

What is a hash function? unbound data -> bound data

e.g. String -> UInt64

What is it used for?

- data partitioning
- digital signature
- fingerprinting
- checksum

Checksum Verify data integrity

Fingerprinting Data identification

Digital signature verifying the authenticity

Data partitioning Grouping data

low collision (perfect hash function)

high collision (locality sensitive hashing, data clustering)

Simplest data partitioning function

A % N

but **A** needs to be a positive number

Why do we need a hash function in std lib?

We want to have an associative array (dict)

But maybe we want more (see Zig std lib)

Where do we find good hash function? Or rather what is a good hash function?

Good hash function

Fast
High quality

What is high quality? Depends on the use case

High quality for hash map

- It should ensure that two different keys are no more likely than random chance to produce the same hash value
- No matter what type of keys are used, a hash table built using the hash function should have its keys distributed randomly between the table cells.

https://github.com/aappleby/smhasher/wiki/Distribution

SMHasher project

- https://github.com/aappleby/smhasher
- https://github.com/rurban/smhasher
- https://gitlab.com/fwojcik/smhasher3

SMHasher info

SMHasher's test functions can be broken down into 4 classes -

- Sanity. Does the hash function work? Does it do bad things with its input?
- 2. Performance. How fast can the hash function consume input, and how many cycles does it take to complete a hash?
- 3. Differentials. How often do almost-but-not-quite identical keys produce identical hash values? What is the smallest difference between two keys that can possibly cause the hash function to produce identical values?
- 4. Keysets. Take a bunch of keys, hash them, and analyze the resulting hash values. How evenly are the hash values spread over the 2^N-bit space (I've come up with an interesting metric for this which you can read about [FillFactor here]). How often do unrelated keys produce identical hash values, and does this occur more likely than would be expected due to statistics?

To address #4, we generate a variety of different hard-to-hash keysets and run our collision & [Distribution distribution] tests against all of them.

SMhasher

Default timings with a modern AMD Ryzen 5 PRO 3350G 3.6GHz workstation:

Hash function	MiB/sec ¢	cycl./hash 🔺	cycl./map ¢	size ¢	Quality problems
donothing32	11149460.06	4.00			test NOP
donothing64	11787676.42	4.00		13	test NOP
donothing128	11745060.76	4.06	ē.	13	test NOP
NOP_QAAT_read64	11372846.37	14.00		47	test NOP
o1hash	11629440.57	18.15	199.35 (2)	101	insecure, zeros, fails all tests
fletcher4	15556.93	20.60	358.60 (3)	371	UB, fails all tests
fletcher2	15552.61	20.61	335.31 (3)	248	UB, fails all tests
rapidhash	23789.79	22.80	138.71 (7)	574	
fibonacci	16878.32	22.94	803.18 (15)	1692	<u>UB</u> , zeros, fails all tests
sumhash32	42877.79	23.12		863	UB, test FAIL
ahash64	14705.55	23.34	458.05 (14)	412	rust
rapidhash_unrolled	23892.88	23.41	139.47 (12)	782	
multiply_shift	8026.77	26.05	226.80 (8)	345	fails all tests
FNV1A_Totenschiff	6274.78	26.23	251.13 (2)	270	UB, zeros, fails all tests
FNV1A Pippip Yurii	6172.14	27.55	244.80 (2)	147	UB, sanity, fails all tests
wyhash	22540.23	28.87	236.16 (8)	474	
wyhash32low	22393.77	29.04	243.40 (3)	474	5 bad seeds
aesni	31232.34	29.21	230.14 (4)	519	machine-specific (x64 AES-NI)
xxh3	21033.55	29.48	226.77 (4)	744	Moment Chi2 14974, BIC
sumhash	10699.57	29.53	*	363	test FAIL
aesni-low	31221.14	29.64	226.18 (3)	519	machine-specific (x64 AES-NI)
FNV1a_YT	13486.49	30.50	237.43 (4)	321	UB, fails all tests
xxh3low	17093.19	30.57	242.07 (7)	756	Moment Chi2 1.8e+9!
t1ha1_64le	13442.64	31.41	219.58 (3)	517	Avalanche

https://github.com/mzaks/mojo-hash

- AHash (101 Lines)
- WyHash (98 lines)
- fnv1a 32/64bit (23 lines)
- fxhash 32/64bit (52 lines)
- o1hash (14 lines)
- MD5 (120 lines)
- std hash (DJBX33A, 271 lines most of which is doc)

```
alias fnv_64_prime = 0x100000001b3
alias fnv_64_offset_bassis = 0xcbf29ce484222325
@always_inline
fn fnv1a64(s: String) -> UInt64:
    var hash: UInt64 = fnv_64_offset_bassis
    var buffer = s.unsafe_ptr()
    for i in range(s.byte_length()):
        hash ^= buffer.load(i).cast[DType.uint64]()
        hash *= fnv_64_prime
    return hash
```

```
fn o1_hash(s: String) -> UInt64:
    var p = s.unsafe_ptr()
    var bytes = s.byte_length()
    if bytes >= 4:
        var first = p.bitcast[DType.uint32]()[0]
        var middle = p.offset((bytes >> 1) - 2).bitcast[DType.uint32]()[0]
        var last = p.offset(bytes - 4).bitcast[DType.uint32]()[0]
        return ((first + last) * middle).cast[DType.uint64]()
    if bytes:
        var tail = (p[0].cast[DType.uint64]() << 16)
            | (p[bytes >> 1].cast[DType.uint64]() << 8)
            | p[bytes - 1].cast[DType.uint64]()
        return tail * 0xa0761d6478bd642
    return 0
```

