

# Scientific Programming: Part B

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## Data structures 1

# Introduction

## Data

In programming languages, data are pieces of information that can be assigned to variables (i.e. **values** that can be assigned to **variables**)

## Abstract Data Type (ADT)

A **mathematical model**, defined by a **collection of values** and a **set of operations** that can be performed on them.

## Primitive Abstract Data Types

Primitive abstract data types that are **provided directly** by the language



# Specification vs. Implementation

## Specification

The specification of a type of data is its “manual”. It is a **description of the data** that **does not provide details**

## Implementation

The **actual code** (with all the specific details) that **realizes** (i.e. implements) the abstract data type

### Example: Real numbers vs IEEE-754

- “a **real number** is a value of a continuous **quantity** that can represent a distance along a line”
- IEEE-754 is a standard that defines the format for the representation of floating point numbers

Sometime they differ!

```
>>> 0.1+0.2  
0.30000000000000004
```

# Data structures

## Data structures

Data structures are collections of data, characterized more by the organization of the data rather than the type of contained data.

## How to describe data structures

- a systematic approach to organize the collection of data
- a set of operators that enable the manipulation of the structure

## Data structures can be

- **Linear:** if the position of an element relative to the ones inserted before/after does not change
- **Static / Dynamic:** depending on if the content or size can change

# Data structures

Type	Java	C++	Python
Sequences	List, Queue, Deque LinkedList, ArrayList, Stack, ArrayDeque	list, forward_list vector stack queue, deque	list tuple deque
Sets	Set TreeSet, HashSet, LinkedHashSet	set unordered_set	set, frozenset
Dictionaries	Map HashTree, HashMap, LinkedHashMap	map unordered_map	dict
Trees	-	-	-
Graphs	-	-	-

# Sequence: description

## Sequence

A dynamic data structure representing an "ordered" group of elements

- The ordering is not defined by the content, but by the relative position inside the sequence (first element, second element, etc.)
- Values could appear more than once
- Example: `[0.1, "alberto", 0.05, 0.1]` is a sequence

## Operators

- It is possible to add / remove elements, by specifying their position
  - $s = s_1, s_2, \dots, s_n$
  - the element  $s_i$  is in position  $pos_i$
- It is possible to access *directly* some of the elements of the sequence
  - the beginning and/or the end of the list
  - having a reference to the position
- It is possible to **sequentially** access all the other elements

# Sequence: specification

---

## SEQUENCE

---

% Return **True** if the sequence is empty

**boolean** isEmpty()

% Returns the position of the first element

**POS** head()

% Returns the position of the last element

**POS** tail()

% Returns the position of the successor of  $p$

**POS** next(**POS**  $p$ )

% Returns the position of the predecessor of  $p$

**POS** prev(**POS**  $p$ )

---

# Sequence: specification

---

SEQUENCE (continue)

---

% Inserts element  $v$  of type OBJECT in position  $p$ .

% Returns the position of the new element

**POS** *insert*(POS  $p$ , OBJECT  $v$ )

% Removes the element contained in position  $p$ .

% Returns the position of the successor of  $p$ , which % becomes successor of the predecessor of  $p$

**POS** *remove*(POS  $p$ )

% Reads the element contained in position  $p$

**OBJECT** *read*(POS  $p$ )

% Writes the element  $v$  of type OBJECT in position  $p$

**write**(POS  $p$ , OBJECT  $v$ )

---



# To build our “Sequence” data structure

---

SEQUENCE (continue)

---

% Inserts element *v* of type OBJECT in position *p*.

% Returns the position of the new element

**POS** *insert*(**POS** *p*, **OBJECT** *v*)

% Removes the element contained in position *p*.

% Returns the position of the successor of *p*, which % becomes successor of the predecessor of *p*

**POS** *remove*(**POS** *p*)

% Reads the element contained in position *p*

**OBJECT** *read*(**POS** *p*)

% Writes the element *v* of type OBJECT in position *p*

**write**(**POS** *p*, **OBJECT** *v*)

---



“specifications”

ADT

```
def checkMaxMaf(snpEntry,infoEl,val):
    info = snpEntry[7].split(";")
    found = -1
    for i in range(0,len(info)):
        if(info[i].find(infoEl+"=")>-1):
            found = i

    if(found == -1 and i == len(info)-1):
        print "ERROR: cannot find field " + infoEl
        exit(1)
    else:
        v=float(info[found].split('=')[1])
        maf = min(v,1-v)
        if(maf<= val):
            return True
        else:
            #print infoEl + " " + str(maf)
            return False

def checkMaxMissingGen(snpEntry,infoEl,val):
    info = snpEntry[7].split(";")
    found = -1
```

“implementation”

