Subject: Re: Map implementation
Posted by Novo on Tue, 02 Apr 2019 15:48:08 GMT

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cbpporter wrote on Tue, 02 April 2019 08:13
There is a lot to go through...
This is actually not that hard. All aspects of the hash table design are very well described in "I Wrote The Fastest Hashtable". You just need to choose your design. The easiest way to start with is "Powers of Two", linear probing, internal chaining. "internal chaining" means that you explicitly store a pointer to the next element in a chain, and "linear probing" means that you are using linear memory scan to find first available slot.

Ideally, your hash table should be completely policy-based, so you can easily replace linear probing with quadratic probing, for example.

It is not hard to implement a table having one fixed design. What is really hard is to make it completely policy-based.