

Container	Type	Avg. Time Complexity				Possible implementation	Comments
		Insertion	Deletion	Access	Search		
array	Sequence	/	/	$O(1)$	$O(n)$	Wrapper around contiguous C-style array	Fixed in size
vector		At the end: amortized $O(1)$ $O(n)$ elsewhere	At the end: amortized $O(1)$ $O(n)$ elsewhere	$O(1)$	$O(n)$	Wrapper around contiguous C-style array	<ul style="list-style-type: none"> <li>Insertion requires copy of all elements after vector</li> <li>Size is dynamic and increases by power of 2 every time its full -&gt; requires a full copy</li> </ul>
deque (double-ended queue)		At the beginning & end: $O(1)$ $O(n)$ elsewhere	At the beginning & end: $O(1)$ $O(n)$ elsewhere	$O(1)$	$O(n)$	sequence of individually allocated fixed-size arrays	<ul style="list-style-type: none"> <li>Expanding storage is cheaper than vector since the block of memory does not need to be continuous.</li> </ul>
forward_list		$O(1)$	$O(1)$	$O(n)$	$O(n)$	singly linked list	<ul style="list-style-type: none"> <li>More space efficient than list if bidirectionality is not needed</li> </ul>
list		$O(1)$	$O(1)$	$O(n)$	$O(n)$	doubly linked list	<ul style="list-style-type: none"> <li>Bidirectional</li> </ul>
set	Associative	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	red-black tree	<ul style="list-style-type: none"> <li>contains a sorted set of unique objects</li> </ul>
multiset		$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	threaded red-black tree	<ul style="list-style-type: none"> <li>contains a sorted set of non-unique objects</li> </ul>
map		$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	red-black tree	<ul style="list-style-type: none"> <li>contains key-value pairs with unique keys</li> </ul>
multimap		$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	threaded red-black tree	<ul style="list-style-type: none"> <li>contains a sorted list of key-value pairs, while permitting multiple entries with the same key.</li> </ul>
unordered_set	unordered associative	$O(1)$	$O(1)$	$O(1)$	$O(1)$	hash-set	<ul style="list-style-type: none"> <li>contains a set of unique objects</li> <li>uses hash function</li> <li>stores multiple in buckets referring to hashes</li> <li>keeps track of load factor and doubles its number of buckets if necessary</li> </ul>
unordered_multiset		$O(1)$	$O(1)$	$O(1)$	$O(1)$	hash-set	<ul style="list-style-type: none"> <li>same as unordered_set but allows non unique objects</li> </ul>
unordered_map		$O(1)$	$O(1)$	$O(1)$	$O(1)$	hash-table	<ul style="list-style-type: none"> <li>same as unordered_set but stores key value pairs</li> </ul>
unordered_multimap		$O(1)$	$O(1)$	$O(1)$	$O(1)$	hash-table	<ul style="list-style-type: none"> <li>same as unordered_map but allows non unique keys</li> </ul>
stack	sequence adapters	$O(1)$	$O(1)$	$O(n)$	$O(n)$	Wrapper on provided underlying container (default = deque)	<ul style="list-style-type: none"> <li>LIFO (last-in, first-out) data structure</li> </ul>
queue		$O(1)$	$O(1)$	$O(n)$	$O(n)$	Wrapper on provided underlying container (default = deque)	<ul style="list-style-type: none"> <li>FIFO (first-in, first-out) data structure</li> </ul>
priority_queue		$O(1)$	$O(1)$	$O(n)$	$O(n)$	Wrapper on provided underlying container (default = deque)	<ul style="list-style-type: none"> <li>provides constant time lookup of the largest (by default) element</li> </ul>