Susan Searles

Hashing Lab

1. Given the following key values, show what the data structures would look like after insertions 27 53 13 10 138 109 49 174 26 24 10/5/2020 Professor Alexander

(no preprocessing necessary: $p_k = \text{key}$)

and the linear-quotient collision path algorithm a. Linear array of 10 elements using division hashing

N = 13, 4k+3 prime = 19

Bucket hashing of 10 elements (N=10) $i_p = (p_k) \% N$

LQHashing: l. ip = pk % N

2. q=pk/Nif (q%N != 0)

offset = q offset =
$$q$$

offset = 4k+3 prime

3. While collisions:

$$ip' = (ip + offset) \% N$$

4. Set Array[ip]=key

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2 24		10	9	38	7	escale con	53	T	3 109	2 26	1 27	0 13	rray:
	L			L	<u> </u>		L	L	1		1	l	J

Med [0] = 13	OFSET 1	9=13/13=1	13 = 13% 13 = 0		9	90	7 9	6	U)	4	33	2	1	0	Array:
	FERT 19	0:10/13:0	10: 10 = 10% 13 = 10		109 - 44g	138	27	126		142 - 145	53 13			00	

W

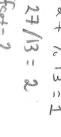
53/13:4

Hrray[5] = 53

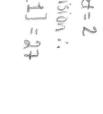
1 (153+0ffset) 2 N

= (1+4)%13









2. Fill in the table based on exercise 1

Number of comparisons to retrieve this element

26	174	49	109	138	53	Key
2	ع	4	Post visicolorus	freezensk	22	Linear array - (Length of Collision Path +1)
	faccord	2	 	<u> </u>		Buckets - (# of elements in linked list — compared)

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La Hashing (continued)

138: 138 % 13 = 8 9 = 138/13 = 10 offset=10 no collision .. Array [8] = 138

109: 1099013:5 9=109/13=8 offset=8 Collision at 5 · · 10 = (2+8) 0 13 = 137013 = 0 collision at 0 · · · p = (0+8)9,13 = 8 % 13 = 8

Collision at 8 · 10 = (8+8) 0, 13 = 169,13 = 3 Array [3] = 109

49: 499013=10 9 = 49/13 = 3 offset = 3 Collision at 10 ·· 10= (10+3) 213 = 13 % 13 = 0 Collision at O ·· 10 = (0+3) 9.13 3%13=3 Collision at 3 · 1 = (3+3) 9013 = 69.13=6

Array [6] = 49

Bucket Hashing (N=10) 27,53,13,10,138,109, 10 = (PK) 90 N 127 = 27 7.10 = 7 1 53 = 53 7.10 = 35 113 = 137,10 = 3 1,0 = 109,10 = 0 1 138 = 138 9, 10 = 8 1109 = 109 9, 10 = 96 149 = 49 % 10 = 9) 1174 = 1749, 10 = 4 126 = 26 % 10 = 6

124 = 24 % 10 = 4-

49, 174, 26, 24

174: 174 % 13=5 9=174/13=13 Since 137,13=0 offset = 19 Collision at 5 : 1p=(5+19) 9.13 = 24 % 13 = 11 Array [11] = 174

26: 269, 13=0 9=26/13=2 Offset = 2 collision at 0 ·· 1p= (0+2) 7.13 = 29/13=2 Array[2]=26

24: 24 7,13=11 9=24/13=1 offset = 1 Collision at 11: · ip=(11+1) 9.13 129.13=12 Array [12] = 24