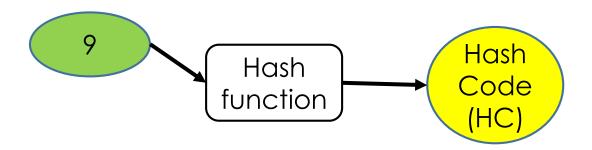
# Hash Tables: Collisions

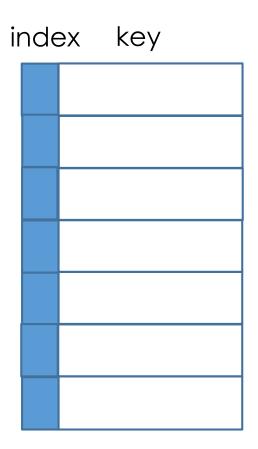


#### By the end of this video you will be able to...

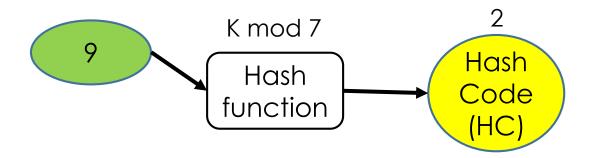
- Describe alternative methods for handling collisions in a Hash Table
- Identify other challenges associated with Hash Tables

