

Advanced data structures for searching – additional material

These links may give you the context and perspective of learned materials so far. They may also give you inspiration for the “*Algorithmic study in blockchain gaming*”.

General

[Latency numbers every programmer should know](#)

[Multilevel cache organization](#)

[Cache-oblivious algorithms](#) [extra](#)

In-memory searching

[2-3-4 trees \(B-trees of order 4\) are isomorphic to RB trees](#)

RB tree in C++ [std::set](#) [std::map](#) (among others)

RB tree in Java [TreeSet](#) [TreeMap](#)

[RB tree in k-means](#)

[RB tree in linux CPU process scheduling](#)

[Comparison AVL vs RB](#)

Databases – algorithmic zoo

[Database internals](#)

[LSM tree for write-intense DB](#)

Blockchain

[Blockchain data query issue](#)

[Blockchain vs relational database](#)

[The Graph querying protocol](#)

[Ora – searching Solana on-chain data](#)

[Blockchain indexing](#)

[Novel blockchain index structure based on subchain query](#)

Hardware

[How does solid state drive work?](#)

FYI

[B-tree as the default index method implementation](#) (default in MySQL, as well)

[LSM-tree as storage structure in Apache Cassandra](#)