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Implementing Hash Table from scratch

CSC10004 – DATA STRUCTURES AND ALGORITHMS

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1 How I implemented the requirements

I implemented the requirements as follows:

- The second hash function I have used for ‘*Double Hashing*’ is $h_2(k) = 1 + (k \bmod (m - 1))$, where m is the size of the hash table.
- With ‘Open Addressing’ methods, I have implemented a **rehashing** function to solve the ‘full slots’ collisions. And the **rehashing** function I have implemented is ‘Double The Size’.

2 Result Screenshots

2.1 Linear Probing Operations

```

int main() {
    HashTable<int, string> table;
    table.init(8);

    cout << "1. add operations\n";
    table.add(2, "two");
    table.add(4, "four");
    table.add(6, "six");
    table.add(10, "ten");
    table.add(3, "three");
    table.add(5, "five");

    for (auto *node : table.table) {...

    cout << ">>> Update key 2\n";
    table.add(2, "TWO");
    printSearchValue(table, 2);

    cout << "\n2. search operations\n";
    printSearchValue(table, 1);
    printSearchValue(table, 6);
    printSearchValue(table, 10);

    cout << "\n3. remove operations\n";
    table.removeKey(4);
    printSearchValue(table, 4);

    table.release();
}

```

Linear Probing

• cpp main

1. add operations

null
null
2 two
10 ten
4 four
3 three
6 six
5 five

>>> Update key 2
Key 2 has value "TWO"

2. search operations

Not found value of 1
Key 6 has value "six"
Key 10 has value "ten"

3. remove operations

Not found value of 4

Linear Probing

•

Figure 1: Screenshot of Linear Probing operations.

2.2 Quadratic Probing Operations

```

int main() {
    HashTable<int, string> table;
    table.init(8);

    cout << "1. add operations\n";
    table.add(2, "two");
    table.add(4, "four");
    table.add(6, "six");
    table.add(10, "ten");
    table.add(3, "three");
    table.add(5, "five");

    for (auto *node : table.table) {...

    cout << ">>> Update key 2\n";
    table.add(2, "TWO");
    printSearchValue(table, 2);

    cout << "\n2. search operations\n";
    printSearchValue(table, 1);
    printSearchValue(table, 6);
    printSearchValue(table, 10);

    cout << "\n3. remove operations\n";
    table.removeKey(4);
    printSearchValue(table, 4);

    table.release();
}

```

Quadratic Probing

```

). cpp main
1. add operations
null
null
2 two
10 ten
4 four
5 five
6 six
3 three
>>> Update key 2
Key 2 has value "TWO"

2. search operations
Not found value of 1
Key 6 has value "six"
Key 10 has value "ten"

3. remove operations
Not found value of 4

```

Quadratic Probing

```

).

```

Figure 2: Screenshot of Quadratic Probing operations.

2.3 Chaining AVL Operations

The screenshot displays a C++ program for Chaining AVL operations. The code is divided into three main sections: adding operations, search operations, and remove operations. The output shows the results of these operations, including adding new entries, updating existing ones, and searching for values.

```

int main() {
    HashTable<int, string> table;
    table.init(8);

    cout << "1. add operations\n";
    table.add(2, "two");
    table.add(4, "four");
    table.add(6, "six");
    table.add(10, "ten");
    table.add(3, "three");
    table.add(5, "five");

    for (auto *node : table.table) {...

    cout << ">>> Update key 2\n";
    table.add(2, "TWO");
    printSearchValue(table, 2);

    cout << "\n2. search operations\n";
    printSearchValue(table, 1);
    printSearchValue(table, 6);
    printSearchValue(table, 10);

    cout << "\n3. remove operations\n";
    table.removeKey(4);
    printSearchValue(table, 4);

    table.release();
}

```

Chaining AVL

}. cpp main

1. add operations

null

null

2 two, 10 ten,

3 three,

4 four,

5 five,

6 six,

null

>>> Update key 2

Key 2 has value "TWO"

2. search operations

Not found value of 1

Key 6 has value "six"

Key 10 has value "ten"

3. remove operations

Not found value of 4

Chaining AVL

}. |

Figure 3: Screenshot of Chaining AVL operations.

