Use DLP to build a fixed length collision resistant hash function

Collisions for the hash function H are distinct inputs x and y such that H(x) = H(y).
A function H is collision resistant if it is infeasible for any probabilistic polynomial-time algorithm to find a collision in H. A family of functions indexed by s is given by

$$H^s(x) = H(s,x)$$

A hash function is a pair of algorithms (Gen, H) where Gen(1^n) outputs the index s (for choosing H^s). If H^s is defined only for inputs x of a certain length, we say it is a fixed length hash function.
A hash function(Gen, H) is collision resistant if for all probabilistic polynomial time adversaries A:

$$\Pr[\text{Output of Hash-game} = 1] <= \text{negl}(n)$$

Based on DLP, two values can be hashed as

$$y = (g^{x1}.h^{x2})\text{mod}P$$

Where g,h are primes in the Zp group and through this two values are hashed into a single value. In other words, the function hashes 2n bits to n bits.