ASSIGNMENT NO:4 **DATE: / /2015**

PROGRAM TITLE:Implement a hash table using:

1. **Division method**
2. **Mid Square method**
3. **Folding method**

Now implement another hashing function of your own and compare the performance of all the four methods in terms of number of collisions.

PROGRAM ALGORITHM:

```
divmethod(d[],x)
{
      add=x%arraysize;      //which is 100 in this program
      call place(d,add,x);
}
midsqmethod(m[],x)
{
      square x;
      t=middle 2 digits of x;    //as arraysize has been taken 100
      call place(m,t,x);
}
foldmethod(f[],x)
{
      partition the number into groups of 2 from the right and add them up;
      get 2 digit index from the sum and store in s;
      call place(f,s,x);
}
usermethod(u[],x)
{
      t=x,s=0;
      while(t not equal to 0)
      {
            s=s+(t%97);     //replace 97 by the greatest prime before arraysize
            t=t/97;
      }
      s=take rightmost 2 digits from s;
      call place(u,s,x);
}
place(a[],add,x)
{
      if(a[add]is empty)
      {
            a[add]=x;
      }
      else
      {
            add=find nearest empty place by linear probing;
            if(add is a valid index)
                  a[add]=x;
            else
                  printf("\n\tHash Table is full.");
      }
}
```

PROGRAM CODE:

```
#include <stdio.h>
#define ARRSIZE 100
#define DIG 2//number of digits of the index
int methdiv(int a[],int n);//function to implement the division method, works
on d
int methmidsq(int a[],int n);//function to implement the mid-square method,
works on m
int methfold(int a[],int n);//function to implement the folding method, works
on f
int methuser(int u[],int x);//user defined hash function
int place(int a[],int index,int n);
int collres(int a[],int index);//sends the array and the index where it is
colliding, returns an empty index or -1 if the array is full. Searches by
linear probing.
int upow(int x,int y);
int main()
{
      int i,n=1,d[ARRSIZE]={0},m[ARRSIZE]={0},f[ARRSIZE]={0},u[ARRSIZE]={0};
      int cd=0,cm=0,cf=0,cu=0,count=0;
      printf("\n\tONLY POSITIVE NON-ZERO NUMBERS. Entering any negative number
will stop taking inputs.\n");
      printf("\tEnter the numbers::");
      while((n>0)&&(count<ARRSIZE))
      {
            scanf("%d",&n);
            if(n<=0)
                  break;
            cd+=methdiv(d,n);
            cm+=methmidsq(m,n);
            cf+=methfold(f,n);
            cu+=methuser(u,n),
            count++;
      }
      printf("\n\tThe final individual hash tables
are::\n\tIndex\tDivision\tMid-Square\tFolding\t\tUser");
      for(i=0;i<ARRSIZE;i++)
      {
            printf("\n\t%d|\t%d\t\t%d\t\t%d\t\t%d",i,d[i],m[i],f[i],u[i]);
      }
      printf("\nCollisions:\t%d\t\t%d\t\t%d\t\t%d\n",cd,cm,cf,cu);
      return 0;
}
int methdiv(int d[],int x)
{
      int add=x%ARRSIZE;
      return(place(d,add,x));
}
int methmidsq(int m[],int x)
{
      int i=0;
      unsigned long int t;
      t=x*x;
      while(t!=0)
      {
            t=t/10;
```

```
            i++;
      }
      t=x*x;
      i=i-DIG;
      i=i/DIG;
      t=t/upow(10,i);
      t=t%upow(10,DIG);
      return(place(m,(int)t,x));
}
int methfold(int f[],int x)
{
      int t=x,s=0;
      while(t!=0)
      {
            s=s+(t%upow(10,DIG));
            t=t/upow(10,DIG);
      }
      s=s%upow(10,DIG);
      return(place(f,s,x));
}
int methuser(int u[],int x)
{
      int t=x,s=0;
      while(t!=0)
      {
            s=s+(t%97);//replace 97 by the greatest prime before ARRSIZE
            t=t/97;
      }
      s=s%upow(10,DIG);
      return(place(u,s,x));
}
int place(int a[],int add,int x)
{
      if(a[add]==0)
      {
            a[add]=x;
            return 0;
      }
      else
      {
            add=collres(a,add);
            if(add!=-1)
                  a[add]=x;
            else
                  printf("\n\tHash Table is full.");
            return 1;
      }
}
int collres(int a[],int index)
{
      int i,j;
      for(i=index,j=index;(i>=0)||(j<ARRSIZE);i--,j++)
      {
            if(i>=0 && a[i]==0)
                  return i;
            if(j<ARRSIZE && a[j]==0)
                  return j;
```

```
	}
	return -1;
}
int upow(int x,int y)
{
	int i,s=1;
	for(i=0;i<y;i++)
	{
	s=s*x;
	}
	return s;
}
```

OUTPUT:

ONLY POSITIVE NON-ZERO NUMBERS. Entering any negative number will stop taking inputs.

