

# **CS300 HW3 – REPORT**

## **1) CHANGES IN THE HASH TABLE CODE**

- I've changed the findPos function for linear probing.
- I've changed the checking part so that it recognizes the deleted indexes.
- In new function I also return the probe number as reference variable.

```
int HashTable::findPos(const int & x, int & i) const
{
    int currentPos = myhash(x);

    while(array[currentPos].info == ACTIVE && array[currentPos].element != x)
    {
        currentPos++;
        i++;

        if (currentPos >= array.size())
            currentPos -= array.size();
    }

    return currentPos;
}
```

- I've changed the contains, insert and remove function such that it returns an integer instead of a boolean value.
- The return value is negative if the operation has failed, and positive otherwise.
- The magnitude of the return value is the probe number I've obtained during findPos.

```

int HashTable::contains (const int & x) const
{
    int probe = 1;
    int dummy = findPos(x, probe);
    if (isActive(dummy))
        return probe;
    else
        return -1*probe;
}

int HashTable::insert (const int & x)
{
    int probe = 1;
    int currentPos = findPos(x, probe);

    if(isActive(currentPos))
        return -1*probe;

    array[currentPos].element = x;
    array[currentPos].info = ACTIVE;
    currentSize++;

    return probe;
}

int HashTable::remove(const int & x)
{
    int probe = 1;
    int currentPos = findPos(x, probe);

    if(!isActive(currentPos))
        return -1*probe;

    array[currentPos].info = DELETED;
    currentSize--;

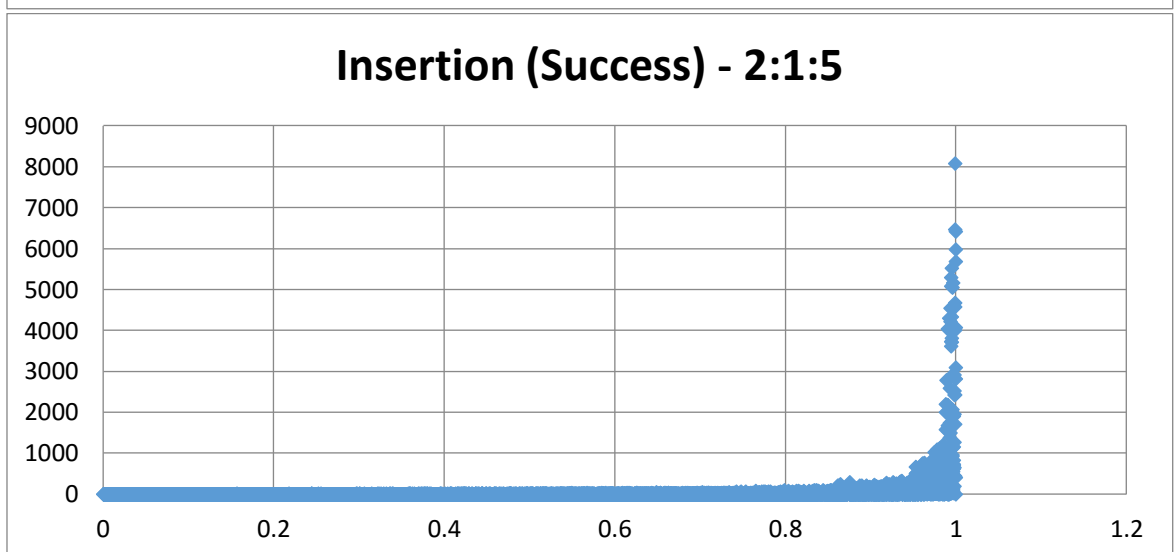
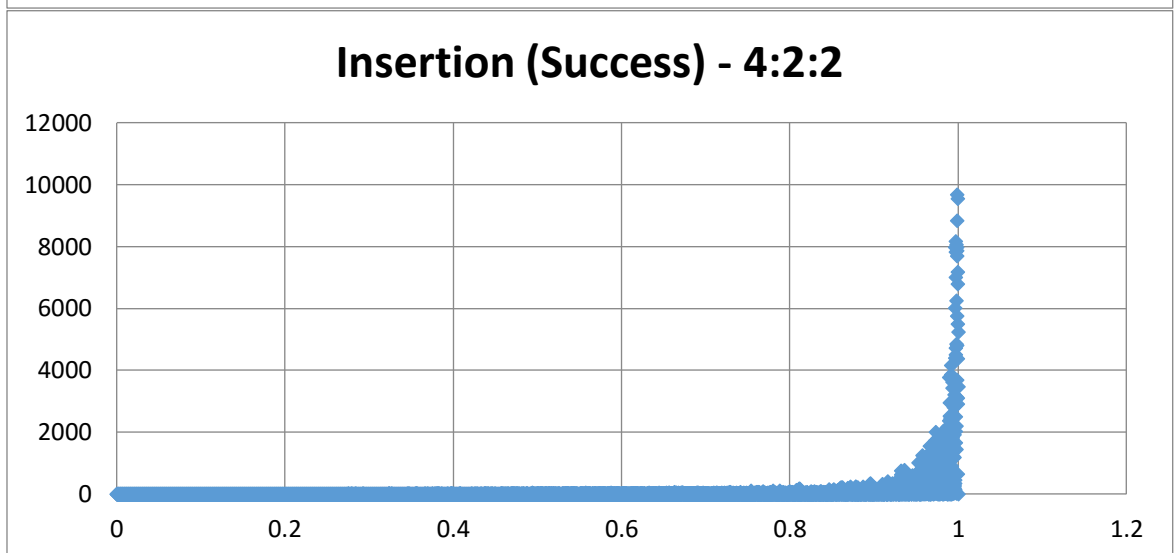
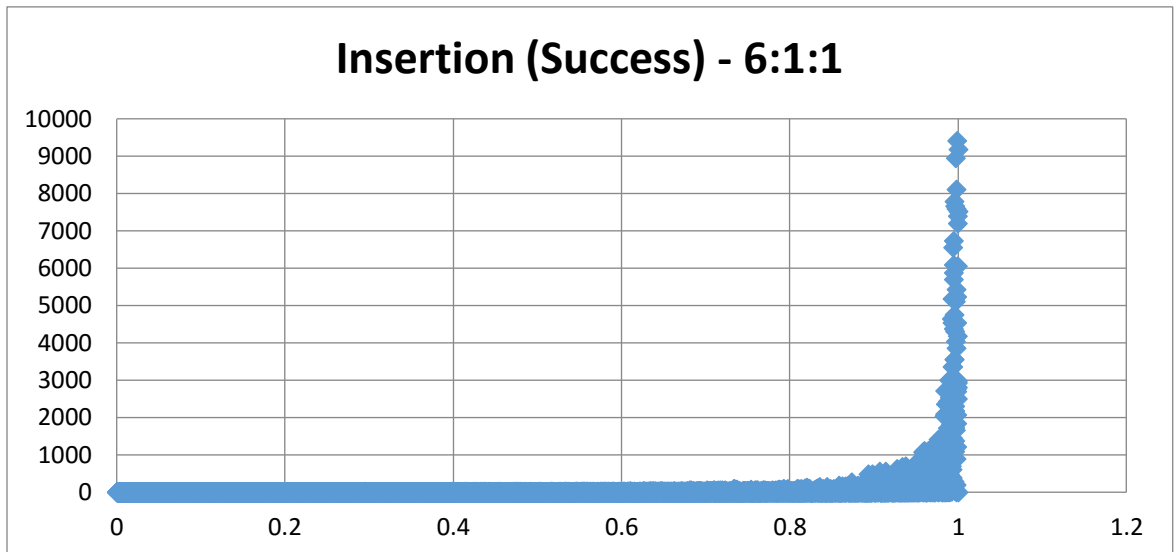
    return probe;
}

