Supplement Information

METHOD

Mix Function:

Wyhash and wyrand is based on a mix function call MUM that mix two 64-bit integer A and B to produce a 64-bit integer C: MUM (A, B) => C. @vnmakarov released the original version of MUM on Mother's Day [22].

```
uint64_t mum(uint64_t A, uint64_t B){
    __uint128_t c=(__uint128_t)A*B;
    return (c>>64)^c;
}
```

Despite the nominal 128-bit multiplication, the actual instructions on 64-bit machines are as simple as follow:

```
MUM(unsigned long, unsigned long):
mov rax, rdi
mul rsi
xor rax, rdx
ret
```

Our further improvements on MUM is the masked-MUM: MUM (A^secret, B^seed), where secret is a predefined 64-bit integer with 32 1bits and seed is current status with a uniform distributed number of 1bits. The masked-MUM can protect the MUM from being zero (Discussion), randomize the distribution of real data and produce an avalanche effect. We observed experimentally that just two rounds of masked-MUM suffice to pass all statistical tests.

wyhash Hash Function

wyhash hash function is based on masked-MUM and contains three parts: The batch part the minibatch part and finalization part. The batch part processes most of the data as 64-byte blocks while the minibatch part process the reminder of 64 bytes blocks as 16 bytes mini blocks before finalization. The finalization part processes the tail bytes (<=16). The code is shown below where the _wyr# functions reads # byte from the key using memcpy.

```
static inline uint64 t wyfinish16(const uint8 t *p, uint64 t len, uint64 t seed, const uint64 t *secret, uint64 t i){
#if(WYHASH CONDOM>0)
     uint64_t a, b;
     if( likely (i<=8)){
          if(_likely_(i>=4)){ a=_wyr4(p); b=_wyr4(p+i-4); }
         else if (_likely_(i)){ a=_wyr3(p,i); b=0; }
         else a=b=0;
     else{ a= wyr8(p); b= wyr8(p+i-8); }
     return mum(secret[1]^len,mum(a^secret[1], b^seed));
     #define oneshot_shift ((i<8)*((8-i)<<3))</pre>
      \begin{tabular}{llll} return & mum(secret[1]^len, mum((\_wyr8(p) << one shot\_shift)^secret[1], (\_wyr8(p+i-8) >> one shot\_shift)^seed)); \\ \begin{tabular}{lllll} return & mum(secret[1]^len, mum((\_wyr8(p) << one shot\_shift)^seed)); \\ \begin{tabular}{lllll} return & mum(secret[1]^len, mum((\_wyr8(p) << one shot\_shift)^seed)); \\ \begin{tabular}{lllll} return & mum(secret[1]^len, mum((\_wyr8(p) << one shot\_shift)^seed)); \\ \begin{tabular}{lllll} return & mum(secret[1]^len, mum((\_wyr8(p) << one shot\_shift)^seed)); \\ \begin{tabular}{lllll} return & mum(secret[1]^len, mum((\_wyr8(p) << one shot\_shift)^seed)); \\ \begin{tabular}{lllll} return & mum(secret[1]^len, mum(secret[1]^len
static inline uint64_t _wyfinish(const uint8_t *p, uint64_t len, uint64_t seed, const uint64_t *secret, uint64_t i){
     if(_likely_(i<=16)) return _wyfinish16(p,len,seed,secret,i);</pre>
     return _wyfinish(p+16,len,mum(_wyr8(p)^secret[1],_wyr8(p+8)^seed),secret,i-16);
static inline uint64_t wyhash(const void *key, uint64_t len, uint64_t seed, const uint64_t *secret){
     const uint8_t *p=(const uint8_t *)key;
     uint64_t i=len; seed^=*secret;
    if(_unlikely_(i>64)){
         uint64_t see1=seed;
               seed=mum(_wyr8(p)^secret[1],_wyr8(p+8)^seed)^mum(_wyr8(p+16)^secret[2],_wyr8(p+24)^seed);
               see1=mum(_wyr8(p+32)^secret[3],_wyr8(p+40)^see1)^mum(_wyr8(p+48)^secret[4],_wyr8(p+56)^see1);
               p+=64; i-=64:
         }while(i>64);
         seed^=see1;
     return _wyfinish(p,len,seed,secret,i);
```

wyrand PRNG

Our PRNG is named wyrand is even simpler. It keeps a 64-bit internal status and updates it by adding a 64-bit prime. The internal status is mixed with masked itself by MUM function to produce a pseudorandom number. It is obvious that its cycle length is 2^{64} as p0 is a large prime.

```
uint64_t wyrand(uint64_t *seed) {
  *seed+=p0;
  return mum(*seed^p1,*seed);
}
```

Benchmark

We validate and benchmark wyhash and wyrand on a server with 2X Intel(R) Xeon(R) CPU E5-2683 v3 @ 2.00GHz, 64GB memory and 2*2TB SSD hard driver. SMHasher [9] is used to validate and benchmark hash functions. The original hash map speed test codes have an unnecessary overhead of string copying that slow down the benchmark. We replace the following lines

```
std::string line = *it;
with
std::string &line = *it;
```

in SpeedTest.cpp.

