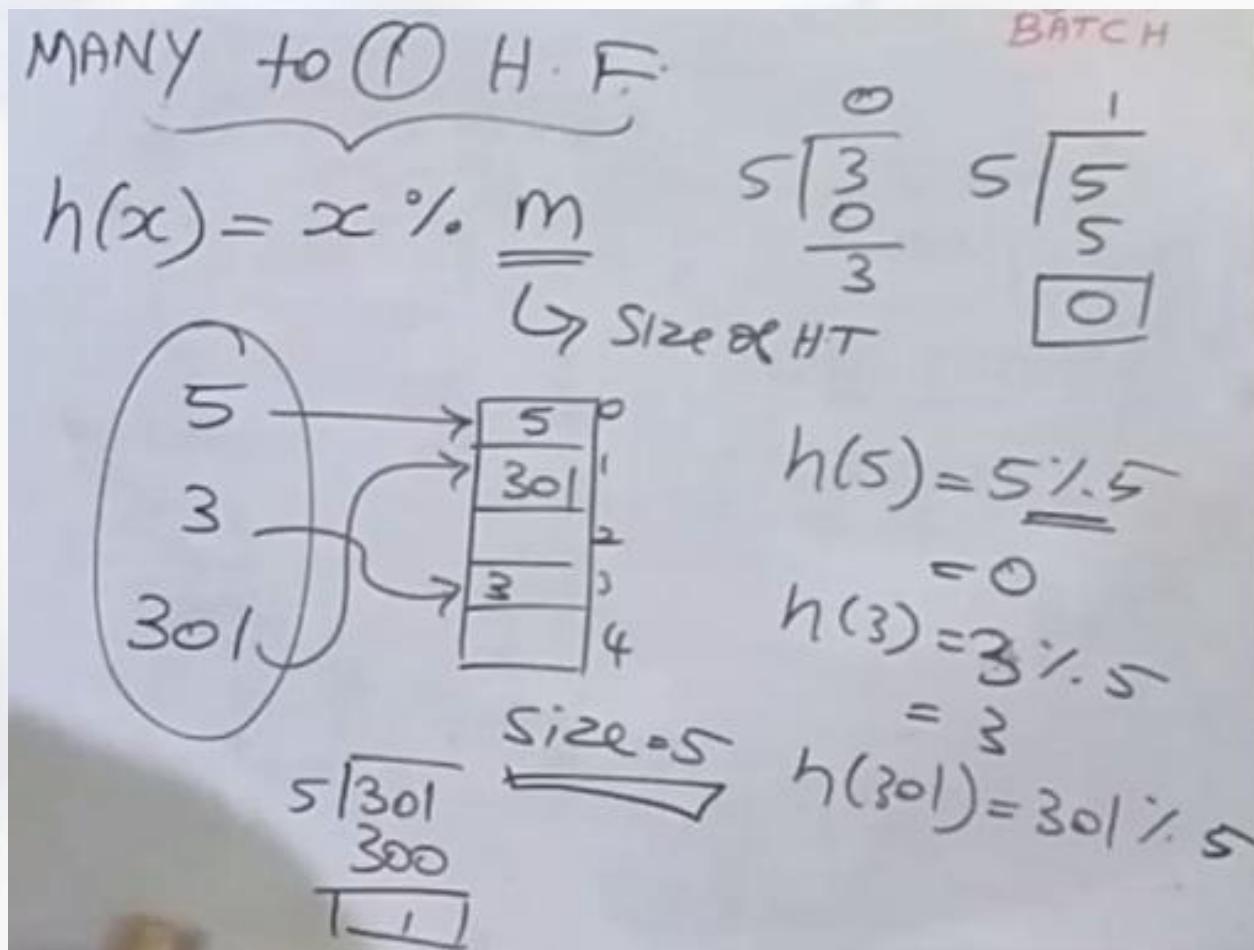
$$h(301) = \underline{301}$$



$$\text{Size} = 302$$



MANY TO ONE Hashing Example



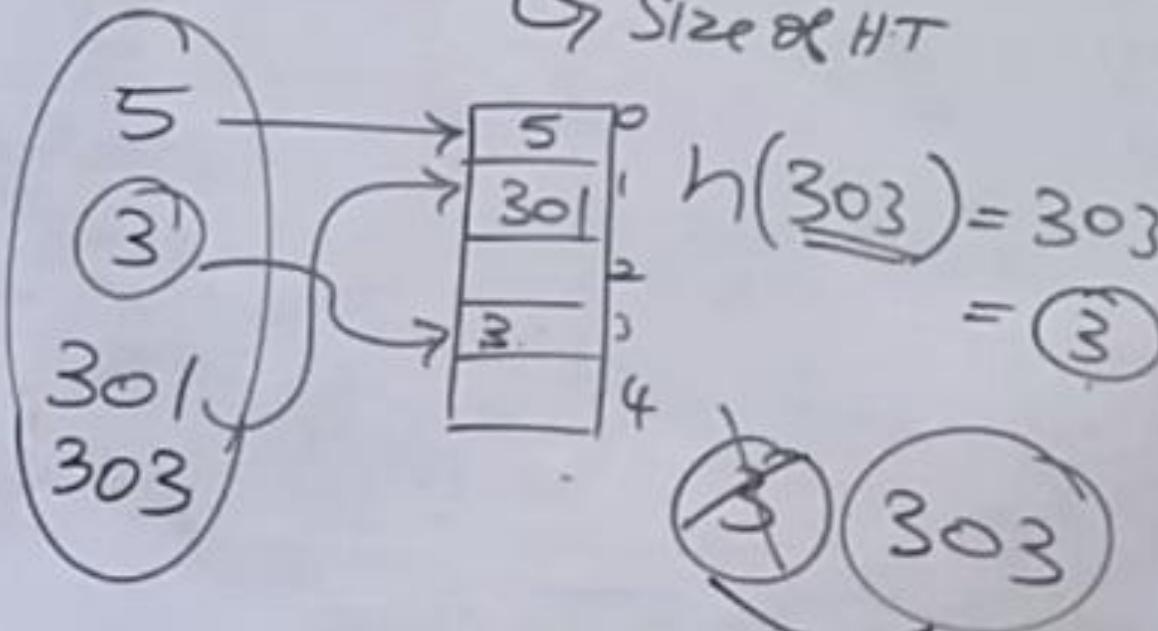
MANY TO ONE Hashing Example

MANY to ① H.F.

