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Data structures & algorithms

Compared to other search techniques hash tables are fast at locating nodes, but their overhead can be very high. The ability to compute an index into the primary storage area from the given key is what gives hashing access algorithms their speed. The mapping of two keys into the same index is a collision, collision algorithms reduce the speed of access but resolve the problems of collisions. Perfect hashing algorithms map every key to unique storage area index to prevent collision. Perfect hashing memory requirements are much higher than direct hashing.