

# DATA STRUCTURE AND ALGORITHM

## CLASS 3

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DSA\_2017\_03

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ARRAY

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# Array

an **array** is a set of pairs, **<index, value>**, such that each index that is defined has a value associated with it

- “a consecutive set of memory locations” in C
- logical order is the same as physical order

operations

- creating a new array
- retrieves a value
- stores a value
- insert a value into array - delete a value at the array

# Array

A one-dimensional array in C is declared implicitly by appending brackets to the name of a variable

```
int list[5], *plist[5];
```

arrays start at index 0 in C

# Array

consider the implementation of one-dimensional arrays

```
int list[5];
```

- allocates five consecutive memory locations
- each memory location is large enough to hold a single integer
- base address address of the first element

```
list = &list[0]
```

# Array

Variable	Memory Address
<code>&amp;list[0]</code>	base address = $\alpha$
<code>&amp;list[1]</code>	$\alpha + \text{sizeof}(\text{int})$
<code>&amp;list[2]</code>	$\alpha + 2 \cdot \text{sizeof}(\text{int})$
<code>&amp;list[3]</code>	$\alpha + 3 \cdot \text{sizeof}(\text{int})$
<code>&amp;list[4]</code>	$\alpha + 4 \cdot \text{sizeof}(\text{int})$

`&list[i]` in a C programs

- C interprets it as a pointer to an integer or its value

# Array

```
int *list1; // pointer variable to an int
```

```
int *list2[5]; // list2 : pointer constant to an int,  
               // and five memory locations for holding  
               // integers are reserved
```

$(list2+i)$  equals  $\&list2[i]$ , and  $*(list2+i)$  equals  $list2[i]$

- regardless of the type of the array `list2`



# Array

consider the way C treats an array when it is a parameter to a function

- the parameter passing is done using call-by-value in C
- but array parameters have their values altered

## Array: Example 2.1

```
#define MAX_SIZE 100
float sum(float [], int);
float input[MAX_SIZE], answer;
int i;

void main(void) {
    for(i = 0; i < MAX_SIZE; i++) input[i] = i;
    answer = sum(input, MAX_SIZE);
    printf("The sum is: %f\n", answer);
}

float sum(float list[], inst n) {
    int i;
    float tempsum = 0;
    for(i = 0; i < n; i++)
        tempsum += list[i];
    return tempsum;
}
```

# Recap: On Pointer

Pointer Variable stores address

- `&` : Starting address of allocated variable
- `*` : Value stored on the address of the pointer variable

```
1 // pointer_variable.c
2 #include <stdio.h>
3
4 int main(){
5     int nNum, *pNum;
6
7     nNum = 10;
8     pNum = &nNum;
9
10    printf("nNum = %d, &nNum = %d \n", nNum, (int)&nNum);
11    printf("pNum = %d, pNum = %d, &pNum = %d \n",
12           *pNum, (int)pNum, (int)&pNum);
13 }
```

# Recap: On Pointer

## Do Not!

- pointer variable is not referencing an address, so cannot store a value

```
int *ptr;  
* ptr = 100;
```

- the data type must equal

```
double Pi = 3.14;  
int *pPi = &Pi;
```

- cannot dereference a non-pointer variable

```
int num;  
*num = 100;
```

# Recap: On Pointer

Do!

- it is recommended to initialize a pointer value with NULL ('\0')  
See the example

```
1 // null_pointer.c
2 #include <stdio.h>
3
4 int main(){
5     int *pNum = NULL, Num=103;
6     if (pNum == '\0')
7         pNum = &Num;
8     else
9         *pNum = 100;
10    printf("pNum %d", (int)*pNum);
11    return 0;
12 }
```

# Recap: On Pointer

```
#include <stdlib.h>

void *malloc(size_t size); // allocates size bytes of memory and returns
    a pointer to the allocated memory
void *free(void *ptr); // frees allocation that were created via the
    preceding allocation function
void *calloc(size_t count, size_t size); // contiguously allocates
    enough sapce for count objects that are size bytes of memory each
    and returns a pointer to the allocated memory. The allocated memory
    is filled with bytes of value zero.
void *realloc(void *ptr, size_t size); // change the size of the
    allocation pointed to by ptr to size, and returns ptr
```

## Array: Ex 2.2, 1-dimensional array addressing

```
int one[] = {0, 1, 2, 3, 4};
```

write a function that prints out both the address of the  $i^{th}$  element of the array and the value found at this address

## Array: Ex 2.2 One dimensional array accessed by address

```
1 // codes/array_address.c
2 #include <stdio.h>
3
4 void print1(int *ptr,int rows) {
5     int i;
6     printf("Address\t\tContents\n");
7     for(i=0;i<rows;i++)
8         printf("%8u\t%5d\n", (unsigned int)ptr+i, *(ptr+i));
9     printf("\n");
10 }
11
12 int main() {
13     int one[] = {0, 1, 2, 3, 4};
14     print1(one, 5);
15     return 0;
16 }
```

### One-dimensional array accessed by address

- address of  $i$  th element  $\text{ptr} + i$
- obtain the value of the  $i$  th value  $\text{*(ptr} + i)$



