

Initializing...

Do M=1000

Array: 0.0006809234619140625

Sorted Array: 0.0006809234619140625

Linear Probing: 0.06842803955078125

Quadratic Probing: 0.0035660266876220703

Do M=2000

Array: 0.00048279762268066406

Sorted Array: 0.00048089027404785156

Linear Probing: 0.05622601509094238

Quadratic Probing: 0.004364013671875

Do M=3000

Array: 0.0004839897155761719

Sorted Array: 0.0004830360412597656

Linear Probing: 0.07336902618408203

Quadratic Probing: 0.005028724670410156

Do M=4000

Array: 0.0005779266357421875

Sorted Array: 0.0006341934204101562

Linear Probing: 0.1101236343383789

Quadratic Probing: 0.005839824676513672

Do M=5000

Array: 0.0004742145538330078

Sorted Array: 0.00046896934509277344

Linear Probing: 0.089508056640625

Quadratic Probing: 0.00734710693359375

Do M=6000

Array: 0.0005731582641601562

Sorted Array: 0.0005660057067871094

Linear Probing: 0.1823580265045166

Quadratic Probing: 0.0069580078125

Do M=7000

Array: 0.0004858970642089844

Sorted Array: 0.0004820823669433594

Linear Probing: 0.23624110221862793

Quadratic Probing: 0.007470130920410156

Do M=8000

Array: 0.0004711151123046875

Sorted Array: 0.0004680156707763672

Linear Probing: 0.2980632781982422

Quadratic Probing: 0.0072710514068603516

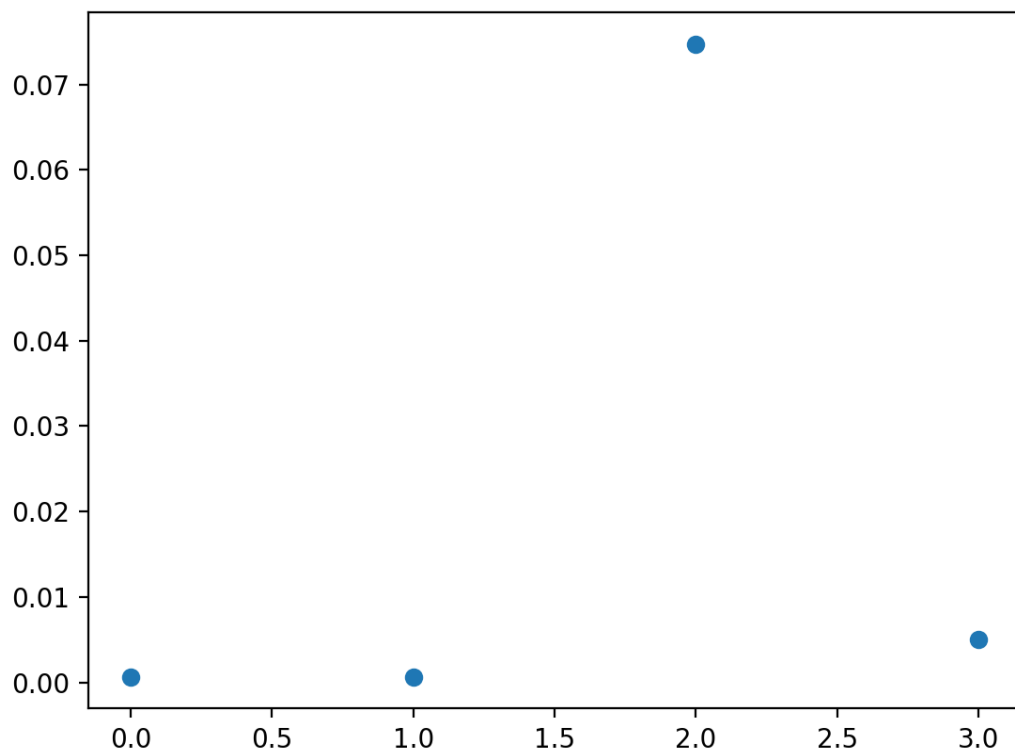
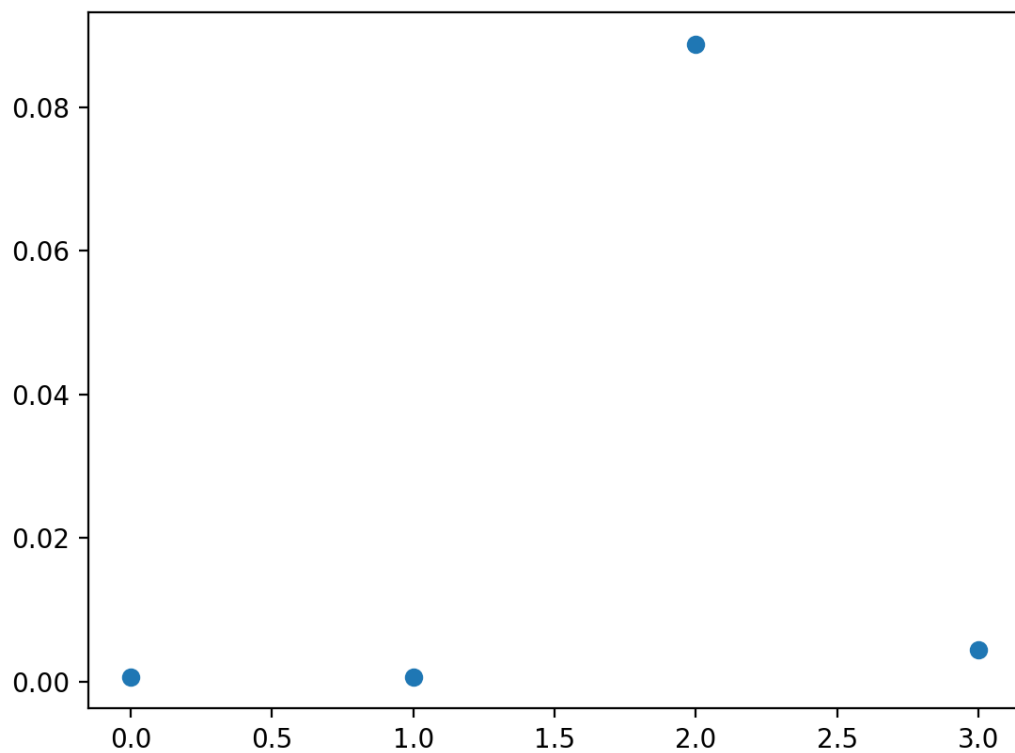
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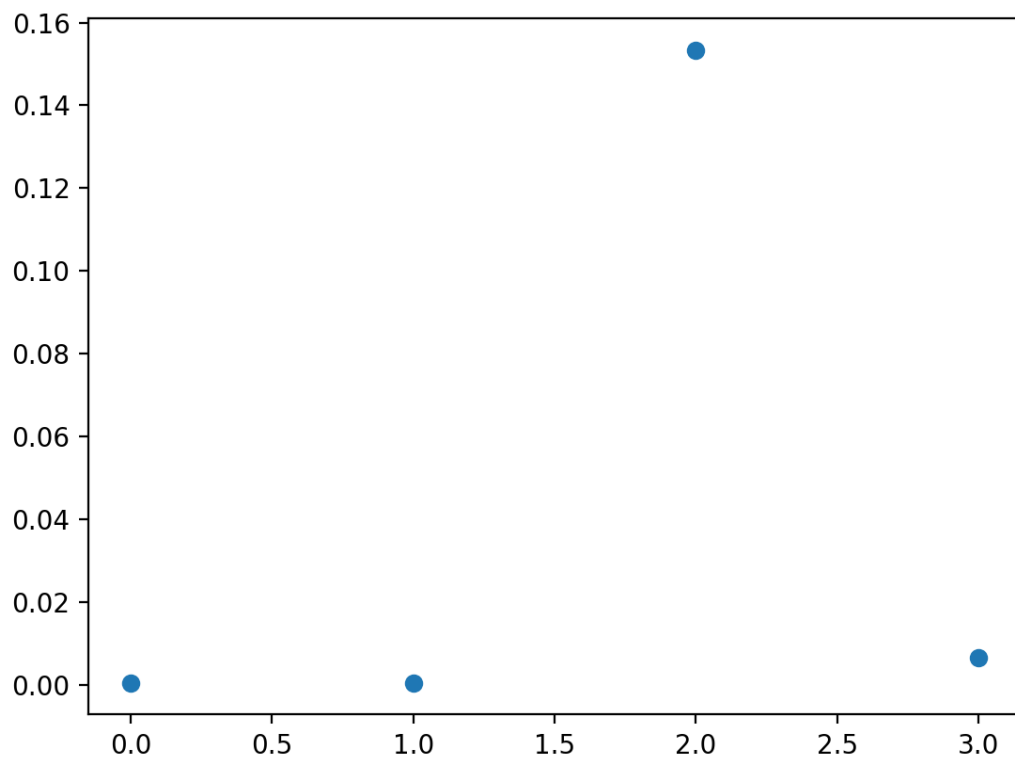
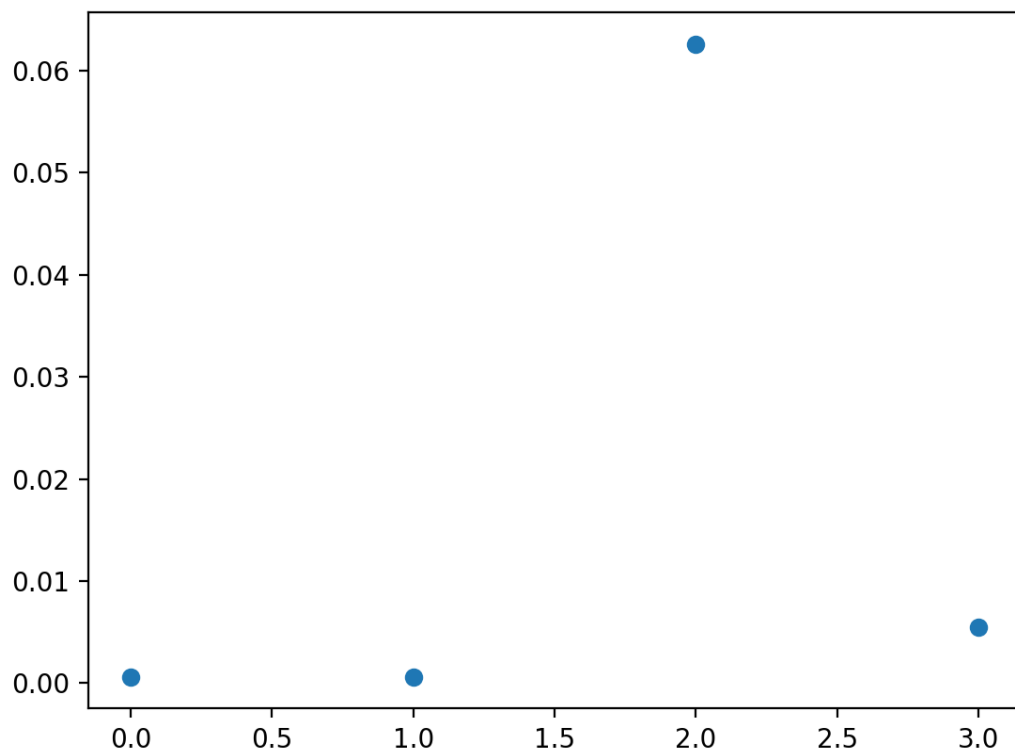
Array: 0.00045418739318847656

