

# Lecture 2

## Linear Data Structures

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Subject Lecturer: Kevin K.F. YUEN, PhD.

Acknowledgement: Slides were offered from Prof. Ken Yiu.  
Some parts has been revised and indicated.

# Linear Data Structures

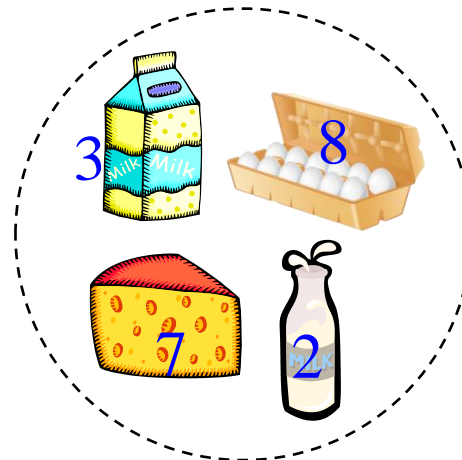
- ◆ Data structures support the following operations on a set  $S$  of items
  - ◆ Insert an item into  $S$
  - ◆ Remove an item from  $S$
  - ◆ Search for an item in  $S$
- ◆ What is a linear data structure?
  - ◆ Data items are stored sequentially in a linear data structure
  - ◆ E.g., stack, queue, linked list

<b>Stack</b> (Today)
<b>Queue</b> (Today)
<b>Linked List</b> (Today)
Tree (Lecture 3)
Heap (Lecture 4)
.....

search key



set








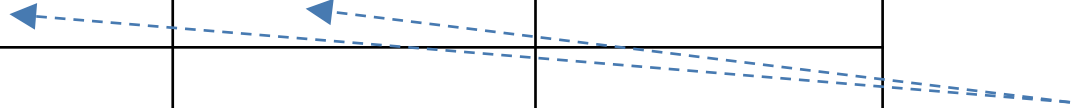
**Operation**

**Stack  $S$**

**Queue  $Q$**

**Linked List  $L$**

	Insert an item	push( $e$ )	enqueue( $e$ )	insert( $x$ )
	Remove an item	pop( )	dequeue( )	remove( $x$ )
	Search for a key	N/A	N/A	search( $k$ )



*fixed deletion order*

- ◆ We are going to study the **properties** and the **operations** of stack, queue, and linked list
- ◆ Operations with  $O(1)$  running time
  - ◆ All operations in stack and queue, insert( $x$ ), remove( $x$ ) in linked list
- ◆ Operations with  $O(n)$  running time
  - ◆ search( $k$ ) in linked list

*$n$  denotes the number of data items stored*

# Outline



- ◆ Stacks

- ◆ Queues

- ◆ Linked lists

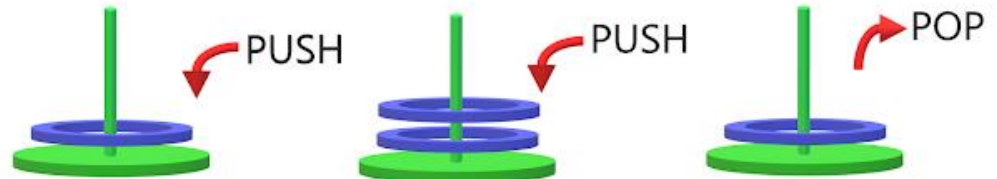
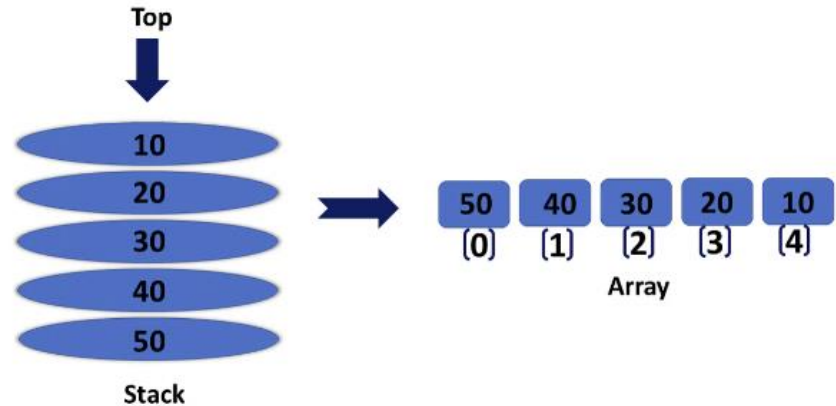
- ◆ Variants of linked lists

# Stack



Stack: a pile of things arranged one on top of another

<https://dictionary.cambridge.org/>



Simple Representation of a Stack with PUSH and POP operations

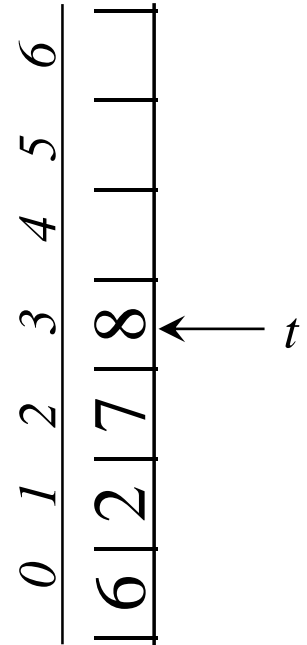
## Built-in Stack in Java

<https://docs.oracle.com/en/java/javase/21/docs/api/java.base/java/util/Stack.html>

# Stack



- ◆ The last-in first-out (LIFO) property
  - ◆ Only the last inserted object can be removed
    - ◆ E.g., insert 6, insert 2, insert 7, insert 8, remove → return 8
- ◆ Applications
  - ◆ Syntax parsing (e.g., for XML, HTML)
  - ◆ Searching in puzzle problems
  - ◆ Memory management (for procedure call) during program execution



# Stack: Array Implementation

- ◆ The last-in first-out (LIFO) property

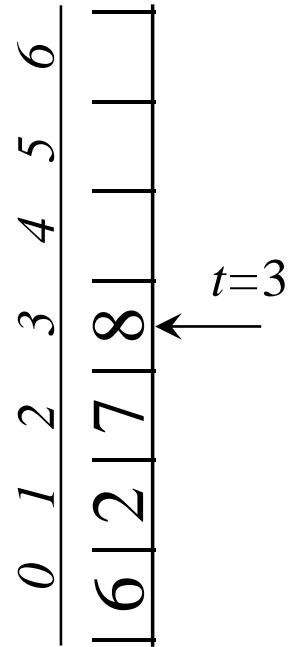
- ◆ Instance variables



- ◆  $S$ : an array of items
- ◆  $S.length$ : the length of the array  $S$
- ◆  $t$ : the position of the top item

