

```

.B6.4:
movdqu xmm1, XMMWORD PTR [ecx]
movdqu xmm7, XMMWORD PTR [16+ecx+ebx]
movdqu xmm5, XMMWORD PTR [32+ecx]
movdqu xmm4, XMMWORD PTR [48+ecx]
movdqa xmm2, xmm1
pslldq xmm2, 5
psrldq xmm1, 123
por xmm2, xmm1
movdqu xmm1, XMMWORD PTR [ecx+ebx]
pxor xmm2, xmm1
movdqa xmm1, xmm7
pslldq xmm1, 5
pxor xmm6, xmm2
psrldq xmm7, 123
por xmm1, xmm7
movdqu xmm7, XMMWORD PTR [16+ecx]
pxor xmm1, xmm7
movdqa xmm7, xmm5
pslldq xmm7, 5
pxor xmm3, xmm1
psrldq xmm5, 123
por xmm7, xmm5
movdqu xmm5, XMMWORD PTR [32+ecx+ebx]
movdqu xmm1, XMMWORD PTR [64+ecx+ebx]
pxor xmm7, xmm5
movdqa xmm5, xmm4
pslldq xmm5, 5
pxor xmm0, xmm7
psrldq xmm4, 123
por xmm5, xmm4
movdqu xmm4, XMMWORD PTR [48+ecx+ebx]
movdqu xmm7, XMMWORD PTR [80+ecx]
movdqa xmm2, XMMWORD PTR [_2i10floatpacket.88]
pxor xmm5, xmm4
pmulld xmm6, xmm2
pxor xmm6, xmm5
movdqa xmm5, xmm1
pslldq xmm5, 5
psrldq xmm1, 123
por xmm5, xmm1
movdqa xmm1, xmm7
pslldq xmm1, 5
psrldq xmm7, 123
movdqu xmm4, XMMWORD PTR [64+ecx]
por xmm1, xmm7
pxor xmm5, xmm4
movdqu xmm7, XMMWORD PTR [80+ecx+ebx]
pmulld xmm3, xmm2
pxor xmm1, xmm7
pmulld xmm3, xmm5
pxor xmm0, xmm1
add ecx, 96
pmulld xmm6, xmm2
dec edx
pmulld xmm3, xmm2
pmulld xmm0, xmm2
jne .B6.4

```

```

.B6.10:
mov edx, DWORD PTR [esp]
mov ebx, DWORD PTR [ecx]
rol ebx, 5
xor ebx, DWORD PTR [ecx+edx]
xor esi, ebx
mov ebx, DWORD PTR [4+ecx+edx]
rol ebx, 5
xor ebx, DWORD PTR [4+ecx]
xor eax, ebx
mov ebx, DWORD PTR [8+ecx]
rol ebx, 5
xor ebx, DWORD PTR [8+ecx+edx]
ecx, 12
xor edi, ebx
imul esi, esi, 709607
imul eax, eax, 709607
imul edi, edi, 709607
dec DWORD PTR [4+esp]
jne .B6.10

/FNV1A_penumbra main loop 192- keys, 32bit/

```

/FNV1A_penumbra main loop 192[+] keys, 32bit/

FAST!

Simplificator / Dumbdownificator

On Intel T7500 2,2GHz 16KB (L1
cached) block hashed at **11,262MB/s**
(11,262*1024*1024)/2,200,000,000=**5.3B/c**

www.sanmayce.com/Fastest_Hash/index.html#PENUMBRA

penumbra ~ technical: an area of slight darkness /LDOCE definition/

HERITAGE definition:

1. A partial shadow, as in an eclipse, between regions of complete shadow and complete illumination.
2. The grayish outer part of a sunspot.
3. An area in which something exists to a lesser or uncertain degree.
4. An outlying surrounding region; a periphery.