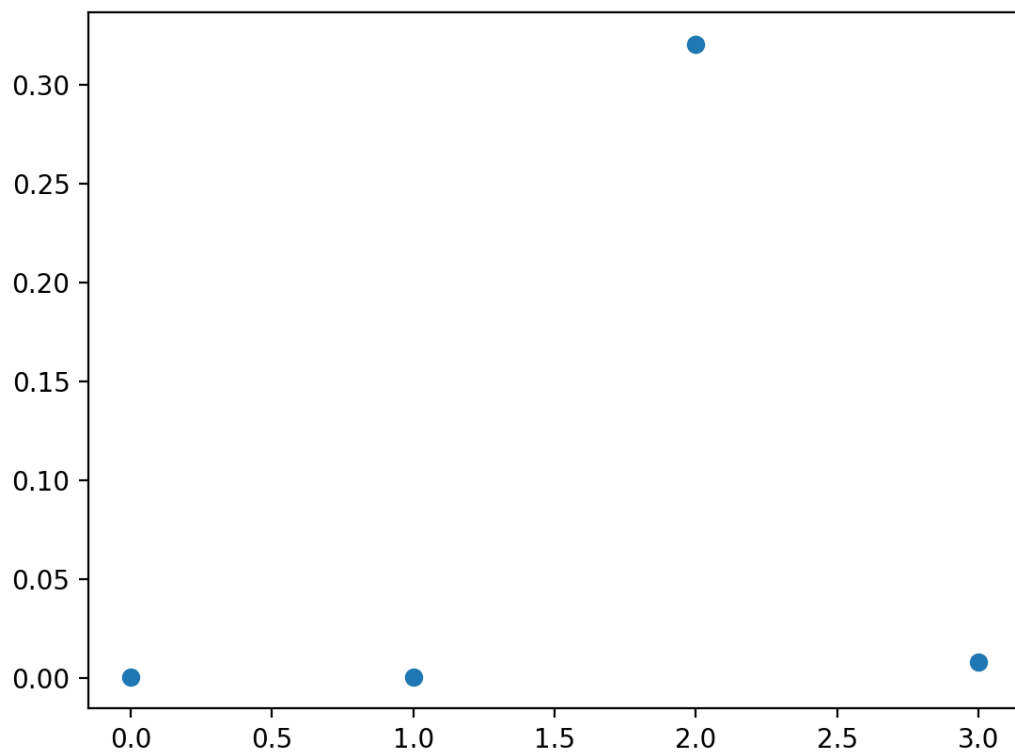
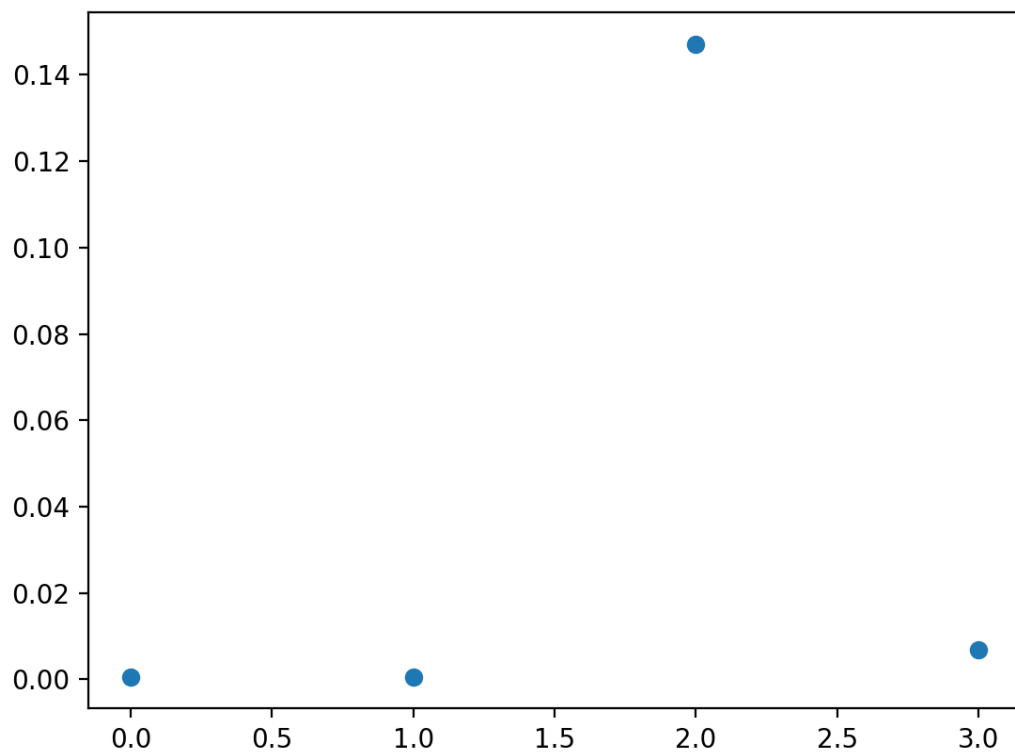
Sorted Array: 0.00045108795166015625

