Hash tree (persistent data structure)

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In computer science, a **hash tree** (or **hash trie**) is a persistent data structure that can be used to implement sets and maps, intended to replace hash tables in purely functional programming. In its basic form, a hash tree stores the hashes of its keys, regarded as strings of bits, in a trie, with the actual keys and (optional) values stored at the trie's "final" nodes.[1]

Hash array mapped tries and Ctries are refined versions of this data structure, using particular type of trie implementations.[1]

References   [edit]

1. ^ a b Phil Bagwell (2000). Ideal Hash Trees 📄 (PDF) (Report). Infoscience Department, École Polytechnique Fédérale de Lausanne.

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