

Angabe

i	0	1	2	3	4	5	6
MatNr.	6	3	9	0	3	6	0
A[i]	19	16	22	13	16	19	13

Bsp1

A[i] % 5	4	1	2	3	1
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i	0	1	2	3	4
		16	22	13	19
		16			

Kollision

Bsp2 - linear probing

A[i] % 5	4	1	2	3	1	
					2	A[i] + 1
					3	A[i] + 2
					4	A[i] + 3
					0	A[i] + 4

i	0	1	2	3	4
	16	16	22	13	19

Bsp3 - quadratic probing

$f(i) = 3i^3 + 2i^2 + i$	0	6	34	102	228
$h(w, i)$	4	2	1	0	4

i	0	1	2	3	4
	13	22	16		4
					19
					16

Kollision

Bsp4 - double Hashing

i	0	1	2	3	4
A[i]	19	16	22	13	16

$h_2(k)$	2	2	2	2	2
$h_1(k)$	4	1	2	3	1

$h_1(k) + i * h_2(k)$	4	3	6	9	9
$h(w)$	4	3	1	4	4

i	0	1	2	3	4
		22	16	16	4
					19
					13
					16

Kollision