Enter the numbers::87460 79983 02414 08563 36998 78251 81051 99209 18177 08159 64770 94937 30994 69706 06686 95746 75451 36335 53684 54752 51548 61161 32321 18840 32726 91069 16040 14568 45543 52616 57957 41935 90001 19245 04954 74383 39539 44071 83592 38471 47275 73979 93869 34199 60093 35526 09227 61565 04550 02155 56225 20572 54089 26981 34862 84660 35267 56888 45139 80387 74642 18436 60497 07754 92541 85064 07495 40203 68638 09891 86133 04291 49816 39798 96409 00018 62634 01345 11768 27385 07091 67974 85324 86392 83187 92800 37403 50480 64365 22708 47680 46207 77183 84255 89596 73574 21640 50884 36594 06023

The final individual hash tables are::

Index	Division	Mid-Square	Folding	User
0|	92800	4550	16040	87460
1|	90001	38471	36335	35526
2|	37403	6686	45543	44071
3|	40203	18177	4954	52616
4|	6023	6023	54752	16040
5|	46207	92800	40203	61161
6|	69706	68638	30994	69706
7|	22708	20572	60497	78251
8|	96409	46207	90001	9227
9|	99209	35526	69706	26981
10|	36594	36594	99209	2414
11|	50884	50884	75451	79983
12|	21640	4291	95746	34862
13|	73574	21640	34862	18436
14|	2414	73574	14568	45139
15|	49816	89596	44071	8563
16|	52616	45543	93869	53684
17|	89596	84255	84660	60497
18|	18	77183	86133	85064
19|	84255	47680	9227	34199
20|	77183	22708	85064	7495
21|	32321	18	18436	86133
22|	47680	7754	35267	96409
23|	85324	36335	64770	81051
24|	56225	8563	73979	18840
25|	35526	78251	53684	61565
26|	32726	14568	49816	18
27|	9227	44071	18	20572

28	64365	30994	83187	54752
29	50480	40203	18840	18177
30	83187	9891	68638	80387
31	62634	79983	7754	35267
32	86133	64365	4291	4550
33	68638	39539	74383	95746
34	41935	50480	54089	36998
35	36335	34862	83592	45543
36	18436	37403	39539	54089
37	94937	9227	19245	99209
38	39539	27385	2414	62634
39	16040	83187	8159	27385
40	18840	2155	78251	67974
41	45139	86392	57957	2155
42	74642	4954	87460	47275
43	45543	85324	34199	36335
44	92541	67974	92800	19245
45	19245	18840	64365	90001
46	95746	74642	52616	74642
47	1345	7091	32321	83187
48	51548	96409	8563	64365
49	4550	99209	22708	46207
50	81051	49816	84255	89596
51	78251	86133	47275	22708
52	75451	45139	6686	37403
53	54752	93869	26981	11768
54	4954	41935	77183	39798
55	2155	92541	67974	73979
56	7754	80387	32726	56888
57	57957	34199	38471	91069
58	84660	56888	41935	6686
59	8159	69706	18177	4954
60	87460	84660	1345	92800
61	61161	95746	56888	56225
62	34862	56225	27385	64770
63	8563	47275	7091	84255
64	85064	32321	86392	47680
65	61565	19245	47680	32321
66	35267	57957	62634	73574
67	93869	52616	7495	4291
68	14568	51548	51548	83592
69	91069	8159	81051	57957
70	64770	53684	36998	7754
71	44071	81051	73574	38471
72	38471	87460	21640	14568
73	20572	2414	46207	93869
74	11768	64770	36594	40203
75	47275	54752	92541	74383
76	67974	61161	2155	85324
77	18177	91069	6023	21640
78	86392	90001	61161	50884
79	73979	83592	20572	41935
80	7091	60093	37403	84660
81	26981	16040	50884	50480
82	74383	61565	96409	30994
83	79983	54089	85324	39539
84	53684	26981	35526	7091

85|	27385	36998	11768	36594
86|	6686	74383	61565	32726
87|	80387	35267	50480	86392
88|	56888	75451	91069	49816
89|	54089	18436	79983	94937
90|	4291	60497	9891	6023
91|	9891	85064	89596	75451
92|	83592	73979	56225	51548
93|	60093	7495	45139	60093
94|	30994	39798	4550	92541
95|	7495	62634	94937	8159
96|	39798	1345	74642	68638
97|	60497	11768	39798	1345
98|	36998	32726	80387	77183
99|	34199	94937	60093	9891
Collisions:	46	60	44	44

DISCUSSION:

1. Linear probing is done in both directions simultaneously for faster collision resolution.
2. The number of collisions differs for each set of input.
3. To change the dimension of the array, only the macros at the top of the code would have to be changed along with a minor change in the user method.