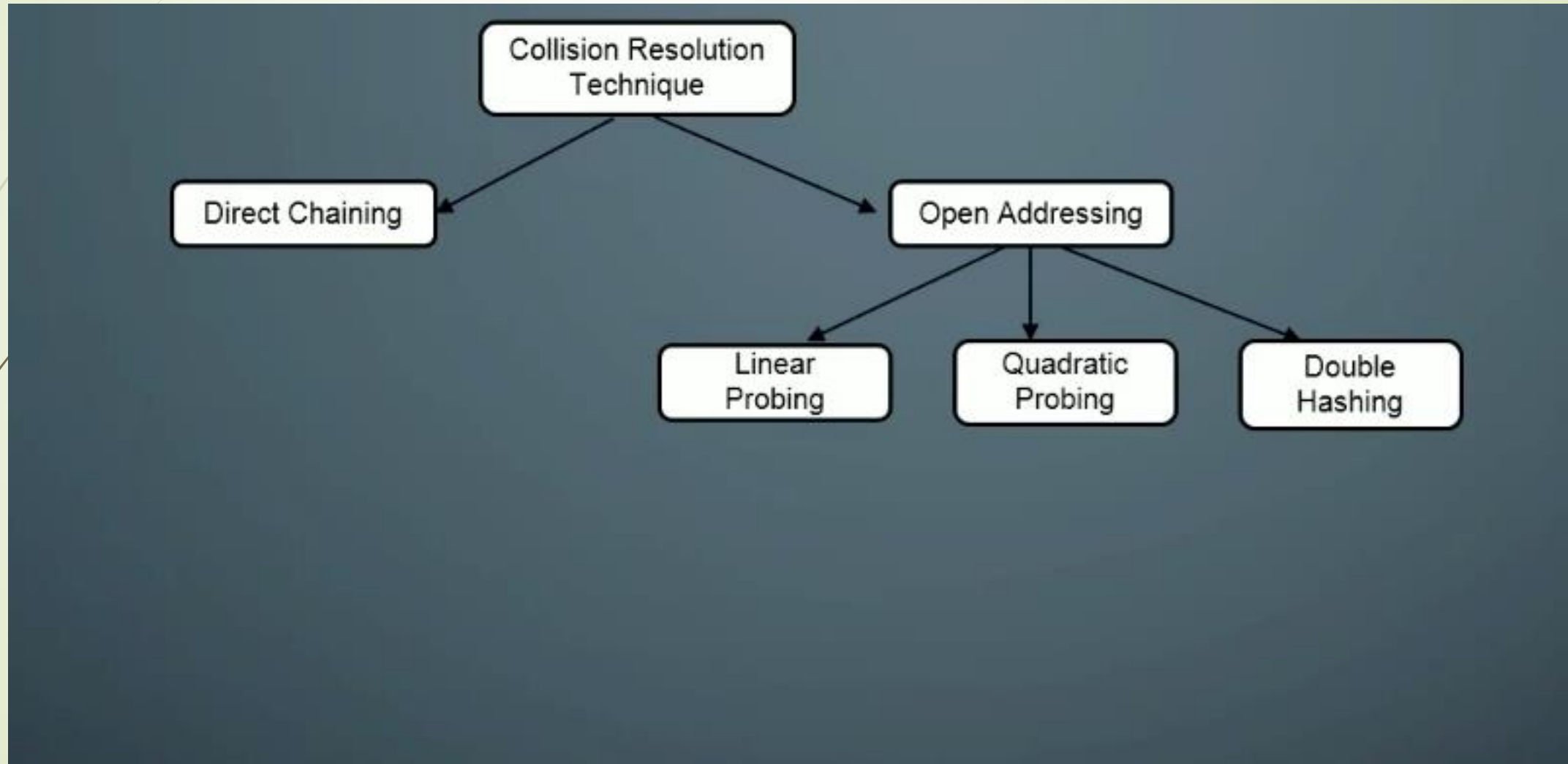




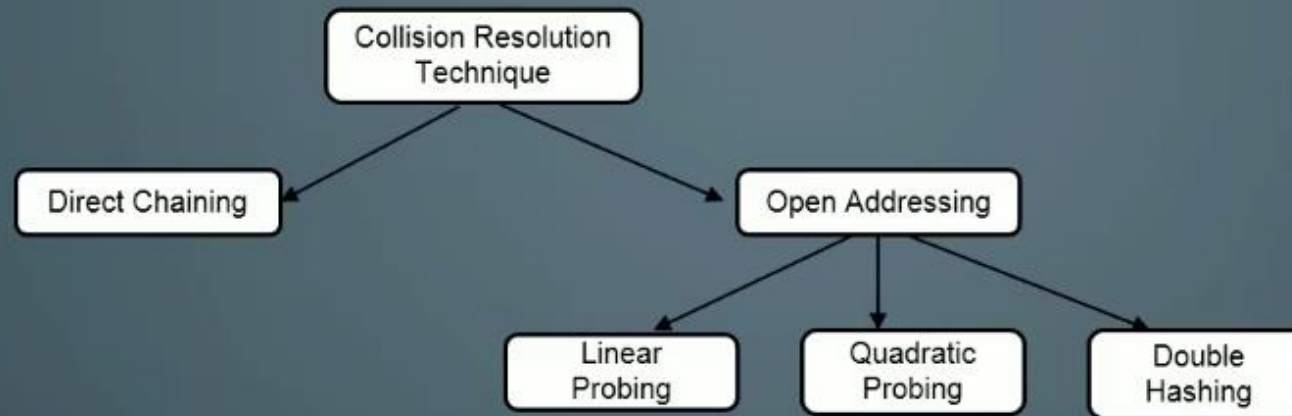
# Data Structure and Algorithms

Session-31

Dr. Subhra Rani Patra  
SCOPE, VIT Chennai



# Collision Resolution Techniques:



Direct Chaining: Implements the buckets as linked lists. Colliding elements are stored in these lists.