BATCH

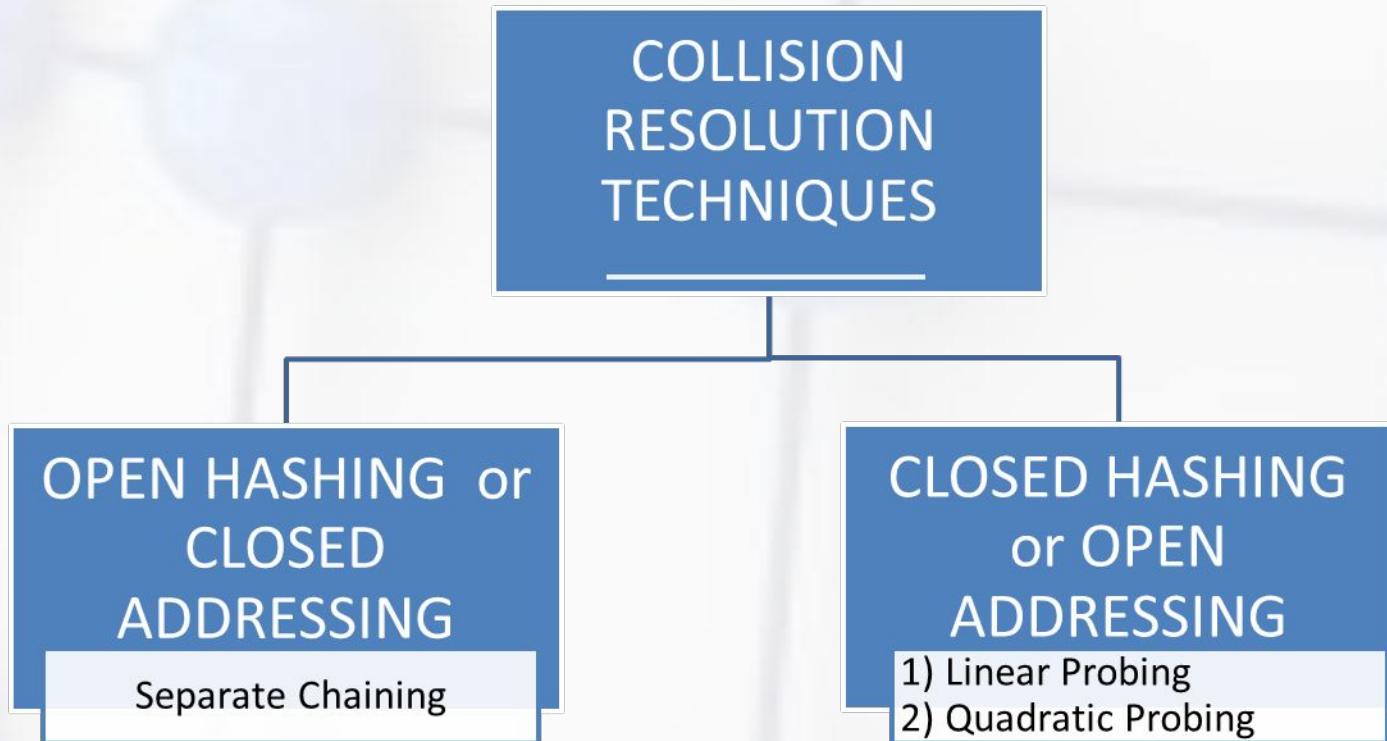
$$h(x) = x \% m$$

→ Size of HT



COLLISION.

COLLISION RESOLUTION TECHNIQUES



$$h(x) = x \% \text{size}$$

$$h(x) = x \% \text{size} \text{ (if collision not occurs)}$$
