

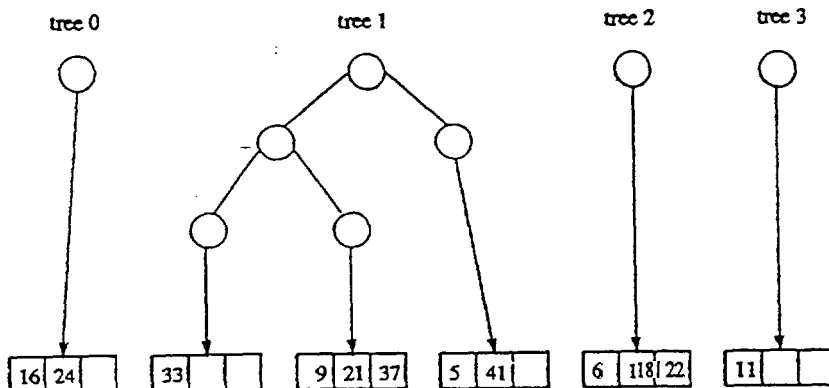
ALGORITHMS FOR DYNAMIC HASHING

```

SEARCH( $K$ ) % Find record with key  $K$ 
   $l :=$  root of tree  $h(K)$ 
   $z := 0$ 
  loop
    exit when  $l$  is a leaf of the directory
    if  $d(K, z) = 0$  then  $l := left(l)$ 
    else  $l := right(l)$  end if
     $z := z + 1$ 
  end loop
  fetch bucket  $b$  pointed by  $l$  into main memory
  if  $b$  contains record with key  $K$  then success
  else failure end if
  
```

3. (10 points) **The** figure below shows the state of a direct file implemented using dynamic hashing. The hash function is $h(K) = K \bmod 4$ and the first few bits of the infinite bit string associated with each key in the file is given in the table below- Each bucket can hold up to 3 records.

Key	Bit string	Key	Bit string
5	1101..	21	0101..
6	0110..	22	0010..
9	0100..	24	1100..
11	1101..	33	0000..
16	1011..	37	0101..
18	1010..	41	1000..



In the space below draw the state of the file after a record with key 17 is inserted, assuming the first few bits of the infinite bit string associated with 17 are 0100... Only those parts of the directory and the data file which have changed as a result of the insertion need to be shown.

```

INSERT( $R$ ) % Insert record  $R$ 
   $K :=$  key of  $R$ 
   $l := h(K)$ 
   $i := 0$ 
  loop
    exit when  $l$  is a leaf of the directory
    if  $d(K, i) = 0$  then  $l := left(l)$  else  $l := right(l)$  end if
     $i := i + 1$ 
  end loop
  fetch bucket  $b$  pointed by  $l$  into main memory
  if  $b$  is not full then
    insert  $R$  in  $b$ 
    write  $b$  back into secondary storage
  else % split of  $b$  is necessary
    done := false
    loop
      get two new directory nodes  $l_L$  and  $l_R$ 
      set  $left(l) := l_L$  and  $right(l) := l_R$ 
      get a free block  $b'$  %  $b'$  will become  $b$ 's buddy
      make  $l_L$  point to  $b$  and  $l_R$  point to  $b'$ 
       $i := i + 1$ 
    for each record  $R'$  in  $b$  do
       $K' :=$  key of  $R'$ 
      if  $d(K', i) = 0$  then leave  $R'$  in  $b$  else move  $R'$  to  $b'$  end if
    end for
    if  $d(K, i) = 0$  then
      if  $b$  is not full then
        insert  $R$  into  $b$ 
        write  $b, b'$  back into secondary storage
        done := true
      else
        write  $b'$  back into secondary storage
         $l := l_L$ 
      end if
    else %  $d(K, i) = 1$ 
      if  $b'$  is not full then
        insert  $R$  into  $b'$ 
        write  $b, b'$  back into secondary storage
        done := true
      else
        write  $b$  back into secondary storage
         $l := l_R$ 
      end if
    end if
    exit when done
  end loop
end if

```