

A background image of a savanna landscape. On the left, a giraffe stands in the foreground. On the right, a meerkat stands on its hind legs, holding two long wooden poles that cross in front of it. The text is overlaid on this image.

CSI2110

Data Structures and Algorithms

Prof. WonSook Lee

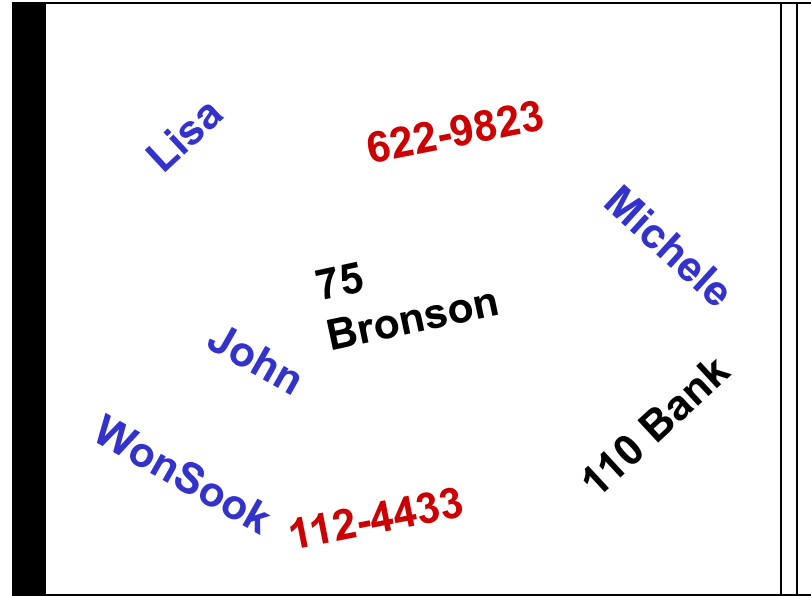
Data Structures ?

Example:

Electronic Phone Book

Contains different **DATA**:

- names
- phone number
- addresses



Need to perform certain **OPERATIONS**:

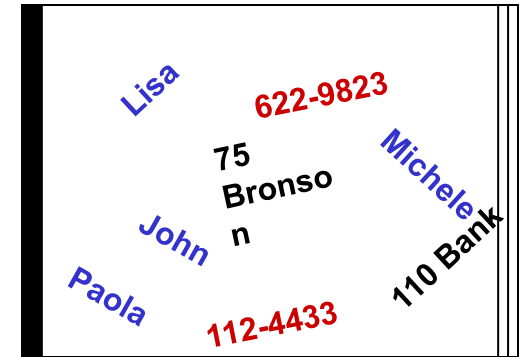
- add
- delete
- look for a phone number
- look for an address

**How to organize the data so
to optimize the efficiency of
the operations**

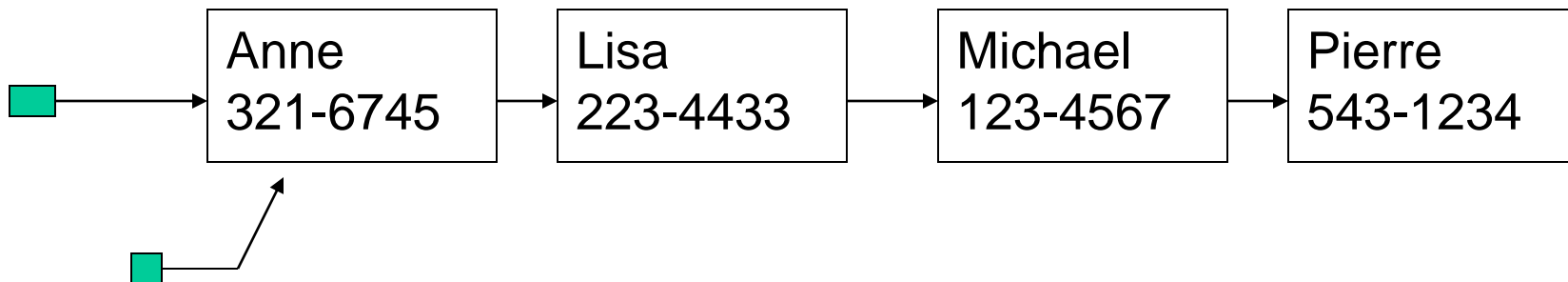
Data Structures ?

Example:

