

Data Structures

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Realdolmen

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Who am I?

- ▶ Master of Engineering: Computer Science (KUL)
 - ▶ Computational informatics
- ▶ Realdolmen: acADDemICT in 09/2015
- ▶ Current project: Planning infrastructure @ Infrabel



Outline

- ① Introductory Data Structures
 - Array
 - Linked List
 - Hash Table
 - Tree
- ② Java Collection API & Map API
 - Java Collection API
 - Java Map API
- ③ Advanced Data Structures
 - Stuff. . .



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- 1 Introductory Data Structures
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- 3 Advanced Data Structures
 - Stuff...



What are Data Structures?

Data Structure¹

A way in which data are stored for efficient search and retrieval.
Different data structures are suited for different problems.

- ▶ Data type \neq data structure
- ▶ `java.util.HashSet` vs. hash table
- ▶ array vs. array

¹Encyclopædia Britannica

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1 Introductory Data Structures

Array
Linked List
Hash Table
Tree

2 Java Collection API & Map API

Java Collection API
Java Map API

3 Advanced Data Structures

Stuff...



Array

Definition

- ▶ An indexed set of related elements.²
 - ▶ An assemblage of items that are randomly accessible by integers, the index.³
-
- ▶ Example: linear array



²Oxford Dictionary

³National Institute of Standards & Technology

Array

Operations

- ▶ `get`
- ▶ `set`
- ▶ `indexOf`



Array

Operations

- ▶ `get`
- ▶ `set`
- ▶ `indexOf`



`get(1)`

Array

Operations

- ▶ `get`
- ▶ `set`
- ▶ `indexOf`



`get(1)`

Array

Operations

- ▶ `get` $O(1)$
- ▶ `set`
- ▶ `indexOf`



`get(1)`

Array

Operations

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`set(2)`

Array

Operations

- ▶ `get` $O(1)$
- ▶ `set`
- ▶ `indexOf`



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`indexOf(object)`

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`indexOf(object)`

Array

Operations

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- ▶ `set` $O(1)$
- ▶ `indexOf` $O(n)$



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Linked List

Definition

A linked list is a data structure in which the objects are arranged in a linear order. Unlike arrays in which the linear order is determined by indices, the order is determined by a pointer in each object.⁴

- ▶ Different types: singly, doubly, multiply, circular, ...
- ▶ Example: doubly linked list



⁴ Introduction to Algorithms By Cormen, Leieron, Rivest & Stein

Linked List

Operations

- ▶ add/remove first/last
- ▶ get/insertAt
- ▶ indexOf



Linked List

Operations

- ▶ add/remove first/last
- ▶ get/insertAt
- ▶ indexOf

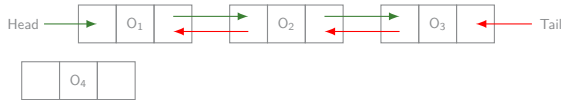


`addFirst(O_4)`

Linked List

Operations

- ▶ add/remove first/last
- ▶ get/insertAt
- ▶ indexOf

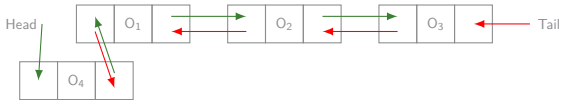


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Linked List

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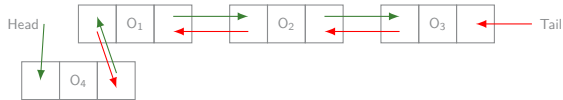


`addFirst(O4)`

Linked List

Operations

- ▶ add/remove first/last $O(1)$
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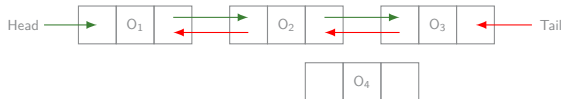


`insertAt(2)`

Linked List

Operations

- ▶ add/remove first/last $O(1)$
- ▶ get/insertAt
- ▶ indexOf

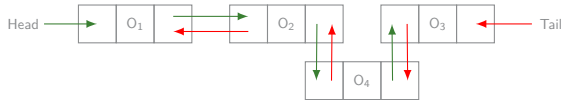


insertAt(2)

