

## Data Structures Lab 12

**Course:** Data Structures (CL2001)

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**Semester:** Fall 2022

**T.A:** N/A

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### Note:

- Maintain discipline during the lab.
  - Topics: {Hash Table, Insertion, Searching, Deletion, Collision, Linear Probing, Double Hashing, Chaining}
  - Listen and follow the instructions as they are given.
  - Just raise hand if you have any problem.
  - Completing all tasks of each lab is compulsory.
  - Get your lab checked at the end of the session.
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<b>Hash Table</b>
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```
class HashTableEntry {
    public:
        int k;
        int v;
        HashTableEntry(int k, int v) {
            this->k = k;
            this->v = v;
        }
};

class HashMapTable {
    private:
        HashTableEntry **t;
    public:
        HashMapTable() {}
        int HashFunc(int k) {}
        void Insert(int k, int v) {}
        int SearchKey(int k) {}
        void Remove(int k) {}
        ~HashMapTable() {}
};
```

### Task-1:

Write a Program to implement Hash table and implement the following task.

**Keys=(24,52,91,67,48,89)**

- a. Insert element into the table
- b. Search element from the key
- c. Delete element at a key
- d. Use any simple approach for hash function. Either Kmod10, Kmodn, Mid\_Square or Folding

<b>Hash Functions</b>
-----------------------

```
int K_Mod_N(int key,int N)
{
    return K % N;
}
```

```
int mid_square_hash(int key)
{
    int value = key*key;
    int middle_value= middle_value(value);
    Return middle_value;
}
```

```
int Folding_hash(int value1, int value2, int value3)
{
    return value1 + value2 + value3;
}
```

## Linear Probing

```
void Table::insert( const RecordType& entry )
{
    bool alreadyThere;
    int index;

    assert( entry.key >= 0 );

    findIndex( entry.key, alreadyThere, index );
    if( !alreadyThere )
    {
        assert( size( ) < CAPACITY );
        used++;
    }
    data[index] = entry;
}
```

### Formulla:

$$R(K,I) = (H(K)+I) \text{ MOD } 10$$

### Task-2:

Write a Program to implement Hash table and implement the following task.

**Keys=(43,145,72,23,99,19,82)**

- Insert element into the table
- Search element from the key
- Delete element at a key

## Chaining with Singly Linked Lists

```
class HashNode
{
public:
    int key;
    int value;
    HashNode* next;
    HashNode(int key, int value)
    {
        this->key = key;
        this->value = value;
        this->next = NULL;
    }
};

