CS 124 / Department of Computer Science

Hash Tables: Separate Chaining

What have we left out?

We'll learn more about collisions and what to do when they occur in future lectures. It turns out there are many di!

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We'll learn more about collisions and what to do when they occur in future lectures. It turns out there are many di! erent strategies -- called "*collision resolution policies*," and we'll look at some of the most common ones.

Collisions are inevitable

Instead of holding just one object, allow elements in our hash table to hold *more than*

one object.

Hash function:# $f(x) = x \mod 7$

Hash function:# $f(x) = x \mod 7$

$13:13 \mod 7=6$

Hash function:# $f(x) = x \mod 7$

$179:179 \mod 7=4$

Hash function:# $f(x) = x \mod 7$

$179:179 \mod 7=4$

Hash function:# $f(x) = x \mod 7$

114 : 114 mod 7 = 2

Hash function:# $f(x) = x \mod 7$

$114 : 114 \mod 7 = 2$

Hash function:# $f(x) = x \mod 7$

$5:5 \mod 7 = 5$

Hash function:# $f(x) = x \mod 7$

$20:20 \mod 7=6$

Hash function:# $f(x) = x \mod 7$

73 : 73 mod 7 = 3

Hash function:# $f(x) = x \mod 7$

180 : 180 mod 7 = 5

Hash function:# $f(x) = x \mod 7$

$48:48 \mod 7=6$

Hash function:# $f(x) = x \mod 7$

$48:48 \mod 7=6$

Hash function:# $f(x) = x \mod 7$

$46:46 \mod 7=4$

Hash function:# $f(x) = x \mod 7$

$46:46 \mod 7=4$

Hash function:# $f(x) = x \mod 7$

88 : 88 mod 7 = 4

Hash function:# $f(x) = x \mod 7$

88 : 88 mod 7 = 4

Hash function:# $f(x) = x \mod 7$

$196 : 196 \text{ mod } 7 = 0$

196 : 196 mod 7 = 0

Hash function:# $f(x) = x \mod 7$

Insertion takes constant time

- Calculating hash takes constant time
- Inserting into vector takes constant time

But what about duplicate values?

What about find and remove?

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What about find and remove?

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But what about duplicate values? We have to search through the bucket."

What about find and remove? We have to search through the bucket.

If we have a table of size *b* (*b* for the number of buckets) and we have n objects we wish to store, then on average a bucket will store *n* / *b* objects.

If we use linear search to check to see if an object is already in our bucket before insertion that's *O* (*n* / *b*).

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We also have to search through a bucket when finding or removing."

Note that the book uses a linked list for buckets; here we're using vectors. But this doesn't change the fact that in either case we still need to search.

Summary

• Objects with the same index calculated from the hash function wind up in

- Separate chaining uses a vector of vectors (or a vector of linked lists) to handle collisions."
- the same bucket (again, whether it's a vector or linked list)."
- This requires us to search on each insertion, find, or remove operation.
- Separate chaining is easy to implement.

Questions

- If we sorted our buckets, we could improve search time to *O* (log (*n* / *b*)) using binary search or *O* (log log (*n* / *b*)) using interpolation search. Does it make sense to do this? Why or why not?"
- Can you think of other ways we might handle collisions that don't require the use of buckets?