



avl.tree vs map in Gno

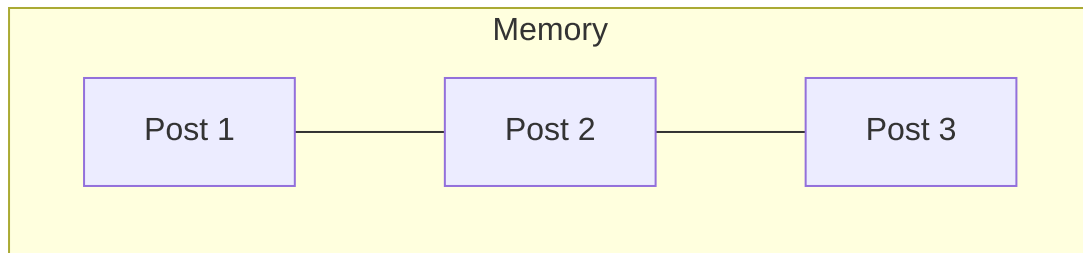
Why `map` is not suitable for efficient dynamic on-chain storage

How Gno's `avl.Tree` powers an efficient alternative

Let's say we have a blog

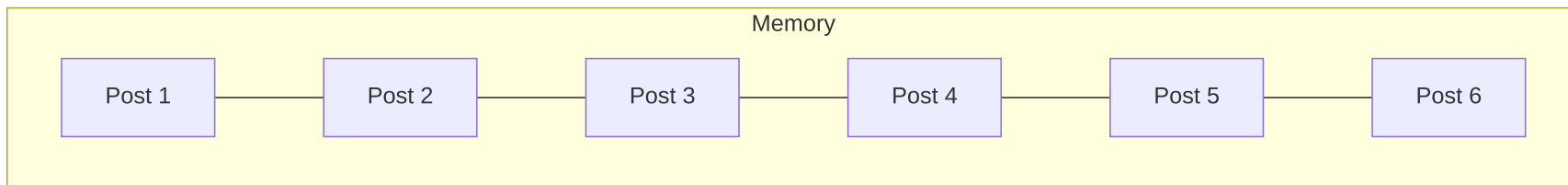


Use Case: Blog Posts with `map`





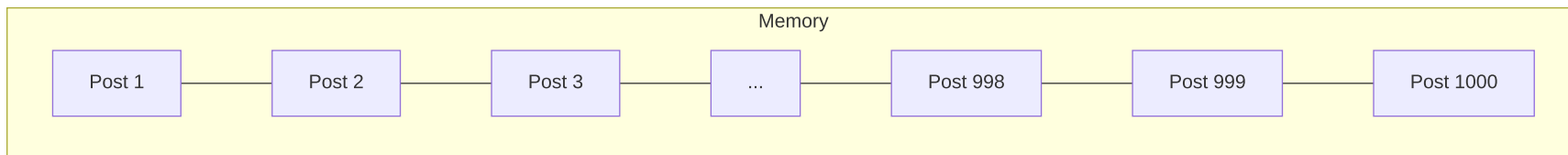
Use Case: Blog Posts with `map`



⚠ More memory usage = More gas usage !