Python code

# Sequence: implementation (sketch)

```
class mySequence:

    def __init__(self):
        #the sequence is implemented as a list
        self.__data = []


    #isEmpty returns True if sequence is empty, false otherwise
    def isEmpty(self):
        return len(self.__data) == 0

    #head returns the position of the first element
    def head(self):
        if not self.isEmpty():
            return 0
        else:
            return None

    #tail returns the position of the last element
    def tail(self):
        if not self.isEmpty():
            return len(self.__data) - 1
        else:
            return None

    #next returns the position of the successor of element
    #in position pos
    def next(self, pos):
        if pos < len(self.__data) - 1:
            return pos + 1
        else:
            return None

    #prev returns the position of the predecessor of element
    #in position pos
    def prev(self, pos):
        if pos > 0 and pos < len(self.__data):
            return pos - 1
        else:
            return None
```




```
#insert inserts the element obj in position pos
#or at the end
def insert(self, pos, obj):
    if pos < len(self.__data):
        self.__data.insert(pos, obj)
        return pos
    else:
        #Not necessary! Already done by list's insert!!!
        self.__data.append(obj)
        return len(self.__data) - 1

#remove removes the element in position pos
#(if it exists in the sequence) and returns the index
#of the element that now follows the predecessor of pos
def remove(self, pos):
    #TODO
    pass

#read returns the element in position pos (if
#it exists) or None
def read(self, pos):
    #TODO
    pass

#write changes the object in position pos to new_obj
#if pos is a valid position
def write(self, pos, new_obj):
    #TODO
    pass

#converts the data structure into a string
def __str__(self):
    return str(self.__data)
```



# Set: description

## Set

A dynamic, non-linear data structure that stores an unordered collection of values without repetitions.

- We can consider a total order between elements as the order defined over their abstract data type, if present.

## Operators

- Basic operators:
  - insert
  - delete
  - contains
- Sorting operators
  - Maximum
  - Minimum
- Set operators
  - union
  - intersection
  - difference
- Iterators:
  - `for x in S:`

# Set: abstract data type

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SET

---

% Returns the size of the set

**int** `len()`

% Returns **True** if  $x$  belongs to the set; Python: `x in S`

**boolean** `contains(OBJECT  $x$ )`

% Inserts  $x$  in the set, if not already present

**add**(OBJECT  $x$ )

% Removes  $x$  from the set, if present

**discard**(OBJECT  $x$ )

% Returns a new set which is the union of  $A$  and  $B$

SET `union(SET  $A$ , SET  $B$ )`

% Returns a new set which is the intersection of  $A$  and  $B$

SET `intersection(SET  $A$ , SET  $B$ )`

% Returns a new set which is the difference of  $A$  and  $B$

SET `difference(SET  $A$ , SET  $B$ )`

---

# Set: implementation (exercise)

```
class MySet:
    def __init__(self, elements):
        #HOW are we gonna implement the set?
        #Shall we use a list, a dictionary?
        pass

    #let's specify the special operator for len
    def __len__(self):
        pass

    #this is the special operator for in
    def __contains__(self, element):
        pass

    #we do not redefine __add__ because that is for S1 + S2
    #where S1 and S2 are sets
    def add(self, element):
        pass


    def discard(self, element):
        pass

    def iterator(self):
        pass

    def __str__(self):
        pass

    def union(self, other):
        pass
    def intersection(self, other):
        pass

    def difference(self, other):
        pass
```



---

## SET

---

% Returns the size of the set

**int** len()

% Returns **True** if  $x$  belongs to the set; Python:  $x \in S$

**boolean** contains(OBJECT  $x$ )

% Inserts  $x$  in the set, if not already present

**add**(OBJECT  $x$ )

% Removes  $x$  from the set, if present

**discard**(OBJECT  $x$ )

% Returns a new set which is the union of  $A$  and  $B$

**SET** union(SET  $A$ , SET  $B$ )

% Returns a new set which is the intersection of  $A$  and  $B$

**SET** intersection(SET  $A$ , SET  $B$ )

% Returns a new set which is the difference of  $A$  and  $B$

**SET** difference(SET  $A$ , SET  $B$ )

---

# Dictionary

## Dictionary

Abstract data structure that represents the mathematical concept of partial function  $R : D \rightarrow C$ , or key-value association

- Set  $D$  is the **domain** (elements called **keys**)
- Set  $C$  is the **codomain** (elements called **values**)

## Operators

- Lookup the value associated to a particular key, if present, **None** otherwise
- Insert a new key-value association, deleting potential association that are already present for the same key
- Remove an existing key-value association

# Dictionary: ADT

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## DICTIONARY

---

% Returns the value associated to key  $k$ , if present; returns **none** otherwise

**OBJECT** **lookup**(**OBJECT**  $k$ )

% Associates value  $v$  to key  $k$

**insert**(**OBJECT**  $k$ , **OBJECT**  $v$ )

% Removes the association of key  $k$

**remove**(**OBJECT**  $k$ )

---

# Linked lists

## List (Linked List)

A sequence of memory objects, containing arbitrary data and 1-2 pointers to the next element and/or the previous one

### Note

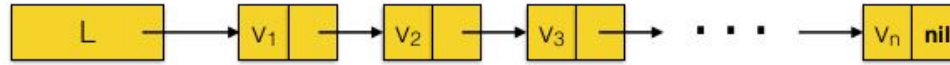
- Contiguity in the list  $\nRightarrow$  contiguity in memory
- All the operations require  $O(1)$ , but in some cases you need a lot of single operations to complete an action

### Possible implementations

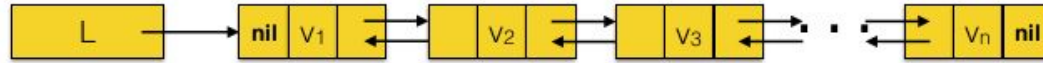
- Bidirectional / Monodirectional
- With sentinel / Without sentinel
- Circular / Non-circular



