

# DATA STRUCTURE AND ALGORITHMS

## LECTURE 3

Abstract Data Type and List ADT

# DATA STRUCTURE AND ALGORITHMS

## LECTURE 3b

### List ADT

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# Reference links:

<https://www.comp.nus.edu.sg/~stevenha/cs2040.html>

By Dr. Steven Halim - NUS

Book [M.Goodrich, chapter 7]

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# Lecture outline

- List ADT
  - Specification
  
- Implementation for List ADT
  - Array Based
  - Linked List Based
    - Variation of Linked Lists

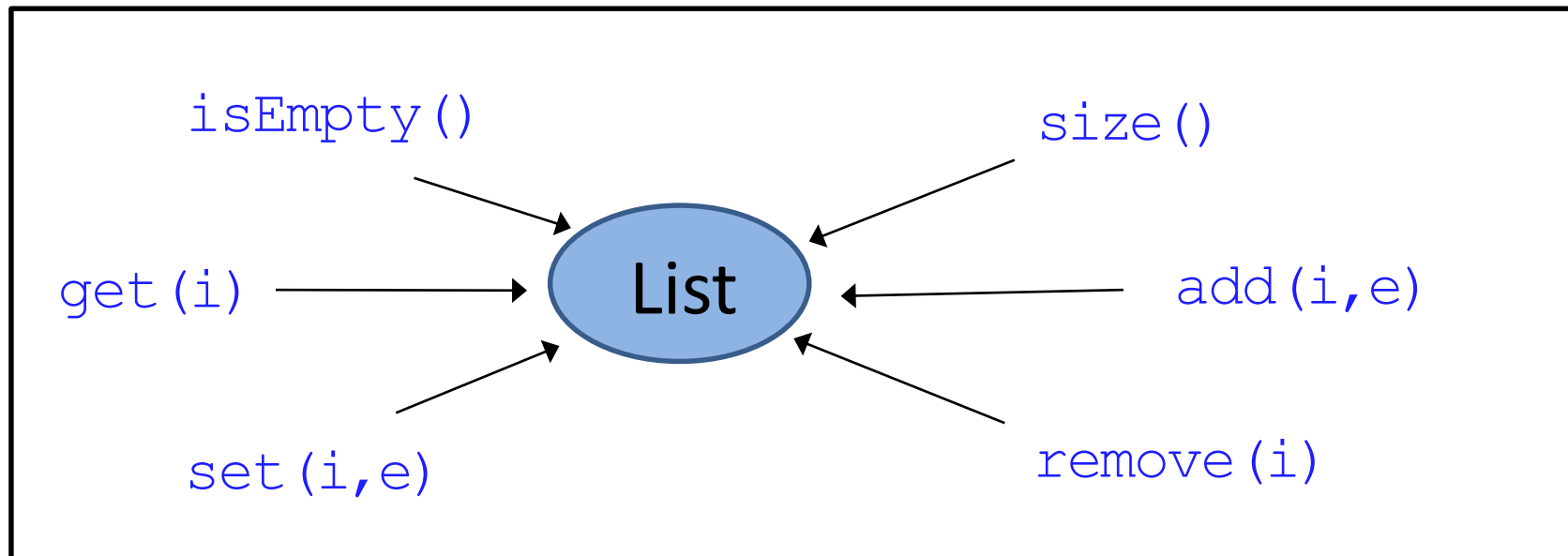
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# List specification

- List: A sequence of items where positional order matter  
 $\langle a_1, a_2, \dots, a_{n-1}, a_n \rangle$
- Lists are very pervasive in computing
  - e.g. student list, list of events, list of appointments etc