Linked List

Operations

- ▶ add/remove first/last $O(1)$
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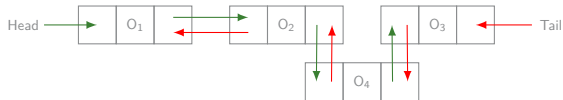


insertAt(2)

Linked List

Operations

- ▶ add/remove first/last $O(1)$
- ▶ get/insertAt $O(n)$
- ▶ indexOf



insertAt(2)

Linked List

Operations

- ▶ add/remove first/last $O(1)$
- ▶ get/insertAt $O(n)$
- ▶ indexOf



`indexOf(O2)`

Linked List

Operations

- ▶ add/remove first/last $O(1)$
- ▶ get/insertAt $O(n)$
- ▶ indexOf



`indexOf(O_2)`

Linked List

Operations

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`indexOf(O2)`

Linked List

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- ▶ add/remove first/last $O(1)$
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`indexOf(O2)`

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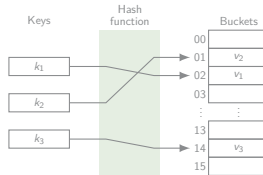


Hash Table

Definition

A dictionary in which keys are mapped to array positions by hash functions.⁵

- ▶ Hash functions: determinism, uniformity, defined range, data normalisation, non-invertible, perfect, . . .
- ▶ Collisions resolution: chaining, open addressing, . . .
- ▶ Example:

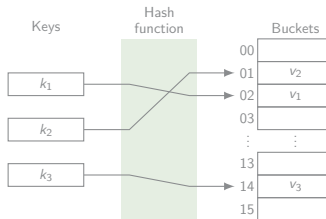


⁵ National Institute of Standards & Technology

Hash Table

Operations

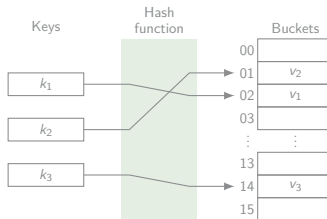
- put
- remove
- get



Hash Table

Operations

- put
- remove
- get

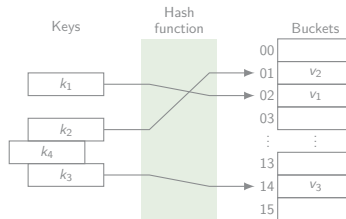


put(0₄)

Hash Table

Operations

- put
- remove
- get

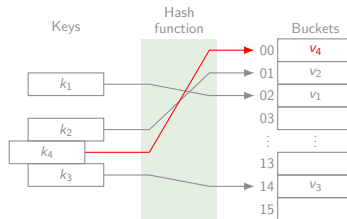


put(0_4)

Hash Table

Operations

- put
- remove
- get

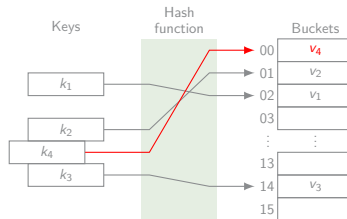


put(04)

Hash Table

Operations

- put $O(1) / O(n)$
- remove
- get

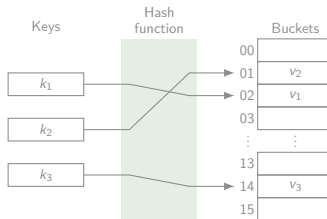


put(0_4)

