

Hashing #2

CptS 223 - Fall 2017 - Aaron Crandall



Today's Agenda

- Announcements
- Thing of the day
- Going over Midterm
- Hashing

Announcements



- I'm not fully done grading the midterm and getting everything uploaded to Blackboard.
- Next assignment will be on hashing - lovely, lovely, lovely hashing

/r/NotTheOnion:

A software engineer is detained for several hours by U.S. Customs — and given a test to prove he's an engineer

<http://www.cnbc.com/2017/02/28/software-engineer-detained-given-test-to-prove-hes-engineer.html>

FTA: the officer presented him with a piece of paper and a pen and told him to answer the following questions:

"Write a function to check if a Binary Search Tree is balanced."

"What is an abstract class, and why do you need it?"

Going over midterm

- Explaining the algorithm analysis will be the best part of the floor show.

Continuing Hashing!

1) Hash table

- a) Normally a vector (array) of elements and indexed by hashed key
- b) Vector is of TableSize size

2) Hash Function

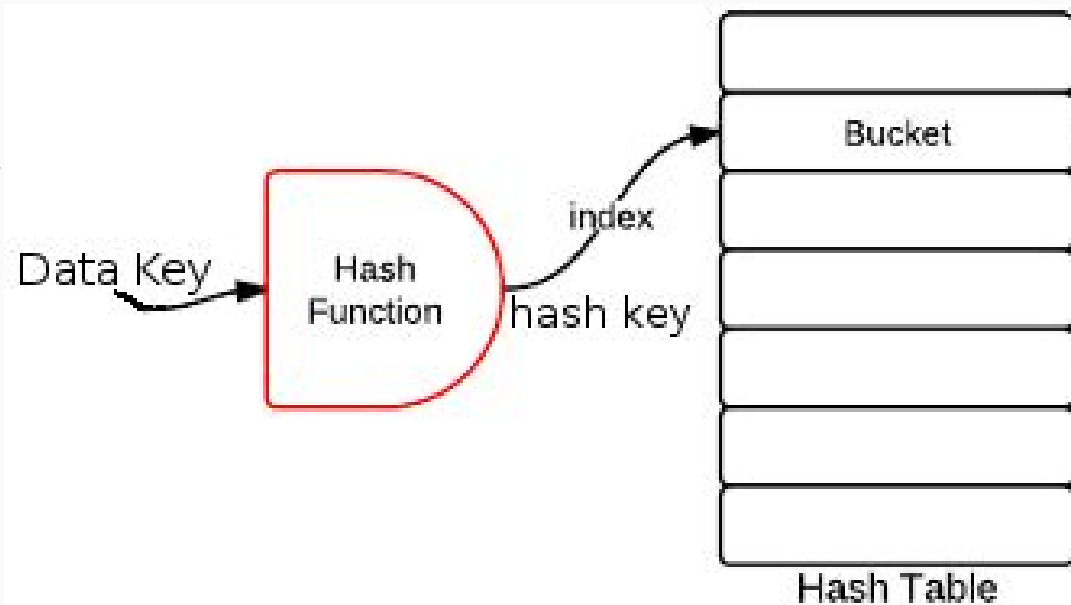
- a) Takes a key and returns the index in the hash table to place the record
- b) Ideally puts elements uniformly throughout the hash table

3) Collision resolution

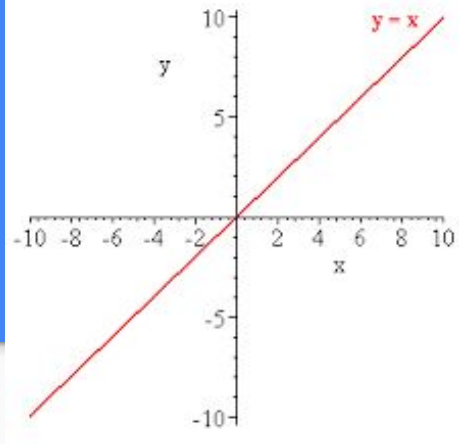
- a) What do you do if two elements want the same index? - Normally inf keys, finite indexes

Doing an insert

- Take data's key
 - Integer, string, or other
- Run through hash function
 - Returns int for that key, hashkey
- Insert data into table
 - `table[hashkey] = data;`



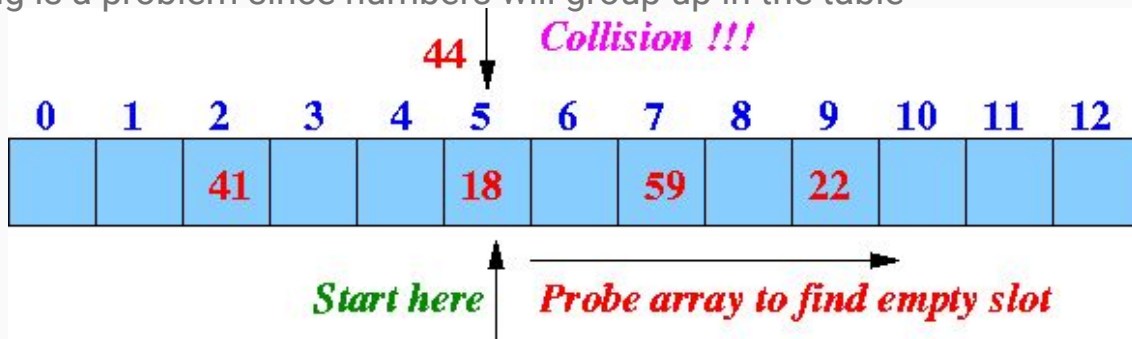
Doing an insert collision resolution: linear probing



- Take data's key
 - Integer, string, or other
- Run through hash function
 - Returns int for that key, `hashkey` This is a function: $h(x)$
- Try to Insert data into table
 - `table[hashkey] = data;`
- If collision (bucket already full) - then probe by adding probe function: $f(i)$
 - $h_i(x) = (\text{hash}(x) + f(i)) \% \text{TableSize}$, with $f(0) = 0$ -> while still collision, do $i++$ and repeat
 - Resolution strategy is $f(i)$
 - For linear probing: $f(i) = i$

Linear probing details

- Because the table holds the data (unlike chaining), table must be bigger
 - $\lambda \leq 0.5$ – Recall: chaining used $\lambda \sim 1.0$ $\lambda = N / \text{TableSize}$
- With linear probing, the $f(i)$ algorithm is formally:
 - Collision resolution strategy: $f(i) = i$
 - This works as long as the table is big enough (see $\lambda \leq 0.5$)
 - Primary clustering is a problem since numbers will group up in the table



Linear Probing Example: [89, 18, 49, 58, 69]

	Empty Table	After 89	After 18	After 49	After 58	After 69
0				49	49	49
1					58	58
2						69
3						
4						
5						
6						
7						
8			18	18	18	18
9		89	89	89	89	89

*note cluster!

Insert source code?

Go look at the source!

Need to look up find & hashString

Show in terminal (way better than in slides!)

Get, Delete, Contains, etc

- To reference anything in the hash table, you always need to pass the key through the hash function to get the hashkey!
- From there, it's just an array (or vector, etc) like normal