

Lists, Stacks, and Queues

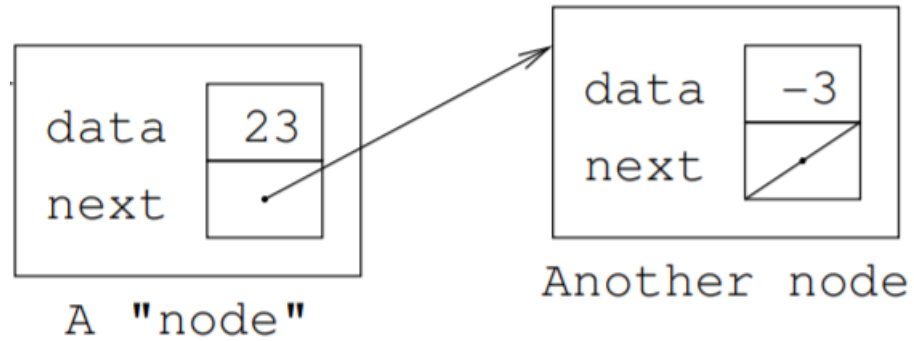
Abstract data types (ADTs)

- A mathematical model of an object that stores data
 - Defined by its behaviour from the point of view of the user
 - *Not* defined by how it is actually implemented
- Example: lists
 - Can insert, append, delete, and access elements
 - The actual implementation can be, for example, a linked list or an array

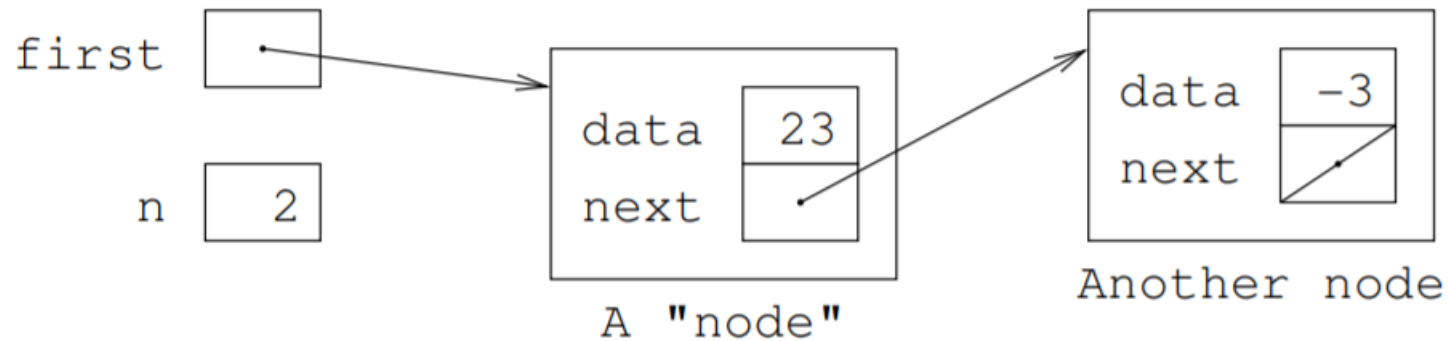
Data structures

- A set ways of storing data that implement a data type
 - Example: a linked list
 - Example: array
 - Example: structs

