

Types of Memory

Cache

Primary
↓
RAM

Secondary
↓

ROM, HDDs, SSDs,

⇒ Cache

↓
a very small but extremely fast storage

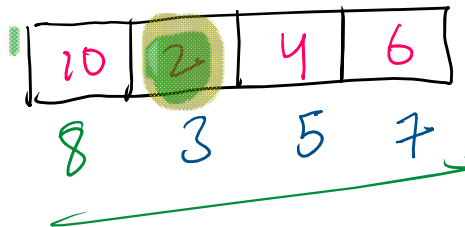
size
Cache > RAM > Secondary

speed
←

cost
←

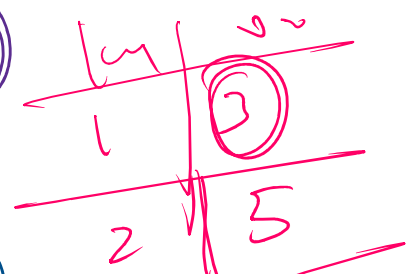
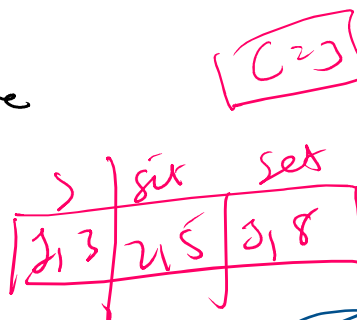
LRU

↓
least recently used
t=



[MRU
↓
most recently used]

Algo of LRU cache

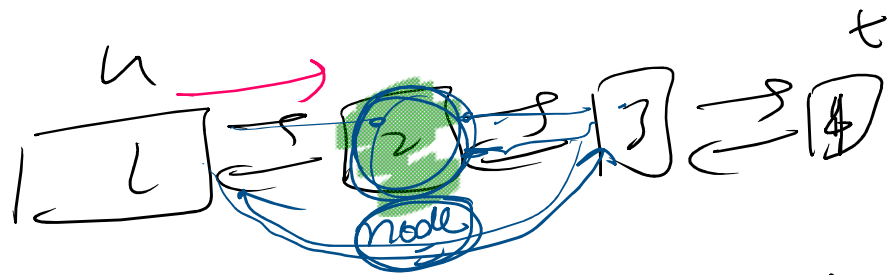


$t \rightarrow$ set 1,3
 \rightarrow set 2,5
 \rightarrow 9
 \rightarrow set 2,8

1 2 3 4 5 6 7

8, 4, 10

2 | 5
 3 | 8



* Deletion in a Doubly LL works in $O(1)$ when
 reference of node to be deleted is given.

Sol^y

HashMap + DLL

\rightarrow The tail of the DLL will contain the LRU
 entry and head will contain new

C=3

Set 1, 3

set 2, 5

get 1

set 3, 4

set 4, 10



| key | Node |
|-----|------|
| 1 | 1, 3 |
| 2 | 2, 5 |
| 3 | 3, 4 |

