

PH502: Scientific Programming Concepts

Irish Centre for High End Computing (ICHEC)

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Overview

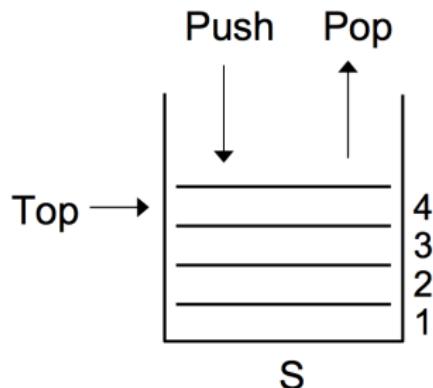
- Here we will discuss some elementary data structures.
- Hopefully you will recognise some of these.
- We are discussing them in a more general sense but they are found in many situations.

Elementary Data Structures-Stack

Usually, efficient data structures are key to designing efficient algorithms

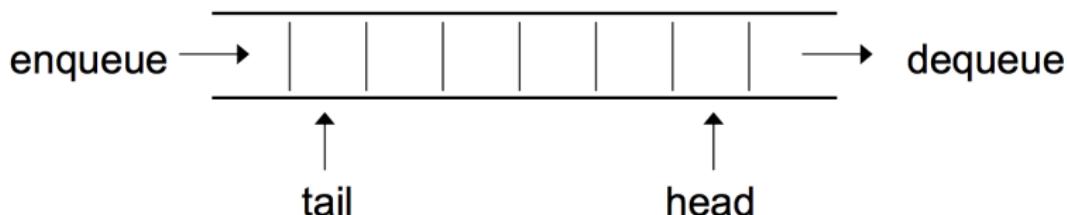
- Implements the LIFO (last-in, first-out) policy
- $S=S[1 \dots \text{top}(S)]$

```
Push(S, x)
if Stack_Full(S) then
    Error: Overflow
else
    top[S]=top[S]+1
    S[top[S]]=x
end if
Pop(S)
if Stack_Empty(S) then
    Error: Underflow
else
    top[S]=top[S]-1
    return S[top[S]+1]
end if
```



Elementary Data Structures-Queues

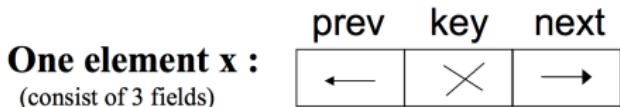
- Implements the FIFO (first-in, first-out) policy
- $Q = Q[\text{head}[Q], \text{head}[Q]+1, \dots, \text{tail}[Q]]$



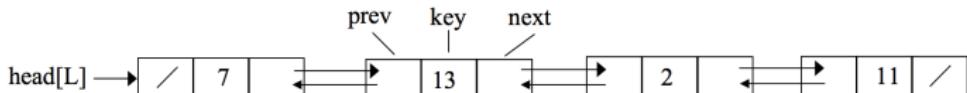
```
Enqueue(Q, x)
if Not Queue_Full(Q) then
    Q[tail[Q]]=x
    if tail[Q]=length[Q] then
        tail[Q]=1
    else
        tail[Q]=tail[Q]+1
    end if
end if
```

```
Dequeue(Q)
if Not Queue_Empty(Q) then
    x=Q[head[Q]]
    if head[Q]=length[Q] then
        head[Q]=1
    else
        head[Q]=head[Q]+1
    end if
    return x
end if
```

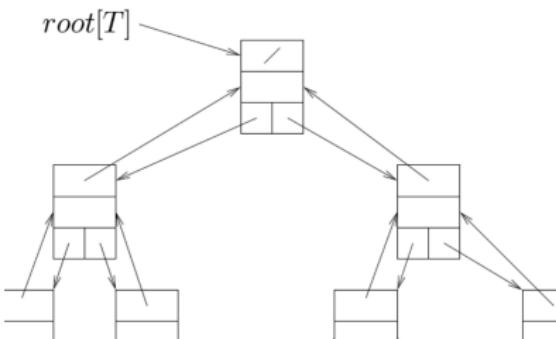
- A concrete data structure consisting of a sequence of nodes. Each node has
 - ▶ a pointer to the previous node (except the first one)
 - ▶ a pointer to the next one (except the last one)
 - ▶ a field that contains a key



- Singly or Doubly Linked, Sorted or Unsorted, Circular or not
- Insert, Delete and Search Operations



- Abstract model of a hierarchical structure.
- A binary tree consists of nodes with
 - ▶ A key field
 - ▶ Pointer to the parent node
 - ▶ Pointer to the left child
 - ▶ Pointer to the right child
- Examples:
 - ▶ P-nary trees, Morse trees, Heaps, Search Trees, Red-Black Trees
- Insertion, Deletion, Traversal and IsRoot



1. Introduction To Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein, MIT Pressi 3rd Edition, 2009.
2. The art of computer programming, Donald Ervin Knuth, Volume 1-3, 1997-1998.
3. Algorithms in C, Parts 1-5 (Bundle): Fundamentals, Data Structures, Sorting, Searching, and Graph Algorithms (3rd Edition), Robert Sedgewick, 2001.
4. An Introduction to the Analysis of Algorithms, Robert Sedgewick, Philippe Flajolet, 2nd Edition, 2013.
5. An Introduction to the Analysis of Algorithms, Michael Soltys, World Scientific Publishing Co. Pte. Ltd., 2010.