$$h'(x) = [h(x) + f(i)] \% \text{size}$$

where

$$f(i) = i$$

$$f(i) = 0, 1, 2, 3, \dots, (\text{size}-1)$$

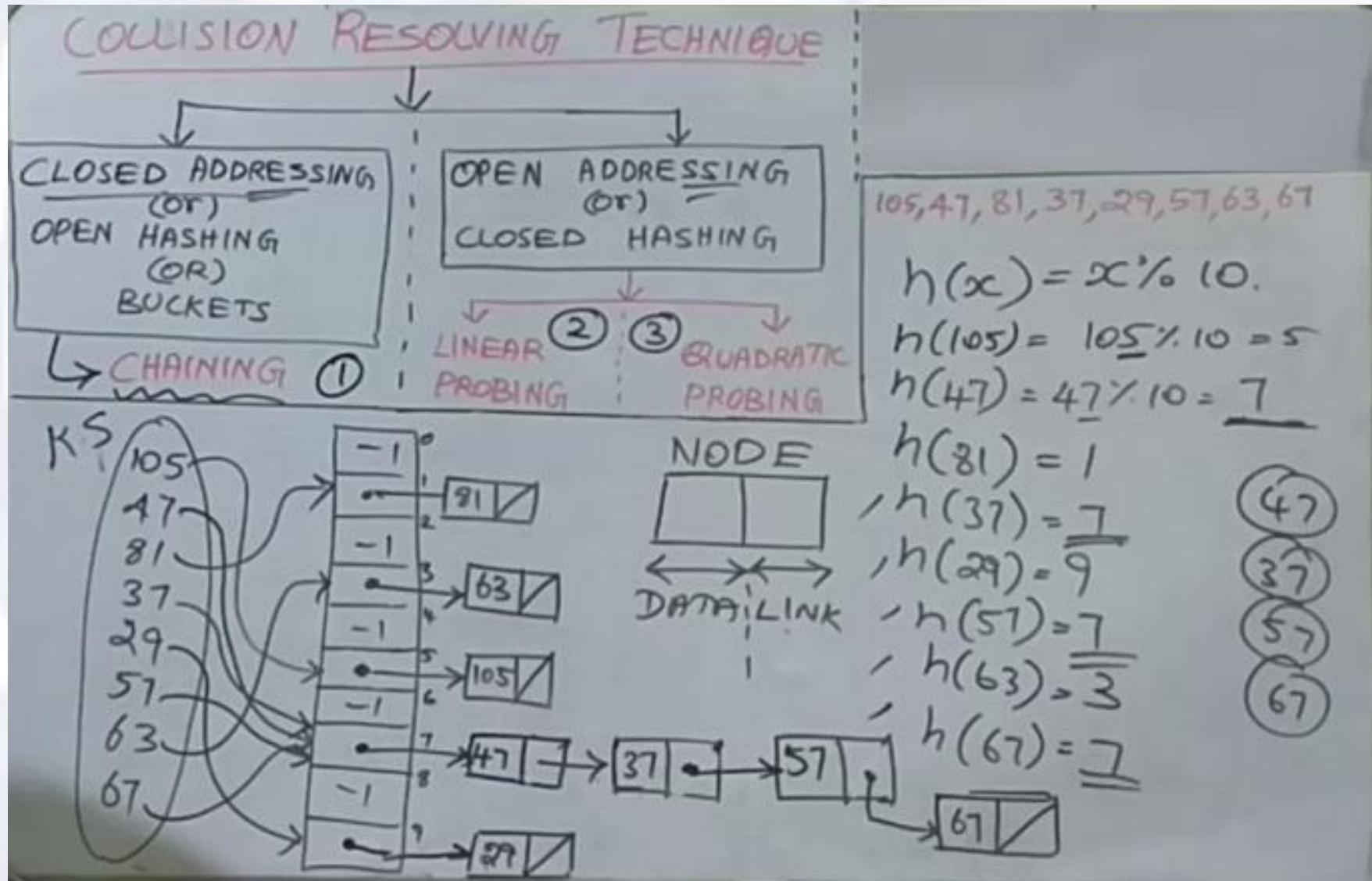
$$\text{For } i = 0, 1, 2, 3, \dots, (\text{size}-1)$$