# List specification

The **list** ADT

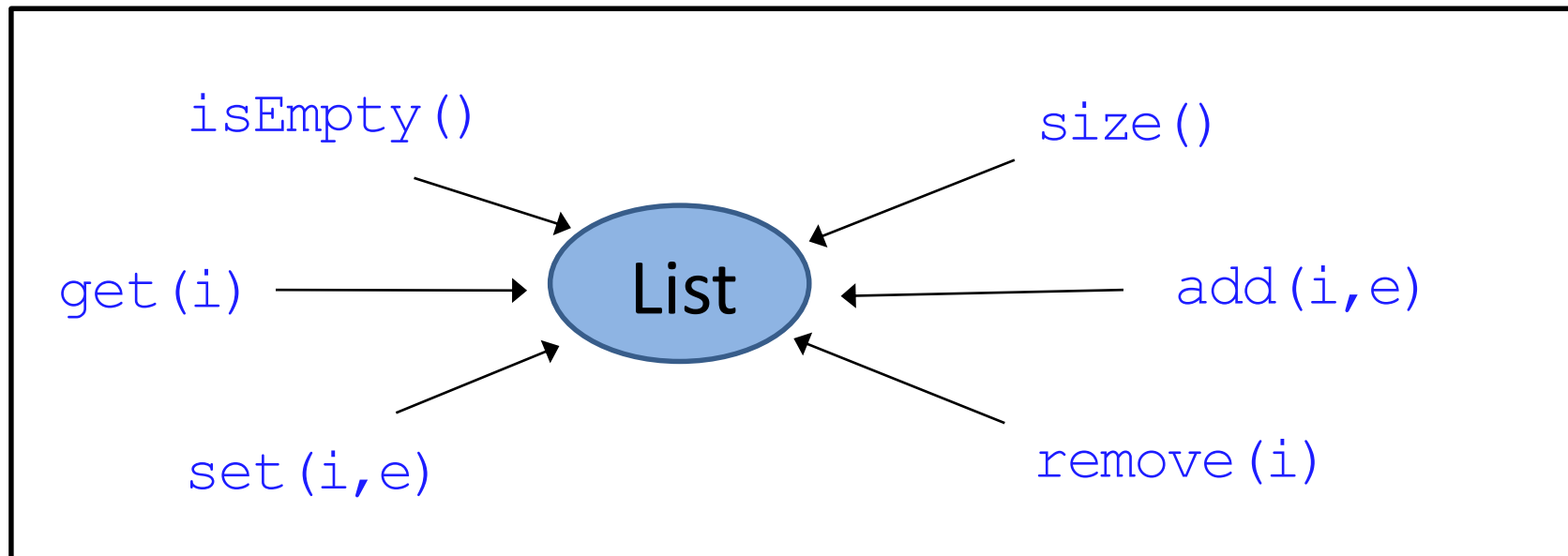


**i**: Position, integer

**e**: Data stored in list, can be any data type

# List specification

The **list** ADT



**i**: Position, integer

**e**: Data stored in list, can be any data type

# List specification: illustration

Method	Return Value	List Contents
add(0, A)	-	(A)
add(0, B)	-	(B, A)
get(1)	A	(B, A)
set(2, C)	"error"	(B, A)
add(2, C)	-	(B, A, C)
add(4, D)	"error"	(B, A, C)
remove(1)	A	(B, C)
add(1, D)	-	(B, D, C)
add(1, E)	-	(B, E, D, C)
get(4)	"error"	(B, E, D, C)
add(4, F)	-	(B, E, D, C, F)
set(2, G)	D	(B, E, G, C, F)
get(2)	G	(B, E, G, C, F)

Example: Some operations on a list of characters



# List specification: in Java

```
1  /** A simplified version of the java.util.List interface. */
2  public interface List<E> {
3      /** Returns the number of elements in this list. */
4      int size( );
5
6      /** Returns whether the list is empty. */
7      boolean isEmpty( );
8
9      /** Returns (but does not remove) the element at index i. */
10     E get(int i) throws IndexOutOfBoundsException;
11
12     /** Replaces the element at index i with e, and returns the replaced element. */
13     E set(int i, E e) throws IndexOutOfBoundsException;
14
15     /** Inserts element e to be at index i, shifting all subsequent elements later. */
16     void add(int i, E e) throws IndexOutOfBoundsException;
17
18     /** Removes/returns the element at index i, shifting subsequent elements earlier. */
19     E remove(int i) throws IndexOutOfBoundsException;
20 }
```

A simple version of the list interface [M.Goodrich,259]

# List implementation

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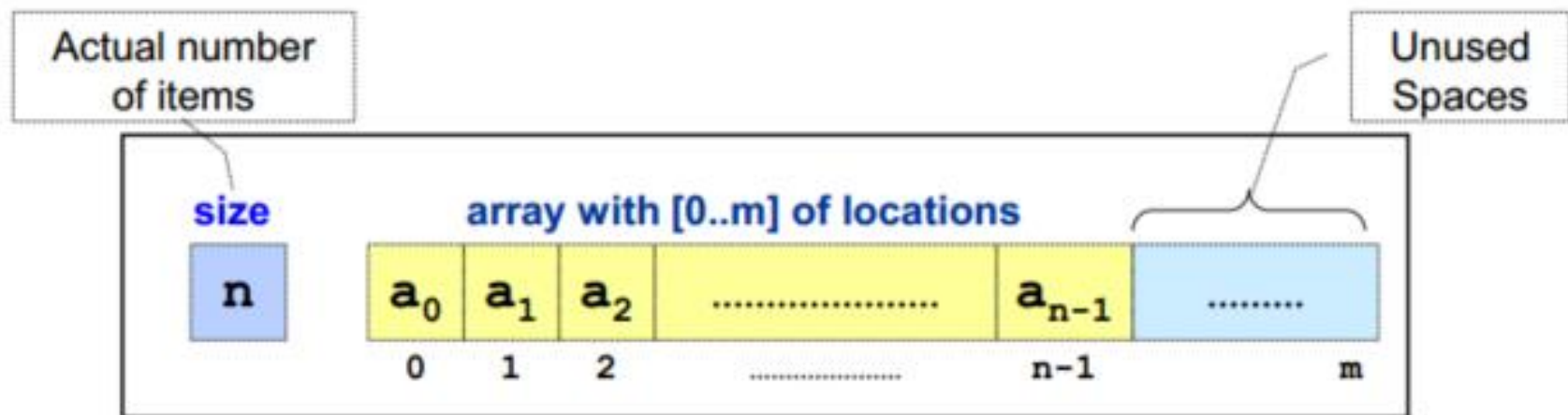
## Using array

[M. Goodrich, section 7.2]

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# Array lists

- ❑ Array is a prime candidate for implementing the list
  - Simple construct to handle a collection of items
- ❑ Advantage:
  - Very fast retrieval