```

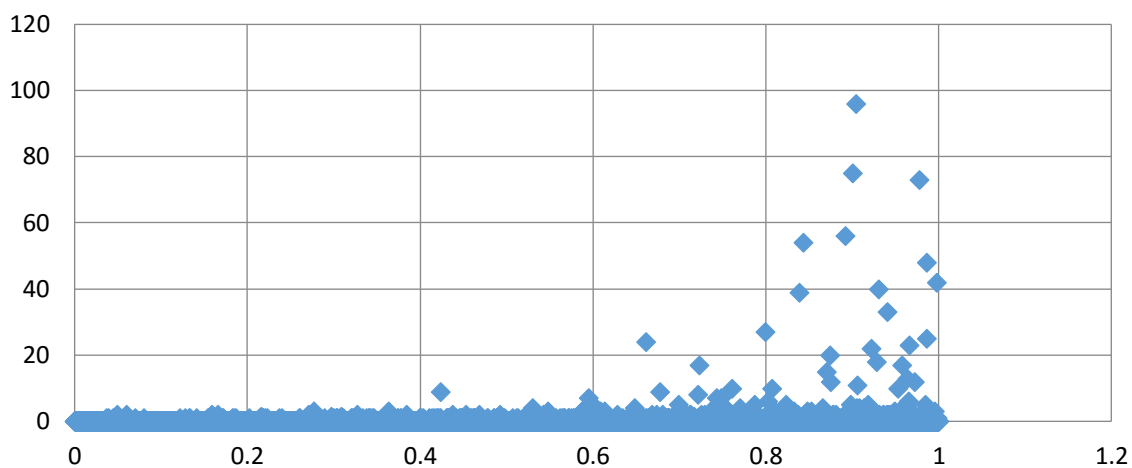
- Also I've added 2 accessors for the current size and the total size.
- Finally, I've write a function to get the next minimum prime number.
- My hash function is  $\text{number} \% \text{size}$ .
- For statistics I take 6 array for ins\_suc, ins\_fail, del\_suc, del\_fail, find\_suc, find\_fail.
- Each array has a size of (hashtable size + 1): 1 entry for every possible load factor
- Each entry of the array has 2 values: total probes and total transactions.
- In the end, I divide them and find the average number of probes for each load factors.

