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Homework #8

```
a) The hash function takes an input and then performs
   the hash that will be explained below:
    hash (input)
        it input is Empty:
            return hex(10) // default value to return it imput
                               is empty.
       else:
           X = unicode point of input[0] /ord(input[0])
           m= 10 // custom power value.
           for c in input:
            too c in imput:

x = generate_32_bit ((x*m) \ ord(c))
            x = X \wedge length(input)
            if x == -(:
           return hex (absolute(x))[2:] / avoids 'Ox'
   generale_32_bit (value):
    // converts the value to a 32 bit integer.
       x = value % (2<sup>32</sup>) // to keep the number within 2<sup>32</sup> bits.
       it x > 2/3/:
           \chi = \chi - 2^32 // Same reason as above.
       return int (n)
```

```
Collision Occurred [ 1 ]
Input 1 = 125107 , with Binary: 11110100010110011
Input 2 = 166052 , with Binary: 101000100010100100
32-bit Hash: 7ad5eec6

Collision Occurred [ 2 ]
Input 1 = 125095 , with Binary: 11110100010100111
Input 2 = 166064 , with Binary: 101000100010110000
32-bit Hash: 7ad63132

Total time taken to find the collisions: 1.662555456161499 seconds
```

input =0

nex-values = dictionary ()

white True:

convert input to binary

nex-resut = nash (converted binary)

it hex-resut in hex-values:

collisions += | // collision occurred

else

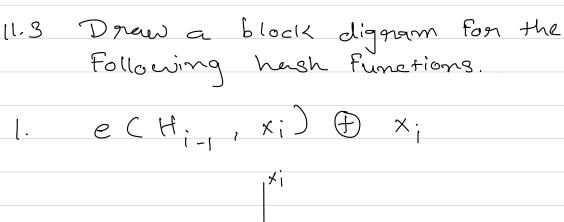
add hex-result as key with the

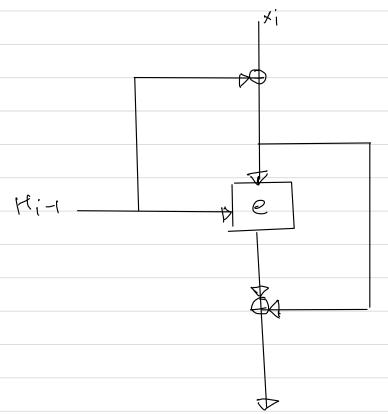
converted binary as the value.

increment input += |

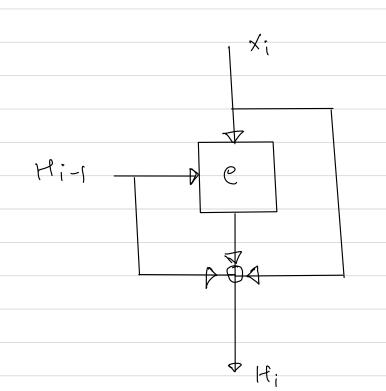
d)

Total time taken to find the collisions: 1.662555456161499 seconds

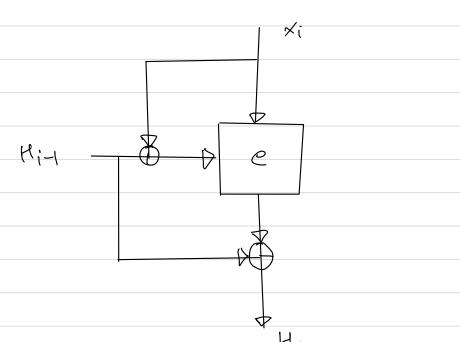




2. e(H; , xi (+) H; -1) (+) x; (+) H; -1



3. E(H;-1, xi) + x; + H;-1



4. E(x; PH;-1, x;) (+) Hi-1

