



Waterford Institute *of* Technology

INSTITIÚID TEICNEOLAÍOCHTA PHORT LÁIRGE

Module Introduction

Data Structures

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What are Data Structures & Algorithms?

- Data structures describe how data are organised in a computer.
- This organisation allows for the efficient processing (storage, search, retrieval, manipulation, etc.) of the data using appropriate algorithms in order to make it useful.
- Different types of data require different types of data structures for different types of applications. How that data is going to be used will determine what algorithms to use to effectively process it.
 - “Horses for courses.” No one data structure or algorithm is always best or suitable for every application.
 - The choice of data structures, and the algorithms to process them, are among the most fundamental decisions in an application’s development.

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- Different data structures:
 - Have different space requirements for any given data.
 - Have different levels of algorithmic efficiency for given operations applied to the data (sorting, searching, retrieval, insertion, etc.).
- We always want to save (memory) space and/or (processing) time by choosing appropriate data structures and algorithms.
 - Sometimes we have to trade space for time, and vice versa. Which is more important depends on the application.

What is a “Structure”?

- A structure is something that, essentially, has an ostensible shape and form.
- We humans see and use structure everywhere!
 - Its how we make sense of the complexity and chaos in the world.
 - The structure we perceive helps us to organise things in order to process them.
 - What this processing involves depends on the nature of the structure and its actual use or application.
 - Examples: adding, removing, inserting, reading/observing, aggregating, searching, etc.

What Do You See?

- Consider the following photographs / images.
- Can you see any structures or patterns?
 - Name the structures and any components / concepts you see.
 - The key point is that structures emerge that explain, describe and simplify the situation.

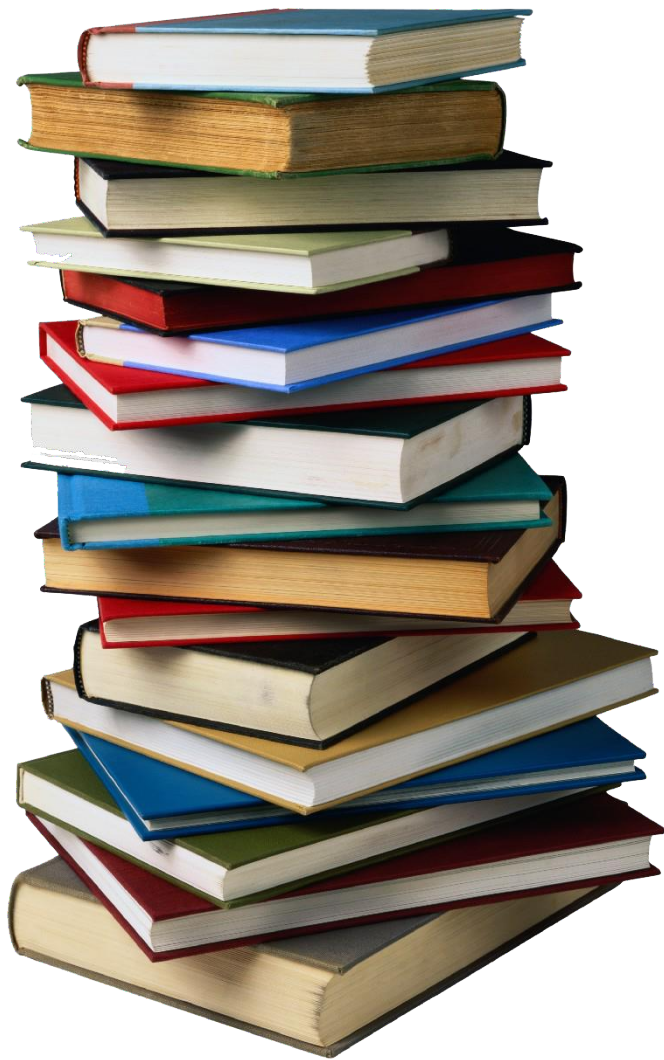


- Q. How would we?
- Add (or Insert)
 - Remove
 - Search
 - Aggregate (e.g. Count)
 - Organise further?