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Quisque orci urna, pretium et porta ac, porttitor sit amet sem. Fusce sagittis lorem neque, vitae sollicitudin elit suscipit et. In interdum convallis nisl in ornare. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia curae; Aliquam erat volutpat. Morbi mollis iaculis lectus ac tincidunt. Fusce nisi lacus, semper eu dignissim et, malesuada non mi. Sed euismod urna vel elit faucibus, eu bibendum ante fringilla. Curabitur tempus in turpis at mattis. Aliquam erat volutpat. Donec maximus elementum felis, sit amet dignissim augue tincidunt blandit. Aliquam fermentum, est eu mollis.

But I must explain to you how all this mistaken idea of denouncing pleasure and praising pain was born and I will give you a complete account of the system, and expound the actual teachings of the great explorer of the truth, the master-builder of human happiness. No one rejects, dislikes, or avoids pleasure itself, because it is pleasure, but because those who do not know how to pursue pleasure rationally encounter consequences that are extremely painful. Nor again is there anyone who loves or pursues or desires to obtain pain of itself, because it is pain, but because occasionally circumstances occur in which toil and pain can procure him some great pleasure. To take a trivial example, which of us ever undertakes laborious physical ...

AbortMultipartUpload CompleteMultipartUpload CopyObject CreateBucket CreateMultipartUpload DeleteBucket DeleteBucketAnalyticsConfiguration DeleteBucketCors DeleteBucketEncryption DeleteBucketIntelligentTieringConfiguration DeleteBucketInventoryConfiguration DeleteBucketLifecycle DeleteBucketMetricsConfiguration DeleteBucketOwnershipControls DeleteBucketPolicy DeleteBucketReplication DeleteBucketTagging DeleteBucketWebsite DeleteObject DeleteObjects DeleteObjectTagging DeletePublicAccessBlock GetBucketAccelerateConfiguration GetBucketAcl GetBucketAnalyticsConfiguration GetBucketCors GetBucketEncryption GetBucketIntelligentTieringConfiguration...

Word count 161 | unique word count 142 | min key size 8 | avg key size 22.167701863354036 | max key size 43

AHash avg hash compute 17.080745341614907 | hash colision 1.0 | hash colision mod 512 1.1259842519685039

Wyhash avg hash compute 38.509316770186338 | hash colision 1.0 | hash colision mod 512 1.1259842519685039

fnv1a32 avg hash compute 30.124223602484474 | hash colision 1.0 | hash colision mod 512 1.153225806451613

fnv1a64 avg hash compute 30.434782608695652 | hash colision 1.0 | hash colision mod 512 1.1626016260162602

fxHash32 avg hash compute 20.186335403726709 | hash colision 1.0 | hash colision mod 512 1.1259842519685039

fxHash64 avg hash compute 19.565217391304348 | hash colision 1.0 | hash colision mod 512 1.153225806451613

o1Hash avg hash compute 14.285714285714286 | hash colision 1.0 | hash colision mod 512 1.3240740740740742

MD5 avg hash compute 6168.0124223602488 | hash colision 1.0 | hash colision mod 512 1.1171875

std_Hash64 avg hash compute 33.54037267080745 | hash colision 1.0 | hash colision mod 512 2.1343283582089554

Path("/usr/share/dict/words").read_text().splitlines()

Word count 235976 | unique word count 235975 | min key size 1 | avg key size 9.5683416957656711 | max key size 28

AHash avg hash compute 18.427015176684634 | hash colision 1.0 | hash colision mod 512 460.890625

Wyhash avg hash compute 27.843226994835632 | hash colision 1.0 | hash colision mod 512 460.890625

fnv1a32 avg hash compute 19.277384140760077 | hash colision 1.0000211890444164 | hash colision mod 512 460.890625

fnv1a64 avg hash compute 18.671390310879072 | hash colision 1.0 | hash colision mod 512 460.890625

fxHash32 avg hash compute 17.52861872958832 | hash colision 1.0006784950978729 | hash colision mod 512 460.890625

fxHash64 avg hash compute 17.466465516267192 | hash colision 1.0001101928374656 | hash colision mod 512 460.890625

o1Hash avg hash compute 16.736235888395431 | hash colision 1.002208480565371 | hash colision mod 512 463.60707269155205

std_Hash64 avg hash compute 27.490083737329218 | hash colision 1.0010860342779568 | hash colision mod 512 2088.283185840708

Conclusion and Wish List

- Current std lib hash is not slow but has poor quality
- Would love to see Zigs approach in Mojo in the future
- Ulnt128 type or, multipliedFullWidth(other: UInt64) ->
 (high: UInt64, low: UInt64) on Ulnt64