6. Data Structures [WiP]

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https://cister-labs.github.io/alg2324

Overview

- Stacks/Queues/PriorityQueues
- Hashtables/Search trees
- Graphs
  - Depth/Breathfirst traversals
  - Acyclic – topological order
  - Transitive closure
  - Minimum spanning tree
  - Shortest/longest path

Motivation

We have seen that

Different data structures are better at different operations

We will see

Useful data structures and associated operations (code)

Examples

Arrays can have operations to implement sets, multisets, trees, etc.

Sets and Sequences

Sets and Multisets

```c
#define MAXS 100
typedef char SetInt [MAXS] ;
```

Given SetInt s:

$5 \in$ s $\Leftrightarrow$ s[5]!=0

```c
#define MAXMS 100
typedef int MSetInt [MAXS] ;
```

Given MSetInt ms:

$\{4,4\} \subseteq$ ms $\Leftrightarrow$ ms[4] ≤ 2

Sets and Multisets – operations

```c
void initSet       (SetInt);
int  searchSet     (SetInt, int);
int  addSet        (SetInt, int);
int  emptySet      (SetInt);
void unionSet      (SetInt, SetInt,
                    SetInt);
void intersectSet  (SetInt, SetInt,
                    SetInt);
void differenceSet(SetInt, SetInt,
                    SetInt);
```

```c
void initMSet       (MSetInt);
int  searchMSet     (MSetInt, int);
int  addMSet        (MSetInt, int);
int  emptyMSet      (MSetInt);
void unionMSet      (MSetInt, MSetInt,
                     SetInt);
void intersectMSet  (MSetInt, MSetInt,
                     MSetInt);
void differenceMSet(MSetInt, MSetInt,
                     MSetInt);
```

Ex. 6.1: What is the expected cost of each function? Could you implement them?

Sequences – Recall linked lists

```c
typedef struct list { int value ;
struct list *next;
} *LInt;
```

```c
LInt add (int x, LInt l) {
  LInt new =
    malloc(sizeof(struct list));
  if (new != NULL) {
    new->value=x;
    new->next=l ;
  }
return new;
}
```

```c
LInt dda (int x, LInt l) {
  LInt pt = l;
  while (pt != NULL) pt = pt->next;
  pt = malloc(sizeof(struct list));
  pt -> next = x;
  pt -> next = NULL ;
  return l ;
}
```

Sequences – Recall linked lists (fixed)

```
typedef struct list { int value ;
struct list *next;
} *LInt;
```

```
LInt add (int x, LInt l) {
  LInt new = malloc(sizeof(struct
      list ));
  if (new != NULL) {
    new->value=x;
    new->next=l ;
  }
return new;
}
```

```
LInt dda (int x, LInt l) {
  LInt pt = l, prev;
  while (pt != NULL) {
    prev = pt; pt = pt->next; }
  pt = malloc(sizeof(struct list));
  pt->next = x;
  pt->next = NULL ;
  if (l==NULL)  l = pt;
  else prev->prox = pt;
  return l;
}
```

Ex. 6.2: What is the possible complexity of `lookup`, `concat`, `reverse`?

Sequences – reverse analysis

```c
LInt reverse1 (LInt l) {
  LInt r, pt;
  if (l==NULL || l->next==NULL)
      r=l;
  else {
    r = pt = reverse1 (l->next);
    while (pt->next != NULL)
      pt = pt->next;
    pt->next = l;
    l->next = NULL;
  }
  return r; }
```

```c
LInt reverse2 (LInt l) {
  LInt r, tmp;
  r = NULL;
  while (l !=NULL) {
    tmp=l; l=l->next;
    tmp->next=r; r=tmp;
  }
  return r;
}
```

Ex. 6.3: What is the complexity of each `reverse`?

Ex. 6.4: What is the (informal) loop invariant in `reverse2`, assuming:
`pre:l==l`$_0$ and `post:r==rev(l`$_0$`)`?

Complexity of collections in Scala

`https://docs.scala-lang.org/overviews/collections-2.13/performance-characteristics.html`

Buffers (stacks and queueus)

Stacks

```c
#define MAX 1000
typedef struct stack {
  int values [MAX];
  int sp;
} Stack;
```

```c
typedef struct cell {
  int value;
  struct cell *next;
} Cell , *Stack;
```

```c
typedef struct stack {
  int size;
  int *values;
  int sp;
} Stack;
```

Stacks

```c
#define MAX 1000
typedef struct stack {
  int values [MAX];
  int sp;
} Stack;
```

with static arrays

```c
typedef struct cell {
  int value;
  struct cell *next;
} Cell , *Stack;
```

with linked lists

```c
typedef struct stack {
  int size;
  int *values;
  int sp;
} Stack;
```

with dynamic arrays

Ex. 6.5: (Informally) what is the complexity of: `push`, `pop`, `head`?

