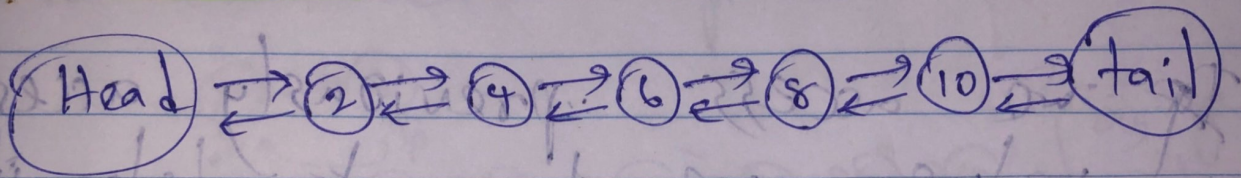


*LRU Cache



~~If we access already~~

~~Need to check size~~

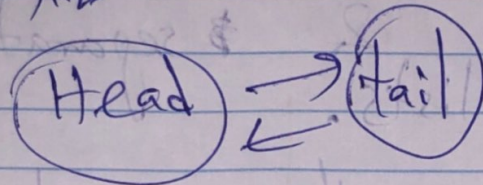
double linked list to remove nodes easily.

Atlas

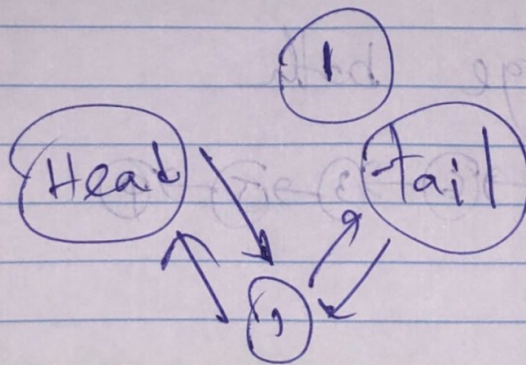
use a map to check if key is already there or not. if value of map is nodes.

when we remove last element from double linked list, we need to remove it from map as well. \therefore we need to add key also to DLL.

~~when size~~



get₀ O(1)
get₁ O(1)



If we access previously accessed value, we have to take it to the next of Head & remove from the current position.

removing it is easy as previous & next pointers are there

No: _____

Date: ____/____/____

Even we can ~~add~~ add a already
existing key with different value.
Then update the PH & update
the node.