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# Iliffe vector

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In [computer programming](#), an **Iliffe vector**, also known as a **display**, is a [data structure](#) used to implement multi-dimensional [arrays](#). An Iliffe vector for an  $n$ -dimensional array (where  $n \geq 2$ ) consists of a vector (or 1-dimensional array) of [pointers](#) to an  $(n - 1)$ -dimensional array. They are often used to avoid the need for expensive multiplication operations when performing address calculation on an array element. They can also be used to implement [jagged arrays](#), such as [triangular arrays](#), [triangular matrices](#) and other kinds of irregularly shaped arrays. The data structure is named after [John K. Iliffe](#).

Their disadvantages include the need for multiple chained pointer indirections to access an element, and the extra work required to determine the next row in an  $n$ -dimensional array to allow an optimising compiler to prefetch it. Both of these are a source of delays on systems where the CPU is significantly faster than main memory.

The Iliffe vector for a 2-dimensional array is simply a vector of pointers to vectors of data, i.e., the Iliffe vector represents the columns of an array where each column element is a pointer to a row vector.

Multidimensional arrays in languages such as [Java](#), [Python](#) (multidimensional lists), [Ruby](#), [Visual Basic .NET](#), [Perl](#), [PHP](#), [JavaScript](#), [Objective-C](#), [Swift](#), and [Atlas Autocode](#) are implemented as Iliffe vectors.

Iliffe vectors are contrasted with [dope vectors](#) in languages such as [Fortran](#), which contain the stride factors and offset values for the subscripts in each dimension.

## References [\[edit\]](#)

- John K. Iliffe (1961). "The Use of The Genie System in Numerical Calculations". *Annual Review in Automatic Programming* **2**: 25. doi:10.1016/S0066-4138(61)80002-5 .



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