## 2) GRAPHS OBTAINED FROM THE STATISTICS

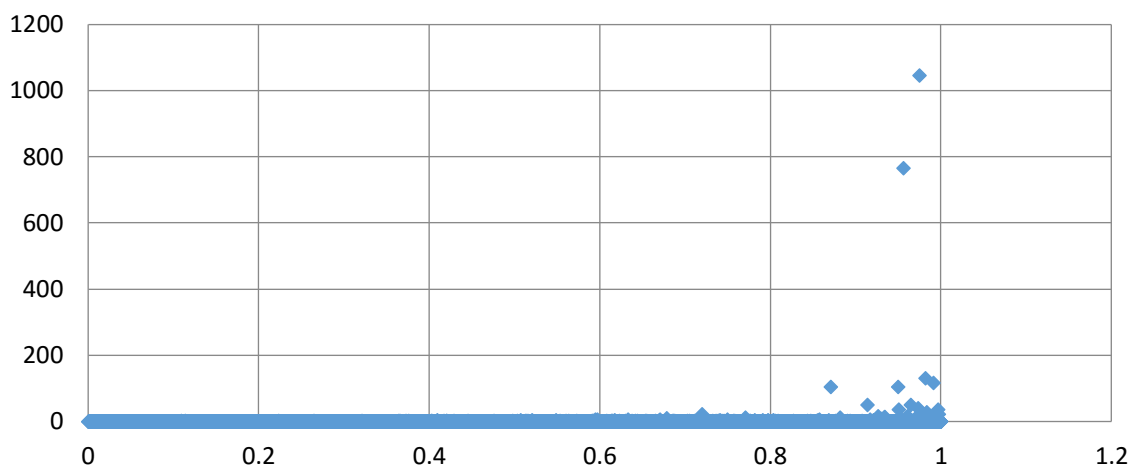
(Note: in all graphs: x-axis: load factor, y-axis: avg # of probes)



