

Re: BSD license compatible hash algorithm?

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/hackers/2007-12/msg00215.html>

- *From:* Brooks Davis <brooks@xxxxxxxxxxx>
 - *Date:* Thu, 27 Dec 2007 18:37:16 -0600
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On Thu, Dec 27, 2007 at 04:30:40PM -0800, Garrett Cooper wrote:

Hi all,

Just wondering if anyone knew of a good BSD license compatible key-based hash placement / retrieval algorithm that was available anywhere.

I'm looking for a reliable way to lookup objects to see if a given action would be performed in my revised `pkg_install(1)`, to thus efficiently pre-plan out the installation dependencies and fully utilize multiprocessing capabilities of contemporary machines / eliminate duplicate dependency install requirements.

I know I can use tree structures or `hash(3)`, but I want to avoid trees (inefficient with large data sets of course) and I was looking for a non-BDB based solution (for right now, with this given structure as I don't want to write everything to disk). Later on it might be a good idea to cache the results using BDB on disk, but for now I was just wondering if there were any non-BDB based hashing solutions that anyone knew of.

We imported `hash(9)` from Open/NetBSD recently. It may do what you want.

-- Brooks

Attachment: [pgpNiwZivNzAo.pgp](#)

Description: PGP signature