

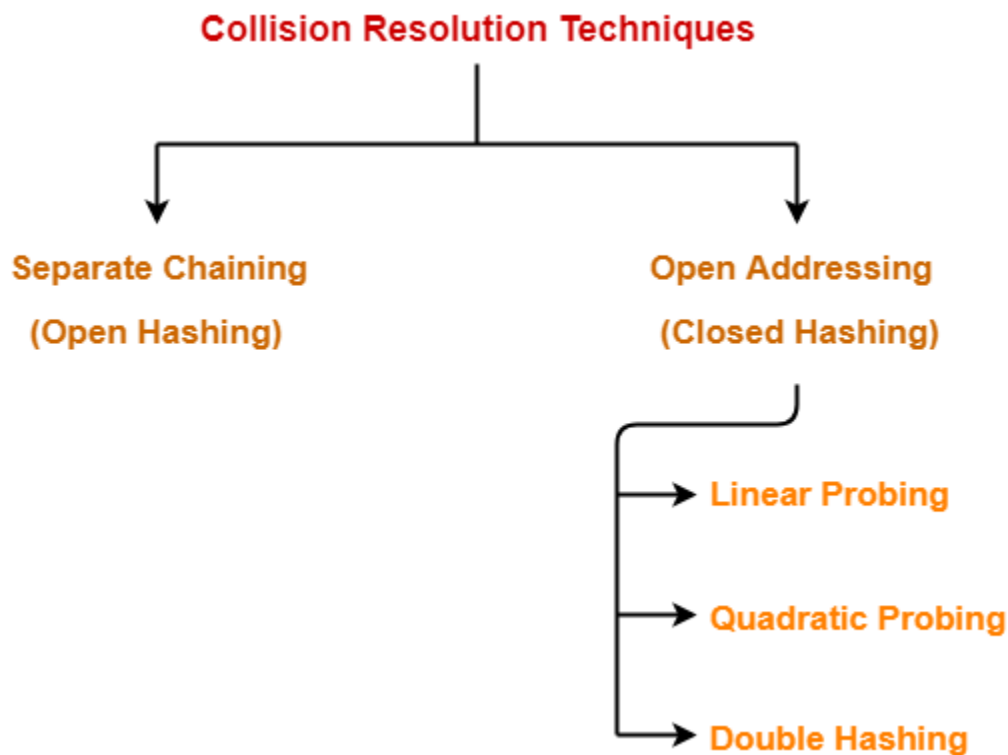
## **Hashing Collision**

- Hash function may return the same hash value for two or more keys.
- When the hash value of a key maps to an already occupied slot of the hash table, it is called as a Collision.

### **Collision Resolution Techniques-**

Collision Resolution Techniques are the techniques used for resolving or handling the collision.

Collision resolution techniques are classified as-

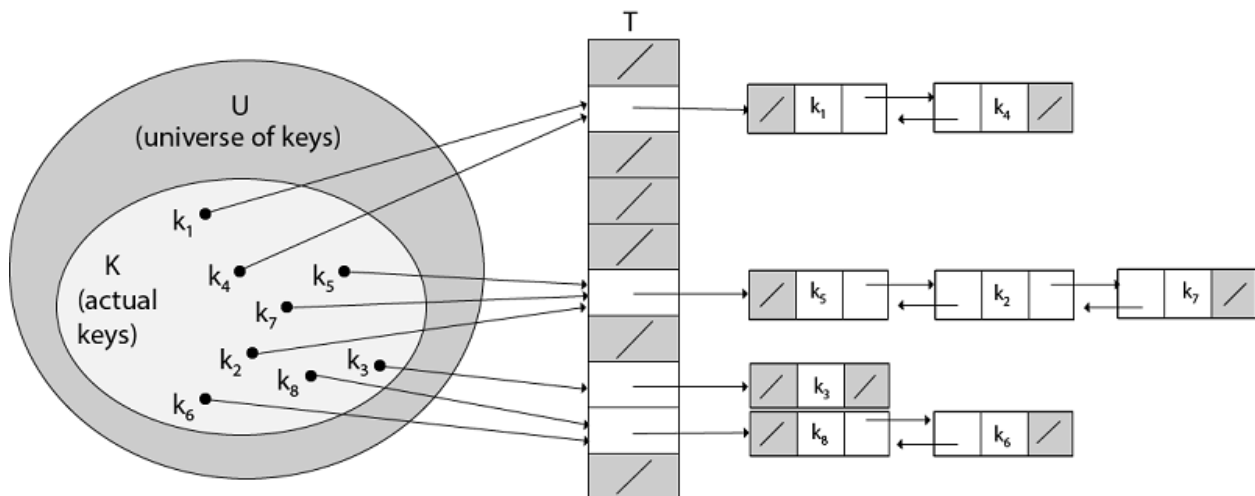


#### **1. Separate Chaining:**

- This technique creates a linked list to the slot for which collision occurs.