Exercise: Push-pop with dynamic arrays

```
void push (Stack *s , int x){
  if (s->sp == s->size)
    doubleArray (s);
  if (r == 0)
    s->values[s->sp++] = x;
}

void doubleArray (Stack *s){
  s->size *= 2;
  s->values =
    realloc(s->values, s->size);
}
```

```
int pop (Stack *s){
  // reduces by half when only
  // 25% capacity is used
  ...
}

void halfArray (Stack *s){
  ...
}
```

Ex. 6.6: Implement the optimised pop function and discuss its complexity.

Queues

```c
#define MAX 1000
typedef struct queue
{
  int values [MAX];
  int start , size;
} Queue;
```

```c
typedef struct cell {
  int value ;
  struct cell *prox ;
} Cell ;

typedef struct queue {
  struct cell *start , *end;
} Queue;
```

```c
typedef struct queue
{
  int max;
  int *values;
  int start , size;
} Queue;
```

Queues

```c
#define MAX 1000
typedef struct queue
{
  int values [MAX];
  int start, size;
} Queue;
```

with static arrays (circular)

```c
typedef struct cell {
  int value ;
  struct cell *prox ;
} Cell ;

typedef struct queue {
  struct cell *start, *end;
} Queue;
```

with linked lists

```c
typedef struct queue
{
  int max;
  int *values;
  int start, size;
} Queue;
```

with dynamic arrays (circular)

Ex. 6.7: (Informally) what is the complexity of: `init`, `isEmpty`, `enqueue`, `dequeue`?

Priority Queues

- Binary tree
- Each node is larger than any of its children
- Implemented as an array

```c
#define MAX 1000
typedef struct prQueue {
  int values [MAX];
  int size ;
} PriorityQ ;
```

Tree example in the board

size=17	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
values:	[10	15	11	16	22	35	20	21	23	34	37	80	43	22	25	24	28]

Exercises

Ex. 6.8: Using the previous example, provide an expression to:

1. calculate the index of the *left* tree given a position `i`
2. calculate the index of the *right* tree given a position `i`
3. calculate the index of the *parent* of a given a position `i`
4. calculate the index of the index of the *first leaf*

Ex. 6.9: Define `bubbleUp(int i, int h[])`

Fixes a min-heap by swapping the `i`-th element with the parent while needed.

Ex. 6.10: Define `bubbleDown(int i, int h[], int N)`

Fixes a min-heap by swapping the `i`-th element with one of the children while needed.

Ex. 6.11: Define the following operations:

- `void empty (PriorityQueue *q)` – initialises the queue;
- `int isEmpty (PriorityQueue *q)` – tests if q is empty;
- `int add (int x, PriorityQueue *q)` – adds a value `x`, returning 0 when the queue is full;
- `int remove (PriorityQueue *q, int *rem)` – removes the next element, and copies it to *rem*.

Dictionaries

Hashtables

Dictionary: maps keys to values
(Keys are unique)

Idea

- *Magic* function `hash` converts a key into an index (number).
- This index points to the position of an array where the value *should* be found.
- Usually the size of the array is less than the set of possible keys, i.e., `hash` is not injective.
- If 2 keys have the same `hash` value, there is a colision that must be mitigated (alternative solutions exist).

Hashtables: Closed and Open Addressing

Closed Addressing (or chaining)

- Table = *array of linked lists*
- Find value of key `k`:
  - go to index `hash(k)`
  - traverse list until `k`

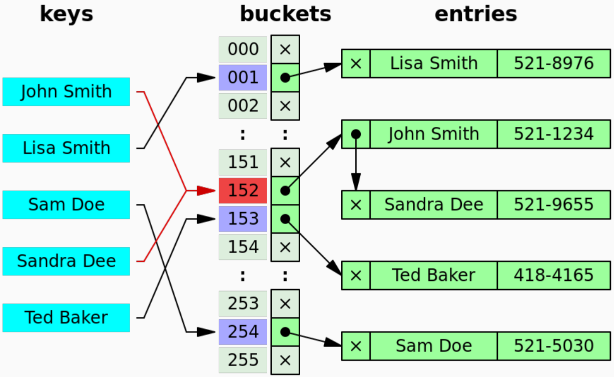
Open Addressing

- Table = *just an array*
- Find value of key `k`:
  - go to index `hash(k)`
  - "*jump*" until `k`

Some concerns

- Use dynamic arrays (grow when the load factor (#keys/HSIZE) gets high)
  - Need to *rehash*
- Smart *jumps* (`probe` function to know where to jump)
- Need to *garbage collect* in open addressing