Open Addressing: Colliding elements are stored in other vacant buckets. During storage and lookup, these are found through so-called 'probing'

- Linear Probing:
  - Linear probing is a strategy for resolving collisions, by placing the new key into the closest following empty cell

ABCDEFG  
PQRSTUV  
MNOPQRS  
qwerty

HASH FUNCTION

2

2

2

1

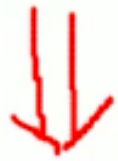
## LINEAR PROBING

	0	Hash Table
	1	
	2	
	...	
	15	
	16	

## LINEAR PROBING

ABCDEFGH  
PQRSTU  
MNOPQR  
qwerty

HASH FUNCTION



2  
2  
2  
1

	0 Hash Table
	1
	2
...	
	15
	16

## LINEAR PROBING

ABCDEFG  
PQRSTUV  
MNOPQRS  
qwerty

HASH FUNCTION

↓

2

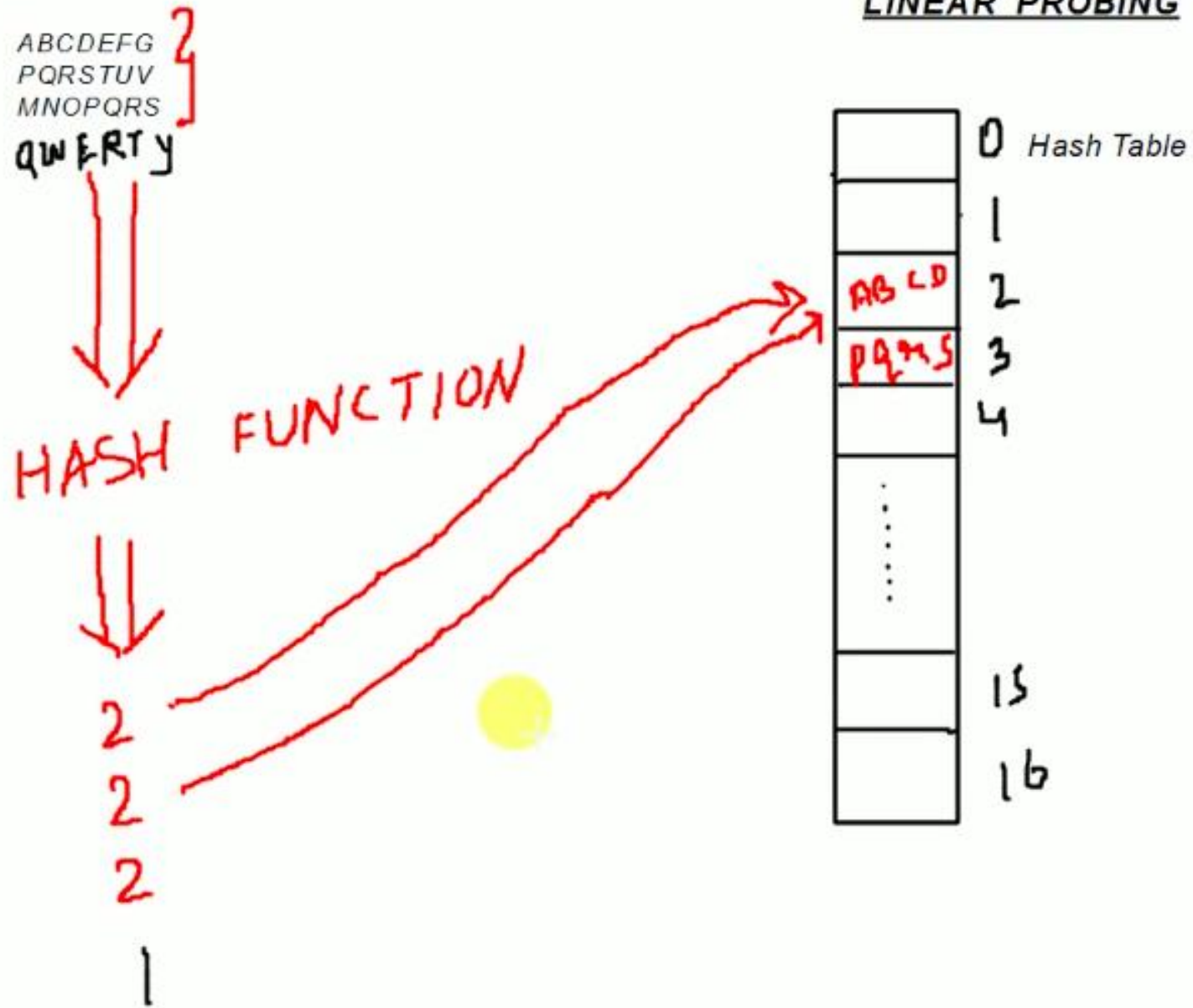
2

2

1

	0 Hash Table
	1
AB CD	2
	3
...	
	15
	16

## LINEAR PROBING



## LINEAR PROBING

ABCDEFGH  
PQRSTU  
MNOPQRS  
qwerty

HASH FUNCTION

