



CIS 263 Introduction to Data Structures and Algorithms

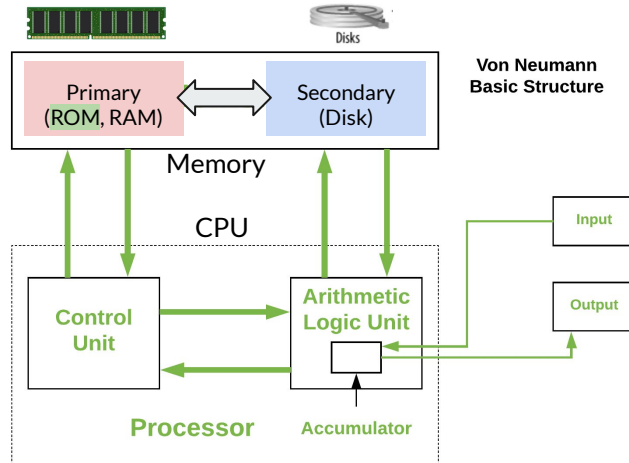
Basic Data Structures: Array, Linked List, Stack, and Queue



Outline

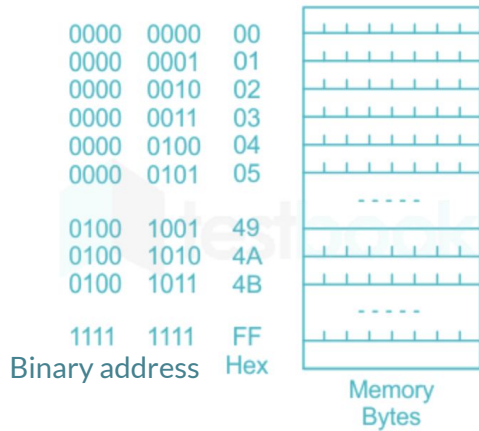
- Brief introduction on **how a computer works** (architecture)
 - Memory architecture
- Basic Data Structures: **Array, Linked List, Stack, Queue**

Computer Architecture basics



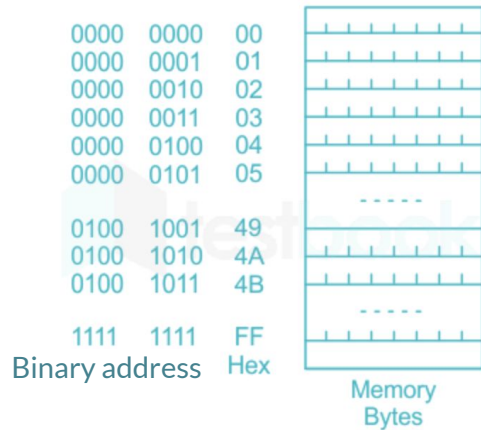
- In this course, our main focus will be mainly focused on the **memory management** part; more importantly the **primary memory**
- And **number of disk accesses** (latency delay)
- Through
 - Using appropriate data structures, and
 - Algorithms
- We are not doing any improvements over architecture etc.

Memory, the concept of Array



- 8 bit memory (a simple case)

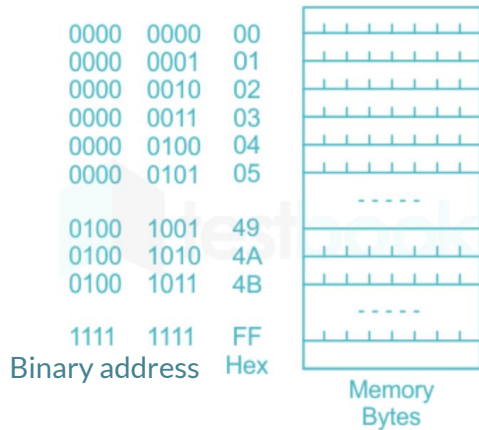
Memory, the concept of Array



- 8 bit memory (a simple case)

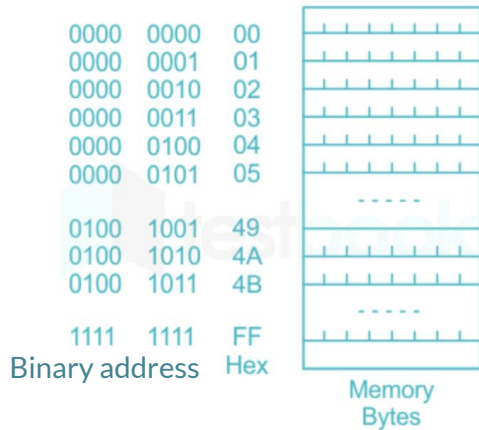
Why 1 KB = 1024B not 1000B?