Lisa 223-4433	Pierre 543-1234	Michael 123-4567	Anne 321-6745
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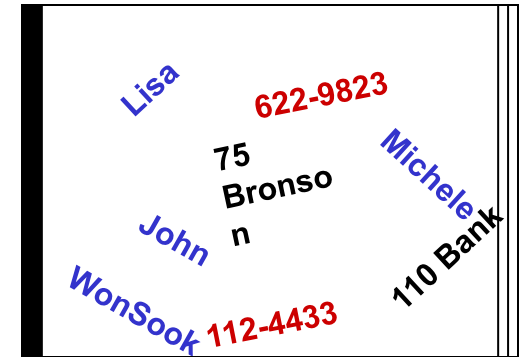
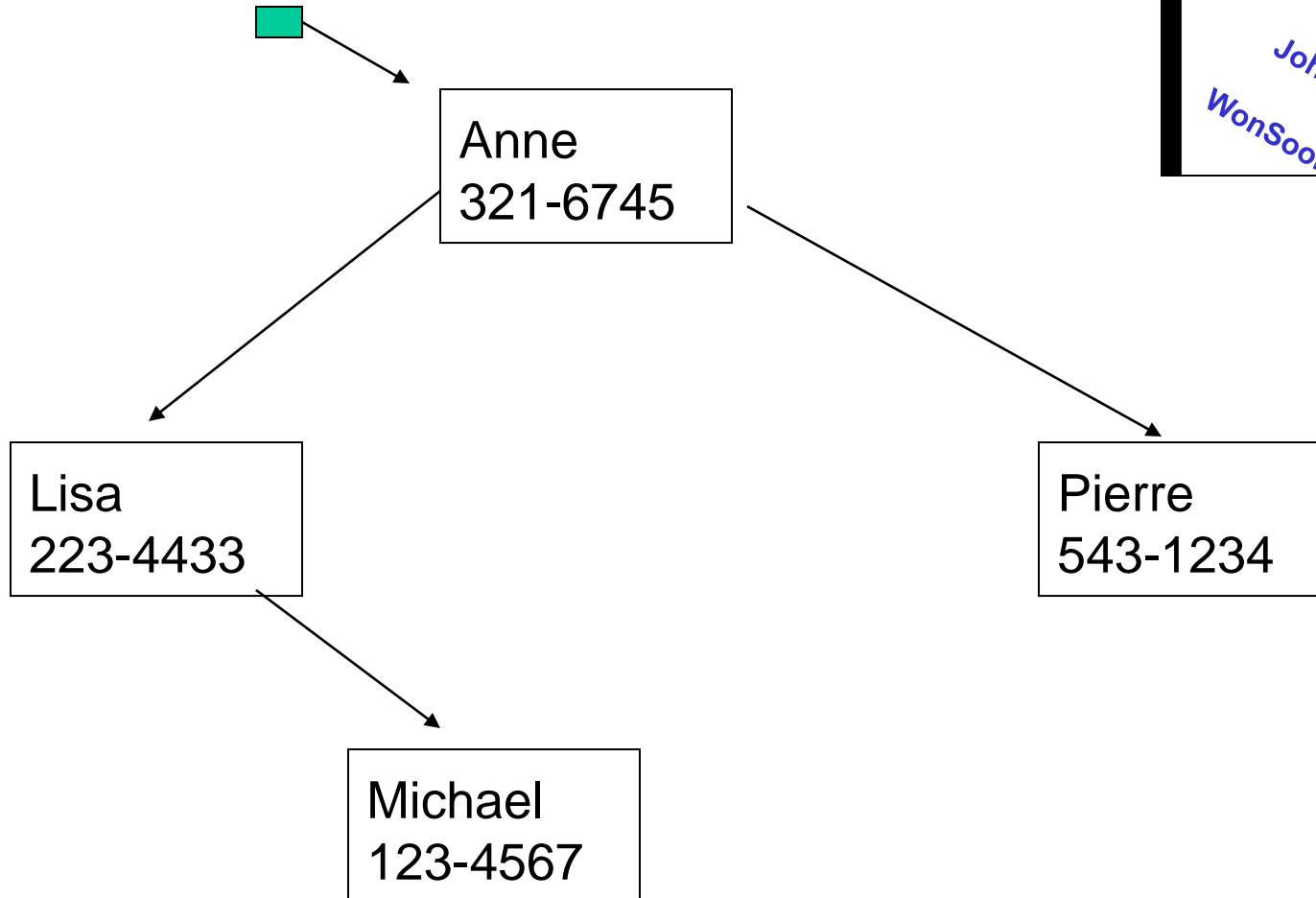


Anne 321-6745	Lisa 223-4433	Michael 123-4567	Pierre 543-1234
------------------	------------------	---------------------	--------------------