$$f(i) = i^2$$

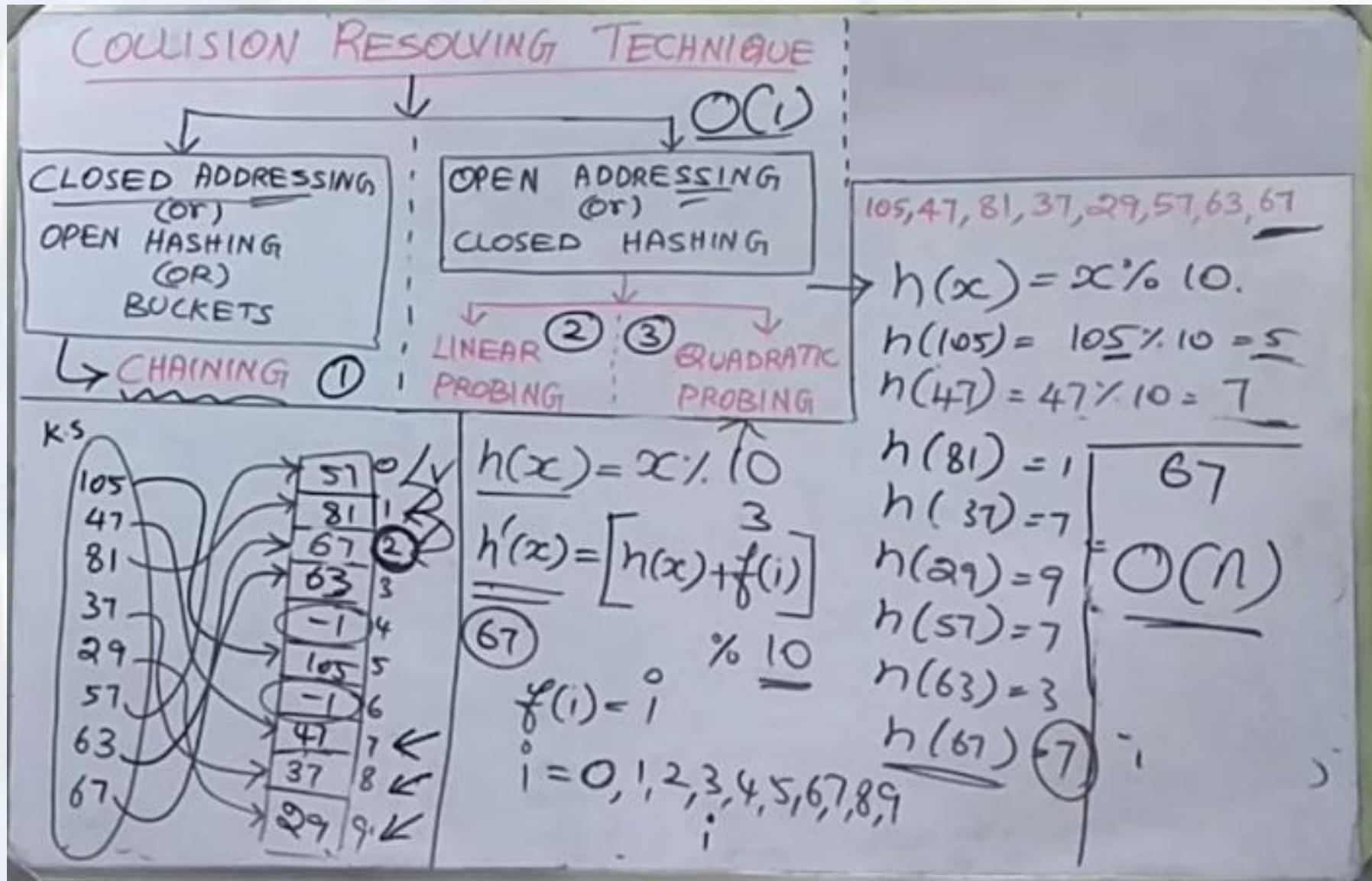
$$f(i) = 0, 1, 4, 9, \dots, (\text{size}-1)^2$$

