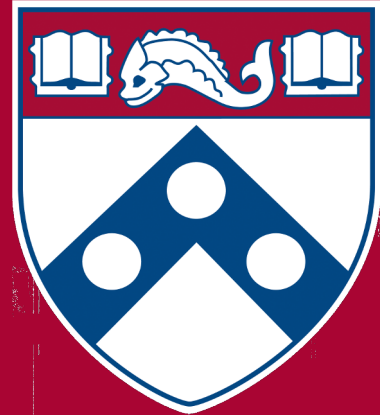


# Closed Hashing:

Linear Probing, Linear Probing by Steps, and Pseudo-Random Probing

CIT594



# Closed Hashing

# Closed Hashing

- A hash system where *all records are stored in slots inside the hash table*
- Implementations:
  - **Closed hashing with buckets**
  - **Closed hashing with no buckets**



# Closed Hashing with No Buckets



# Collision Resolution Policy

- The process of **finding the proper position** in a hash table that contains the desired record
- Used if the hash function did not return the correct position for that record due to a **collision** with another record
- Mainly used in closed hashing systems with no buckets
- A good collision should ensure that **empty slots** in the table **have** an **equal probability of receiving the next record inserted**

# Collision Resolution

- Goal: find a free slot in the hash table when the home position for the record is already occupied
- Uses a **probe function**

# Collision Resolution

- **Probe function:** function used by a *collision resolution* method to calculate where to look next in the *hash table*
- **Probe sequence:** the series of *slots* visited by the *probe\_function* during *collision resolution*.

## We will use:

- Hash function: simple mod (%)
- $Slot = key \% array\_size$



# Collision Resolution

## 1. Find home slot

- `int pos = home = h(K);` where `h` is the hash function and `K` is the key

## 2. Probe sequence (iterative process)

- `pos = (home + p(k, i)) % M;`
  - Initialize `i` at 1
  - Increment `i` until the slot at `pos` is empty
- The probe function returns an offset from the original home position



Probe function

# Collision Resolution Policies

- Linear probing
- Linear probing by steps
- Pseudo-random probing
- Quadratic probing
- Double hashing

# Linear Probing

# Linear Probing

- Works by **moving sequentially through the hash table** from the *home slot*.
- Probe function:
  - **$p(k, i) = i$**
- If home slot is  $home$ , the probe sequence will be  $home + 1$ ,  $home + 2$ ,  $home + 3$ , ...  $home + (M - 1)$

# Example

- Hash function: simple mod (%)
- $M = 10$
- $\text{home} = \text{key} \% M$
- $p(\text{key}, i) = i$
- $\text{pos} = (\text{home} + i) \% M;$
- Keys = [9877, 9050, 2037, 1059, 7200, 3348]

# Primary Clustering

- The tendency in certain collision resolution methods to **create clustering in sections of the hash table**
- Happens when a group of keys follow the same probe sequence during collision resolution
- **primary clustering** lead to **empty slots** in the table to **not have** an **equal probability of receiving the next record inserted**

# Primary Clustering

- Linear probing leads to primary clustering
- Linear probing is one of the worst collision resolution methods

# Linear Probing by Steps



# Linear Probing by Steps

- Goal: avoid primary clustering / improve linear probing
- Idea: skip slots by some constant  $c$  other than 1
- Probe function:
  - $p(k, i) = c * i$
- **$c$  must be relatively prime to  $M$**  to generate a linear probing sequence that visits all slots in the table

# Example

- Hash function: simple mod (%)
- $M = 10$
- $\text{home} = \text{key} \% M$
- $c = 3$
- $p(\text{key}, i) = c * i$
- $\text{pos} = (\text{home} + 3i) \% M;$
- Keys = [9877, 9050, 2037, 1059, 7200, 3348]

# Pseudo-Random Probing

# Pseudo-Random probing

- Idea: select the next position on the probe sequence at random from the unvisited slots
- The random sequence should be the same for insertion and searching (impossible for a truly random sequence)

# Pseudo-Random probing

- Stores a random permutation of the values 1 through the size of the *hash table*
- The term  $i$  of the *probe sequence* is the value of position  $i$  in the permutation array

# Pseudo-Random probing

- Probe function:
  - $p(k, i) = \text{Permutation}[i]$
- **Permutation:**
  - Array of length  $M$
  - Stores a value of 0 in position **Permutation[0]**
  - Stores a random permutation of the values from 1 to  $M-1$  in slots 1 to  $M-1$ .

# Example

- Hash function: simple mod (%)
- $M = 10$
- $\text{home} = \text{key} \% M$
- $\text{Permutation} = [0, 3, 7, 6, 1, 4, 9, 2, 5, 8]$
- $p(\text{key}, i) = \text{Permutation}[i]$
- $\text{pos} = (\text{home} + \text{Permutation}[i]) \% M;$
- $\text{Keys} = [157, 273, 17, 913, 110, 258]$