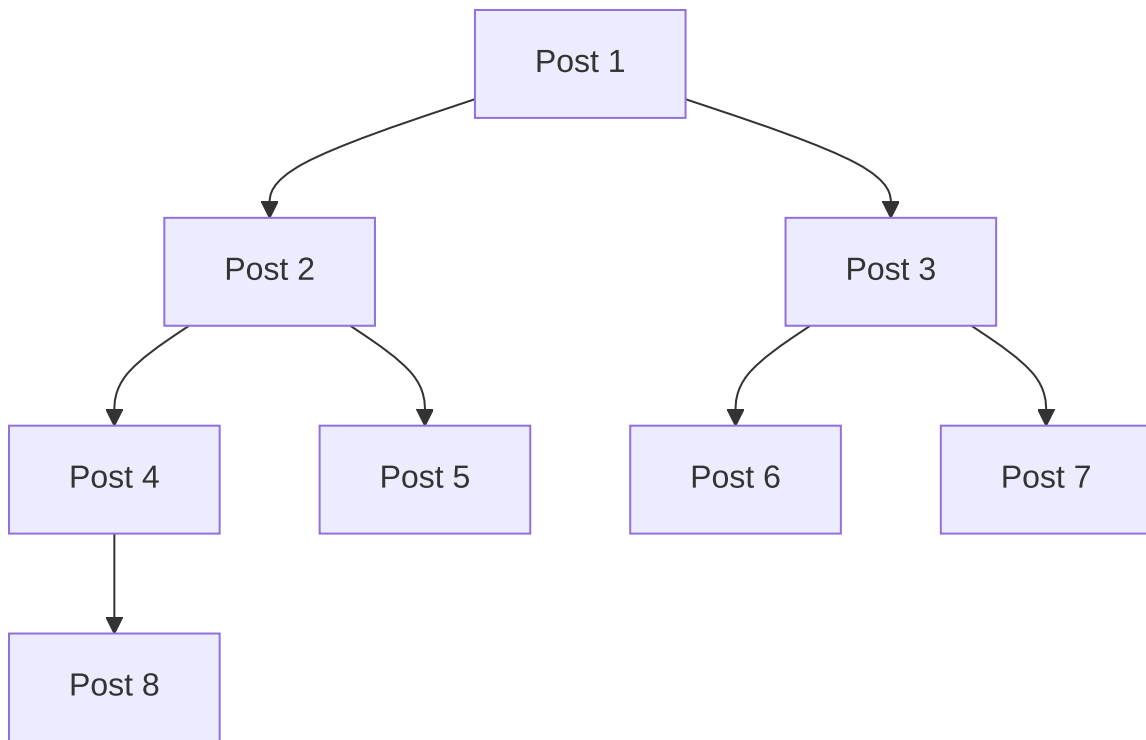
Use Case: Blog Posts with `map`



Unlimited gas usage

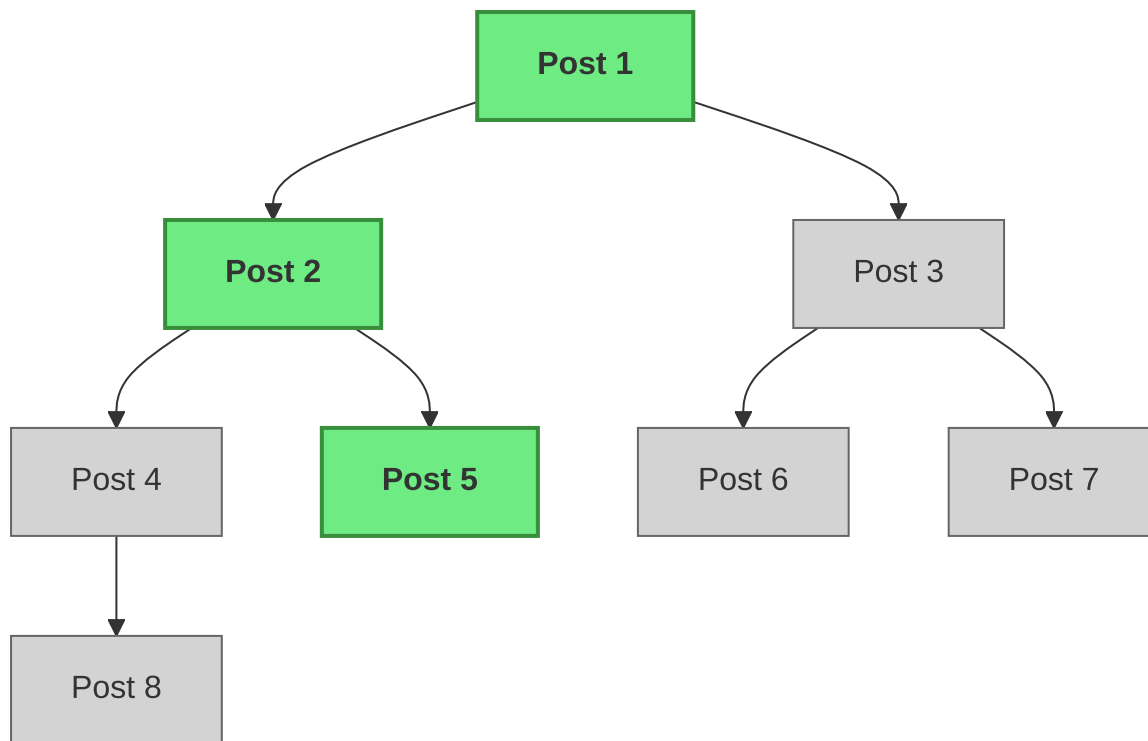


Use Case: Blog Posts with `avl.tree`



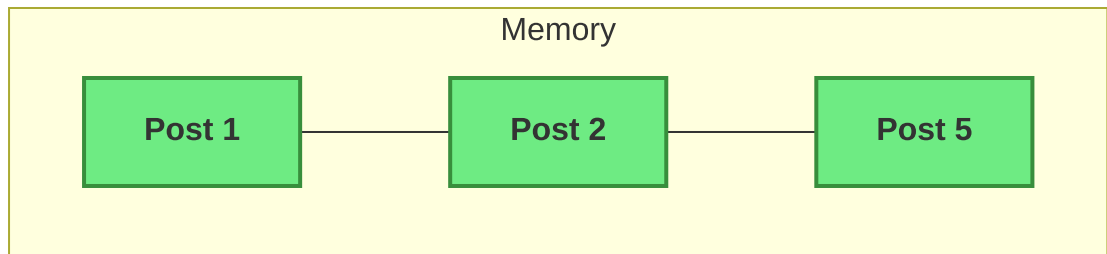


Use Case: Blog Posts with `avl.tree`





Use Case: Blog Posts with `avl.tree`





Maps

In-memory key/value structure



Pros

- Good for small, fixed-size data
- Simple syntax



Cons

- Not scalable: All data is kept in memory

```
var data = make(map[string]string)
data["key"] = "value"
```



AVL Trees

Self-balancing binary search tree



Pros

- Efficient memory usage
- Suitable for large datasets



Cons

- $O(\log n)$ access times

```
import "gno.land/p/demo/avl"

var tree avl.Tree
tree.Set("key", "value")
value := tree.Get("key")
```





Comparison: `Map` vs `avl.Tree`

Operation	Map (Small Data)	AVL Tree (Large Data)
Lookup	$O(1)$	$O(\log n)$
Insert	$O(1)$	$O(\log n)$
Delete	$O(1)$	$O(\log n)$
Scalability	Poor	Excellent



When to Use What?

-  **Use Maps when:**
 - Working with small constant datasets
-  **Use AVL Trees when:**
 - Dealing with dynamic datasets
 - Scalability and efficiency are required



Further Reading

- [Why use AVL Trees in Gno](#)
- [Gno AVL Tree Documentation](#)
- [Effective Gno](#)