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Chapter 2: Common abstract data types

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Objectives

- Understand abstract data types such as lists, stacks, and queues.
- Implement data types in C programming language.
- Apply abstract data types to real problems.

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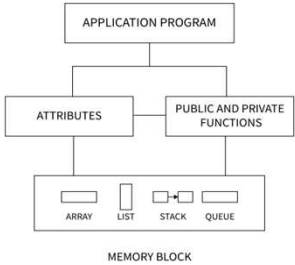
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Content

- List abstract data type (LIST)
- Stack abstract data type (STACK)
- Queue abstract data type (QUEUE)




```

graph TD
    AP[APPLICATION PROGRAM] --> A[ATTRIBUTES]
    AP --> P[PUBLIC AND PRIVATE FUNCTIONS]
    A --> MB[MEMORY BLOCK]
    P --> MB
    subgraph MB [MEMORY BLOCK]
        direction LR
        AR[ARRAY]
        LI[LIST]
        ST[STACK]
        QU[QUEUE]
    end
  
```

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LIST

- List concept
- List operations
- List settings
 - Array-based list (ArrayList)
 - Using the cursor (Linked List)

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List concept

- List of prime numbers < 20

2	3	5	7	11	13	17	19
---	---	---	---	----	----	----	----


- List of equipments

STT	Tên linh kiện	Số lượng	Đơn giá	Thành tiền
1	Cảm Biến Siêu Âm Chống Nước Ultrasonic JSN-SR04T	1	VND 180,000	180,000
2	Cảm Biến Khoảng Cách VL53L1X Laser Distance ToF Sensor GY-53L1	1	VND 380,000	380,000
3	SIM7600CE-CNSE 4G HAT SIM7600CE-CNSE 4G HAT for Raspberry Pi, 4G / 3G / 2G, for China	1	VND 1,350,000	1,350,000
4	Power Profiler Kit II	1	VND 3,900,000	3,900,000

- A list is a finite set of elements of the same type
- The data type of elements in a list is called the element type.

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List concept

- A list is a finite set of elements of the same type
- The data type of an element in a list is called the element type.
- Length of the list: the number of elements of the list
- The elements in the list are in a linear order according to their position of occurrence, e.g. a_i before a_{i+1} ($i=1..n-1$)
- If
 - $n=0$: empty list
 - $n>0$: first element is a_1 , last element is a_n

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LIST

- List concept
- **List operations**
- List settings
 - Array-based list (ArrayList)
 - Using the cursor (Linked List)

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List operations (1)

`insertList(x,p,L):`

- Insert element `x` (type: `ElementType`) at position `p` (type: `Position`) in list `L`.
- If position `p` does not exist in the list, the operation is undefined (exception case).

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
	d	a	t	a		s	t	u	c	t	r	u	r	e	


↓ `insertList('r',8,L)`

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	d	a	t	a		s	t	r	u	c	t	r	u	r	e	

`insertList('r',17,L) -> undefined operation (error and not inserting 'r' into the list)`

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List operations (2)

locate(x,L):


- Returns the position p of the element with value x in the list L.
- If x is not in the list, return endList(L).

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	d	a	t	a		s	t	r	u	c	t	r	u	r	e	→

- locate('a',L) -> 2
- locate('s',L) -> 6
- locate('h',L) -> endList(L)

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List operations (3)

retrieve(p,L) :


- Returns the value of the element at position p (type: Position) of list L.
- If position p is not in the list, the result is undefined (throw an error message).

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	d	a	t	a		s	t	r	u	c	t	r	u	r	e	

- retrieve(6,L) -> 's'
- retrieve(16,L) -> kết quả không xác định (báo lỗi)

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List operations (4)

deleteList(p,L) :

- Remove the element at position p (type: Position) of the list L.
- If position p is not in the list L, the operation is not defined and the list L will be unchanged.

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	d	a	t	a		s	t	r	u	c	t	r	u	r	e

deleteList(12,L)




L	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	d	a	t	a		s	t	r	u	c	t	u	r	e

- deleteList(15,L) -> L will be unchanged.