2.4 Chaining Linked List Operations

The screenshot displays a C++ program and its execution output. The code defines a `HashTable` and performs three sets of operations: adding, searching, and removing elements. The output shows the state of the hash table after each operation, with values stored in a linked list structure.

```

int main() {
    HashTable<int, string> table;
    table.init(8);

    cout << "1. add operations\n";
    table.add(2, "two");
    table.add(4, "four");
    table.add(6, "six");
    table.add(10, "ten");
    table.add(3, "three");
    table.add(5, "five");

    for (auto *node : table.table) {

    cout << ">>> Update key 2\n";
    table.add(2, "TWO");
    printSearchValue(table, 2);

    cout << "\n2. search operations\n";
    printSearchValue(table, 1);
    printSearchValue(table, 6);
    printSearchValue(table, 10);

    cout << "\n3. remove operations\n";
    table.removeKey(4);
    printSearchValue(table, 4);

    table.release();
}

```

Chaining Linked List

• cpp main

1. add operations
 null
 null
 2 two, 10 ten,
 3 three,
 4 four,
 5 five,
 6 six,
 null

>>> Update key 2
 Key 2 has value "TWO"

2. search operations
 Not found value of 1
 Key 6 has value "six"
 Key 10 has value "ten"

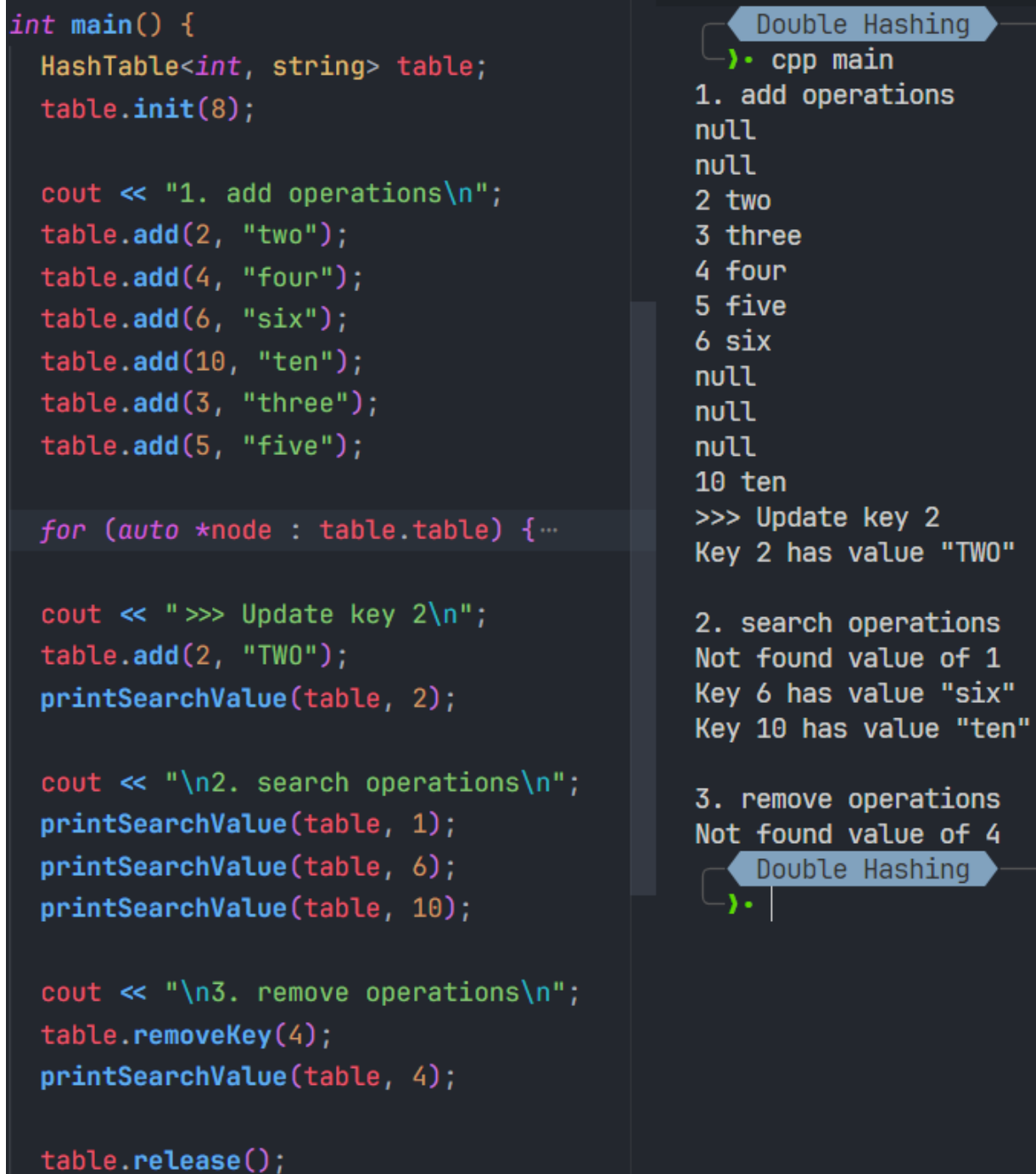
3. remove operations
 Not found value of 4