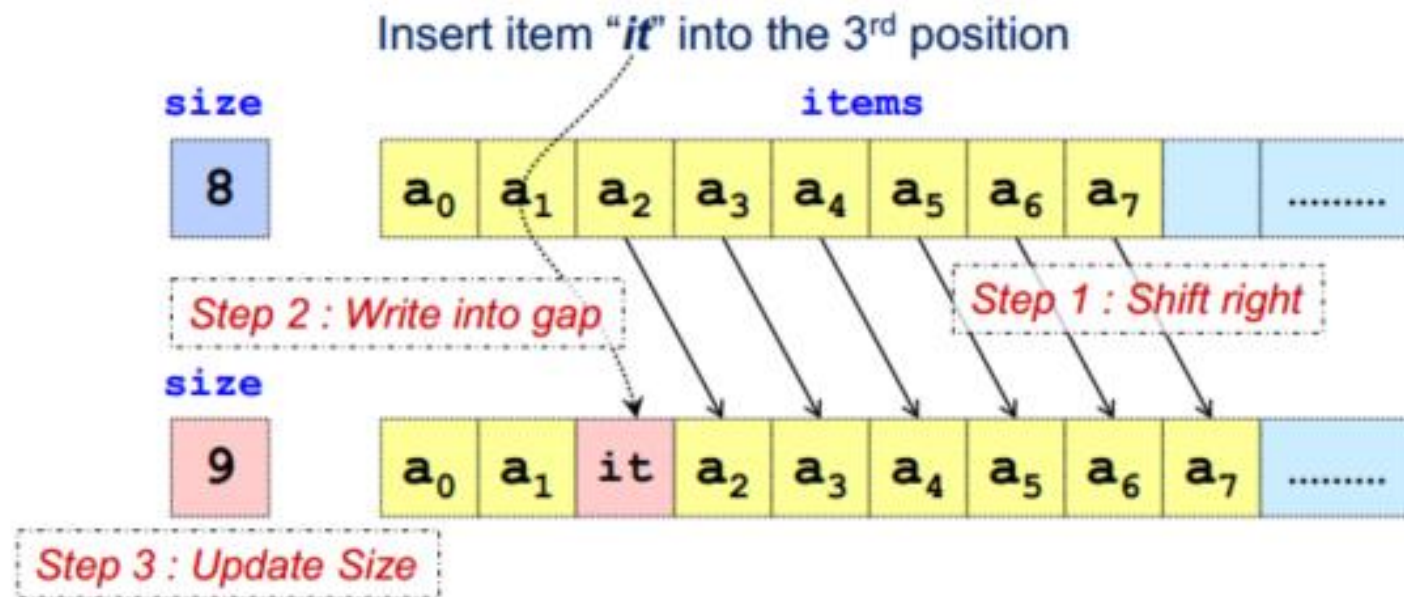


Internal of the list ADT, Array Version

# Array lists: Insertion (chèn)

- ❑ Simplest Case: Insert to the end of array
- ❑ Other Insertions:
  - Some items in the list needs to be shifted
  - Worst case: Inserting at the head of array

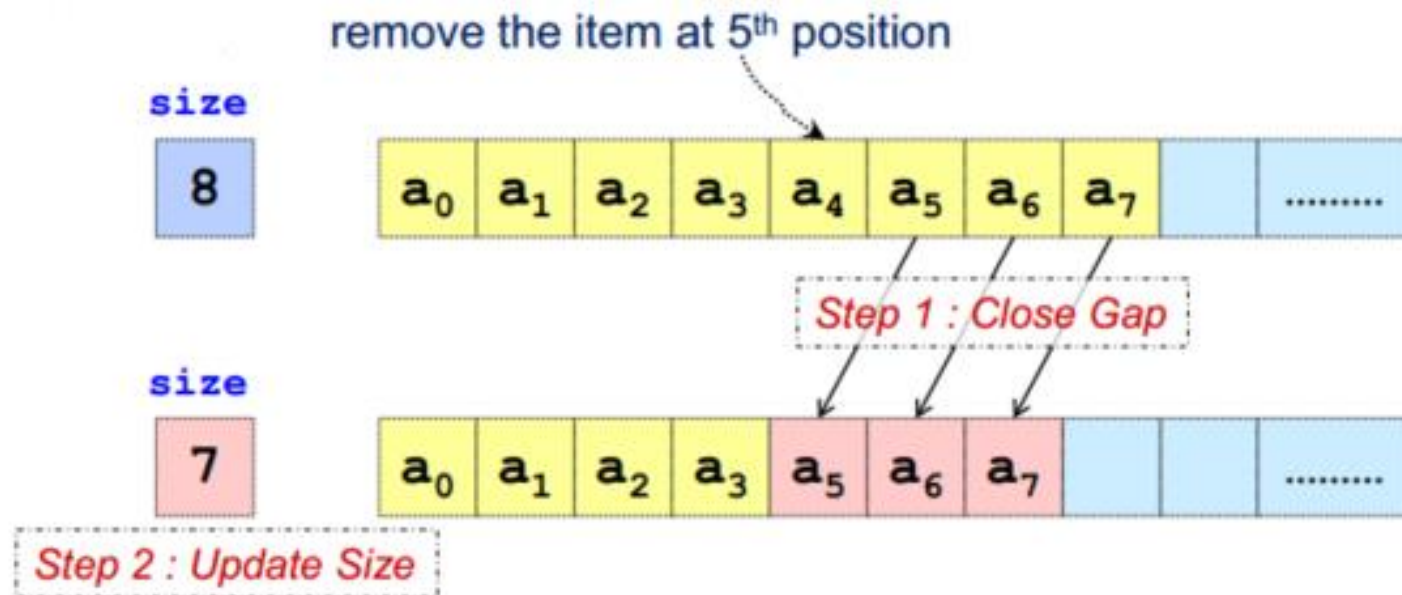
Example



# Array lists: Deletion (chèn)

- ❑ Simplest Case: Delete item from the end of array
- ❑ Other deletions:
  - Item needs to be shifted
  - Worst case: Deleting at the head of array

