

Data Structures

CS 106A, May 14, 2018

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Collections we've seen



aka data structures

- Arrays
 - fixed size, indexed values
- ArrayLists
 - changing size, indexed values
- Matrices
 - fixed size, indexed lists of arrays
- HashMaps
 - changing size, not indexed, keys & values

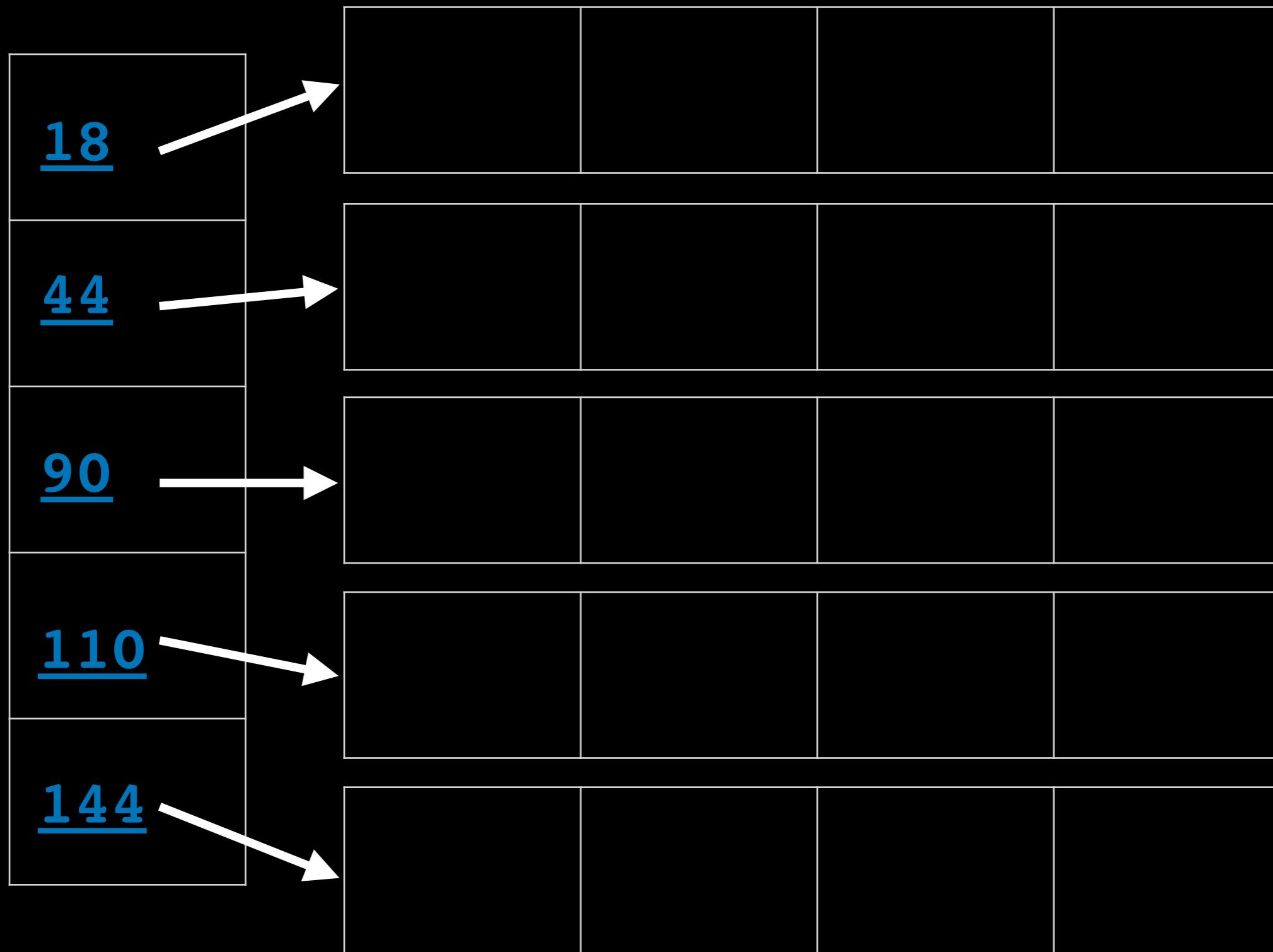
How do these play together?

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 - fixed size, indexed values
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 - changing size, indexed values
- Matrices
 - fixed size, indexed lists of arrays
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How do these play together?

- Arrays
 - fixed size, indexed values
- ArrayLists
 - changing size, indexed values
- Matrices
 - arrays of arrays!
- HashMaps
 - changing size, not indexed, keys & values