↓

2

2

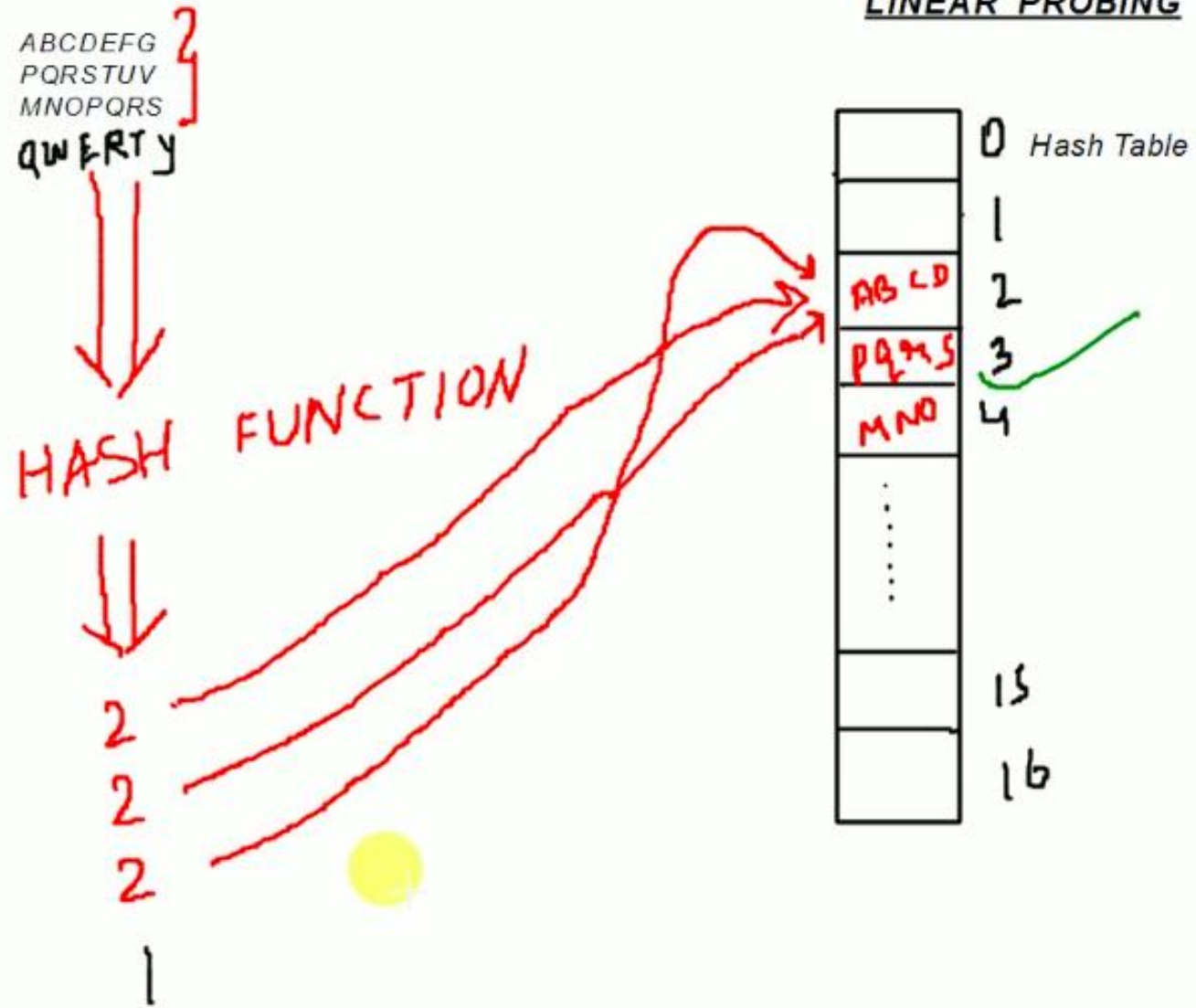
2

1

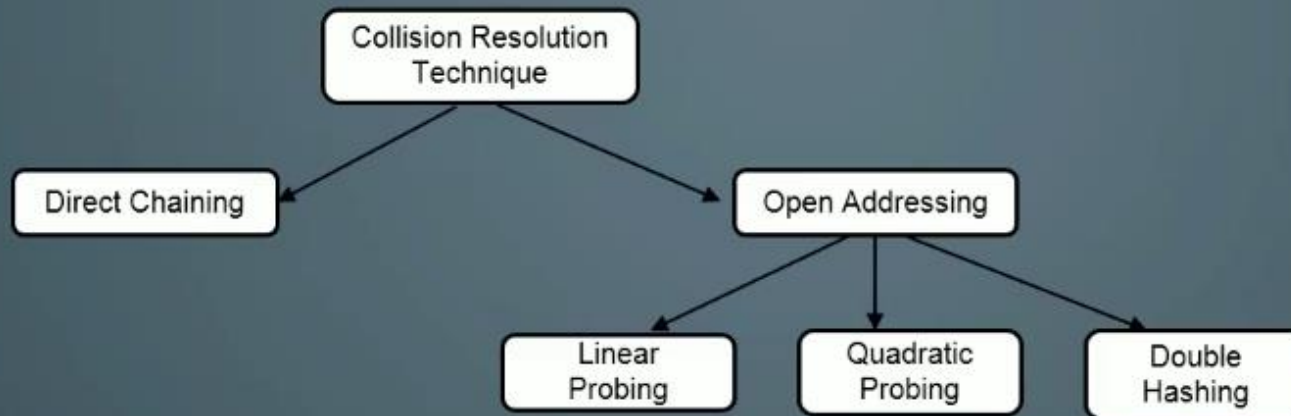
	0	Hash Table
	1	
AB CD	2	
PQRS	3	
	4	
...		
	15	
	16	



## LINEAR PROBING



# Collision Resolution Techniques:



Direct Chaining: Implements the buckets as linked lists. Colliding elements are stored in these lists.

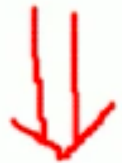
Open Addressing: Colliding elements are stored in other vacant buckets. During storage and lookup, these are found through so-called 'probing'

- Linear Probing:
  - Linear probing is a strategy for resolving collisions, by placing the new key into the closest following empty cell
- Quadratic Probing:
  - Quadratic probing operates by taking the original hash index and adding successive values of an arbitrary quadratic polynomial until an open slot is found.

