

#### PROBLEM DESCRIPTION

Hash tables use a hash function to compute an index into an array of buckets or slots, from which the desired value can be found. It is possible that different elements, say different strings consist of exactly the same hash value. This phenomenon is called collision.

The problem with hash functions is when at least elements that were hashed from a particular data structure, say array hash or rather reference the same value in the hash table. This could cause conflict as well whenever one tries to index the element, in order to return it hash value. A hash function is created which does all the work. There different types of hash functions. Some hash functions just hash values regardless of whether there might be some duplicates, in terms of hash values. Some hash functions solve collisions, ensuring that each element is hashed to a different place. The limitation of hash tables is that it size is fixed, unlike other related data structures like array lists.

### **APPLICATION DESIGN AND IMPLEMENTATION**

### Hash function 1

```
public static int hash1(String key){
  int i =0;
  if(key.equals("")){
    return i;
  }
  else{
    i = 1;
    return i;
  }
}
```

Hash1 method is of type integer, it takes in a string value, from a certain array.
 Checks if the string is an empty string and returns a 0 if true, if not it returns 1.

 Basically this hash function will hash all string values to 1 if they are not empty.

## Hash function 2

```
public static int hash2(String key){
  int hashVal = 0;
  for(int i=0;i<key.length();i++){
    hashVal += key.charAt(i);}
  hashVal %= tablesize;
  if(hashVal < 0){
    hashVal+=tablesize;
  }
  return hashVal;
}</pre>
```

This hash function returns an integer value. It takes in a string from a certain
array and returns its hashval. It progresses in this by creating a variable
hashval which will store the hash value of that string. The function adds the
Unicode of all characters present in the string, then takes that Unicode values
and apply a modulus of fixed table size, 20011. If the hashval is negative, it is
incremented by table size.

## Hash function 3

```
public static int hash3(String key){
  int hashVal = 0;
  for(int i=0;i<key.length();i++){
    hashVal = (37*hashVal) + key.charAt(i);
  }
  hashVal%=tablesize;
  if(hashVal<0){
    hashVal+=tablesize;
  }
  return hashVal;
}</pre>
```

Hash3 is a hash function of type integer. The hash function basically calculates hash values by shifting the hash table by a factor of 37, creating some holes or rather empty spaces between each entered element. This is a sufficient hash function in comparison to the first hash function and the second hash fuction. Although collisions may occur, but it reduces the number of collisions in the hash table. The hashVal is multiplied by a factor of 37 and then add Unicode values. A modulus is applied to the hashVal by fixed table size of 20011. The hashVal is returned.

## Hash function 4

```
public static int hash4(String key){
  int prime = 31;
  int hashVal = 1;
  hashVal = prime * hashVal + ((key == null) ? 0 : key.hashCode());
  return Math.abs(hashVal);
}
```

• hash4 is a hash function of type integer. The hash function takes in string as a parameter, multiply hashvalue by 31, and extract hashcode using hashCode(). It then returns the absolute value of the hashvaue.

### **Experimental Design and Results**

Below is the main method that calculates the expected value or rather the entropy of hashvalues for all hash functions.

```
public static void main(String[] args) throws IOException {
 Hashtable<String,Integer> table = new Hashtable<String,Integer>();
 ArrayList<String> mlist = new ArrayList<String>();
 ArrayList<Integer> mlist2 = new ArrayList<Integer>();
 ArrayList<Integer> hash values1 = new ArrayList<Integer>();
 ArrayList<Integer> entropy values2 = new ArrayList<Integer>();
 int index = 0:
 Scanner file = new Scanner(new FileInputStream("testdata"));
 while(file.hasNextLine()){
  String line = file.nextLine();
   String fullname = line.substring((line.lastIndexOf("|"))+1);
   table.put(fullname,index);
   mlist.add(fullname);
   index++:
  }
for(int i =0;i<mlist.size();i++){
 hash values1.add(hash1(mlist.get(i)));
 //entropy_values1.add(hash1(mlist.get(i)));
 //entropy values2.add(hash1(mlist.get(i)));
 //System.out.println(entropy values.get(i));
}
//insert number of occurences of each duplicate
Map<Integer,Integer> count = new HashMap<Integer,Integer>();
 for (int ind : hash values1) {
  if (count.containsKey(ind)) {
     count.put(ind, count.get(ind) + 1);
  } else {
     count.put(ind, 1);
  }
}
for (Map.Entry<Integer, Integer> entry: count.entrySet()) {
  mlist2.add(entry.getValue()); }
 //entropy calculation
 double partial entropy = 0;
 for(int j=0;j<mlist2.size();j++){
  double value = (double)mlist2.get(j);
  double probability = value/10000;
  BigDecimal dec val = BigDecimal.valueOf(probability);
  double formula = -probability*(Math.log(probability)););
  BigDecimal final value2 = BigDecimal.valueOf(formula);
  partial entropy =Math.abs(partial entropy+formula);
 BigDecimal final entropy = BigDecimal.valueOf(partial entropy);
 if(partial_entropy==0){
   System.out.println("Expected value: "+final_entropy.toPlainString()+" => Certainty");
```

```
else{
    DecimalFormat formater = new DecimalFormat("0.00000");
    if(partial_entropy==0){
        System.out.println("Expected value: "+formater.format(final_entropy)+" => Csertainty");
}
Else{        System.out.println("Expected value: "+formater.format(final_entropy)+" => Uncertainty");}
     }
}
```