Yoshimitsu TRIADiiXMMx2



[illegible]

[illegible]

```

e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
e3d1c3e4f6d5b6a4c5e6f4d3b2c4e5f3d4f5d6b5a3b1d2f1h2g4h6g8e7c8a7c6d8b7a5b3a1c2e1g2h4g6h8f7g5h7f8d7b8a6b4a2c1e2g1h3f2h1g3h5g7e8c7a8
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,134,217,729; 000,000,001 x MAXcollisionsAtSomeSlots = 000,012; HASHfreeSLOTS = 0,050,530,128
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,134,217,729; 000,000,004 x MAXcollisionsAtSomeSlots = 000,011; HASHfreeSLOTS = 0,049,561,215
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,268,435,457; 000,000,003 x MAXcollisionsAtSomeSlots = 000,015; HASHfreeSLOTS = 0,019,089,321
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,268,435,457; 000,000,004 x MAXcollisionsAtSomeSlots = 000,014; HASHfreeSLOTS = 0,018,307,048
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,402,653,185; 000,000,001 x MAXcollisionsAtSomeSlots = 000,019; HASHfreeSLOTS = 0,007,194,504
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,402,653,185; 000,000,008 x MAXcollisionsAtSomeSlots = 000,017; HASHfreeSLOTS = 0,006,762,415
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,536,870,913; 000,000,002 x MAXcollisionsAtSomeSlots = 000,021; HASHfreeSLOTS = 0,002,708,588
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,536,870,913; 000,000,002 x MAXcollisionsAtSomeSlots = 000,020; HASHfreeSLOTS = 0,002,496,170
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,671,088,641; 000,000,002 x MAXcollisionsAtSomeSlots = 000,023; HASHfreeSLOTS = 0,001,022,485
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,671,088,641; 000,000,002 x MAXcollisionsAtSomeSlots = 000,023; HASHfreeSLOTS = 0,002,232,884
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,805,306,369; 000,000,001 x MAXcollisionsAtSomeSlots = 000,025; HASHfreeSLOTS = 0,000,385,342
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,805,306,369; 000,000,002 x MAXcollisionsAtSomeSlots = 000,026; HASHfreeSLOTS = 0,000,339,990
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,000,939,524,097; 000,000,001 x MAXcollisionsAtSomeSlots = 000,028; HASHfreeSLOTS = 0,000,145,022
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,000,939,524,097; 000,000,002 x MAXcollisionsAtSomeSlots = 000,028; HASHfreeSLOTS = 0,000,126,260
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,073,741,825; 000,000,002 x MAXcollisionsAtSomeSlots = 000,030; HASHfreeSLOTS = 0,000,054,694
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,073,741,825; 000,000,002 x MAXcollisionsAtSomeSlots = 000,030; HASHfreeSLOTS = 0,000,046,780
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,207,959,553; 000,000,001 x MAXcollisionsAtSomeSlots = 000,033; HASHfreeSLOTS = 0,000,020,600
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,207,959,553; 000,000,002 x MAXcollisionsAtSomeSlots = 000,030; HASHfreeSLOTS = 0,000,017,200
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,342,177,281; 000,000,003 x MAXcollisionsAtSomeSlots = 000,033; HASHfreeSLOTS = 0,000,007,850
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,342,177,281; 000,000,002 x MAXcollisionsAtSomeSlots = 000,033; HASHfreeSLOTS = 0,000,006,284
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,476,395,009; 000,000,001 x MAXcollisionsAtSomeSlots = 000,036; HASHfreeSLOTS = 0,000,002,943
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,476,395,009; 000,000,002 x MAXcollisionsAtSomeSlots = 000,034; HASHfreeSLOTS = 0,000,002,338