ABCDEF G  
PQRSTU V  
MNOPQR S  
QWERTY

}

HASH FUNCTION



2  
2  
2  
1

## QUADRATIC PROBING

	0
	1
	2
	3
	4
...	
	15
	16

Hash Table

$1^2, 2^2, 3^2, 4^2, \dots$

## QUADRATIC PROBING

ABCDEFGH  
PQRSTU  
MNOPQR  
QWERTY

HASH FUNCTION



2  
2  
2  
1



	0 Hash Table
	1
ABL	2
	3
	4
...	
	15
	16

✓ ✓ ✓  
 $1^2, 2^2, 3^2, 4^2, \dots$

QUADRATIC PROBING

ABCDEFG  
PQRSTUV  
MNOPQRS  
QWERTY

HASH FUNCTION

2  
2  
2  
1

	0
	1
ABL	2
	3
	4
...	
	15
	16

Hash Table

✓ ✓ ✓  
 $1^2, 2^2, 3^2, 4^2, \dots$   
✓

$$2 + 1^2 = 3$$

## QUADRATIC PROBING

ABCDEFGG  
PQRSTUV  
MNOPQRS  
qwerty

HASH FUNCTION



2

2

2

1



	0
	1
ABL	2
PQR	3
	4
...	
	15
	16

Hash Table

✓ ✓ ✓  
 $1^2, 2^2, 3^2, 4^2, \dots$   
✓

$$2 + 1^2 = 3$$

## QUADRATIC PROBING

ABCDEFGH  
PQRSTU  
MNOPQRS  
QWERTY

HASH FUNCTION

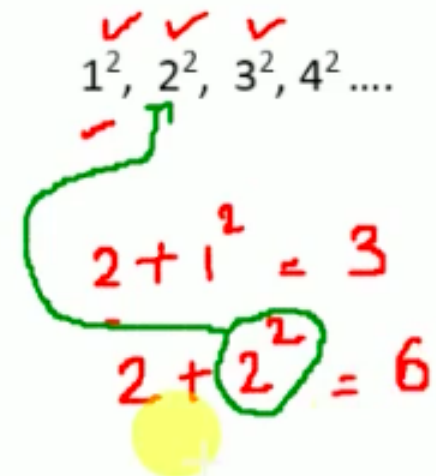


2  
2  
2

1

	0
	1
ABC	2
PQR	3
	4
...	
	15
	16

Hash Table



## QUADRATIC PROBING

ABCDEFGH  
PQRSTU  
MNOPQRS  
QWERTY

HASH FUNCTION

↓

2

2

2

1

	0
	1
ABC	2
PQR	3
	4
...	5
MNO	6
...	7
	15
	16

Hash Table

✓ ✓ ✓  
 $1^2, 2^2, 3^2, 4^2, \dots$

$2 + 1^2 = 3$   
 $2 + 2^2 = 6$





## QUADRATIC PROBING

ABCDEFGH  
PQRSTU  
MNOPQR  
QWERTY

HASH FUNCTION

↓

2

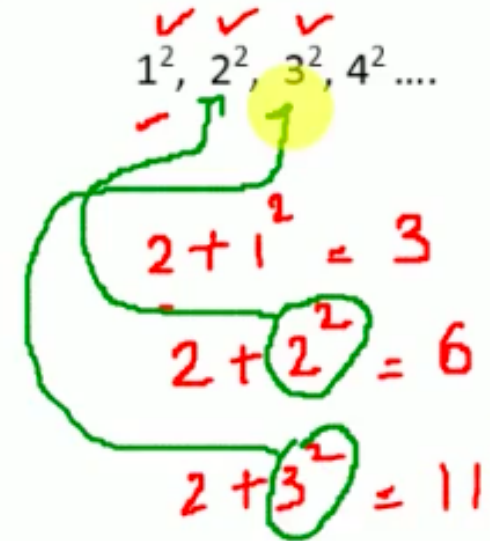
2

2

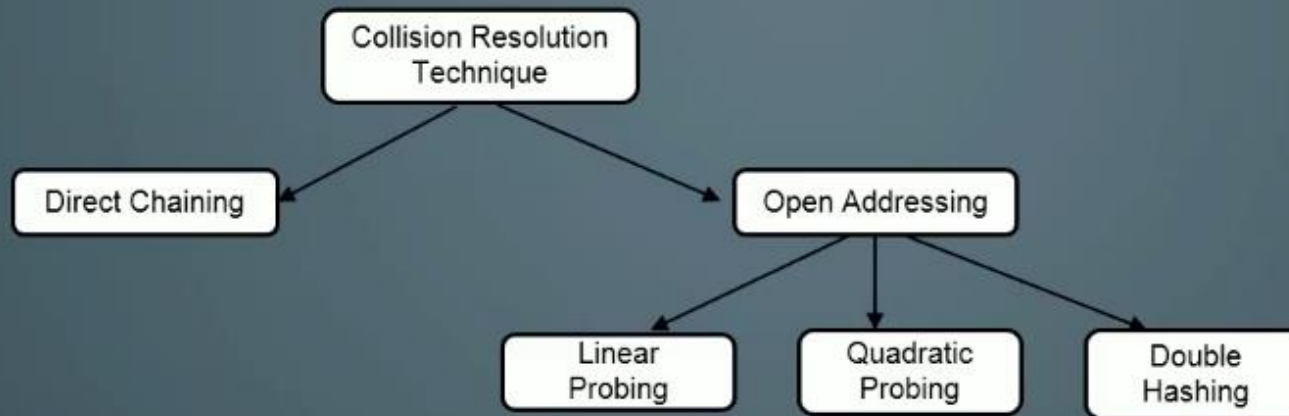
1

	0
	1
ABC	2
PQR	3
	4
...	5
MNO	6
	7
	8
	9
	10
	11
	12
	13
	14
	15
	16

Hash Table



# Collision Resolution Techniques:



Direct Chaining: Implements the buckets as linked lists. Colliding elements are stored in these lists.

Open Addressing: Colliding elements are stored in other vacant buckets. During storage and lookup, these are found through so-called 'probing'

- Linear Probing:
  - Linear probing is a strategy for resolving collisions, by placing the new key into the closest following empty cell
- Quadratic Probing:
  - Quadratic probing operates by taking the original hash index and adding successive values of an arbitrary quadratic polynomial until an open slot is found.
- Double Hashing:
  - Interval between probes is computed by another hash function.