Memory, the concept of Array



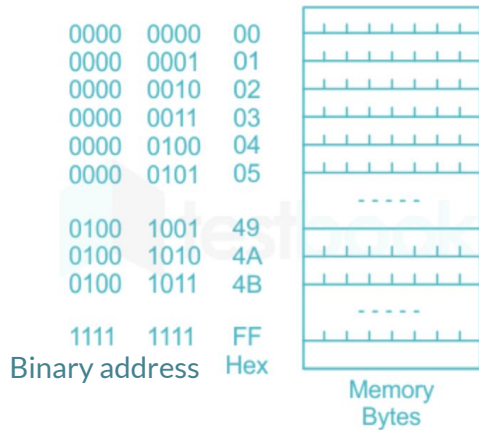
- 8 bit memory (a simple case)
- What's the total memory size?

Memory, the concept of Array



- 8 bit memory (a simple case)
- What's the total memory size?
 - 2^8 or 1024 byte

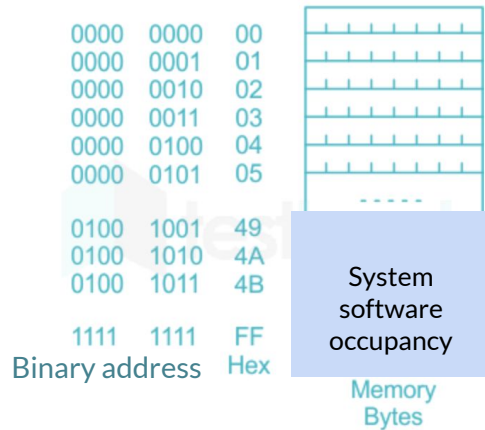
Memory, the concept of Array



- 8 bit memory (a simple case)
- What's the total memory size?
 - 2^8 or 1024 byte

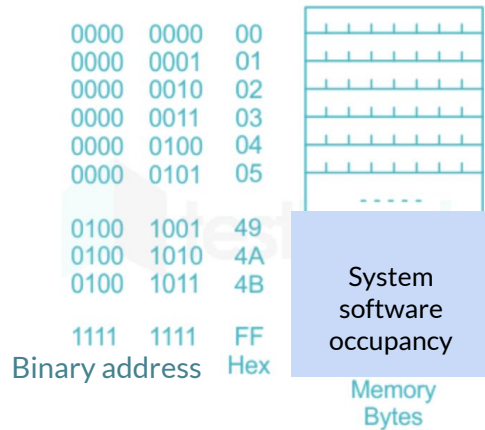
Why 1 KB = 1024B not 1000B?

Memory, the concept of Array



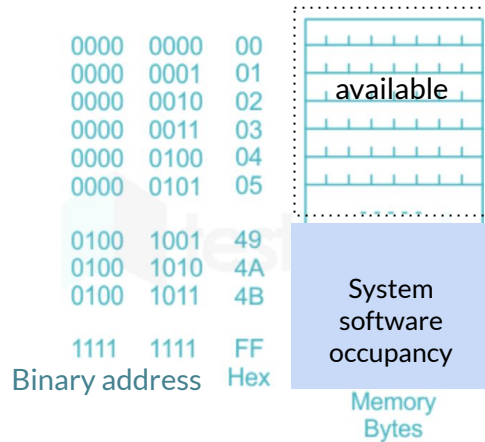
- 8 bit memory (a simple case)
- What's the total memory size?
 - 2^8 or 1024 byte
- Addressing is inherent (consecutive, a sequence)

Memory, the concept of Array



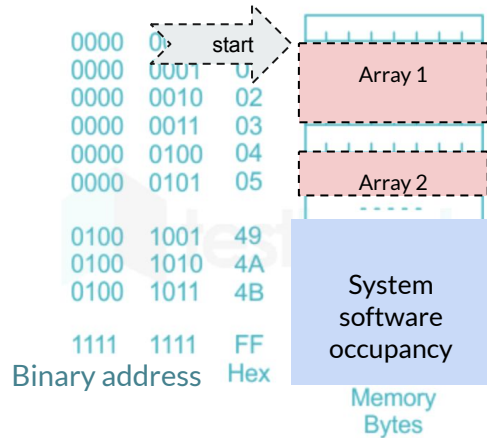
- 8 bit memory (a simple case)
- What's the total memory size?
 - 2^8 or 1024 byte
- Addressing is inherent (consecutive, a sequence)
- Let's assume our system softwares reserved part of the memory like