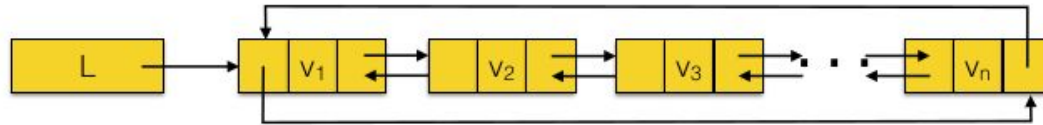
# Linked lists (types)



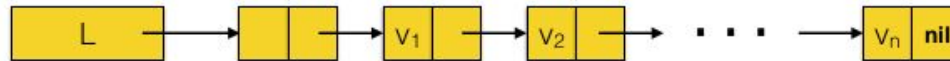
Monodirectional



Bidirectional



Bidirectional, circular



Monodirectional, with sentinel

**Linked lists** are dynamic collections of **objects and pointers** (either 1 or 2) that **point to the next** element in the list **or to both the next and previous** element in the list.

# Example: monodirectional list in python

---

## Monodirectional list

---

%adds a node **n** to the Monodirectional list  
placing it as the **head**

```
add(node n)
```

%searches a node n and returns True if it is  
found, false otherwise

```
boolean search(node n)
```

%removes a node n if it is found, does nothing  
otherwise

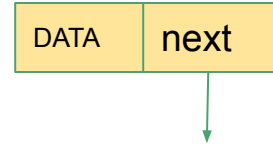
```
remove(node n)
```

%produces the string representation of the  
Monodirectional list as: el1 -> el2 -> ... -> eln

```
__str__()
```

---

## Node

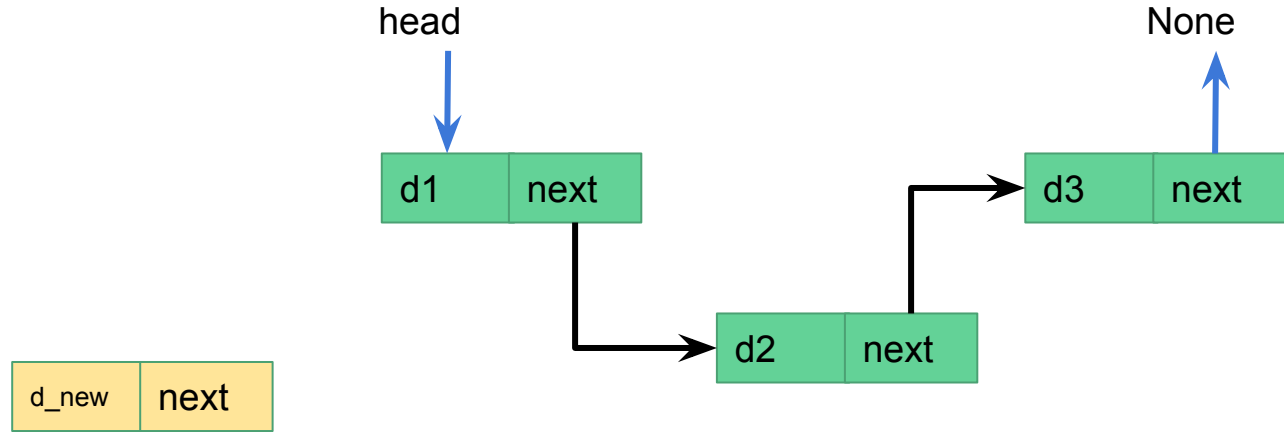


A list is a sequence  
of nodes, the first  
of which is the  
**head**.

Elements are  
added **at the  
beginning** and  
become the new  
head

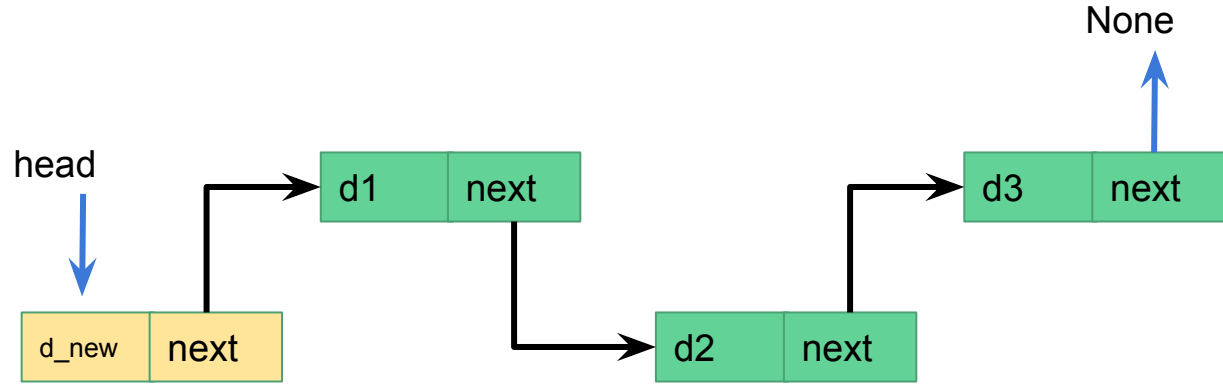
# Example: monodirectional list in python

