

## SQP8 Implementation LRU Cache

Tuesday, November 29, 2022 1:19 PM

### ⑦ Implementation LRU Cache

LRU Cache is one of the most important Algorithm in Operating System that is known as (Least Recently Used).

→ We define the data structure that follows the principle of LRU.

→ In this problem we have tuple of function

- 1 get()
- 2 put()

# Get()

→ Get function which have to return the value of particular key

→ If the key is not present then return -1

get(key)

# Put()

→ put function which give the key and value and we put into the cache data structure

put(key, value)



→ if the capacity of the data structure is full then  
return -1

(removed least recently used guy)

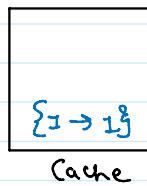
→ and then we will insert the new pair

# Least Recently Used

Size = 2 (Size of LRU Cache)

put(1, 1)

put this pair into the data structure  
Initially



put(2, 2)

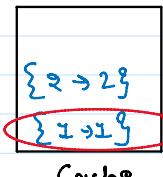
that means again put this pair into the stack  
because the size of cache is < 2



that is my  
Least Recently  
Used Value

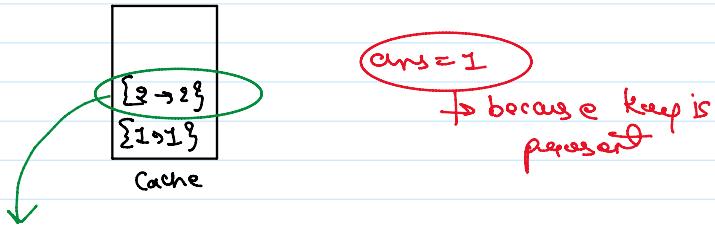
get(1)

→ Now check if the key present into the cache data structure



get(2)

→ Now check if the key present into the Cache data Structure then return its value otherwise return  $\ominus 1$

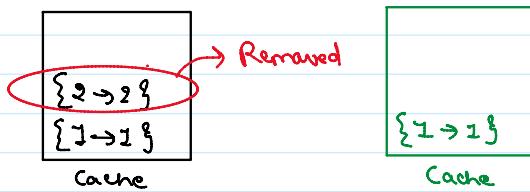


→ Now after get the answer my Next Recently used Value changed by upper one pair ↑

put(3,3)

→ Now I can't put that pair into the Cache data structure because the my Cache data structure is  $\geq 2$  So

→ So in this case we removed the Least Recent Used data from the Cache data structure

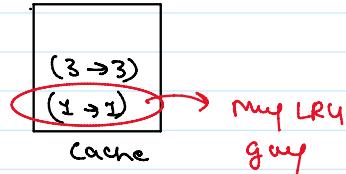


→ Now after remove LRU Cache Now put the pair into the Cache data structure

put(3,3)

put that pair onto the Cache data Structure

→ And my LRU guy will change to the lower one in this case ↓

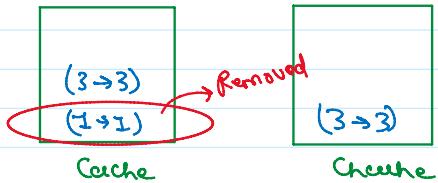


get(2)

→ Now key=2 is Not present into my data structure So Simply return  $\ominus 1$

put(4,4)

→ In this case again my Cache is full So again follow same process  
→ Removed the LRU Pair from the my cache structure



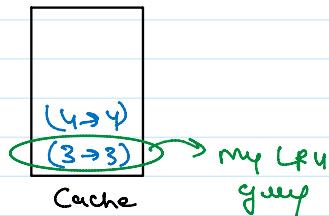
Now after Removed one LRU Pair from the data structure put the new pair into the Cache

`put(4|4)`

→ put the pair into the data structure



+ Again Same Case my LRU Changed with lower ↓



`get(2)`

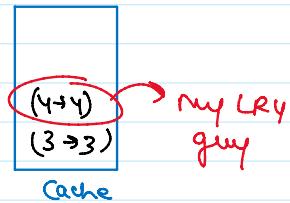
That key=2 Not exist into the data structure So Simply return -1