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,610,612,737; 000,000,003 x MAXcollisionsAtSomeSlots = 000,037; HASHfreeSLOTS = 0,000,001,099
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,610,612,737; 000,000,006 x MAXcollisionsAtSomeSlots = 000,035; HASHfreeSLOTS = 0,000,000,834
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,744,830,465; 000,000,001 x MAXcollisionsAtSomeSlots = 000,040; HASHfreeSLOTS = 0,000,000,413
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,744,830,465; 000,000,002 x MAXcollisionsAtSomeSlots = 000,038; HASHfreeSLOTS = 0,000,000,304
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,001,879,048,193; 000,000,004 x MAXcollisionsAtSomeSlots = 000,040; HASHfreeSLOTS = 0,000,000,155
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,001,879,048,193; 000,000,004 x MAXcollisionsAtSomeSlots = 000,040; HASHfreeSLOTS = 0,000,000,124
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,002,013,265,921; 000,000,001 x MAXcollisionsAtSomeSlots = 000,043; HASHfreeSLOTS = 0,000,000,054
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,002,013,265,921; 000,000,006 x MAXcollisionsAtSomeSlots = 000,041; HASHfreeSLOTS = 0,000,000,046
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,002,147,483,649; 000,000,001 x MAXcollisionsAtSomeSlots = 000,045; HASHfreeSLOTS = 0,000,000,019
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,002,147,483,649; 000,000,004 x MAXcollisionsAtSomeSlots = 000,043; HASHfreeSLOTS = 0,000,000,008
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,002,281,701,377; 000,000,001 x MAXcollisionsAtSomeSlots = 000,047; HASHfreeSLOTS = 0,000,000,007
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,002,281,701,377; 000,000,002 x MAXcollisionsAtSomeSlots = 000,045; HASHfreeSLOTS = 0,000,000,002
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,002,415,919,105; 000,000,001 x MAXcollisionsAtSomeSlots = 000,049; HASHfreeSLOTS = 0,000,000,002
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,002,415,919,105; 000,000,002 x MAXcollisionsAtSomeSlots = 000,047; HASHfreeSLOTS = 0,000,000,000
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,002,550,136,833; 000,000,001 x MAXcollisionsAtSomeSlots = 000,050; HASHfreeSLOTS = 0,000,000,001
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,002,550,136,833; 000,000,002 x MAXcollisionsAtSomeSlots = 000,048; HASHfreeSLOTS = 0,000,000,000
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,002,684,354,561; 000,000,007 x MAXcollisionsAtSomeSlots = 000,050; HASHfreeSLOTS = 0,000,000,000
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,002,684,354,561; 000,000,002 x MAXcollisionsAtSomeSlots = 000,050; HASHfreeSLOTS = 0,000,000,000
...
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,134,217,728,001; 000,000,001 x MAXcollisionsAtSomeSlots = 001,207; HASHfreeSLOTS = 0,000,000,000
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,134,217,728,001; 000,000,002 x MAXcollisionsAtSomeSlots = 001,188; HASHfreeSLOTS = 0,000,000,000
...
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 0,268,435,456,001; 000,000,001 x MAXcollisionsAtSomeSlots = 002,264; HASHfreeSLOTS = 0,000,000,000
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 0,268,435,456,001; 000,000,004 x MAXcollisionsAtSomeSlots = 002,242; HASHfreeSLOTS = 0,000,000,000
...
FNV1A_YoshimitsuTRIADii: KT_DumpCounter = 1,000,056,291,329; 000,000,001 x MAXcollisionsAtSomeSlots = 007,930; HASHfreeSLOTS = 0,000,000,000
CRC32 0x8f6E37A0, iSCSI: KT_DumpCounter = 1,000,056,291,329; 000,000,002 x MAXcollisionsAtSomeSlots = 007,910; HASHfreeSLOTS = 0,000,000,000
...

