Sorted key-value maps	Unordered (Hashed Buckets) maps		Novel in-place single linked list w/ auxiliary secondary maps
RB-Trees	Chaining	Linear/Quadratic Probing	O(1) constant time
Log(N) search	O(1) constant time	O(1) constant time	No rehashing required, minimal and fixed storage
Not thread safe	Rehashing when collisions are more than a threshold	Scalability and rehashing concerns when tree is big	L2 Cache misses could still happen