wyrand compiled code:

```
wyrand(unsigned long*):
       movabs rax, -6884282663029611473
        add
              rax, QWORD PTR [rdi]
       mov
               rcx, rax
               QWORD PTR [rdi], rax
       mov
       movabs rax, -1800455987208640293
       xor
               rax, rcx
               rcx
       mul
       xor
               rax, rdx
        ret
```

wyhash compiled code:

```
wyhash(void const*, unsigned long, unsigned long, unsigned long
g const*):
        push
                 r14
        mov
                 r10, rsi
        push
                 r13
        push
                 r12
        push
                 rbp
        push
                 rbx
                 rdx, QWORD PTR [rcx]
        xor
                 r9, QWORD PTR [rcx+8]
        mov
        mov
                 r8, rdx
                 rsi, 64
        cmp
                 .L18
        ja
                 r10, 16
        cmp
        ja
                 .L4
.L9:
                 r10, 8
        cmp
        ja
                 .L5
.L19:
                 r10, 3
        cmp
        jbe
                 .L6
        {\sf mov}
                 eax, DWORD PTR [rdi-4+r10]
                 r8, rax
        xor
                 eax, DWORD PTR [rdi]
        mov
        xor
                 rax, r9
.L7:
        mul
                 r8
        xor
                 rsi, r9
                 rbx
        pop
                 rbp
        pop
                 r12
        pop
        pop
                 r13
                 r14
        pop
        xor
                 rax, rdx
        mul
                 rsi
                 rax, rdx
        xor
        ret
.L18:
                 r14, [rsi-65]
        lea
                 r13, QWORD PTR [rcx+16]
        mov
                 r12, QWORD PTR [rcx+24]
        mov
                 r14, 6
        shr
```

```
rbp, QWORD PTR [rcx+32]
        mov
                 rcx, rdx
        mov
                 rbx, [r14+1]
        lea
                 rbx, 6
        sal
        add
                 rbx, rdi
.L3:
                 r10, QWORD PTR [rdi]
        mov
                 rax, QWORD PTR [rdi+8]
        {\sf mov}
                 rdi, 64
        add
                 r10, r9
        xor
        xor
                 rax, r8
                 r10
        mul
        mov
                 r11, rdx
                 r10, rax
        mov
                 rdx, QWORD PTR [rdi-48]
        mov
                 rax, QWORD PTR [rdi-40]
        mov
                 rdx, r13
        xor
        xor
                 rax, r8
                 rdx
        mul
                 r10, rax
        xor
                 r8, rdx
        mov
                 rax, QWORD PTR [rdi-32]
        mov
        xor
                 r10, r11
                 r8, r10
        xor
                 r10, QWORD PTR [rdi-24]
        mov
                 rax, r12
        xor
                 r10, rcx
        xor
                 rcx, QWORD PTR [rdi-8]
        xor
        mul
                 r10
                 r10, rax
        mov
                 rax, QWORD PTR [rdi-16]
        mov
                 r11, rdx
        mov
                 rax, rbp
        xor
        mul
                 rcx
                 r10, rax
        xor
                 rcx, rdx
        mov
                 r10, r11
        xor
                 rcx, r10
        xor
                 rdi, rbx
        cmp
                 .L3
        jne
        neg
                 r14
        xor
                 r8, rcx
        sal
                 r14, 6
                 r10, [rsi-64+r14]
        lea
```

```
r10, 16
        cmp
                 .L9
        jbe
.L4:
        lea
                rcx, [r10-17]
        shr
                rcx, 4
        lea
                r11, [rcx+1]
        sal
                r11, 4
        add
                r11, rdi
.L8:
                rax, QWORD PTR [rdi]
        mov
                r8, QWORD PTR [rdi+8]
        xor
        add
                rdi, 16
        xor
                rax, r9
                r8
        mul
                r8, rdx
        mov
                r8, rax
        xor
                rdi, r11
        cmp
        jne
                 .L8
                rcx
        neg
        sal
                rcx, 4
                r10, [r10-16+rcx]
        lea
                r10, 8
        cmp
        jbe
                 .L19
.L5:
                rax, QWORD PTR [rdi]
        mov
                r8, QWORD PTR [rdi-8+r10]
        xor
        xor
                rax, r9
                 .L7
        jmp
.L6:
        test
                r10, r10
        je
                 .L11
        lea
                eax, [r10-1]
                edx, BYTE PTR [rdi]
        movzx
        shr
                r10d
                eax, BYTE PTR [rdi+rax]
        movzx
        sal
                rdx, 16
                rax, rdx
        or
                edx, BYTE PTR [rdi+r10]
        movzx
                rdx, 8
        sal
        or
                rax, rdx
        xor
                rax, r9
        jmp
                 .L7
.L11:
                rax, r9
        mov
```

jmp .L7

FigureS1: Compiled Code Size Hash Functions