Chaining Linked List

•

Figure 4: Screenshot of Chaining Linked List operations.

2.5 Double Hashing Operations



```

int main() {
    HashTable<int, string> table;
    table.init(8);

    cout << "1. add operations\n";
    table.add(2, "two");
    table.add(4, "four");
    table.add(6, "six");
    table.add(10, "ten");
    table.add(3, "three");
    table.add(5, "five");

    for (auto *node : table.table) {...

    cout << ">>> Update key 2\n";
    table.add(2, "TWO");
    printSearchValue(table, 2);

    cout << "\n2. search operations\n";
    printSearchValue(table, 1);
    printSearchValue(table, 6);
    printSearchValue(table, 10);

    cout << "\n3. remove operations\n";
    table.removeKey(4);
    printSearchValue(table, 4);

    table.release();
}

```

Double Hashing

```

). cpp main
1. add operations
null
null
2 two
3 three
4 four
5 five
6 six
null
null
null
10 ten
>>> Update key 2
Key 2 has value "TWO"

2. search operations
Not found value of 1
Key 6 has value "six"
Key 10 has value "ten"

3. remove operations
Not found value of 4

```

Double Hashing

```

).

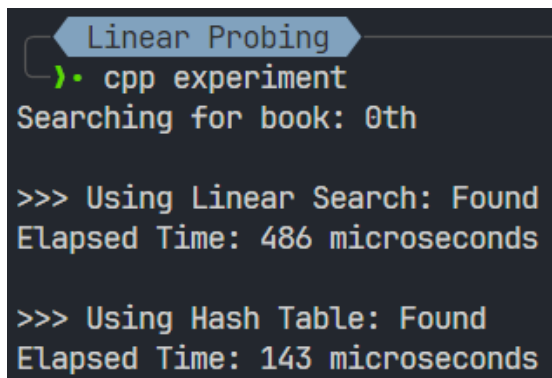
```

Figure 5: Screenshot of Double Hashing operations.

3 Experiments

3.1 Linear Probing and Linear Searching Algorithm

- **Theoretical Time Complexity:**
 - The time complexity of searching using Linear Probing is $O(n)$.
 - The time complexity of searching using Linear Searching Algorithm is $O(n)$.
- **Actual execution time:**
 - Searching using Linear Probing is faster than using Linear Searching Algorithm in most cases (except there are too many collisions).
- **Case Screenshots:**

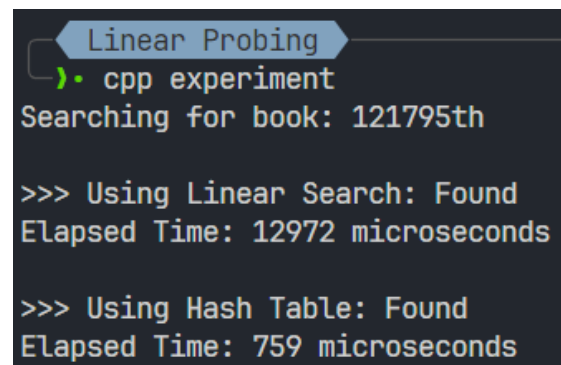


```
Linear Probing
)• cpp experiment
Searching for book: 0th

>>> Using Linear Search: Found
Elapsed Time: 486 microseconds

>>> Using Hash Table: Found
Elapsed Time: 143 microseconds
```