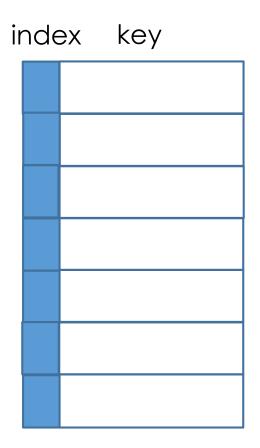
### **Hash Table Insert**

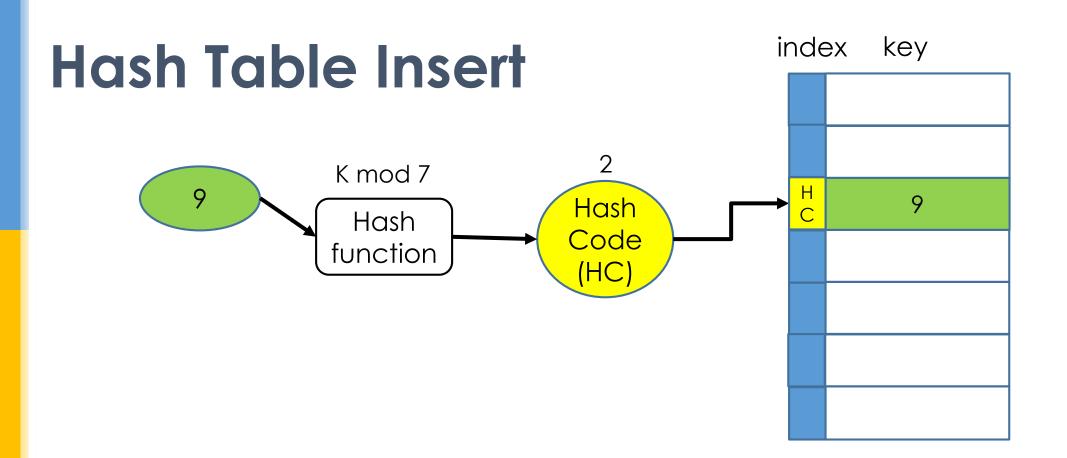




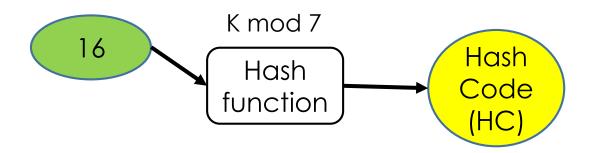
### **Hash Table Insert**

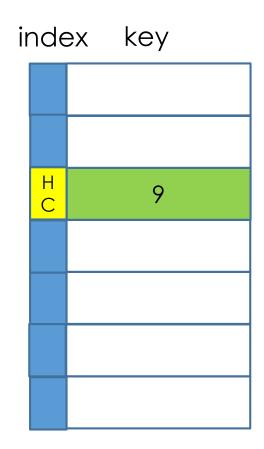


