

---

### Question

[Alexander Brown](#) · Feb 6, 2017

## Lookup Time Complexity of a Global

If I were trying to access an index of a global variable, what time complexity would this operation have? My understanding of languages like Java/C++ is that arrays are stored as blocks of memory so that `x[15]` would have a lookup time complexity of  $O(1)$  because it just goes to (address of the array + 15) and retrieves the value stored there.

How does this work in Cache where the index of a variable isn't necessarily an integer value? If I were to have a variable like the following:

```
x("Adam") = "Red"
```

```
x("George") = "Blue"
```

```
x("Bryan") = "Green"
```

etc...

Would the lookup operation scale with the size of the array such that the variable is iterated through until the given index meets the current index, yielding a  $O(n)$  lookup? Or is this done a different way?

[#Globals](#) [#Object Data Model](#) [#ObjectScript](#) [#Performance](#) [#Cache](#)

---

Source URL: <https://community.intersystems.com/post/lookup-time-complexity-global>