

Array

index	content
0	0
①	②
2	-1
⋮	⋮

linear search $O(n)$

index \rightarrow memory addr
 0 \rightarrow $0x\text{ae}108fd7$
 1 \rightarrow $0x\text{ae}108ffe$
 ⋮

Hash table

key	content
$F(0)$	0
$F(2)$	2
$F(-1)$	-1
⋮	⋮

content: X
 key: $F(x)$

Search 2:

1. Get $F(2)$ ($O(1)$)
2. Go to $F(2)$ ($O(1)$)

Search $O(1)$

key \rightarrow memory address
 $F(0) \rightarrow 0x\text{e}6f202d$
 $F(1) \rightarrow \dots$

F is a hash function



F_x : hash table for strings of size 4

$x \rightarrow F(x)$

Juan \rightarrow Hex(Ju)

Joha \rightarrow Hex(Jo)

• Paul \rightarrow Hex(Pa)

Cesa \rightarrow Hex(Ce)

Edwi \rightarrow Hex(Ed)

Andr \rightarrow Hex(An)

• Pabl \rightarrow Hex(Pa)

32 bits

$h(Ju)$: Juan

$h(Jo)$: Joha

\vdots

$h(Pa)$: Paul \rightarrow Pabl

$x_1 \neq x_2$ s.t. $F(x_1) = F(x_2)$

We have collision

Hash map
dictionary

```
{'Ju': 'Juan',  
 'Jo': 'Johan',  
 'Al': 'Alex', }
```

key: value
provided by the developer
Python H(key).

Hash set
sets

```
Z = ['J', 'A', 'L', 'J']
```

```
print(Z)
```

```
>> ['J', 'A', 'L', 'J']
```

```
M = {'J', 'A', 'L', 'J'}
```

```
print(M)
```

```
>> {'J', 'A', 'L'}
```

unique: array \rightarrow set.

value provided
by the developer
Python H(val)