`get(3)`

3 is present into the data structure So Simply return that value

`ans = 3`

→ again in this case my LRU will be changed with upper one ↑



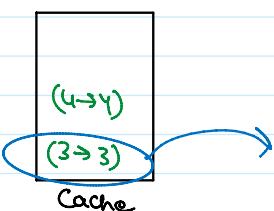
`get(4)`

Again Follow Same Approach key=4 present into the data structure So return that value

`ans = 4`

→ again in this case my LRU changed with upper one ↑

→ In this case not exist any upper ↑ pair into the data structure  
So in this case my LRU is lower ↓ one pair



That is the way how to implement LRU Cache data structure using dictionary or hashmap

Time Complexity =  $O(N)$

→ Because we iterate  
linearly time

Space Complexity =  $O(N)$

→ Because we used one  
dic and stack clearly  
Space



## # Implementation

```
# lc: https://leetcode.com/problems/lru-cache/
# gfg: https://practice.geeksforgeeks.org/problems/lru-cache/1

class LRUCache:

    def __init__(self, capacity: int):

        self.CacheDS = {}
        self.capacity = capacity

    def get(self, key: int) -> int:

        if key in self.CacheDS:
            val = self.CacheDS.get(key)
            del self.CacheDS[key]
            self.CacheDS[key] = val

        return val

    return -1

    def put(self, key: int, value: int) -> None:

        if key in self.CacheDS:
            del self.CacheDS[key]

        if len(self.CacheDS) < self.capacity:
            self.CacheDS[key] = value

        else:
            last_key = next(iter(self.CacheDS.keys()))
            del self.CacheDS[last_key]

            self.CacheDS[key] = value

    # Your LRUCache object will be instantiated and called as such:
    # obj = LRUCache(capacity)
    # param_1 = obj.get(key)
    # obj.put(key,value)
```

→ In this section we used  $O(N)$  time and space So Interviewer May be Not accepted  
this solution so Now time to Optimized this Approach

→ Now One User requirement is defined about data

This Solution is Not  
Optimized Approach

This solution is now time to Optimized this Approach

→ Now one Overhead task is defined that data structure in the Constant Time and Space

## # Optimized Approach

This Solution is Not

Optimized Approach

This code runs in

O(N) time

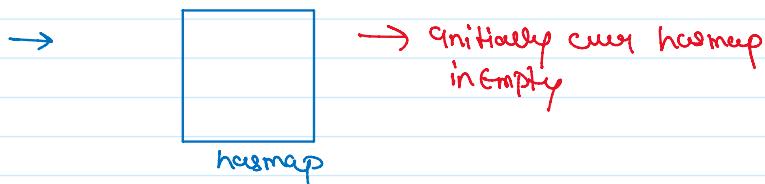
→ Might be interviewer

Not acceptable  
solution 😞

→ In Optimized Approach we required two things for Implement get and put function

- hashmap/dictionary
- Doubly Linked list

→ Now the initial Configuration of the linkedlist is



→ Initially our hashmap is empty

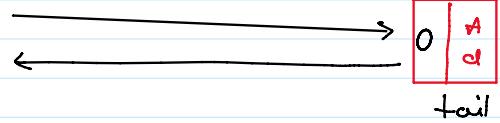
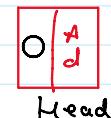
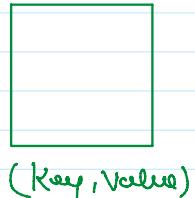
→ Now first we check if the key `add` present or not in our hashmap and then put that pair into the front of the head

# Let's Dry Run and Understand

Size = 3

put ('add')

→ Now check if 'add' present into the hashmap (X)



tail

tail

tail

(Key, Value)

