Most efficient hash table: (only works for numerical hashes)

Have a hash function (from [here](http://www.cse.yorku.ca/~oz/hash.html)?).

For any collisions, create a binary tree. (ie whenever a new spot is accessed, a binary tree is created with the root node being the number. If the hash function creates a collision, use the [AVL implementation](http://interactivepython.org/runestone/static/pythonds/Trees/AVLTreeImplementation.html) to balance the tree)