class HashMap
{
private:
    HashNode** htable;
```

```

public:
    HashMap()
    {
        htable = new HashNode*[TABLE_SIZE];
        for (int i = 0; i < TABLE_SIZE; i++)
            htable[i] = NULL;
    }
}

```

### **Task-3:**

Write a Program to implement Hash table and implement the following task.

**Keys=(42,19,10,2)**

- a. Insert element into the table
- b. Search element from the key
- c. Delete element at a key

<b>Double Hashing</b>
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**Double hashing is a collision resolving technique in Open Addressed Hash tables. Double hashing uses the idea of applying a second hash function to key when a collision occurs.**

**Double hashing can be done using :**

**$(\text{hash1}(\text{key}) + i * \text{hash2}(\text{key})) \% \text{TABLE\_SIZE}$**

**Here hash1() and hash2() are hash functions and TABLE\_SIZE is size of hash table.**

**(We repeat by increasing i when collision occurs)**

**First hash function is typically  $\text{hash1}(\text{key}) = \text{key} \% \text{TABLE\_SIZE}$**

**A popular second hash function is :  $\text{hash2}(\text{key}) = \text{PRIME} - (\text{key} \% \text{PRIME})$  where PRIME is a prime smaller than the TABLE\_SIZE.**

**A good second Hash function is:**

**Formulla:**

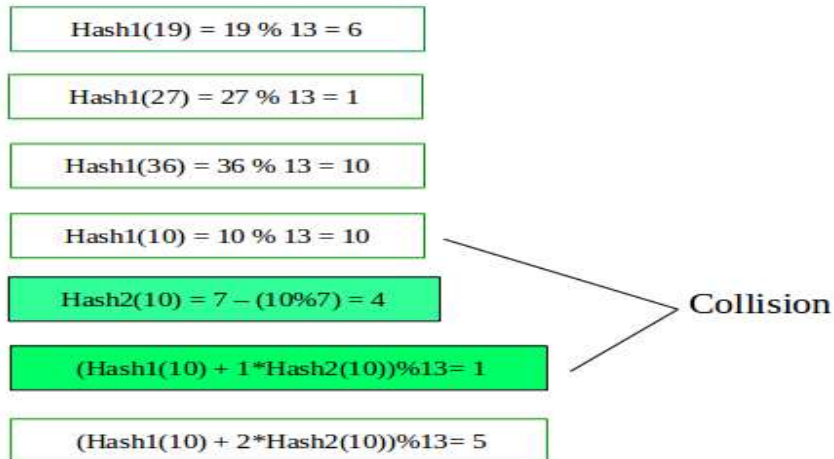
**$H1(K) = K \text{MOD } 11$  //here 11 can be n**

**$H2(K) = 7 - (K \text{MOD } 7)$  //Can be any value but the most common taken is 7**

**$(H1(k) + H2(k)) \text{ mod } 11$  //again here 11 can be n**

**Lets say, Hash1 (key) = key % 13**

**Hash2 (key) = 7 – (key % 7)**



**Task 4:**

Write a Program to implement Hash table and implement the following task.

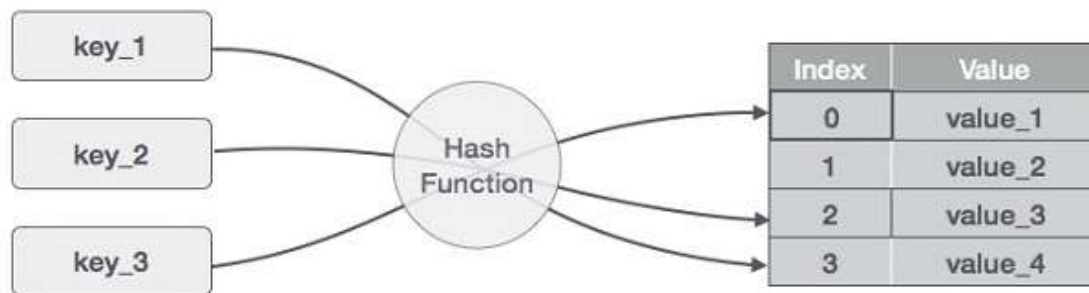
**Keys=(20,34,45,70,56)**

- Insert element into the table
- Search element from the key
- Delete element at a key

## References:

### 1. Hash Table

A hash table (hash map) is a data structure used to implement an associative array, a structure that can map keys to values. A hash table 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 into which data is inserted using a hash function.



### 2. Hash Functions

#### i. Division Method

This is the easiest method to create a hash function. The hash function can be described as  $h(k) = k \bmod n$ . Here,  $h(k)$  is the hash value obtained by dividing the key value  $k$  by size of hash table  $n$  using the remainder. It is best that  $n$  is a prime number as that makes sure the keys are distributed with more uniformity.

#### ii. Multiplication Method

The hash function used for the multiplication method is  $h(k) = \text{floor}(n(kA \bmod 1))$ . Here,  $k$  is the key and  $A$  can be any constant value between 0 and 1. Both  $k$  and  $A$  are multiplied and their fractional part is separated. This is then multiplied with  $n$  to get the hash value.

#### iii. Mid Square Value Method

In Mid square, the key is squared and the address is selected from the middle of the result.

#### iv. Folding Method

Divide the key into several parts with same length (except the last part) • Then sum up these parts (drop the carries) to get the hash address Two method of folding:

Shift folding — add up the last digit of all the parts with alignment

Boundary folding — each part doesn't break off, fold to and fro along the boundary of parts, then add up these with alignment, the result is a hash address

#### v. Radix Method

Regard keys as numbers using another radix then convert it to the number using the original radix. Pick some digits of it as a hash address, usually choose a bigger radix as converted radix, and ensure that they are inter-prime

### 3. Collisions

The situation where a newly inserted key maps to an already occupied slot in the hash table is called collision and must be handled using some collision handling technique. Since a hash function gets us a small number for a key which is a big integer or string, there is a possibility that two keys result in the same value.

#### 4. Linear Probing

A hash table in which a collision is resolved by putting the item in the next empty place in the array following the occupied place. The simplest approach to resolve a collision is linear probing. In this technique, if a value is already stored at a location generated by  $h(k)$ , it means collision occurred then we do a sequential search to find the empty location. Here the idea is to place a value in the next available position. Because in this approach searches are performed sequentially so it's known as linear probing. Here array or hash table is considered circular because when the last slot reached an empty location not found then the search proceeds to the first location of the array.

#### 5. Chaining

A chained hash table fundamentally consists of an array of linked lists. Each list forms a bucket in which we place all elements hashing to a specific position in the array. To insert an element, we first pass its key to a hash function in a process called hashing the key. This tells us in which bucket the element belongs. We then insert the element at the head of the appropriate list. To look up or remove an element, we hash its key again to find its bucket, then traverse the appropriate list until we find the element we are looking for. Because each bucket is a linked list, a chained hash table is not limited to a fixed number of elements. However, performance degrades if the table becomes too full.

