

On my honor, I pledge that I have neither recieved nor provided any improper assistance in the completion of this assignment.
- 2019/12 김성민

Data Structures: Hashing & Hash Tables

1. Hashing & Hash Table
2. Collision
3. Rehashing
4. Coding
 - Using list in STL
 - Using unordered_map in STL

Q1. Linear Probing

- Consider a hash table consisting of $\text{TableSize} = 11$, and suppose int keys are hashed into the table using the hash function `hash_function()`. Suppose that collisions are solved using **linear probing**.

```
int hash_function(int key) {
    int x = (key + 5) * (key + 5);
    x = x / 16;
    x = x + key;
    return x % TableSize;
}
```

- The key listed below are to be inserted, in order given. Show **the home bucket** (to which the key hashes, before any probing), **the probe sequence** (if any) for each key, and **the final hash table** contents.

Key	Home Bucket	Probe Sequence if any
43	0	X
23	6	X
1	3	X
0	1	X
15	7	X
31	2	X
4	9	X
7	5	X
11	5	5 → 6 → 7 → 8
3	7	7 → 8 → 9 → 10

bucket	0	1	2	3	4	5	6	7	8	9	10
key	43	0	31	1	X	7	23	15	11	4	3

Show how you get the probe sequence for the last key **3**:

$\text{hash_function}(3) \Rightarrow 8 \times 8 = 64, 64/16 = 4, 4+3=7, 7\%11 = 7 \Rightarrow \text{home bucket}$
 however, there is collision in 7. So, use linear probing.

$\text{bucket}_0 = \text{hash_function}(3) \% 11 = 7$ (collision)

$\text{bucket}_1 = (\text{hash_function}(3) + 1) \% 11 = 8$ (collision)

$\text{bucket}_2 = (\text{hash_function}(3) + 2) \% 11 = 9$ (collision)

$\text{bucket}_3 = (\text{hash_function}(3) + 3) \% 11 = 10$

Q2. Quadratic Probing

Insert sequence: **89, 18, 49, 58, 69**

$$h(x) = k \% 10$$

probing sequence

	Empty Table	After 89	After 18	After 49	After 58	After 69
0				49	49	49
1						
2					58	58
3						69
4						
5						
6						
7						
8			18	18	18	18
9		89	89	89	89	89
Unsuccessful no. of probes		0	0	1	2	2

For example, quadratic probing for 58

$$h_0(58) = (h(58) + f(0)) \% 10 = (8 + 0) \% 10 = 8 \text{ (collision)}$$

$$h_1(58) = (h(58) + 1) \% 10 = 9 \text{ (collision)}$$

$$h_2(58) = (h(58) + 4) \% 10 = 2$$

Complete quadratic probing for 69
as explained during the lecture:

$$h_0(69) = (h(69) + f(0)) \% 10 = (9 + 0) \% 10 = 9 \text{ (collision)}$$

$$h_1(69) = (h(69) + 1) \% 10 = 0 \text{ (collision)}$$

$$h_2(69) = (h(69) + 4) \% 10 = 3$$

Q3. Quadratic Probing

- Consider a hash table consisting of $\text{TableSize} = 11$, and suppose int keys are hashed into the table using the hash function `hash_function()`. Suppose that collisions are solved using **quadratic probing**.

```
int hash_function(int key) {
    int x = (key + 5) * (key + 5);
    x = x / 16;
    x = x + key;
    return x % TableSize;
}
```

- The key listed below are to be inserted, in order given. Show **the home bucket** (to which the key hashes, before any probing), **the probe sequence** (if any) for each key, and **the final hash table** contents.