Hash Table

Operations

- ▶ put $O(1) / O(n)$
- ▶ remove
- ▶ get

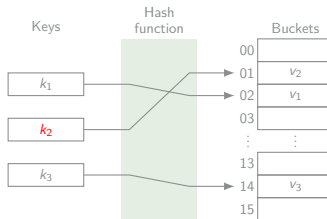


`remove(02)`

Hash Table

Operations

- ▶ put $O(1) / O(n)$
- ▶ remove
- ▶ get

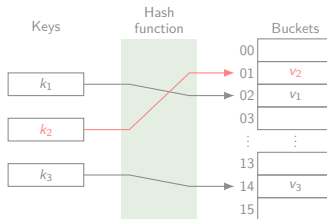


`remove(02)`

Hash Table

Operations

- ▶ put $O(1) / O(n)$
- ▶ remove
- ▶ get

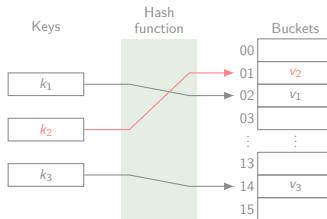


`remove(02)`

Hash Table

Operations

- put $O(1) / O(n)$
- remove $O(1) / O(n)$
- get

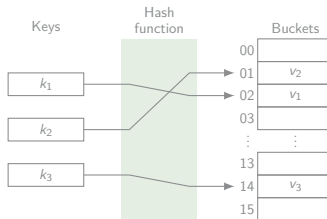


`remove(02)`

Hash Table

Operations

- put $O(1) / O(n)$
- remove $O(1) / O(n)$
- get

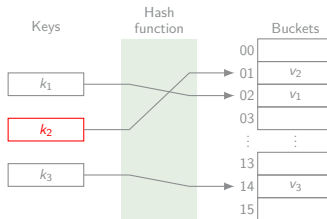


get(0_2)

Hash Table

Operations

- put $O(1) / O(n)$
- remove $O(1) / O(n)$
- get

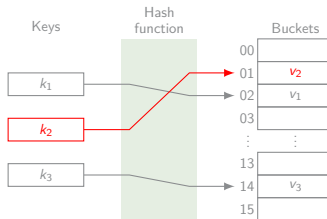


get(0₂)

Hash Table

Operations

- put $O(1) / O(n)$
- remove $O(1) / O(n)$
- get

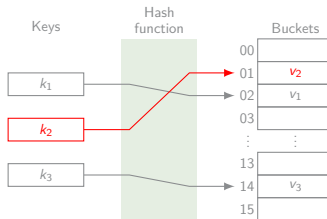


get(0_2)

Hash Table

Operations

- put $O(1) / O(n)$
- remove $O(1) / O(n)$
- get $O(1) / O(n)$

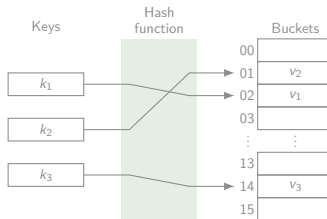


get(0_2)

Hash Table

Operations

- ▶ put $O(1) / O(n)$
- ▶ remove $O(1) / O(n)$
- ▶ get $O(1) / O(n)$



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 - Heap
 - Binary Search Tree
 - Red-Black Tree

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Tree

Definition

A data structure made up of nodes or vertices and edges without having any cycle. A tree that is not empty consists of a root node and potentially many levels of additional nodes that form a hierarchy.

- ▶ Depth, binary, (nearly) complete, ...
- ▶ Example:

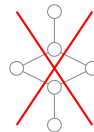
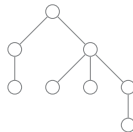


Tree

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A data structure made up of nodes or vertices and edges without having any cycle. A tree that is not empty consists of a root node and potentially many levels of additional nodes that form a hierarchy.

- ▶ Depth, binary, (nearly) complete, ...
- ▶ Example:



Binary Heap

Definition (Heap)

A complete tree where every node has a key more extreme (greater or less) than or equal to the key of its parent.⁶

Definition (Binary Heap)

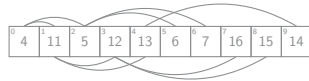
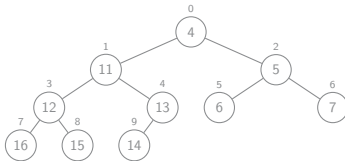
A binary heap data structure is an array object that we can view as a nearly complete binary tree that satisfies the min-heap or max-heap property.⁷

⁶ National Institute of Standards & Technology

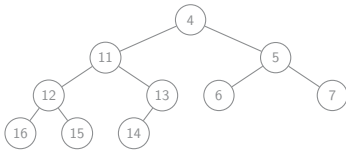
⁷ Introduction to Algorithms By Cormen, Leieron, Rivest & Stein

Binary Min-Heap

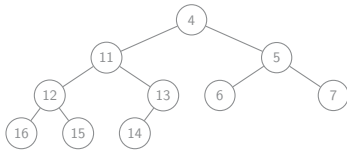
- ▶ $\text{Parent}(n) \quad \lfloor \frac{n-1}{2} \rfloor$
- ▶ $\text{Left}(n) \quad 2n + 1$
- ▶ $\text{Right}(n) \quad 2(n + 1)$



