

LEC 17

**CSE 123****Hashing**

Questions during Class?

Raise hand or send here

sli.do #cse123



BEFORE WE START

*Talk to your neighbors:**Do you usually remember  
where you put things?***Instructors:** Brett Wortzman  
Miya Natsuhara**TAs:**

|         |          |         |           |          |
|---------|----------|---------|-----------|----------|
| Arohan  | Neha     | Rushil  | Johnathan | Nicholas |
| Sean    | Hayden   | Srihari | Benoit    | Isayah   |
| Audrey  | Chris    | Andras  | Jessica   | Kavya    |
| Cynthia | Shreya   | Kieran  | Rohan     | Eeshani  |
| Amy     | Packard  | Cora    | Dixon     | Nichole  |
| Trien   | Lawrence | Liza    | Helena    |          |

Music: [CSE 123 25wi Lecture Tunes](#)

# Announcements

- Creative Project 3 out, due ~~Wednesday, March 12~~ Friday, March 14 at 11:59pm
- Resubmission Cycle 6 due **tonight at 11:59pm**
  - ***P1***, C2, P2 eligible
- R7 / R-Gumball will open on Monday
  - ***all*** assignments will be eligible!
- Final Exam: Tuesday, March 18 at 12:30pm – 2:20pm
  - [Left-handed desk request form](#), closes Tuesday, March 11
  - Details and resources posted later today
- Gumball & Gigi campus visit on Monday, March 17 12:00pm – 2:00pm

# Data structures so far

- **Lists**

- Maintain an ordered sequence of elements
- Provides `get()`, `add()`, `remove()`, ...
- Studied two implementations: `ArrayList` and `LinkedList`

- **Sets**

- Maintain a collection of elements
- Provides `contains()`, `add()`, `remove()`, ...
- Implementations?

# Set implementations

|            | ArraySet(?) | LinkedList(?) | TreeSet | HashSet |
|------------|-------------|---------------|---------|---------|
| contains() | $O(n)$      | $O(n)$        |         |         |
| add()      | $O(n)$      | $O(n)$        |         |         |
| remove()   | $O(n)$      | $O(n)$        |         |         |