(a) When the key is at the beginning of Hash Table

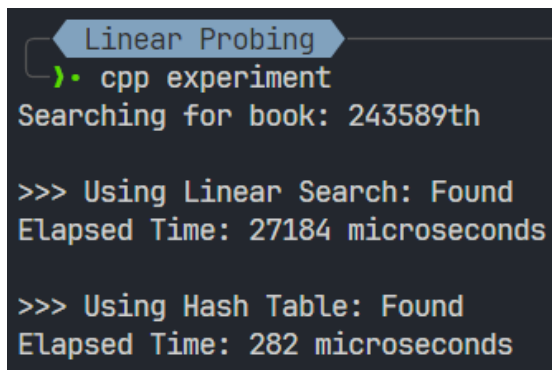


```
Linear Probing
)• cpp experiment
Searching for book: 121795th

>>> Using Linear Search: Found
Elapsed Time: 12972 microseconds

>>> Using Hash Table: Found
Elapsed Time: 759 microseconds
```

(b) When the key is at the middle of Hash Table

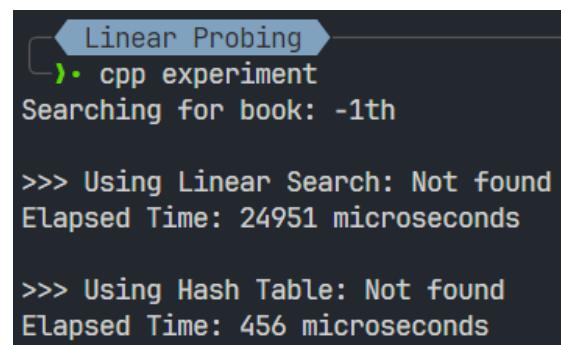


```
Linear Probing
)• cpp experiment
Searching for book: 243589th

>>> Using Linear Search: Found
Elapsed Time: 27184 microseconds

>>> Using Hash Table: Found
Elapsed Time: 282 microseconds
```

(c) When the key is at the end of Hash Table



```
Linear Probing
)• cpp experiment
Searching for book: -1th

>>> Using Linear Search: Not found
Elapsed Time: 24951 microseconds

>>> Using Hash Table: Not found
Elapsed Time: 456 microseconds
```

(d) When the key is 'not' in Hash Table

Figure 6: Screenshots of Searching Case with Linear Probing.

3.2 Quadratic Probing and Linear Searching Algorithm

- **Theoretical Time Complexity:**

- The time complexity of searching using Quadratic Probing is $O(n)$.
- The time complexity of searching using Linear Searching Algorithm is $O(n)$.

- **Actual execution time:**

- Searching using Quadratic Probing is faster than using Linear Searching Algorithm in most cases (except there are too many collisions).

- **Case Screenshots:**

```

Quadratic Probing
)• cpp experiment
Searching for book: 0th

>>> Using Linear Search: Found
Elapsed Time: 415 microseconds

>>> Using Hash Table: Found
Elapsed Time: 179 microseconds

```

(a) When the key is at the beginning of Hash Table

```

Quadratic Probing
)• cpp experiment
Searching for book: 121795th

>>> Using Linear Search: Found
Elapsed Time: 12881 microseconds

>>> Using Hash Table: Found
Elapsed Time: 710 microseconds

```

(b) When the key is at the middle of Hash Table

```

Quadratic Probing
)• cpp experiment
Searching for book: 243589th

>>> Using Linear Search: Found
Elapsed Time: 24196 microseconds

>>> Using Hash Table: Found
Elapsed Time: 307 microseconds

```

(c) When the key is at the end of Hash Table

```

Quadratic Probing
)• cpp experiment
Searching for book: -1th

>>> Using Linear Search: Not found
Elapsed Time: 24917 microseconds

>>> Using Hash Table: Not found
Elapsed Time: 169 microseconds

```

(d) When the key is 'not' in Hash Table

Figure 7: Screenshots of Searching Case with Quadratic Probing.

3.3 Chaining AVL and Linear Searching Algorithm

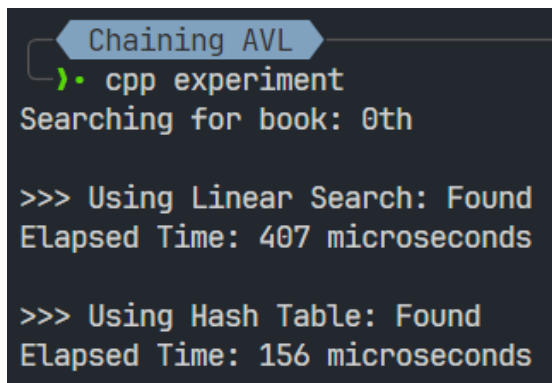
- **Theoretical Time Complexity:**

- The time complexity of searching using Chaining AVL is $O(\log(n))$.
- The time complexity of searching using Linear Searching Algorithm is $O(n)$.