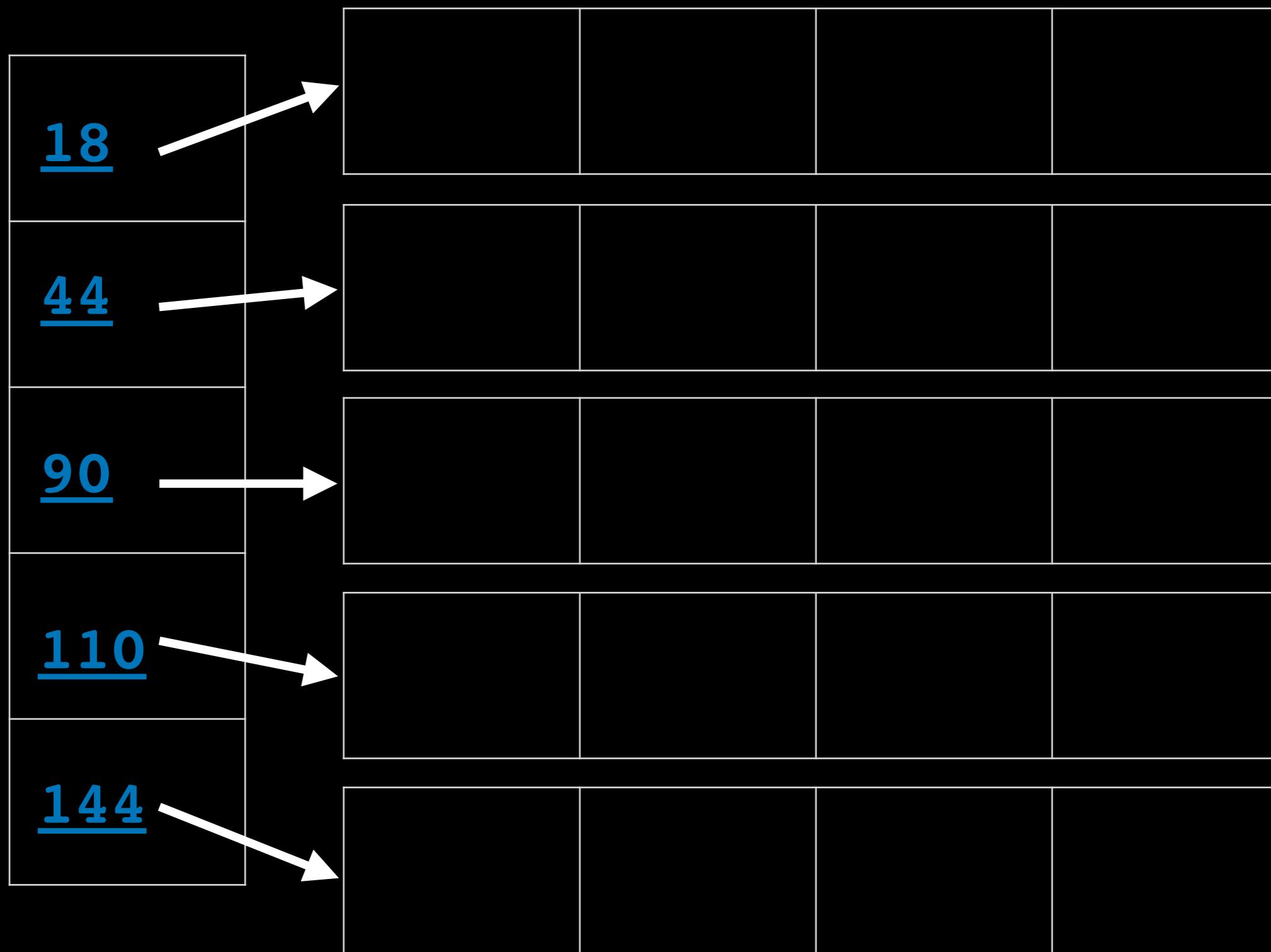
Matrix Mechanics



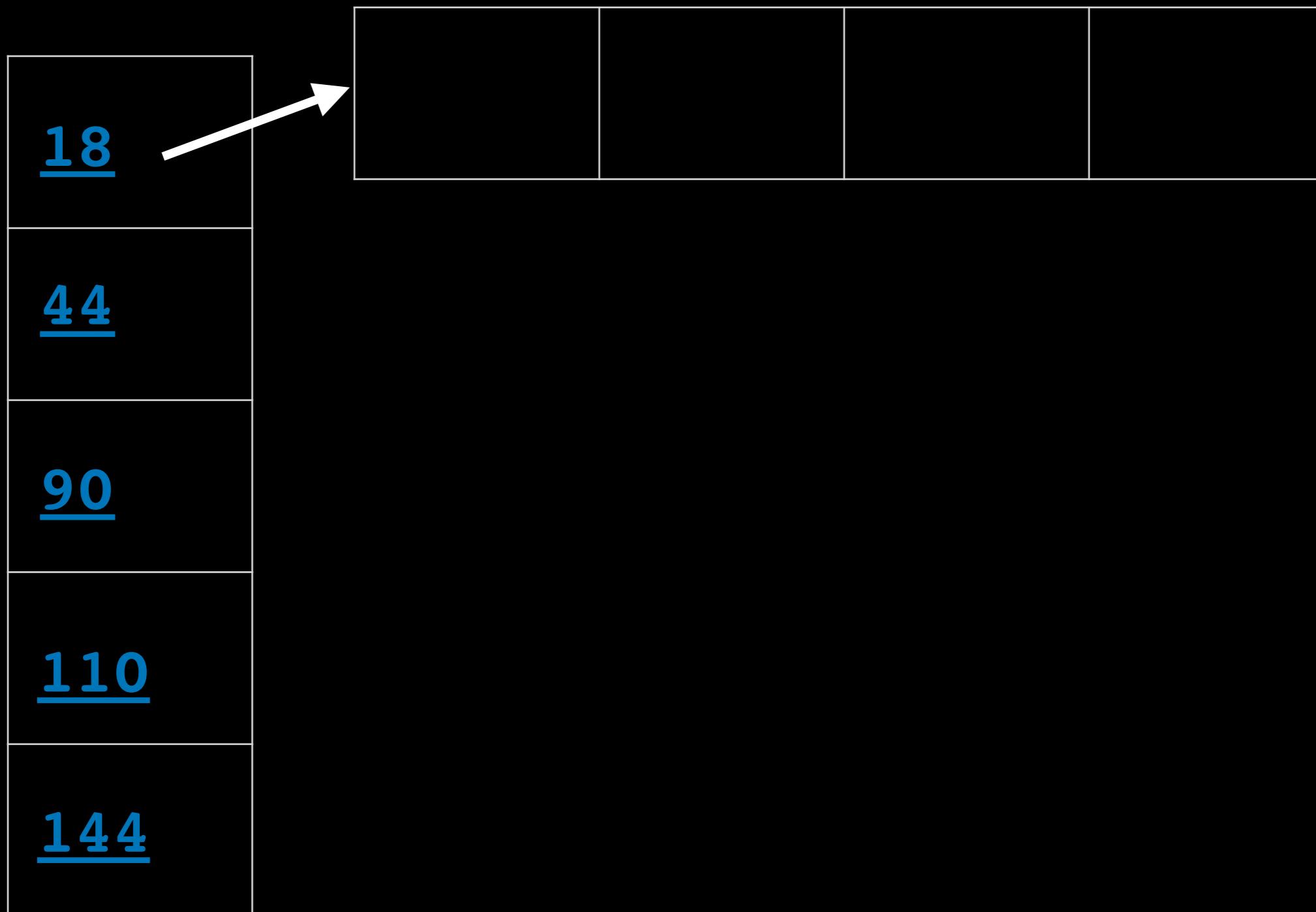
Under the hood

- Objects are represented in the program by their address
- Addresses are small
- Addresses can redirect to other addresses
- So we can get as many layers as we want without worrying if things will “fit”!