$$\text{For } i = 0, 1, 2, 3, \dots, (\text{size}-1)$$

Separate Chaining Example

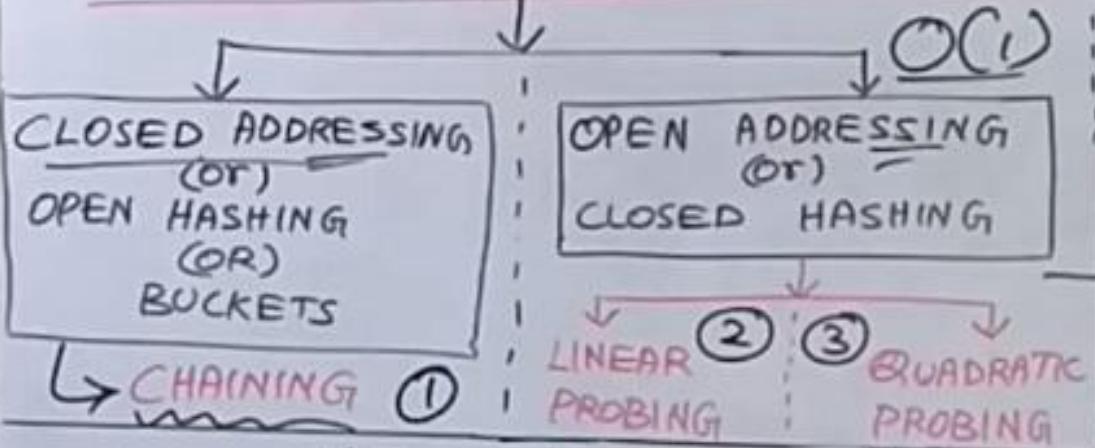


Linear Probing Example



Quadratic Probing Example

COLLISION RESOLVING TECHNIQUE



105, 47, 81, 37, 29, 57, 63, 67

$$h(x) = [h(x) + f(i)] \% 10$$
$$f(i) = i^2$$

$$i = 0, 1, 2, 3, 4, 5, 6, 7, 8, 9$$
$$f(i) = 0, 1, 4, 9, 16, 25, 36, 49, 64, 81$$