(Singly) linked lists

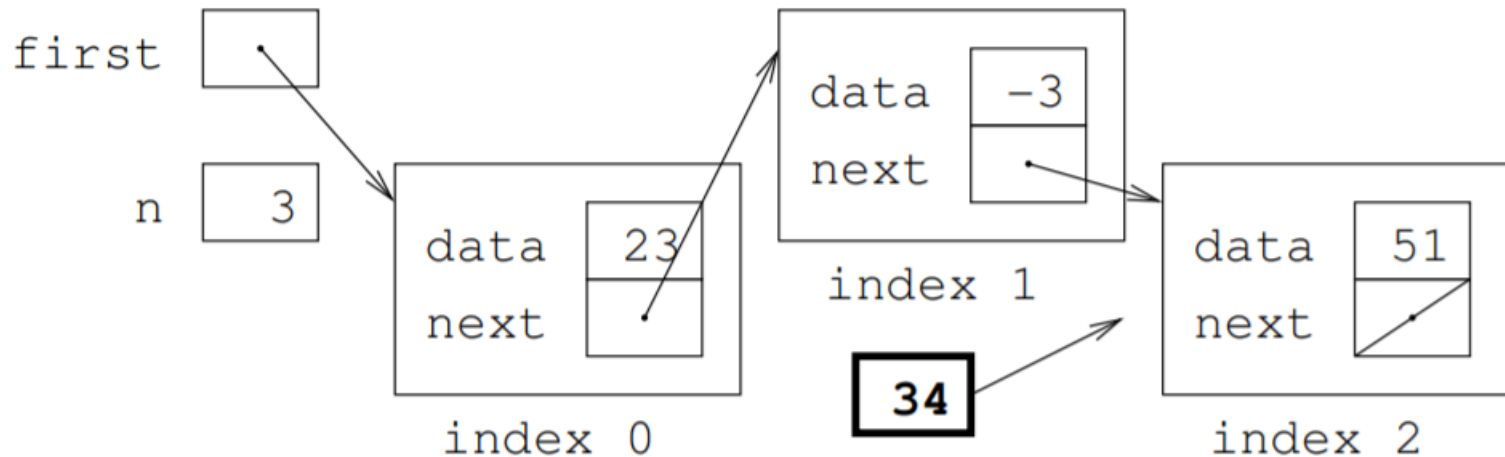


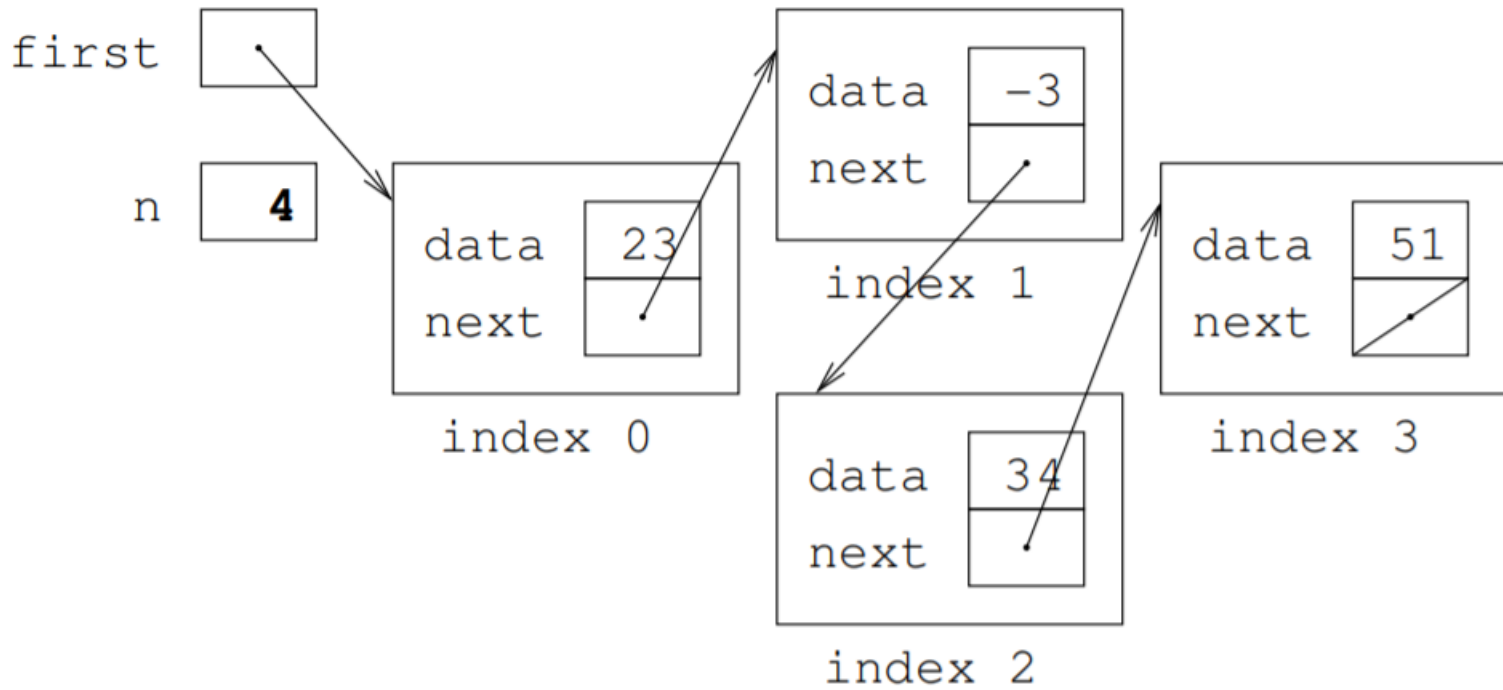
(Singly) linked lists with pointer to head