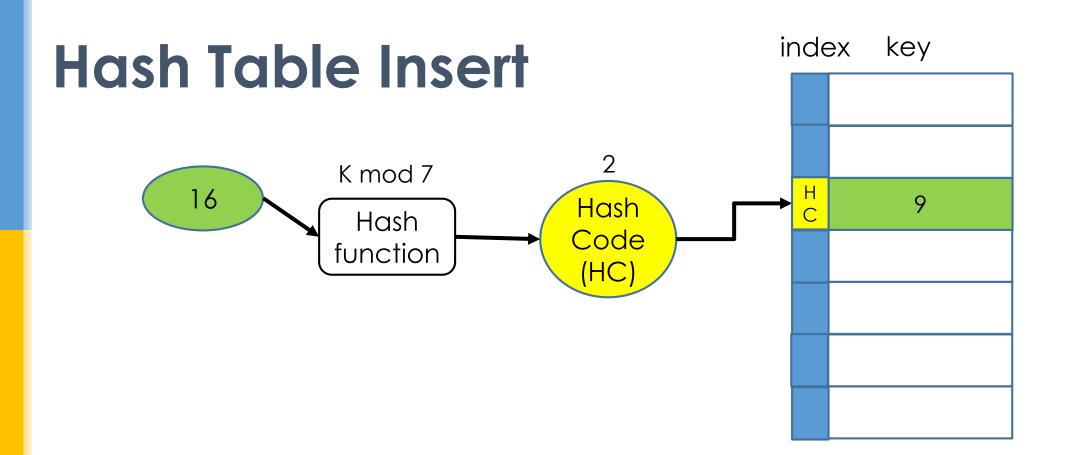


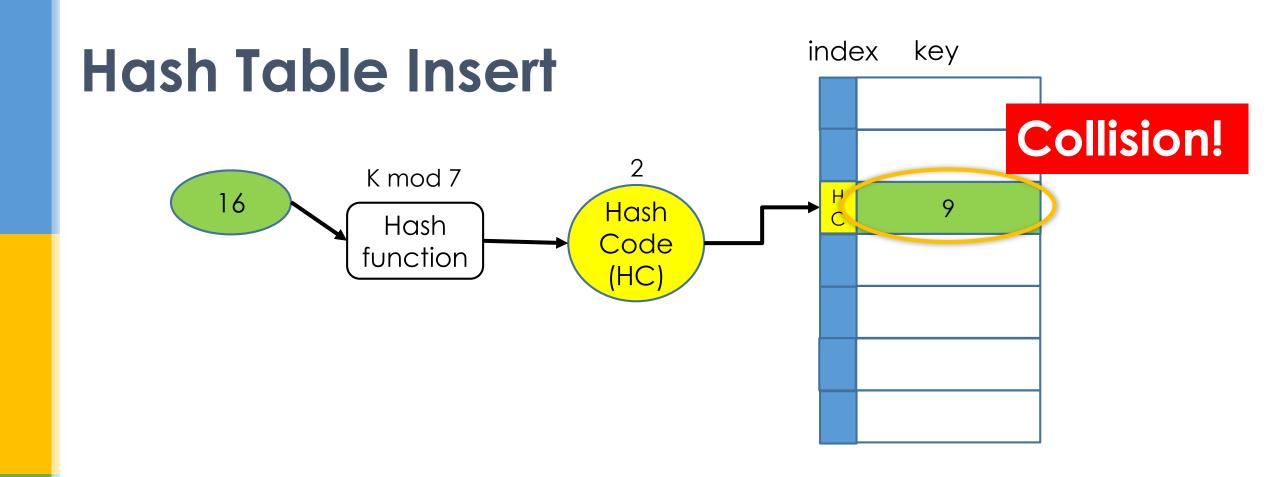


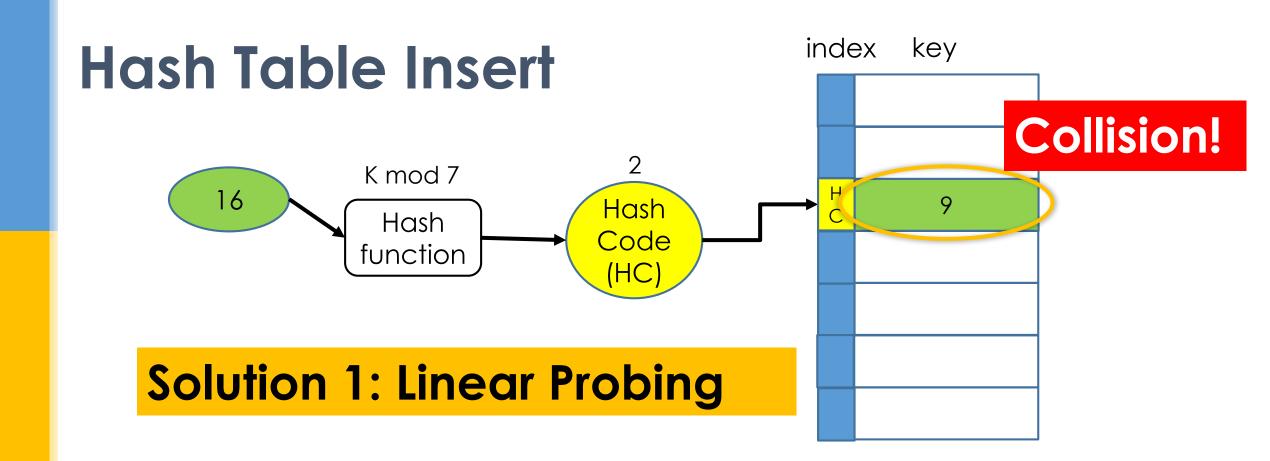
### **Hash Table Insert**

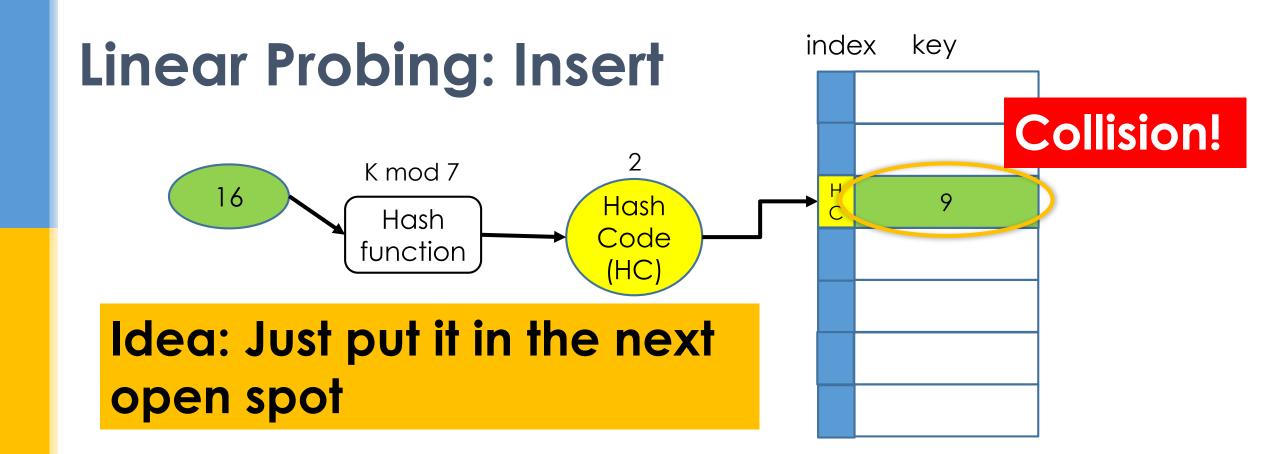