# Array

Address	Contents
1518325632	0
1518325633	1
1518325634	2
1518325635	3
1518325636	4

## One-dimensional array addressing

- the addresses increase by two on an Intel 386 machine
- Example shown is the result of Mac OS X on Intel Core i5 Machine

# STRUCTURES AND UNIONS

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# Structures and Unions: struct

## struct

- structure or record
- the mechanism of grouping data
- permits the data to vary in type

collection of data items where

- each item is identified as to its type and name

# Structures and Unions: struct

```
struct {  
    char name[10];  
    int age;  
    float salary;  
} person;
```

creating a variable

- whose name is person and
- has three fields
  1. a name that is a character array
  2. an integer value representing the age of the person
  3. a float value representing the salary of the individual

# Structures and Unions: struct

use of the . as the structure member operator

```
strcpy(person.name, "james");  
person.age = 30;  
person.salary = 35000;
```

- select a particular member of the structure

# Structures and Unions: struct

typedef statement

- create our own structure data type

type 1

```
typedef struct human_being {  
    char name[10];  
    int age;  
    float salary;  
};
```

type 2

```
typedef struct {  
    char name[10];  
    int age;  
    float salary;  
} human_being;
```

# Structures and Unions: struct

human\_being

- the name of the type defined by the structure definition

```
human_being person1, person2;

if(strcmp(person1.name, person2.name))
    printf("The two people do not have the same name\n");
else
    printf("The two people have the same name\n");
```

# Structures and Unions: Assignment

## assignment

- permits structure assignment in ANSI C

```
person1 = person2;
```

- but, in most earlier versions of C assignment of structures is not permitted

```
strcpy(person1.name, person2.name);  
person1.age = person2.age;  
person1.salary = person2.salary;
```



# Structures and Unions: Equality or Inequality

## equality or inequality

- cannot be directly checked
- Example function to check equality of struct

```
int humans_equal(human_being person1, human_being person2) {  
    if(strcmp(person1.name, person2.name))  
        return FALSE;  
    if(person1.age != person2.age)  
        return FALSE;  
    if(person1.salary != person2.salary)  
        return FALSE;  
    return TRUE;  
}
```

# Structures and Unions: Embedding Structure

## Embedding of a structure within a structure

```
typedef struct {  
    int month;  
    int day;  
    int year;  
} date;  
  
typedef struct human_being {  
    char name[10];  
    int age;  
    float salary;  
    date dob; // embedded structure  
};
```

# Structures and Unions: Embedding Structure

Ex. A person boar on Feb 14 1992

```
person1.dob.month = 2;  
person1.dob.day = 14;  
person1.dob.year = 1992;
```

## Unions

- similar to a structure, but
- the fields of a union must share their memory space
- only one field of the union is “active” at any given time

# Structures and Unions: Unions

```
typedef struct sex_type {  
    enum tag_field {female,male} sex;  
    union {  
        int children;  
        int beard; } u;  
};  
  
typedef struct human_being {  
    char name[10];  
    int age;  
    float salary;  
    date dob;  
    sex_type sex_info;  
};  
  
human_being person1,person2;
```

# Structures and Unions: Unions

Assign values to person1 and person2

```
person1.sex_info.sex = male;  
person1.sex_info.u.beard = FALSE; /* FALSE: 0 */
```

and

```
person2.sex_info.sex = female;  
person2.sex_info.u.children = 4;
```

# Structures and Unions: Internal Implementation of Structure

```
struct {  
    int i, j; float a, b;  
}
```

or

```
struct {  
    int i; int j; float a; float b;  
};
```

stored in the same way

- increasing address locations in the order specified in the structure definition

size of an object of a struct or union type

- the amount of storage necessary to represent the largest component

# Structures and Unions: Self-referential structures

- one or more of its components is a pointer to itself
- usually require dynamic storage management routines to explicitly obtain and release memory

```
typedef struct list {  
    char data;  
    list *link;  
};
```

the value of `link`

- address in memory of an instance of `list` or `null` pointer



# Structures and Unions: Self-referential structures

```
list item1, item2, item3;  
item1.data = 'a';  
item2.data = 'b';  
item3.data = 'c';  
item1.link = item2.link = item3.link = NULL;
```

# Structures and Unions: Self-referential structures

```
list item1, item2, item3;  
item1.data = 'a';  
item2.data = 'b';  
item3.data = 'c';  
item1.link = item2.link = item3.link = NULL;
```

attach these structures together

```
item1.link = &item2;  
item2.link = &item3;
```

# SPARSE MATRICES



# The Sparse Matrix: representing matrix by using array

- $m$  by  $n$  ( $m$  rows,  $n$  columns)
- use two-dimensional array
- space complexity  
 $S(m, n) = m * n$

	<i>col0</i>	<i>col1</i>	<i>col2</i>
<i>row0</i>	-27	3	4
<i>row1</i>	6	82	-2
<i>row2</i>	109	-64	11
<i>row3</i>	12	8	9
<i>row4</i>	48	27	47

# The Sparse Matrix

A[6,6]