- **Actual execution time:**

- Searching using Chaining AVL is almost faster than using Linear Searching Algorithm.

- **Case Screenshots:**



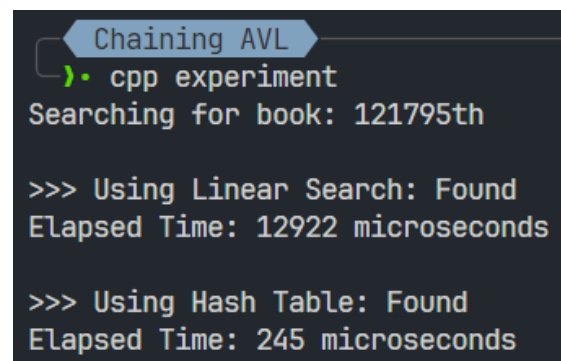
```

Chaining AVL
)• cpp experiment
Searching for book: 0th

>>> Using Linear Search: Found
Elapsed Time: 407 microseconds

>>> Using Hash Table: Found
Elapsed Time: 156 microseconds
  
```

(a) When the key is at the beginning of Hash Table



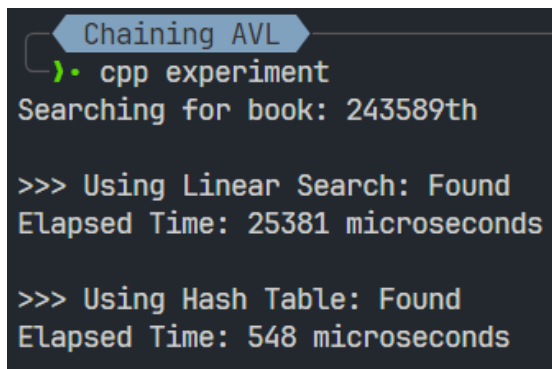
```

Chaining AVL
)• cpp experiment
Searching for book: 121795th

>>> Using Linear Search: Found
Elapsed Time: 12922 microseconds

>>> Using Hash Table: Found
Elapsed Time: 245 microseconds
  
```

(b) When the key is at the middle of Hash Table



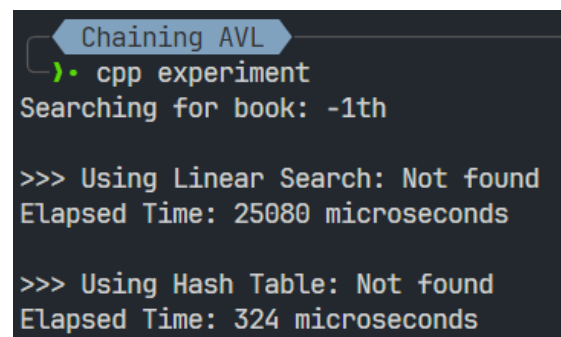
```

Chaining AVL
)• cpp experiment
Searching for book: 243589th

>>> Using Linear Search: Found
Elapsed Time: 25381 microseconds

>>> Using Hash Table: Found
Elapsed Time: 548 microseconds
  
```

(c) When the key is at the end of Hash Table



```

Chaining AVL
)• cpp experiment
Searching for book: -1th

>>> Using Linear Search: Not found
Elapsed Time: 25080 microseconds

>>> Using Hash Table: Not found
Elapsed Time: 324 microseconds
  
```

(d) When the key is 'not' in Hash Table

Figure 8: Screenshots of Searching Case with Chaining AVL.

3.4 Chaining Linked List and Linear Searching Algorithm

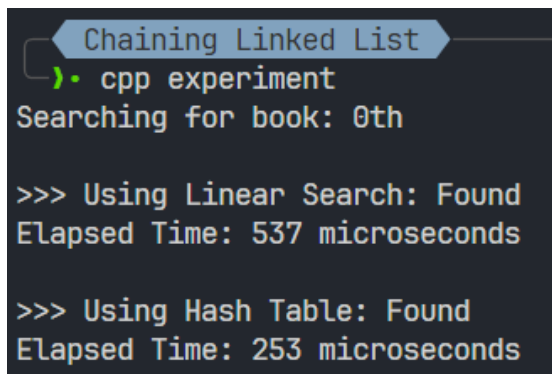
- **Theoretical Time Complexity:**

- The time complexity of searching using Chaining Linked List is $O(n)$.
- The time complexity of searching using Linear Searching Algorithm is $O(n)$.

