

Data Structures and Algorithms

Exercise 7

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Assignment 07

Task 2

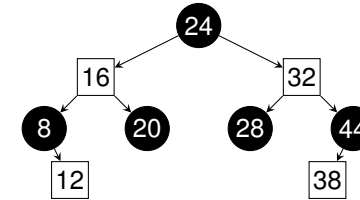
Implement in C the following operations for the hash table abstract data type that uses double hashing to resolve collisions:

- **int*** `init(int m)` returns a new hash table allocated for m empty slots;
- **int** `hashval(int key, int i)` returns the slot number for key (i -th probe), i.e., $h(k, i) = (h_1(k) + i \cdot h_2(k)) \bmod m$, where $h_1(k) = k \bmod m$ and $h_2(k) = (2k + 1) \bmod m$;
- **int** `insert(int H[], int m, int key, bool* inserted)` inserts key into the hash table and returns the slot number at which it was inserted;
- **int** `search(int H[], int m, int key, bool* found)` searches key in the hash table and returns its slot number;
- **int** `delete(int H[], int m, int key, bool* deleted)` deletes key in the hash table (i.e., marks the slot as deleted) and returns its slot number.

Assignment 07

Task 1

Consider the Red-Black tree given below. Circled nodes 24, 8, 20, 28, 44 are black. Rectangular nodes 16, 32, 12, 38 are red. Perform the following operations on the given tree. For each operation start from the original tree, draw all intermediate and resulting trees and specify which of the cases you applied.



- Insert 40
- Delete 20
- Insert 13
- Delete 32