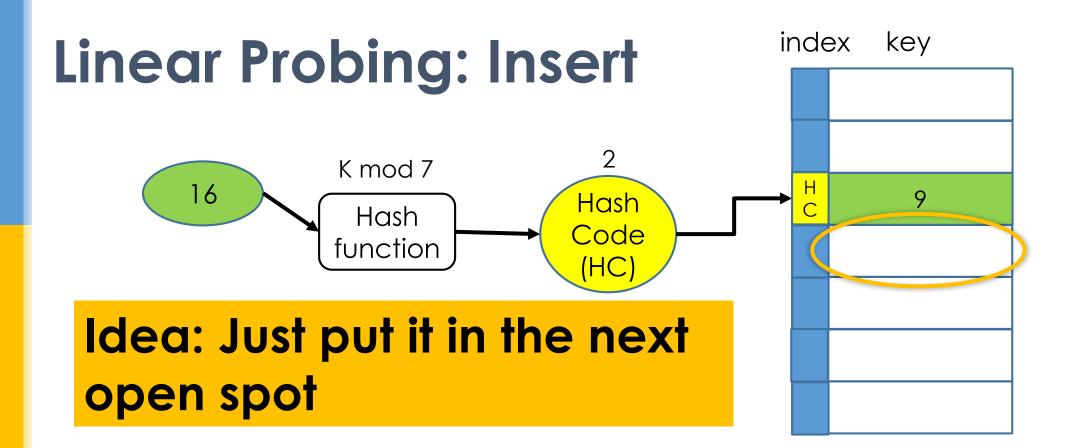


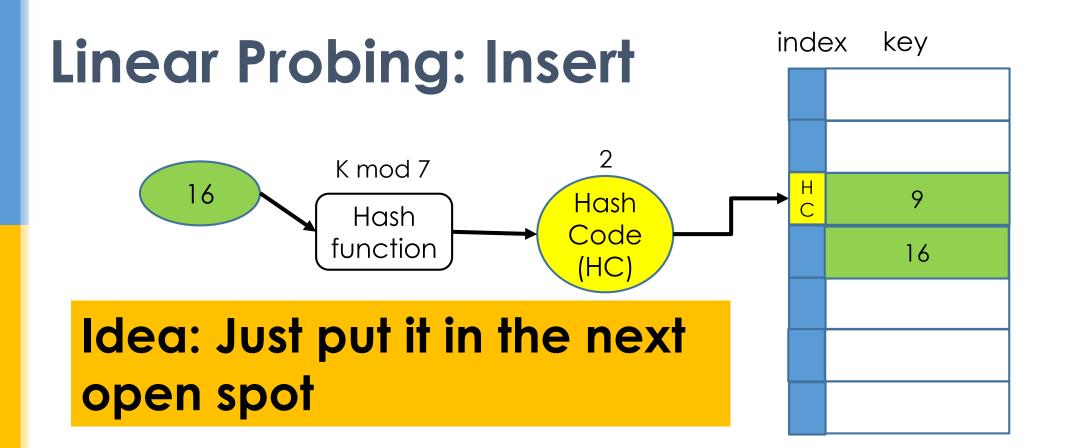


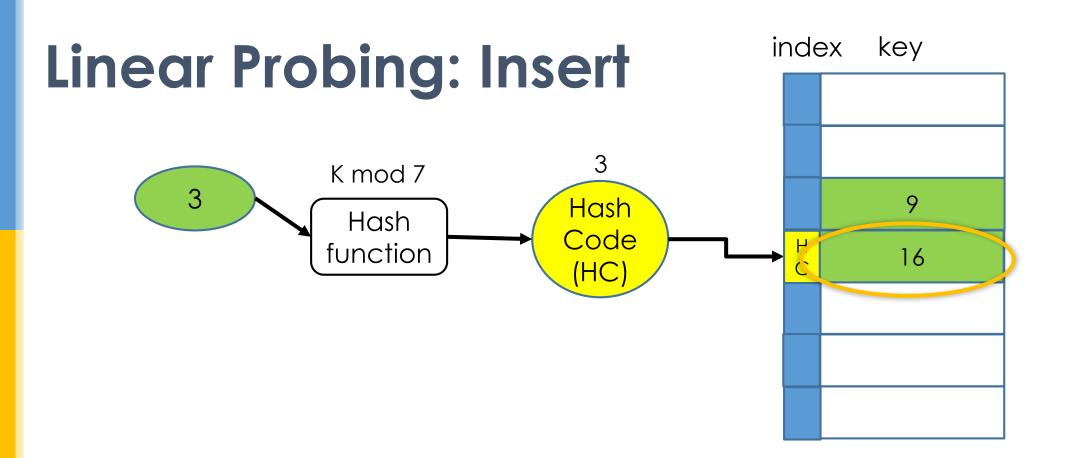


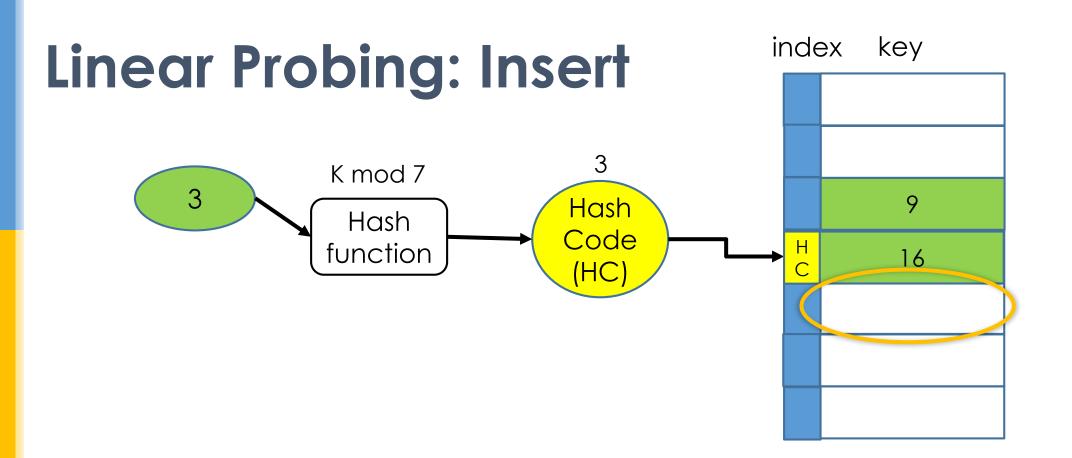