Key	Home Bucket	Probe Sequence if any
43	0	X
23	6	X
1	3	X
0	1	X
15	7	X
31	2	X
4	9	X
7	5	X
11	5	5 → 6 → 9 → 3 → 10
3	7	7 → 8

bucket	0	1	2	3	4	5	6	7	8	9	10
key	43	0	31	1	X	7	23	15	3	4	11

Show how you get the probe sequence for the last key 3.:

$$h_0(3) = (\text{hash_function}(3) + 0) \% 11 = 7 \quad (\text{collision})$$

$$h_1(3) = (\text{hash_function}(3) + 1) \% 11 = 8$$

$$\begin{aligned}
 (5+1)\%11 &= 6 & (5+6)\%11 &= 10 & (7+1)\%11 &= 8 \\
 (5+4)\%11 &= 9 \\
 (5+9)\%11 &= 3
 \end{aligned}$$

Q4. Double Hashing

Insert sequence: **8, 1, 9, 6, 13**

$$h(x) = x \% 7$$

$$h'(x) = R - (x \% R)$$

R is prime number less than TableSize

	Empty Table	After 8	After 1	After 9	After 6	After 13
0						
1		8	8	8	8	8
2				9	9	9
3						13
4						
5			1	1	1	1
6					6	6

$$h_0(8) = 8 \% 7 = 1$$

$$h_0(1) = 1 \% 7 = 1$$

$$h_1(1) = (h(1) + h'(1)) \% 7 = (1 + 5 - (1 \% 5)) \% 7 = 5$$

$R=5$

$$h_0(9) = 9 \% 7 = 2$$

$$h_0(6) = 6 \% 7 = 6$$

$$h_0(13) = 13 \% 7 = 6 \text{ (collision)}$$

$$h_1(13) = (6 + 5 - (13 \% 5)) \% 7 = 8 \% 7 = 1 \text{ (collision)}$$

$$h_2(13) = (6 + 2(5 - (13 \% 5))) \% 7 = 10 \% 7 = 3$$

Compute the probe sequence when you insert **13**.
Then, its sequence is 6 → 1 → 3.

Q5. Collision – Double Hashing

- Insert keys **43, 25** into the hash table below and find the probe sequence for each:
- Use $h(k) = k \% 13$ with $R = 7$.

0	1	2	3	4	5	6	7	8	9	10	11	12
26	None	54	94	17	31	None	None	None	None	None	None	17

$$h_0(43) = h(43) = 43 \% 13 = 4 \text{ (collision)}$$

$$h_1(43) = (4 + 1 - (43 \% 7)) \% 13 = 10 \% 13 = 10$$

probe sequence: $4 \rightarrow 10$

$$h_0(25) = h(25) = 25 \% 13 = 12 \text{ (collision)}$$

$$h_1(25) = (12 + 1 - (25 \% 7)) \% 13 = 15 \% 13 = 2 \text{ (collision)}$$

$$h_2(25) = (12 + 2(1 - (25 \% 7))) \% 13 = 18 \% 13 = 5 \text{ (collision)}$$

$$h_3(25) = (12 + 3(1 - (25 \% 7))) \% 13 = 21 \% 13 = 8$$

probe sequence: $12 \rightarrow 2 \rightarrow 5 \rightarrow 8$

0	1	2	3	4	5	6	7	8	9	10	11	12
26	x	54	94	17	31	x	x	25	x	43	x	17

Q6. Rehashing

Rehash the following table into a new hash table below using the hash function:

- **hash(key) = key % 13** and **quadratic probing** to resolve the collisions.
- Show your computation, collision and resolution.
- Compute the load factors before and after rehashing.

$$h_0(56) = 56 \% 13 = 4$$

$$h_0(43) = 43 \% 13 = 4 \text{ (collision)}$$

$$h_1(43) = (4+1) \% 13 = 5$$

$$h_0(30) = 30 \% 13 = 4 \text{ (collision)}$$

$$h_1(30) = (4+1) \% 13 = 5 \text{ (collision)}$$

$$h_2(30) = (4+4) \% 13 = 8$$

$$h_0(26) = 26 \% 13 = 0$$

$$h_0(13) = 13 \% 13 = 0 \text{ (collision)}$$

$$h_1(13) = (0+1) \% 13 = 1$$

0	1	2	3	4	5	6
56	43	30	None	None	26	13

$$\alpha_{\text{before}} = \frac{5}{7}$$

0	1	2	3	4	5	6	7	8	9	10	11	12
26	13	x	x	56	43	x	x	30	x	x	x	x

$$\alpha_{\text{after}} = \frac{5}{13}$$



Data Structures: Hashing & Hash Tables

1. Hashing & Hash Table
2. Collision
3. Rehashing
4. Coding
 - Using list in STL
 - Using unordered_map in STL