```

Note: One fourth of 'TRISMUS' torture completed says that for 1000:1/2000:1 i.e. keys:slots CRC32 iSCSI disperses better by 19/22 collisions than FNV1A_YoshimitsuTRIADii.

So, 'TRISMUS' says:

For 1,000,056,291,329:134,217,727 = 7,451:1 ratio the DFTID (deviation-from-the-ideal-dispersion) is:

DFTID = (MAX_depthness-(NumberOfkeys+1)/Slots) / ((NumberOfkeys+1)/Slots) * 100%

or

FNV1A_YoshimitsuTRIADii's DFTID = (7,930-7,451)/7,451*100% = **6.4%**

```

// FNV1A_YoshimitsuTRIADixMMx2 (revision 2 of FNV1A_YoshimitsuTRIADixMM, just unrolled once) aka FNV1A_penumbra, copyleft 2013-Jun-15 Kaze.
// PENUMBRA: Any partial shade or shadow round a thing; a surrounding area of uncertain extent (lit. & fig.). [mod. Latin, from Latin paene almost +
umbra shadow.]
//
// Hoy en mi ventana brilla el sol / The sun shines through my window today
// Y el corazón se pone triste contemplando la ciudad / And my heart feels sad while contemplating the city
// Porque te vas / Because you are leaving
// Como cada noche desperté pensando en ti / Just like every night, I woke up thinking of you
// Y en mi reloj todas las horas vi pasar / And I saw as all the hours passed by in my clock
// Porque te vas / Because you are leaving
// Todas las promesas de mi amor se irán contigo / All my love promises will be gone with you
// Me olvidarás, me olvidarás / You will forget me, you will forget me
// Junto a la estación lloraré igual que un niño / Next to the station I will cry like a child
// Porque te vas, porque te vas / Because you are leaving, because you are leaving
// Bajo la penumbra de un farol se dormirán / Under the shadow of a street lamp they will sleep
// Todas las cosas que quedaron por decir se dormirán / All the things left unsaid will sleep there
// Junto a las manillas de un reloj esperarán / They will wait next to a clock's hands
// Todas las horas que quedaron por vivir esperarán / They will wait for all those hours that we had yet to live
// /J[e]anette - 'Porque te vas' lyrics/
//
// Many dependencies, many mini-goals, many restrictions... Blah-blah-blah...
// Yet in my amateurish view the NIFTIEST HT lookups function emerged, it is FNV1A_YoshimitsuTRIADix.
// Main feature: general purpose HT lookups function targeted as 32bit code and 32bit stamp, superfast for 'any length' keys, especially useful for text
messages.
//
#include <emmintrin.h> //SSE2
#include <smmmintrin.h> //SSE4.1
#include <immintrin.h> //AVX
#define xmmload(p) _mm_load_si128((__m128i const*)(p))
#define xmmloadu(p) _mm_loadu_si128((__m128i const*)(p))
#define _rotl_KAZE128(x, n) _mm_or_si128(_mm_slli_si128(x, n), _mm_srli_si128(x, 128-n))
#define _rotl_KAZE32(x, n) (((x) << (n)) | ((x) >> (32-(n))))
#define XMM_KAZE_SSE2
// For better mixing the above 'define' should be commented while the next one uncommented!
// #define XMM_KAZE_SSE4
uint32_t FNV1A_penumbra(const char *str, uint32_t wrdlen)
{
    const uint32_t PRIME = 709607;
    uint32_t hash32 = 2166136261;
    uint32_t hash32B = 2166136261;
    uint32_t hash32C = 2166136261;
    const char *p = str;
