Hash Tables

- we do have built-in hash tables which are dictionaries
- as we know dictionaries are made up key value pairs
- so we do need a hash function
- then we should perform hash on the key
- hash function will return us the address
- {"pens":1000} ---> 1

Data	Adress
	0
{'pens', 300}	1
	2
	3
	4
	5
	6

Hash Characteristics:

- It's one way only, so when we get "books" and put it in the hash and we do get 1, the thing that we cannot do is to take 1 and try to get the {"pens":300} (X it's not possible)
- It's Deterministic, means that for a particular hash function every time we put "pens" in we expect to get the number 1 every time.

Build Our Own Hash Tables

we want to build our own hash table so we do create a method: set_item

Data	Adress
['notebooks', 300]	0
['pens', 300]	1
['markers', 100], ['pencils', 300]	2
	3
	4
	5
["books",1000]	6

- now we have some items in our hash table we can create a method to call these items:
 qet item
- what if we have multiple key value pairs at that address?
 - so we know we're going to have to create some sort of loop to reach the item.

Collisions

TR : çarpışmalar

Two from of solutions to the collisions:

- Separate Chaining (lists, linkedlists, ...)
- Probing
 - a) Linear Probing
 - b) Quadratic Probing
 - c) Double Hashing

Separate Chaining

Separate Chaining is the way we gonna do in this course

we should always have a prime number of addresses (0-6)

 the reason is a prime number increases the amount of randomness for how the key value pairs are going to be distributed through the hash table and this action reduces the collisions.

how dose __hash function works?

```
def __hash(self,key):
```

```
`my_hash = 0`

`for letter in key:`

   `my_hash = (my_hash + ord(letter)*23) % len(self.data_map)`

`return my_hash`
```

```
my_hash = 0

• 'a' \rightarrow 97 * 23 = 2231 \rightarrow (0 + 2231) % 7 = 2231 % 7 = 6

• 'b' \rightarrow 98 * 23 = 2254 \rightarrow (6 + 2254) % 7 = 2260 % 7 = 5

• 'c' \rightarrow 99 * 23 = 2277 \rightarrow (5 + 2277) % 7 = 2282 % 7 = 1

• Final hash = 1
```

www.github.com/ebgdev