K S	H T
105	-1
47	51
81	-1
37	63
29	-1
57	105
63	57
67	47
37	37
29	29

* $h(x) = x \% 10$

$h(105) = 5$

$h(47) = 7$

$h(81) = 1$

$h(37) = 7$

$h(29) = 9$

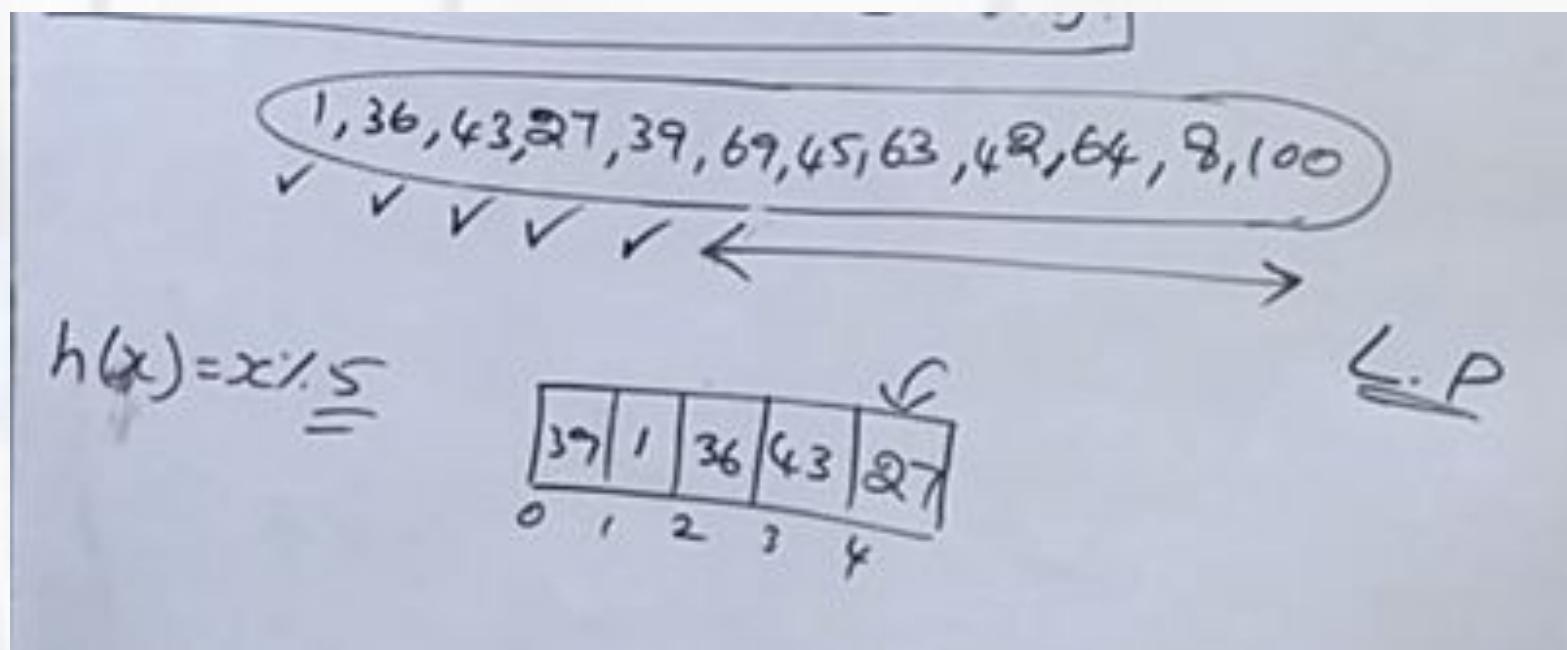
$h(57) = 7$

$h(63) = 3$

$h(67) = 7$

Rehashing

- When hash table is full, the number of collision increases, it degrade the performance.
- It is better to go with new hash table with size double the size of original table. All keys are removed from original hash table.



Rehashing

1, 36, 43, 27, 39, 69, 45, 63, 42, 64, 8, 100

$$h(x) = x \% 5$$

37	1	36	43	27
0	1	2	3	4

$$h(x) = x \% 10$$

69	1	42	43	63	63	36	27	64	39	0
0	1	2	3	4	5	6	7	8	9	

Rehashing Example

$h(x) = x \% 20$