

# CSE408 Fundamentals of Data Structure

Lecture #2

## Fundamental data structures



- □ list
  - array
  - linked list
  - string
- □ stack
- queue
- priority queue/heap

- □ graph
- □ tree and binary tree
- set and dictionary

## Linear Data Structures



#### □ Arrays

• A sequence of n items of the same data type that are stored contiguously in computer memory and made accessible by specifying a value of the array's index.

#### □ Linked List

- A sequence of zero or more nodes each containing two kinds of information: some data and one or more links called pointers to other nodes of the linked list.
- Singly linked list (next pointer)
- Doubly linked list (next + previous pointers)

### Arrays

- fixed length (need preliminary reservation of memory)
- contiguous memory locations
- direct access
- Insert/delete

#### **Linked Lists**

- dynamic length
- arbitrary memory locations
- access by following links
- Insert/delete

## Stacks and Queues



#### □ Stacks

- A stack of plates
  - insertion/deletion can be done only at the top.
  - LIFO
- Two operations (push and pop)

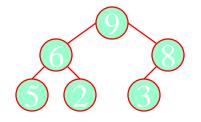
#### Queues

- A queue of customers waiting for services
  - Insertion/enqueue from the rear and deletion/dequeue from the front.
  - FIFO
- Two operations (enqueue and dequeue)

## Priority Queue and Heap



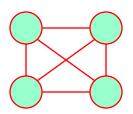
- Priority queues (implemented using heaps)
  - A data structure for maintaining a set of elements, each associated with a key/priority, with the following operations
    - Finding the element with the highest priority
    - Deleting the element with the highest priority
    - Inserting a new element
  - Scheduling jobs on a shared computer

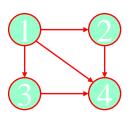


## Graphs



- □ Formal definition
  - A graph  $G = \langle V, E \rangle$  is defined by a pair of two sets: a finite set V of items called vertices and a set E of vertex pairs called edges.
- □ Undirected and directed graphs (digraphs).
- □ What's the maximum number of edges in an undirected graph with |V| vertices?
- Complete, dense, and sparse graphs
  - A graph with every pair of its vertices connected by an edge is called complete,  $K_{|V|}$

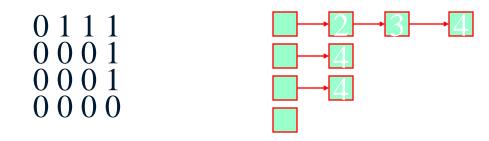




## Graph Representation



- □ Adjacency matrix
  - n x n boolean matrix if |V| is n.
  - The element on the ith row and jth column is 1 if there's an edge from ith vertex to the jth vertex; otherwise 0.
  - The adjacency matrix of an undirected graph is symmetric.
- □ Adjacency linked lists
  - A collection of linked lists, one for each vertex, that contain all the vertices adjacent to the list's vertex.
- □ Which data structure would you use if the graph is a 100-node star shape?

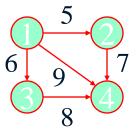


## Weighted Graphs



#### Weighted graphs

• Graphs or digraphs with numbers assigned to the edges.





#### Paths

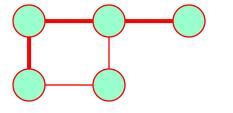
- A path from vertex u to v of a graph G is defined as a sequence of adjacent (connected by an edge) vertices that starts with u and ends with v.
- Simple paths: All edges of a path are distinct.
- Path lengths: the number of edges, or the number of vertices -1.

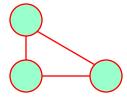
#### Connected graphs

• A graph is said to be connected if for every pair of its vertices u and v there is a path from u to v.

#### □ Connected component

• The maximum connected subgraph of a given graph.





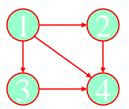


#### □ Cycle

• A simple path of a positive length that starts and ends a the same vertex.

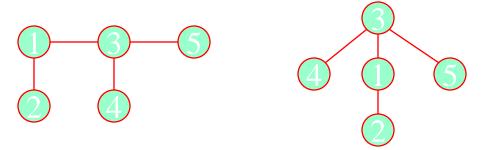
#### □ Acyclic graph

- A graph without cycles
- DAG (Directed Acyclic Graph)





- □ Trees
  - A tree (or free tree) is a connected acyclic graph.
  - Forest: a graph that has no cycles but is not necessarily connected.
- Properties of trees
  - For every two vertices in a tree there always exists exactly one simple path from one of these vertices to the other. Why?
    - Rooted trees: The above property makes it possible to select an arbitrary vertex in a free tree and consider it as the root of the so called rooted tree.
    - Levels in a rooted tree.



## Rooted Trees (I)



#### Ancestors

• For any vertex v in a tree T, all the vertices on the simple path from the root to that vertex are called ancestors.

#### Descendants

• All the vertices for which a vertex *v* is an ancestor are said to be descendants of *v*.

#### Parent, child and siblings

- If (u, v) is the last edge of the simple path from the root to vertex v, u is said to be the parent of v and v is called a child of u.
- Vertices that have the same parent are called siblings.

#### Leaves

A vertex without children is called a leaf.

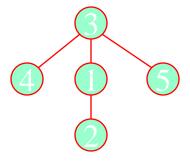
#### Subtree

• A vertex v with all its descendants is called the subtree of T rooted at v.

## Rooted Trees (II)



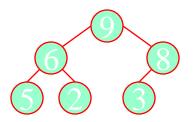
- Depth of a vertex
  - The length of the simple path from the root to the vertex.
- Height of a tree
  - The length of the longest simple path from the root to a leaf.

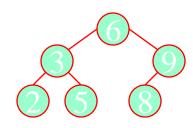


## **Ordered Trees**



- □ Ordered trees
  - An ordered tree is a rooted tree in which all the children of each vertex are ordered.
- Binary trees
  - A binary tree is an ordered tree in which every vertex has no more than two children and each children is designated s either a left child or a right child of its parent.
- □ Binary search trees
  - Each vertex is assigned a number.
  - A number assigned to each parental vertex is larger than all the numbers in its left subtree and smaller than all the numbers in its right subtree.
- $\lfloor \log_2 n \rfloor \le h \le n 1$ , where h is the height of a binary tree and n the size.







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