Example



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# Array lists: Efficiency (time)

- ❑ Retrieval – lấy ra một phần tử
    - Fast: one access  $O(1)$
  - ❑ Insertion – chèn thêm vào 1 phần tử
    - Best case: No shifting of elements (thêm vào cuối)  $O(1)$
    - Worst case: Shifting of all  $N$  elements (thêm vào đầu)  $O(n)$
  - ❑ Deletion – xóa đi 1 phần tử
    - Best case: No shifting of elements (xóa phần tử cuối)  $O(1)$
    - Worst case: Shifting of all  $N$  elements (xóa phần tử đầu)  $O(n)$
-

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# Array lists: Implementation in Java

- ❑ Class ArrayList in java.util

- <https://docs.oracle.com/javase/9/docs/api/java/util/ArrayList.html>

- ❑ How is your implementation? What for?

- To understand (để hiểu)
  - To customize (để tùy chỉnh cho những ứng dụng riêng)

# List ADT implementation

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## Using Linked List

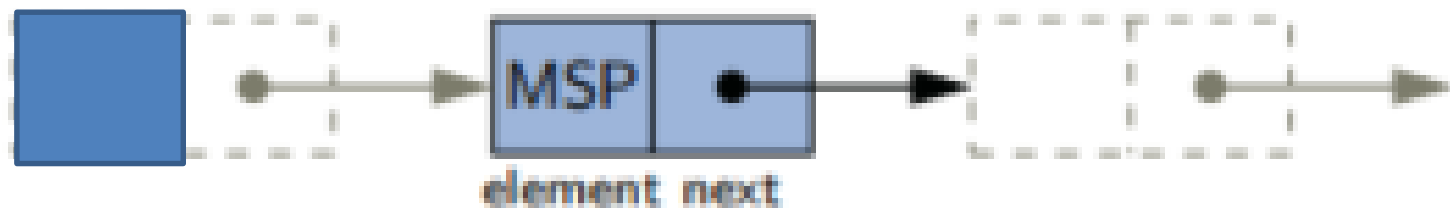
[M. Goodrich, section 7.3]

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# Linked lists

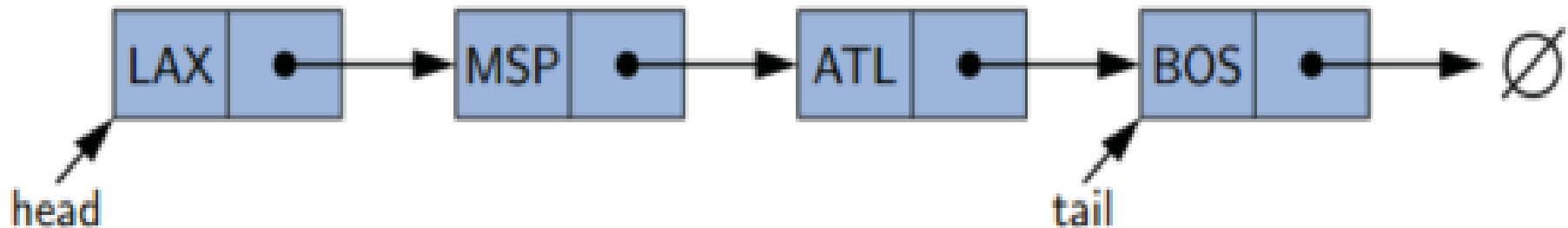
- Linked List is a collection of **nodes** that collectively form a linear sequence
  - Allow elements to be **non-contiguous** in memory
  - Order the elements by associating each with its **neighbour(s)** through pointers



```
class Node {  
    T element; //data của node  
    Node next; //địa chỉ phần tử lân cận  
}
```

