Load Factor

- ► Loading factor (LF), α = n / m n: number of keys m: number of slots
- ▶ If uniform distribution (I/m) to get mapped to a slot, a slot will have an expectation of α elements.
- ▶ If m increases
 - ▶ Collision decreases
 - ▶ LF decreases
 - ▶ 0.5 > LF > 0.8 is unacceptable
 - ▶ Storage requirements increases.
- ▶ Reduce collisions while keeping storage requirements low.

Linear Probing

$$h(k,i) = (h'(k) + i) \bmod m$$

- ▶ Always check the next index
- ▶ Increments index linearly with respect to i.
- ▶ Clustering problem

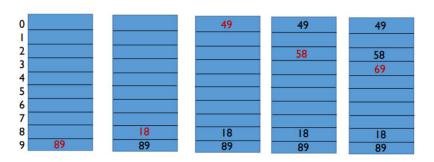
hash(10) = 2 hash(5) = 5hash(15) = 7

)	72	72		72	
ı					1
2	18	18		18	
3	43 36	43 36		43	
1	36	36		36	
5		10		10	Į.
5	6	6		6	
7			1	5	

Open Addressing - Quadratic Probing

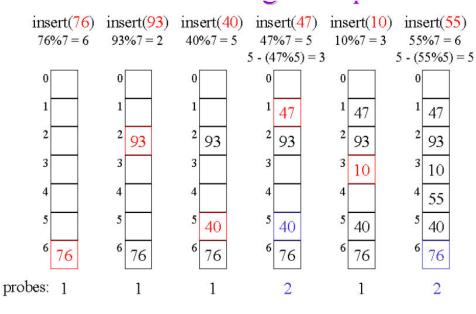
$h(k,i) = (h'(k) + c_1 i + c_2 i^2) \mod m$

▶ Instead of moving by one, move i²



 $c_1=0, c_2=1$ hash(89)=9 hash(18)=8 hash(49)=9 hash(58) = 8 hash(58, 1) = 9 hash(58,2) = 2 hash(69) = 9 hash(69,1) = 0 hash(69,2) = 3

Example 2 – Double Hashing

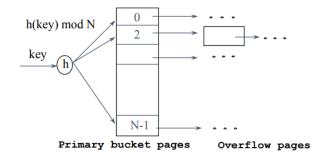


Dynamic Hashing Methods

- ▶ As for any index, 2 alternatives for data entries **k***:
 - \square < **k**, rid of data record with search key value **k**>
 - \square < k, list of rids of data records with search key k>
 - ▶ Choice orthogonal to the indexing technique
- ► <u>Hash-based</u> indexes are best for <u>equality selections</u>. **Cannot** support range searches.

Static Hashing

- ▶ # primary pages fixed, allocated sequentially, never de-allocated; overflow pages if needed.
- ▶ $h(k) \mod M$ = bucket to which data entry with key k belongs. (M = # of buckets)



Extendible Hashing >>> https://www.youtube.com/watch?v=TtkN2xRAgv4&t=519s

Extendible Hashing Example