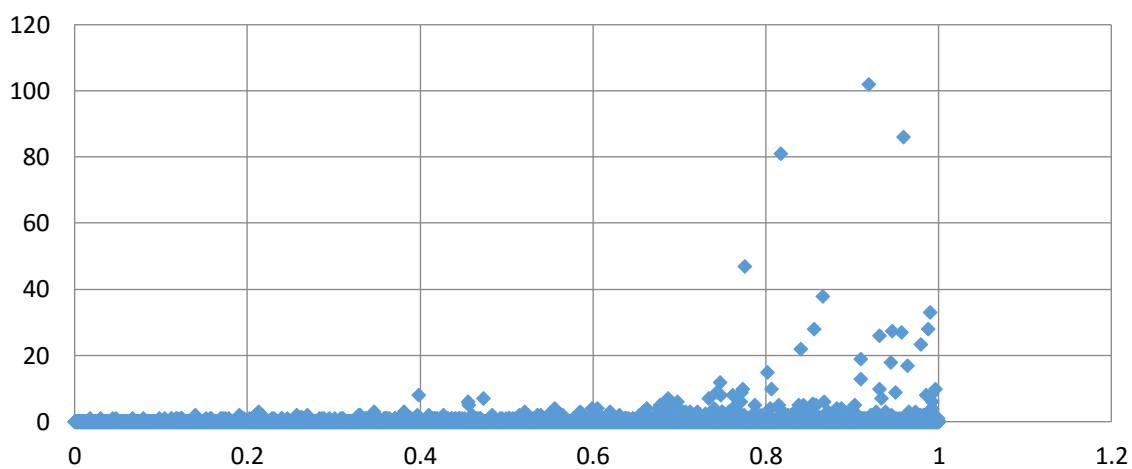
**Insertion (Fail) - 6:1:1**



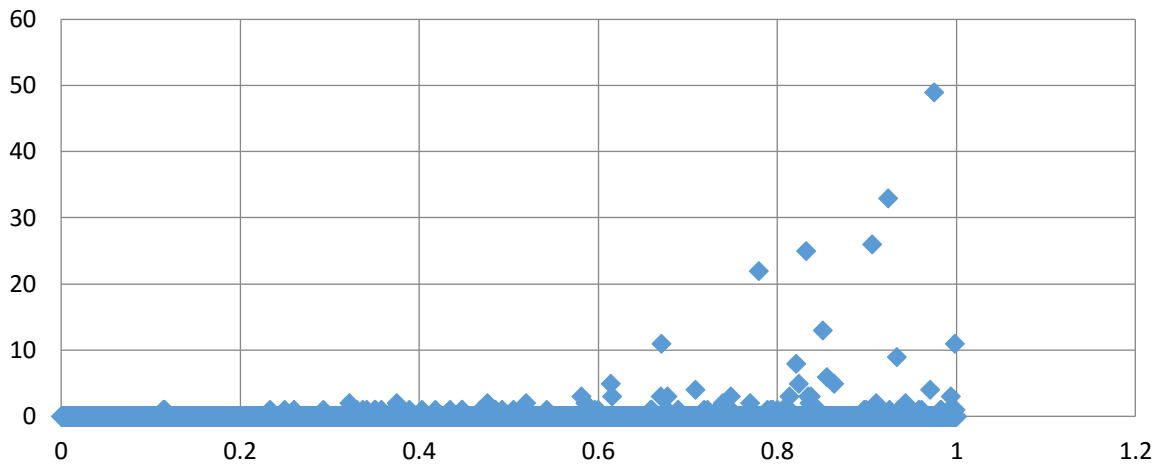
**Insertion (Fail) - 4:2:2**



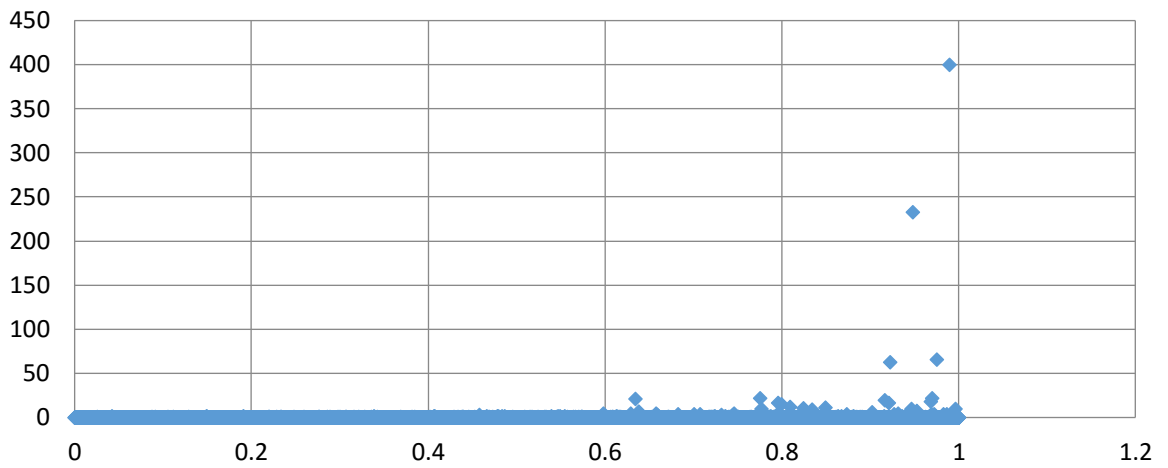
**Insertion (Fail) - 2:1:5**



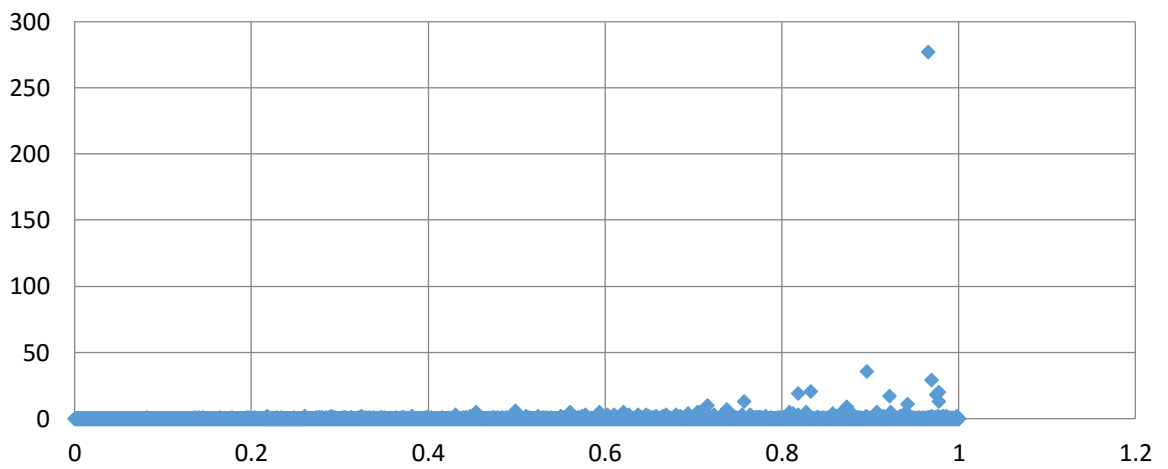
**Deletion (Success) - 6:1:1**



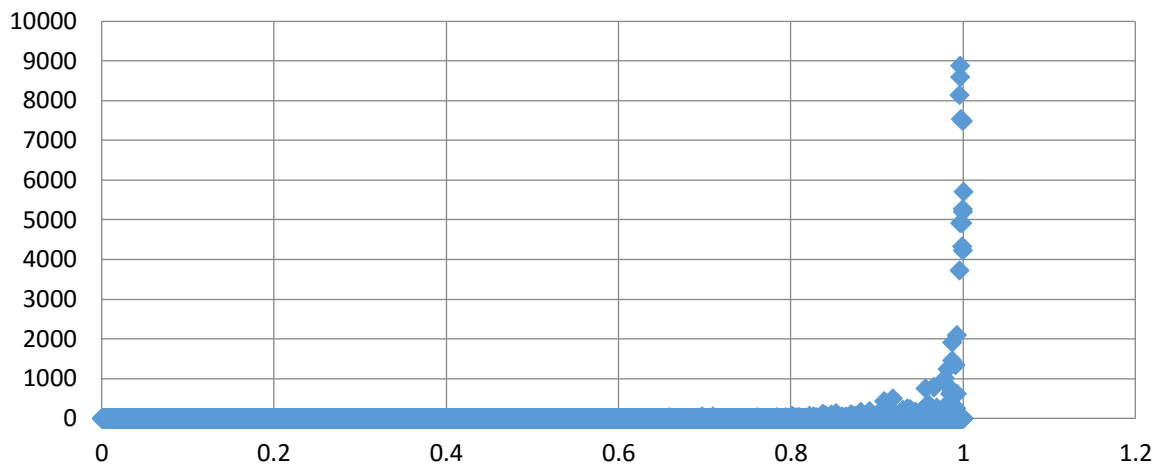
**Deletion (Success) - 4:2:2**



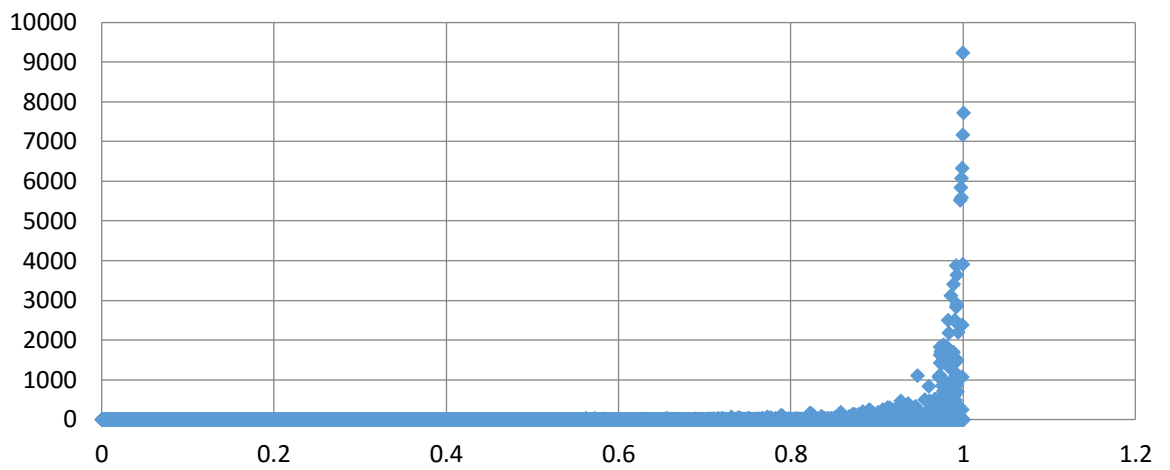
