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This table contains the information about

the number of collisions and the number used for alpha.

|-----------------------------------------------------------------------------|

| Polynomial Hash Code |

|-----------------------------------------------------------------------------|

| Alpha Number | Total collisions | Max Collisons |

|-----------------------------------------------------------------------------|

| 30 | 3 | 1 |

|-----------------------------------------------------------------------------|

| 31 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 32 | 12,135 | 152 |

|-----------------------------------------------------------------------------|

| 33 | 1 | 1 |

|-----------------------------------------------------------------------------|

| 34 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 35 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 36 | 12 | 1 |

|-----------------------------------------------------------------------------|

| 37 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 38 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 39 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 40 | 765 | 14 |

|-----------------------------------------------------------------------------|

| 41 | 0 | 0 |

|-----------------------------------------------------------------------------|

| 42 | 1 | 1 |

|-----------------------------------------------------------------------------|

| 43 | 1 | 1 |

|-----------------------------------------------------------------------------|

| 44 | 4 | 1 |

|-----------------------------------------------------------------------------|

The following table contains data from the

running of madCompression method, and the number

used for the prime variable.

|-----------------------------------------------------------------------------|

| MAD Compression |

|-----------------------------------------------------------------------------|

| Prime Number | Total collisions | Max Collisons |

|-----------------------------------------------------------------------------|

| 45,413 | 16,811 | 7 |

|-----------------------------------------------------------------------------|

| 45,427 | 16,733 | 6 |

|-----------------------------------------------------------------------------|

| 45,433 | 16,754 | 6 |

|-----------------------------------------------------------------------------|

| 45,439 | 16,757 | 7 |

|-----------------------------------------------------------------------------|

| 45,481 | 16,737 | 7 |

|-----------------------------------------------------------------------------|

| 45,491 | 16,752 | 7 |

|-----------------------------------------------------------------------------|

| 45,497 | 16,662 | 6 |

|-----------------------------------------------------------------------------|

| 45,503 | 16,781 | 6 |

|-----------------------------------------------------------------------------|

| 45,523 | 16,656 | 7 |

|-----------------------------------------------------------------------------|

| 45,533 | 16,592 | 6 |

|-----------------------------------------------------------------------------|

| 45,541 | 16,758 | 7 |

|-----------------------------------------------------------------------------|

| 45,553 | 16,748 | 6 |

|-----------------------------------------------------------------------------|

| 45,569 | 16,811 | 6 |

|-----------------------------------------------------------------------------|

| 45,587 | 16,830 | 6 |

|-----------------------------------------------------------------------------|

| 45,599 | 16,785 | 8 |

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