Binary Min-Heap



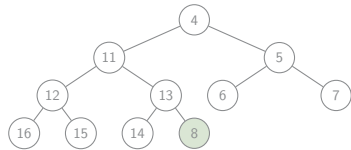
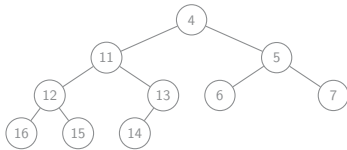
Binary Min-Heap



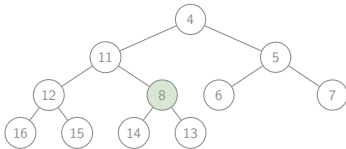
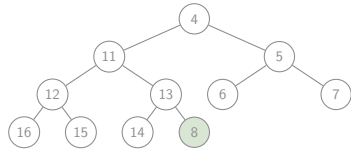
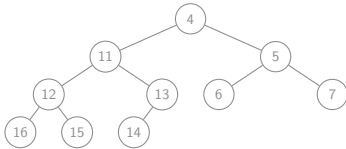
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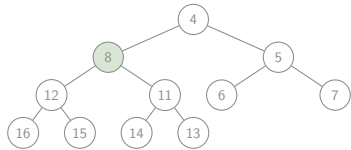
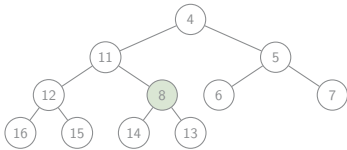
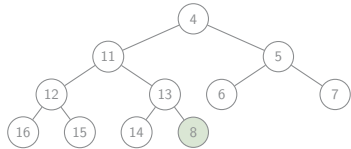
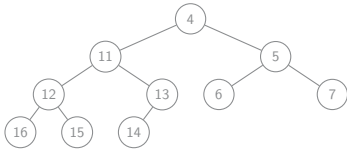
Binary Min-Heap



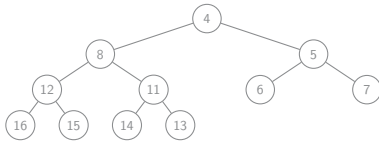
Binary Min-Heap



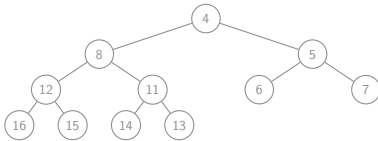
Binary Min-Heap



Binary Min-Heap



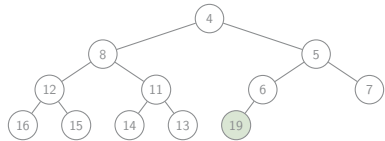
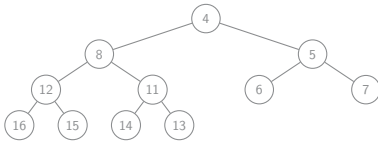
Binary Min-Heap



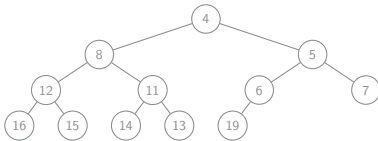
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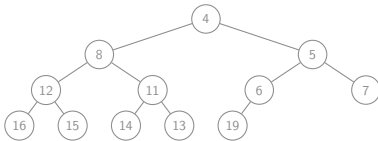
Binary Min-Heap