- ◆ Operations

- ◆ **push**( $e$ ): insert item  $e$  (at the top of the stack)
- ◆ **pop**( ): extract the top item
- ◆ **size**( ): return the number of items stored
- ◆ **isEmpty**( ): check whether the stack is empty
- ◆ **top**( ): return the top item without removing it



# Stack: Auxiliary Operations

- ◆ `isEmpty()`: check whether the stack is empty
- ◆ `size()`: return the number of items stored
- ◆ `top()`: return the top item without removing it

`size()`

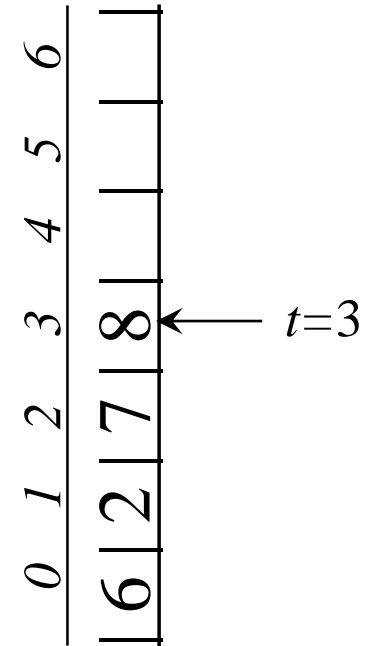
1. return  $t+1$

`isEmpty()`

1. return  $(t < 0)$

`top()`

1. if `isEmpty()`
2. **throw an exception**
3. return  $S[t]$





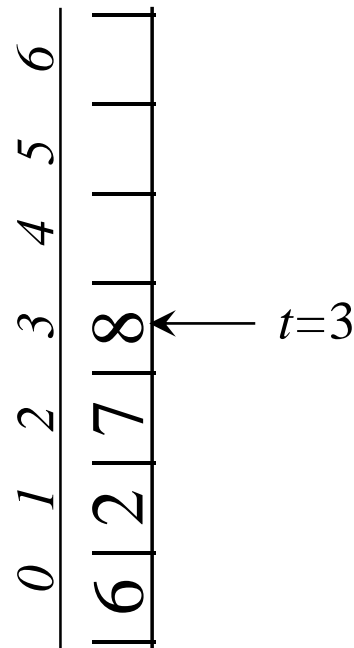
# Stack: push(e)

- ◆ **push( $e$ ):** insert  $e$  to the top of the stack
  - ◆ Example: push(3)

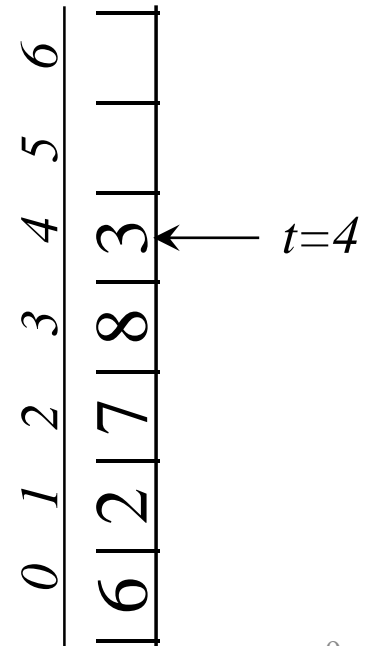
push (  $e$  )

1. if size( ) =  $S.length$
2. **throw an exception**
3.  $t \leftarrow t + 1$
4.  $S[t] \leftarrow e$

*Before:*



*After:*



# Stack: pop( )

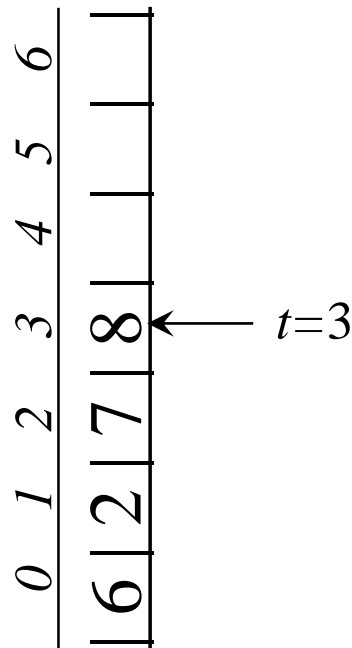
◇ **pop( )**: extract the top item

◇ Example: pop( ) returns 8

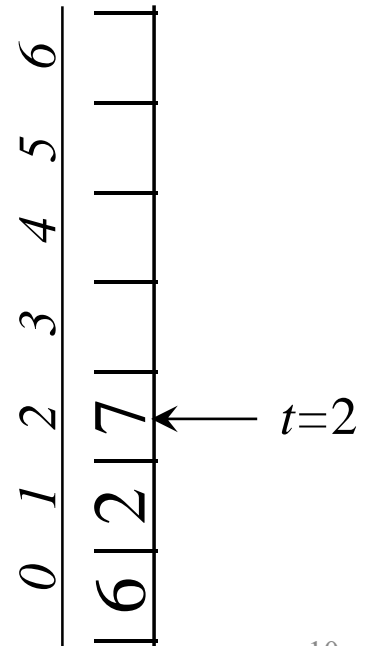
pop( )

1. if isEmpty( )
2. **throw an exception**
3.  $temp \leftarrow S[t]$
4.  $S[t] \leftarrow \text{null}$
5.  $t \leftarrow t - 1$
6. return  $temp$

*Before:*



*After:*



# Stack: Java Code

```
public class ArrayStack<E> {  
    private E[ ] S;  
    private int t = -1;  
    public ArrayStack(int max_size) {  
        ...  
    }  
    public int size() {  
        ...  
    }  
    public boolean isEmpty() {  
        ...  
    }  
    public E top() throws Exception {  
        ...  
    }  
    public void push(E e) throws Exception {  
        ...  
    }  
    public E pop() throws Exception {  
        ...  
    }  
}
```