**Add one element  
(d\_new)**



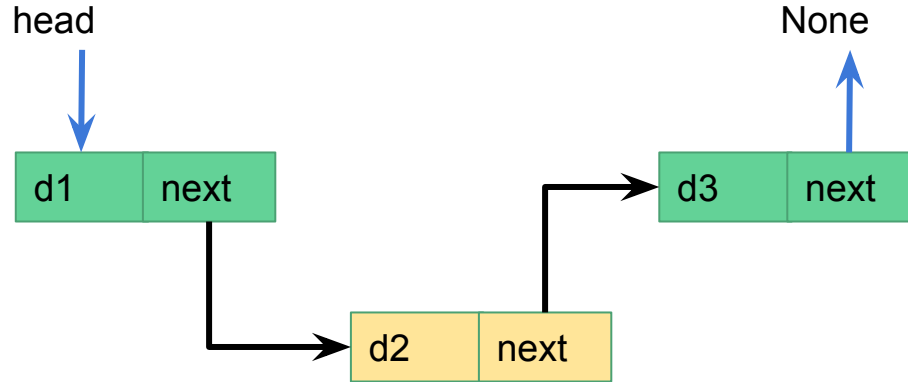
# Monodirectional list in python: add

**Add one element  
(d\_new)**



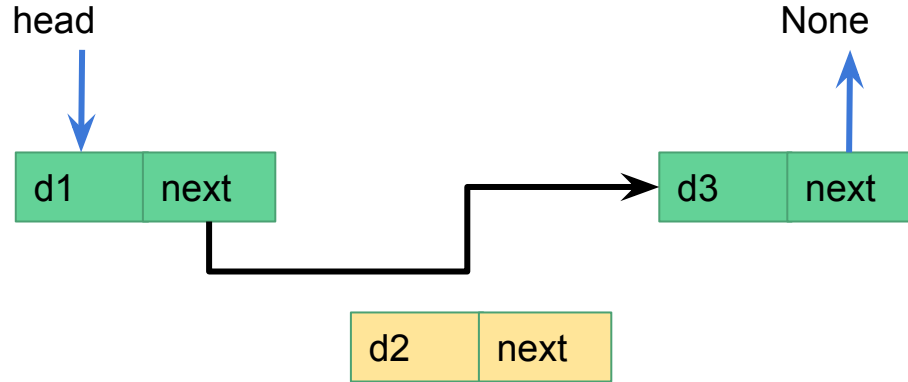
# Monodirectional list in python: remove

**Remove one element  
(d2)**



# Monodirectional list in python: remove

**Remove one element  
(d2)**



# The code

""" Can place this in Node.py """

```
class Node:
    def __init__(self, data):
        self.__data = data
        self.__next = None

    def get_data(self):
        return self.__data

    def set_data(self, newdata):
        self.__data = newdata

    def get_next(self):
        return self.__next

    def set_next(self, node):
        self.__next = node

    def __str__(self):
        return str(self.__data)

    #for sorting
    def __lt__(self, other):
        return self.__data < other.__data
```

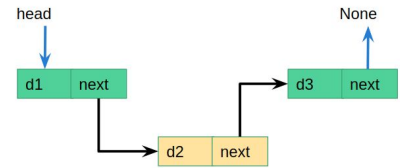
```
class MonodirList:
    def __init__(self):
        self.__head = None #None is the sentinel!

    def add(self, node):
        if type(node) != Node:
            raise TypeError("node is not of type Node")
        else:
            node.set_next(self.__head)
            self.__head = node

    def search(self, item):
        current = self.__head
        found = False
        while current != None and not found:
            if current.get_data() == item:
                found = True
            else:
                current = current.get_next()
        return found

    def remove(self, item):
        current = self.__head
        prev = None
        found = False
        while not found and current != None:
            if current.get_data() == item:
                found = True
            else:
                prev = current
                current = current.get_next()
        if found:
            if prev == None:
                self.__head = current.get_next()
            else:
                prev.set_next(current.get_next())

    def __str__(self):
        if self.__head != None:
            dta = str(self.__head)
            cur_el = self.__head.get_next()
            while cur_el != None:
                dta += " -> " + str(cur_el)
                cur_el = cur_el.get_next()
            return str(dta)
        else:
            return ""
```