Binary Min-Heap



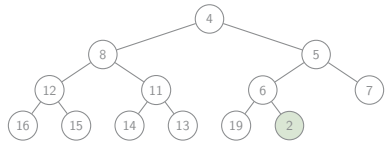
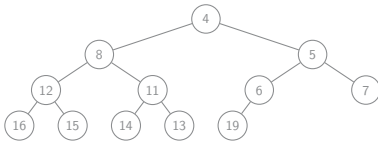
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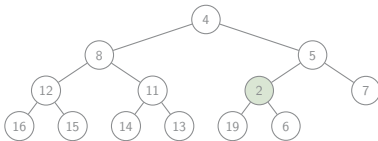
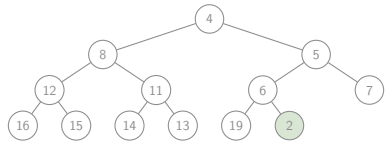
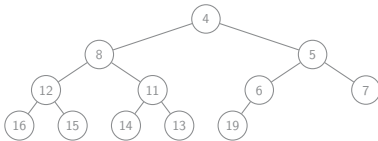
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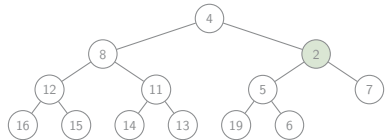
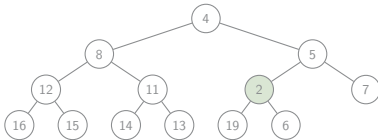
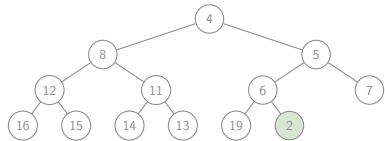
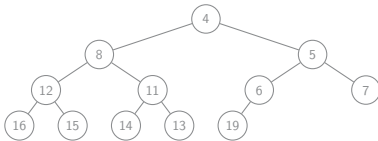
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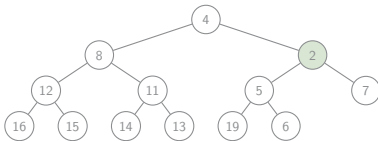
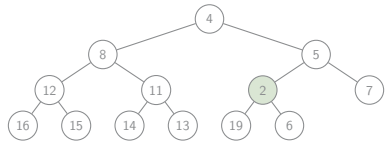
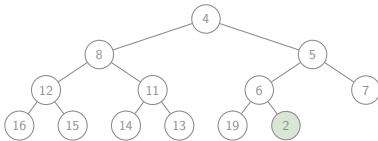
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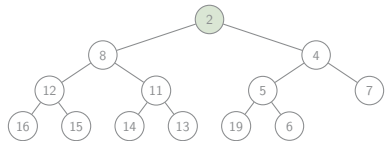
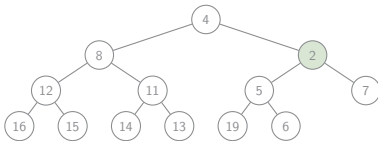
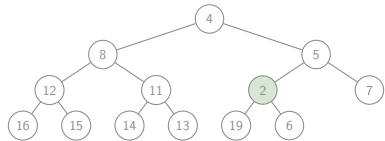
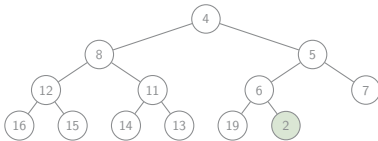
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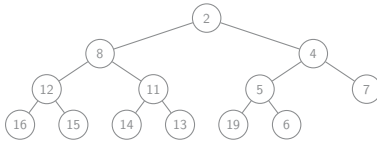
Binary Min-Heap



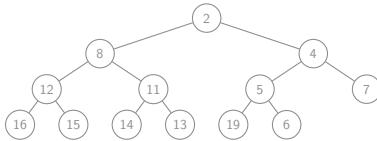
Binary Min-Heap



Binary Min-Heap



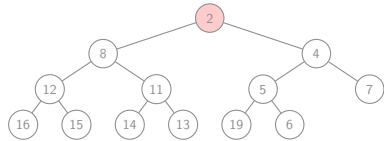
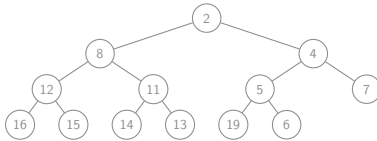
Binary Min-Heap



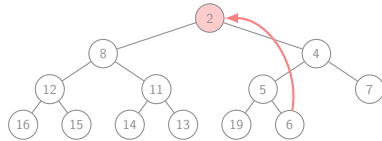
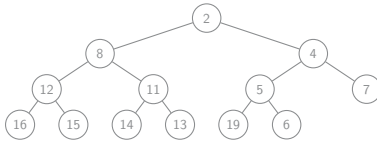
poll



