



# Data Structures and its Applications

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# DATA STRUCTURES AND ITS APPLICATIONS

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## Introduction to Hashing :

- Hash Function
- Hash Table
- Creation of Hash Table

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- Sequential search algorithm takes lot of time for searching  $O(n)$ .
- BST improves performance by  $\log(n)$ .
  - To achieve this speed, BST should be balanced.

Consider an employee database of 10000 records.

Using

- Linked list would take  $O(n)$  time.
- Using Balanced BST would take  $O(\log n)$  time.
- However, using arrays, would take  $O(1)$  time will lead to a lot of space wasted.
- Is there a way to get the data retrieved with  $O(1)$  time without memory being wasted?
- The solution is HASHING.

- Implementing Dictionaries
- Takes equal time for operation
- Efficient techniques for retrieval of data would be one that takes less number of comparisons.
- A **hash table**, or a **hash map**, is a data structure that associates keys (names) with values (attributes).
- Use hash function to map keys to hash tables.
- Key is stored at a memory location , the address of the location is computed using hash function.

### Example:

- Consider a key 496000. Suppose the hash table has 10 memory locations, then the key is stored at location which has an address computed using hash function  $\text{key} \bmod 10$ .

Address(index) is :  $496005 \bmod 10 = 5$ .

The data 496000 is stored at location with index five.

## Hashing – Hash Function and Hash Table

- A good hash function is one that distributes keys evenly among all slots / index (locations).
- Design of a hash function is an art more than science.



Hash Table	
Index / hash	DATA
0	15
1	46
2	72
3	18
4	34

- Consider key elements as 34, 46, 72, 15, 18, 26, 93
- Hash function is **key mod 5**.
- Index value for the keys are generated using the given hash function
- $34 \bmod 5 = 4$ , 34 is stored at index 4.
- $46 \bmod 5 = 1$ , 46 is stored at index 1.
- $72 \bmod 5 = 2$ , 72 is stored at index 2.
- $15 \bmod 5 = 0$ , 15 is stored at index 0.
- $18 \bmod 5 = 3$ , 18 is stored at index 3.
- This technique is called **closed hashing**

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## Hashing: creation of Hash Table , Collision.

Hash Table	
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  - $18 \bmod 5 = 3$ , 18 is stored at index 3.
  - **$26 \bmod 5 = 1$ , but location 1 is already occupied.**

**Hence results in clash / collision.**

**Also, the capacity of the hash table is full.**

**Hence, 26 cannot be stored in the hash table.**

It is true for the next data item 93 as location with index 3 is also occupied.

Which results in clash.

The problem can be resolved by

- Increasing the Memory Capacity.
- Overcoming Collision using
  - Open Addressing / Separate Chaining
  - Closed Addressing :
    - Linear Probing
    - Quadratic Probing
    - Double Hashing

Initially Hash Table contains all 'NULL' values in the address field of the hash table.

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Hash Table	
Index	address
0	NULL
1	NULL
2	NULL
3	NULL
4	NULL



Initially Hash Table contains all 'NULL' values in the address field of the hash table.



- Consider key elements as 34, 46, 72, 15, 18
- Hash function is **key mod 5**.

Hash Table	
Index	address
0	NULL
1	NULL
2	NULL
3	NULL
4	<div><div></div><div>→ 34</div></div>

- **$34 \bmod 5 = 4$ , 34 is stored at index 4.**
- $46 \bmod 5 = 1$ , 46 is stored at index 1.
- $72 \bmod 5 = 2$ , 72 is stored at index 2.
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- Consider key elements as 34, 46, 72, 15, 18
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Hash Table	
Index	address
0	NULL
1	
2	NULL
3	NULL
4	

