

Hash tables

Keys	0	1	2	3	4	5	6
Values	6	7	2	12	20	17	9

Keys	'hi'	'hello'	7	12	15	100	'!'
h \Rightarrow values	6	7	2	12	20	17	9

$h('hello') \Rightarrow 7$

(key, value) \Rightarrow dict map
Python C++
JS object Jon

hash table we store (key, value)

hash function

index

array

$O(1)$

Hash table consists of :-

① array : to store data

② Hash function :- Keys \rightarrow hash func. \rightarrow index.

steps :- Convert key to integer.

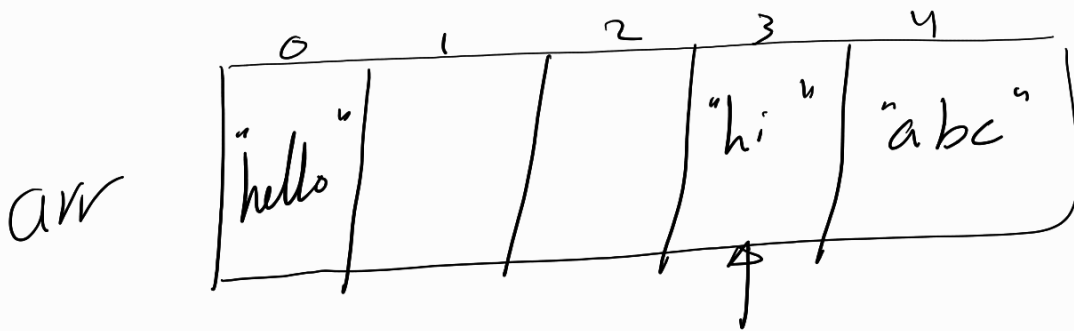
o using hash values

hash(5) → 5

hash('hi') → integer.

- extract index from integer.

o integer % size



↓
(4, "abc")

(75, "hello")

(23, "hi")

(13, 27)

def h(k):
return k % 5

$h(4) = \underline{4}$

arr[4] = "abc"

$h(75) = 0$

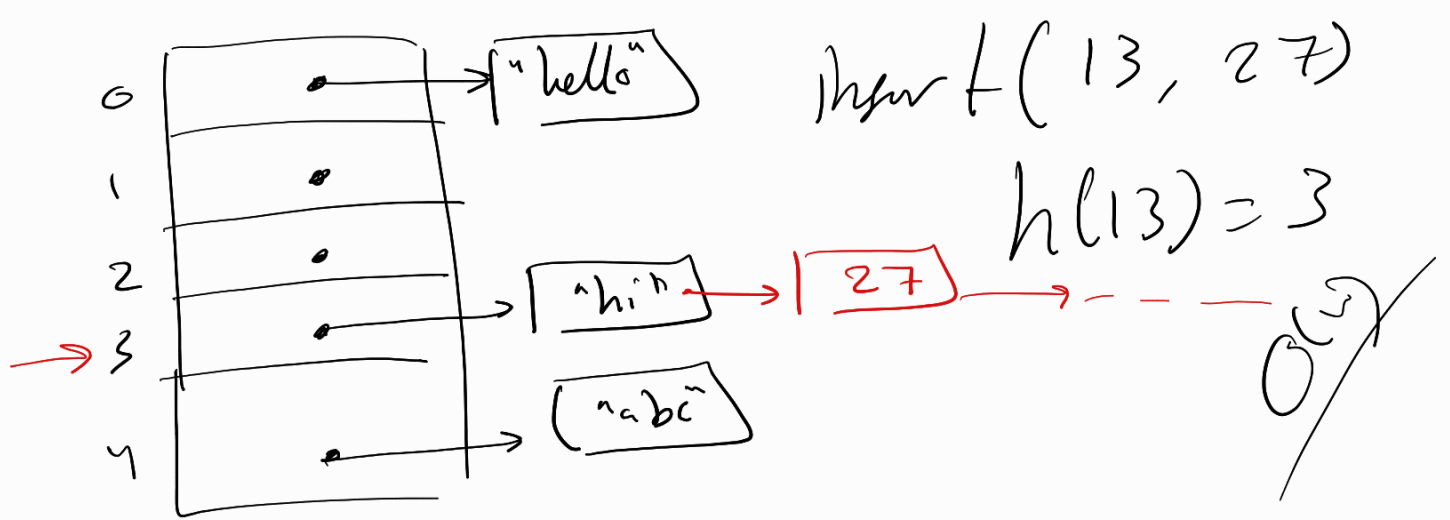
arr[0] = "hello"

$h(23) = 3$

arr[3] = "hi"

$h(13) = \underline{3}$
arr[3] = 27

③ + ④ → Collision resolution ⇒ different types
of hash table
Buckets
separate chaining



hash function Char.