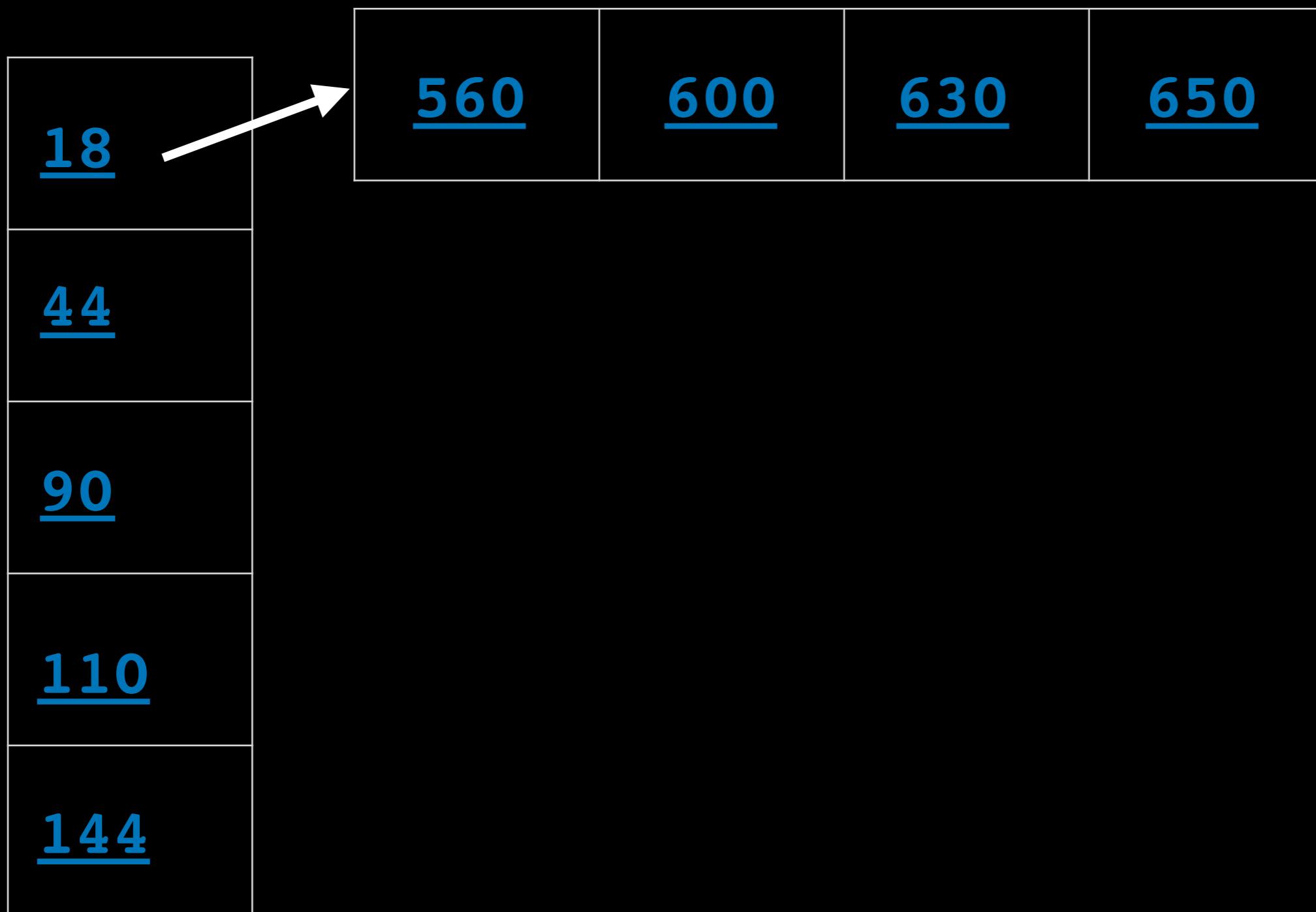
Matrix Mechanics



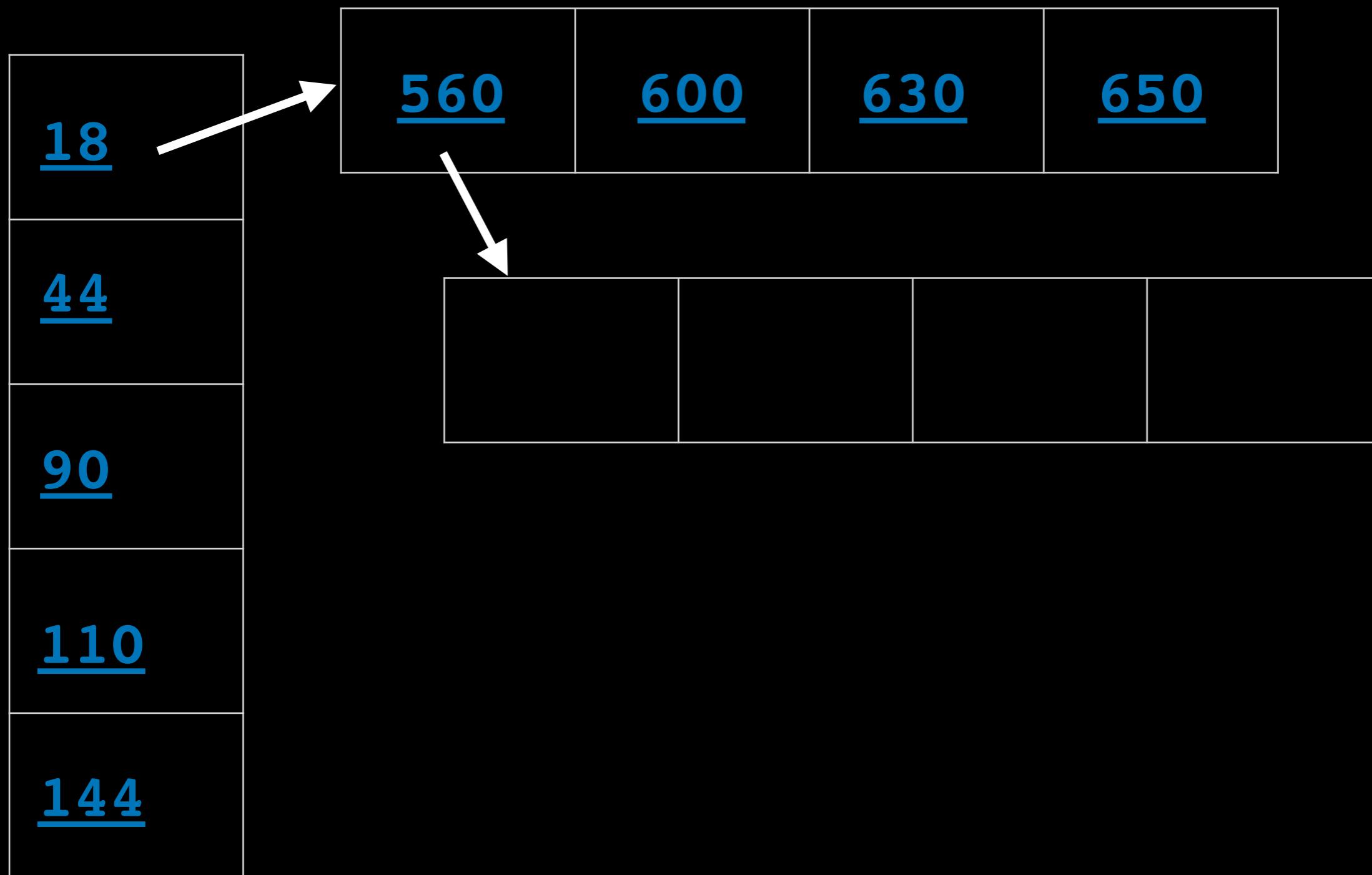
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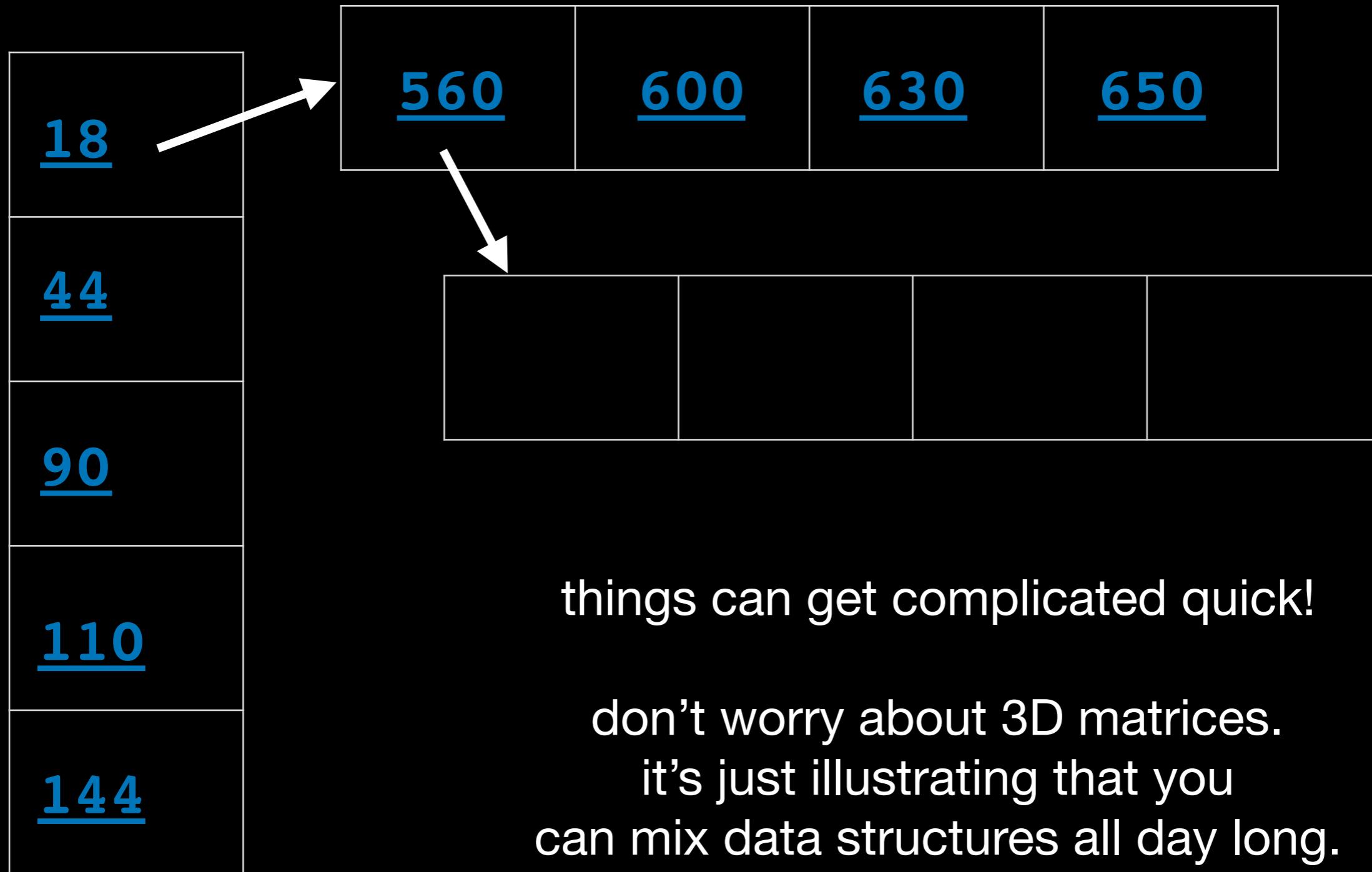
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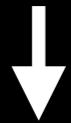
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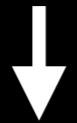


A HashMap of pets



A HashMap of pets

“Chris” “Julia” “Brahm” “Annie”



“dog”

“cat”

“parrot”

“dog”

A HashMap of pets

HashMap<String, String> pets

“Chris” “Julia” “Brahm” “Annie”



“dog”

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A HashMap of pets

HashMap<String, String> pets

- Each member of the course staff has one pet
- We have a HashMap from people to their pet type (all Strings):