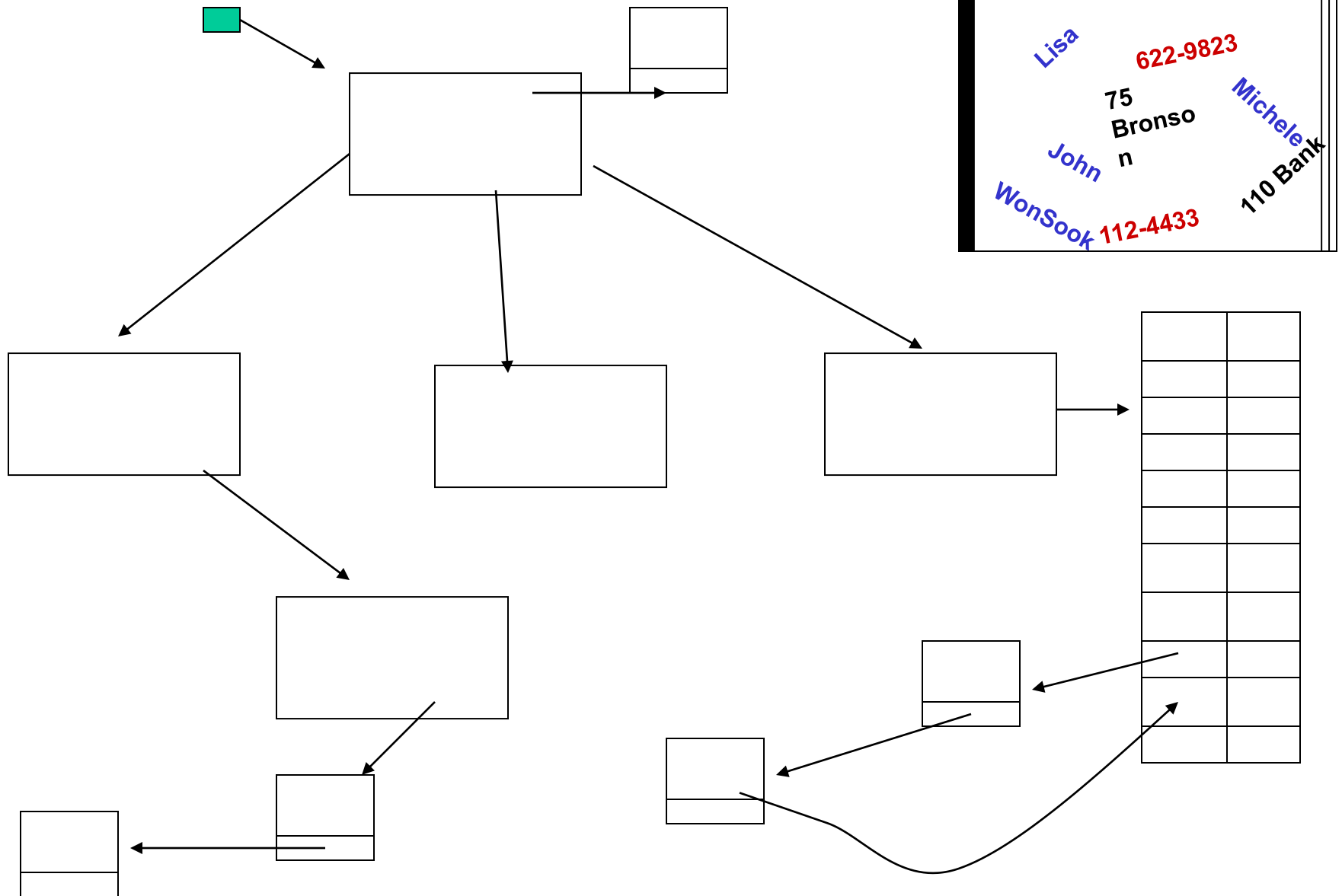


Data Structures ?

Example:



Data Structures ?



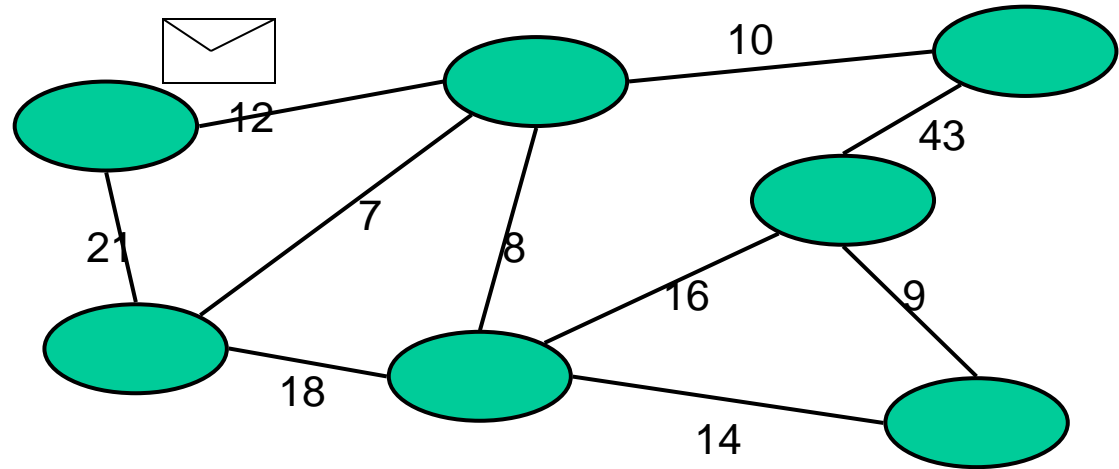
Data Structures ?

Example:

Finding the best route
for an email message
in a network

Contains **DATA**:

- network + traffic

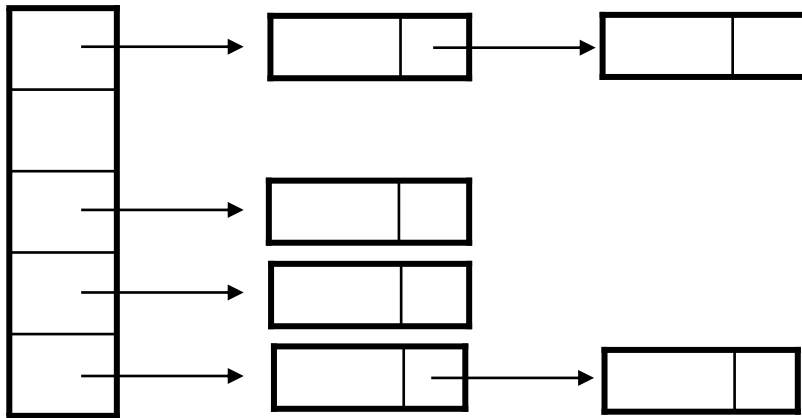


Need to perform certain **OPERATIONS**:

- Find best route

Data Structures ?

How to represent the data



so to perform the operations efficiently

Data Structures ?

Keep in mind **the operations** you need to perform

Choose the **best** structure for your data

Study different data structures

How to understand if a data structure is good

Objectives of the course

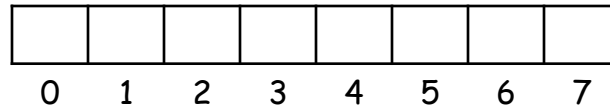
Present in a systematic fashion the most commonly used data structures, emphasizing their *abstract properties*.

Discuss typical algorithms that operate on each kind of data structure, and analyze their performance.

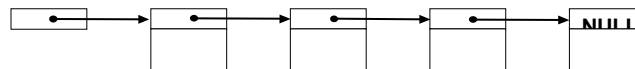
Compare different Data Structures for solving the same problem, and choose the best.

Review

- Arrays

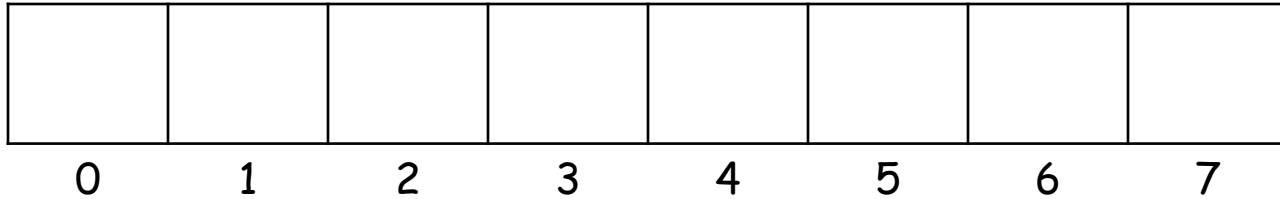


- Linked Structures



Array

A:



Numbered collection of variables of the same type. Fixed length.