ABCDEF  
GHIJKL  
MNOPQR  
STUVWX  
YZ

HASH FUNCTION



2

2

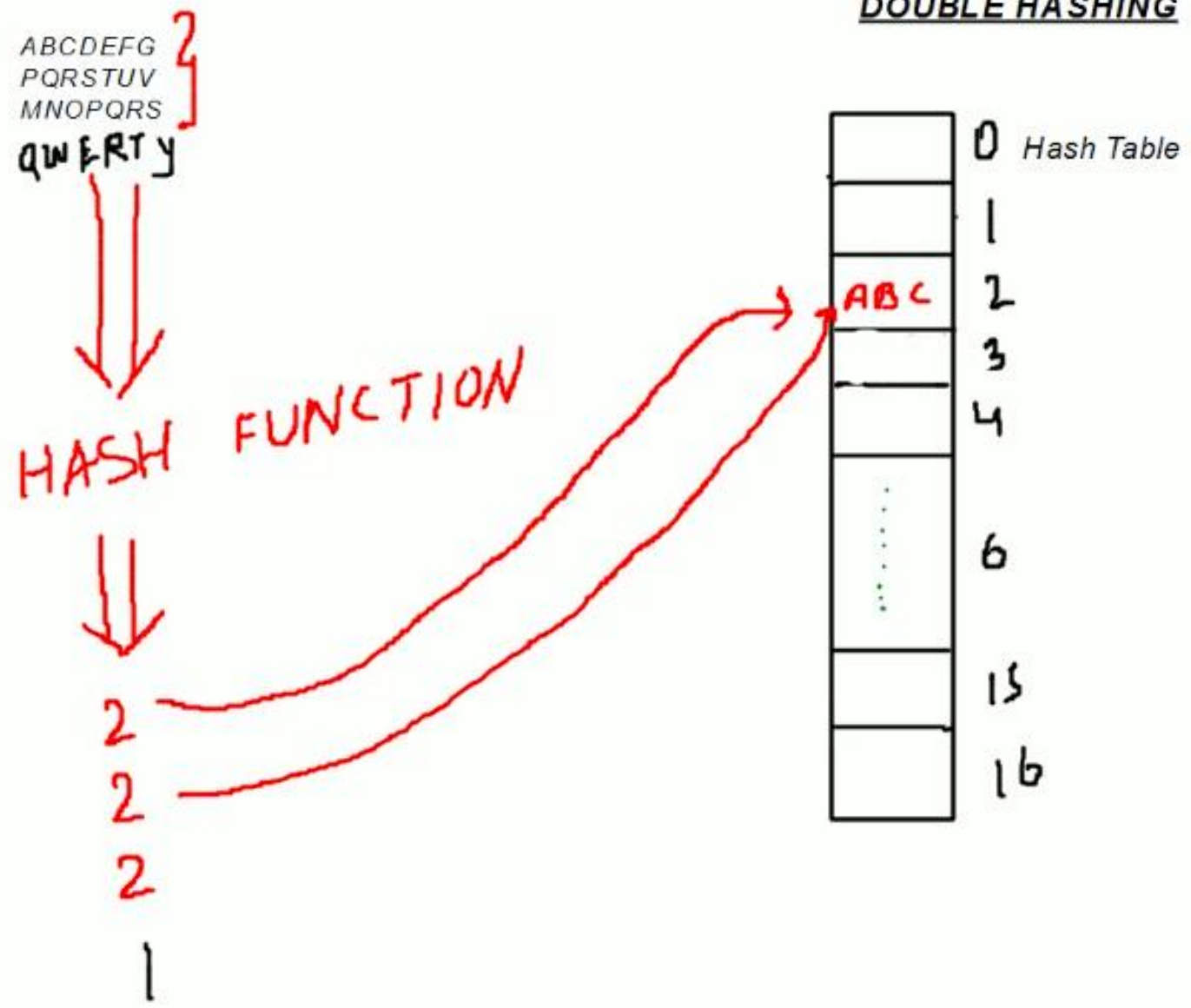
2

1

## DOUBLE HASHING

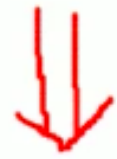
	0	Hash Table
	1	
	2	
	3	
	4	
...	6	
	15	
	16	

DOUBLE HASHING



ABCDEF G  
PQRSTU V  
MNOPQR S  
qwerty

HASH FUNCTION



2  
2  
2  
1

DOUBLE HASHING

	0
	1
ABC	2
	3
	4
...	6
	15
	16

Hash Table

HASH2(pq<sup>n</sup>)



## DOUBLE HASHING

ABCDEF G  
PQRSTUV  
MNOPQRS  
QWERTY

HASH FUNCTION

2  
2  
2  
1

	0	Hash Table
	1	
ABC	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
	13	
	14	
	15	
	16	

$$\text{HASH2}(pq^x) = 4$$
$$2 + 4 = 6$$

## DOUBLE HASHING

ABCDEFGH  
PQRSTU  
MNOPQR  
qwerty

HASH FUNCTION

↓

2

2

2

1

	0
	1
ABC	2
	3
	4
	5
...	6
pqrs	7
	8
	9
	10
	11
	12
	13
	14
	15
	16

$$\text{HASH2}(\text{pqrs}) = 4$$

$$2 + 4 = 6$$

$$\text{HASH2}(\text{mnop}) = 4$$





## DOUBLE HASHING

ABCDEFGH  
PQRSTU  
MNOPQRS  
QWERTY

HASH FUNCTION



2

2

2

1

	0
	1
ABC	2
	3
	4
	5
...	6
pqr	6
	13
	16

Hash Table

$$\text{HASH2}(\text{pqr}) = 4$$

$$2 + 4 = 6$$

$$\text{HASH2}(\text{mnop}) = 4$$

$$2 + 4 = 6$$

$$2 + (2 \times 4) = 10$$



## DOUBLE HASHING

ABCDEFGH  
PQRSTU  
MNOPQRS  
qwerty

HASH FUNCTION

↓

2

2

2

1

	0 Hash Table
	1
ABC	2
	3
	4
	5
...	6
pqrs	6
	15
	16

$$\text{HASH2}(\text{pqrs}) = 4$$

$$2 + 4 = 6$$

$$\text{HASH2}(\text{mnop}) = 4$$

$$2 + 4 = 6$$

$$2 + (2 \times 4) = 10$$

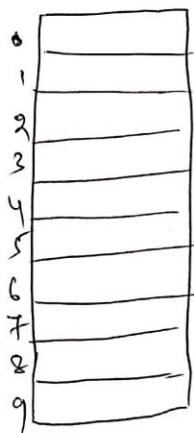
$$2 + (3 \times 4) = 14$$

$$A = 3, 2, 9, 4, 11, 13, 7, 12$$

$$h_1(k) = 2k + 3 \quad m = 10$$

$$h_2(k) = 3k + 1$$

Insert  $k_i$  at first free place from  
 $(u + v \cdot x_i) \% m$  where  $[i = 0 \text{ to } (m-1)]$   
 $v = h_2(k) \% m$



key	location(u)	v	probe
3	$[2 \times 3 + 3] \% 10 = 9$	-	1
2	$[2 \times 2 + 3] \% 10 = 7$	-	1
9	$[2 \times 9 + 3] \% 10 = 1$	-	1
6	$[2 \times 6 + 3] \% 10 = 5$	-	1
11	$[2 \times 11 + 3] \% 10 = 5$	4	3
13	$[2 \times 13 + 3] \% 10 = 9$	-	1
7	$[2 \times 7 + 3] \% 10 = 7$	2	1
12	$[2 \times 12 + 3] \% 10 = 7$	-	1
	$[3 \times 13 + 1] \% 10 = 0$	-	1