Intuition: Hashtables with Closed Addressing



(from Wikipedia)

Hashtables with Closed Addressing

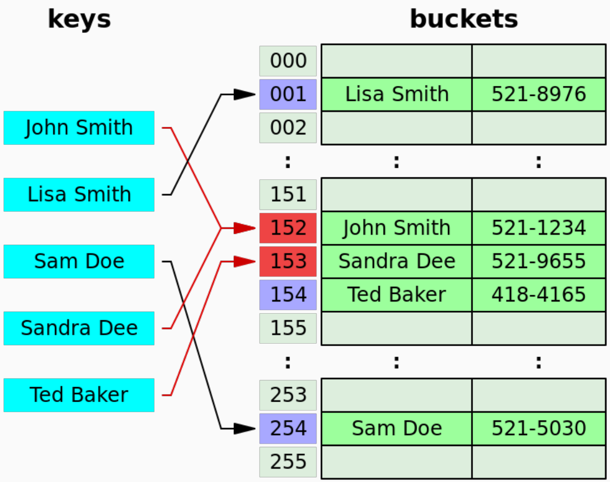
- `int hash(int k, int size);`
- `void initTab(HTChain h);`
- `int lookup(HTChain h, int k, int *i);`
- `int update(HTChain h, int k, int i);`
- `int remove(HTChain h, int k);`

```c
#define HSIZE 1000

typedef struct bucket {
  int key;
  int info;
  struct bucket *next;
} *Bucket;

typedef Bucket
   HTChain[HSIZE];
```

Ex. 6.12: Implement `lookup`

Ex. 6.13: (Informally) what is the expected complexity of each function?

Intuition: Hashtables with Open Addressing



(from Wikipedia)

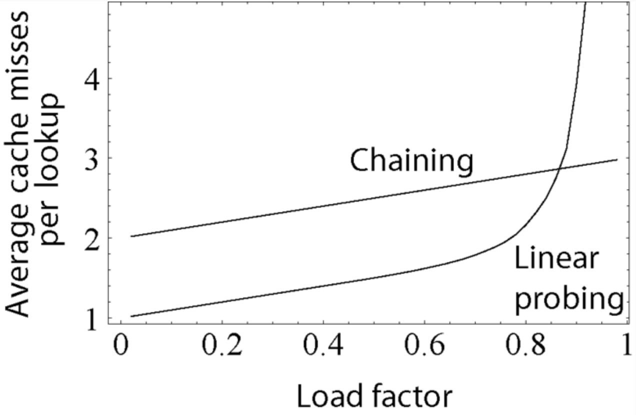
Hashtables with Open Addressing

- `int hash(int k, int size);`
- `void initTab(HashTable h);`
- `void lookup(HashTable h, int k, int *i);`
- `void update(HashTable h, int k, int i);`
- `void remove(HashTable h, int k);`
- `int find_probe (HashTable h, int k)`
  - linear vs. quadratic probing (why quadratic?)

```
#define HSIZE 1000
#define STATUSFREE 0
#define STATUSUSED 1

typedef struct bucket {
  int status ;
  int key;
  int info;
} Bucket ;

typedef Bucket
  HashTable [HSIZE];
```

Ex. 6.14: Define a linear probing function and update.

Lookups: Open vs. Closed



(from Wikipedia)

Removing with Open Addressing

- `int hash(int k, int size);`
- `void initTab(HashTable h);`
- `void lookup(HashTable h, int k, int *i);`
- `void update(HashTable h, int k, int i);`
- `int find_probe (HashTable h, int k);`
- `void remove(HashTable h, int k);`

```
#define HSIZE 1000
#define STATUSFREE 0
#define STATUSUSED 1
#define STATUSDEL 2

typedef struct bucket {
  int status ;
  int key;
  int info;
} Bucket ;

typedef Bucket
  HashTable [HSIZE];
```

Ex. 6.15: How would you implement update?
How would you implement a *garbageCollect* that removes deleted cells?
What is their complexity?

More dictionaries: balanced trees

We will see:

```
- Height- and weight-balanced tree
- Self-balancing binary search tree
   - AVL tree
   - Red-black tree
```

Binary Balanced Search Trees

Height-balanced

- more used
- left-height $=$ right-height $\pm$ 1 (AVL)
- height $=$ log n

Weight-balanced

- less used
- leafs-left/right $\geq \alpha \times$ leafs, $0 < \alpha < 1$

Graphs

Overview

- Depth/Breathfirst traversals
- Acyclic – topological order
- Transitive closure
- Minimum spanning tree
- Shortest/longest path