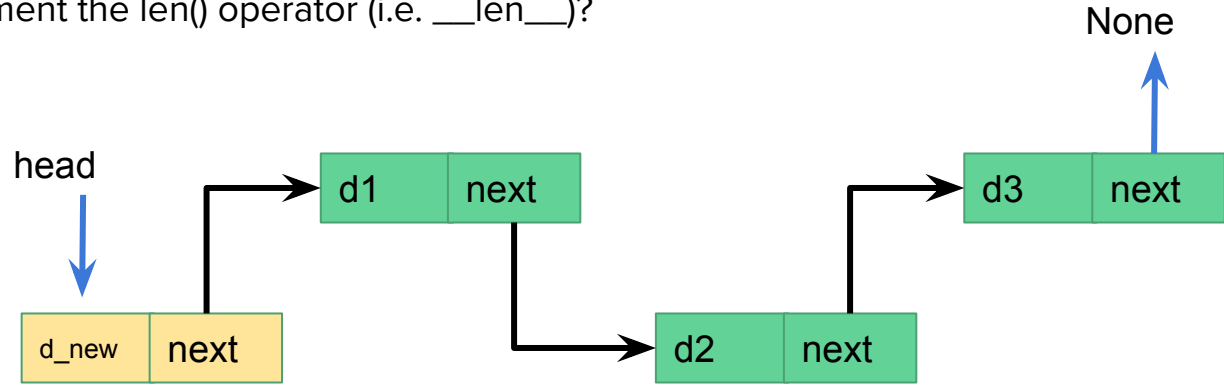


```
if __name__ == "__main__":
    ML = MonodirList()
    for i in range(1,50,10):
        n = Node(i)
        ML.add(n)
    print(ML)
    print("Adding 111")
    new_n = Node(111)
    ML.add(new_n)
    print("Adding 27")
    new_n2 = Node(27)
    ML.add(new_n2)
    print(ML)
    print("Removing 1")
    ML.remove(1)
    print(ML)
    print("Removing 1")
    ML.remove(1)
    print("Removing 111")
    print("Removing 31")
    ML.remove(111)
    ML.remove(31)
    print(ML)
```

```
41 -> 31 -> 21 -> 11 -> 1
Adding 111
Adding 27
27 -> 111 -> 41 -> 31 -> 21 -> 11 -> 1
Removing 1
27 -> 111 -> 41 -> 31 -> 21 -> 11
Removing 1
Removing 111
Removing 31
27 -> 41 -> 21 -> 11
```

# Monodirectional list in python: min/max?

How could we implement the `len()` operator (i.e. `__len__`)?



Go from first to last element and accumulate the `max_so_far`

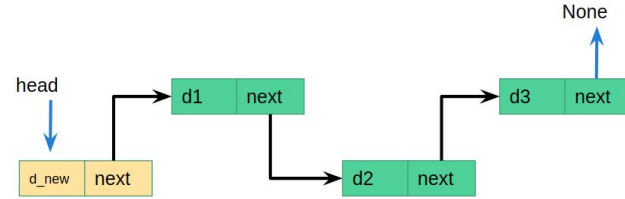


# Monodirectional list in python: `__len__()`?

How could we implement the `len()` operator (i.e. `__len__`)?

The code:

```
def __len__(self):  
    current = self.__head  
    length = 0  
    while current != None:  
        length += 1  
        current = current.get_next()  
    return length
```



Complexity is  **$O(n)$** .

Is it possible to improve this?

# Monodirectional list in python: `__len__()`?

Faster `__len__()`.

**Idea:** store and update the number of elements present

The code:

```
class MonodirList:
    def __init__(self):
        self.__head = None #None is the sentinel!
        self.__len = 0

    def add(self, node):
        if type(node) != Node:
            raise TypeError("node is not of type Node")
        else:
            node.set_next(self.__head)
            self.__head = node
            self.__len += 1
```

...

```
def __len__(self):
    return self.__len
```

```
def remove(self, item):
    current = self.__head
    prev = None
    found = False
    while not found and current != None:
        if current.get_data() == item:
            found = True
        else:
            prev = current
            current = current.get_next()
    if found:
        if prev == None:
            self.__head = current.get_next()
        else:
            prev.set_next(current.get_next() )
        self.__len -= 1
```

Complexity is  $O(1)$ .

**Exercise:** How about  $O(1)$  min/max values? Hint: change again `__init__`, `add`, and `remove`.

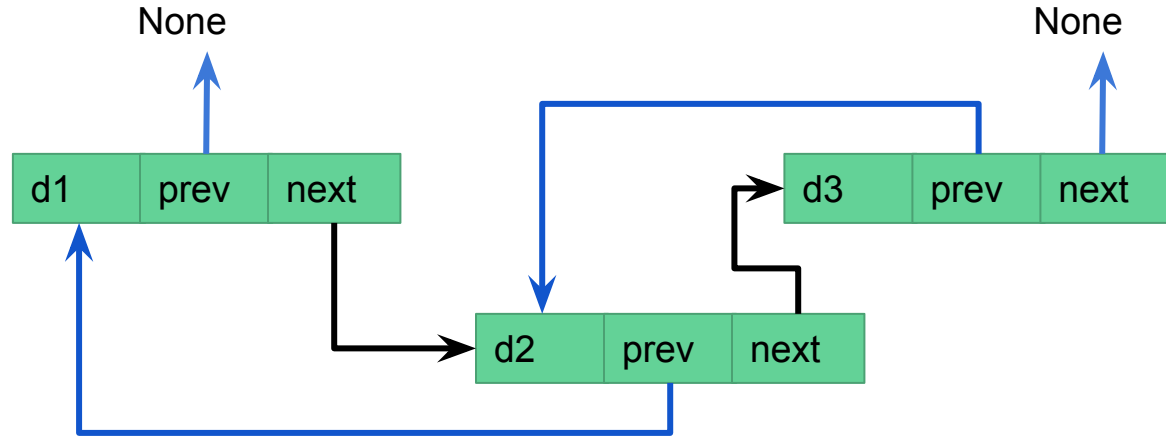
# Bidirectional linked list

Each node now has:

- the data
- a prev pointer
- a next pointer

**prev pointer** of the **first** element in the list is **None**

**next pointer** of the **last** element is **None**



# Bidirectional linked list

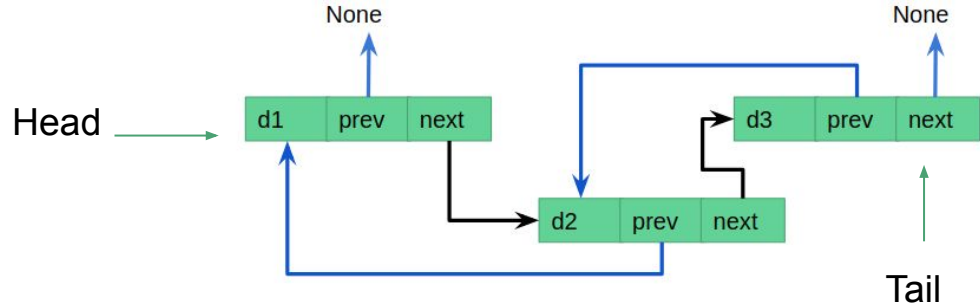
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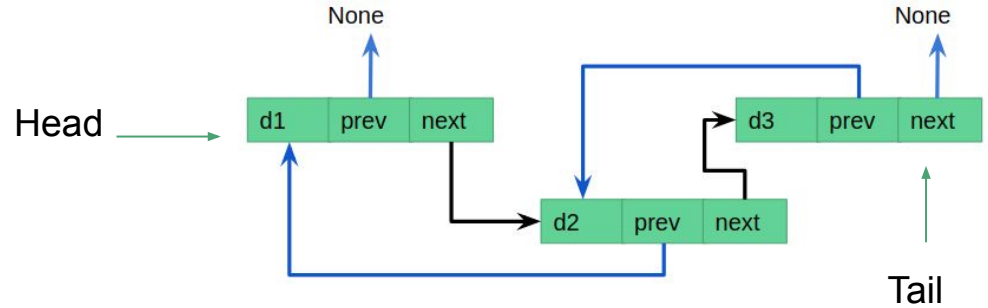
The list can have a **head** and **tail** pointer



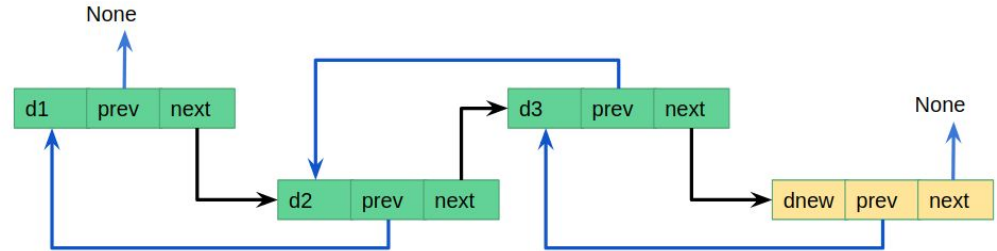
# Bidirectional linked list: append

Each node now has:

- the data
- a prev pointer
- a next pointer



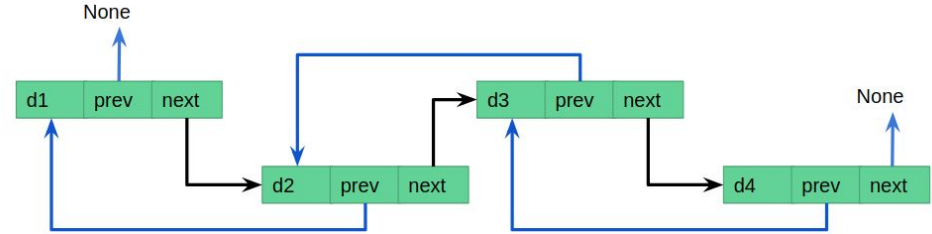
**Append:** add a node as next of the current tail



# Bidirectional linked list: insert at/remove

Each node now has:

- the data
- a prev pointer
- a next pointer



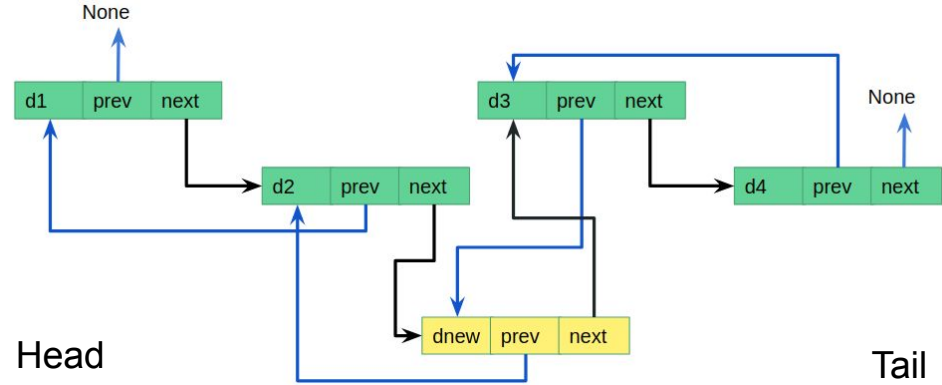
Insert at 2 

dnew	prev	next
------	------	------

**Insert at/remove :**  
reach the correct  
position and update the  
next/prev pointers of  
the **three** involved  
nodes