$$v(1) = [3 \times 11 + 1] \% 10 = 4$$

$$(u + v \cdot x_i) \% m$$

$$[5 + 4 \times 0] \% 10 = 5$$

$$[5 + 4 \times 1] \% 10 = 9$$

$$[5 + 4 \times 2] \% 10 = 3$$

$$[9 + 0 \times 0] \% 10 = 9$$

$$[9 + 0 \times 9] \% 10 = 9$$

$$[3 \times 7 + 1] \% 10 = 2$$

$$[7 + 2 \times 0] \% 10 = 7$$

$$[7 + 2 \times 1] \% 10 = 9$$

$$[7 + 2 \times 2] \% 10 = 1$$

$$[7 + 2 \times 3] \% 10 = 3$$

$$[7 + 2 \times 4] \% 10 = 5$$

$$[7 + 2 \times 5] \% 10 = 7$$

$$[7 + 2 \times 6] \% 10 = 9$$

$$[7 + 2 \times 7] \% 10 = 1$$

$$[7 + 2 \times 8] \% 10 = 3$$

$$[3 \times 12 + 1] \% 10 = 7$$

$$[7 + 7 \times 0] \% 10 = 7$$

$$[7 + 7 \times 1] \% 10 = 4$$

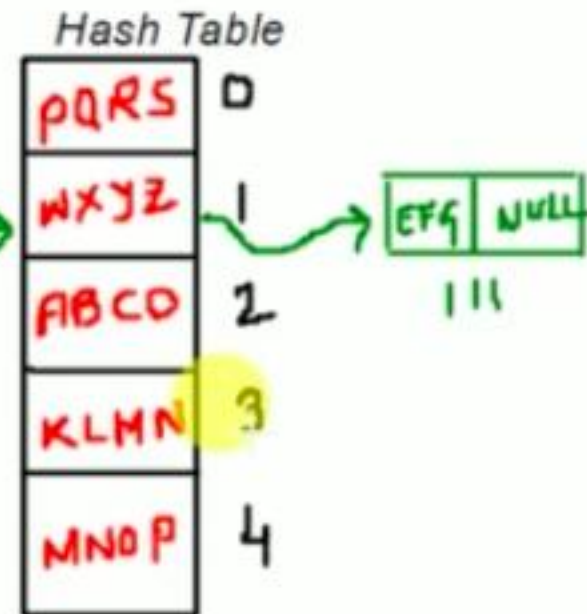
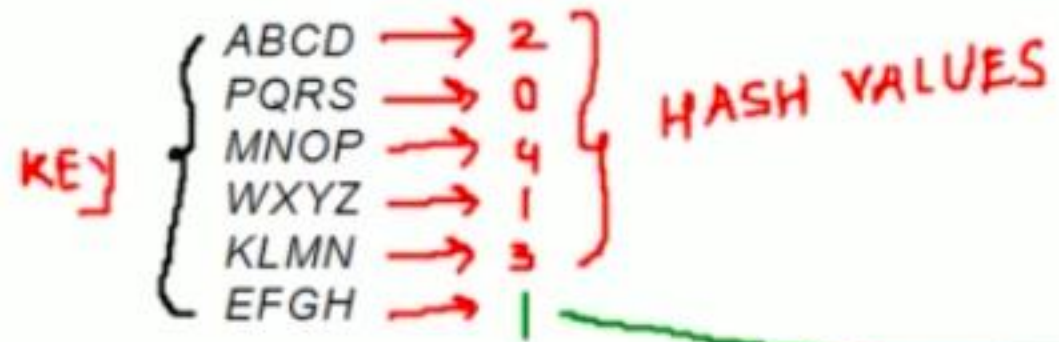
# What happens when Hash Table is full ?

- Direct Chaining:
  - This situation will never arise.

KEY { ABCD → 2  
PQRS → 0  
MNOP → 4  
WXYZ → 1  
KLMN → 3  
EFGH → } HASH VALUES

Hash Table

PQRS	0
WXYZ	1
ABCD	2
KLMN	3
MNOP	4





# What happens when Hash Table is full ?

- Direct Chaining:
    - This situation will never arise.
  - Open Addressing:
    - Need to create 2X size of current Hash Table and redo Hashing for existing keys.
- 



KEY {  
ABCD → 2  
PQRS → 0  
MNOP → 4  
WXYZ → 1  
KLMN → 3  
EFGH → 1  
} HASH VALUES

Hash Table

PQRS	0
WXYZ	1
ABCD	2
KLMN	3
MNOP	4

Hash Table-2

	0
	1
	2
	3
	4
	5
	6
	7
	8
	9

KEY {  
ABCD → 2  
PQRS → 0  
MNOP → 4  
WXYZ → 1  
KLMN → 3  
EFGH → 1  
} HASH VALUES

Hash Table

PQRS	0
WXYZ	1
ABCD	2
KLMN	3
MNOP	4

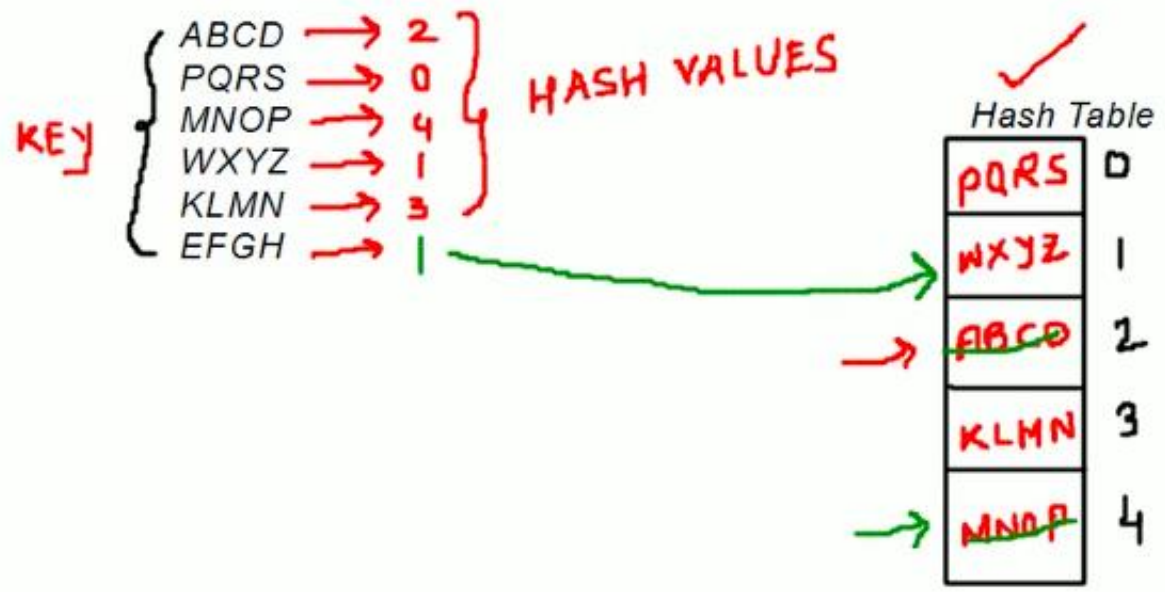
Hash Table-2

PQRS	0
	1
	2
WXYZ	3
	4
	5
	6
	7
	8
	9



# Pros & Cons of Collision Resolution Technique:

- Direct Chaining:
  - No fear of exhausting Hash Table buckets.
  - Fear of big Linked Lists (can effect performance big time).
- Open Addressing:
  - Easy implementation.
  - Fear of exhausting Hash Table buckets
- If Input size is known then always use "Open Addressing", else can use any of the two.