Memory, the concept of Array



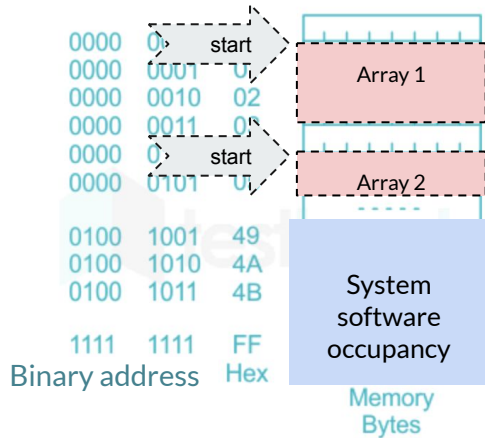
- Addressing is inherent (consecutive, a sequence)
- Let's assume our system softwares reserved part of the memory like

Memory, the concept of Array



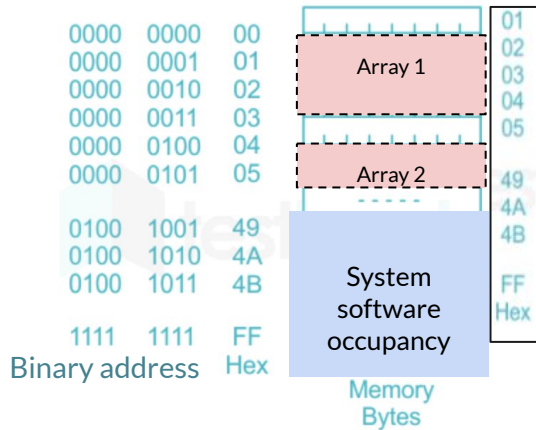
- Addressing is inherent (consecutive, a sequence)
- Let's assume our system softwares reserved part of the memory like
- **Array** (our first data structure) meaning holding a fixed block whether you use it or not.

Memory, the concept of Array



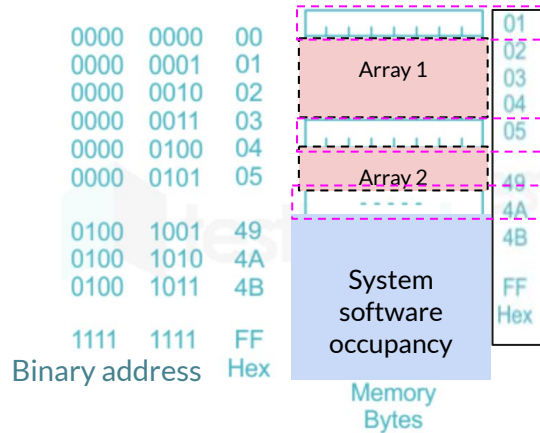
- Addressing is inherent (consecutive, a sequence)
- Let's assume our system softwares reserved part of the memory like
- **Array** (our first data structure) meaning holding a fixed block whether you use it or not.

Memory, the concept of Array



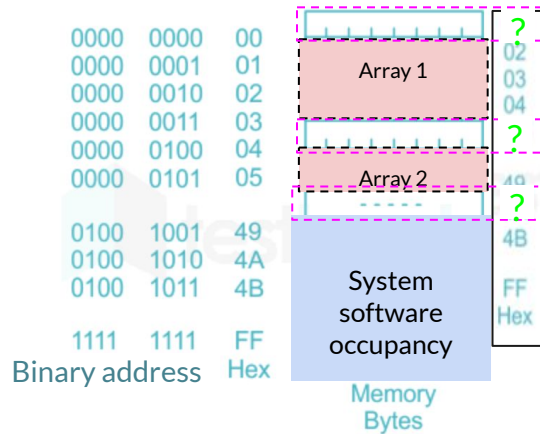
- Addressing is inherent (consecutive, a sequence)
- **Fragmented memory**

Memory, the concept of Array



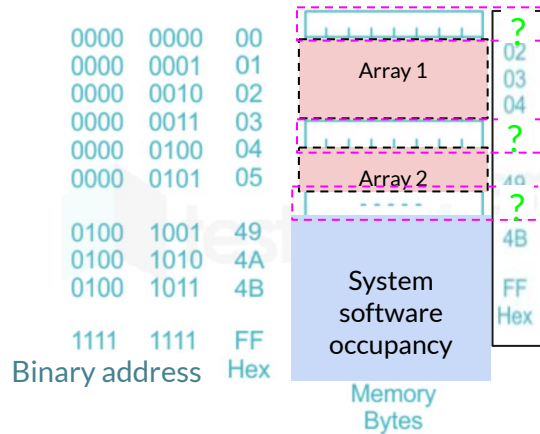
- Addressing is inherent (consecutive, a sequence)
- Fragmented memory
- **Garbage collection**