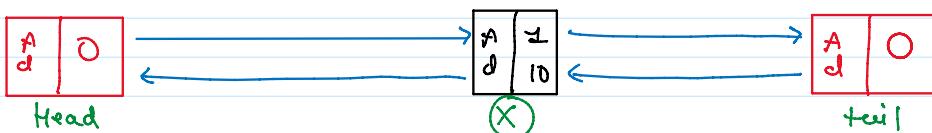
Head

tail

tail

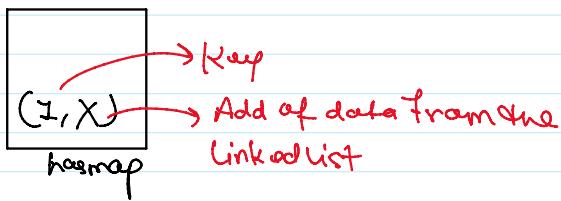
tail

→ That means we visited first time so simply take that pair and put into the Doubly linked list



→ Now after put that pair into the doubly linked list put that (pair `add`, value) into the hashmap so we can direct access the pair from the

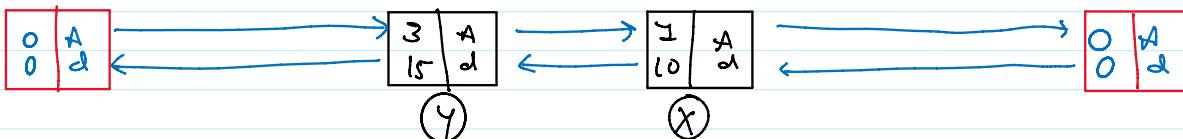
→ Now after put that pair into the doubly linked list put that (pairAdd, value) into the hashmap so we can delete excess the pair from the linkedlist



**put(3, 15)**

Again follow same Approach and check from the our hashmap

→ that key present or not into our hashmap and as well as put that pair into the linkedlist and hashmap

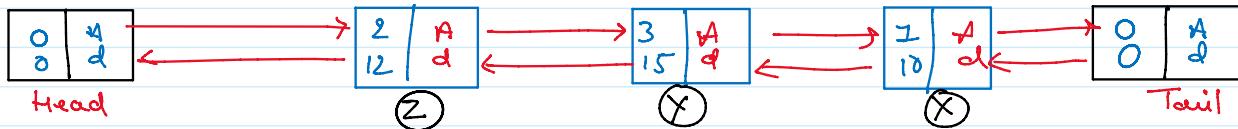


hasmap =  
(3, 15)  
(1, X)

**put(3, 12)**

→ again follow same Approach

→ check key are present into the hashmap or Not  
→ check the len(hashmap) < size



hasmap =  
(3, 12)  
(3, 15)  
(1, X)

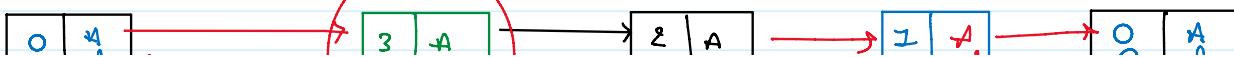
→ that one approach how to insert the Node into the doubly linked list

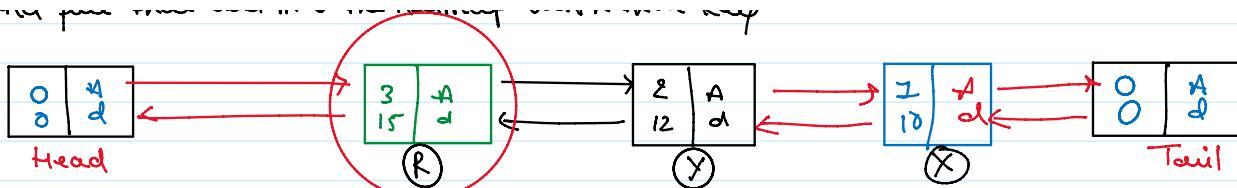
**get(3)**

Check and key present into the hashmap or Not and then return that Node Value from the linkedlist

ans = 15

→ after return the answer we move that Node into the front of the head and put that add into the hashmap with that key





→ shall change its original position to front

of the head as well as change its Address also

④

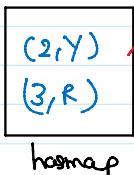
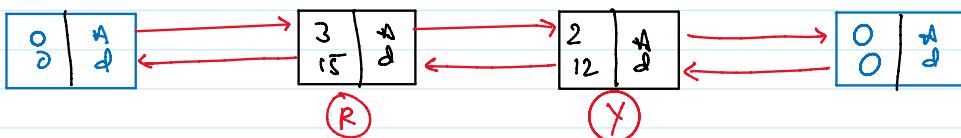
put(4,20)

