

Hashinglinear search $\rightarrow O(n)$ binary search $\rightarrow O(\log n)$ Hashing/Hash table \rightarrow const. amount of time - ∇ store & retrieve
বস্তু। $h:k \rightarrow i \Rightarrow$ hash functionDirect addressing: $h(k) = k$, $h(k) = k \% m$

1) Memory consuming

2) same value একই মানের stone হবে না।
multiple element same হতে পারে \rightarrow collisionCollision depends on \rightarrow hash function, array size
(Table)Hash function Assumption:

Simple Uniform Hashing

Table size $\rightarrow m$ $h(x) = i = \frac{1}{m}$: Uniformity

Universal: কোন element কতখানি আছে, সেটা একা অন্যের উপর dependent না,

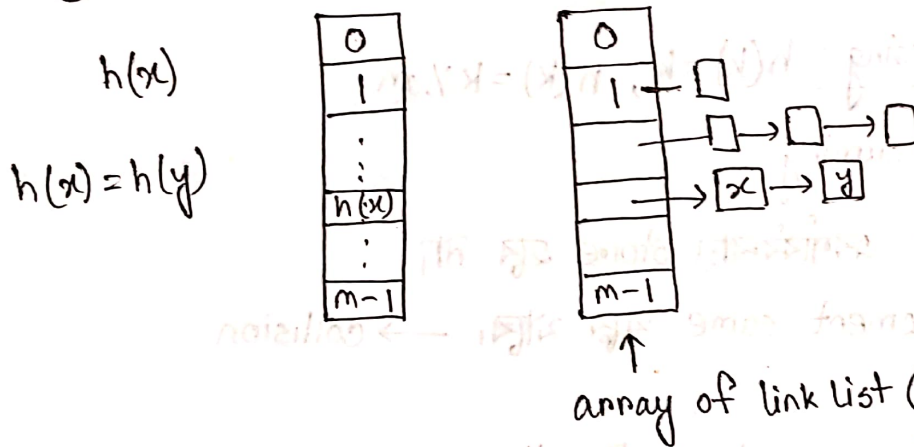
$$x \neq y \quad \Pr(h(x) = h(y)) = \frac{1}{m}$$

Collision Resolve Technique:

① Separate Chaining:

$$u = n$$

T m



* length of a chain $l(x)$ will determine the running time.

$$C_{x,y} = \begin{cases} 1 & h(x) = h(y) \\ 0 & h(x) \neq h(y) \end{cases}$$

$$l_x = \sum_{y \in T} C_{x,y}$$

$$E(l_x) = E\left(\sum_{y \in T} c_{x,y}\right)$$

$$= \sum_{y \in T} (E(c_{x,y}))$$

$$= \sum_{y \in T} \left(1 * \frac{1}{m} + 0\right)$$

$$= \sum_{y \in T} \frac{1}{m}$$

$$= \frac{n}{m} \quad [n \text{ of elements}]$$

$$= \alpha$$

$$= \text{load factor}$$

$$\text{Runtime : } O(1 + \alpha)$$

for
unsuccessful
search

→ for computing hash function