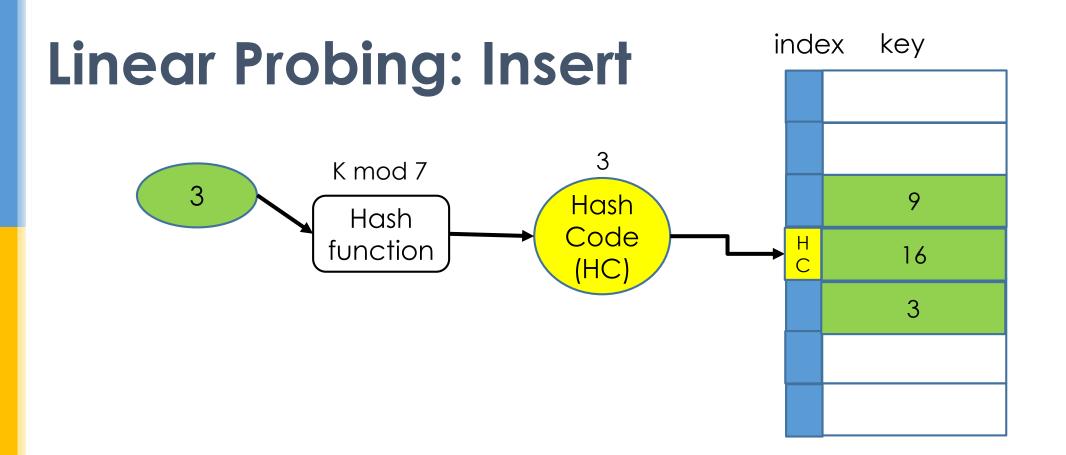


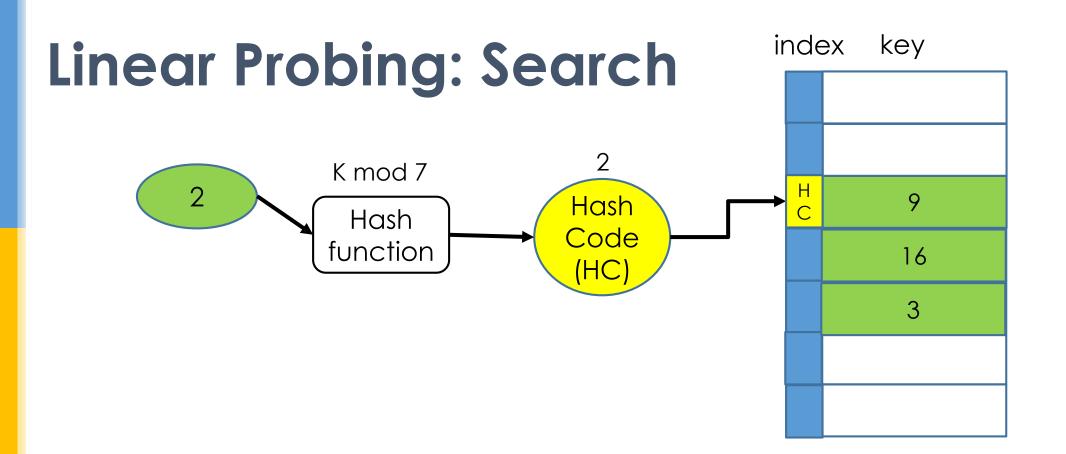


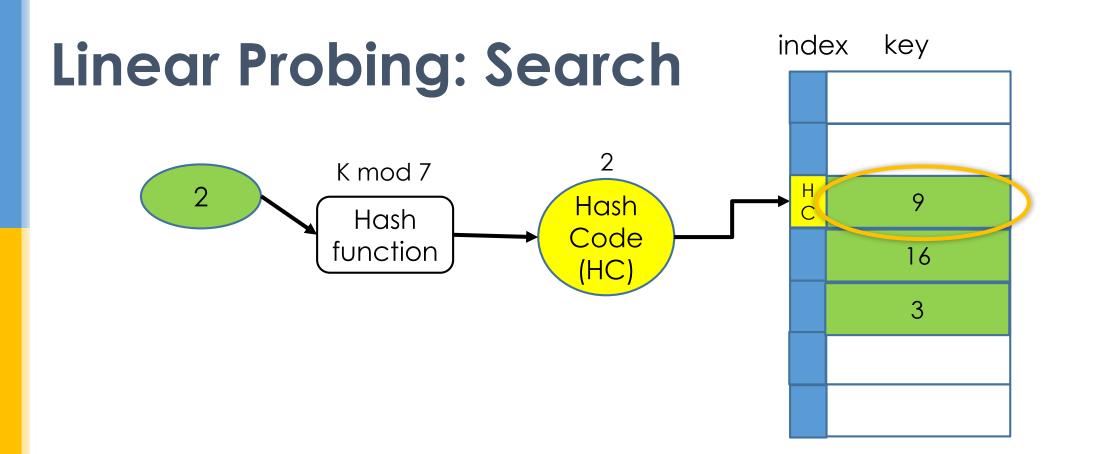


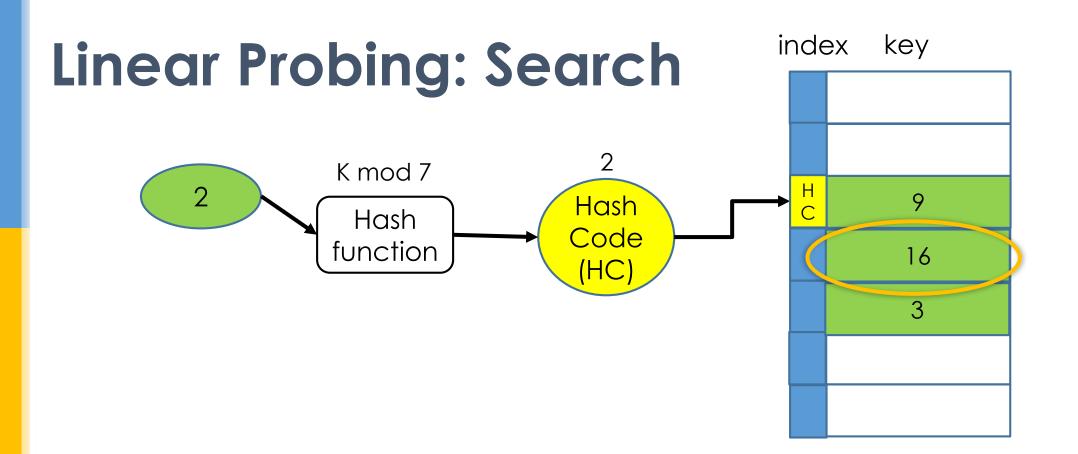


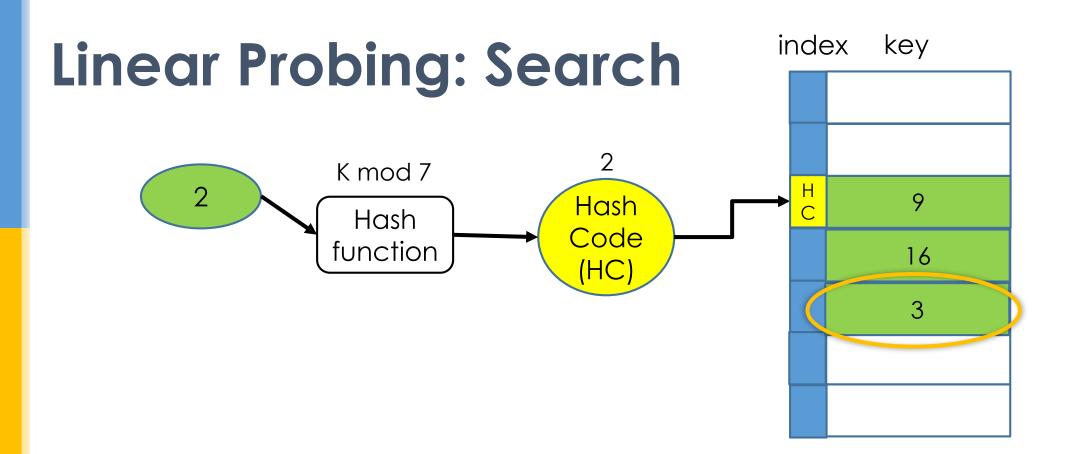