- ◆ The generic type <E>
  - ◆ <E> can be provided at run time
  - ◆ E.g., create a stack of integers by  
new ArrayStack<int>(10);

- ◆ Class ArrayStack<E>: defines the type of ArrayStack<E> object
  - ◆ Instance variables
  - ◆ Constructor for creating an object
  - ◆ Methods

- ◆ *Remark:* This version is simpler than the code in the textbook
  - ◆ We use one class and one type of Exception only

# Examples of using a stack

- ◆ Reverse an array by using a stack
  - ◆ Test case: `[6, 2, 7, 8] → [8, 7, 2, 6]`
- ◆ Match parentheses by using a stack
  - ◆ Test case #1: `[] ( ( ) ) → true`
  - ◆ Test case #2: `( . → false`
- ◆ Source codes
  - ◆ Download at <https://bcs.wiley.com/he-bcs/Books?action=resource&bcsId=8635&itemId=1118771338&resourceId=35121>
  - ◆ ReverseWithStack.java, MatchDelimiters.java

# Outline

- ◆ Stacks



- ◆ Queues

- ◆ Linked lists

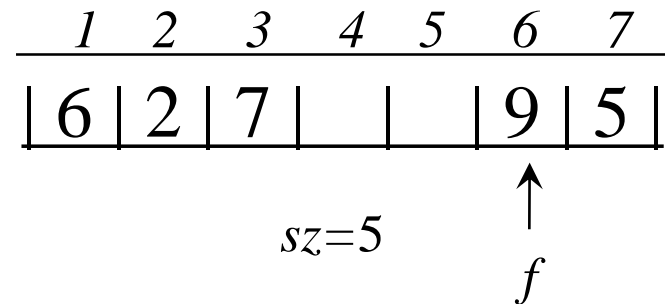
- ◆ Variants of linked lists

# Queue

- ◆ The first-in first-out (FIFO) property
  - ◆ Only the first inserted object can be removed
    - ◆ E.g., insert 9, insert 5, insert 6, insert 2, insert 7  
remove → return 9



- ◆ Applications
  - ◆ CPU scheduling
  - ◆ Disk scheduling
  - ◆ Playlist in media player



# Queue: Array Implementation

- ◆ The first-in first-out (FIFO) property

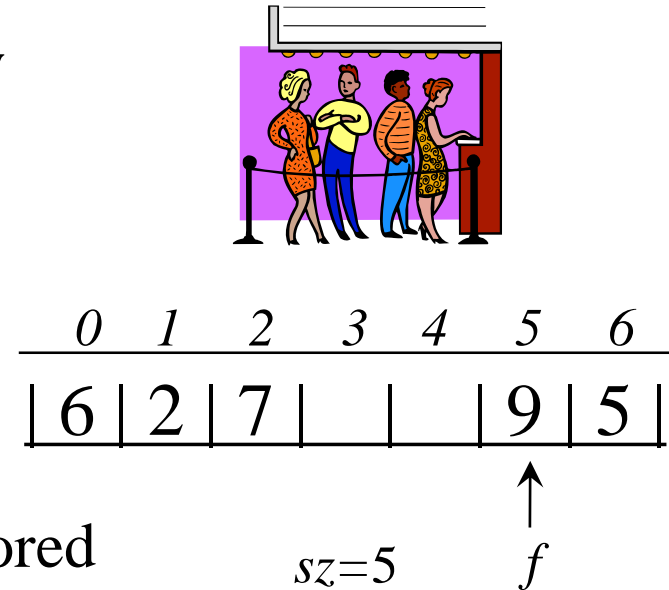
- ◆ Instance variables

- ◆  $Q$ : an array of items

- ◆  $Q.length$ : length of array  $Q$

- ◆  $f$ : the front position

- ◆  $sz$ : the number of items stored



- ◆ Operations

- ◆ **enqueue**( $e$ ): insert item  $e$  (at the rear of the queue)

- ◆ **dequeue**( ): extract the item from the front

- ◆ **size**( ): return the number of items stored

- ◆ **isEmpty**( ): check whether the queue is empty

- ◆ **top**( ): return the front item without removing it

# Queue: Auxiliary Operations

- ◆ Use  $Q$  as a circular array by using the modulo operation
  - ◆ Modulo means the remainder of integer division
- ◆ The **rear** position is  $r = (f + sz) \bmod Q.length$ 
  - ◆ E.g., in this example, the items are stored at 5, 6, 0, 1, 2

size ( )

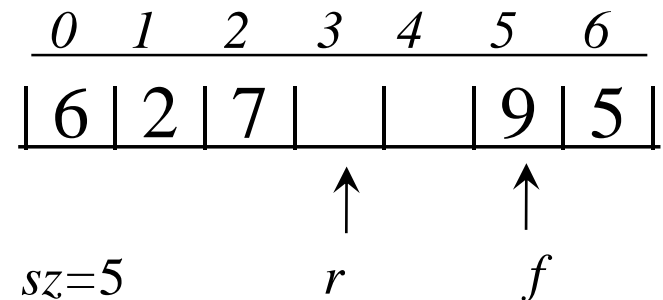
1. return  $sz$

isEmpty ( )

1. return ( $sz = 0$ )

front ( )