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List operations (5)

next(p,L) :


- Return the position of the element (type: Position) that comes after the p element.
- If p is the last element in list L, then next(p, L) returns endList(L).
- If position p is not in the list, the result is undefined.

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	d	a	t	a		s	t	r	u	c	t	u	r	e

- next(6,L) -> 7
- next(14,L) -> endList(L)
- next(15,L) -> the result is undefined

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List operations (6)

previous(p,L) :


- Returns the position of the element before the element p.
- If p is the first element in the list, then previous(p, L) is undefined.
- If position p is not in the list, the result is also undefined.

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
	d	a	t	a		s	t	r	u	c	t	u	r	e	

- previous(6,L) -> 5
- previous(1,L) -> kết quả không xác định
- previous(17,L) -> kết quả không xác định

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List operations (7)

first(L) :

- Returns the position of the first element in the list L.
- If the list L is empty, endList(L) is returned.

L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
	d	a	t	a		s	t	r	u	c	t	u	r	e	


first(L) -> 1

L	

first(L) -> endList(L)

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List operations (8)

emptyList (L) :

- Returns TRUE if the list L is empty. Otherwise, it returns FALSE.

L

1	2	3	4	5	6	7	8	9	10	11	12	13	14	
d	a	t	a		s	t	r	u	c	t	u	r	e	

emptyList(L) -> FALSE

L

emptyList(L) -> TRUE

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List operations (9)


makenullList(L) :

- Initialize an empty list L.

L

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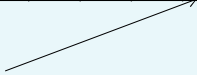
List operations (10)

endList(L) :

- Returns the position after the last element in list L.

L

1	2	3	4	5	6	7	8	9	10	11	12	13	14	
d	a	t	a		s	t	r	u	c	t	u	r	e	


endList(L) 

L

first (L) -> endList(L)

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List operations (11)

printList(L) :

- Print the values of the elements in the list L in order.


L

1	2	3	4	5	6	7	8	9	10	11	12	13	14	
d	a	t	a		s	t	r	u	c	t	u	r	e	

printList(L) -> data structure

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Problem (1)

- Adding an element x to the beginning or the end of the list, what operation do we use, and how it will be called?

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Solution

- Add element x to the beginning of the list L
 $\text{insertList}(x, \text{first}(L), L)$
- Add element x to the end of the list L
 $\text{insertList}(x, \text{endList}(L), L)$

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Problem (2)

Using abstract operations on lists, write a function that sorts the list in ascending order.

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Solution


Using abstract operations on lists, write a function that sorts the list in ascending order.

```

void sort(List L){
    Position p,q;    //kiểu vị trí của các phần tử trong danh sách
    p= first(L); //vị trí phần tử đầu tiên trong danh sách
    while (p!=endList(L)){
        q=next(p,L); //vị trí phần tử đứng ngay sau phần tử p
        while (q!=endList(L)){
            if (retrieve(p,L) > retrieve(q,L))
                swap(p,q); // hoán đổi nội dung 2 phần tử
            q=next(q,L);
        }
        p=next(p,L);
    }
}
  
```

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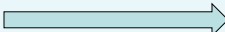
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Problem


- Using abstract operations on lists, write a `delete_duplicate(LIST L)` function that removes duplicate values in a list.

– VD: L: data structure

`delete_duplicate(L)`
 L: data structure

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Solution

```

void delete_duplicate(List L)
{
    Position p,q;    //kiểu vị trí của các phần tử trong danh sách
    p=first(L); //vị trí phần tử đầu tiên trong danh sách
    while (p!=endList(L))
    {
        q=next(p,L);    //vị trí phần tử đứng ngay sau phần tử p
        while (q!=endList(L))
        {
            if (retrieve(p,L) == retrieve(q,L))
                deleteList(q,L); //xóa phần tử
            else
                q=next(q,L);
        }
        p=next(p,L);
    }
}
        
```

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Array-based list

- Array implementation of List
- Operators
- Summary

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Array

- Operate on a collection of elements
- In C:


```
int ids[7]; // array of 7 integers
float marks[40];
```
- Some issues
 - Fixed size

0	1	2	3	4	5	6
4	5	1	9	10	6	2


capacity = 7
 - Modifications may cause discontinuous elements

0	1	2	3	4	5	6
4	5		9	10	6	2

capacity = 7

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ADT List

- A collection of elements of a given type (ElementType)
 - $[A_1, A_2, \dots, A_n]$
 - A_1 is at position 1, A_2 is at position 2, ...
- Operators of a sequence DS
 - Add a new element
 - Remove an element
 - Access an element
 - ...