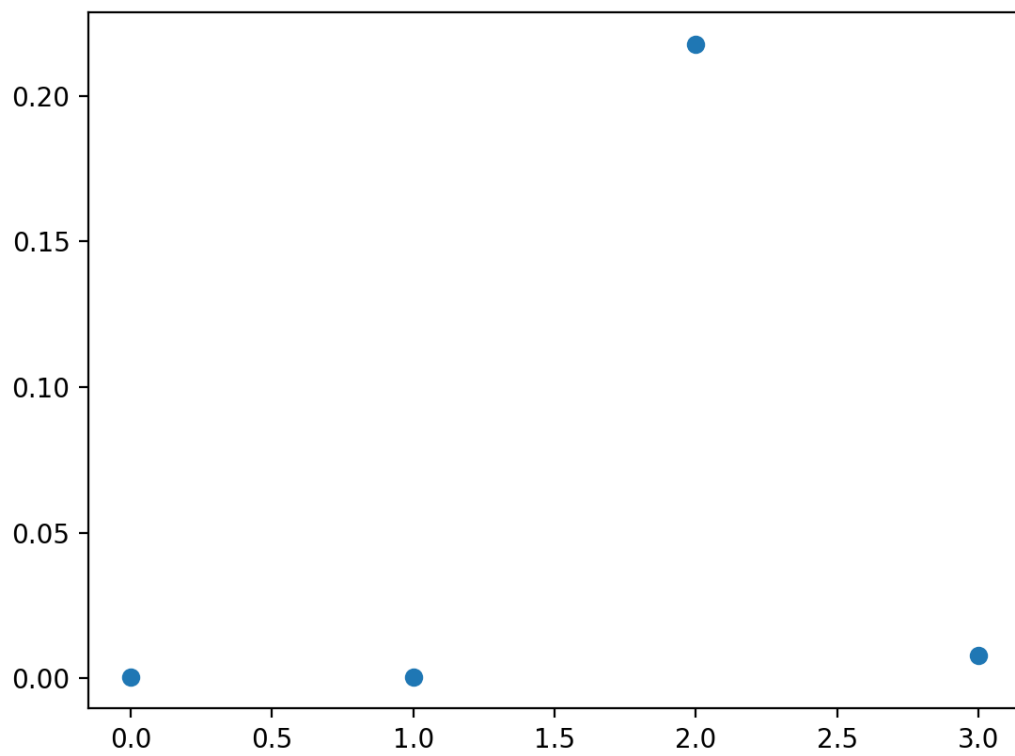
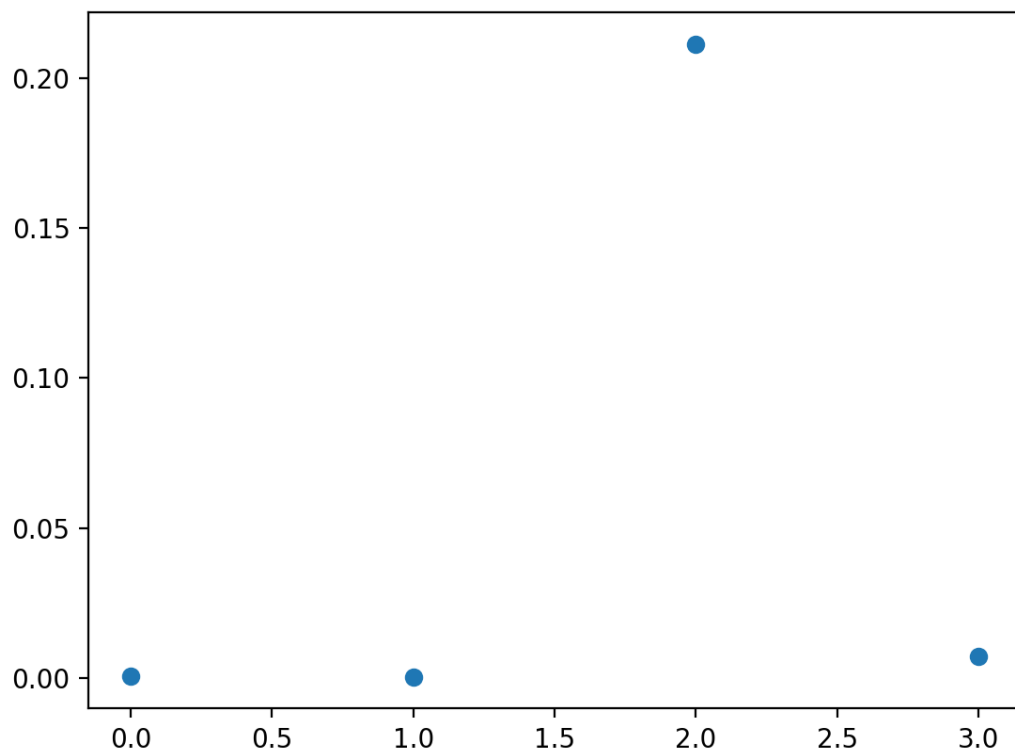
Linear Probing: 0.37448883056640625