1. if `isEmpty ( )`
2. **throw an exception**
3. return  $Q[f]$



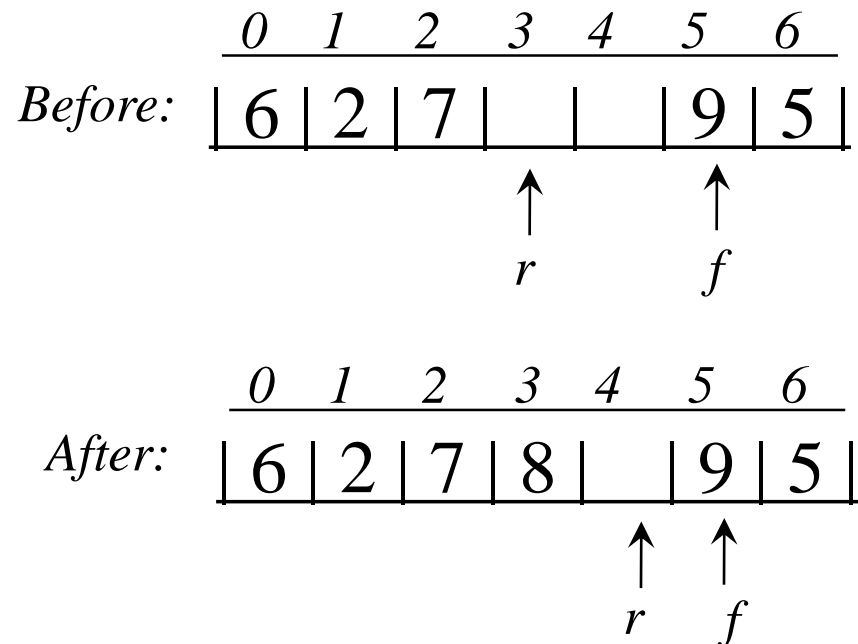


# Queue: enqueue( $e$ )

- ◆ **enqueue( $e$ ):** insert item  $e$  (at the rear of the queue)
  - ◆ Example: enqueue(8)

enqueue (  $e$  )

1. if  $\text{size}() = Q.\text{length} - 1$
2. **throw an exception**
3. else
4.  $r \leftarrow (f + \text{sz}) \bmod Q.\text{length}$
5.  $Q[r] \leftarrow e$
6.  $\text{sz} \leftarrow \text{sz} + 1$

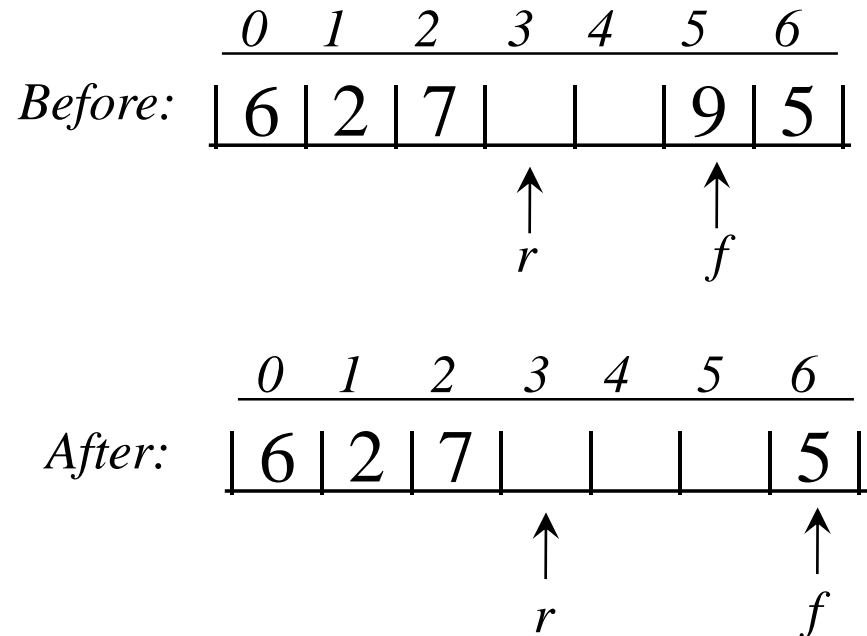


# Queue: dequeue( )

- ◆ **dequeue( ):** extract the item from the front
  - ◆ Example: dequeue( ) returns 9

dequeue ( )

1. if isEmpty( )
2. **throw an exception**
3. else
4.  $temp \leftarrow Q[f]$
5.  $Q[f] \leftarrow \text{null}$
6.  $f \leftarrow (f + 1) \bmod Q.length$
7.  $sz \leftarrow sz - 1$
8. return  $temp$



# Queue: Java Code

```
public class ArrayQueue<E> {
```

```
    private E[ ] Q;
```

```
    private int f=0;
```

```
    private int sz=0;
```

```
    public ArrayQueue(int max_size) {
```

```
        ...
```

```
    }
```

```
    public int size() {
```

```
        ...
```

```
    }
```

```
    public boolean isEmpty() {
```

```
        ...
```

```
    }
```

```
    public E front() throws Exception {
```

```
        ...
```

```
    }
```

```
    public void enqueue(E e) throws Exception {
```

```
        ...
```

```
    }
```

```
    public E dequeue() throws Exception {
```

```
        ...
```

```
    }
```

```
}
```

◆ Class `ArrayQueue<E>`: defines the type of `ArrayQueue<E>` object

◆ Instance variables

◆ Constructor for creating an object

◆ Methods

◆ *Remark:* This version is simpler than the code in the textbook

◆ We use one class and one type of Exception only

# Outline

- ◆ Stacks

- ◆ Queues

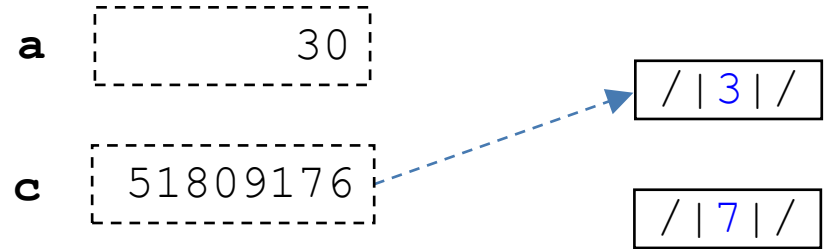


- ◆ Linked lists

- ◆ Variants of linked lists

# Java: primitive type vs. reference type

```
int a = 30;  
Node c = x_node;  
a = 50;  
c = y_node;
```



## ◆ Primitive-type variable

- ◆ **Types:** byte, short, int, long, float, double, char, boolean
- ◆ A variable stores a value
  - ◆ E.g., a stores the integer value 30

## ◆ Reference-type variable

- ◆ Types that are not primitive (e.g., Object, String, Node)
- ◆ A variable stores an address of a data object
  - ◆ E.g., c stores the address of a Node object
  - ◆ It can also store the **null** value, meaning invalid reference
- ◆ Use the dot notation to access an instance variable (e.g., c.key<sub>z1</sub>)