Memory, the concept of Array



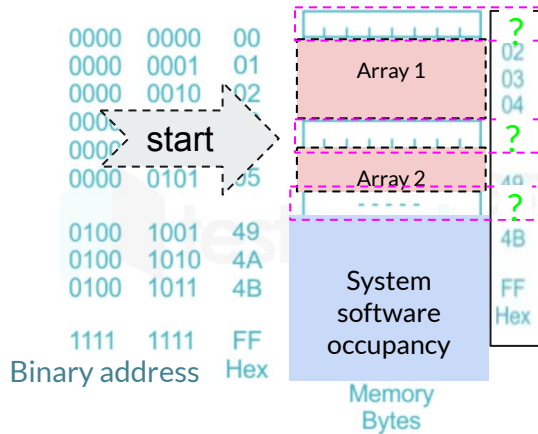
- Addressing is inherent (consecutive, a sequence)
- Fragmented memory
- Garbage collection
- **Let's try, another data structure, linked list**

Memory, the concept of Array



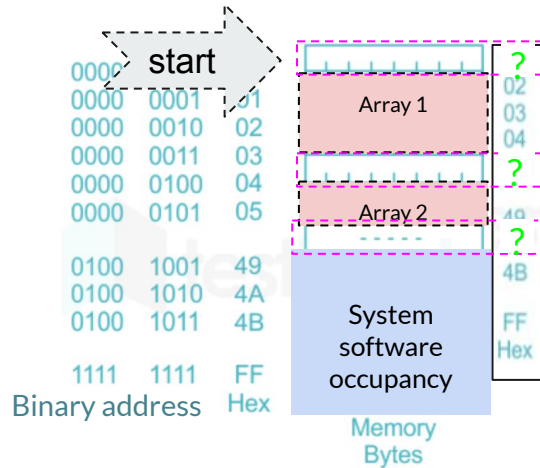
- Addressing is inherent (consecutive, a sequence)
- Fragmented memory
- Garbage collection
- **Let's try, another data structure, linked list**
 - You can start from anywhere

Memory, the concept of Array



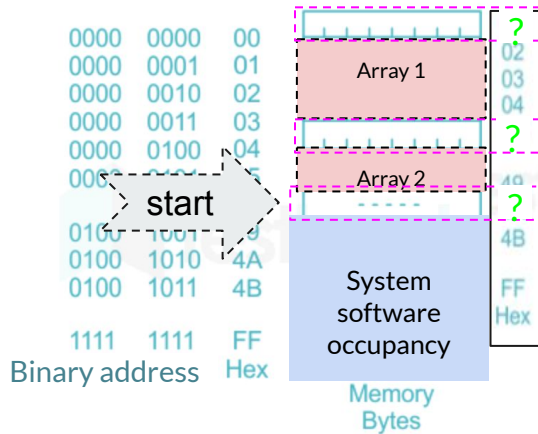
- Addressing is inherent (consecutive, a sequence)
- Fragmented memory
- Garbage collection
- **Let's try, another data structure, linked list**
 - You can start from anywhere

Memory, the concept of Array



- Addressing is inherent (consecutive, a sequence)
- Fragmented memory
- Garbage collection
- **Let's try, another data structure, linked list**
 - You can start from anywhere

Memory, the concept of Array

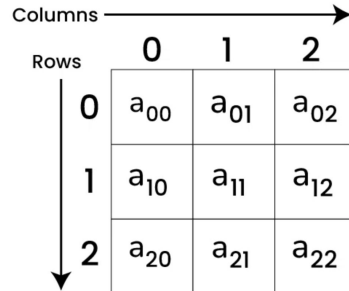


- Addressing is inherent (consecutive, a sequence)
- Fragmented memory
- Garbage collection
- **Let's try, another data structure, linked list**
 - You can start from anywhere



Array

(2D) Array



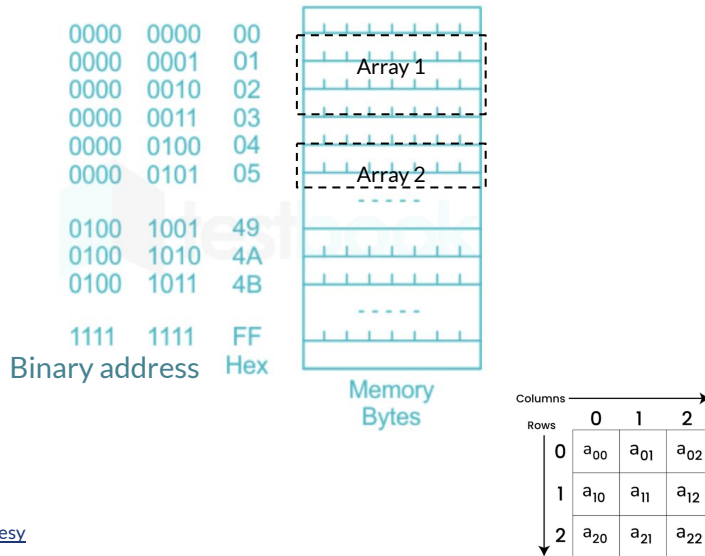
A diagram of a 2D array represented as a 3x3 grid. The columns are labeled 0, 1, and 2 from left to right, with an arrow pointing right above the labels. The rows are labeled 0, 1, and 2 from top to bottom, with an arrow pointing down to the left of the labels. The elements in the grid are labeled as follows:

Columns	0	1	2
0	a_{00}	a_{01}	a_{02}
1	a_{10}	a_{11}	a_{12}
2	a_{20}	a_{21}	a_{22}

[Img src](#)

- **Array** (our first data structure) meaning holding a fixed block whether you use it or not.
- Addressing is inherent (consecutive, a sequence)
- Operations:
 - Accessing an item
 - Query (if an item exists)
 - Insertion
 - Deletion
- Accessing an item is time independent; why?

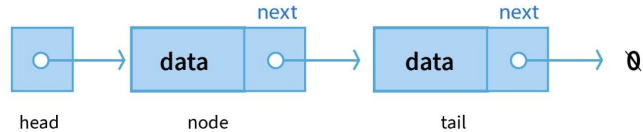
Array



[Image courtesy](#)

- **Array (our first data structure)** meaning holding a fixed block whether you use it or not.
- Addressing is **inherent** (consecutive, a sequence)
- Operations:
 - Accessing an item
 - Query (if an item exists)
 - Insertion
 - Deletion
- Accessing an item is time independent; why?

Linked List



[img src](#)

- Fragmented block as available
- Addressing is implicit within the data structure itself
- Operations:
 - Accessing an item
 - Query (if an item exists)
 - Insertion
 - Deletion
- Accessing an item is time dependent

Stack

Fill in the blank



A kid is reading on
a of books.

Stack

Fill in the blank



A kid is reading on
a pile of books.

Stack

Fill in the blank.



A kid is reading on
a pile of books.



I found a stack of books.

Stack

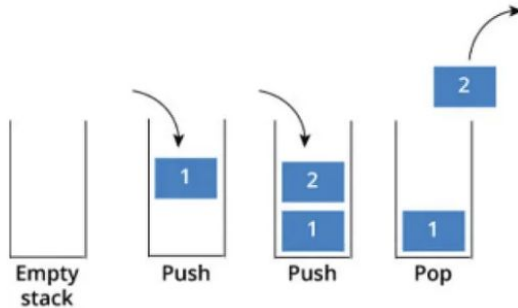


A kid is reading on
a pile of books.



I found a stack of
books.

Stack



[Img src](#)

- An abstract Data Type (you can use an Array or LL to define a queue)
- Operations:
 - Accessing an item
 - Query (if an item exists)
 - Insertion (**push**)
 - Deletion (**pop**)

Queue

Fill in the blank



A of people.

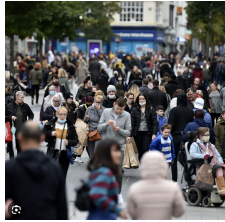
Queue

Fill in the blank



A group of people.

Queue

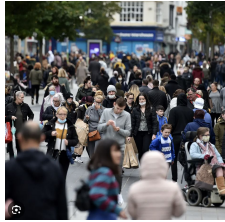


A group of people.



A queue of people.

Queue

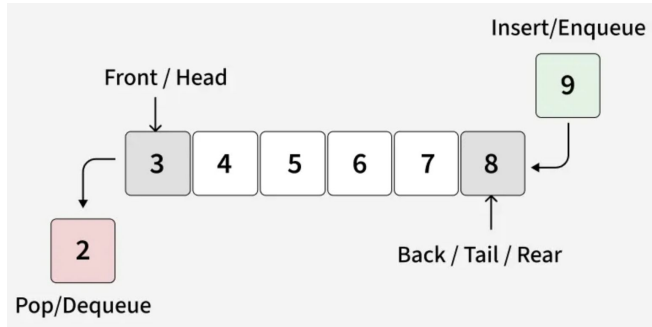


A group of people.



A queue of people.

Queue



[img src](#)

- An abstract Data Type (you can use an Array or LL to define a queue)
- Operations:
 - Accessing an item
 - Query (if an item exists)
 - Insertion
 - Deletion