

**BCE202L DS&A**

**Hashing**

# What is hashing?

- Linear search  $\rightarrow O(n)$
- Binary search  $\rightarrow O(\log n)$  plus time to sort
- Storing, retrieving, and Searching data in  $O(1)$  time
- Hash Table  $\rightarrow$  The data structure used
- Search keys  $\rightarrow$  Data stored in hash table
- Store elements at the index; the simplest hash function
- But space restrictions

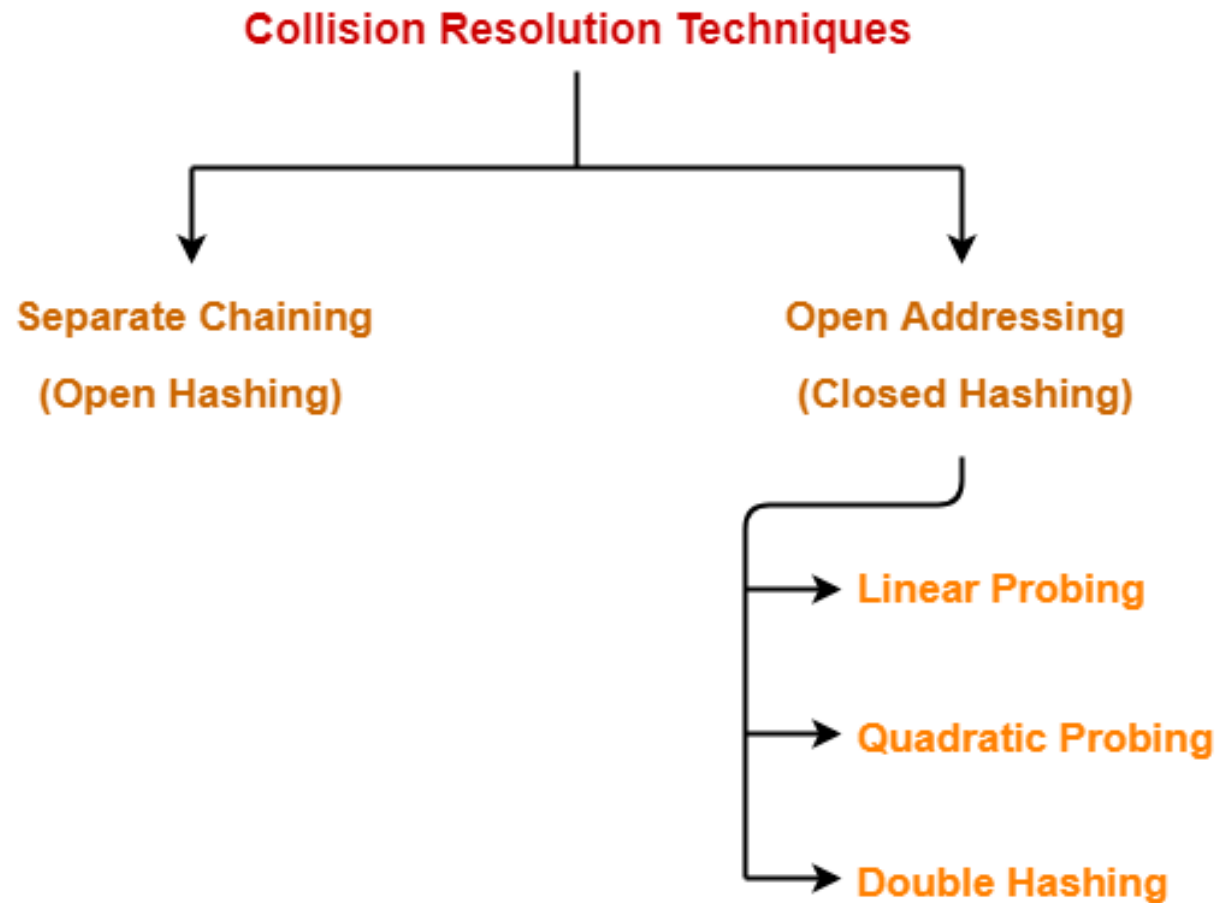
# Hash function

- The simplest and most popular hash function is:  $h(k) = k$
- To reduce space requirements use division method →  
Take mod size
- If  $h(k)$  is defined, Location,  $l(k) = h(k) \bmod size$
- Other methods:
- Mid square method, folding method

