

Linear probing

Variables

hash-table: array of items, EMPTY and AVAILABLE of size N

hash-function: function from keys to $[0, \dots, N - 1]$

size: integer

invariant: the items of the dictionary are stored in the array *hash-table*; if $hash-table[i] = (key, element)$ then $hash-table[hash-function(key)], \dots, hash-table[i - 1] \neq \text{EMPTY}$. *size* is the size of the dictionary.

Initialization

for $i = 0, \dots, N - 1$

hash-table[i] \leftarrow EMPTY

size \leftarrow 0

Algorithms

size():

output: size of dictionary

return *size*

isEmpty():

output: dictionary is empty?

return (*size* = 0)

findElement(*key*):

input: key to be searched for

output: element of item with *key* in dictionary; NO-SUCH-KEY if no such item exists

$number \leftarrow hash-function(key)$

$count \leftarrow 0$

while *hash-table*[$number$] \neq EMPTY and $count < N$ and

 (*hash-table*[$number$] = AVAILABLE or key of *hash-table*[$number$] \neq *key*) **do**

$number \leftarrow (number + 1) \bmod N$

$count \leftarrow count + 1$

if key of *hash-table*[$number$] = *key* **then**

return element of *hash-table*[$number$]

else

return NO-SUCH-KEY

insertItem(*key*, *element*):

input: item to be inserted

precondition: array *hash-table* is not full

postcondition: item (*key*, *element*) has been inserted into dictionary

$number \leftarrow hash-function(key)$

while *hash-table*[$number$] \neq EMPTY and *hash-table*[$number$] \neq AVAILABLE **do**

$number \leftarrow (number + 1) \bmod N$

hash-table[$number$] \leftarrow (*key*, *element*)

$size \leftarrow size + 1$

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removeElement(key):
  input: key to be searched for
  output: element of item with key in dictionary; NO-SUCH-KEY if no such item exists
  postcondition: item has been removed from dictionary
  number ← hash-function(key)
  count ← 0
  while hash-table[number] ≠ EMPTY and count < N and
    (hash-table[number] = AVAILABLE or key of hash-table[number] ≠ key) do
    number ← (number + 1) mod N
    count ← count + 1
  if key of hash-table[number] = key then
    element ← element of hash-table[number]
    hash-table[number] ← AVAILABLE
    size ← size - 1
    return element
  else
    return NO-SUCH-KEY

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