|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Load Factor | Hash Function | Collision Handling | Collision Count | Indexing Time | Avg. Search Time | Min. Search Time | Max. Search Time |
| α=50% | SSF | LP | 1868741234 | 105,775 | 0.935 | 0.0 | 4.0 |
| DH | 63155972 | 16.953 | 0.095 | 0.0 | 2.0 |
| PAF | LP | 89607 | 13.28 | 0.056 | 0.0 | 1.0 |
| DH | 413072 | 12.698 | 0.094 | 0.0 | 1.0 |
| α=80% | SSF | LP | 1753918231 | 103,015 | 0.844 | 0.0 | 3.0 |
| DH | 57337980 | 15.035 | 0.072 | 0.0 | 2.0 |
| PAF | LP | 251579 | 11,717 | 0.063 | 0.0 | 1.0 |
| DH | 496855 | 11,783 | 0.054 | 0.0 | 1.0 |

In the project, we have prepared a table that will help us understand which hash types more effectively. Increasing the load factor according to the table decreases search time and collisions. The speed of PFF(Polynomial Accumulation Function) function is faster than SSF(Simple Summation Function). DH(Double Hashing) is also faster than LP(Linear Probing).

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