# Collision Demo

- Use division method
- Difficulty: Collision
- Collision resolution is essential
- Demo  $h(k) = k$  store 8,3,13,68,23,14,17,53 with *size* = 10
- Demo with  $h(k) = 2k + 3$  store 3,2,9,6,11,13,7,12 with *size* = 10

# Collision Resolution



# Open Hashing (Separate Chaining)

- aka Closed Addressing/Chaining
- In open hashing, keys are stored in linked lists attached to cells of a hash table
- Demo → Do examples in the previous slide
- Advantages:- Deletion is easy (rearrange pointers)
- Disadvantages:- Searching/deletion takes  $O(n)$  time (in worst case), Use of extra space even if space is available in hash table
- Load factor ( $\lambda$ ) = #keys/#buckets

# Closed Hashing (Open Addressing )

- Three Techniques
  1. Linear Probing
  2. Quadratic Probing
  3. Double Hashing

# Linear Probing

- The principle: In case of a collision insert the key in the next available location
- Location,  $l(k) = h(k) \bmod size$ , in case of collision
- New location  $l'(k) = (l(k) + i) \bmod size$  where  $i = 1, 2, \dots, size - 1$
- Demo with  $h(k) = 2k + 3$  store 3, 2, 9, 6, 11, 13, 7, 12 with  $size = 10$ . Use division method

# Linear Probing

- Advantages:- No extra space
- Disadvantages:-
- Searching takes  $O(n)$  time (in worst case)
- Deletion stops search
- Primary clustering

# Quadratic Probing

- The principle
- In case of a collision at location  $l$ , insert  $k$  at the next free location  $(l + i^2) \bmod n$  where  $i = 0$  to  $n - 1$
- Demo-1:- Previous example
- Demo-2:- 42,16,91,33,18,27,36,62  $h(k) = k$ , size=10, division method

# Quadratic Probing

- Advantages:- No extra space, primary clustering resolved
- Disadvantages:-
  - Search can take  $O(n)$  time
  - Secondary clustering (two elements following the same probe sequence)
  - No guarantee of finding a free slot, despite free slots

# Double Hashing

- Use two hash functions
- $h_1(k)$  and  $h_2(k)$
- First compute  $l_1(k)$  using  $h_1$  and upon collision at that location, insert  $k$  at the next free location such that  $(l_1(k) + il_2(k)) \bmod n$  where  $i = 1$  to  $n - 1$ , where  $l_2(k)$  is the location identified using  $h_2$
- Keep  $n$  prime so that result of  $h_2(k)$  and  $n$  will be **relatively prime** to have a **uniform distribution** of keys

# Double Hashing

- Demo:
- Keys: 20,34,45,70,56; size = 11;  $h_1(k) = k$ ;  $h_2(k) = 8 - (k \bmod 8)$
- Exercise:
- Keys: 3,2,9,6,11,13,7,12; size=10;  $h_1(k) = 2k + 3$ ;  $h_2(k) = 3k + 1$  (Can 13 be inserted? Why(not)?)

# Double Hashing

- Advantages:-
  - No extra space
  - No primary clustering
  - No secondary clustering
- Disadvantages:-
  - Searching  $\rightarrow O(n)$

# Rehashing

- Load factor ( $\lambda$ ) =  $\#keys(K)/\#buckets(N)$
- $\lambda < 1$  is ideal.
- What if  $\lambda \geq 1$ , increase  $N$  to a larger value  $N'$ , where  $N' =$  the closest prime number to  $2N$
- This is **rehashing**
  - Increment buckets to  $N'$  (usually the smallest prime number  $> 2N$ )
  - Modify hash function  $k \bmod N$  to  $k \bmod N'$
  - Apply  $h'(k)$  to the existing keys

Thank you..