→ key = 4 Not present into the hashmap but my len(hashmap) > size

→ that means remove the Least Recently used data that is also and always previous Node of the tail Node

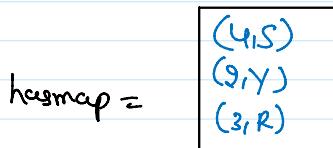
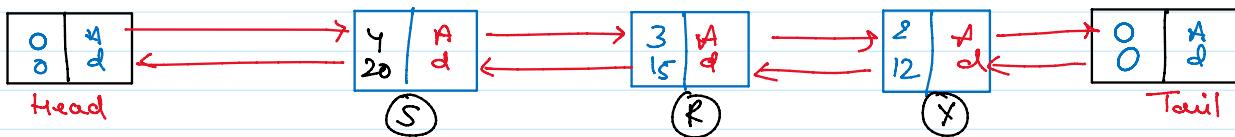
(In front of the tail Node is my Least Recently used Node)

→ So delete that Node from both LinkedList and also from the hashmap



→ Now after Removed that Node insert the New Node in front of head and also put that (key,value) into the hashmap

⑤



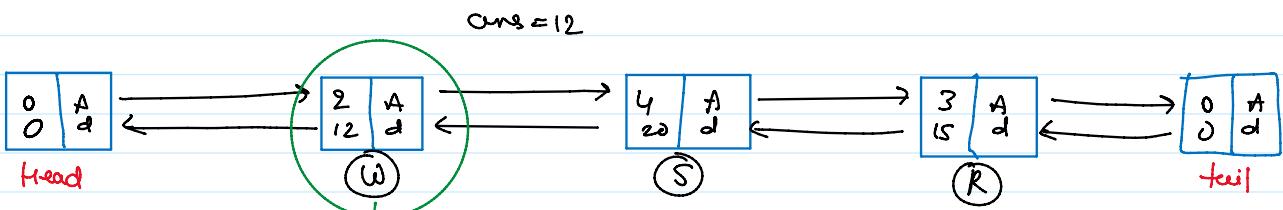
get(2)

Again follow same process and check if the key present into the hashmap so  
Return the data

→ After getting data delete the Node and put Again that Node into the front of head

→ And Again update that address into the hashmap of that key

⑥



→ what is the Node that we changed and partition and update the Address

hasmap =

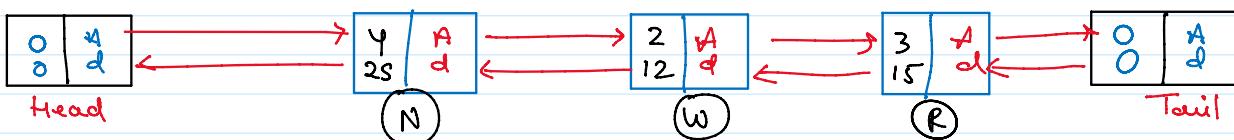
(4, s)
(2, w)
(3, r)

put(4, s)

Now in this case ④ already exist into the hashmap that means that value is definitely different

→ first delete that Node from the linkedlist  
because this is the Last Recently used  
Guy

→ and put that Node into the front of the  
head with New Value and Address



→ Now Update that address into the hashmap

hasmap =

(4, n)
(2, w)
(3, r)