**Deletion (Success) - 2:1:5**



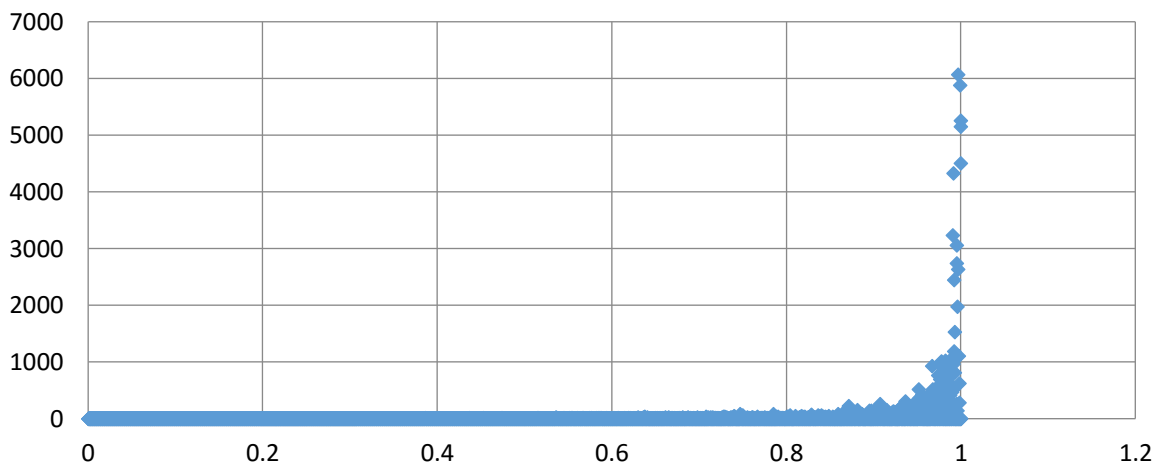
**Deletion (Fail) - 6:1:1**



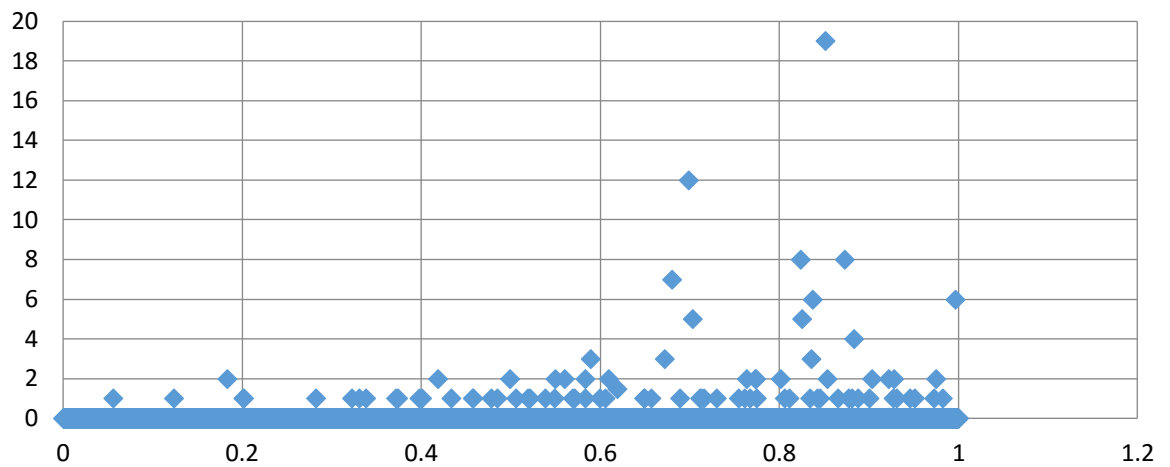
**Deletion (Fail) - 4:2:2**



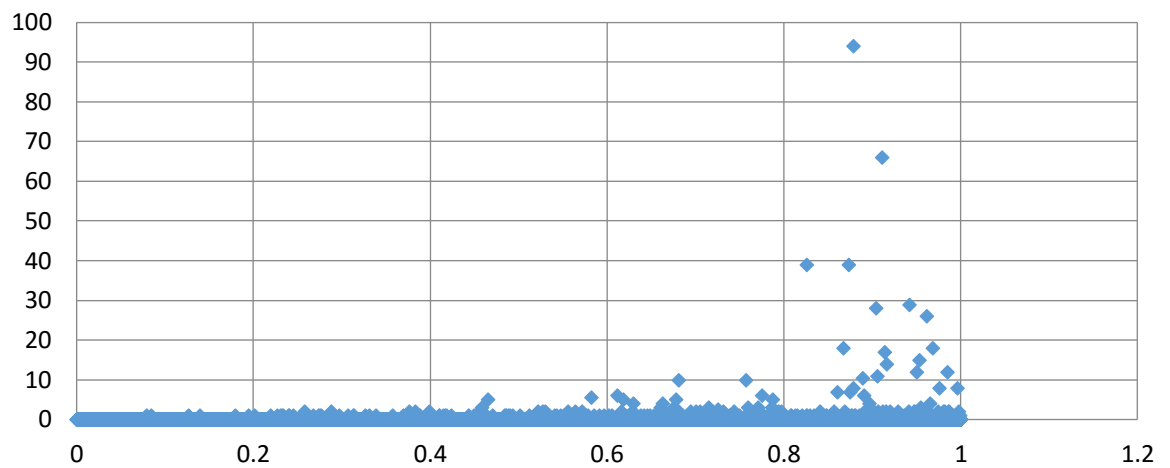
**Deletion (Fail) - 2:1:5**



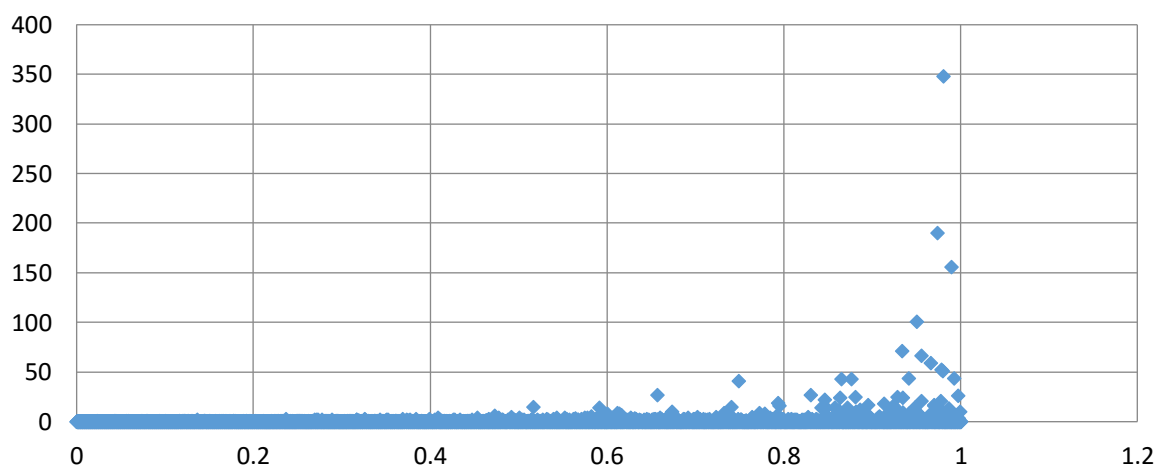
**Find (Success) - 6:1:1**



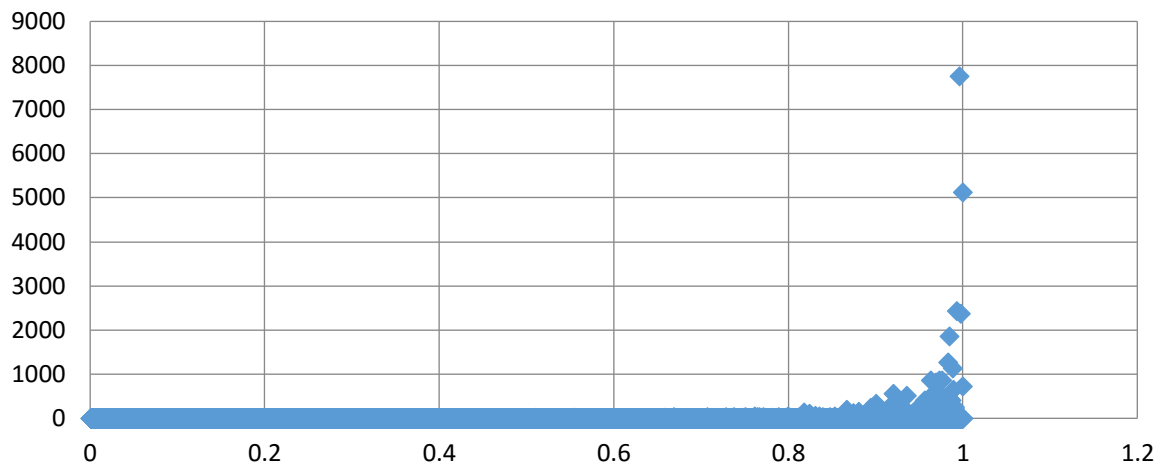