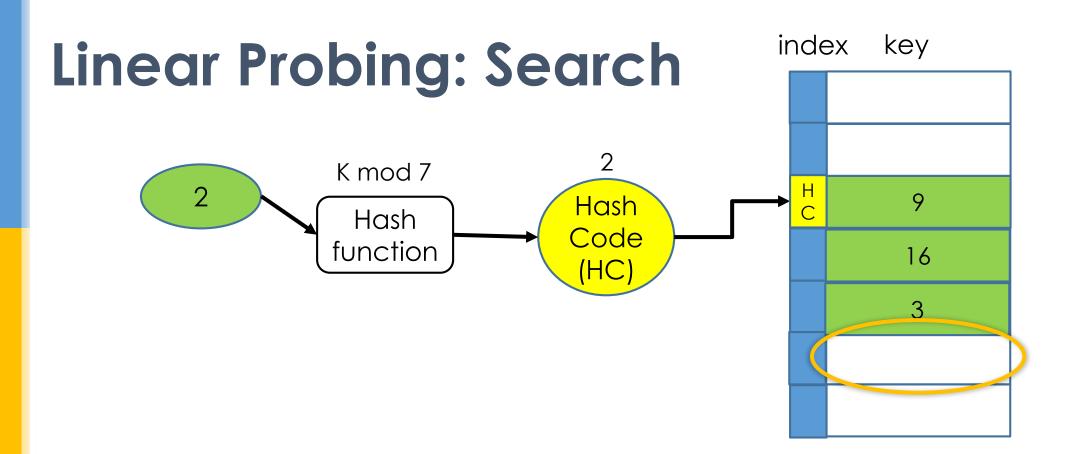




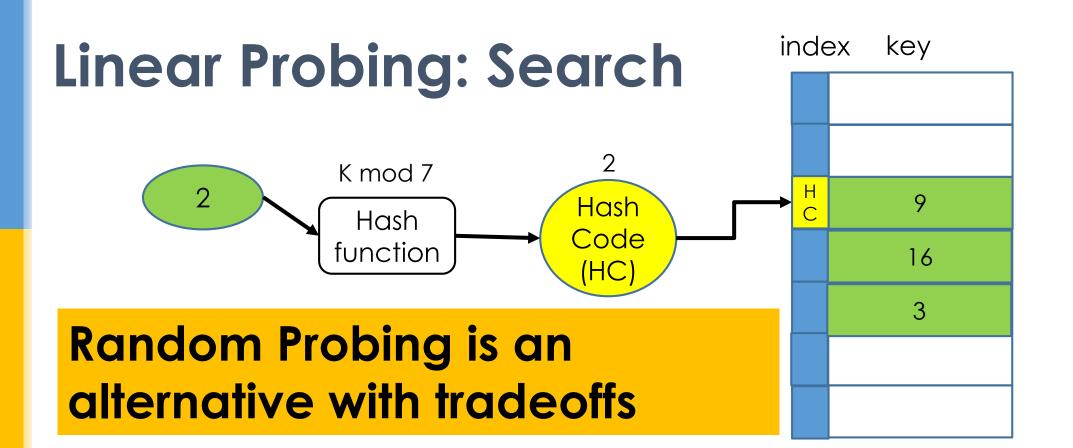


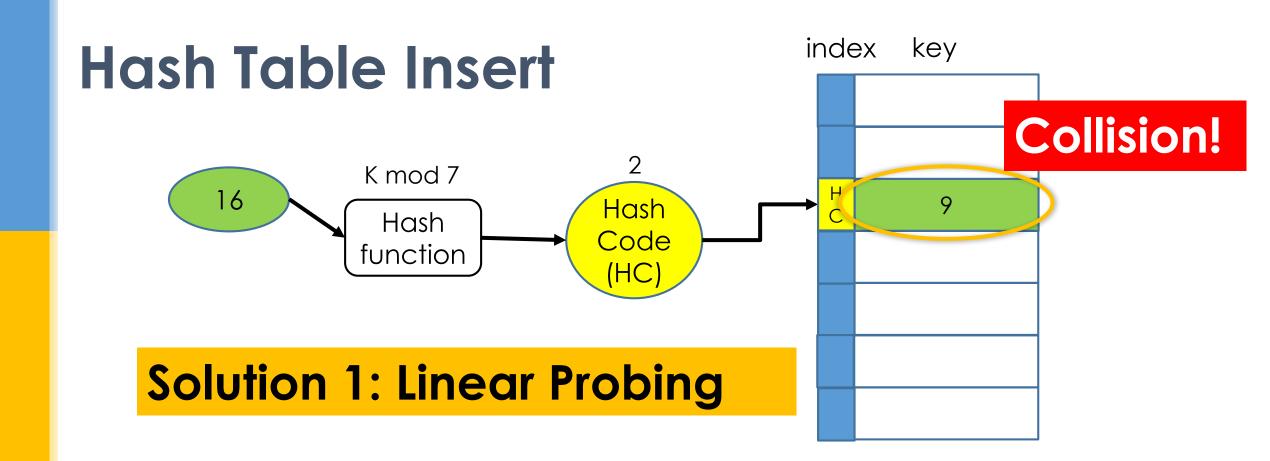


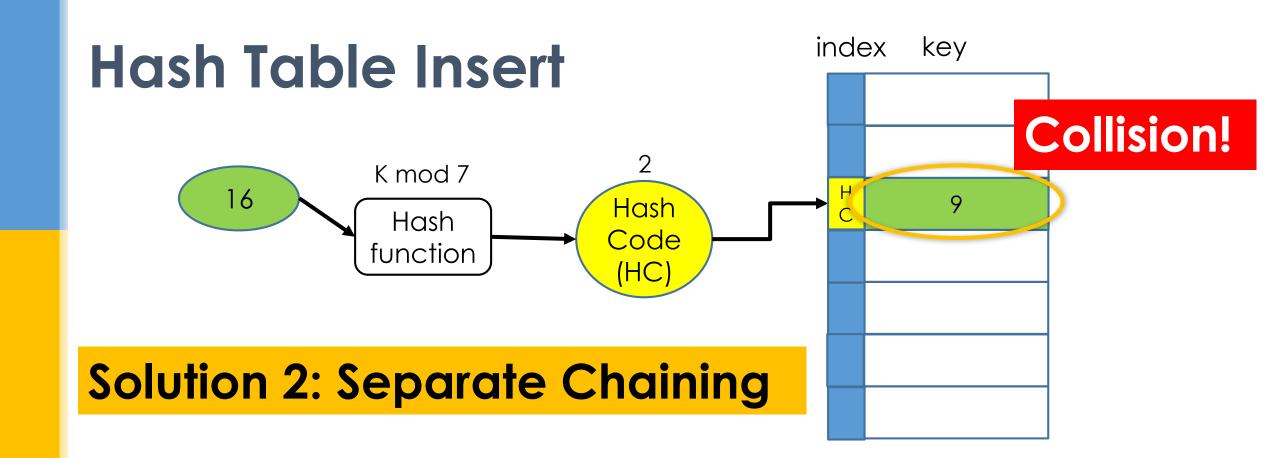