Insert at 2

First loop until you reach 2 (`cur = cur.get_next()`)



# Dynamic Vectors

Lists in Python implemented through **dynamic vectors**

- A vector of a given size (**initial capacity**) is **allocated**
- When inserting an element before the end, all elements have to be moved - cost  $O(n)$
- When inserting an element at the end (append), the cost is  $O(1)$  (just writing the element at first available slot)

**Problem:**

- It is not known how many elements have to be stored
- The initial capacity could be insufficient

**Solution:**

- A new (larger) vector is allocated, the content is copied in the new vector, the old vector is released

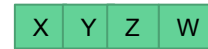
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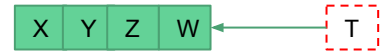
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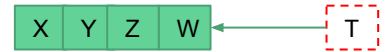
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# Dynamic Vectors

Lists in Python implemented through **dynamic vectors**

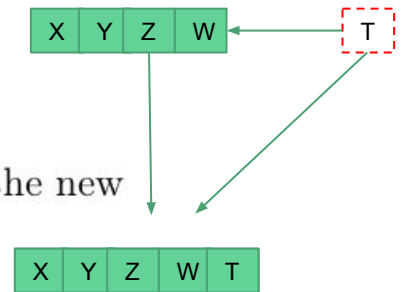
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# Dynamic Vectors

## Question

Which is the best approach?

## Approach 1

If the old vector has size  $n$ , allocate a new vector of size  $dn$ . For example,  $d = 2$

doubling

## Approach 2

If the old vector has size  $n$ , allocate a new vector of size  $n + d$ , where  $d$  is a constant. For example,  $d = 16$

increment

# Dynamic Vectors: Amortized cost (doubling)

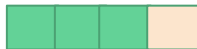
Actual cost of an **append()** operation:

$$c_i = \begin{cases} i & \exists k \in \mathbb{Z}_0^+ : i = 2^k + 1 \\ 1 & \text{otherwise} \end{cases}$$

Assumptions:

- Initial capacity: 1
- Writing cost:  $\Theta(1)$

ex. 3 elements in. Append now: 1 operation



$n$	cost
1	1
2	$1 + 2^0 = 2$
3	$1 + 2^1 = 3$
4	1
5	$1 + 2^2 = 5$
6	1
7	1
8	1
9	$1 + 2^3 = 9$
10	1
11	1
12	1
13	1
14	1
15	1
16	1
17	$1 + 2^4 = 17$

**Doubling**

**Amortized analysis** tells how the average of the performance of a set of operations on a large data set scales.

We consider a block of operations.

# Dynamic Vectors: Amortized cost (doubling)

Actual cost of an **append()** operation:

$$c_i = \begin{cases} i & \exists k \in \mathbb{Z}_0^+ : i = 2^k + 1 \\ 1 & \text{otherwise} \end{cases}$$

Assumptions:

- Initial capacity: 1
- Writing cost:  $\Theta(1)$

ex. 4 elements in.



$n$	cost
1	1
2	$1 + 2^0 = 2$
3	$1 + 2^1 = 3$
4	1
5	$1 + 2^2 = 5$
6	1
7	1
8	1
9	$1 + 2^3 = 9$
10	1
11	1
12	1
13	1
14	1
15	1
16	1
17	$1 + 2^4 = 17$

**Doubling**

**Amortized analysis** tells how the average of the performance of a set of operations on a large data set scales.

We consider a block of operations.

# Dynamic Vectors: Amortized cost (doubling)

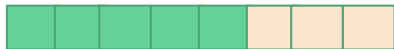
Actual cost of an `append()` operation:

$$c_i = \begin{cases} i & \exists k \in \mathbb{Z}_0^+ : i = 2^k + 1 \\ 1 & \text{otherwise} \end{cases}$$

Assumptions:

- Initial capacity: 1
- Writing cost:  $\Theta(1)$

ex. 4 elements in. Append now: cost 1 + 4 allocations



$n$	cost
1	1
2	$1 + 2^0 = 2$
3	$1 + 2^1 = 3$
4	1
5	$1 + 2^2 = 5$
6	1
7	1
8	1
9	$1 + 2^3 = 9$
10	1
11	1
12	1
13	1
14	1
15	1
16	1
17	$1 + 2^4 = 17$

**Amortized analysis** tells how the average of the performance of a set of operations on a large data set scales.

We consider a block of operations.

**Doubling**

# Dynamic Vectors: Amortized cost (doubling)

Actual cost of  $n$  operations `append()`:

$$\begin{aligned} T(n) &= \sum_{i=1}^n c_i \\ &= n + \sum_{j=0}^{\lfloor \log n \rfloor} 2^j \\ &= n + 2^{\lfloor \log n \rfloor + 1} - 1 \\ &\leq n + 2^{\log n + 1} - 1 \\ &= n + 2n - 1 = O(n) \end{aligned}$$

Amortized cost of a single `append()`:

$$T(n)/n = \frac{O(n)}{n} = O(1)$$

**Amortized analysis** tells how the average of the performance of a set of operations on a large data set scales.

We consider a block of operations.