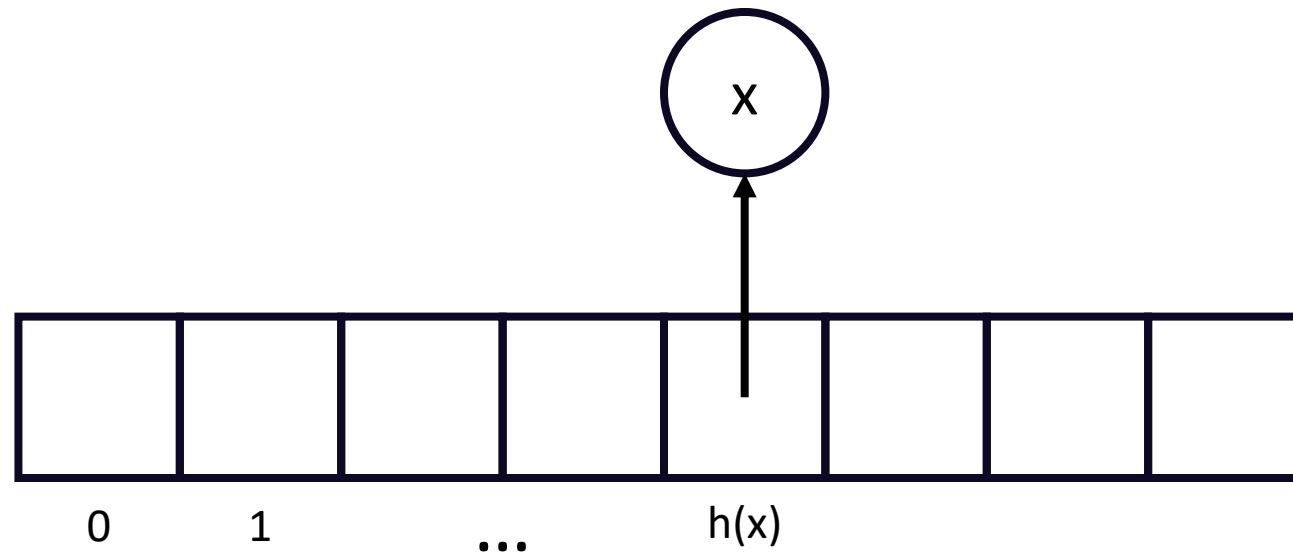
# Set implementations

|            | ArraySet(?) | LinkedList(?) | TreeSet        | HashSet |
|------------|-------------|---------------|----------------|---------|
| contains() | $O(n)$      | $O(n)$        | $O(\log(n))^*$ |         |
| add()      | $O(n)$      | $O(n)$        | $O(\log(n))^*$ |         |
| remove()   | $O(n)$      | $O(n)$        | $O(\log(n))^*$ |         |

\* assuming tree  
is balanced

# Hash Table

- Define a **hash function**  $h(x)$  that turns any value into an integer
  - Call this the values **hash code**
- Create a big array
- Store each value in the array at index  $h(x)$



# Set implementations

|            | ArraySet(?) | LinkedSet(?) | TreeSet        | HashSet |
|------------|-------------|--------------|----------------|---------|
| contains() | $O(n)$      | $O(n)$       | $O(\log(n))^*$ |         |
| add()      | $O(n)$      | $O(n)$       | $O(\log(n))^*$ |         |
| remove()   | $O(n)$      | $O(n)$       | $O(\log(n))^*$ |         |

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# Set implementations

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| add()      | $O(n)$      | $O(n)$        | $O(\log(n))^*$ | $O(1)^{**}$ |
| remove()   | $O(n)$      | $O(n)$        | $O(\log(n))^*$ | $O(1)^{**}$ |

\* assuming tree  
is balanced

\*\* with some  
assumptions



# What is Linear Probing?

A way to resolve collisions by adding the element in the next available spot

Regular Hash Function

$$h(x) = x \% \text{size}$$

Hash Function (if collision)

