

# LT10d : About Hashing

---

(Part 2 of 2)

# Python codes

---

# The Hash Function

```
def hash(string):  
    total = 0  
    for i in range(len(string)):  
        total += ord(char) * (i+1)  
    return total%5
```

# Create an empty Hash Table:

```
def init_table(n):  
    table = []      # declare  
    table += [''] * n # initialize  
    return table
```

# Populate the Hash Table using the Hash Values:

```
def hashtable(seq):  
    tbl = init_table(len(seq))  
    for ele in seq:  
        i = hash(ele)  
        if tbl[i] == '':  
            tbl[i] = ele  
        else:  
            #collision resolution  
            print(ele, ' is not added.')  
    return tbl
```

# Using Hash Function and Table:

```
>>> lst = ['Chloe Niu Man Yun', 'Ngyuen Hoang  
Minh', 'Poh Zheng Hong', 'Suresh Kannan  
Sakthieshwar', 'Wong Yong Xiang']
```

```
>>> data_table = hashtable(lst)
```

# Searching for a name in Hash Table:

```
def search(table, name):  
    i = hash(name)  
    if table[i] == name:  
        return True  
    else:  
        return False
```

```
>>> search(data_table, 'Wong Yong Xiang')
```

# Handling Collisions:

---



## Some basic questions :

7. How to store 5 names in 5 boxes? (with collision)

- Chloe Niu Man Yun  $\text{Sum} = 13465, \text{Mod}5 = 0$
- Ngyuen Hoang Minh  $\text{Sum} = 14092, \text{Mod}5 = 2$
- Poh Zheng Hong  $\text{Sum} = 9646, \text{Mod}5 = 1$
- Suresh Kannan Sakthieshwar  $\text{Sum} = 35379, \text{Mod}5 = 4$
- Muhammad Asyraf Bin Omar  $\text{Sum} = 26992, \text{Mod}5 = 2$

# Collision Resolution ( 1 ): “Separate Chain”

---

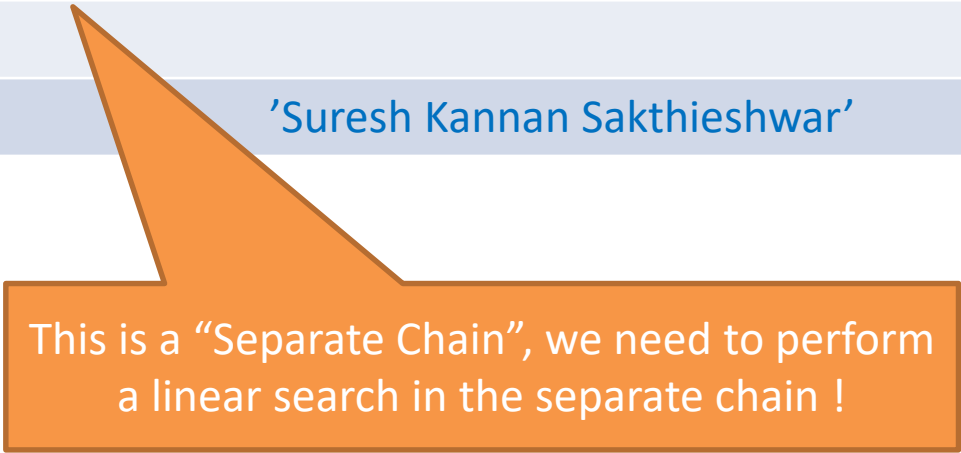
# Hash Table (with “Separate Chain”):

```
def hashtable(seq):  
    tbl = init_table(len(seq))  
    for ele in seq:  
        i = hash(ele)  
        if tbl[i] == '':  
            tbl[i] = ele  
        else: #collision resolution  
            if type(tbl[i]) != list:  
                tbl[i] = [tbl[i], ele]  
            else:  
                tbl[i] = tbl[i] + [ele]  
    return tbl
```

# 'Separate Chain':

## 8. How to search when there is collision?

Box Index	Table
0	'Chloe Niu Man Yun'
1	'Poh Zheng Hong'
2	['Ngyuen Hoang Minh', ' <b>Muhammad Asyraf Bin Omar</b> ']
3	
4	'Suresh Kannan Sakthieshwar'



This is a "Separate Chain", we need to perform a linear search in the separate chain !

# Searching for a name in Hash Table (with “Separate Chain”):

```
def search(table, name):  
    i = hash(name)  
    if table[i] == ''  
        return False  
    elif table[i] == name:  
        return True  
    elif type(table[i]) == list:  
        return name in table[i]    # Boolean
```

# Collision Resolution (2): Open Hashing

---

# Using Hash Function and Table:

```
def hashtable(seq):  
    tbl = init_table(len(seq))  
    for ele in seq:  
        i = hash(ele)  
        if tbl[i] == '':  
            tbl[i] = ele  
        else:  
            #collision resolution  
            return openhash(tbl, i, ele)  
    return tbl
```

# Collision Resolution: Open Hashing

```
def openhash(table, index, item):  
    while True:  
        if table[index] == '':  
            table[index] = item  
            return table  
        else:  
            index += 1  
            if index == len(table):  
                index = 0
```

The search will look for next box until it reaches the end and goes to the first box .



The search will look for next box until it reaches the end and goes to the first box .

```
index += 1
if index == len(table):
    index = 0
```

For a table of size 10 and if we start looking at `index = 9`, then index will increase to 10, 11, 12, 13 ... and so on.

Consider `index = index % len(table)`,  
we will look at 0 instead of `index = 10`,  
we will look at 1 instead of `index = 11`,  
we will look at 2 instead of `index = 12`,  
... so we are actually looking from the beginning of the table.

# Collision Resolution: Open Hashing

```
def openhash(table, index, item):  
    while True:  
        if table[index] == '':  
            table[index] = item  
            return table  
        else:
```

```
            index = (index + 1) % len(table)
```

This is a simpler way of search the next box and go to the first when it hits the end.

# Assume 'Open Hashing' for collision:

## 8. How to search when there is collision?

Box Index	Table
0	'Chloe Niu Man Yun'
1	'Poh Zheng Hong'
2	'Ngyuen Hoang Minh'
3	' <b>Muhammad Asyraf Bin Omar</b> '
4	'Suresh Kannan Sakthieshwar'



There is one collision !

# Searching for a name in Hash Table (with Open Hashing):

```
def search(table, name):  
    i = hash(name)  
    if table[i] == ''  
        return False  
    elif table[i] == name:  
        return True  
    else:  
        return linear_search[table, name, i]
```

# Open Hash Search:

```
def linear_search(tbl, item, i):  
    for cell in range(len(tbl)):  
        if tbl[i] == '':  
            return False  
        elif tbl[i] == item:  
            return True  
        i = (i + 1) % len(tbl)  
    return False
```

The End

---