- **Actual execution time:**

- Searching using Chaining Linked List is faster than using Linear Searching Algorithm in most cases (except there are too many collisions).

- **Case Screenshots:**



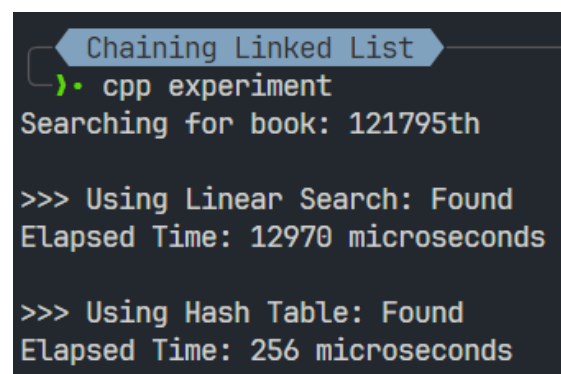
```

Chaining Linked List
)• cpp experiment
Searching for book: 0th

>>> Using Linear Search: Found
Elapsed Time: 537 microseconds

>>> Using Hash Table: Found
Elapsed Time: 253 microseconds
  
```

(a) When the key is at the beginning of Hash Table



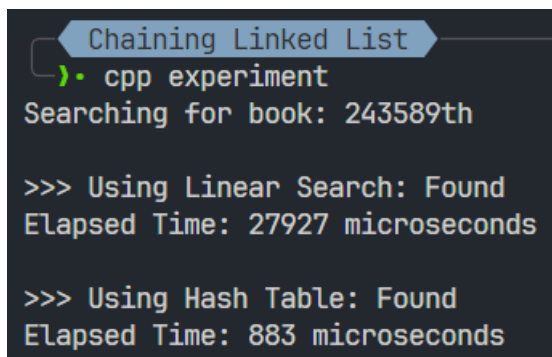
```

Chaining Linked List
)• cpp experiment
Searching for book: 121795th

>>> Using Linear Search: Found
Elapsed Time: 12970 microseconds

>>> Using Hash Table: Found
Elapsed Time: 256 microseconds
  
```

(b) When the key is at the middle of Hash Table



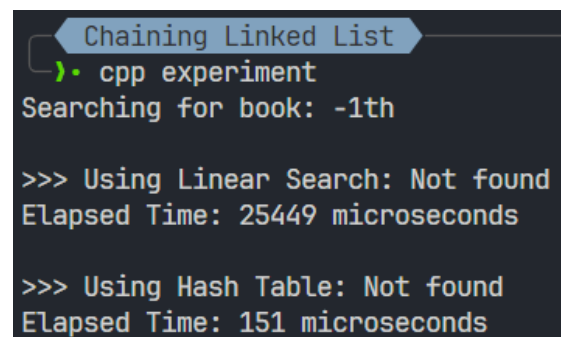
```

Chaining Linked List
)• cpp experiment
Searching for book: 243589th

>>> Using Linear Search: Found
Elapsed Time: 27927 microseconds

>>> Using Hash Table: Found
Elapsed Time: 883 microseconds
  
```

(c) When the key is at the end of Hash Table



```

Chaining Linked List
)• cpp experiment
Searching for book: -1th

>>> Using Linear Search: Not found
Elapsed Time: 25449 microseconds

>>> Using Hash Table: Not found
Elapsed Time: 151 microseconds
  
```

(d) When the key is 'not' in Hash Table

Figure 9: Screenshots of Searching Case with Chaining Linked List.

3.5 Double Hashing and Linear Searching Algorithm

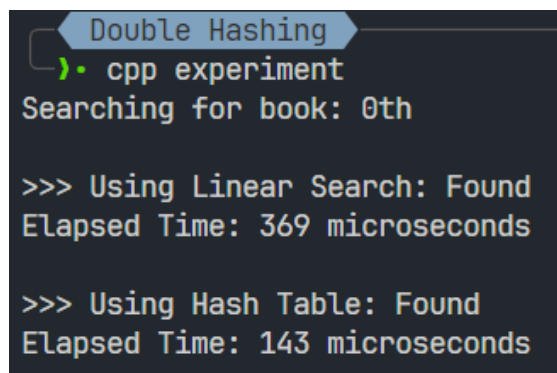
- **Theoretical Time Complexity:**

- The time complexity of searching using Double Hashing is $O(n)$.
- The time complexity of searching using Linear Searching Algorithm is $O(n)$.