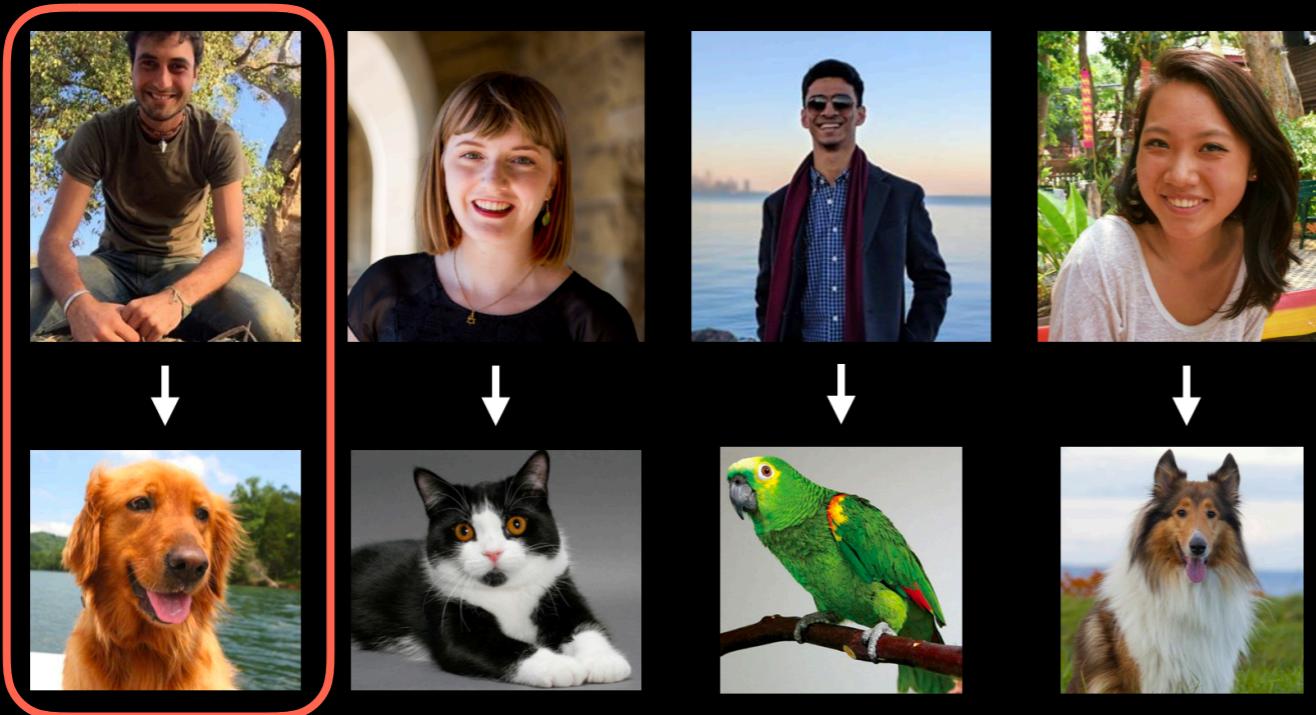
“Julia” -> “cat”
“Chris” -> “dog”
“Brahm” -> “parrot”
“Annie” -> “dog”

- How do we find and print all the people who have dogs?

A HashMap of pets

Approach 1: the “needle in a haystack”

check each item in the HashMap, and print it out as you go if it matches what you’re looking for



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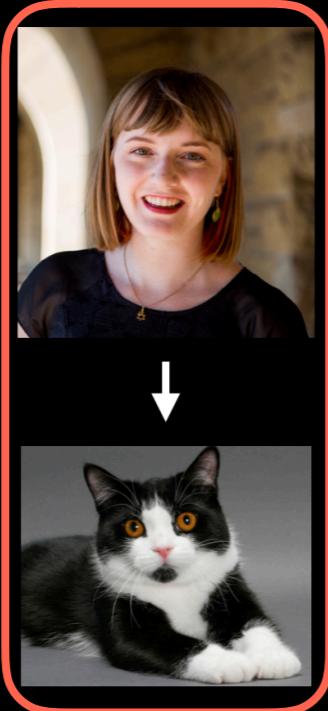
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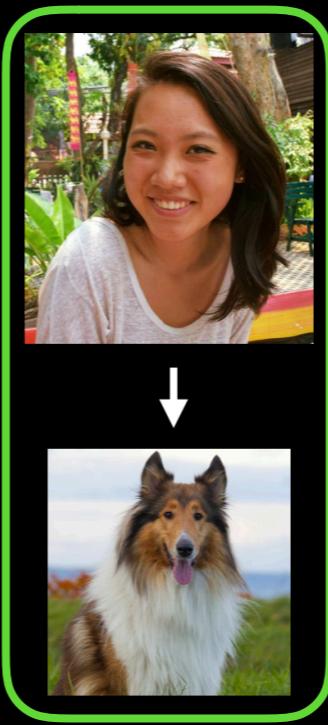


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Chris
Annie

A HashMap of pets



What if we have a huge list of course staff?

And what if we want to be able to look up any type of pet, and quickly get back all the staff who have that pet without searching through everyone each time?

A HashMap of pets



What if we have a huge list of course staff?

And what if we want to be able to look up any type of pet, and quickly get back all the staff who have that pet without searching through everyone each time?

We need to use a data structure

A HashMap of pets

We have:

A `HashMap<String, String>` `pets`
that maps names to pet types

“Julia” -> “cat”

“Chris” -> “dog”

Approach 2:

the “build it once,
use it forever”

We need:

A data structure of some kind
that maps pet types to names

“parrot” -> “Brahm”

“dog” -> “Chris”, “Annie”

A HashMap of pets

We have:

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Approach 2:
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`"parrot" -> "Brahm"`
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a `HashMap` can only store
one value per key, but we
might have multiple people
for the same type of pet

A HashMap of pets

We build:

A data structure of some kind
that maps pet types to multiple names

“parrot” -> “Brahm”
“dog” -> “Chris”, “Annie”

A HashMap of pets

We build:

A `HashMap<String, ArrayList<String>>`
that maps pet types to a list of names

```
"parrot" -> ["Brahm"]  
"dog" -> ["Chris", "Annie"]
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A HashMap of pets

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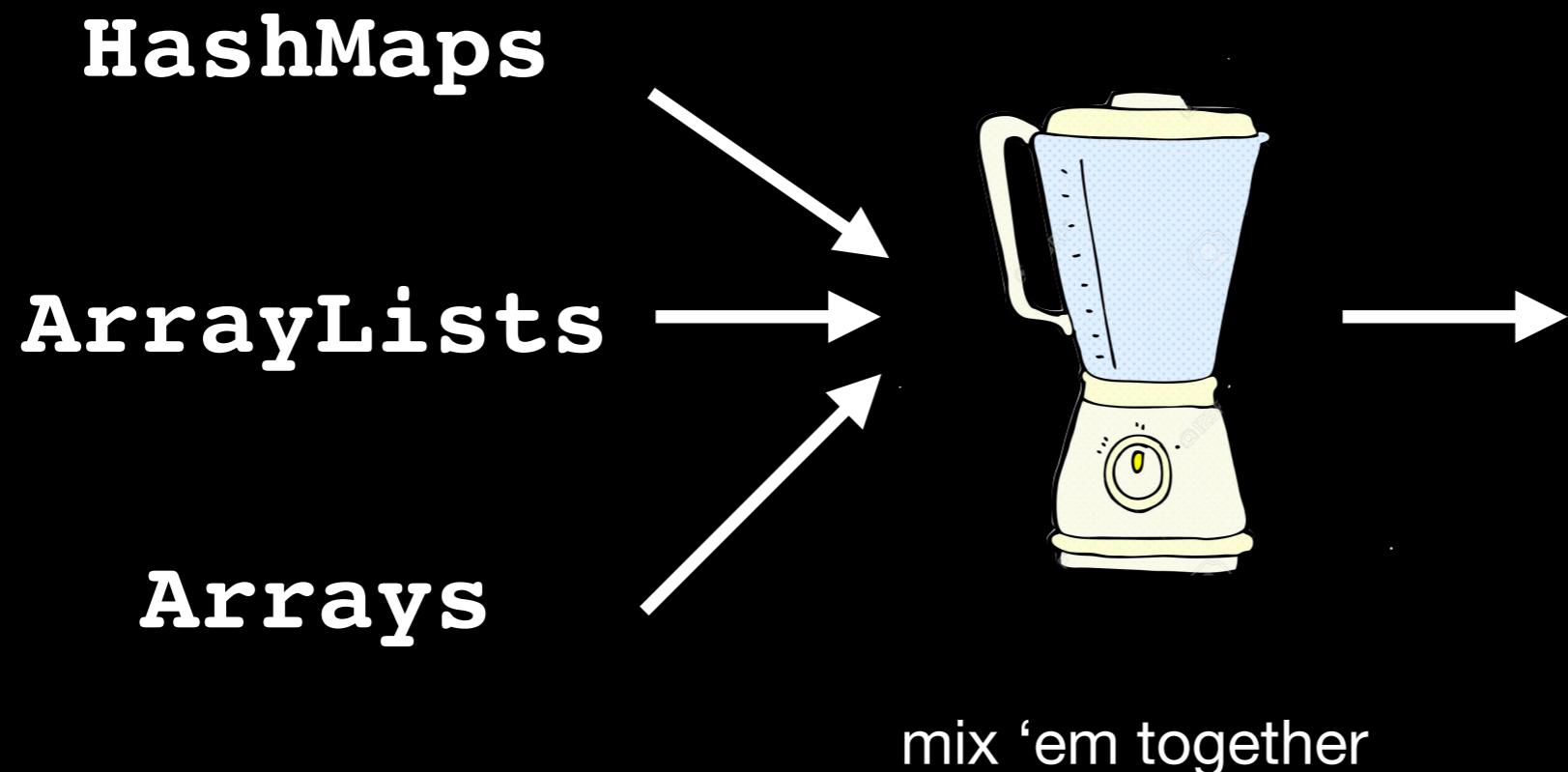
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Nested collections

Every data structure we've learned is at our disposal!



the possibilities are endless!

Nested collections

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- Ultimate tic tac toe?

Nested collections

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- Ultimate tic tac toe - matrix of matrices, or 9×9 matrix

Nested collections

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- Ultimate tic tac toe?
- Shazam - song lookup by notes?

Nested collections

Every data structure we've learned is at our disposal!