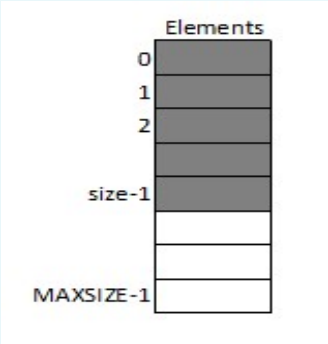
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Array implementation

- An array to store elements
 - `elements`
- Estimate the maximum number of elements
 - `MAXSIZE`
- A variable to keep the current number of elements
 - `size`
- Position of each element is the index of that element:
 - `[0.. size-1]`



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Declaration

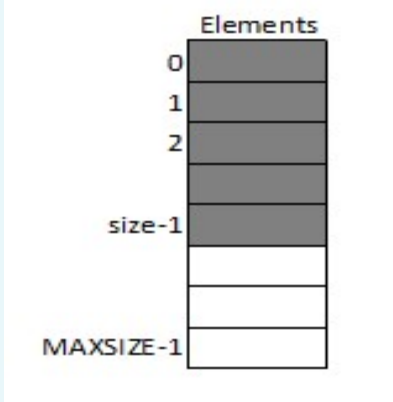
```

#define MAXSIZE <number>
typedef <data type> ElementType;
typedef int Position;
typedef struct{
    ElementType elements[MAXSIZE];
    Position size;
}List;

List L;


```

- **MAXSIZE**: Maximum size of list
- **elements**: Array of elements
- **size**: current number of elements



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Example [1]

- List of maximum of 10000 integers

```

#define MAXSIZE 10000
typedef int ElementType;
typedef struct{
    ElementType elements[MAXSIZE];
    int size;
}List;

```

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Example [2]

- A polygon of maximum of 1000 vertices, each vertex is a pair of coordinates (x, y)

```
#define MAXSIZE 1000
typedef struct{
    int x, y;
}Point;
typedef Point ElementType;
typedef struct{
    ElementType elements[MAXSIZE];
    int size;
}List;
```



Example [3]

- A polygon of maximum of 1000 vertices, each vertex is a pair of coordinates (x, y)

```
#define MAXSIZE 1000
typedef struct{
    int x, y;
}Point;

typedef struct{
    Point vertices[MAXSIZE];
    int size;
}Polygon;
```





Array-based list

- Array implementation of List
- Operators
- Summary

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List operators

Operator	Description
makeNull(&L)	Initialize an empty list
len(L)	Number of elements
empty(L)	Check whether the list is empty?
fullList(L)	Check whether the list is full?
print(L)	Traverse the list to print out all elements
getAt(p, L)	Return the element at position p
setAt(p, x, &L)	Update the element at position p by a new value x
insertAt(p, x, &L)	Insert x at position p
popAt(p, &L)	Remove and return the element at position p
insertFirst(x, &L)	Insert x to the first position
popFirst(&L)	Remove and return the first element
append(x, &L)	Append a new element to the list
popLast(&L)	Remove and return the last element
locate(x, L)	Return the position of the first appearance of x in the list

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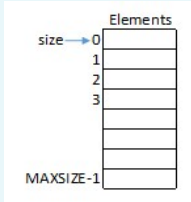
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List construction

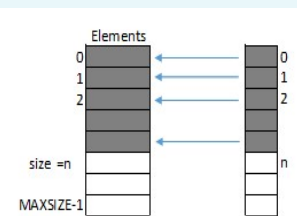
- Initialize an empty list
 - Set the current number of elements of the pointer of list is 0

```
ALGORITHM makeNull(*pL):
    pL->size ← 0
```



- Make a list from an array of elements
 - Copy each element of input array to the array element; then increase current number of elements of the list

```
ALGORITHM build(A, n, *pL):
    for i=0 to n-1:
        pL->Elements[i] ← A[i]
    pL->size ← n
```



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Length of list Check whether the list is empty?