Insert

- Want to insert the value 34 at index 2



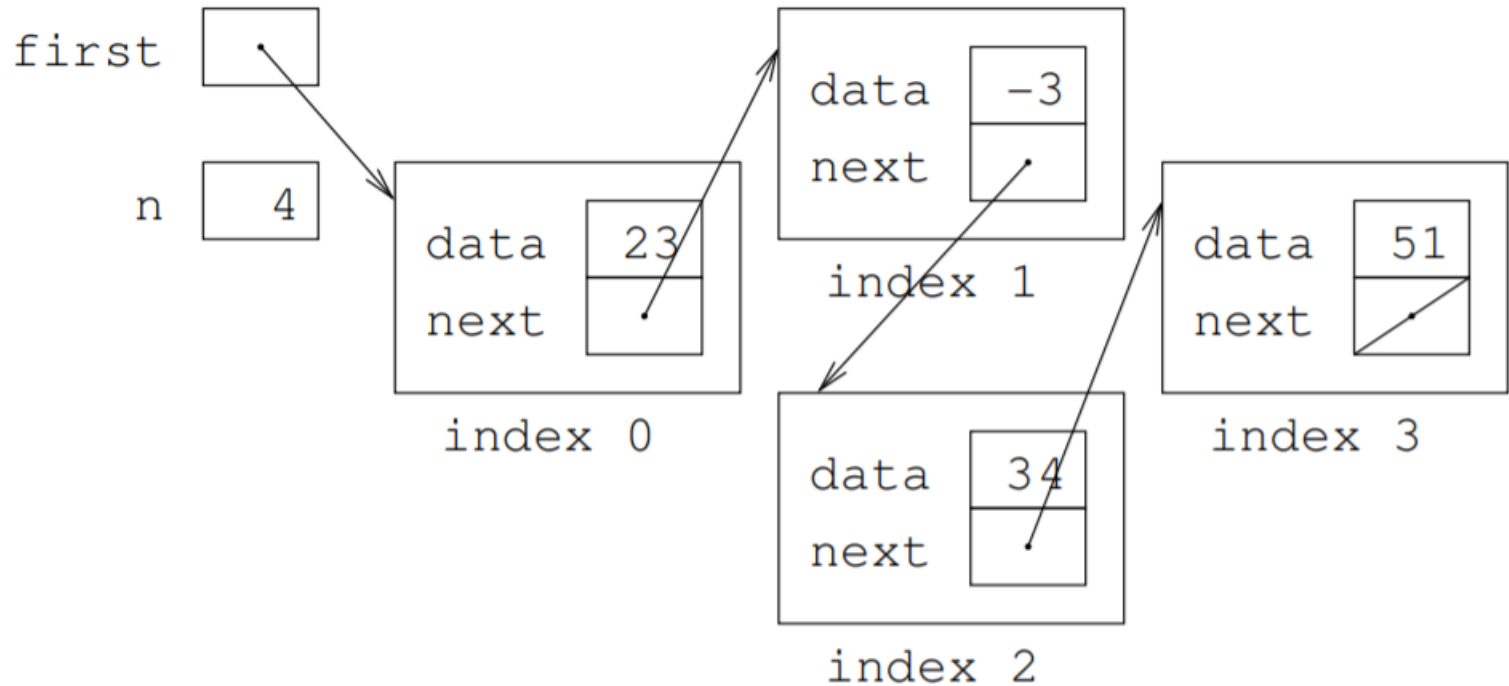


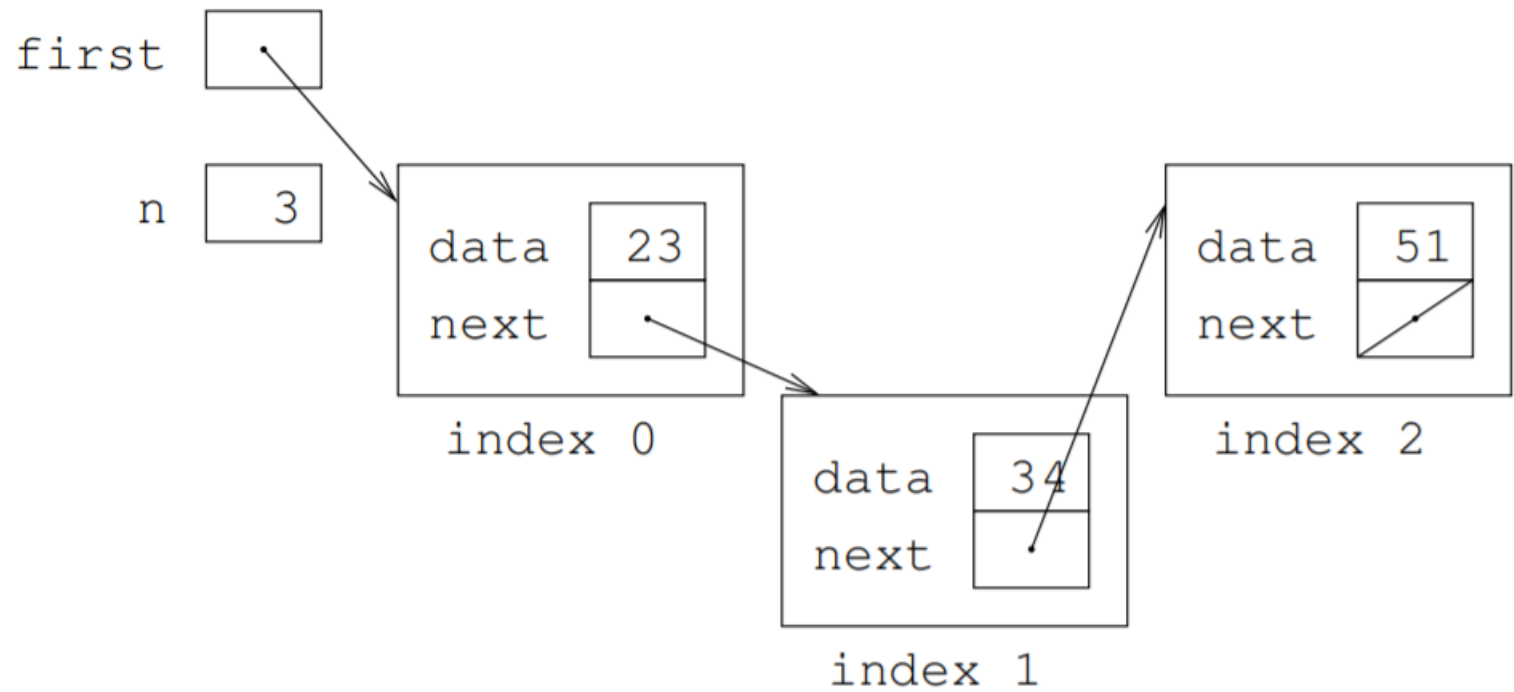
Complexity of insert

- Create and connect a new node: $O(1)$
 - (Assuming we have the pointer to the previous node)