- Ultimate tic tac toe - matrix of matrices, or 9×9 matrix
- Shazam - HashMap where key is pair of notes, value is every song with that pair

Mapping Genomes

|

Mapping Genomes

- We have a dataset of genomes from all over Europe

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- The genomes have been analyzed mathematically and distilled into x, y pairs that represent their variation
(so genomes that are more similar end up closer together on a plot)

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(so genomes that are more similar end up closer together on a plot)
 - Each data point has:
 - a 2-letter country code
 - an x value
 - a y value
 - (and some other data)*
- | | |
|----|---------------------------------------|
| 22 | Spain,SP,136,-0.0243,-0.0321,4 |
| 23 | Portugal,PT,128,-0.0282,-0.0332,4 |
| 24 | Italy,IT,219,-0.034,0.0234,5 |
| 25 | Austria,AU,14,0.0183,0.0194,5 |
| 26 | Slovakia,SK,1,-0.0495,0.0355,5 |
| 27 | Swiss-French,SW,125,0.00575,-0.0028,6 |
| 28 | Swiss-German,SW,84,0.01,0.00224,6 |
| 29 | Swiss-Italian,SW,13,-0.0173,0.00806,6 |
| 30 | France,FR,91,0.00219,-0.0138,7 |

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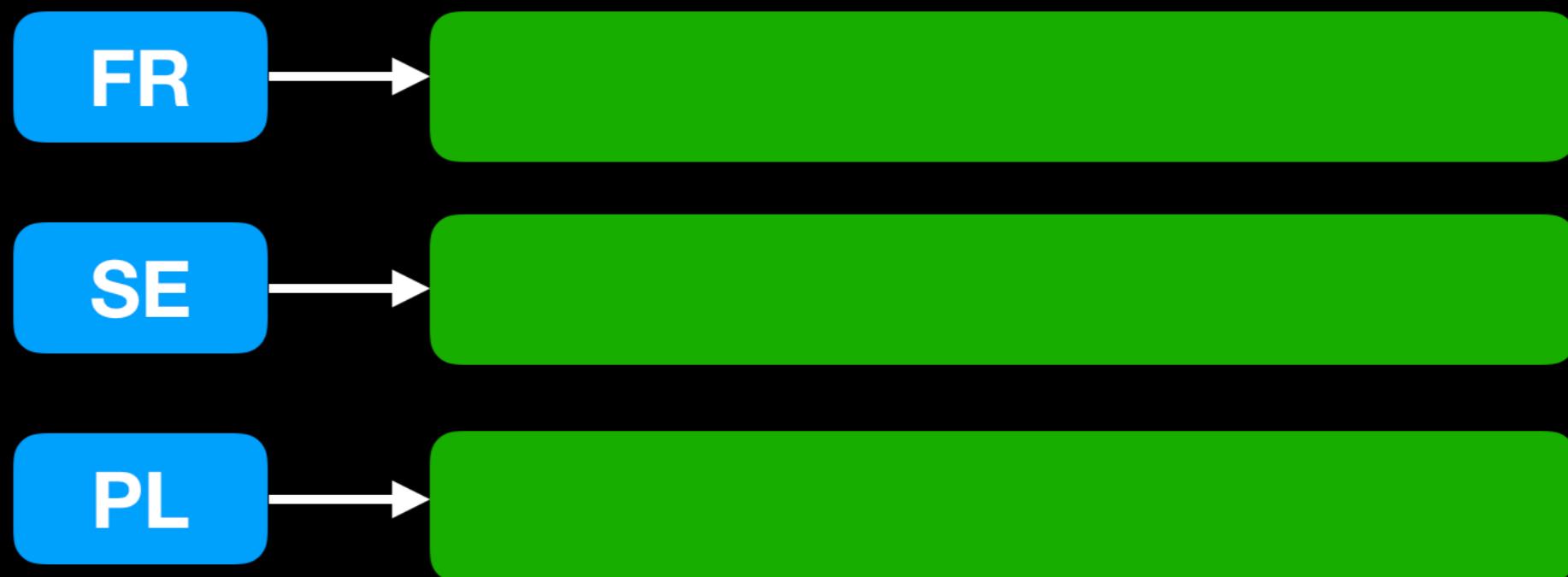
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```

- A country might have multiple data points!
- How do we store this data so we can plot each country's points?

Mapping Genomes

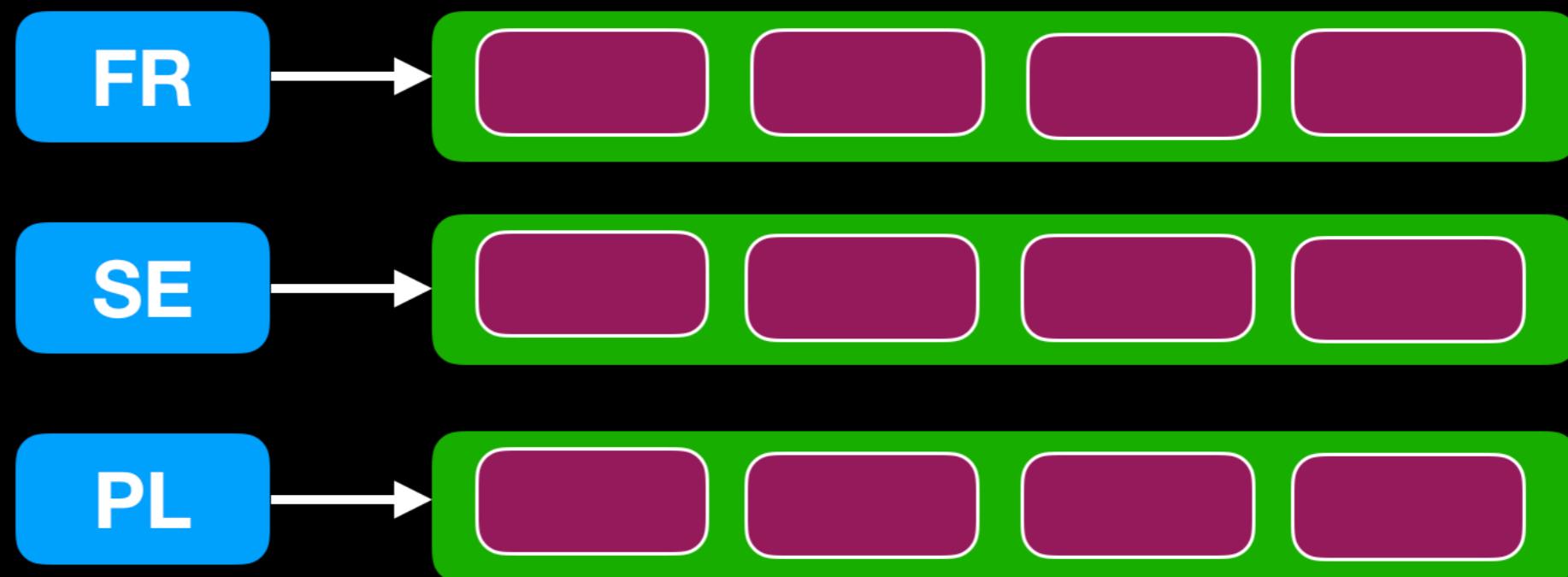
HashMap<country code, country points>



Mapping Genomes

HashMap<country code, country points>

HashMap<String, ArrayList<points>>

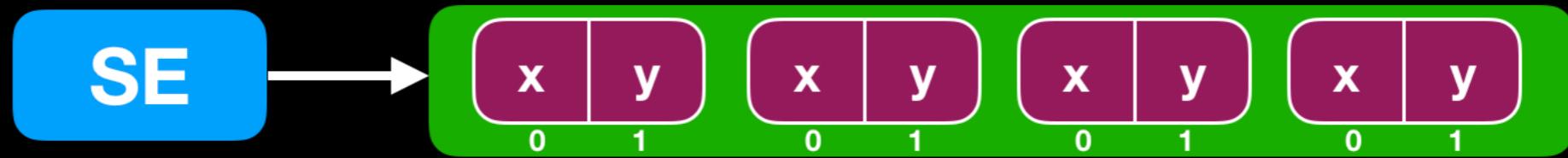


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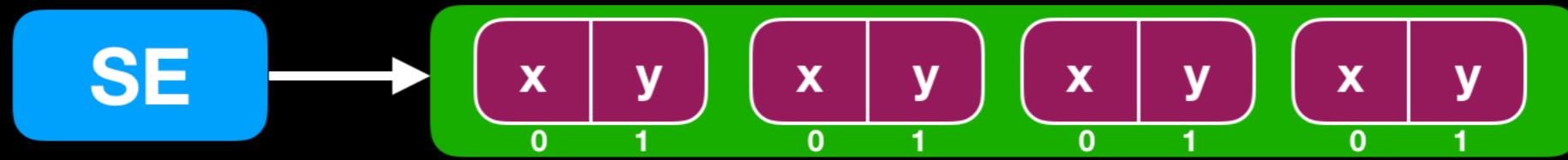
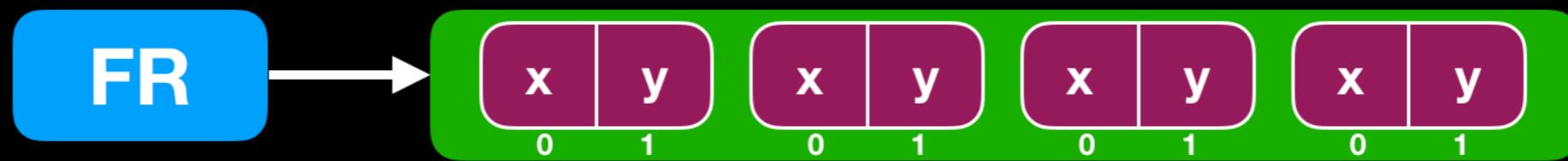
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HashMap<String, ArrayList<x, y pairs>>