- Length of list

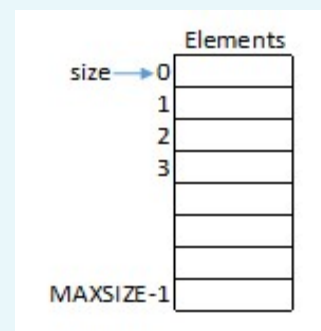
```
ALGORITHM len(L):
    return L.size
```

- Check list is empty?

```
ALGORITHM empty(L):
    return (L.size==0)
```

- Check list is full?


```
ALGORITHM full(L):
    return (L.size==MAXSIZE)
```



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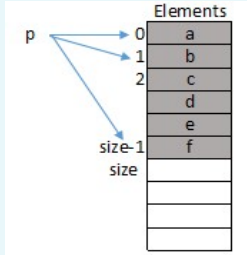


List traversal

- Visits each element of the list
- Algorithm

```

ALGORITHM traverse(L):
    for p=0 to len(L)-1:
        Process element at p
        
```



- Print the list to stdout


```

ALGORITHM print(L):
    for p=0 to len(L)-1:
        printf(get_at(p))
        
```

$T(n) = O(n)$

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Get/Set

- Get the element at position p

```

ElementType getAt(int p, List L){
    return L.elements[p];
}
        
```

- Update element at position p

```

void setAt(ElementType x, int p, List *pL){
    pL->elements[p] = x;
}
        
```

- $T(n) = O(1)$

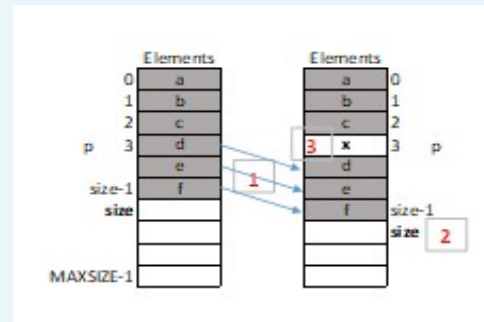
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Insert element to position p

- Insert a new element at position p in the list pointed by the pointer L
 - `insertAt(x='x', p=3, &L)`
- Algorithm
 - If p is valid:
 - Right shift 1 position for each elements from size-1 - p
 - Increase the current size
 - Put x at position p
 - Valid position: 0 ... len()
 - 0: insert to the first of list
 - len(): append to the list



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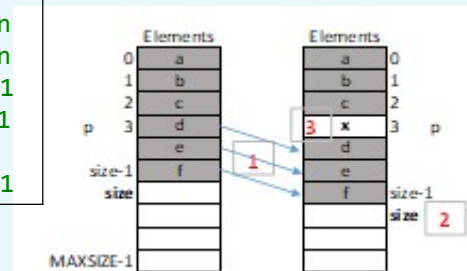
Insert new element at position p

```

ALGORITHM insertAt(x, p, *pL):
  if (p is valid):                                #1
    for q ← pL->size to p+1:                       #n
      pL->elements[q] ← pL->elements[q-1]          #n
    pL->size ++                                     #1
    pL->elements[p] ← x                             #1
  else:
    RaiseError "invalid position"                  #1
  