**Find (Success) - 4:2:2**



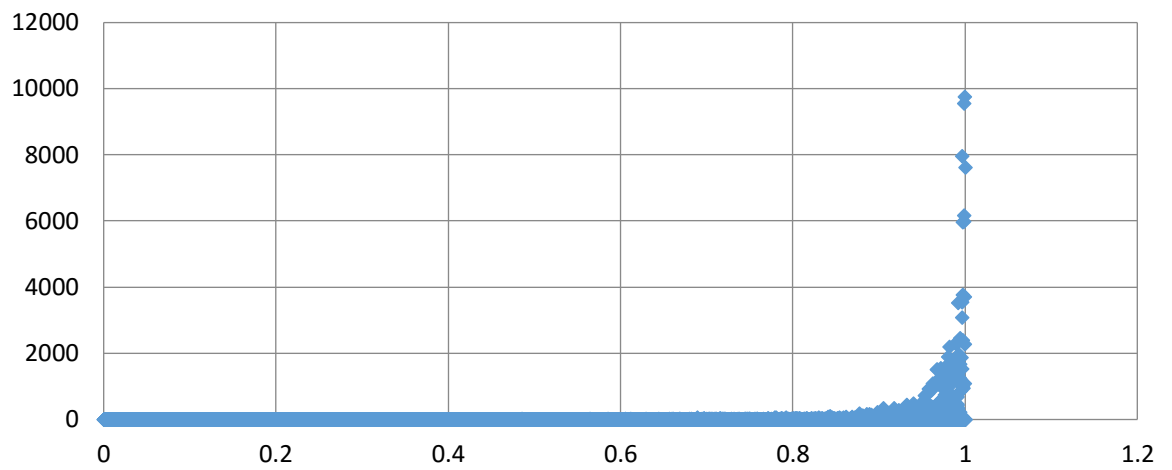
**Find (Success) - 2:1:5**



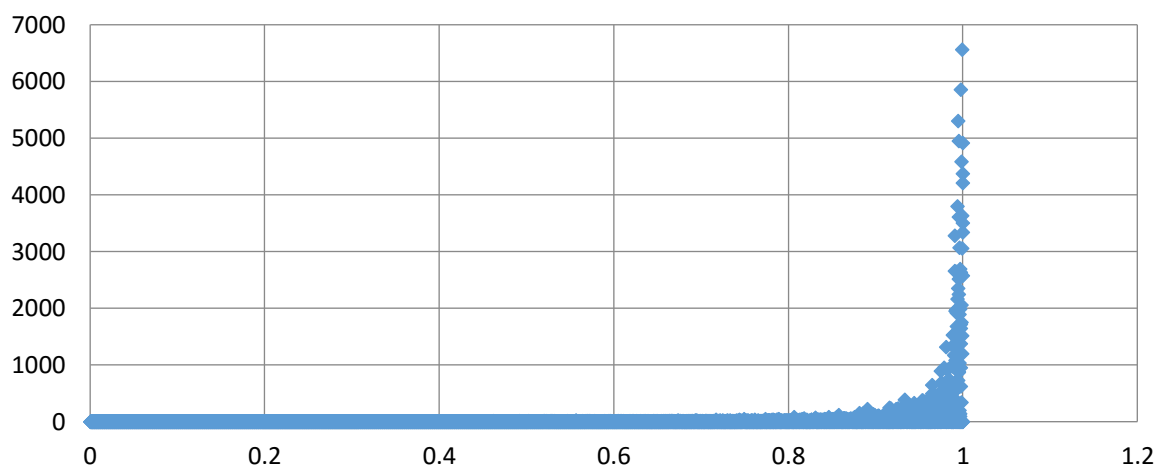
**Find (Fail) - 6:1:1**



**Find (Fail) - 4:2:2**



**Find (Fail) - 2:1:5**





### **3) CONCLUSIONS**

When we look at the graphs, we see that in all graphs, avg number of probes increases as the load factor increases.

This indicates that when the load factor increases (get closer to 1), we go over many indexes in each operation instead of 1.

Therefore, we need to increase the capacity and rehash the table as the load factor increases and passes a certain level.

Another conclusion that we can derive from the graphs is that in find and delete operations, it takes much number of probes when fail, however in insertion the opposite is true.

Also, find and insert operations take much more probes in successful 4:2:2 and 2:1:5 than 6:1:1.

The main reason for last 2 results is that when the insertion/deletion ratio decreases, hash table becomes much more randomized, therefore number of probes increase in find and delete operations especially when there is a success.

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