    uint32_t Loop_Counter;
    uint32_t Second_Line_Offset;

    #if defined(XMM_KAZE_SSE2) || defined(XMM_KAZE_SSE4) || defined(XMM_KAZE_AVX)
        __m128i xmm0; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm1; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm2; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm3; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm4; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm5; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm0nd; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm1nd; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm2nd; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm3nd; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm4nd; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i xmm5nd; // Defined for clarity: No need of defining it, the compiler sees well and uses no intermediate.
        __m128i hash32xmm = _mm_set1_epi32(2166136261);
        __m128i hash32Bxmm = _mm_set1_epi32(2166136261);
        __m128i hash32Cxmm = _mm_set1_epi32(2166136261);
        __m128i PRIMExmm = _mm_set1_epi32(709607);
    #endif

    #if defined(XMM_KAZE_SSE2) || defined(XMM_KAZE_SSE4) || defined(XMM_KAZE_AVX)
        if (wrdlen >= 2*4*24) { // Actually 2*4*24 is the minimum and not useful, 200++ makes more sense.
            Loop_Counter = (wrdlen/(2*4*24));
            Loop_Counter++;
            Second_Line_Offset = wrdlen-(Loop_Counter)*(2*4*3*4);
            for(; Loop_Counter; Loop_Counter--, p += 2*4*3*sizeof(uint32_t)) {
                xmm0 = xmmloadu(p+0*16);
                xmm1 = xmmloadu(p+0*16+Second_Line_Offset);
                xmm2 = xmmloadu(p+1*16);
                xmm3 = xmmloadu(p+1*16+Second_Line_Offset);
                xmm4 = xmmloadu(p+2*16);
                xmm5 = xmmloadu(p+2*16+Second_Line_Offset);
                xmm0nd = xmmloadu(p+3*16);
                xmm1nd = xmmloadu(p+3*16+Second_Line_Offset);
                xmm2nd = xmmloadu(p+4*16);
                xmm3nd = xmmloadu(p+4*16+Second_Line_Offset);
                xmm4nd = xmmloadu(p+5*16);
                xmm5nd = xmmloadu(p+5*16+Second_Line_Offset);
                #if defined(XMM_KAZE_SSE2)
                    hash32xmm = _mm_mullo_epi16(_mm_xor_si128(hash32xmm, _mm_xor_si128(_rotl_KAZE128(xmm0,5), xmm1)), PRIMExmm);
                    hash32Bxmm = _mm_mullo_epi16(_mm_xor_si128(hash32Bxmm, _mm_xor_si128(_rotl_KAZE128(xmm3,5), xmm2)), PRIMExmm);
                    hash32Cxmm = _mm_mullo_epi16(_mm_xor_si128(hash32Cxmm, _mm_xor_si128(_rotl_KAZE128(xmm4,5), xmm5)), PRIMExmm);
                    hash32xmm = _mm_mullo_epi16(_mm_xor_si128(hash32xmm, _mm_xor_si128(_rotl_KAZE128(xmm0nd,5), xmm1nd)), PRIMExmm);
                    hash32Bxmm = _mm_mullo_epi16(_mm_xor_si128(hash32Bxmm, _mm_xor_si128(_rotl_KAZE128(xmm3nd,5), xmm2nd)), PRIMExmm);
                    hash32Cxmm = _mm_mullo_epi16(_mm_xor_si128(hash32Cxmm, _mm_xor_si128(_rotl_KAZE128(xmm4nd,5), xmm5nd)), PRIMExmm);
                #endif
            }
        }
    #endif
}