# [Doubly] Linked List: Structure

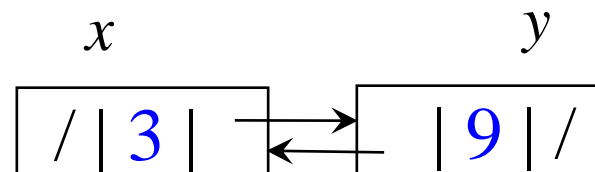
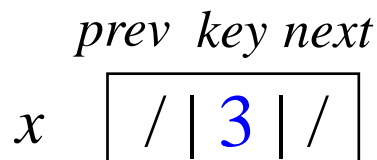
◆ In a [doubly] linked list, each node  $x$  stores:

- ◆  $x.key$ : key value of the node
- ◆  $x.prev$ : reference to the previous node
- ◆  $x.next$ : reference to the next node



◆ A reference can be set to:

- ◆ The memory address of another node, OR
- ◆ null value ( shown as '/' in our figures )



# [Doubly] Linked List: Structure



◆ Linked list  $L$  is a chain of nodes (see the previous page)

◆ **head** is the first node in the linked list

◆ First node:  $prev = \text{null}$ ;      Last node:  $next = \text{null}$

◆ Consecutive nodes  $x$  &  $y$  should satisfy:

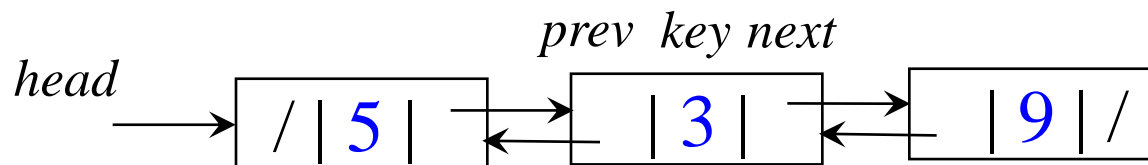
$$x.next = y \quad \text{and} \quad y.prev = x$$

◆ Operations

◆  $\text{search}(k)$ :      search a node with key value  $k$        $O(n)$  time

◆  $\text{insert}(x)$ :      insert a node into  $L$        $O(1)$  time

◆  $\text{remove}(x)$ :      remove an (existing) node from  $L$        $O(1)$  time



# [Doubly] Linked List Structure: Java Code

*Remark:* To make the code simple, we just store an integer key in a node and don't use get/set methods

```
class Node {  
    int key;  
    Node prev;  
    Node next;  
}
```

A linked list just stores the head

```
class LinkedList {  
    Node head;  
    LinkedList() {  
        head=null;  
    }  
    Node search(int k) {  
        ...  
    }  
    void insert(Node x) {  
        ...  
    }  
    void remove(Node x) {  
        ...  
    }  
}
```



# [Doubly] Linked List: search(k)

◆ search( $k$ ): search a node with key value  $k$

◆ Example: search(3)

search (  $k$  )

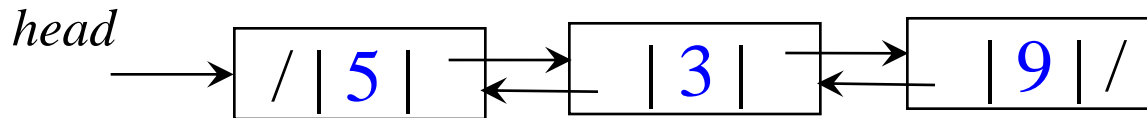
1.  $x \leftarrow head$

2. while  $x \neq null$  and  $x.key \neq k$

3.      $x \leftarrow x.next$

4. return  $x$

Input:



Output:

$x$

# [Doubly] Linked List: insert(x)

- ◆ insert( $x$ ): insert a node into a linked list

insert (  $x$  )

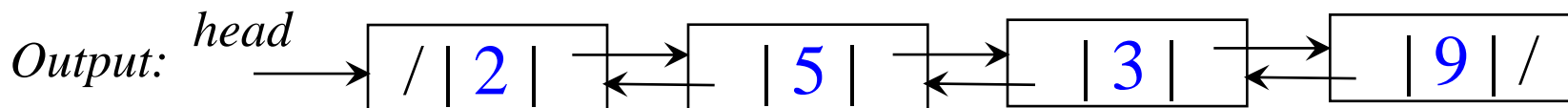
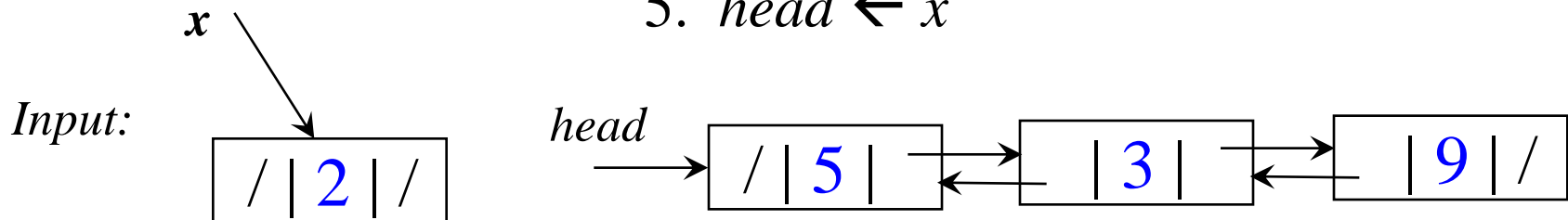
1.  $x.\text{prev} \leftarrow \text{null}$