# Linked lists: illustration

Linked list of four items < LAX, MSP, ATL, BOS >

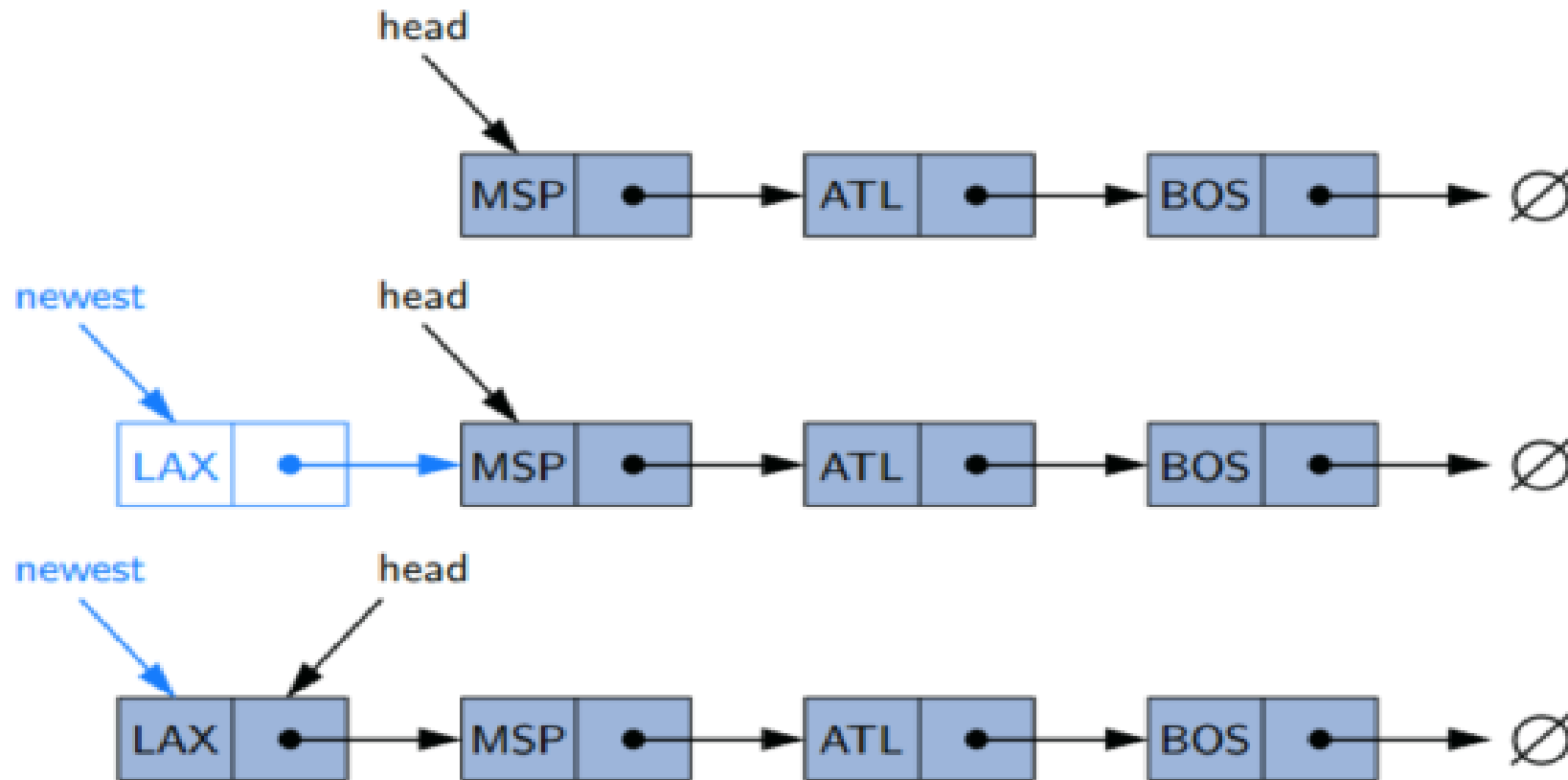


□ We need

- **head** is reference to indicate the first node
- **tail** is reference to indicate the last node, which has **null** as its next reference

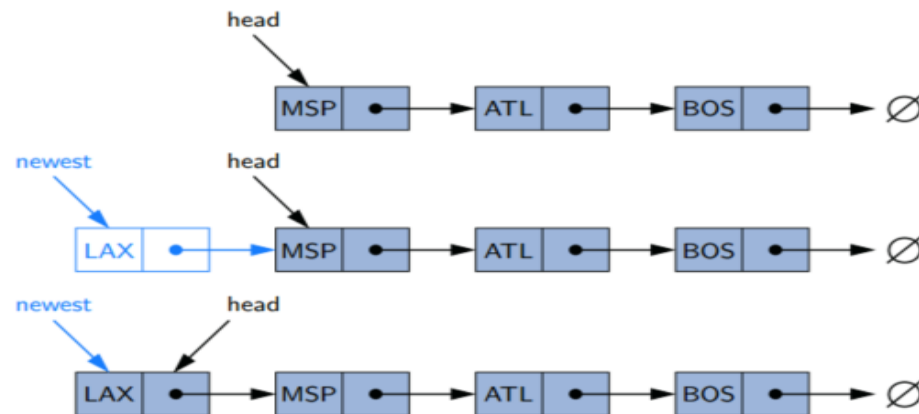
# Link lists: Insertion (chèn)

- ❑ Insertion of an element **at the head** of a linked list
  - 3 steps (định vị list; thêm node mới; định vị lại list)