	<i>col0</i>	<i>col1</i>	<i>col2</i>	<i>col3</i>	<i>col4</i>	<i>col5</i>
<i>row0</i>	15	0	0	22	0	15
<i>row1</i>	0	11	3	0	0	0
<i>row2</i>	0	0	0	-6	0	0
<i>row3</i>	0	0	0	0	0	0
<i>row4</i>	91	0	0	0	0	0
<i>row5</i>	0	0	28	0	0	0

# The Sparse Matrix

## common characteristics

- most elements are zero's
- inefficient memory utilization

## solutions

- store only nonzero elements
- using the triple  $\langle \text{row}, \text{col}, \text{value} \rangle$
- must know
  - the number of rows
  - the number of columns
  - the number of non-zero elements

# The Sparse Matrix

```
#define MAX_TERMS 101

typedef struct {
    int col;
    int row;
    int value;
} term;

term a[MAX_TERMS];
```

- `a[o].row`: the number of rows
- `a[o].col`: the number of columns
- `a[o].value`: the total number of non-zeros
- choose row-major order

# The Sparse Matrix: As Tripels

	row	col	value
a[0]	6	6	8
a[1]	0	0	15
a[2]	0	3	22
a[3]	0	5	-15
a[4]	1	1	11
a[5]	1	2	3
a[6]	2	3	-6
a[7]	4	0	91
a[8]	5	2	28

- space complexity (\*variable space requirement)  
 $S(m,n) = 3 * t$  where  
t : the number of non-zero's
- independent of the size of rows and columns



# The Sparse Matrix: Transpose

Transpose a matrix

- interchange rows and columns
- move  $a[i][j]$  to  $a[j][i]$

	row	col	value
b[0]	6	6	8
b[1]	0	0	15
b[2]	0	4	91
b[3]	1	1	11
b[4]	2	1	3
b[5]	2	5	28
b[6]	3	0	22
b[7]	3	2	-6
b[8]	5	0	-15

# The Sparse Matrix

```
algorithm BAD_TRANS
for each row i
    take element <i,j,value>;
    store it as element <j,i,value> of the transpose;
end;
```

The problem

# The Sparse Matrix

```
algorithm BAD_TRANS
for each row i
    take element <i,j,value>;
    store it as element <j,i,value> of the transpose;
end;
```

## The problem

- data movement

# The Sparse Matrix

```
algorithm BAD_TRANS
for each row i
  take element <i,j,value>;
  store it as element <j,i,value> of the transpose;
end;
```

## The problem

- data movement

```
algorithm TRANS
for all elements in column j
  place element <i,j,value> in element <j,i,value> end;
```

## The problem

# The Sparse Matrix

```
algorithm BAD_TRANS
for each row i
    take element <i,j,value>;
    store it as element <j,i,value> of the transpose;
end;
```

## The problem

- data movement

```
algorithm TRANS
for all elements in column j
    place element <i,j,value> in element <j,i,value> end;
```

## The problem

- unnecessary loop for each column

# The Sparse Matrix: Transpose

```
void transpose(term a[], term b[]) {
    int n, i, j, currentb;
    n = a[0].value;
    b[0].row = a[0].col;
    b[0].col = a[0].row;
    b[0].value = n;
    if(n > 0){
        currentb = 1;
        for (i = 0; i < a[0].col; i++)
            for(j = 1; j <= n; j++)
                if(a[j].col == i) {
                    b[currentb].row = a[j].col;
                    b[currentb].col = a[j].row;
                    b[currentb].value = a[j].value;
                    currentb++;
                }
    }
}
```

Space and Time complexity?

# The Sparse Matrix: Transpose

## Complexity

- space:  $3 \times t$
- time:  $O(\text{cols} \times t)$

create better algorithm by using a little more storage

- row\_terms the number of element in each row
- starting\_pos the starting point of each row

# The Sparse Matrix: Better Transpose I

```
void fast_transpose(term a[], term b[]){
    int row_terms[MAX_COL];
    int starting_pos[MAX_COL];

    int i, j;

    int num_cols = b[0].row = a[0].col;
    int num_terms = b[0].value = a[0].value;

    b[0].col = a[0].row;

    if(num_terms > 0) {
        for(i = 0; i < num_cols; i++)
            row_terms[i] = 0;

        for(i = 1; i <= num_terms; i++)
            row_terms[a[i].col]++;

        starting_pos[0] = 1;
```



# The Sparse Matrix: Better Transpose II

```
    for(i = 1; i < num_cols; i++)
        starting_pos[i] = starting_pos[i-1] + row_terms[i-1];

    for(i = 1; i <= num_terms; i++){
        j = starting_pos[a[i].col]++;
        b[j].row = a[i].col;
        b[j].col = a[i].row;
        b[j].value = a[i].value;
    }
}
```

# The Sparse Matrix: Better Transpose

	[0]	[1]	[2]	[3]	[4]	[5]
row_terms=	2	1	2	2	0	1
starting_pos=	1	3	4	6	8	8

## complexity

- space:  $3 \times t + \text{extra}$
- time:  $O(\text{cols} + t)$