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Subject: Re: alternative to array of linked list  
Posted by [Lance](#) on Sun, 01 May 2016 23:55:36 GMT  
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Linked list may not be a good option for this application.

In general, you will be happy with  $O(\log N)$  insert, delete, search time complexity. `std::set`, `set::map`, `std::unordered_set`, `set::unordered_map`, or `u++ VectorMap` should all be good candidate. Maybe even `Upp::InVector` (I am not sure though). If class `Particle` is of considerable size, you can put them in either a `Upp::Vector` or a `std::vector`, and actually put its index in the vector in cell's particles container.

experiment with `std::set`, `set::unordered_set`, `Upp::VectorMap` etc, see which offer best performance for your application.

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