- **Static** structure
- Direct access

Insertion ?
Deletion ?

Array

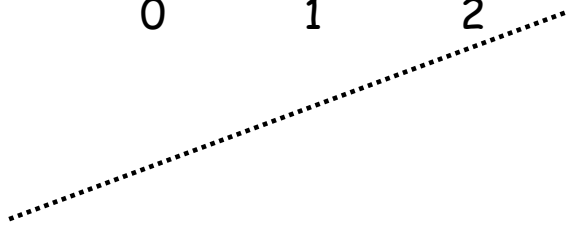
a	c	d	m	o			
0	1	2	3	4	5	6	7

f

example of insertion in a sorted array

Array

a	c	d	f	m	o		
0	1	2	3	4	5	6	7



move “m” and “o”
to make room for “f”

example of insertion in a sorted array

Array

a	c	d	f	m	o	p	z
0	1	2	3	4	5	6	7

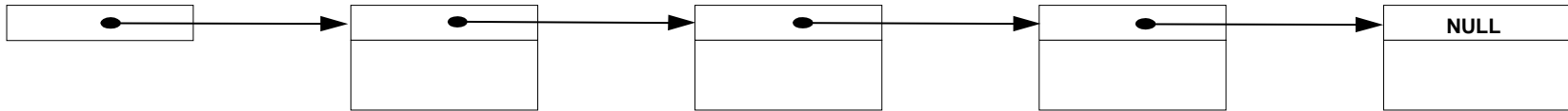
- 1) For insertions and deletions
elements **MUST BE MOVED**
- 2) What happens when the array is **FULL** ?

Operations on Arrays

void	addElement(int index, Element e)	// insert
Element	setElement(int index, Element e)	
Element	getElement(int index)	
Element	remove(int index)	
int	size()	

Supported set of operations on a data structure define the interface of a data structure

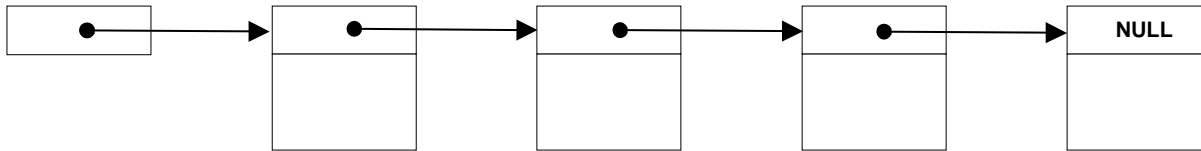
Linked Structures



- **Dynamic structure** Size kavramı yoktur. Ne kadar eklersen o kadar alır
- **Sequential access** Erişme işlemleri için daima 1. elemandan başlamak gerekir
- **Insertion and deletion occur without moving elements**

Single Linked Lists

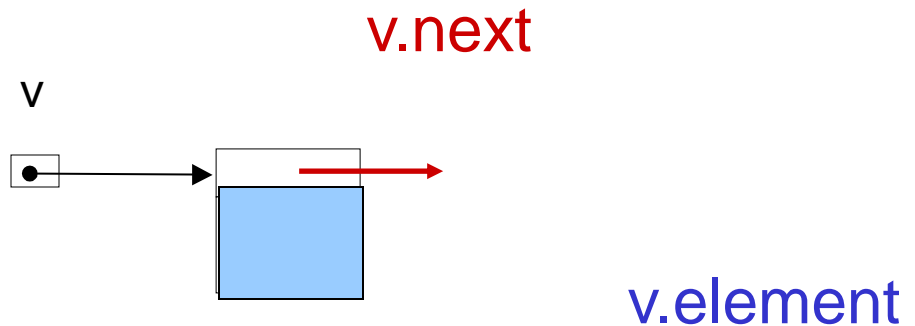
Tek yönlü bağlantı olduğu için



Node v

Object element

Node next



Java Implementation – Singly Linked List

you will review it in the Lab

Usual Methods (see textbook):

- **void setElement(Object e)** Herhangi bir node'nin element'ini setler. `v.setElement(4)`
- **void setNext(Node newNext)** Herhangi bir node'nin bir sonraki tanıdığı nodeyi setler. `v1.setNext(v2)`
- **Object getElement()** Herhangi bir node'nin elemanını verir. `v` nodesinin elementi 4 ise `v.getElement()` 4 verir
- **Node getNext()** Herhangi bir node'nin tanıdığı sonraki node'yi verir. `v1 -> v2` şeklinde olsun, `v1.getNext()` `v2`'yi verir

Örnek

`v1->v2->v3->null`

Yukarıdaki yapıya `v4` nodesini ekle. `v4` nodesi oluşturulmuş olduğunu kabul et
`v4`'ün element'i `X`, bir sonraki elemanı ise `null` olsun.