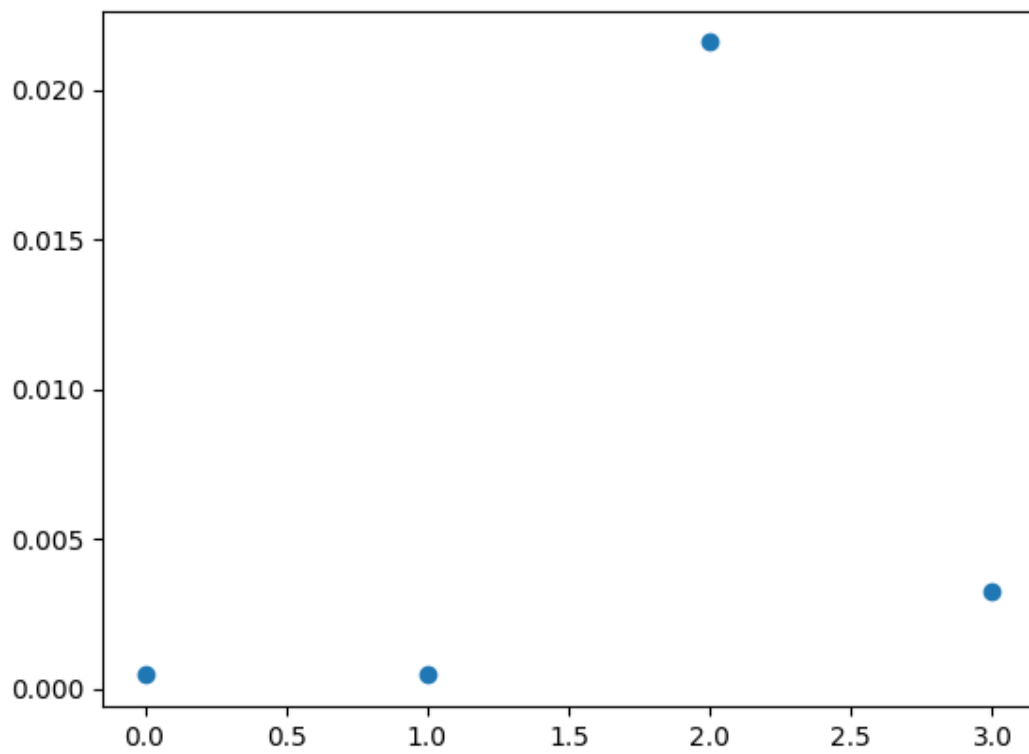
Quadratic Probing: 0.009560823440551758











맨 왼쪽부터 정렬되지 않은 배열, 정렬된 배열, 선형 탐색, 제공 탐색 을 활용한 검색시간이다.

[선형 탐색에 사용된 해싱 함수]

```
def hash(self, key):  
    index = key % self.size  
  
    if self.hashtable[index] == None:  
        return index  
    else:  
        while self.hashtable[index] != None:  
            index = (index + 1) % self.size  
  
        return index
```

충돌이 일어날 경우에 인덱스를 1씩 증가시키며 탐색한다.

[제곱 탐색에 사용된 해싱 함수]

```
def hash(self, key):  
    index = key % self.size  
  
    if self.hashtable[index] == None:  
        return index  
    else:  
        i = 1  
        while self.hashtable[(index + (i * i)) % self.size] != None:  
            i += 1  
  
        return (index + (i * i)) % self.size
```

충돌이 일어날 경우에 인덱스를 제곱씩 증가시키며 탐색한다.

[성능에 대한 평가]

우선 위에서 측정한 데이터는 삽입과 탐색에서 해싱시간을 포함한 결과이다.

해싱 테이블에서 값을 삽입하고 검색하는데 소요되는 시간 복잡도는 $O(1)$ 이지만, 해싱 함수를 통한 key를 생성하는데 소요되는 시간은 최악의 경우 전체 해시를 탐색해야하므로 배열과 같다.