```

$$T(n) = 2n + 4$$

$$\rightarrow T(n) = O(n)$$



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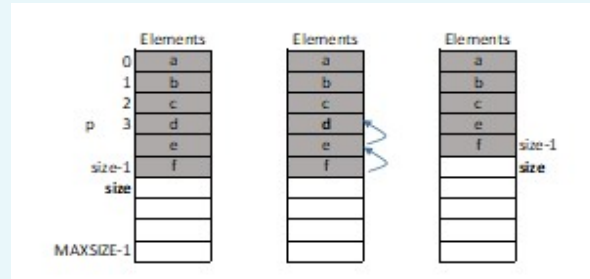
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Remove and return the element at p

- Remove and return the element at position p pointed by the pointer L
 - $\text{popAt}(p=3, \&L) \rightarrow d$



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Remove and return the element at p

- Algorithm
 - If p is valid
 - Shift left 1 position for each element from p+1 to size-1
 - Decrease the current size
 - Return the element at p
- Pseudo-code

```


ALGORITHM popAt(p, *pL):
  if p is valid:    #0 .. size-1
    x ← pL->Elements[p]
    for q ← p+1 to pL->size-1:
      pL->Elements[q-1] ← pL->Elements[q]
    pL->size--
    return x
  else:
    RaiseError "Invalid position"
    return ERROR
  
```

$T(n) = O(n)$

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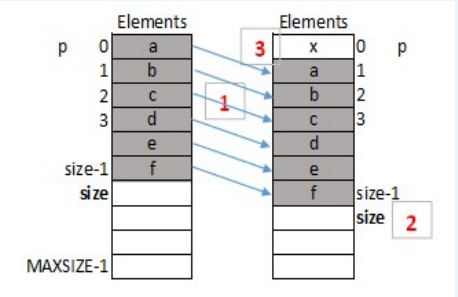


Insert to the first of list

- Insert a new element to the first of the list pointed by the pointer L
 - `insertFirst(x='x', &L)`


?

- `insertFirst()` is the worst case of `insertAt()`
 $T(n) = O(n)$



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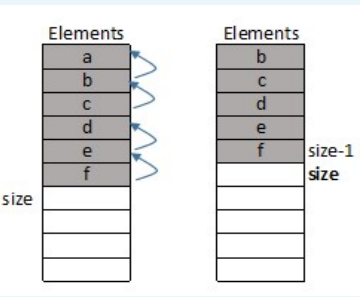


Remove and return the first element

- Remove and return the first element of the list pointed by the pointer L
 - `pop_first(&L) → 'a'`

?

- `popFirst()` is the worst case of `popAt()`:
 $T(n) = O(n)$



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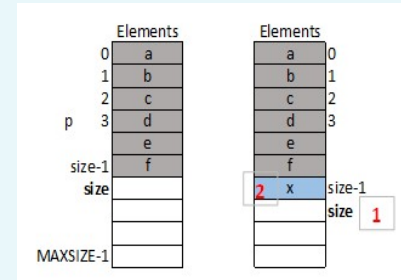
Append to the list

- Append a new element to the list pointed by the pointer L
 - `append(x='x', &L)`

- Pseudo-code

```
ALGORITHM append(x, *pL):
    pL->size++
    pL->elements[pL->size-1] ← x
```

- The best case of `insert_at()`
 - $T(n) = O(1)$



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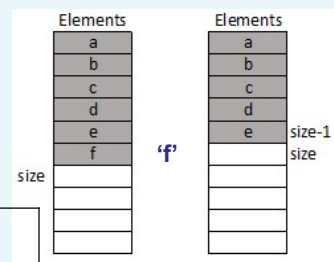


Remove and return the last element

- Remove and return the last element of the list pointed by the pointer L
 - `popLast(pL) → 'f'`

- Pseudo-code

```
ALGORITHM popLast(x, *pL):
    pL->size--
    return pL->elements[pL->size]
```



- The best case of `pop_at()`
 - $T(n) = O(1)$

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Agenda

- Array implementation of List
- Operators
- Summary

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Summary

- List implementation using array
- Time complexity in the worst case
-

Data Structures	Construction	Static	Dynamic		
	build()	get_at() set_at()	insert_at() pop_at()	insert_first() pop_first()	append() pop_last()
Array	$O(n)$	$O(1)$	$O(n)$	$O(n)$	$O(1)$

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