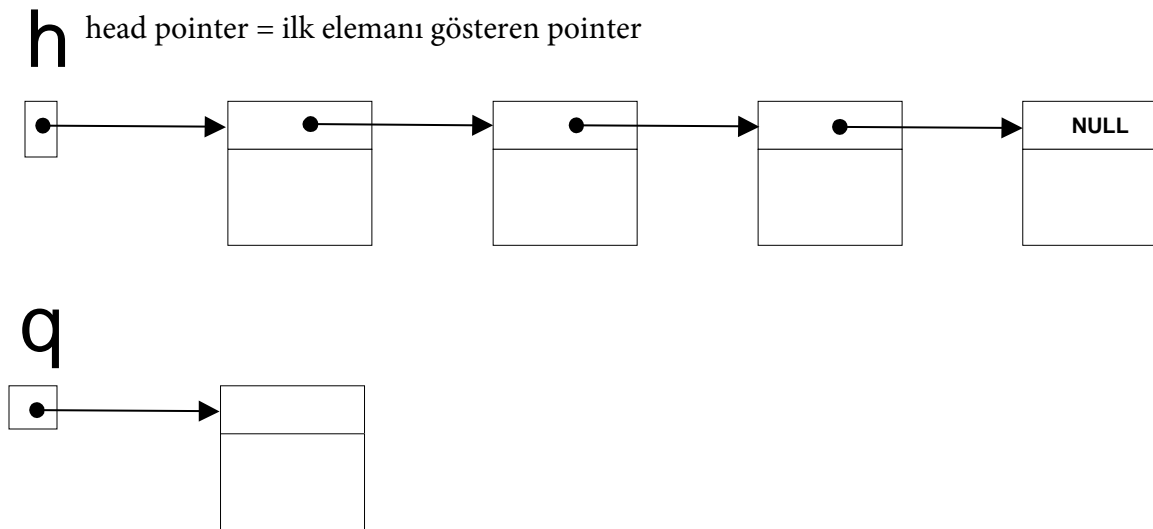
`v4.setElement(X)`

`v4.setNext(null)`

`v3.setNext(v4) = v1->v2->v3->v4->null`

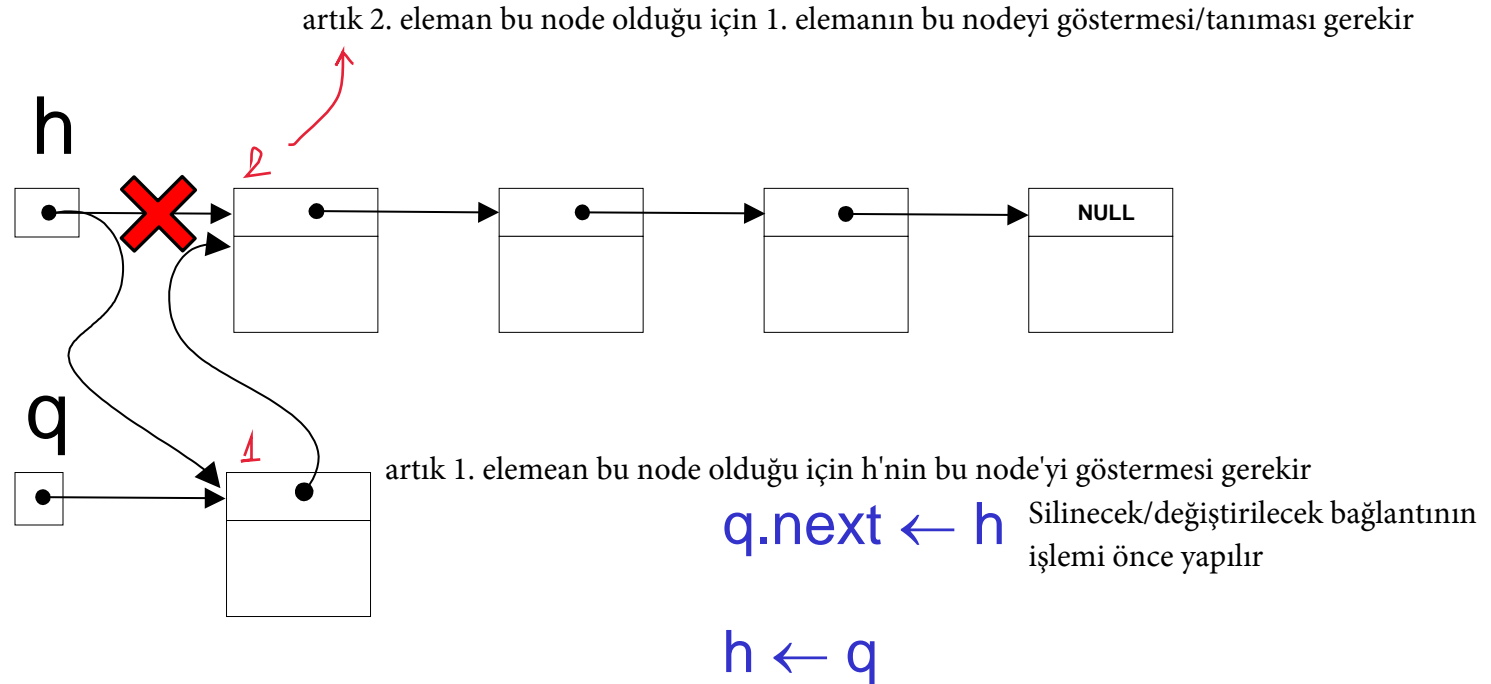
Insertion

Original configuration:



Goal: to insert the element q into list h .

Insertion at the beginning



(easy)

... we are using pseudocode ...