①. minimize collisions $h(k) = k \% 10$

$h(k) = k \% 11$ prime

$h(1001) = 0$

$h(1011) = 11$

$h(1021) = 9$

$h(1001) = 1$

$h(1011) = 1$

$h(1021) = 1$

② fast to compute. $sum = 0$
 for each char $\rightarrow ch$
 $sum += \text{ascii}(ch)$
 $O(L)$

③ distribute keys uniformly

$h(k) = \text{floor}(k/10) \% 10$

indices $[0 \dots 9]$ ✓

$k \Rightarrow [0 \dots 49] \rightarrow [0 \dots 4]$

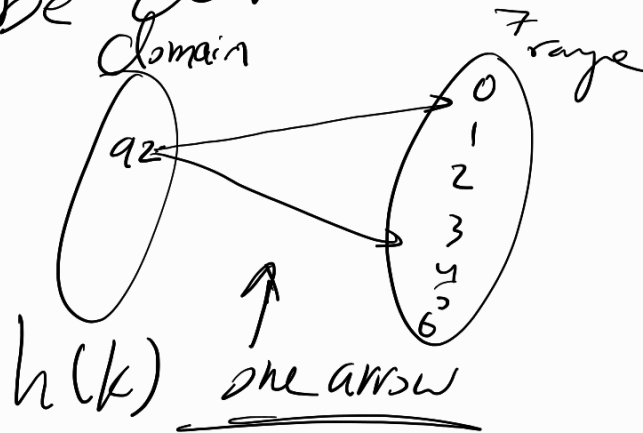
In a hash table
 size 10

$k \in [0 \dots 99]$

indices [5 ... 9] \rightarrow are empty.

$$\rightarrow h(k) = k \% 10 \checkmark$$

(4). be deterministic



$$\begin{aligned} &hash(92) \\ &92 \% 7 = 1 \\ &14 \% 7 = 0 \end{aligned}$$

types of hash.

①. separate chaining

\rightarrow using Linked Lists or dynamic arrays

②. open addressing:- probing:-

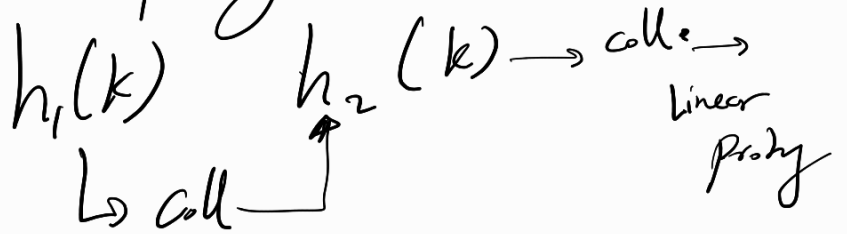
(a). Linear probing.

$$h(k) \rightarrow coll. \rightarrow \begin{aligned} &h(k) + 1 \\ &+ 2 \\ &+ 3 \\ &\vdots \\ &empty slot \end{aligned}$$

② Quadratic Probing

$$h(k) \rightarrow coll. \rightarrow \begin{aligned} &h(k) + 1^2 \\ &+ 2^2 \\ &+ 3^2 \\ &\vdots \\ &\% size \end{aligned}$$

© Double Probing.



(3). re hashing.

3.1 using one of the prev. mechanisms

3.2 if the load factor \geq threshold

N/M
↓
number of active slots
size of array

0.7
0.5
!

then rehash.

⇒ create a new array of size next prime

$> 2M$

@ insert old values into new array.

Example $M = 7$ $h(k) = k \% M$

$\text{insert}(50) \Rightarrow 1 \rightarrow 1/7 \approx 0.14$
 $\text{insert}(700) \Rightarrow 0 \rightarrow 2/7 \approx 0.28$
 $\text{insert}(76) \Rightarrow 6 \rightarrow 3/7 \approx 0.43$
 $\text{insert}(85) \Rightarrow 1 \rightarrow 4/7 \approx 0.57$

re hashy $\Rightarrow 7 \times 2 = 14$
 new size $M = 17$

$\text{insert}(700) \Rightarrow 700 \% 17 \rightarrow 3 \rightarrow 1/17 \approx 0.06$
 $\text{insert}(50) \Rightarrow 50 \% 17 \rightarrow 16 \rightarrow 2/17 \approx 0.1$
 $\text{insert}(85) \Rightarrow 85 \% 17 \rightarrow 0 \rightarrow 3/17 \approx 0.17$
 $\text{insert}(76) \Rightarrow 76 \% 17 \rightarrow 8 \rightarrow 4/17 \approx 0.23$
 $\text{insert}(92) \Rightarrow \rightarrow 7 \rightarrow 5/17 \approx 0.3$
 $\text{insert}(77) \Rightarrow \rightarrow 5 \rightarrow 6/17 \approx 0.35$
 $\text{insert}(101) \Rightarrow \rightarrow 16 \rightarrow 7/17 \approx 0.41$

0	700
1	50
2	85
3	
4	
5	
6	76

0	85
1	101
2	
3	700
4	
5	73
6	92
7	76
8	
9	
10	
11	
12	
13	
14	
15	
16	50