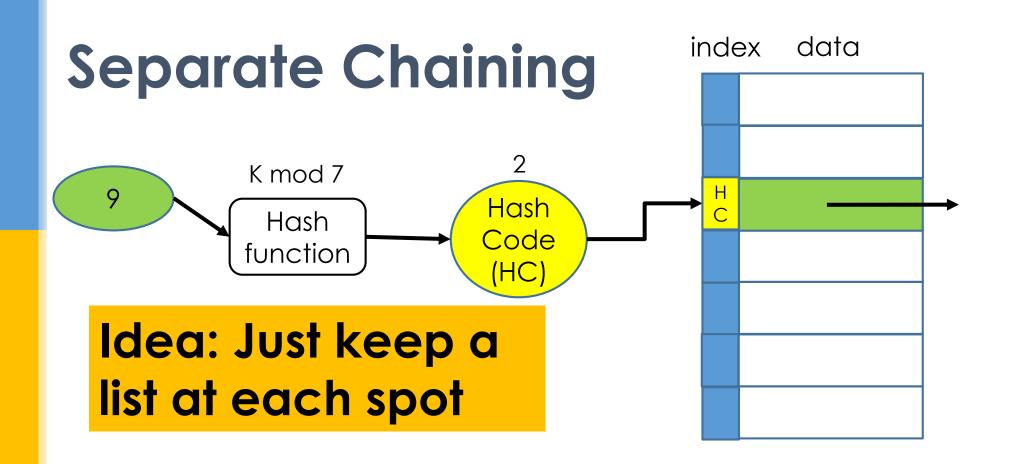


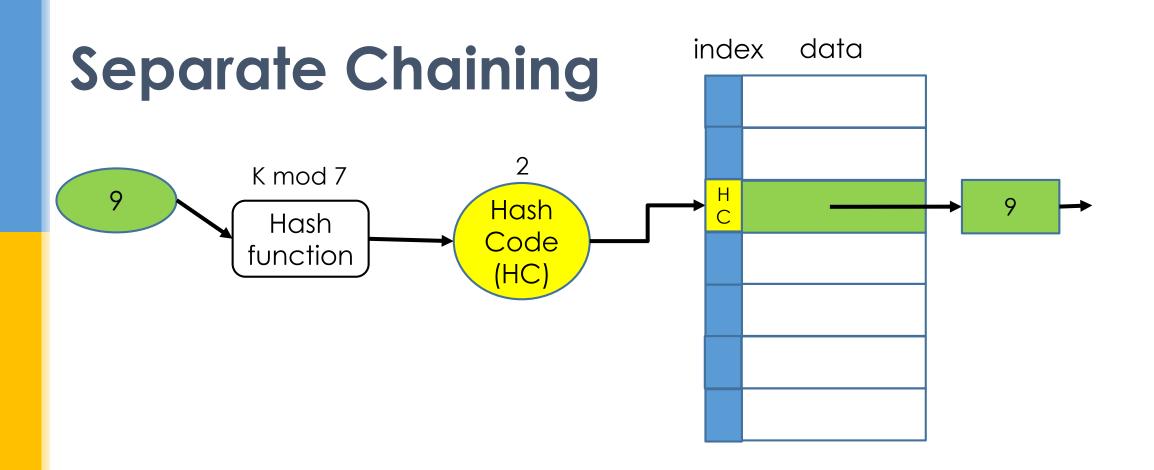
index key Linear Probing: Search K mod 7 Hash Hash Code function 16 Linear Probing can struggle as the hash table starts getting full

