## Report:

Table 1: Performance of various techniques for collision resolution with two different hash functions.

	Hash1		Hash2	
	Number of	Average	Number of	Average
	collisions	probes	collisions	Probes
Chaining Method	4968.5	1046.1	4963.2	1047.1
Double Hashing	4332.3	1024.1	4148.2	1024.6
Custom Hashing	3950.6	1023.7	3984.4	1023.9

The hash functions used:

```
uint64_t hash1(string key, uint64_t mod = UINT64_MAX){
    uint64_t hash = 537;
    for(char c: key){
        hash = (((hash << 5) - hash) + c) mod;
    return hash;
}
uint64_t hash2(string key, uint64_t mod = UINT64_MAX){
    uint64 t hash = 0;
    for(char c: key){
        hash = ( (hash << 3) - hash + c ) mod;
    return hash;
}
uint64_t hash3(string key,uint64_t mod = UINT64_MAX){
    return 3-hash2(key)%3;
}
uint64_t hash4(string key,uint64_t mod = UINT64_MAX){
    return 5-hash1(key)%5;
```

## For Hash1,

- hash1(key) was used for separate chaining.
- hash1(key) was used as Hash(key) for double hashing and hash3(key) was used as auxHash(key).
- hash1(key) was used as Hash(key) for custom hashing and hash3(key) was used as auxHash(key). Values for  $C_1 = 2$  and  $C_2 = 3$ .

## For Hash2,

- hash2(key) was used for separate chaining.
- hash2(key) was used as Hash(key) for double hashing and hash4(key) was used as auxHash(key).
- hash2(key) was used as Hash(key) for custom hashing and hash4(key) was used as auxHash(key). Values for  $C_1 = 5$  and  $C_2 = 3$ .