```cpp
//table filled with random values
uint32_t table[4][256];

uint32_t hash(const uint32_t data) const {
  uint32_t i, c, x = data;
  uint32_t h = 0;
  for (i = 0; i < 4; i++) {
    c = x & mask;
    h ^= table[i][c];
    x = x >> 8;
  }
  return h;
}
```