

Re: Search Algorithm

Source: <http://linux.derkeiler.com/Mailing-Lists/Debian/2004-11/1715.html>

From: Sergio Basurto Juarez (*sbasurtoj_at_yahoo.com*)

Date: 11/15/04

Date: Mon, 15 Nov 2004 14:37:35 -0800 (PST)

To: debian-user@lists.debian.org

----- Eric Gaumer <gaumerel@ecs.fullerton.edu> wrote:

> On Mon, 2004-11-15 at 12:09 -0800, Sergio Basurto
> Juarez wrote:
> > First of all thanks for the note, I think I will
> use a
> > Hashing Table as some one suggest here, becuae in
> > this case seems to be more suitable for the
> problem,
> > why am so worry about speed, is becuae is a web
> > application in php, and it takes to long with the
> > binarysearch algorithm, nevertheless I am testing
> the
> > same with Hashing Tables and it suits to what I am
> > looking in time consuming.
> >
> > Also I was wondering if there were some magic
> equation
> > that do the trick without hashing tables, but I
> think
> > the time that will take me to find some one is too
> > much so I will use hashing tables meanwhile.
> >
> > Thanks again.
>
> The binary search is $O(\log n)$ which is quite fast. It
> reduces your
> problem by half on each iteration (divide and
> conquer). The problem is
> the sort. You haven't really specified enough about
> the problem to
> helpful. If you need fast search times then why use
> an array? You should
> be using some tree structure if you really want
> efficient search times.
> Obviously a good hash is going to be $O(1)$ depending

Debian–User: Re: Search Algorithm

- > *on your collision*
- > *handling.*
- >
- > *In this case I would suggest a different language.*
- > *It's not the*