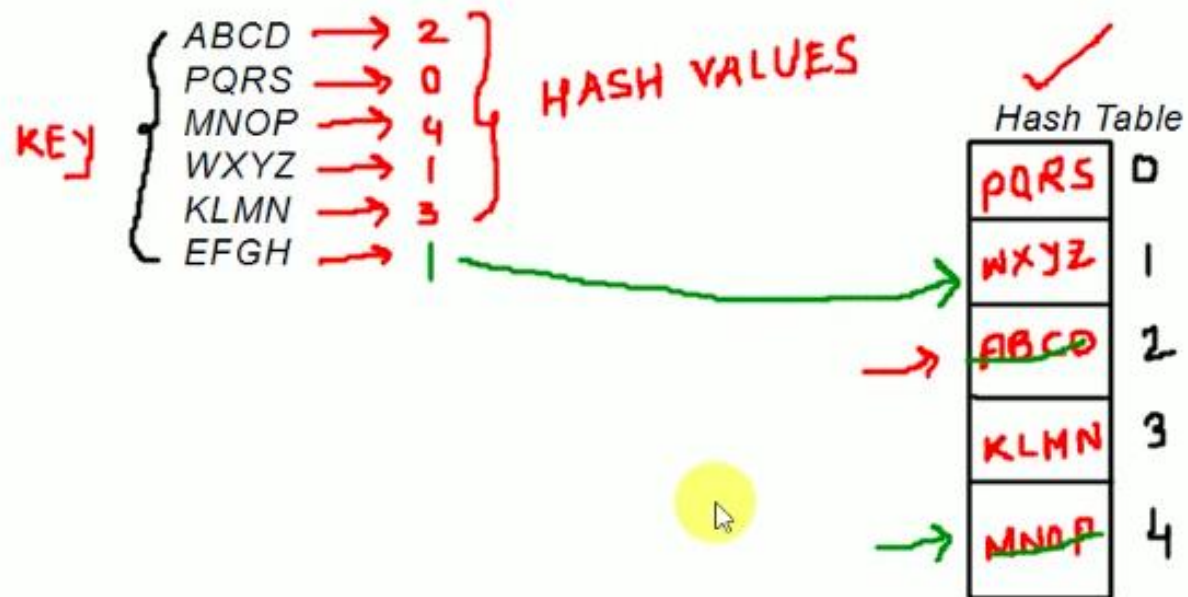
Hash Table-2

PQRS	0
	1
	2
WXYZ	3
	4
	5
	6
	7
	8
	9



# Pros & Cons of Collision Resolution Technique:

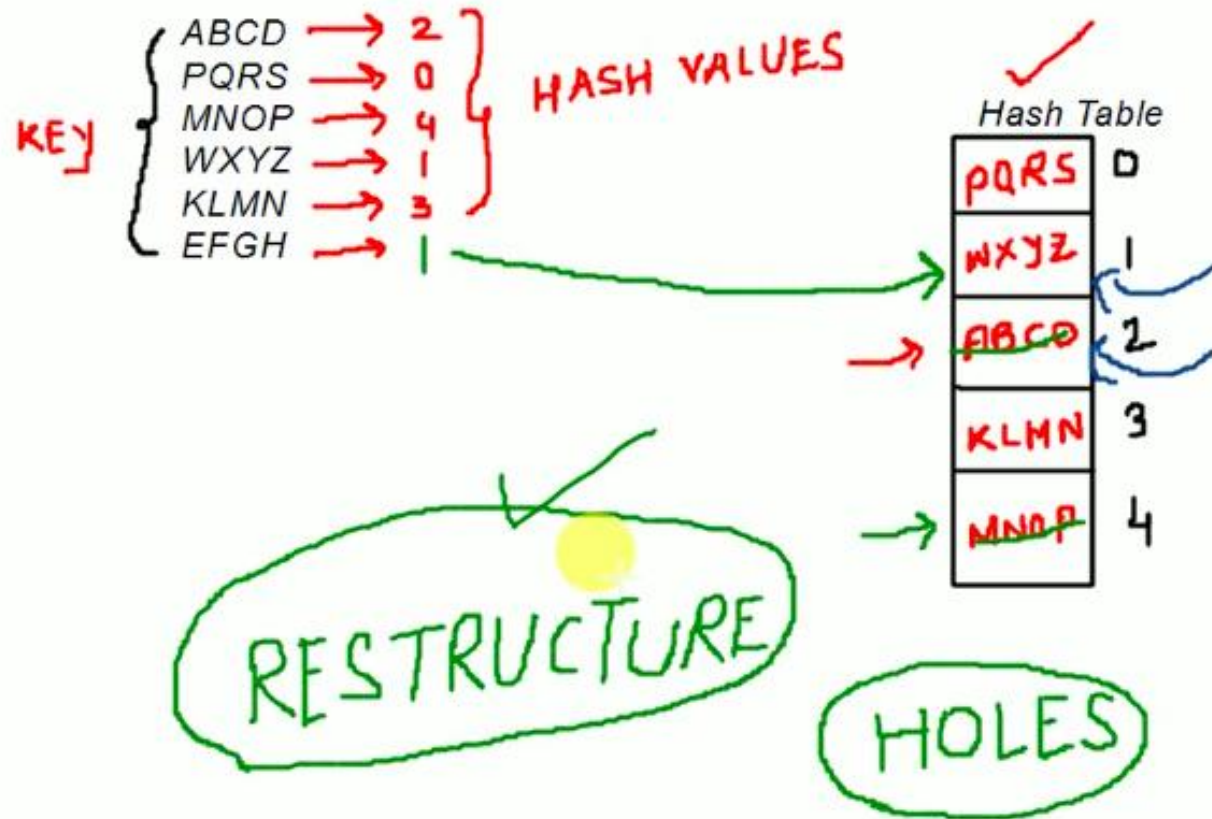
- Direct Chaining:
    - No fear of exhausting Hash Table buckets.
    - Fear of big Linked Lists (can effect performance big time).
  - Open Addressing:
    - Easy implementation.
    - Fear of exhausting Hash Table buckets
  - If Input size is known then always use “Open Addressing”, else can use any of the two.
  - If Deletion is very high, then we should always go for ‘Direct Chaining’.
- 