pseudocode

q.next \leftarrow **h**

variable **q.next** gets the value of variable **h**

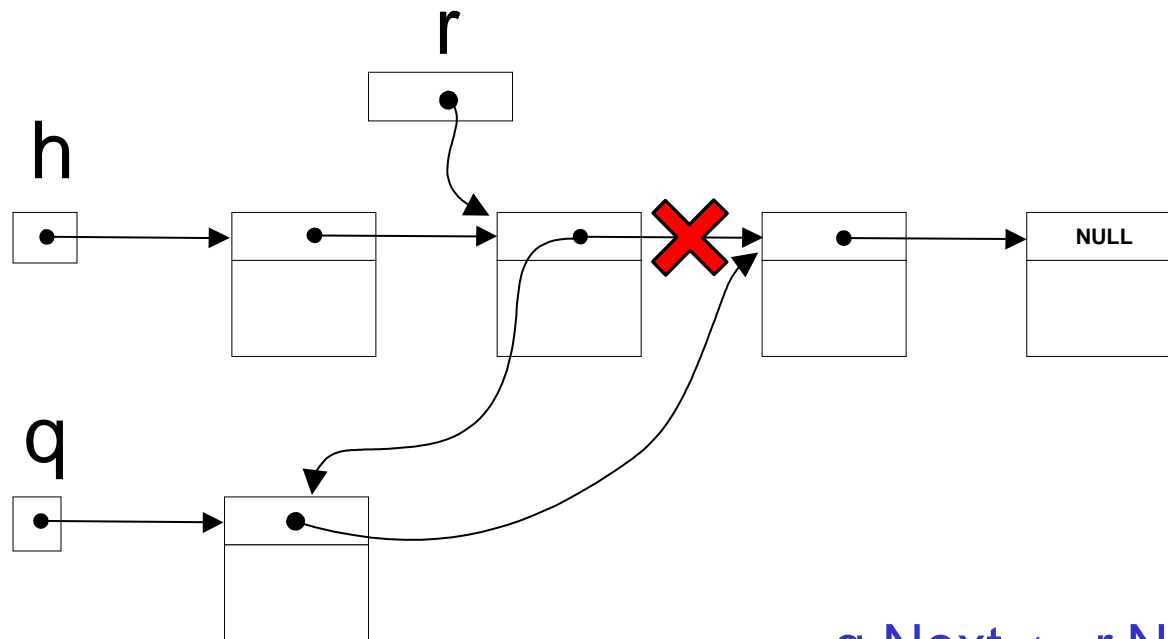
(q.next:= h)

pseudocode

$h \leftarrow q$

variable **head** gets the value of variable **q**

Insertion after r

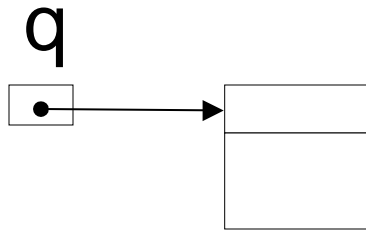
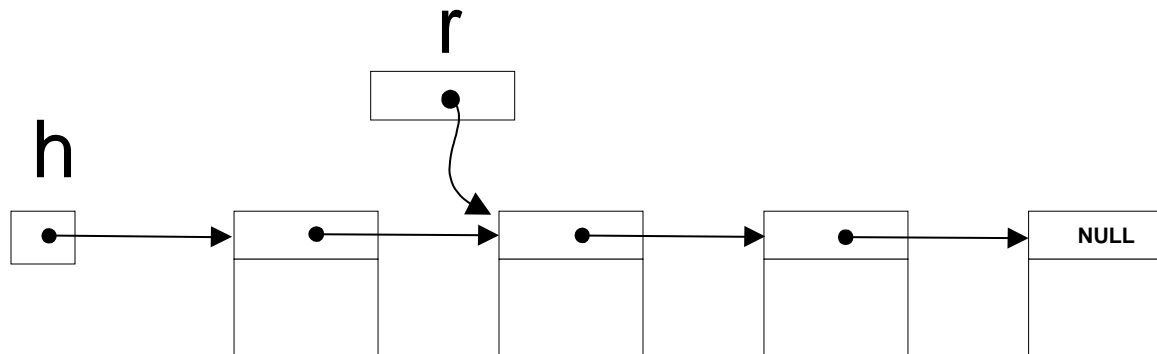


$q.Next \leftarrow r.Next$

$r.Next \leftarrow q$

(easy)

Insertion before r



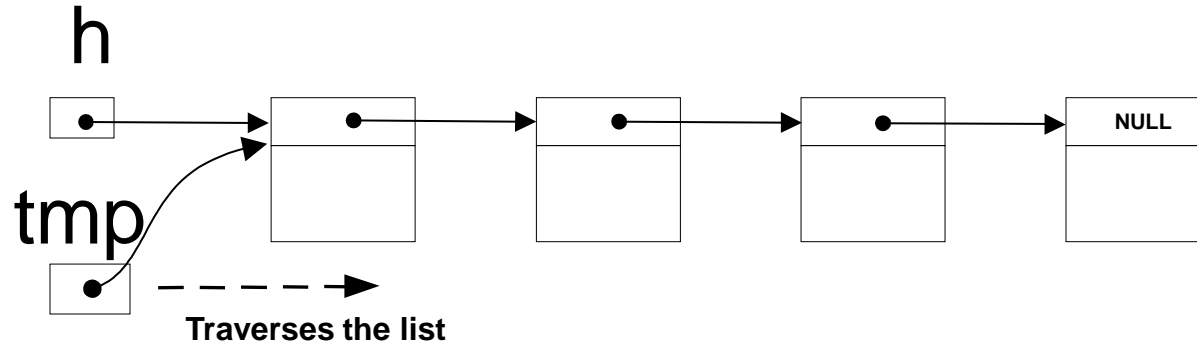
(more difficult)

- Must maintain a pointer to the preceding element

or

- Exchange the contents pointed to by r and q, and insert q after r.

Search



Node tmp;

