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Subject: Re: Map implementation

Posted by [Novo](#) on Wed, 27 Mar 2019 02:33:31 GMT

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cbpporter wrote on Thu, 21 March 2019 11:32

Or are you aware of some other easy to learn and re-implement version of hash maps out there that will also perform more than adequately?

Useful links:

[https://en.wikipedia.org/wiki/Open\\_addressing](https://en.wikipedia.org/wiki/Open_addressing)

<https://probablydance.com/2017/02/26/i-wrote-the-fastest-hashtable/>

[http://www.idryman.org/blog/2017/05/03/writing-a-damn-fast-h](http://www.idryman.org/blog/2017/05/03/writing-a-damn-fast-hash-table-with-tiny-memory-footprints/)

[ash-table-with-tiny-memory-footprints/](http://www.idryman.org/blog/2017/05/03/writing-a-damn-fast-hash-table-with-tiny-memory-footprints/)

<https://aras-p.info/blog/2016/08/02/Hash-Functions-all-the-way-down/>

<https://preshing.com/20160201/new-concurrent-hash-maps-for-cpp/>

<http://szelei.me/constexpr-murmurhash/>

<https://opensource.googleblog.com/2014/03/introducing-farmhash.html>

Hope this helps. :)

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