HOLE

Hash Table-2

PQRS	0
	1
	2
WXYZ	3
	4
	5
	6
	7
	8
	9

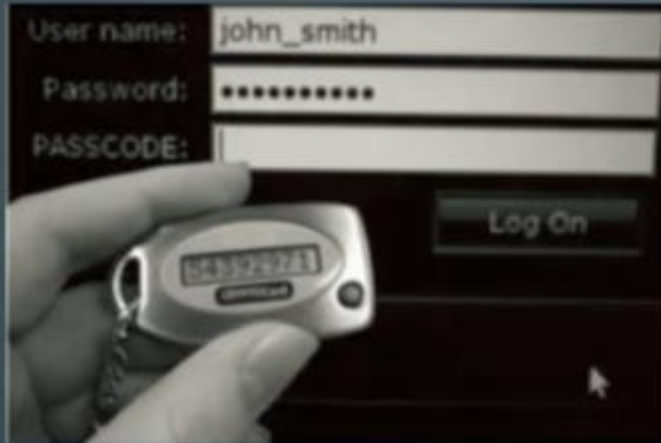


Hash Table-2

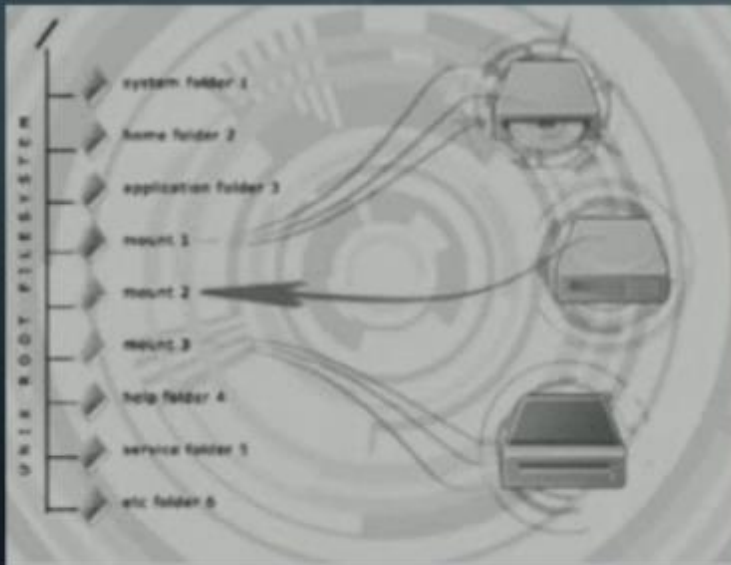
PQRS	0
	1
	2
WXYZ	3
	4
	5
	6
	7
	8
	9

# Practical Use of Hashing:

## ✓ Password Verification:



## ✓ File Systems : File path is mapped to physical location on disk





### *Personal Computer*



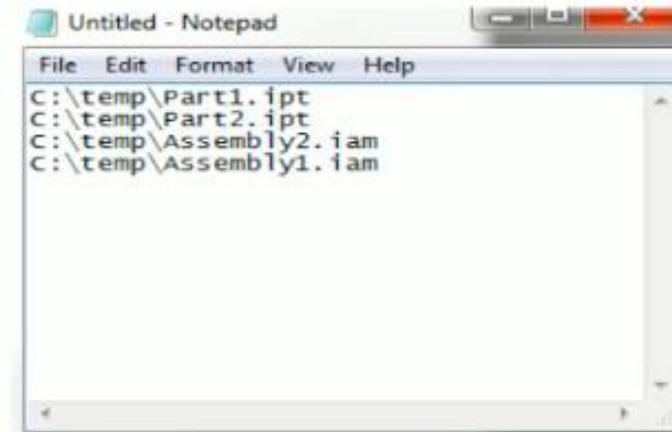
*Username: abc@bla.com*  
*Password: 123456*

### *FACEBOOK's SERVER*



- 1. Save the password at it is. i.e 123456*
- 2. Convert the Key (password) into hash value and save the hash value instead of password. say ruh67#87Fg6yhe@^%!*

### *List of Files in temp folder*



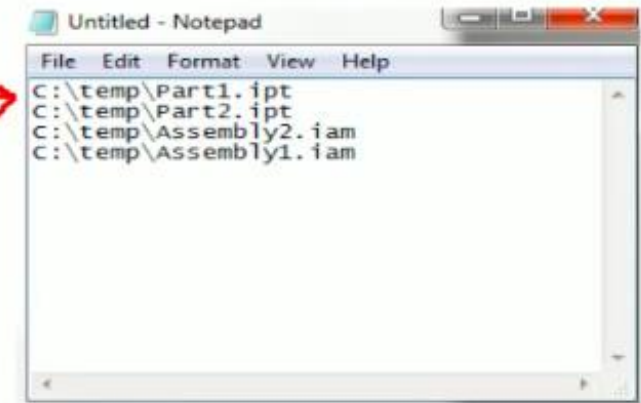
*Hard Disk*



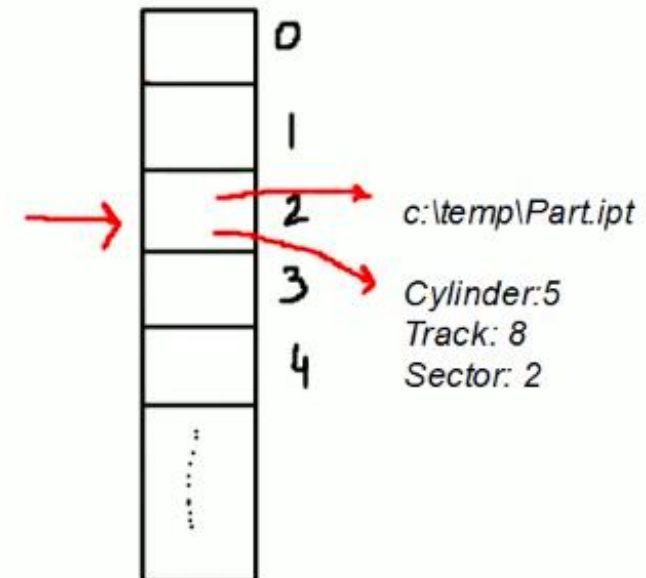
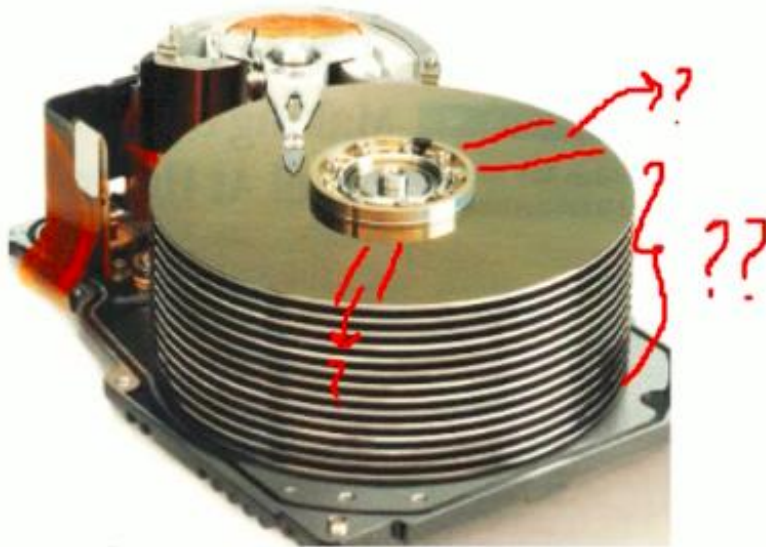


✓ List of Files in temp folder

KEY →



✓ Hard Disk





## Pros & Cons of Hashing:

- Pros:
  - On an average Insertion/Deletion/Search operation takes  $O(1)$  time.
- Cons:
  - In the worst case Insertion/Deletion/Search might take  $O(n)$  time (when hash functions is not good enough).

## Hashing vs other DS:

Particulars	Array	Linked List	Tree	Hashing
Insertion	$O(n)$	$O(n)$	$O(\log n)$	$O(1) / O(n)$
Deletion	$O(n)$	$O(n)$	$O(\log n)$	$O(1) / O(n)$
Searching	$O(n)$	$O(n)$	$O(\log n)$	$O(1) / O(n)$



Thank  
you