 This is the calculation of the entropy from 10 000 entries of data, specifically 10 000 hashvalues stored in the array list.

# Calculation:

```
//entropy calculation
double partial_entropy = 0;
for(int j=0;j<mlist2.size();j++){
    double value = (double)mlist2.get(j);
    double probability = value/10000;
    BigDecimal dec_val = BigDecimal.valueOf(probability);
    double formula = -probability*(Math.log(probability)););
    BigDecimal final_value2 = BigDecimal.valueOf(formula);
    partial_entropy =Math.abs(partial_entropy+formula);
}
BigDecimal final_entropy = BigDecimal.valueOf(partial_entropy);
if(partial_entropy==0){
    System.out.println("Expected value: "+final_entropy.toPlainString()+" => Certainty");
}
```

#### Output:

```
Hash function 1: entropy = 0.0 => Certainty

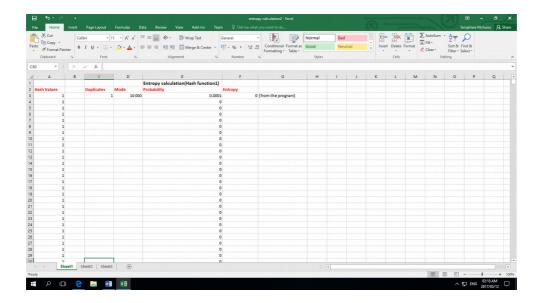
Hash function 2: entropy = 6.63181 => Uncertainty

Hash function 3: entropy = 8.89434 => Uncertainty

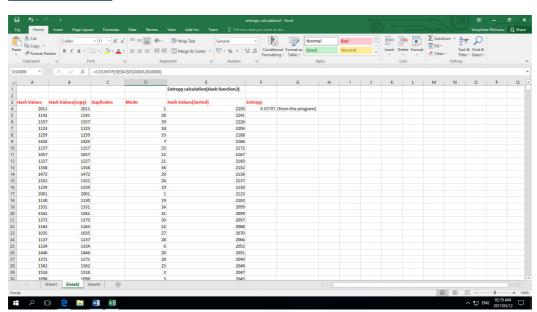
Hash function 4: entropy = 9.20618 => Uncertainty
```

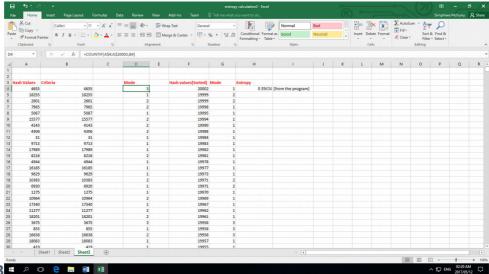
### **Tables**

**Hash function 1** 



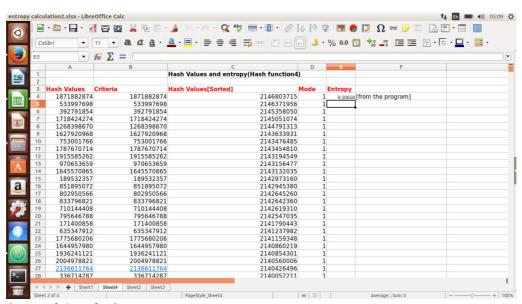
# **Hash function 2**





#### Hash function 3 4 P 0 e

#### Hash function 4



## **Discussion and Conclusion:**

The tables above indicate the mode or number of occurences a hash value of different stings appears. The tables are sorted out in order from smallest to largest. The entropy value was calculated using from a java program. The number of occurences is thus what we call collision. As the tables show, there are many values that hash to the same place, even though the strings might differ. This is a huge problem because whenever a certain value is indexed from the hashtable it will point to different elements of String and not a unique string.

The entropy as defined before is the expected value of the probability of occurences. Output for hash function 1 is 0, this is certainty of the outcome while other functions give entropy greater than 1, this represents uncertainty.

In concluding, when the entropy is 0, this means that we are certain about the expected value. From table 1, the hash table consists of only 1s, from the initial index up to 10 000, hence the data won't be random. In general, the entropy is the indication of the randomness collected by the operating system.