

## HashTables

- abstract data type
- provide access to data using keys
- key doesn't have to be an integer
- consist of key / value pairs – data types don't have to match
- optimized for retrieval ( when you know the key )
- associative array is one type of hash table
- maps keys of any data type are converted to integers
- hash functions maps keys to int
- in java, hash function is Object.hashCode()
- collision occurs when more than one value has the same hashed value

## Load Factor

- Tells us how full a hash table is
- Load factor - # of items / capacity = size / capacity
- Load factor is used to decide when to resize the array backing the hash table
- Don't want load factor too low ( lots of empty space )
- Don't want load factor too high ( will increase the likelihood of collisions )
- Can play a role in determining the time complexity for retrieval

## Add to a Hash Table backed by an array

- 1) Provide a key / value pair
- 2) Use hash function to hash the key to an int value
- 3) Store the value at the hashed key value – this is the index into the array

## Retrieve a value from a Hash Table

- 1) Provide the key
- 2) Use the same hash function to hash the key to an int value
- 3) Retrieve the value stored at the hashed key value

## Add "Jan Nowak" with key of "Nowak"

- 1) Use a hash function to map "Nowak" to an int – let's assume we get the value 4
- 2) Store "Jan Nowak" at array[4]

## Retrieve the employee with key "Nowak"

- 1) Provide the key "Nowak"
- 2) Use the same hash function to map "Nowak" to an int – let's assume we get the value 4
- 3) Retrieve the value at array[4] -> "Jan Nowak"

## Handle Collision Strategies

**1) Open addressing** - if we try to put item into the table and we find out there's already an item at the slot where we want put new item, then we look for another position in the array

**a. Linear Probing**

- When we discover that a position key value is already occupied we increment hash value by one and check result index
- It's called linear probing because each time we increment the index, we're doing it in linear fashion and every increment of the index is called a probe

**b. Chaining**

- It's easier than linear probing
- Instead of storing the value directly into the array, each array position contains a linked list
- If we are adding new item and it will collide with other item, it won't be a problem to add it to the LinkedList on the specified position
- If we want to retrieve or delete the item we will have to search through the linked list to reach it
- These Linked Lists are typically short if we have good has function and good load factory