- **Actual execution time:**

- Searching using Double Hashing is faster than using Linear Searching Algorithm in most cases (except there are too many collisions).

- **Case Screenshots:**

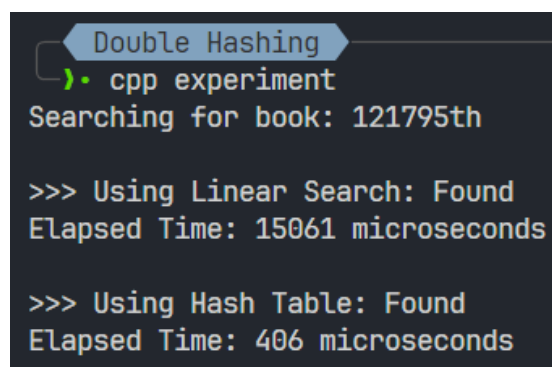


```
Double Hashing
>• cpp experiment
Searching for book: 0th

>>> Using Linear Search: Found
Elapsed Time: 369 microseconds

>>> Using Hash Table: Found
Elapsed Time: 143 microseconds
```

(a) When the key is at the beginning of Hash Table

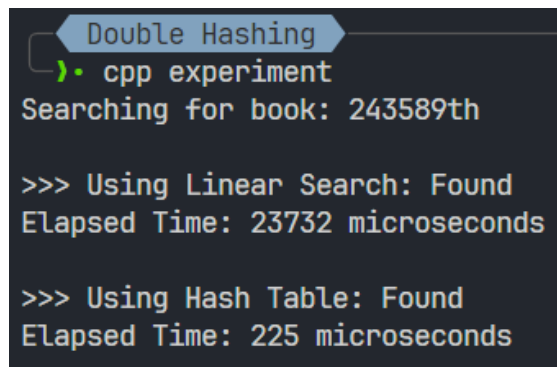


```
Double Hashing
>• cpp experiment
Searching for book: 121795th

>>> Using Linear Search: Found
Elapsed Time: 15061 microseconds

>>> Using Hash Table: Found
Elapsed Time: 406 microseconds
```

(b) When the key is at the middle of Hash Table

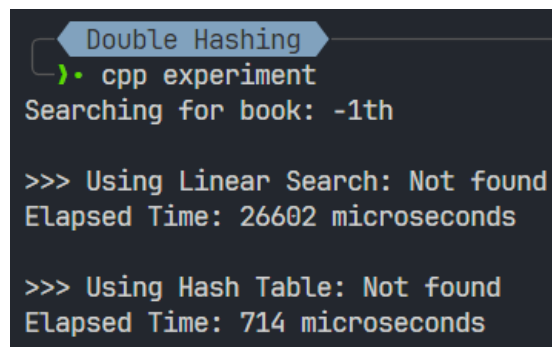


```
Double Hashing
>• cpp experiment
Searching for book: 243589th

>>> Using Linear Search: Found
Elapsed Time: 23732 microseconds

>>> Using Hash Table: Found
Elapsed Time: 225 microseconds
```

(c) When the key is at the end of Hash Table



```
Double Hashing
>• cpp experiment
Searching for book: -1th

>>> Using Linear Search: Not found
Elapsed Time: 26602 microseconds

>>> Using Hash Table: Not found
Elapsed Time: 714 microseconds
```

(d) When the key is 'not' in Hash Table

Figure 10: Screenshots of Searching Case with Double Hashing.

4 Self-evaluation

No.	Details	Score
1	Linear Probing	100%
2	Quadratic Probing	100%
3	Chaining using Linked List	100%
4	Chaining using AVL Tree	100%
5	Double Hashing	100%
6	Experiments	100%
7	Report	100%

5 Exercise Feedback

5.1 What I have learned from this Exercise

Because almost the things could be done easily, I have learned a few things new from this exercise.

- I have learned how to implement the hash table using different methods of collision handling.
- I have learned how to use rehashing to solve the collisions.
- I also know how to test the hash table using different test cases.
- Have a strong understanding of the hash table and its methods is the big thing I got after finishing this Exercise.

5.2 What I found challenging

This exercise is quite simple and easy, so I have no difficulties to finish this task.

5.3 What I have used in this exercise

- I used C++ to implement the data structures and the test cases.
- I also used L^AT_EX to write this report.