

Re: Hashing

Source: <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2005-03/0088.html>

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"Chewy509" <chewy509.doesnt.like.spam@austarnet.com.au> écrit
news:38llj5F5j3cj9U1@individual.net:

> *Hi Everyone,*

>

> *I've been looking into several hashing algorithms, in particular for
> use in a compiler/assembler.*

I have also seen many, but none of them seemed to me to be definitively good. You can see the one i wrote for RosAsm (at the bottom of the [Assembler] TITLES, or take a search, for example, for "ChecksumTable"...).

I keep convinced that the envolved Algo is vey good, and there is little Tool for viewing the results under a graphical representation. It shows a square of Pixels, where each pixel, in the first square, represents one record, and the pixels drawing a red line at the bottom (second square down), represent the Linked records.

For a Try&See, i'd suggest you compile a CopyOfRosAsm, so that a big number of symbols could be represented.

This side-tool enabled me with testing the various Algos, the easy way: The better the Algo is, the more the pixels, in the firts square, look like a random repartition, and the lesser red lines, at the bottom. Rosasm Algo was, among all the ones i tested, the best.

The source of this implemenation is extreemly easy to read, and, i suppose, to port, and adapt.

The symbols lenght does not matter, at all, and has zero relationship with the collisions (has no effect on the number of Linked Records).

Betov.

alt.lang.asm: Re: Hashing

<<http://rosasm.org/>>