Remove

- Suppose we want to remove the value at index 1



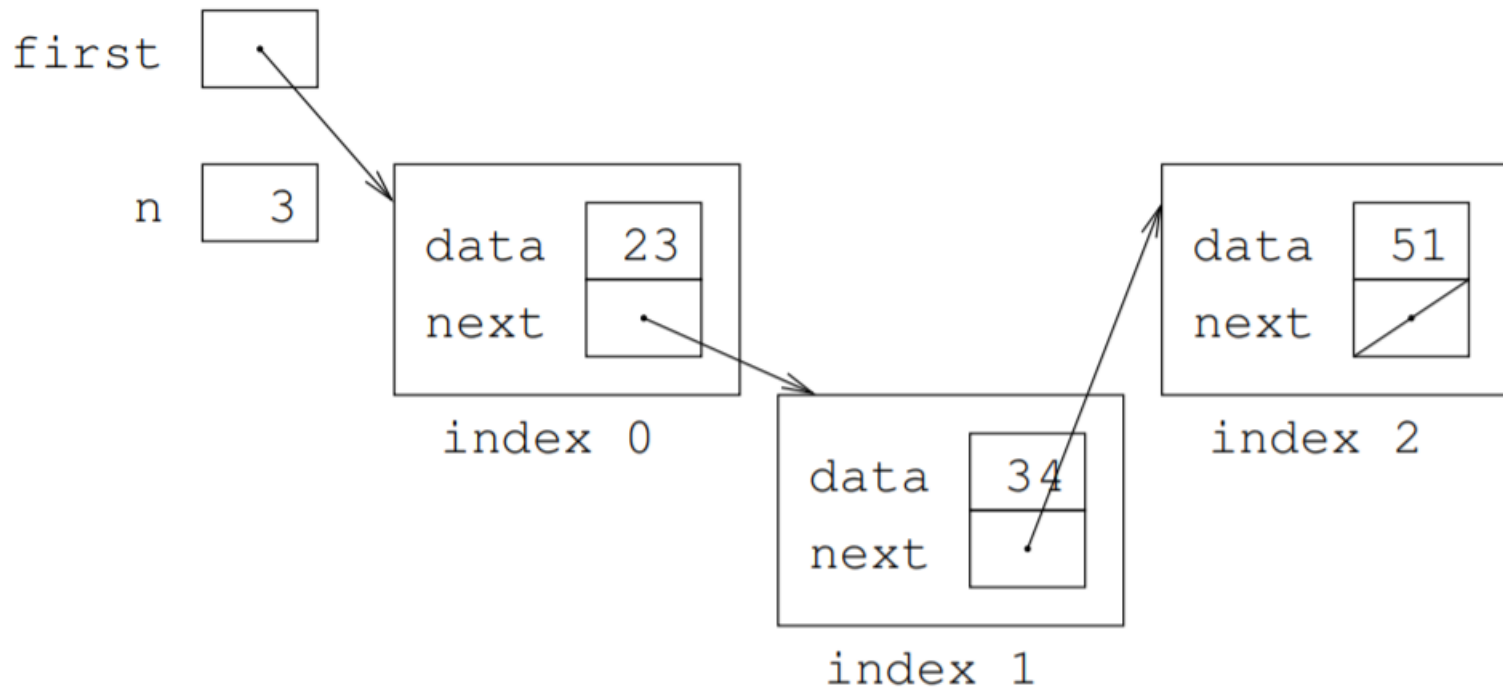


Complexity of remove

- $O(1)$
 - (Assuming we have the pointer to the previous node)

get

- Want to get the value at index 2
 - $O(n)$ assuming we don't have the pointer to the node



Arrays

- Get: $O(1)$
- Insert at index i :
 - Copy $\text{arr}[(i+1):n]$ to $\text{arr}+i+2$
 - $O(n)$
 - Copy value to $\text{arr}[i]$
 - May need to copy entire array to another block
 - $O(n)$ time
- Remove index i :
 - Copy $\text{arr}[(i+1):n]$ to $\text{arr}+1$
 - $O(n)$ time

| | Array | Linked list |
|--------|--------|-------------|
| Insert | $O(n)$ | $O(1)^*$ |
| Remove | $O(n)$ | $O(1)^*$ |
| Get | $O(1)$ | $O(n)$ |

Stack

- An ADT
- A list with the operations
 - push: append an element to the end of the list
 - pop: remove an element from the end of the list and get its value
- “LIFO”: last in, first out
- Array implementation: push is $O(n)$, pop is $O(1)$
 - In practice, average time to push is not $O(n)$
- Linked list implementation: push is $O(1)$, pop is $O(1)$
 - Need to store the last node of the linked list

Queue

- A list with the operations:
 - Enqueue: append an element to the end of the list
 - Dequeue: remove the element from the start of the list, get its value
- “FIFO”: first in, first out
- Linked list implementation: enqueue and dequeue are both $O(1)$
 - Need to store the head and the “tail” of the linked list

Queue: circular array implementation

- Store elements in an array, keep the index of both the first and the last element
 - For an array of size N , store element $(N-1+m)$ in element $(N-1+m) \bmod N$
 - Enlarge the array when necessary
- Enqueue: $O(n)$ time (but less in practice)
- Dequeue: $O(1)$ time