$$h'(x) = [h(x) + f(i)] \% \text{size}$$

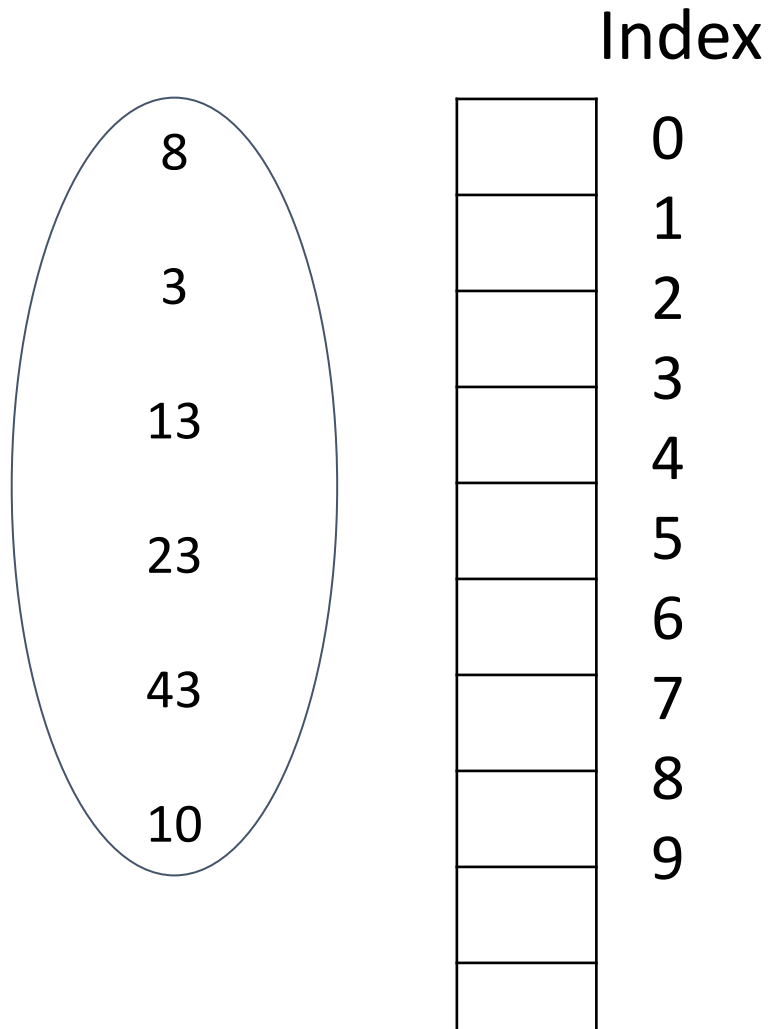
$$f(i) = i$$

# What is Linear Probing?

$$h(x) = x \% \text{ size}$$

$$h'(x) = [h(x) + f(i)] \% \text{ size}$$

$$f(i) = i$$



# What is Quadratic Probing?

A way to resolve collisions by adding the element in the next available spot (quadratically)

Regular Hash Function

$$h(x) = x \% \text{size}$$

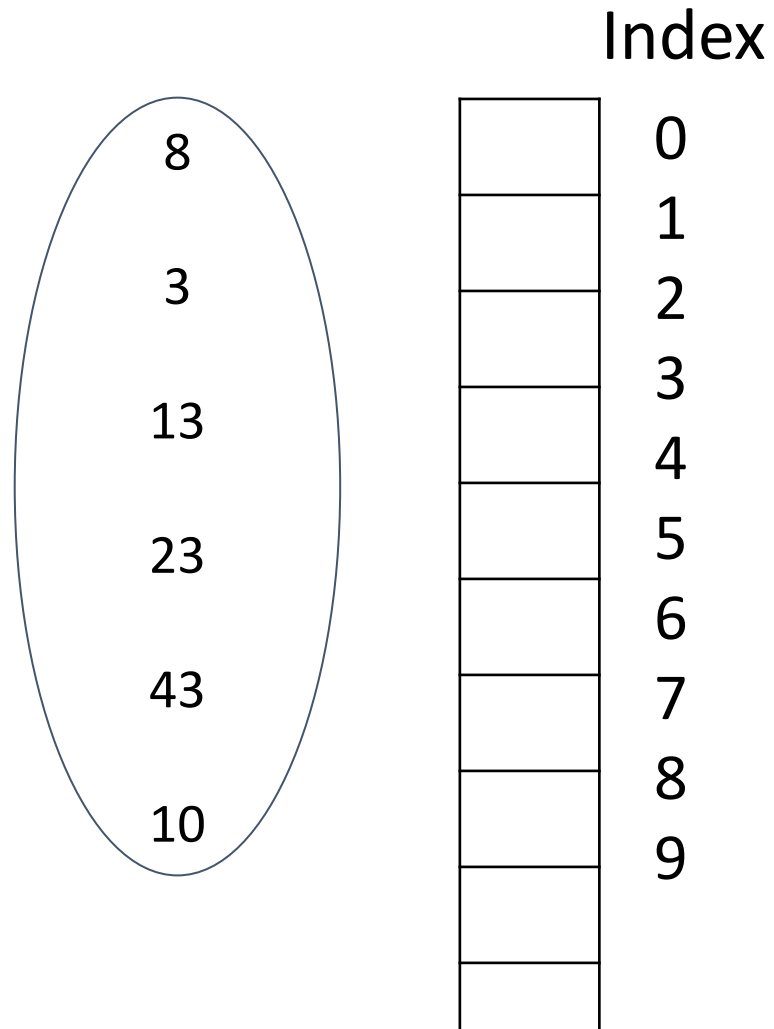
Hash Function (if collision)

$$h'(x) = [h(x) + f(i)] \% \text{size}$$

$$f(i) = i^2$$

# What is Quadratic Probing?

$$h(x) = x \% \text{ size} \quad h'(x) = [h(x) + f(i)] \% \text{ size} \quad f(i) = i^2$$