# Link lists: Insertion (chèn)

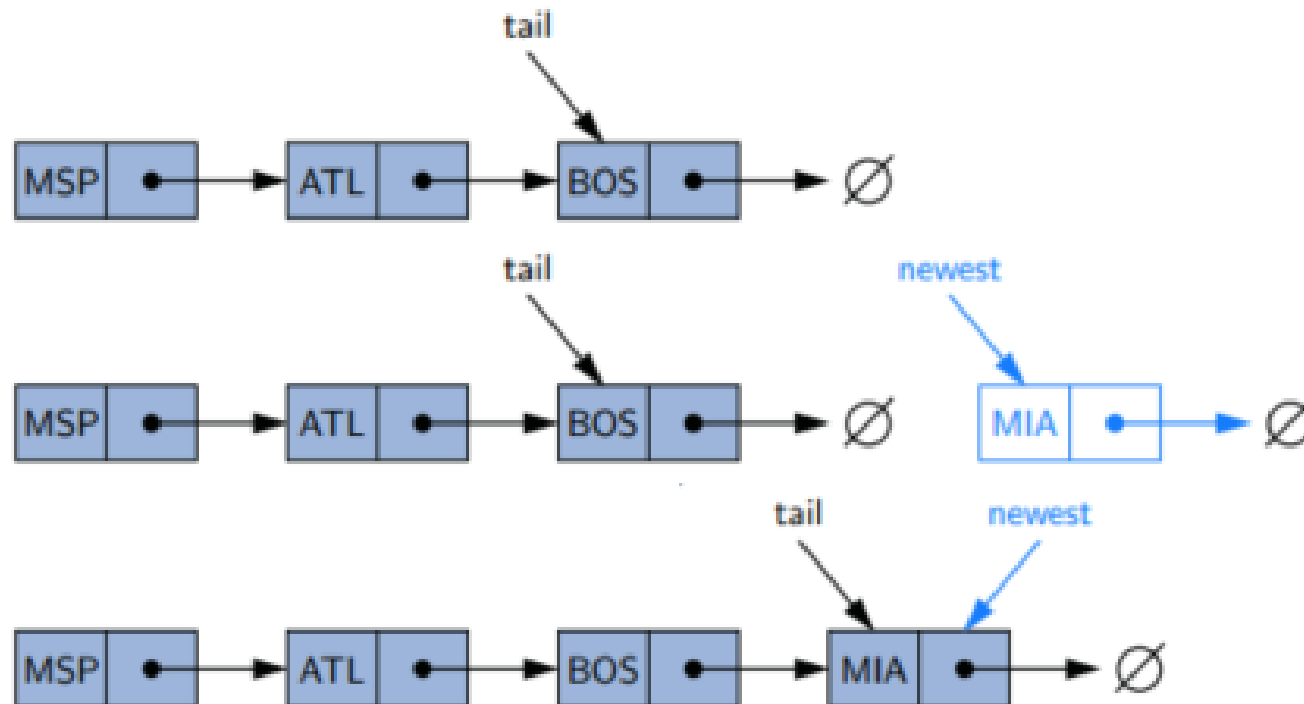
- Insertion of an element **at the head** of a linked list
  - 3 steps (định vị list; thêm node mới; định vị lại list)



- **Algorithm** `addFirst( $e$ ):`
  - `newest = Node( $e$ )`
  - `newest.next = head`
  - `head = newest`
  - `size = size + 1`

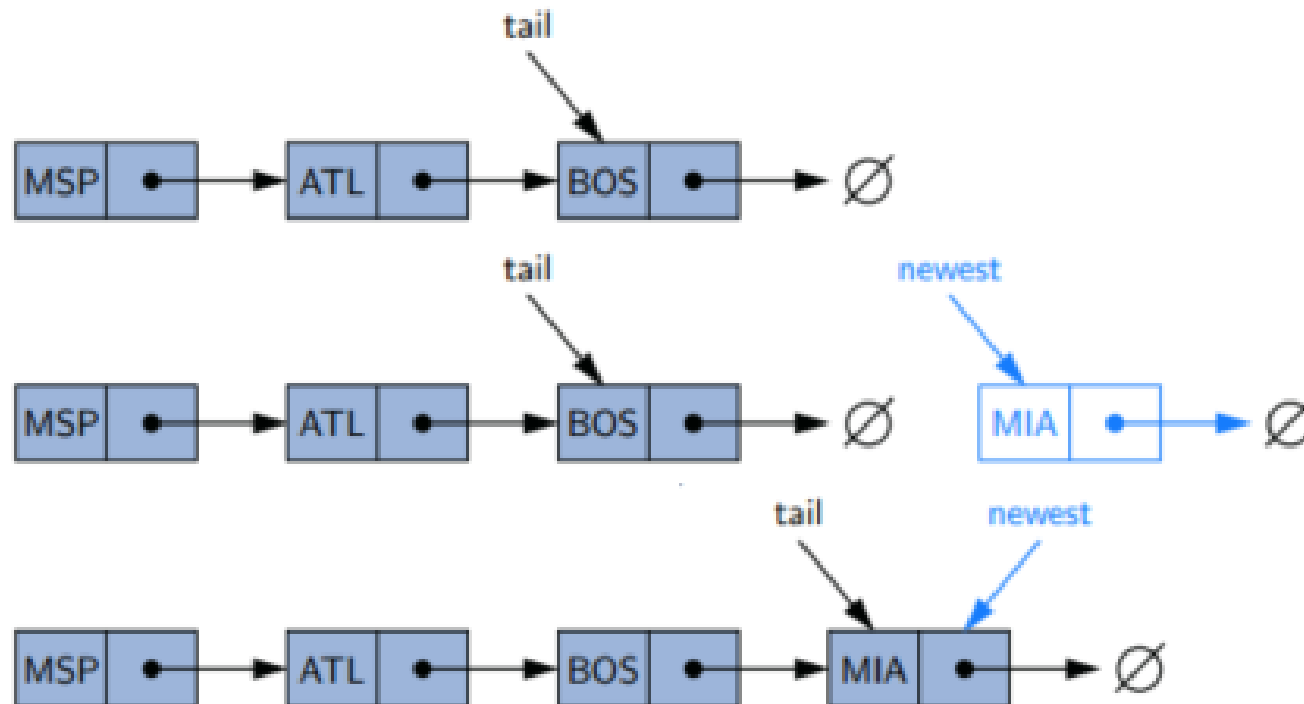
# Link lists: Insertion (chèn)

