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Subject: Re: Map implementation

Posted by [mirek](#) on Tue, 09 Apr 2019 15:16:16 GMT

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You have accidentally succeeded in attack on used hash mechanism - what you see is result of hash collisions. This is sad and something to deal with, however this would be much harder to achieve with String and quite unlikely to happen with real (aka random) data.

Still it is something I am worried about and will fix properly in the next version. For now, try to replace

```
inline dword FoldHash(dword h)
{
    return h - 362437 * SwapEndian32(h);
}

inline int& HashBase::Maph(unsigned _hash) const
{
    unsigned h = _hash & ~UNSIGNED_HIBIT;
    return map[mask & FoldHash(h)];
}
```

(In future, I will make '362437' number random prime, which will likely make this kind of attack impossible).

Mirek

EDIT: Forgot the change in Map.h

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