

Next-Generation Technologies Assignment 1 – Hash functions

Code summary

- We create our hash function class where we initialise our res value which acts as our hash value.
- We use the if else statements to determine the input value, ensuring that we are given an appropriate value (must be 1-64 characters). If the input is valid we print out the hash code and the code looks for the hash collision else there's no input.
- The input is sent to the hash method, which determines whether it is a valid input.
- Once the has function determines that it is legitimate, filler is concatenated onto s before sIn is cut to 64 characters.
- The for loop in line 42 selects one of the four points in the hashA array, multiplies the corresponding position in the string by a random integer, and then adds the result to the array's number.
- The array's numbers are then each multiplied by 255.
- Each integer is added together, multiplied by 256, and then divided by the array's position.

Problem 2

```
Blue: Terminal Window - NextGenAssignment2Hash_gavinSkehan_21449824
Options
Use: CT255_HashFunction1 <Input>
input = Bamb0 : Hash = 1079524045
Start searching for collisions
Collision found with Password: SYGyypxLfw
Collision found with Password: N9BAIbZSIL
Collision found with Password: zNxtWXiteQ
Collision found with Password: DwMKIK45u2
Collision found with Password: ZMFcY0X2BR
Collision found with Password: 900oHgF5dB
Collision found with Password: Z7jHQ54rQ7
Collision found with Password: 2MQX0m8WMV
Collision found with Password: LqI34ErW5G
Collision found with Password: k9UCj087b1
```

Problem 2 code:

```
import java.security.SecureRandom;

/**
 *
```

```

* @author Gavin Skehan
*/
public class CT255_HashFunction1 {
    public static void main(String[] args) {
        int res = 0;

        if (args != null && args.length > 0) { // Check for <input> value
            res = hashF1(args[0]); // call hash function with <input>
            if (res < 0) { // Error
                System.out.println("Error: <input> must be 1 to 64 characters long.");
            }
            else {
                System.out.println("input = " + args[0] + " : Hash = " + res);
                System.out.println("Start searching for collisions");
                // Your code to look for a hash collision starts here!

                // characters the password generator can use
                String ALPHA_CAPS="ABCDEFGHIJKLMNOPQRSTUVWXYZ";
                String ALPHA="abcdefghijklmnopqrstuvwxyz";
                String NUMERIC = "0123456789";

                int i = 0;

                while(i<10){
                    String password = randomPassword(10, ALPHA_CAPS + ALPHA + NUMERIC);
                    // Call password with 10 characters long with the above character variables
                    int tempHash = hashF1(password); // hashing the password so we can compare
                    // it to the hash of the input
                    if(tempHash==res) { // check to see if the hash is the same

```

```

        System.out.printf("Collision found with Password: %s\n", password);
        // print collision
        i++;
    }

    }

}

else { // No <input>
    System.out.println("Use: CT255_HashFunction1 <Input>");
}
}

private static int hashF1(String s){
    int ret = -1, i;
    int[] hashA = new int[]{1, 1, 1, 1};

    String filler, sIn;

    filler = "ABCDEFGHIJKLMNOPQRSTUVWXYZ" = new
String("ABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGH
GH");

    if ((s.length() > 64) || (s.length() < 1)) { // String does not have required length
        ret = -1;
    }
    else {
        sIn = s + filler; // Add the characters
        sIn = sIn.substring(0, 64); // // Limits the string to first 64 characters
        for (i = 0; i < sIn.length(); i++){

