

$$R_{128}(s) = \sum_{i=0}^{r-1} 128^i \times \text{Ascii}(s[i])$$

$$R_{128}(s) \% m = (\sum_{i=0}^{r-1} 128^i \times \text{Ascii}(s[i])) \% m$$

$$R_{128}(s) \% m = (\sum_{i=0}^{r-1} (128 \% m)^i \times (\text{Ascii}(s[i]) \% m)) \% m$$

From this, we can develop a iteration method to calculate the hash value.

### Algorithm

Input: string  $s[0, 1, \dots, r-1]$

$a \leftarrow 1$

$h \leftarrow 0$

for  $i = 0$  to  $r - 1$

$h \leftarrow (h + a \times \text{Ascii}(s[i])) \% m$

// If  $m$  is too large,  $a \times \text{Ascii}(s[i])$ , or  $h + a \times \text{Ascii}(s[i])$  could cause overflow.

// In that case, we use the following:

//  $h \leftarrow (h + (a \times \text{Ascii}(s[i])) \% m) \% m$

$a \leftarrow (a \times 128) \% m$

// or  $a \leftarrow (a \ll 7) \% m$

end

Output:  $h$