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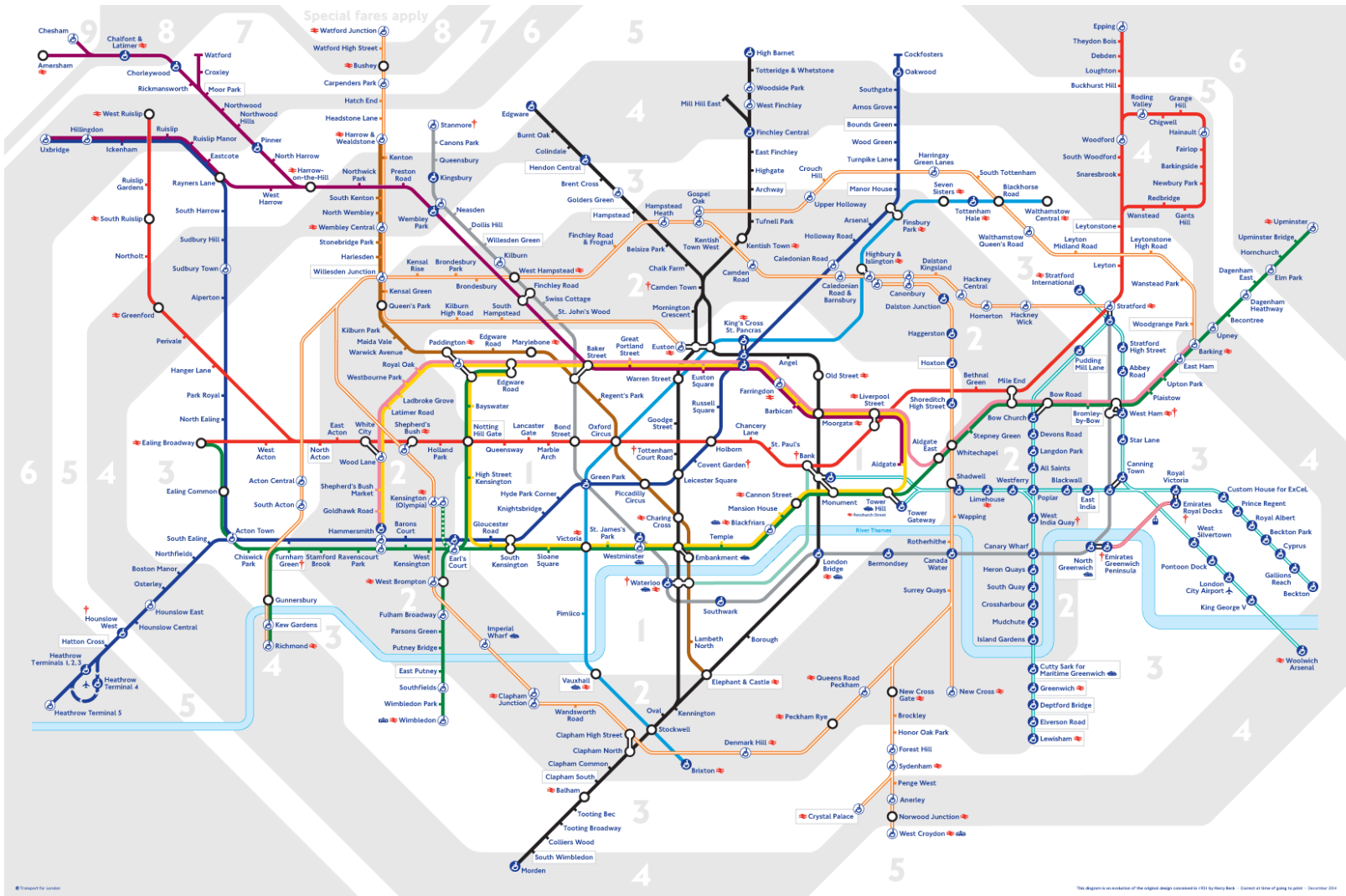
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- For data structures the same principle applies: identify a structure/form/shape that logically organises a “bunch of data” in a useful and efficient way.
 - So it is easy to read, delete, add to, search, etc. the data as appropriate.
- Data structures include: lists, queues, stacks, rings, sets, bags, maps, trees, graphs, etc.
- Abstract data types (ADTs) can also be used to describe basically anything!
 - Examples: Skydiver, Person, Box, Book, Tin, Flock, FlockFormation, Drawer, EatingUtensil, Basket, ClothingItem, Wardrobe, WardrobeRail, Family, Alien, Spaceship, Engine, City, Building, TubeStation, etc. etc.

Who Knew I Knew?

- You have already been using some data structures, and related concepts, in your Year 1 programming modules, including:
 - Arrays (and ArrayLists?)
 - Classes / ADTs
- Although you will have only seen these in pretty rudimentary form, they are widely used to form the basis of more complex data structures too.
- It is therefore important to reconsider these concepts from a data structures perspective to understand their relevant characteristics, and also their strengths and weaknesses in this regard.