```

```

        char byPos = sIn.charAt(i); // get i'th character

        hashA[0] += (byPos * 17);
        hashA[1] += (byPos * 31);
        hashA[2] += (byPos * 101);
        hashA[3] += (byPos * 79);
    }

    hashA[0] %= 255; // % is division with remainder (modulus)
    hashA[1] %= 255;
    hashA[2] %= 255;
    hashA[3] %= 255;

    ret = hashA[0] + (hashA[1] * 256) + (hashA[2] * 256 * 256) + (hashA[3] * 256 * 256 *
256);
    if (ret < 0) ret *= -1;
}
return ret;
}

private static String randomPassword(int len, String dic){ // random password generator
    SecureRandom random = new SecureRandom();
    String result = "";
    for(int i = 0; i < len; i++){
        int index = random.nextInt(dic.length()); // pick random number between the range
        result += dic.charAt(index); // Adds character at position of index
    }
    return result; // returns result to string password
}
}

```

Problem 3

A collision occurs when more than one value to be hashed by a particular hash function, hash to the same slot in the table or data structure (hash table) being generated by the hash function. We randomised the indexes which results in less collisions as the values hash to different slots in the table or data structure. i.e $i \% 4$

Options

Use: CT255_HashFunction1 <Input>
input = Bamb0 : Hash = 110064280
Start searching for collisions

```
import java.security.SecureRandom;

/**
 *
 * @author Gavin Skehan
 */
public class CT255_HashFunction1 {
    public static void main(String[] args) {
        int res = 0;

        if (args != null && args.length > 0) { // Check for <input> value
            res = hashF1(args[0]); // call hash function with <input>
            if (res < 0) { // Error
                System.out.println("Error: <input> must be 1 to 64 characters long.");
            }
        }
        else {
            System.out.println("input = " + args[0] + " : Hash = " + res);
            System.out.println("Start searching for collisions");

            // Your code to look for a hash collision starts here!
```

```

// characters the password generator can use
String ALPHA_CAPS="ABCDEFGHIJKLMNOPQRSTUVWXYZ";
String ALPHA="abcdefghijklmnopqrstuvwxyz";
String NUMERIC = "0123456789";

int i = 0;

while(i<10){
    String password = randomPassword(10, ALPHA_CAPS + ALPHA + NUMERIC);
    // Call password with 10 characters long with the above character variables
    int tempHash = hashF1(password); // hashing the password so we can compare
    // it to the hash of the input
    if(tempHash==res) { // check to see if the hash is the same
        System.out.printf("Collision found with Password: %s\n", password);
        // print collision
        i++;
    }

}

}

}

else { // No <input>
    System.out.println("Use: CT255_HashFunction1 <Input>");
}

}

}

private static int hashF1(String s){
    int ret = -1, i;

```

```

int[] hashA = new int[]{1, 1, 1, 1};

String filler, sIn;

    filler = new
String("ABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGHABCDEFGH");

    if ((s.length() > 64) || (s.length() < 1)) { // String does not have required length
        ret = -1;
    }
    else {
        sIn = s + filler; // Add characters
        sIn = sIn.substring(0, 64); // Limit string to first 64 characters
        for (i = 0; i < sIn.length(); i++){
            char byPos = sIn.charAt(i); // get i'th character
            hashA[i % 4] += (byPos * 17); // randomise so there are less collisions
            hashA[(i+1) % 4] += (byPos * 31);
            hashA[(i+2) % 4] += (byPos * 101);
            hashA[(i+3) % 4] += (byPos * 79);
        }

        hashA[0] %= 255; // % is division with remainder (modulus)
        hashA[1] %= 255;
        hashA[2] %= 255;
        hashA[3] %= 255;

        ret = hashA[0] + (hashA[1] * 256) + (hashA[2] * 256 * 256) + (hashA[3] * 256 * 256 *
256);
        if (ret < 0) ret *= -1;
    }
}

```

```
    }  
    return ret;  
}  
  
private static String randomPassword(int len, String dic){ // random password generator  
    SecureRandom random = new SecureRandom();  
  
    String result = "";  
    for(int i = 0; i < len; i++){ // repeats 10 times  
        int index = random.nextInt(dic.length()); // pick random number between the range  
        result += dic.charAt(index); // Adds character at position of index  
    }  
    return result; // returns result to string password  
}  
}
```