- The new key is then inserted in the linked list.
- These linked lists to the slots appear like chains.
- That is why, this technique is called as **separate chaining**.

In chaining, we place all the elements that hash to the same slot into the same linked list, As fig shows that Slot  $j$  contains a pointer to the head of the list of all stored elements that hash to  $j$  ; if there are no such elements, slot  $j$  contains NIL.



**Example:** let us consider the insertion of elements 5, 28, 19,15,20,33,12,17,10 into a chained hash table. Let us suppose the hash table has 9 slots and the hash function be  $h(k) = k \bmod 9$ .

**Solution:** The initial state of chained-hash table

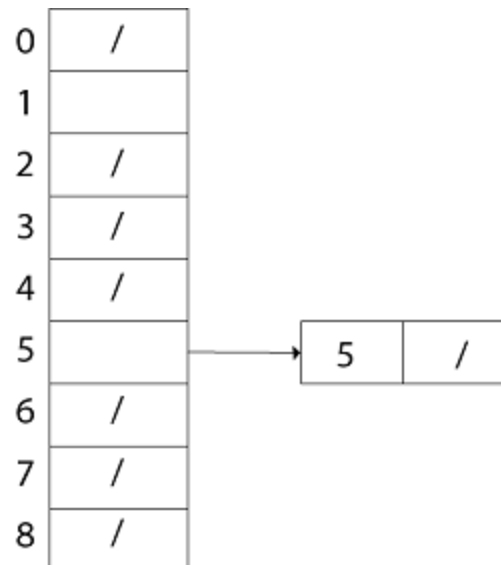
0	/
1	/
2	/
3	/
4	/
5	/
6	/
7	/
8	/

T

### Insert 5:

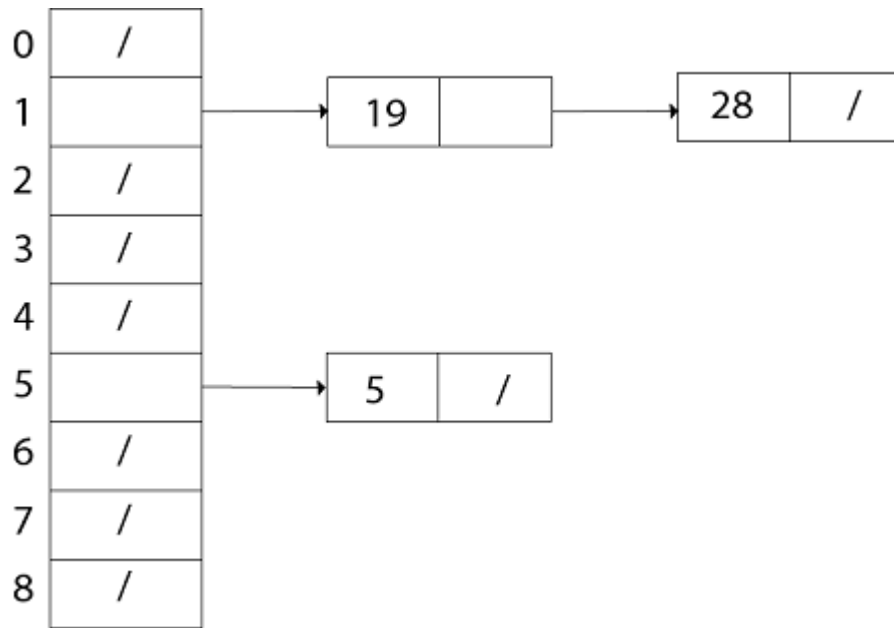
1.  $h(5) = 5 \bmod 9 = 5$

Create a linked list for T [5] and store value 5 in it.



Similarly, insert 28.  $h(28) = 28 \bmod 9 = 1$ . Create a Linked List for T [1] and store value 28 in it.

Now insert 19  $h(19) = 19 \bmod 9 = 1$ . Insert value 19 in the slot T [1] at the beginning of the linked-list.



Now insert  $h$  15,  $h(15) = 15 \bmod 9 = 6$ . Create a link list **for** T [6] and store value 15 in it.

Similarly, insert 20,  $h(20) = 20 \bmod 9 = 2$  in T [2].

Insert 33,  $h(33) = 33 \bmod 9 = 6$

In the beginning of the linked list T [6]. Then,

Insert 12,  $h(12) = 12 \bmod 9 = 3$  in T [3].

Insert 17,  $h(17) = 17 \bmod 9 = 8$  in T [8].

Insert 10,  $h(10) = 10 \bmod 9 = 1$  in T [1].

Thus the chained- hash- table after inserting key 10 is

