2) Quadratic Proling, $h(k, i) = (h(k) + i^2) \mod m$ [10, 41, 52, 25, 13, 42, 35, 92), h(k) = (3k + 2)/6, Capacity = 8 There: $h(10) = 0 \rightarrow \text{insut at } 0$ $h(41) = 5 \rightarrow \text{insut at } 6$ $h(52) = 6 \rightarrow \text{insut at } 6$ $h(25) = 5 (\text{occupied}) + 1(\text{collision}) = 6 (\text{occopied}), 5 + 4(\text{collision}) = 1 \rightarrow \text{insut at } 2$ $h(13) = 1 (\text{Occupied}), + 1 (\text{collision}) = 2 \rightarrow \text{insut at } 2$ $h(12) = 0 (\text{occupied}), + 1 (\text{collision}) = 1 (\text{occupied}), 0 + 4(\text{collision}) = 4 \rightarrow \text{insut at } 3$ $h(35) = 3 \rightarrow \text{insect at } 3$ $h(92) = 6 (\text{occupied}), + 1 (\text{collision}) = 7 \rightarrow \text{insect at } 7$

-	•
Indesc	Element
0	10
Ī	25
2	13
3	35
3 4	կ 2
2	41
L	52
7	92
,	

3) Double Hashing:
$$h(k,i) = (h(k) + i \cdot h_2(k))$$
 mod in [22,14, 39, 23, 80, 53, 49, 50] $h_1(k) = k \% 8$ $h_2(k) = ((5k+3)\%)+1$ apacity = 8

Insut: $h_1(22) = 6 \rightarrow \text{insut at } 6$
 $h_1(14) = (6(\text{occupied}), + (1)(4)(\text{oddish}))\% 8 = 2 \rightarrow \text{insut at } 2$
 $h_1(39) = 7 \rightarrow \text{insut at } 7$ (collissin)
 $h_1(39) = 7 \rightarrow \text{insut at } 7$ (collissin)
 $h_1(23) = (7(\text{occupied}), + (1)(7))\% 8 = 6(\text{occupied}), (7+(2)(7)(\text{oddish}))\% 8 = 5 \rightarrow \text{insut at } 5$
 $h_1(10) = 0 \rightarrow \text{insut at } 0$
 $h_1(53) = (5(\text{occupied}) + (1)(3)(\text{oddish}))\% 1 = 0(\text{occupied}), (5+(2)(3)(\text{oddish}))\% 1 = 3 \rightarrow \text{insut at } 3$
 $h_1(19) = 1 \rightarrow \text{insut at } 1$
 $h_1(10) = (2(\text{occupied}), +(1)(2)(\text{oddish}))\% 1 \otimes 2 \oplus 4 \rightarrow \text{insut at } 4$

$$\frac{\text{Index}}{0} \qquad \frac{\text{Element}}{0}$$

$$\frac{30}{1} \qquad \frac{14}{2}$$

$$\frac{3}{1} \qquad \frac{53}{4}$$

$$\frac{3}{1} \qquad \frac{32}{2}$$

4) (veloo hashing: h, (k) for table 1, hz (k) for table 2 [9,23,24,15,87,20,12,47] h,(k)=(3k+1)·1.7 h2(k)=(L\frac{5k}{2}]+3)/.7 Capacity = 14 (7 for each table)

Insut:

h, (9) = 0 -> insert Tree 1 WO

h,(23) = 0 (Occupied) -> insert 23 at Tree 10, (collision) h,(9) = 4

- insert 9 at Treez, 4

hi(24) = 3 -> insut 26 at Trul, 3

h, (15) = 4 -> injur 15 at Tree 1,4

h1(87) = 3 (Occupied) -) insut 87 at Tree, 3, (collision) h2 (24) = 0-) Treez,0

h1(20) = 5 -> insur 2 at Tree 1,5

h, (12) = 2 -) însert 12 at Tree 1, 2

hi(47) = 2 (occupied) -> insert 47 at Tree, 2, (Collision) he (12) =5-) 12 At

Tree 1:

		•
	Indeal	Element
_	U	23
	1	
_	2	47
	3	87
	4	15
	7	20
	6	

Tree 2.

TVIL Z.	1
Indesc	Element
0	24
2	
3	
4	9
5	12
6	