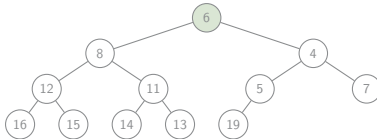
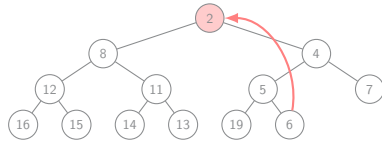
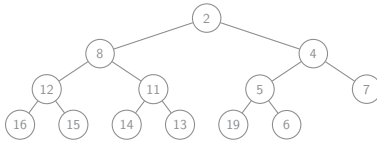
Binary Min-Heap



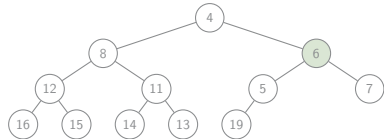
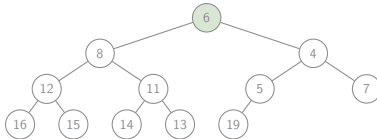
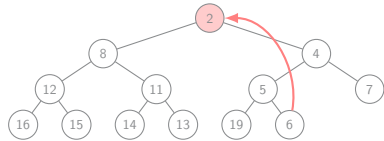
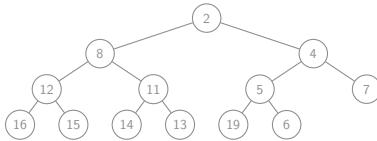
Binary Min-Heap



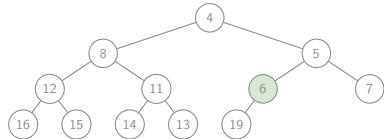
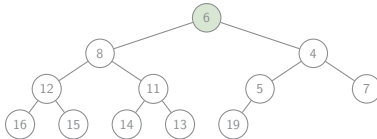
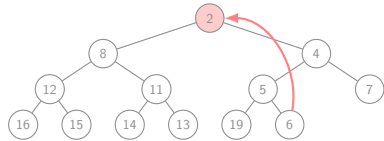
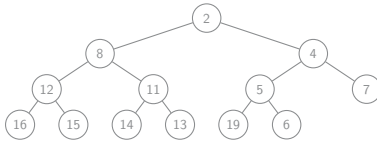
Binary Min-Heap



Binary Min-Heap



Binary Min-Heap



Binary Min-Heap

Operations

- ▶ `insert`
- ▶ `removeAt`
- ▶ `peek`
- ▶ `poll`



Binary Min-Heap

Operations

- ▶ insert $O(\log n)$
- ▶ removeAt $O(\log n)$
- ▶ peek $O(1)$
- ▶ poll $O(\log n)$



Binary Min-Heap

Operations

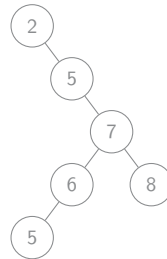
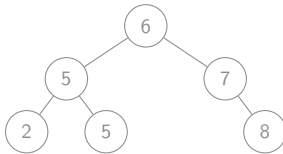
- ▶ insert $O(\log n)$
 - ▶ removeAt $O(\log n)$
 - ▶ peek $O(1)$
 - ▶ poll $O(\log n)$
-
- ▶ Heapsort
 - ▶ Frequently used in Priority Queues



Binary Search Tree

Definition

A binary tree in which the left child \leq the parent and the right child \geq the parent.



Binary Search Tree

Operations

- ▶ insert $O(\log n)$ / $O(n)$
- ▶ delete $O(\log n)$ / $O(n)$
- ▶ search $O(\log n)$ / $O(n)$



Red-Black Tree

- ▶ Binary search tree
- ▶ Approximately balanced
- ▶ NIL leaves
- ▶ Red-black properties



Red-Black Tree

- ▶ Binary search tree
- ▶ Approximately balanced
- ▶ NIL leaves
- ▶ Red-black properties
 - ▶ Every node is either red or black
 - ▶ Root is black
 - ▶ Every leaf is black
 - ▶ If a node is red, its children are black
 - ▶ For each node, all paths to its descendant leaves contain the same number of black nodes



Red-Black Tree

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Outline

- 1 Introductory Data Structures
 - Array
 - Linked List
 - Hash Table
 - Tree
- 2 Java Collection API & Map API
 - Java Collection API
 - Java Map API
- 3 Advanced Data Structures
 - Stuff...