- $34 \bmod 5 = 4$ , 34 is stored at index 4.
- **$46 \bmod 5 = 1$ , 46 is stored at index 1.**
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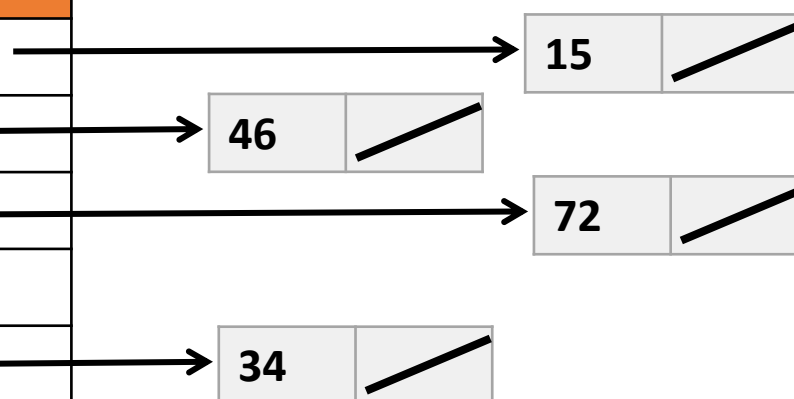
Hash Table	
Index	address
0	NULL
1	<div>→ 46</div>
2	<div>→ 72</div>
3	NULL
4	<div>→ 34</div>

- $34 \bmod 5 = 4$ , 34 is stored at index 4.
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Hash Table	
Index	address
0	
1	
2	
3	NULL
4	

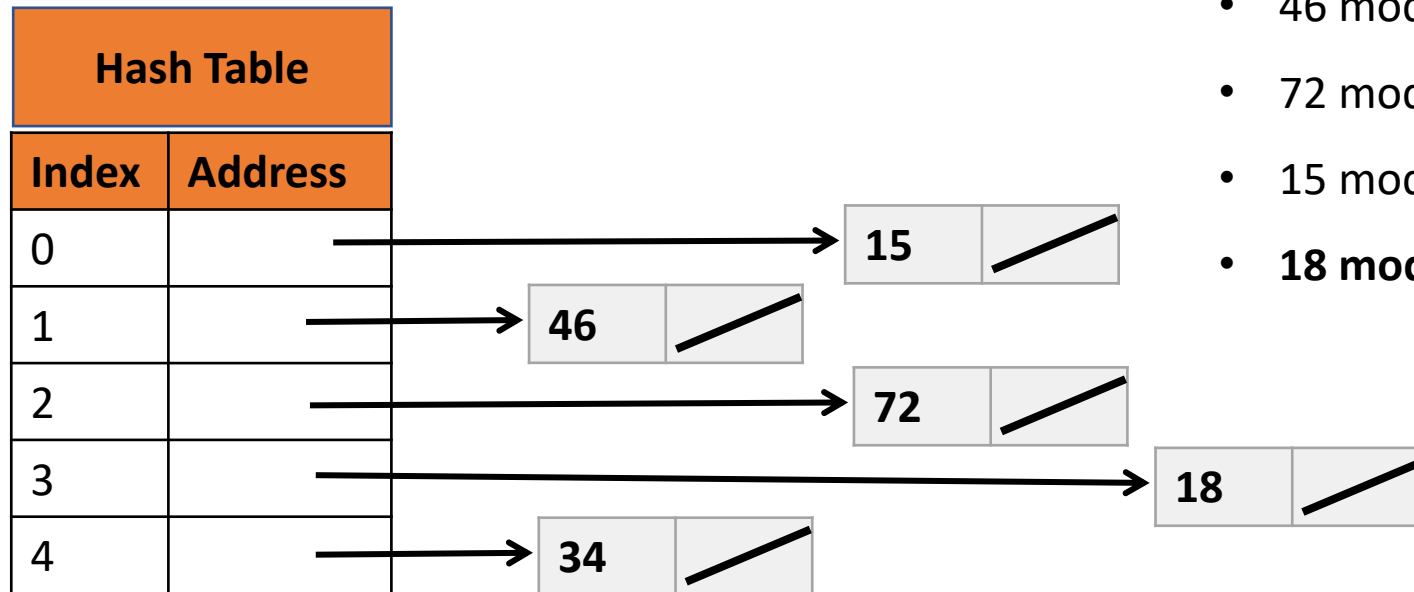


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**THANK YOU**

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