```

```

#else
    hash32xmm = _mm_mullo_epi32(_mm_xor_si128(hash32xmm, _mm_xor_si128(_rotl_KAZE128(xmm0,5), xmm1)), PRIMExmm);
    hash32Bxmm = _mm_mullo_epi32(_mm_xor_si128(hash32Bxmm, _mm_xor_si128(_rotl_KAZE128(xmm3,5), xmm2)), PRIMExmm);
    hash32Cxmm = _mm_mullo_epi32(_mm_xor_si128(hash32Cxmm, _mm_xor_si128(_rotl_KAZE128(xmm4,5), xmm5)), PRIMExmm);
    hash32xmm = _mm_mullo_epi32(_mm_xor_si128(hash32xmm, _mm_xor_si128(_rotl_KAZE128(xmm0nd,5), xmm1nd)), PRIMExmm);
    hash32Bxmm = _mm_mullo_epi32(_mm_xor_si128(hash32Bxmm, _mm_xor_si128(_rotl_KAZE128(xmm3nd,5), xmm2nd)), PRIMExmm);
    hash32Cxmm = _mm_mullo_epi32(_mm_xor_si128(hash32Cxmm, _mm_xor_si128(_rotl_KAZE128(xmm4nd,5), xmm5nd)), PRIMExmm);
#endif
}
#endif
#if defined(XMM_KAZE_SSE2)
    hash32xmm = _mm_mullo_epi16(_mm_xor_si128(hash32xmm, hash32Bxmm), PRIMExmm);
    hash32xmm = _mm_mullo_epi16(_mm_xor_si128(hash32xmm, hash32Cxmm), PRIMExmm);
#else
    hash32xmm = _mm_mullo_epi32(_mm_xor_si128(hash32xmm, hash32Bxmm), PRIMExmm);
    hash32xmm = _mm_mullo_epi32(_mm_xor_si128(hash32xmm, hash32Cxmm), PRIMExmm);
#endif
hash32 = (hash32 ^ hash32xmm.m128i_u32[0]) * PRIME;
hash32B = (hash32B ^ hash32xmm.m128i_u32[3]) * PRIME;
hash32 = (hash32 ^ hash32xmm.m128i_u32[1]) * PRIME;
hash32B = (hash32B ^ hash32xmm.m128i_u32[2]) * PRIME;
} else if (wrklen >= 24)
#else
if (wrklen >= 24)
#endif
{
    Loop_Counter = (wrklen/24);
    Loop_Counter++;
    Second_Line_Offset = wrklen-(Loop_Counter)*(3*4);
    for(;; Loop_Counter; Loop_Counter--, p += 3*sizeof(uint32_t)) {
        hash32 = (hash32 ^ (_rotl_KAZE32(*(uint32_t *) (p+0),5) ^ *(uint32_t *) (p+0+Second_Line_Offset))) * PRIME;
        hash32B = (hash32B ^ (_rotl_KAZE32(*(uint32_t *) (p+4+Second_Line_Offset),5) ^ *(uint32_t *) (p+4))) * PRIME;
        hash32C = (hash32C ^ (_rotl_KAZE32(*(uint32_t *) (p+8),5) ^ *(uint32_t *) (p+8+Second_Line_Offset))) * PRIME;
    }
    hash32 = (hash32 ^ _rotl_KAZE32(hash32C,5)) * PRIME;
} else {
    // 1111=15; 10111=23
    if (wrklen & 4*sizeof(uint32_t)) {
        hash32 = (hash32 ^ (_rotl_KAZE32(*(uint32_t *) (p+0),5) ^ *(uint32_t *) (p+4))) * PRIME;
        hash32B = (hash32B ^ (_rotl_KAZE32(*(uint32_t *) (p+8),5) ^ *(uint32_t *) (p+12))) * PRIME;
        p += 8*sizeof(uint16_t);
    }
    // Cases: 0,1,2,3,4,5,6,7,...,15
    if (wrklen & 2*sizeof(uint32_t)) {
        hash32 = (hash32 ^ *(uint32_t *) (p+0)) * PRIME;
        hash32B = (hash32B ^ *(uint32_t *) (p+4)) * PRIME;
        p += 4*sizeof(uint16_t);
    }
    // Cases: 0,1,2,3,4,5,6,7
    if (wrklen & sizeof(uint32_t)) {
        hash32 = (hash32 ^ *(uint16_t *) (p+0)) * PRIME;
        hash32B = (hash32B ^ *(uint16_t *) (p+2)) * PRIME;
        p += 2*sizeof(uint16_t);
    }
    if (wrklen & sizeof(uint16_t)) {
        hash32 = (hash32 ^ *(uint16_t *) p) * PRIME;
        p += sizeof(uint16_t);
    }
    if (wrklen & 1)
        hash32 = (hash32 ^ *p) * PRIME;
}
hash32 = (hash32 ^ _rotl_KAZE32(hash32B,5)) * PRIME;
return hash32 ^ (hash32 >> 16);
}

```