- ❑ Insertion of an element **at the end** of a linked list
  - 3 steps (định vị node cuối; thêm node mới; gắn vào cuối)



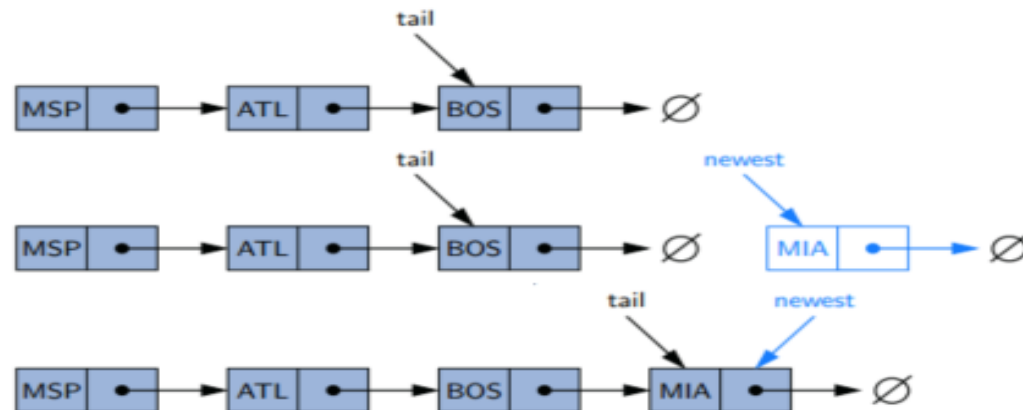
# Link lists: Insertion (chèn)

- ❑ Insertion of an element **at the end** of a linked list
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# Link lists: Insertion (chèn)

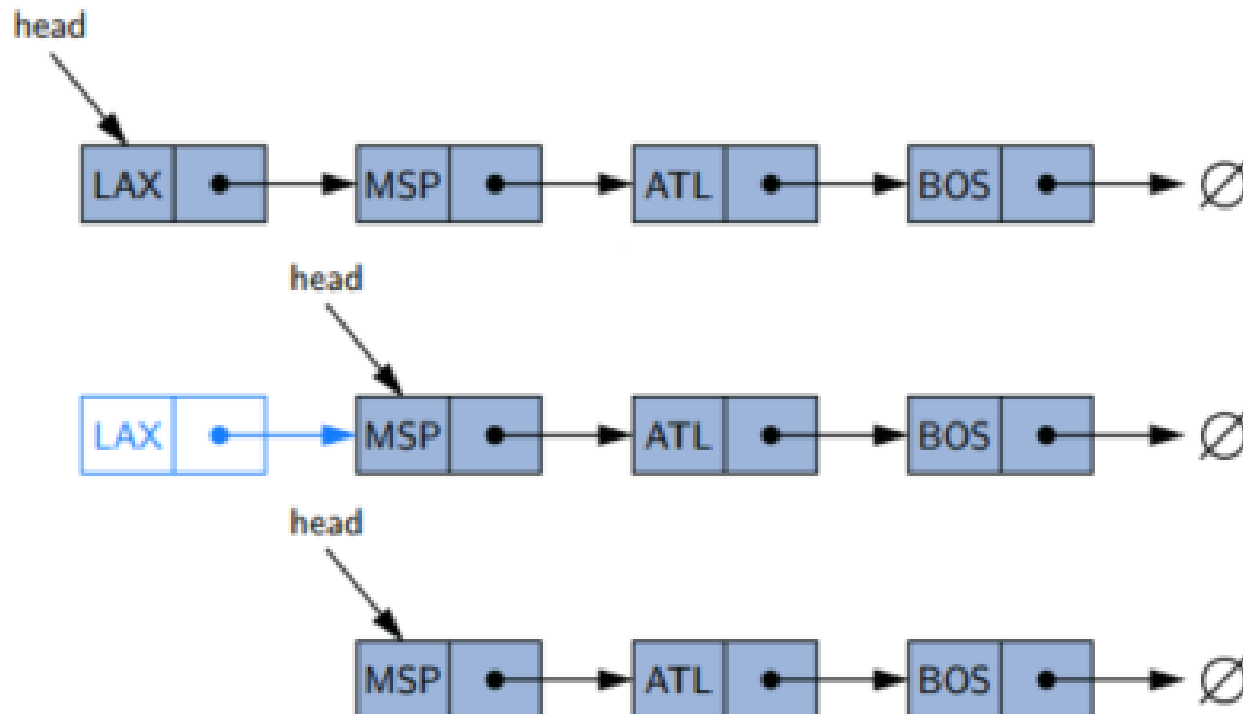
- ❑ Insertion of an element **at the end** of a linked list
  - 3 steps (định vị node cuối; thêm node mới; gắn vào cuối)



- **Algorithm** `addLast( $e$ ):`
  - `newest = Node( $e$ )`
  - `newest.next = null`
  - `tail.next = newest`
  - `tail = newest`
  - `size = size + 1`

