

# Module – 1

**BCA SEM III - Data Structure  
Hashing and its  
applications(Introduction)**

# Hashing

- Hashing is the process of mapping large amount of data item to smaller table with the help of hashing function.
- Hashing is also known as Hashing Algorithm or Message Digest Function.
- It is a technique to convert a range of key values into a range of indexes of an array.
- It is used to facilitate the next level searching method when compared with the linear or binary search.
- Hashing allows to update and retrieve any data entry in a constant time  $O(1)$ .
- Constant time  $O(1)$  means the operation does not depend on the size of the data.
- Hashing is used with a database to enable items to be retrieved more quickly.
- It is used in the encryption and decryption of digital signatures.

# Hash Function

- A fixed process converts a key to a hash key is known as a Hash Function.
- This function takes a key and maps it to a value of a certain length which is called a Hash value or Hash.
- Hash value represents the original string of characters, but it is normally smaller than the original.
- It transfers the digital signature and then both hash value and signature are sent to the receiver. Receiver uses the same hash function to generate the hash value and then compares it to that received with the message.
- If the hash values are same, the message is transmitted without errors.

# Hash Table

- Hash table or hash map is a data structure used to store key-value pairs.
- It is a collection of items stored to make it easy to find them later.
- It uses a hash function to compute an index into an array of buckets or slots from which the desired value can be found.
- It is an array of list where each list is known as bucket.
- It contains value based on the key.
- Hash table is used to implement the map interface and extends Dictionary class.
- Hash table is synchronized and contains only unique elements.

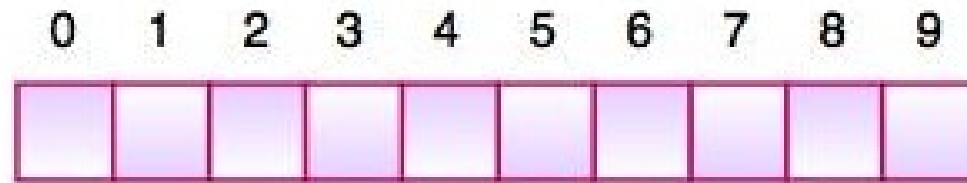


Fig. Hash Table

- The above figure shows the hash table with the size of  $n = 10$ . Each position of the hash table is called as Slot. In the above hash table, there are  $n$  slots in the table, names =  $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$ . Slot 0, slot 1, slot 2 and so on. Hash table contains no items, so every slot is empty.
- As we know the mapping between an item and the slot where item belongs in the hash table is called the hash function. The hash function takes any item in the collection and returns an integer in the range of slot names between 0 to  $n-1$ .
- Suppose we have integer items  $\{26, 70, 18, 31, 54, 93\}$ . One common method of determining a hash key is the division method of hashing and the formula is :
- Hash Key = Key Value % Number of Slots in the Table
- Division method or reminder method takes an item and divides it by the table size and returns the remainder as its hash value.

Data Item	Value % No. of Slots	Hash Value
26	$26 \% 10 = 6$	6
70	$70 \% 10 = 0$	0
18	$18 \% 10 = 8$	8
31	$31 \% 10 = 1$	1
54	$54 \% 10 = 4$	4
93	$93 \% 10 = 3$	3

0	1	2	3	4	5	6	7	8	9
70	31		93	54		26		18	

Fig. Hash Table

# Different Hash Function

- Division Method
- Multiplication Method
- Mid Square Method
- Folding Method



# Pros and Cons of hashing

- Pros

- No extra space is required to store the index
- Hash table provides the fast data access

- Cons

- Inserting and retrieving data values is that it usually lacks locality and sequential by key



# Real world app of hashing

- CD Database
- Drivers Licenses/Insurance cards
- Sparse Matrix
- File Signatures
- Game Boards
- Graphics

- Hash table can be searched in  $O(1)$  time
- Element with key  $k$  is stored at index  $h(k)$