HashMap<String, ArrayList<Double[]>>



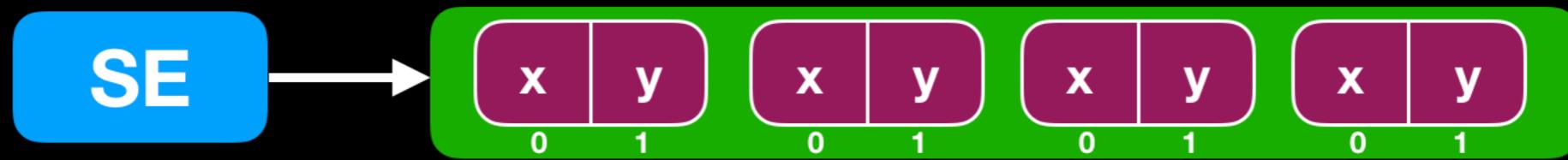
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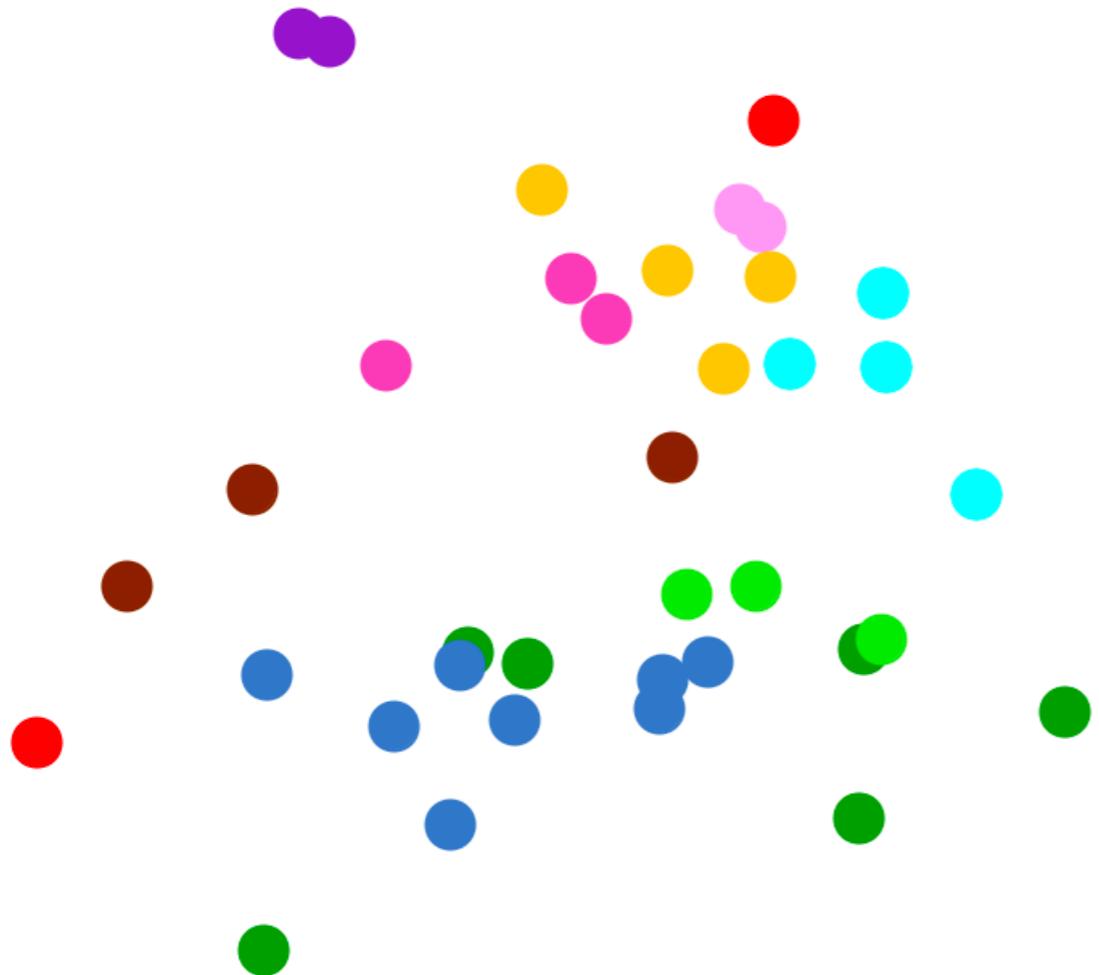
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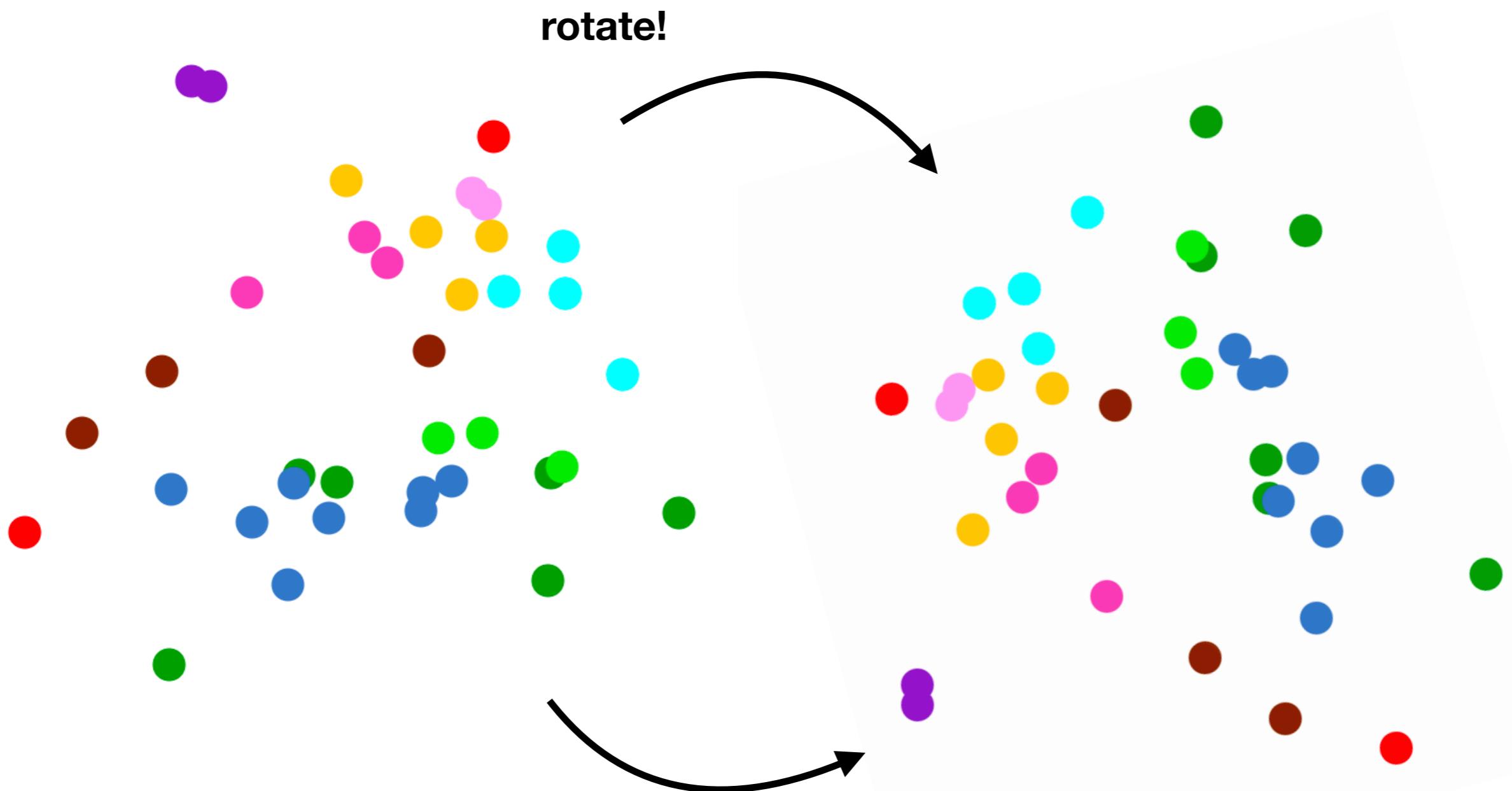


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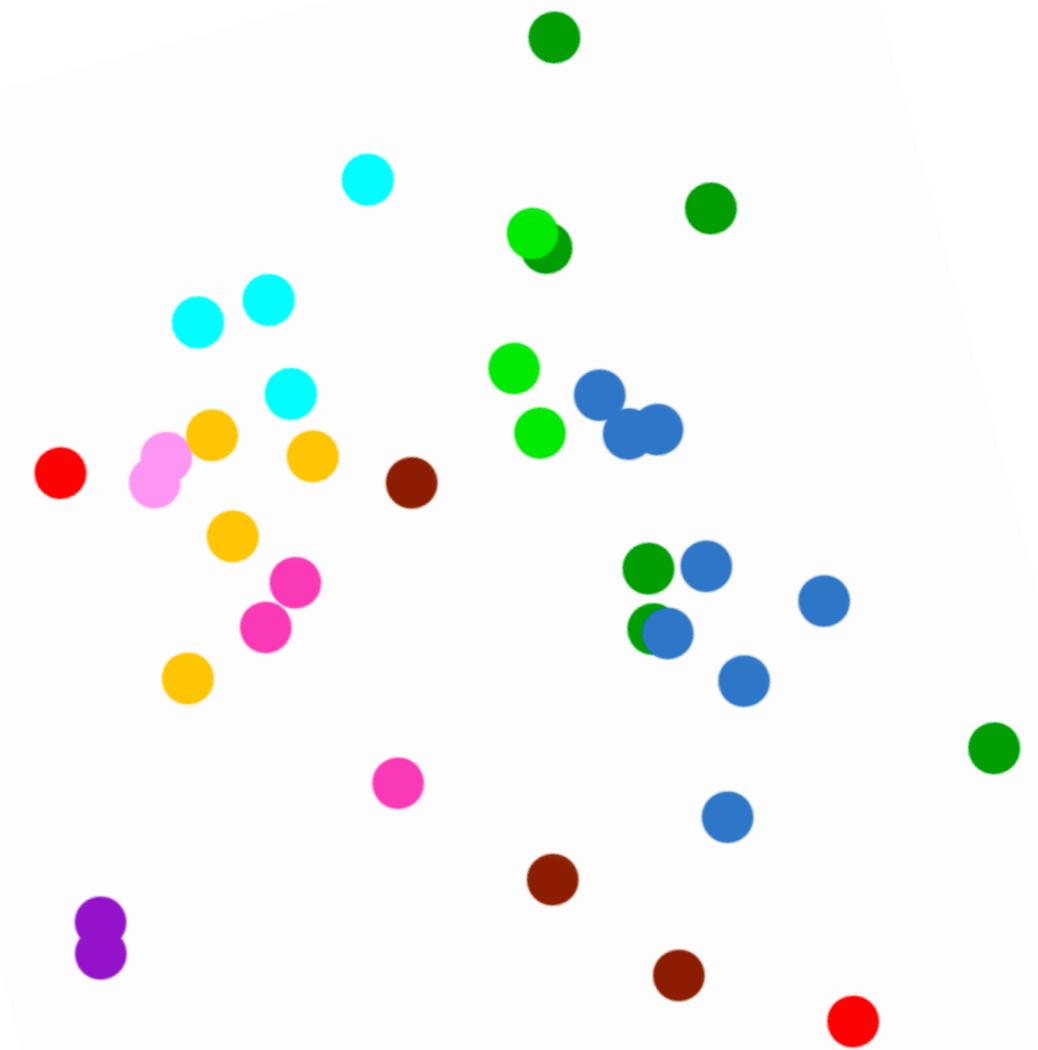


our data visualization output

Mapping Genomes



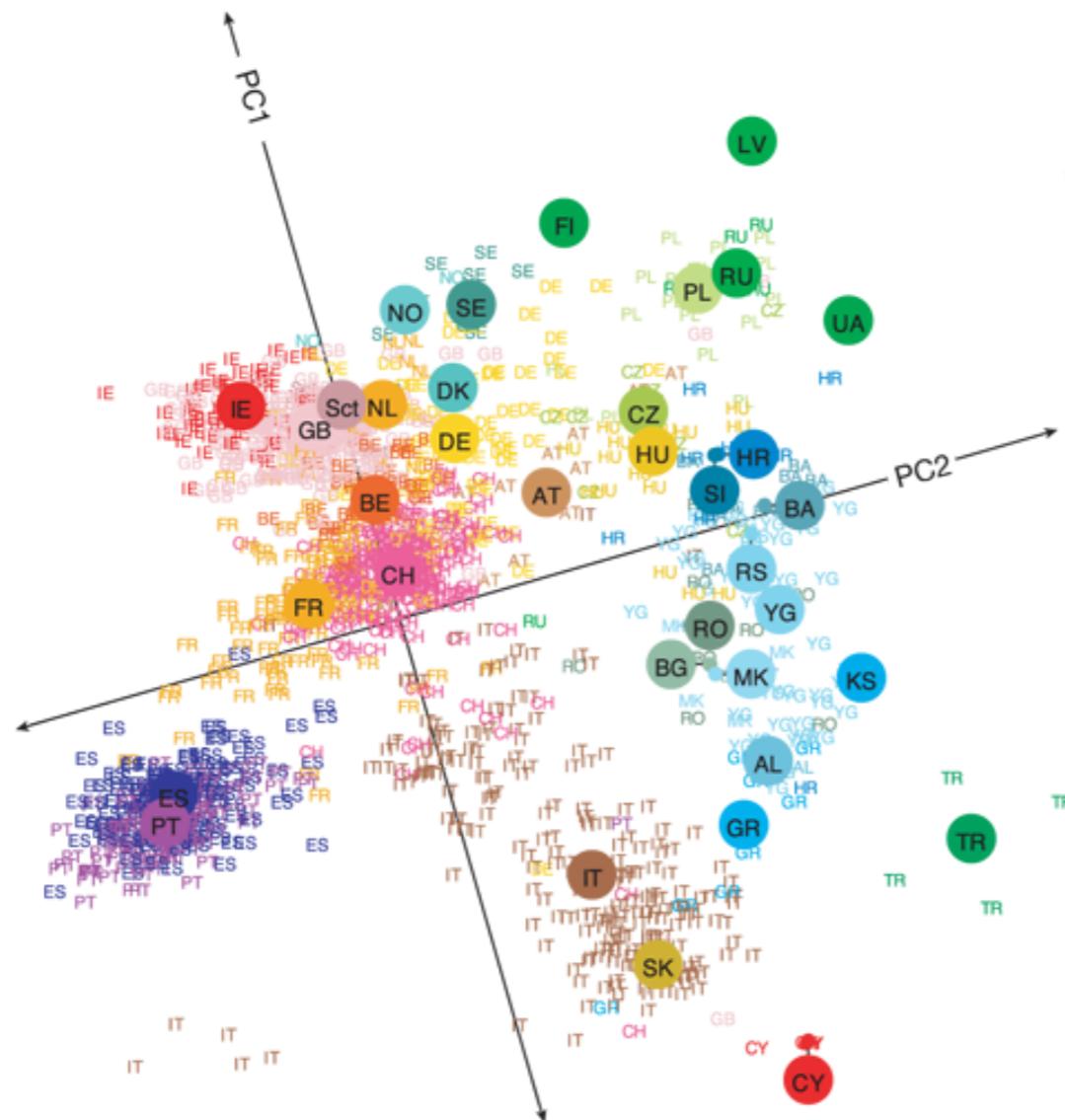
Mapping Genomes



same information, just at a different angle

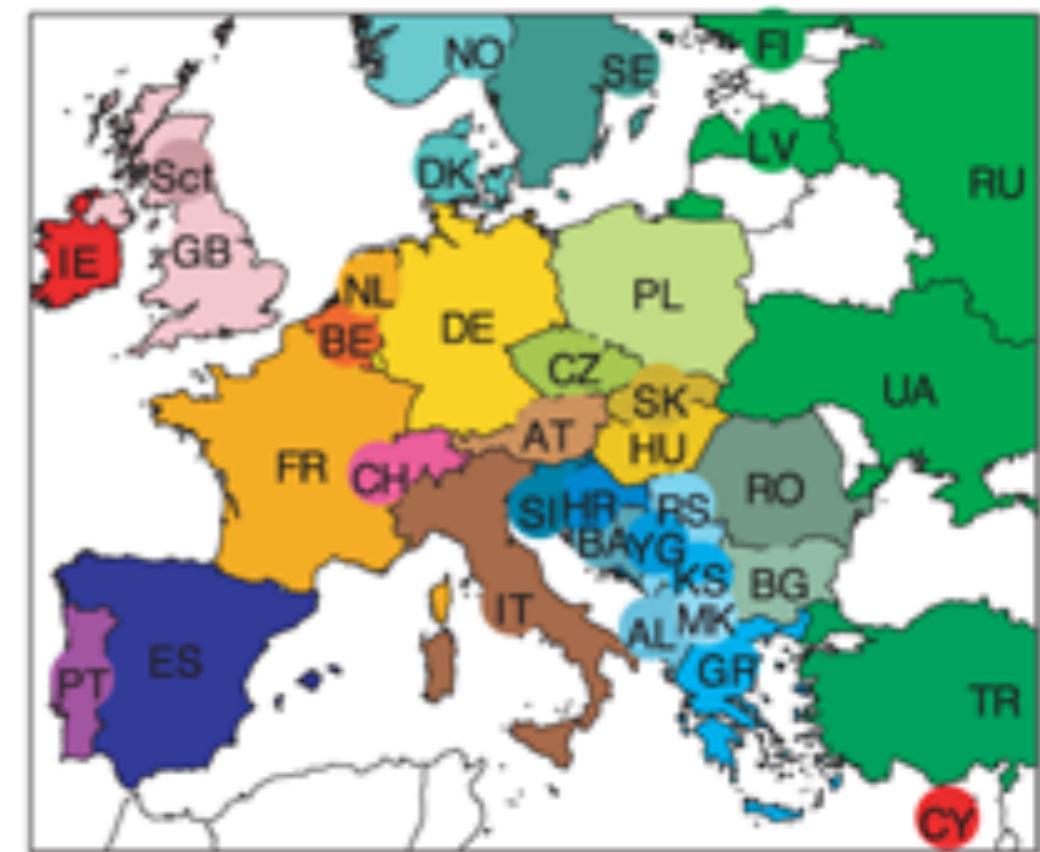
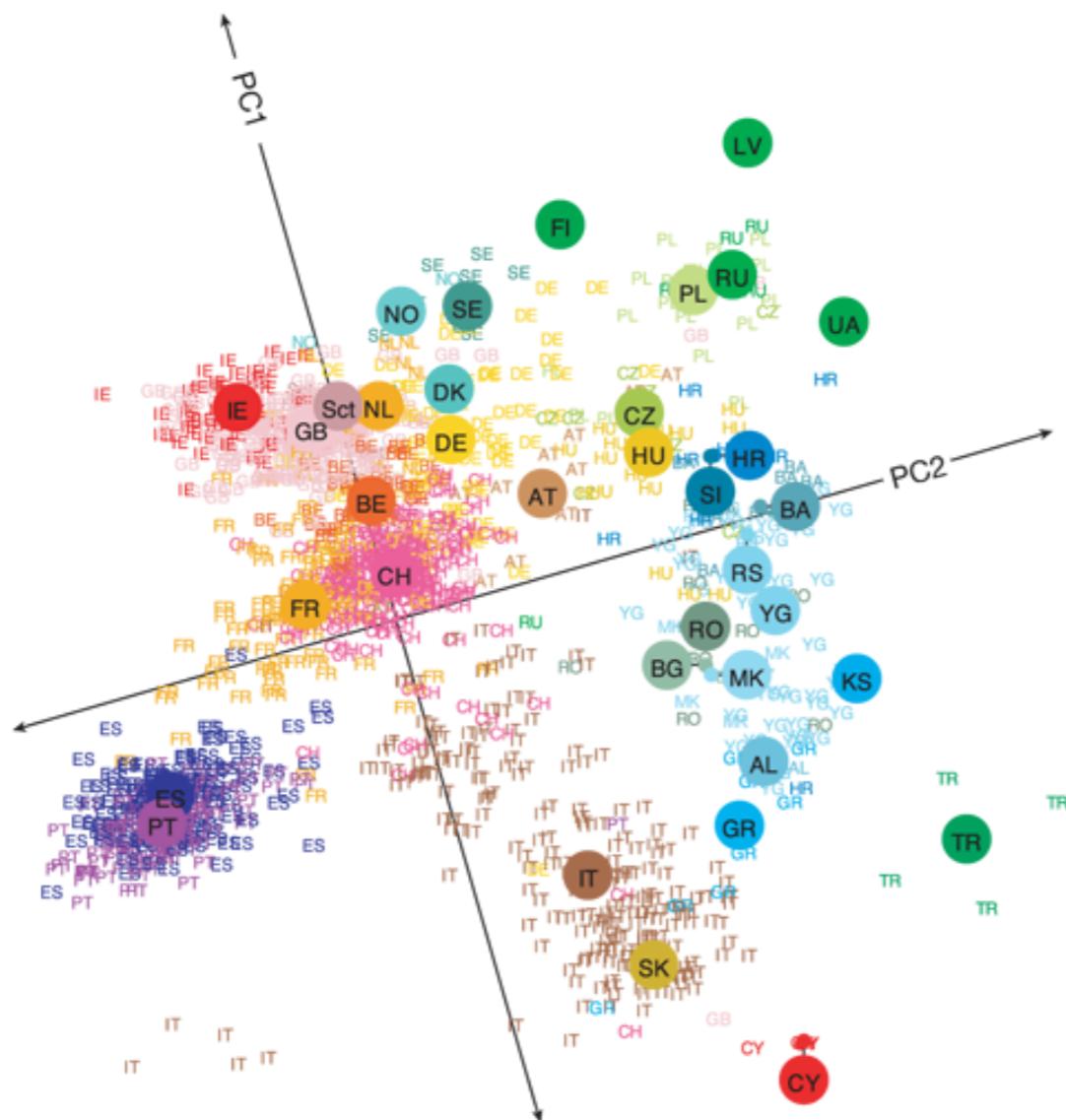
Mapping Genomes

the full dataset, adjusted for sample sizes



Mapping Genomes

the way genomes differ mathematically corresponds to their differences in geographical origin!



Mapping Genomes

all it took was a HashMap, and some ArrayLists, and some arrays of doubles...