# Link lists: Deletion (xóa)

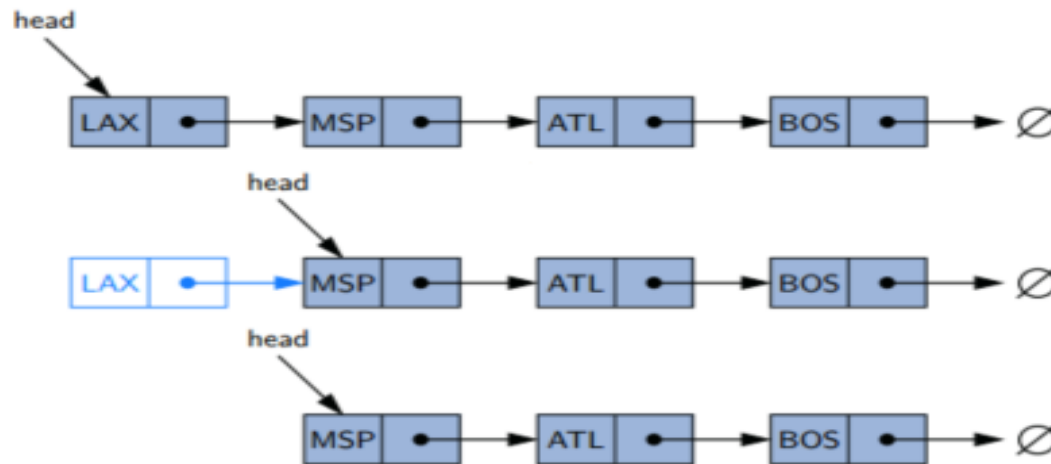
- ❑ Removing an element **from the head** of a linked list
  - 2 steps (định vị list; cho head tham chiếu đến phần tử kế)





# Link lists: Deletion (xóa)

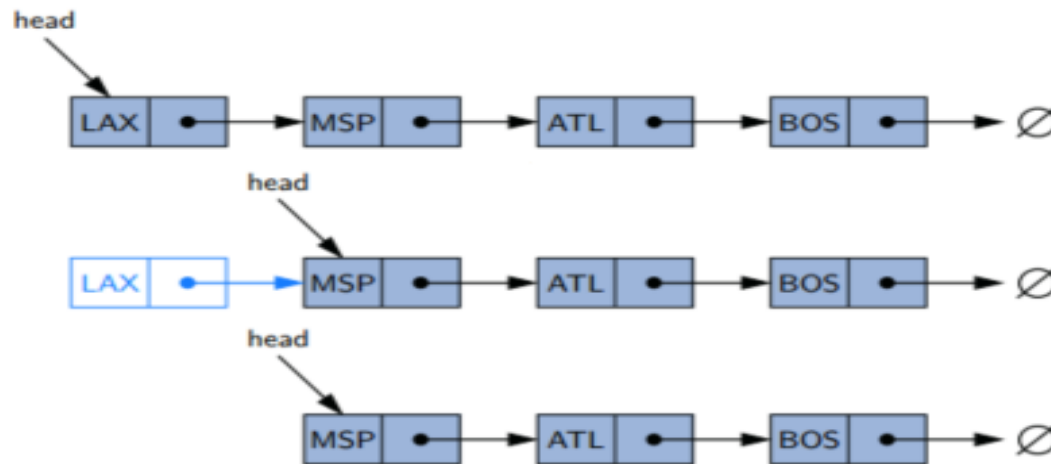
- ❑ Removing an element **from the head** of a linked list
  - 2 steps (định vị list; cho head tham chiếu đến phần tử kế)



- **Algorithm** removeFirst():
  - if** head == null **then**  
the list is empty.
  - head = head.next
  - size = size - 1

# Link lists: More

- ❑ Removing an element **from the head** of a linked list
  - 2 steps (định vị list; cho head tham chiếu đến phần tử kế)



- **Algorithm** removeFirst():
  - if** head == null **then**  
the list is empty.
  - head = head.next
  - size = size - 1

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# Linked lists: Efficiency (time)

## ❑ Traversal

- Index: stop at index node
- Value: stop at node with a particular value
- Time: max  $O(n)$  -  $n$  = size of linked list

## ❑ Retrieval:

- One access -  $O(1)$

## ❑ Insertion:

- One access (three basic steps) -  $O(1)$

## ❑ Deletion:

- One access (one/two basic step(s)) -  $O(1)$
-

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# Linked lists: implementation in Java

- ❑ Class LinkedList in java.util

<https://docs.oracle.com/javase/9/docs/api/java/util/LinkedList.html>

- ❑ Visualize linked list

<https://visualgo.net/en/list>

- ❑ How is your implementation? What for?

- To understand
  - To customize
-

# List implementation

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Other variations

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# Linked lists: Variations

- ❑ The linked list implementation shown is known as singly linked list: Each node has one pointer.  
*(Danh sách liên kết đơn, mỗi node chỉ có một phần tử kế)*
  - ❑ Other variations
    - Doubly Linked List (Danh sách liên kết đôi)
    - Circular Linked List (Danh sách liên kết vòng)
    - Tailed Linked List (Danh sách liên kết đuôi)
    - Circular Doubly-Linked List (Danh sách liên kết đôi vòng)
    - Etc.
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# Linked lists: Application

- ❑ Storing large number (size  $> 10^9$ ) – Try!
- ❑ For implementing other ADTs, such as:
  - Stack
  - Queue
  - Graph

# List ADT

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## Summary

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# Summary