tmp ← ~~p~~; ↗ Listenin sonuna gelene kadar

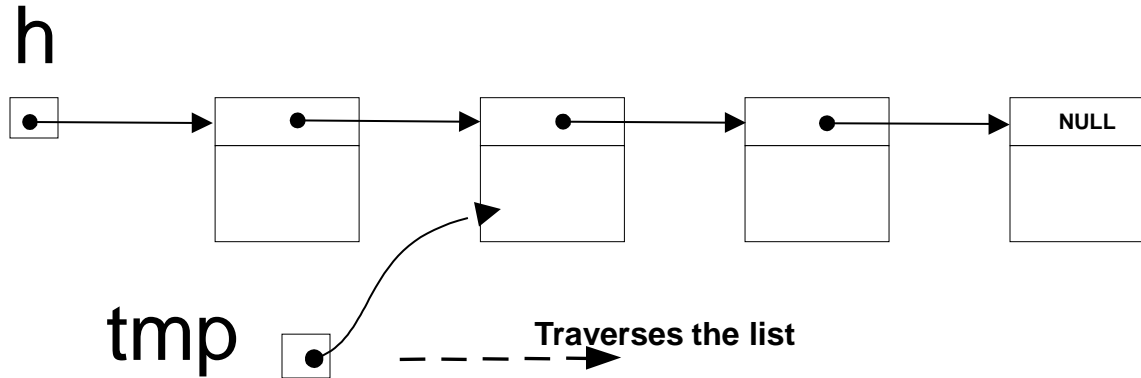
while (tmp != null) {

if tmp .element is ce-que-je-recherche {

aradığımız elemanı bulduysak
elemanı tutan node'yi return et ← return tmp ; }

else

Search



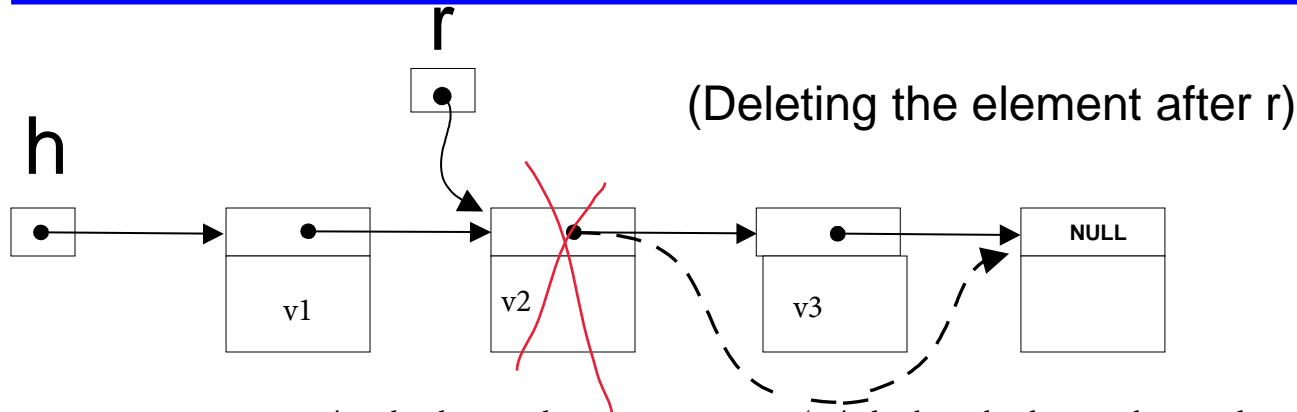
```
Node tmp;  
tmp ← firstnode;  
while (tmp != null ) {  
    if tmp .element is ce-que-je-recherche {  
        return tmp n; }  
    else {tmp ← tmp .next; }  
}
```

tmp.next bir sonraki node'yi verir.

return tmp;

buradaki return tmp çalışırsa listede eleman bulunamamıştır, tmp null olur bu sebeple null döner

Deletion



v2'yi silmek istersek: $v1.next = v2.next$ (v1'i direkt v3 bağlıyoruz, bu sayede v2 silinmiş oluyor.)

First element (easy)

$h \leftarrow h.Next$

Element after r (easy)

$r.Next \leftarrow r.Next.Next$

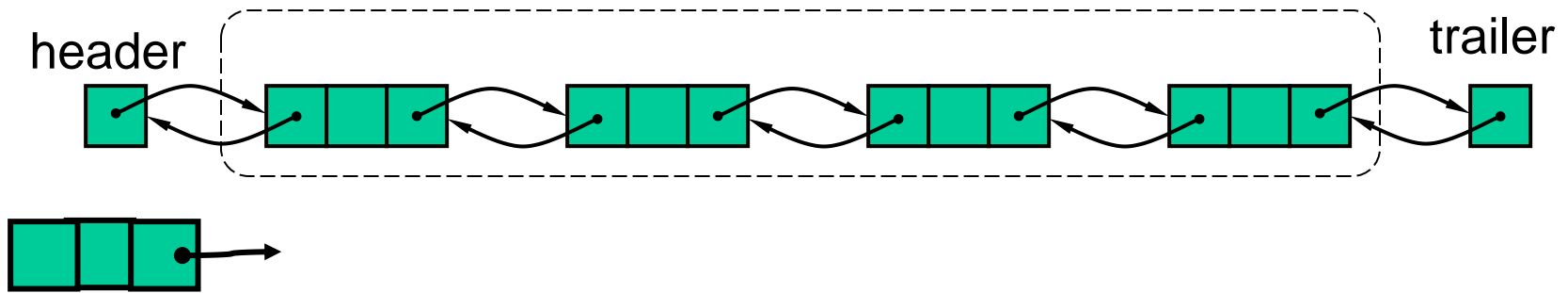
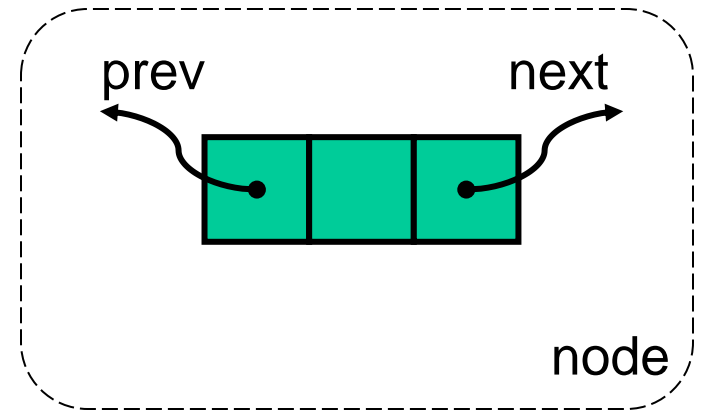
Element at r (difficult)

- Use a pointer to the preceding element, or
- Exchange the contents of the element at r with the contents of the element following r, and delete the element after r. **Very difficult if r points to the last element!