→ Updated Address



That is the Optimized Approach with the doubly linked list and hashmap

TimeComplexity =  $O(N)$

→ In the worst case may  
be we iterate  
linearly

SpaceComplexity =  $O(1)$

→ because we do not  
use any further  
data structure for  
our answer



used any fixture  
data structure for  
our answer



## #Implementation Python

```
# lc: https://leetcode.com/problems/lru-cache/
# gfg: https://practice.geeksforgeeks.org/problems/lru-cache/1

# todo optimized code using Doubly LinkedList and hashmap

class Node:
    def __init__(self, key, value):
        self.key = key
        self.val = value
        self.next = None
        self.prev = None

class DoublyList:
    def __init__(self):
        self.head = None
        self.tail = None
        self.size = 0

    def insert(self, key, val):
        node = Node(key, val)
        if self.tail != None:
            node.prev = self.tail
            self.tail.next = node
            self.tail = self.tail.next
        else:
            self.tail = self.head = node
        self.size += 1
        return node

    def remove(self, mp):
        if self.head:
            del mp[self.head.key]
            if self.head == self.tail:
                self.tail = None
                self.head = None
            else:
                self.head = self.head.next
            self.size -= 1

    def move_to_front(self, node):
        if not self.head or not node or node == self.tail:
            return
        if self.size == 1:
            return
        if node == self.head:
            self.head = self.head.next
            self.head.prev = None
            self.tail.next = node
            node.prev = self.tail
            self.tail = self.tail.next
            self.tail.next = None
        else:
            node.prev.next = node.next
            node.next.prev = node.prev
```

## #Implementation Java

```
import java.util.*;
public class L7_LRU_Cache {
    public static void main(String[] args) {
        System.out.println("L6_RU Cache");
    }

    class Node {
        int key, value;
        Node next, pre;

        Node(int key, int value) {
            this.key = key;
            this.value = value;
            next = pre = null;
        }
    }

    class LRUCache {
        private static Map<Integer, Node> hsMap;
        private static int capacity, count;
        private static Node head, tail;

        //Constructor for initializing the cache capacity with
        //the given value.
        LRUCache(int cap) {
            hsMap = new HashMap<>();
            this.capacity = cap;
            head = new Node(0, 0);
            tail = new Node(0, 0);
            head.next = tail;
            head.pre = null;
            tail.next = null;
            tail.pre = head;
            count = 0;
        }

        public static void addToHead(Node node) {
            node.next = head.next;
            node.next.pre = node;
            node.pre = head;
            head.next = node;
        }

        //Function to delete a node.
        public static void deleteNode(Node node) {
            node.pre.next = node.next;
            node.next.pre = node.pre;
        }

        //Function to return value corresponding to the
        //key.
```

```

        self.tail.next = None
    else:
        node.prev.next = node.next
        node.next.prev = node.prev
        node.next = None
        self.tail.next = node
        node.prev = self.tail
        self.tail = self.tail.next

    class LRUCache:
        def __init__(self, size):
            self.size = size
            self.list = DoublyList()
            self.hasmap = {}

        def get(self, key):
            if not self.hasmap.get(key):
                return -1
            node = self.hasmap[key]
            self.list.move_to_front(node)
            return node.val

        def put(self, key, val):
            if self.hasmap.get(key):
                self.hasmap[key].val = val
                self.list.move_to_front(self.hasmap[key])
            return
            self.hasmap[key] = self.list.insert(key, val)
            if self.list.size > self.size:
                self.list.remove(self.hasmap)

    # Your LRUCache object will be instantiated and called as such:
    # obj = LRUCache(capacity)
    # param_1 = obj.get(key)
    # obj.put(key,value)

```

```

    //Function to return value corresponding to the
    //key.
    public static int get(int key)
    {
        //if element is present in map,
        if (hsMap.get(key) != null)
        {
            Node node = hsMap.get(key);
            int result = node.value;
            deleteNode(node);
            addToHead(node);

            //returning the value.
            return result;
        }
        //else we return -1.
        return -1;
    }

    //Function for storing key-value pair.
    public static void put(int key, int value)
    {
        if (hsMap.get(key) != null)
        {
            Node node = hsMap.get(key);
            node.value = value;
            deleteNode(node);
            addToHead(node);
        }
        else
        {
            Node node = new Node(key, value);
            hsMap.put(key, node);
            if (count < capacity)
            {
                count++;
                addToHead(node);
            }
            else
            {
                hsMap.remove(tail.pre.key);
                deleteNode(tail.pre);
                addToHead(node);
            }
        }
    }

    /**
     * Your LRUCache object will be instantiated and
     * called as such:
     * LRUCache obj = new LRUCache(capacity);
     * int param_1 = obj.get(key);
     * obj.put(key,value);
     */

```