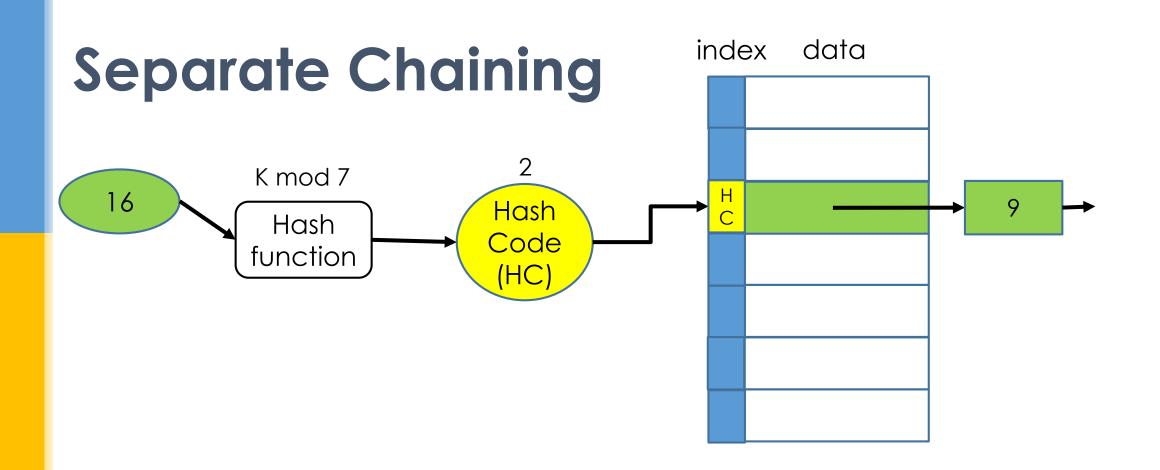


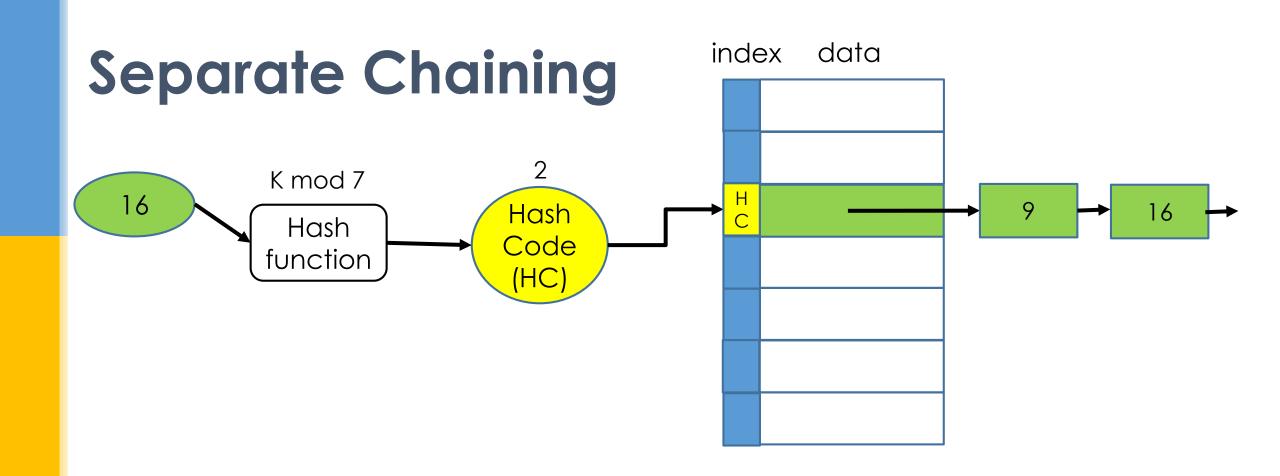


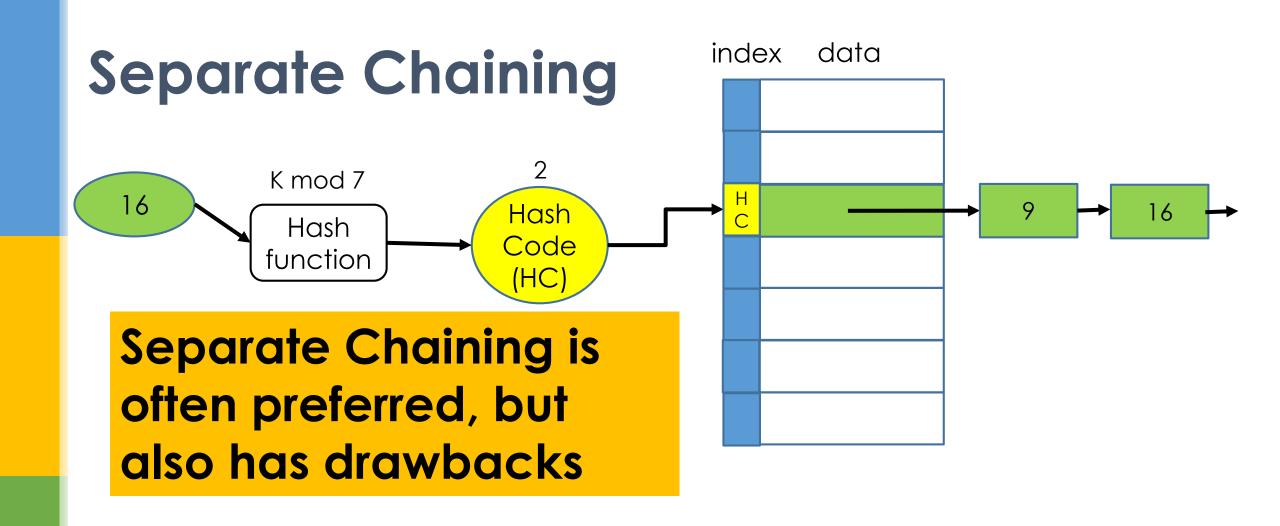












## Challenge 1: Resizing

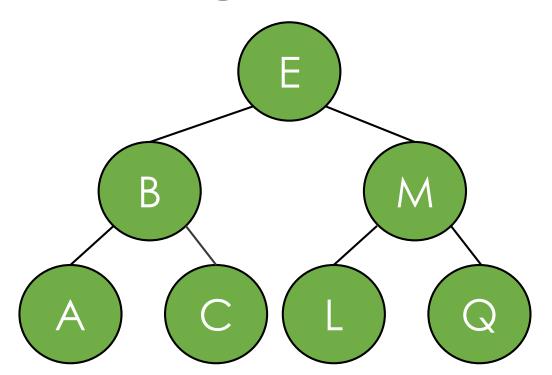
When a hash table gets too full, the best thing to do is resize it.

## Challenge 1: Resizing

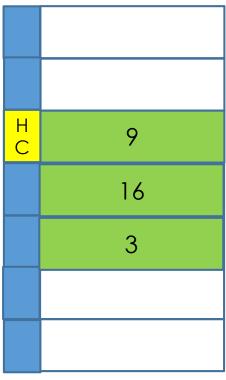
When a hash table gets too full, the best thing to do is resize it.

Requires you create a new table, new hash function, and reinsert everything!

# Challenge 2: Ordering data



index key



## Hash Table Implications



Average: O(1) lookup, insert, and remove



Resizing costs
No data ordering

#### Summary

- We've looked at solving collisions with:
  - Linear Probing
  - Separate Chaining
- Seen additional Hash Table challenges
- Next, we'll look at using Hash Tables in Java