

PROBLEM 1 (BAD HASH FUNCTIONS) Catherine (our grader) tried suggesting some alternative hash functions that should help with performance. The first one is $f_1(k) = 1$, which she claims is better since it is super fast.

(a) (2 points) Using f_1 turns the hash table into which known data structure?

(b) (2 points) The second one she suggested was

```
uint64_t string_hash(void *key) {  
    char *str = key;  
    uint64_t hash = 0;  
    int c;  
  
    while ((c = *str++))  
        hash = c + (hash << 6)  
  
    return hash;  
}
```

This one is a variation on the *sdbm*, but performs a single addition instead of three.

Given the string "information" construct an English word s such that $f_2(\text{"information"}) == f_2(s)$. Is there a simple way to construct a collision for any input?

(c) (2 points) Another way that Catherine is trying to help is by trying to make sure the hash function is truly random. Her proposal is $f_3(k) = \text{hash}(k)^r \text{ and } \text{int}(2 * *64)$. Why is this not a valid hash function?

PROBLEM 2 (TIMING COMPARISONS (4 POINTS)) Compare the running time of `groups` using a hash table and a binary search tree, how long does it take to group the largest input in each case?

Try:

```
/usr/bin/time ./groups -t tests/large.txt > /dev/null
```

```
/usr/bin/time ./groups -m tests/large.txt > /dev/null
```

There are primarily two parts in the `groups` program:

1. insert all lines into the dictionary, and
2. visit all key-value pairs in sorted order

Which implementation is better at accomplishing Step 1? Which implementation is better at Step 2?

PROBLEM 3 How many hours did you spend for this assignment?

PROBLEM 4 What is the most difficult aspect of this assignment, if any?

PROBLEM 5 Document your collaboration here.