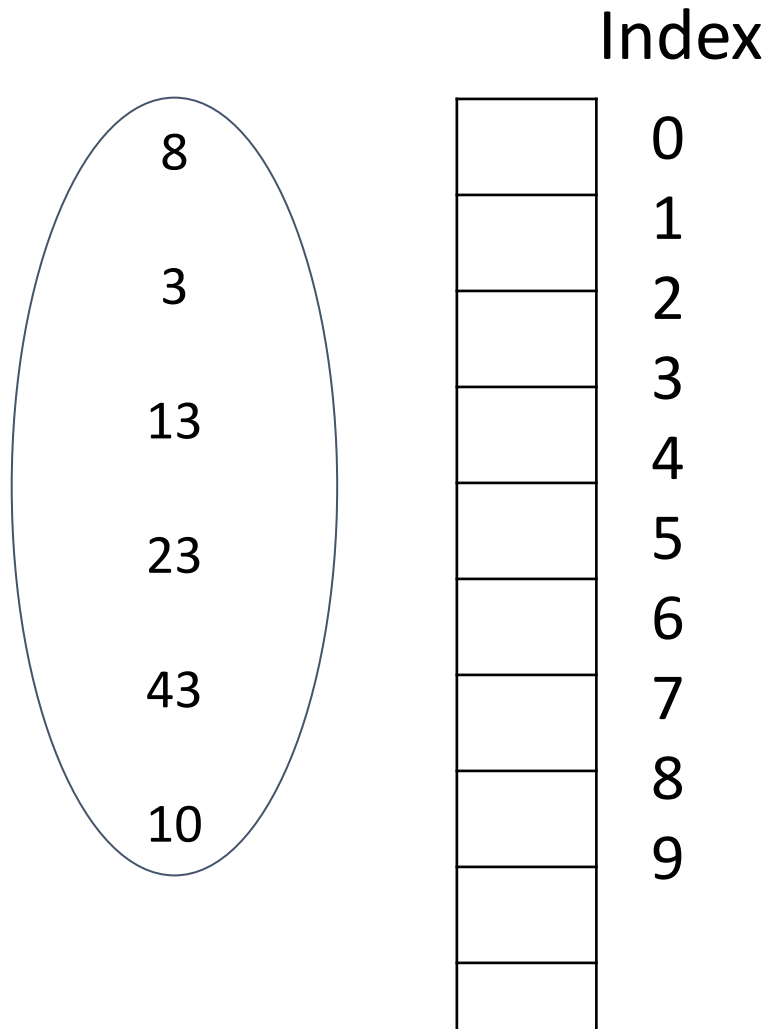
# What is ★ Chaining?

A way to resolve collisions by creating a LinkedList at that Index (also called a “bucket”)

- Combines both features of ArrayList Indexing and the ease of adding values using LinkedLists

# What is ★ Chaining?

$$h(x) = x \% \text{ size}$$



# Recap (Comparison)

| Linear Probing   | Quadratic Probing  | ★ Chaining  |
|--|--|---|
| A way to resolve collisions by adding the element in the next available spot | A way to resolve collisions by adding the element in the next available spot (quadratically) | A way to resolve collisions by creating a LinkedList at that Index (also called a “bucket”) |

# Why ★ Chaining?

Clustering - A tendency for data to clump together when using solutions to Collisions like Linear and Quadratic probing

- Linear and Quadratic Probing often result in “Clustering”
- Inefficient use of space in the table
- This means the Runtimes will also be slower

|   |   |   |   |   |   |  |  |  |   |  |  |  |  |  |  |   |   |  |  |
|---|---|---|---|---|---|--|--|--|---|--|--|--|--|--|--|---|---|--|--|
| 1 | 2 | 3 | 4 | 5 | 6 |  |  |  | 7 |  |  |  |  |  |  | 8 | 9 |  |  |
|---|---|---|---|---|---|--|--|--|---|--|--|--|--|--|--|---|---|--|--|



# Why ★ Chaining?

- Hashing can reduce it down to  $O(1)$
- “Load Factor” - lambda ( $\lambda$ )
  - the number of values in each LinkedList
- Finding the index in the Table is  $O(1)$
- Finding value in LinkedList is  $O(\lambda)$  or essentially  $O(1)$

# Standard Java hashCode

```
hash = 0  
for (each field) {  
    hash = 31 * hash + hash(field)  
}
```