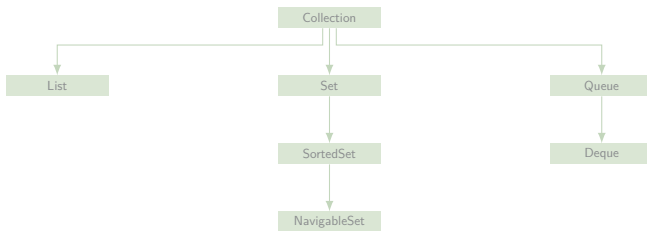


Outline

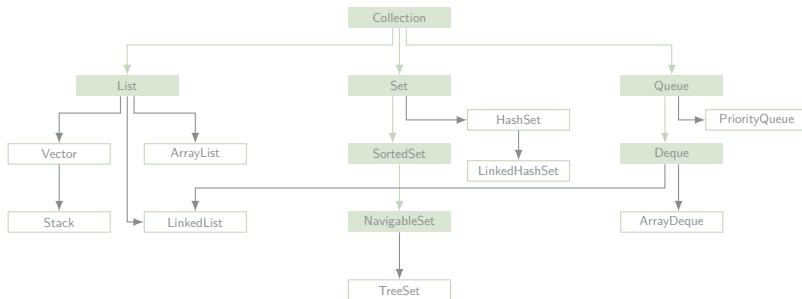
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Java Collection API



Java Collection API



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list				
ArrayList	array				
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$			
ArrayList	array				
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$		
ArrayList	array				
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	
ArrayList	array				
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	$O(n)$
ArrayList	array				
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	$O(n)$
ArrayList	array	$O(1)$			
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	$O(n)$
ArrayList	array	$O(1)$	$O(n)$		
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	$O(n)$
ArrayList	array	$O(1)$	$O(n)$	$O(n)$	
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	$O(n)$
ArrayList	array	$O(1)$	$O(n)$	$O(n)$	$O(1)$
Vector	array				
Stack	array				



List Interface

	Impl	add	remove	contains	get
LinkedList	linked list	$O(1)$	$O(1)$	$O(n)$	$O(n)$
ArrayList	array	$O(1)$	$O(n)$	$O(n)$	$O(1)$
Vector	array	$O(1)$	$O(n)$	$O(n)$	$O(1)$
Stack	array	$O(1)$	$O(n)$	$O(n)$	$O(1)$



Set Interface

	Impl	add	contains	next
HashSet	hash table			
LinkedHashSet	hash table linked list			
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$		
LinkedHashSet	hash table linked list			
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	
LinkedHashSet	hash table linked list			
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list			
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list	$O(1)$		
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list	$O(1)$	$O(1)$	
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list	$O(1)$	$O(1)$	$O(1)$
TreeSet	red-black tree			



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list	$O(1)$	$O(1)$	$O(1)$
TreeSet	red-black tree	$O(\log n)$		



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list	$O(1)$	$O(1)$	$O(1)$
TreeSet	red-black tree	$O(\log n)$	$O(\log n)$	



Set Interface

	Impl	add	contains	next
HashSet	hash table	$O(1)$	$O(1)$	$O(h/n)$
LinkedHashSet	hash table linked list	$O(1)$	$O(1)$	$O(1)$
TreeSet	red-black tree	$O(\log n)$	$O(\log n)$	$O(\log n)$



Queue Interface

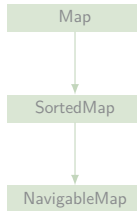


Outline

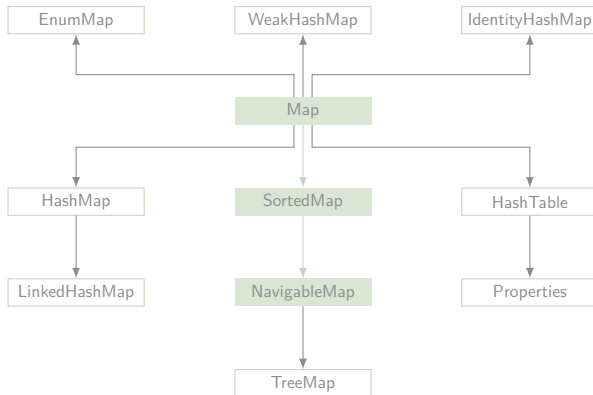
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Java Map API



Java Map API



Java Map API

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Stuff...

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