2.  $x.\text{next} \leftarrow \text{head}$

3. if  $\text{head} \neq \text{null}$

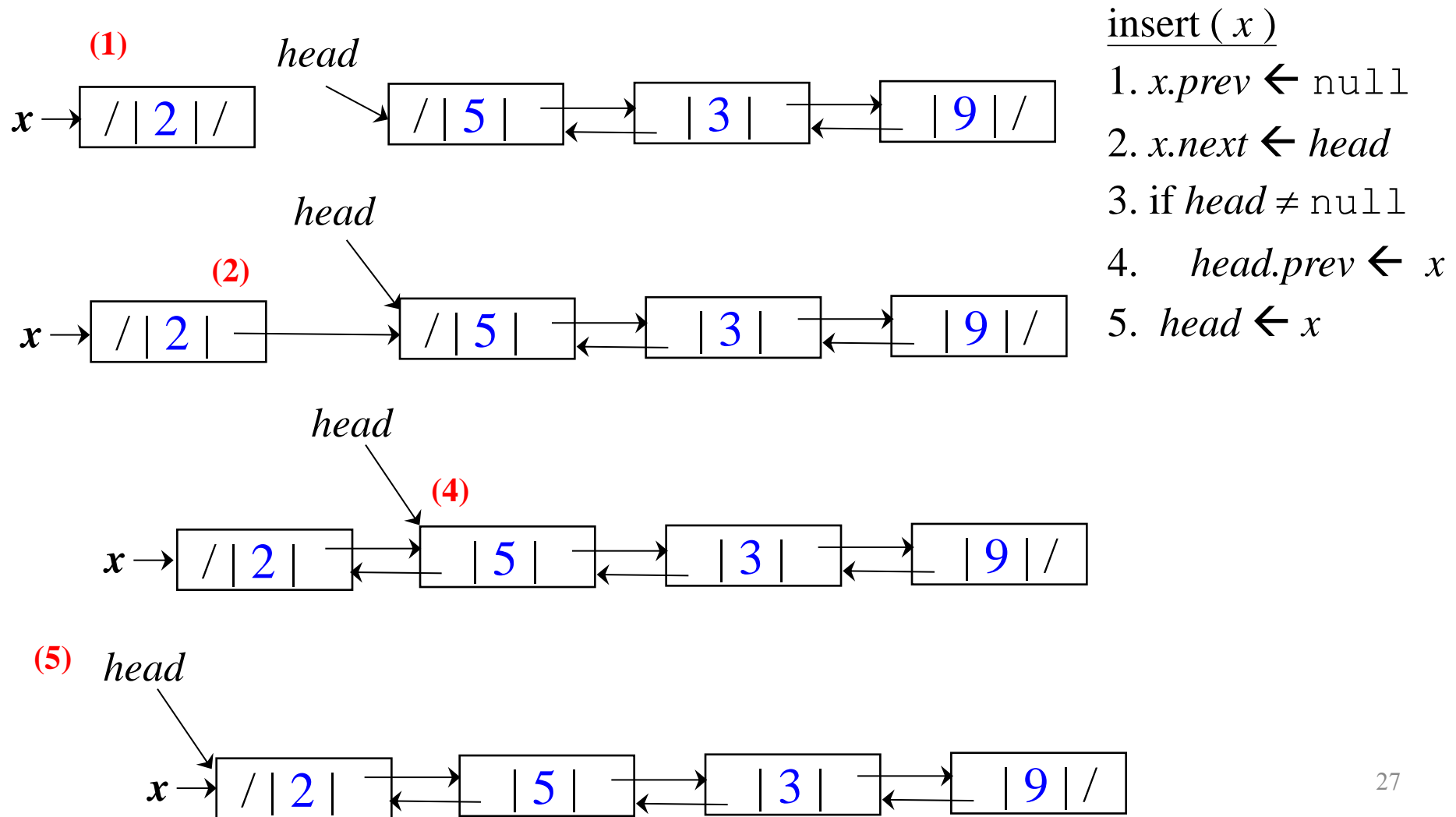
4.  $\text{head}.\text{prev} \leftarrow x$

5.  $\text{head} \leftarrow x$



# [Doubly] Linked List: insert(x)

## ◆ Example



# [Doubly] Linked List: remove(x)

◆ remove( $x$ ): remove an (existing) item from a linked list

◆  $x$  must be an existing node in  $L$

◆ If we wish to remove a node with the key  $k$ , we must search it first

remove (  $x$  )

1. if  $x.\text{prev} \neq \text{null}$

2.  $x.\text{prev}.\text{next} \leftarrow x.\text{next}$

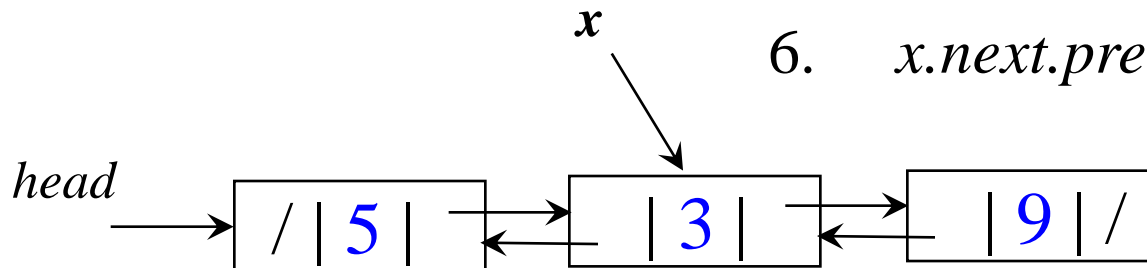
3. else

4.  $\text{head} \leftarrow x.\text{next}$

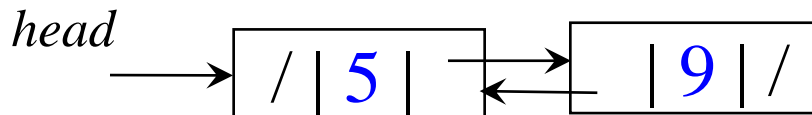
5. if  $x.\text{next} \neq \text{null}$

6.  $x.\text{next}.\text{prev} \leftarrow x.\text{prev}$

Input:

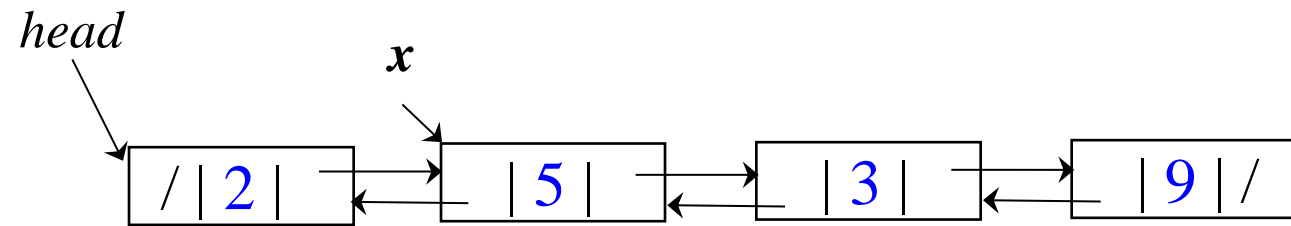


Output:



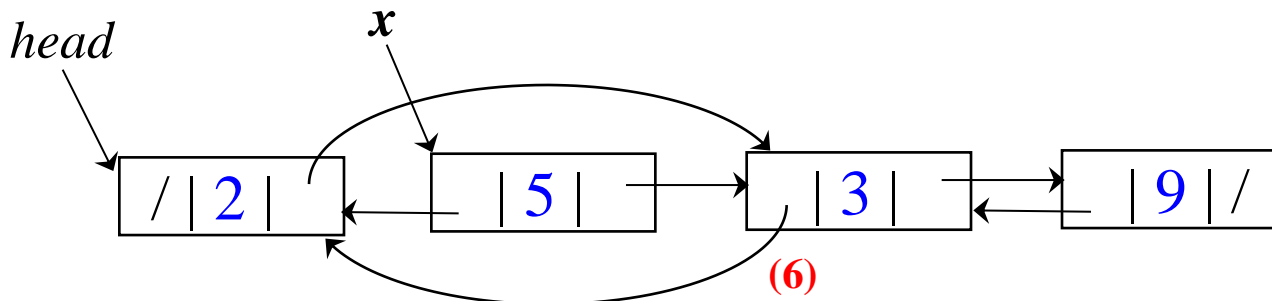
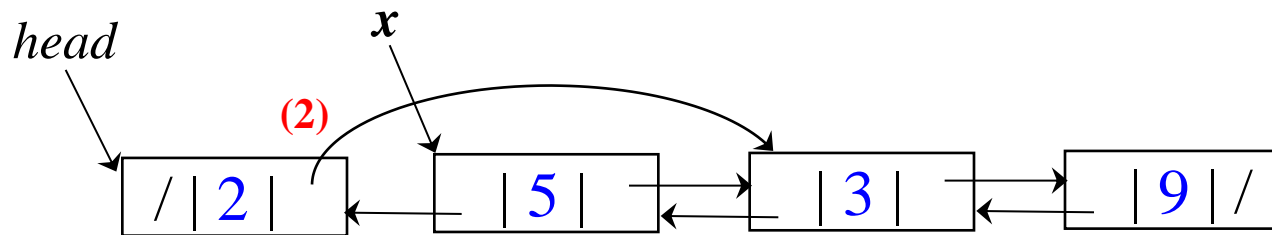
# [Doubly] Linked List: remove(x)

- ◆ Case I:  $x$  is not the head of the linked list



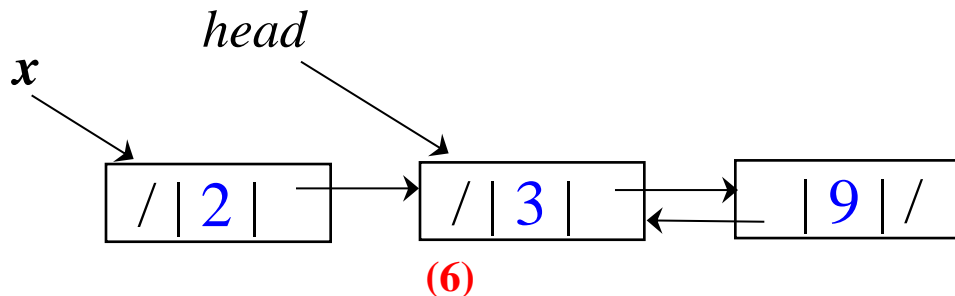
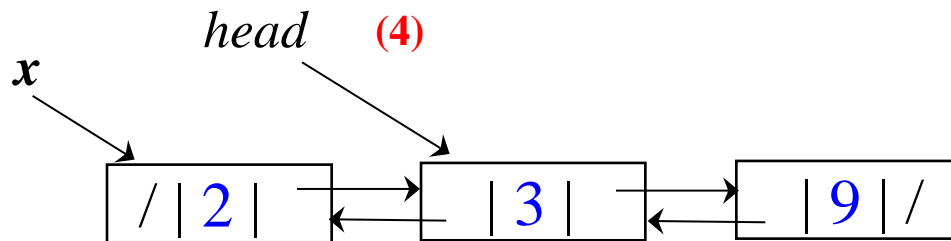
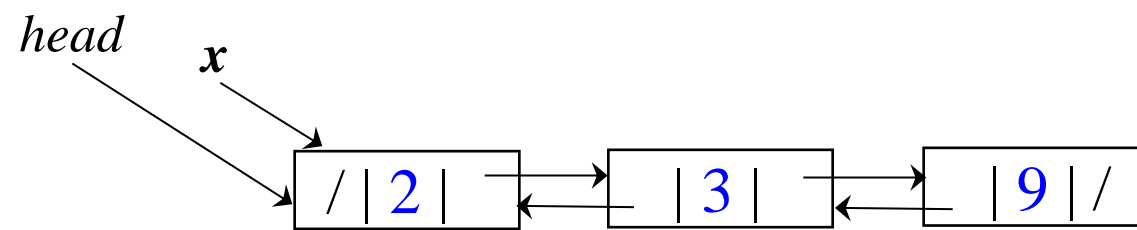
remove (  $x$  )

1. if  $x.prev \neq \text{null}$
2.  $x.prev.next \leftarrow x.next$
3. else
4.  $head \leftarrow x.next$
5. if  $x.next \neq \text{null}$
6.  $x.next.prev \leftarrow x.prev$



# [Doubly] Linked List: remove(x)

- ◆ Case II:  $x$  is the head of the linked list



remove (  $x$  )

1. if  $x.prev \neq \text{null}$
2.  $x.prev.next \leftarrow x.next$
3. else
4.  $head \leftarrow x.next$
5. if  $x.next \neq \text{null}$
6.  $x.next.prev \leftarrow x.prev$

