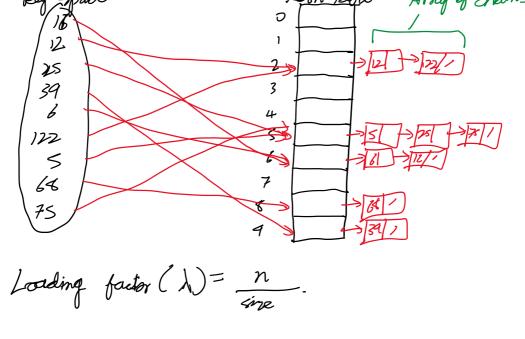
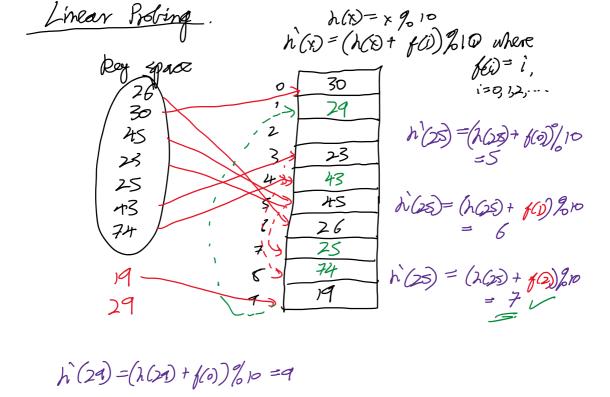
DSAA Part-11 Friday, December 25, 2020 2:53 PM Hosping Technique Reys - 4, 3, 6, 10, 15, 14, 4 (6 | 3 | 6 10 15 15 2) Linear Search OCT) Binary Starch Oldgri) 3 4 0 8 10 15/18 O(1) time! Drawlack - Space complexity proportional to more element. Mappings-(ideal hoshing) Ine-one - h(x) = x One-many -Many-one h(x) = x % 10 Many-many -Many are rodpping sults in alligions? Open Doching: Chaining Closed Hosting: Open Addressing 1. Linear Robing 2. Quadratic Robing 3. Pouble Hopking Chaining. 100 = x210 Nosh table Array of chains pay space 16 12 25 3 Loading factor $(\lambda) = \frac{n}{\text{sine}}$ for 7=100, $\lambda = 100 = 10$. I indicates the average number of keys for each laction.



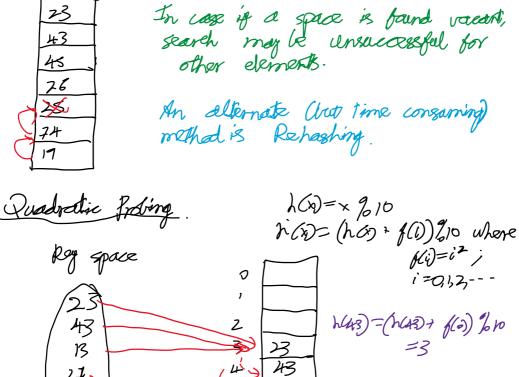
Aug- time for successful search = 1+2. Any time for unsuccessful seaseh= $1+\lambda$



h'(2+1) =(2(2+1)+1(2))2==1 Time for successful search = $\frac{1}{\lambda} ln(\frac{1}{\lambda-1})$. Time for unsuccessful search = 1-1. Dektion-

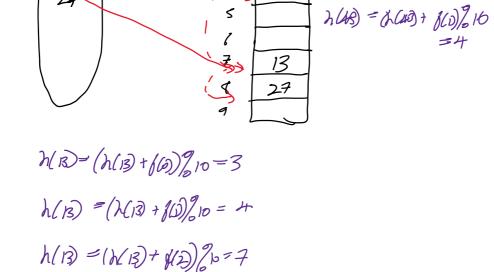
h(29)=(h(29)+f(d)210=0

<u> 30</u>



Reys need to be shifted backwards

in order to prevent vacant spaces.



Double Hashing. Rey space A.T.

h'a= (h,a) + i*haa) \$10 ĥ(25) = (5+ 1*(7-(5527)) 210 = (5+ 1+3) 210 = 8 35 95 ri(B)=(S+ 1+0)210=1 h(35) = (5+147) \$10 -2

> h(98) = (5+1+3)210 =8 n'(93) = (S+243) 210=1 n'(93) = (S+343) 210=4

h (D) = 21/2 10 regest prime h_ (D) = 7- (2) rumber

 \mathcal{X}