# Dynamic Vectors: Amortized cost (increment)

Actual cost of an `append()` operation:

$$c_i = \begin{cases} i & (i \bmod d) = 1 \\ 1 & \text{otherwise} \end{cases}$$

Assumptions

- Increment:  $d$
- Initial size:  $d$
- Writing cost:  $\Theta(1)$

Example

- $d = 4$

$n$	cost
1	1
2	1
3	1
4	1
5	$1 + d = 5$
6	1
7	1
8	1
9	$1 + 2d = 9$
10	1
11	1
12	1
13	$1 + 3d = 13$
14	1
15	1
16	1
17	$1 + 4d = 17$

**Amortized analysis** tells how the average of the performance of a set of operations on a large data set scales.

We consider a block of operations.

**Increment**



# Dynamic Vectors: Amortized cost (increment)

Actual cost of  $n$  operations `append()`:

$$\begin{aligned} T(n) &= \sum_{i=1}^n c_i \\ &= n + \sum_{j=1}^{\lfloor n/d \rfloor} d \cdot j \\ &= n + d \sum_{j=1}^{\lfloor n/d \rfloor} j \\ &= n + d \frac{(\lfloor n/d \rfloor + 1) \lfloor n/d \rfloor}{2} \\ &\leq n + \frac{(n/d + 1)n}{2} = O(n^2) \end{aligned}$$

Amortized cost of a single `append()`:

$$T(n)/n = \frac{O(n^2)}{n} = O(n)$$

**Amortized analysis** tells how the average of the performance of a set of operations on a large data set scales.

We consider a block of operations.

# Dynamic vectors: growth factor

Language	Data structure	Expansion factor
GNU C++	<code>std::vector</code>	2.0
Microsoft VC++ 2003	<code>vector</code>	1.5
Python	<code>list</code>	1.125
Oracle Java	<code>ArrayList</code>	2.0
OpenSDK Java	<code>ArrayList</code>	1.5

# Performance of Python's data structures

**The choice of the data structure has implications on the performances**

It is important to know the properties of built-in structures to use them properly!



# Performance of Python's lists

Operator		Worst case	Worst case amortized
L.copy()	Copy	$O(n)$	$O(n)$
L.append(x)	Append	$O(n)$	$O(1)$
L.insert(i,x)	Insert	$O(n)$	$O(n)$
L.remove(x)	Remove	$O(n)$	$O(n)$
L[i]	Index	$O(1)$	$O(1)$
for x in L	Iterator	$O(n)$	$O(n)$
L[i:i+k]	Slicing	$O(k)$	$O(k)$
L.extend(s)	Extend	$O(k)$	$O(n + k)$
x in L	Contains	$O(n)$	$O(n)$
min(L), max(L)	Min, Max	$O(n)$	$O(n)$
len(L)	Get length	$O(1)$	$O(1)$

# Reality check

```
import time

from collections import deque

N = 750
L = []
start = time.time()
for i in range(N):
    for j in range(N):
        L.insert(0, i)
end = time.time()
print("[list: insert] {:.2f}s elapsed".format(end-start))
L=[]
start = time.time()
for i in range(N):
    for j in range(N):
        L.append(i)
end = time.time()
print("[list: append] {:.2f}s elapsed".format(end-start))

start = time.time()
for i in range(len(L)):
    L.pop(0)
end = time.time()
print("[list: remove] {:.2f}s elapsed".format(end-start))
```

```
[list: insert] 88.90s elapsed
[list: append] 0.04s elapsed
[list: remove] 30.33s elapsed
```

Operator		Worst case	Worst case amortized
L.copy()	Copy	$O(n)$	$O(n)$
L.append(x)	Append	$O(n)$	$O(1)$
L.insert(i,x)	Insert	$O(n)$	$O(n)$
L.remove(x)	Remove	$O(n)$	$O(n)$
L[i]	Index	$O(1)$	$O(1)$
for x in L	Iterator	$O(n)$	$O(n)$
L[i:i+k]	Slicing	$O(k)$	$O(k)$
L.extend(s)	Extend	$O(k)$	$O(n+k)$
x in L	Contains	$O(n)$	$O(n)$
min(L), max(L)	Min, Max	$O(n)$	$O(n)$
len(L)	Get length	$O(1)$	$O(1)$

```
D = deque()
start = time.time()
for i in range(N):
    for j in range(N):
        D.insert(0, i)
end = time.time()
print("[deque: insert] {:.2f}s elapsed".format(end-start))
D = deque()
start = time.time()
for i in range(N):
    for j in range(N):
        D.append(i)
end = time.time()
print("[deque: append] {:.2f}s elapsed".format(end-start))

start = time.time()
for i in range(len(D)):
    D.popleft()
end = time.time()
print("[deque: remove] {:.2f}s elapsed".format(end-start))
```

```
[deque: insert] 0.06s elapsed
[deque: append] 0.04s elapsed
[deque: remove] 0.04s elapsed
```

**collections.deque**

<https://docs.python.org/3.7/library/collections.html#collections.deque>