# Outline

- ◆ Stacks

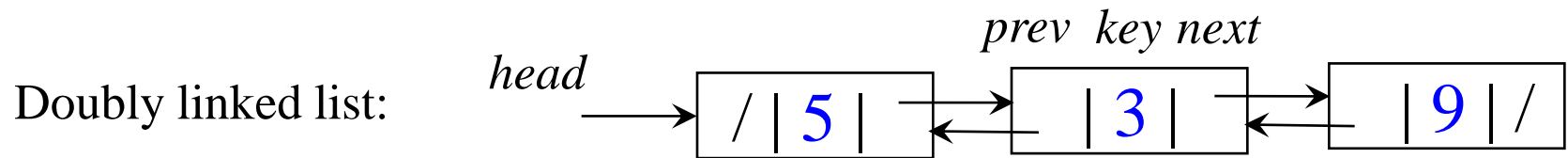
- ◆ Queues

- ◆ Linked lists



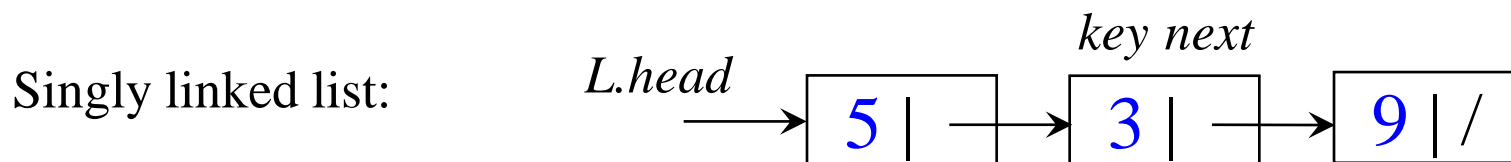
- ◆ Variants of linked lists

# Variants: Singly Linked List



- ◆ In a doubly linked list, each node stores *key*, *prev*, *next*
  - ◆ This is the type of linked list used in previous slides
  - ◆ Require more space ☹️
  - ◆ Simple algorithm for deleting a node 😊
- ◆ In a singly linked list, each node stores *key*, *next* only
  - ◆ Require less space 😊
  - ◆ More complicated algorithm for deletion ☹️

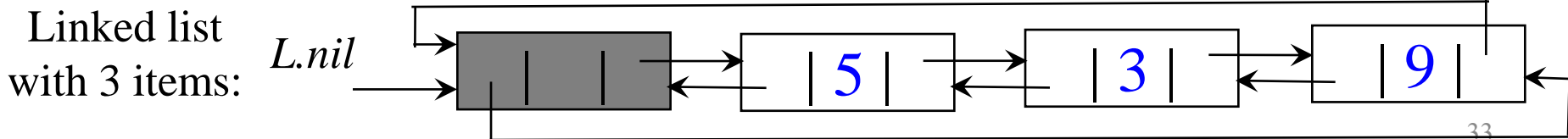
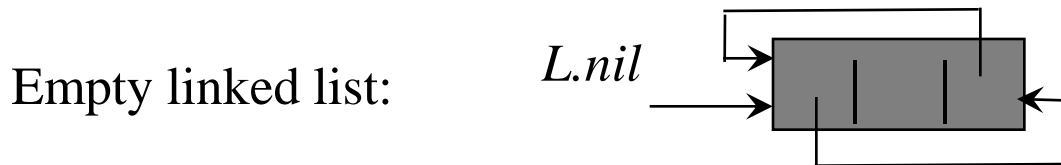
**[Question]** How do we remove the node “3” in this linked list?





# Variants: Linked List with Dummy Node

- ◆ How to simplify the operations on linked lists?
- ◆ Use a circular linked list, with a dummy node
  - ◆ Replace the `null` value by a **dummy** item *L.nil*
  - ◆ The “next” of *L.nil* is the first node (i.e., *L.head* is *L.nil.next*)
  - ◆ The “prev” of *L.nil* is the last node
- ◆ Simpler algorithms can be used on such linked list
  - ◆ E.g., *L.nil.next* is always not `null` (no need to check `null`)



# Variants: Array as Linked List

- ◆ We can also implement a linked list by using an array
  - ◆ Use an array  $A[0..n-1]$  of items; each  $A[i]$  is an item
  - ◆  $A[i].prev, A[i].next$  store array positions instead of reference values (use  $-1$  to represent `null`)
- ◆ *head\_pos*: the head position of the linked list (of used items)
- ◆ *free\_pos*: the head position of the free list (of unused items)
  - ◆ When we *create* an item, just extract it from the free list
- ◆ Consider the following example:

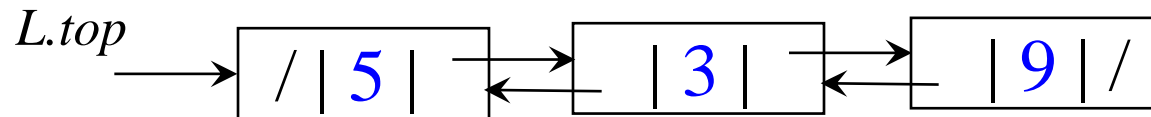
- ◆ *head\_pos* = 0      →      positions of used items: 0, 3, 5
- ◆ *free\_pos* = 1      →      positions of unused items: 1, 2, 4, 6

		<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
<i>head_pos</i> = 0	key:	5			3		9	
	prev:	-1	-1	1	0	2	3	4
<i>free_pos</i> = 1	next:	3	2	4	5	6	-1	-1

# Questions to you

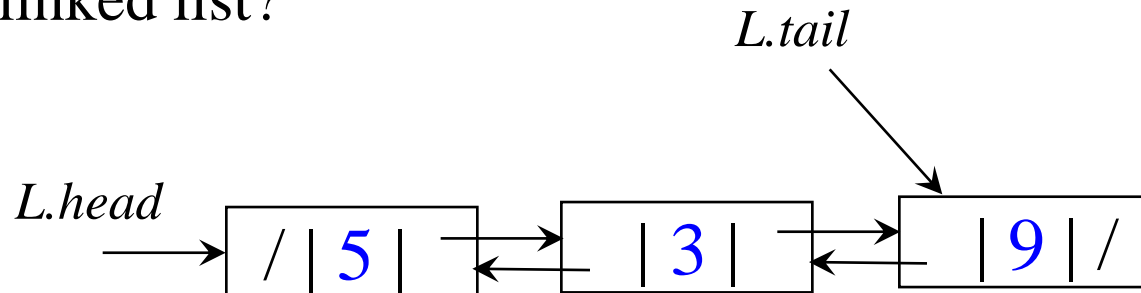
- ◆ How to implement a **stack** by a linked list?

How about the stack operations (push, pop)  
on this linked list?



- ◆ How to implement a **queue** by a linked list?

How about the queue operations (enqueue, dequeue)  
on this linked list?



# Summary

- ◆ Stack: LIFO property, push, pop
- ◆ Queue: FIFO property, enqueue, dequeue
- ◆ Linked list and its operations
  
- ◆ Please read Chapters 3 and 6 in the book  
“*Data Structures and Algorithms in Java*”