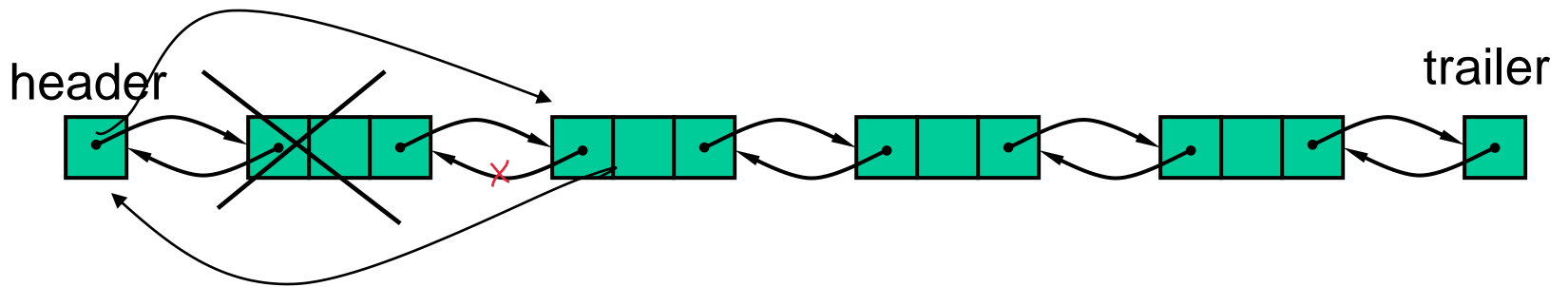
çift yönlü bağlı: hem ileri hem geri

Doubly Linked List

- Nodes store:
 - element
 - link to the previous node
 - link to the next node
- Special trailer and header nodes



Deletion (first element)



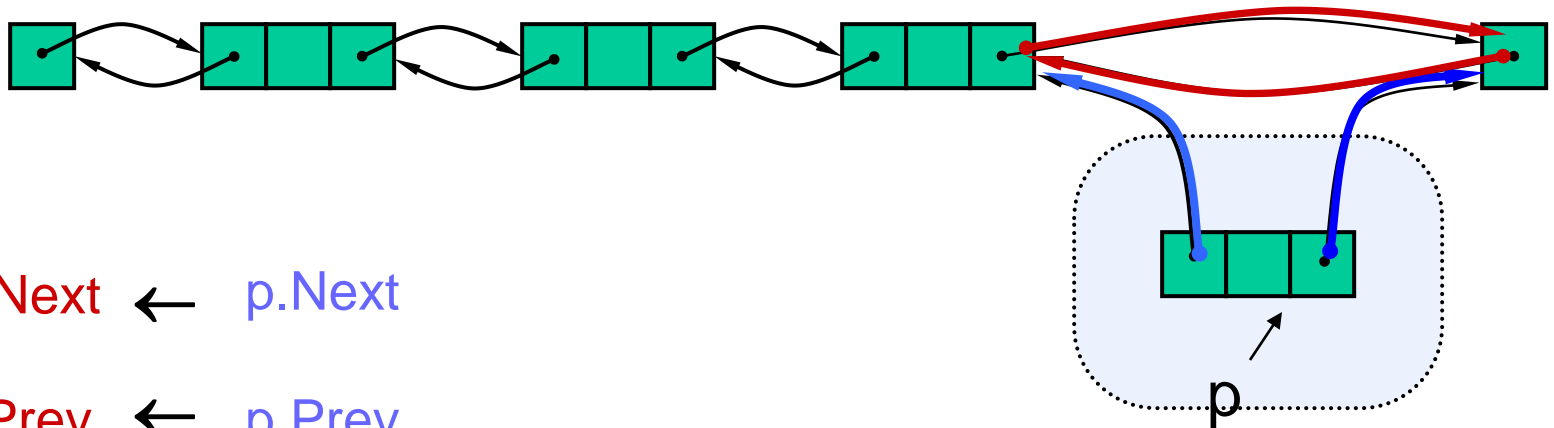
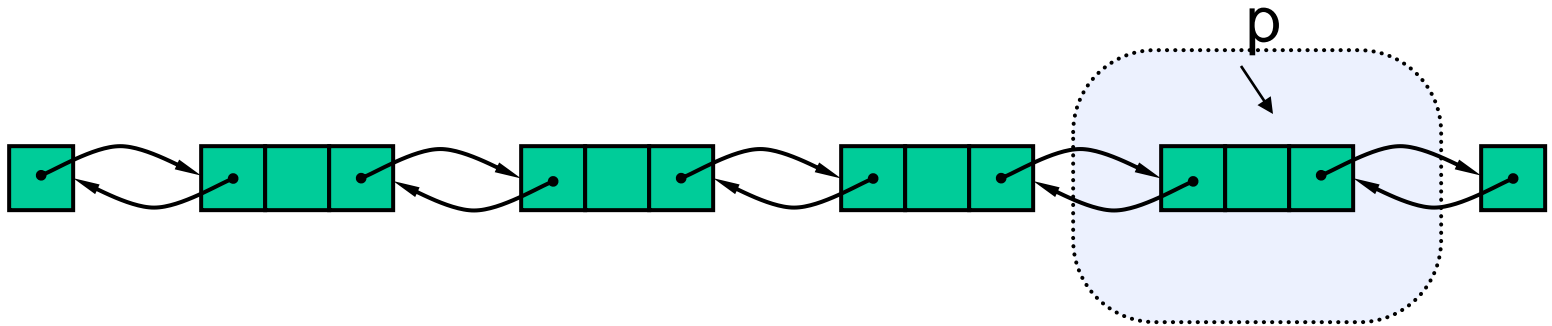
Singly Linked List'ten farklı olarak header kutunun kendisini temsil eder

header.next.next.prev ← header

header.next ile bir sonraki kutuya gidilir

header.next ← header.next.next

Deletion (element p)

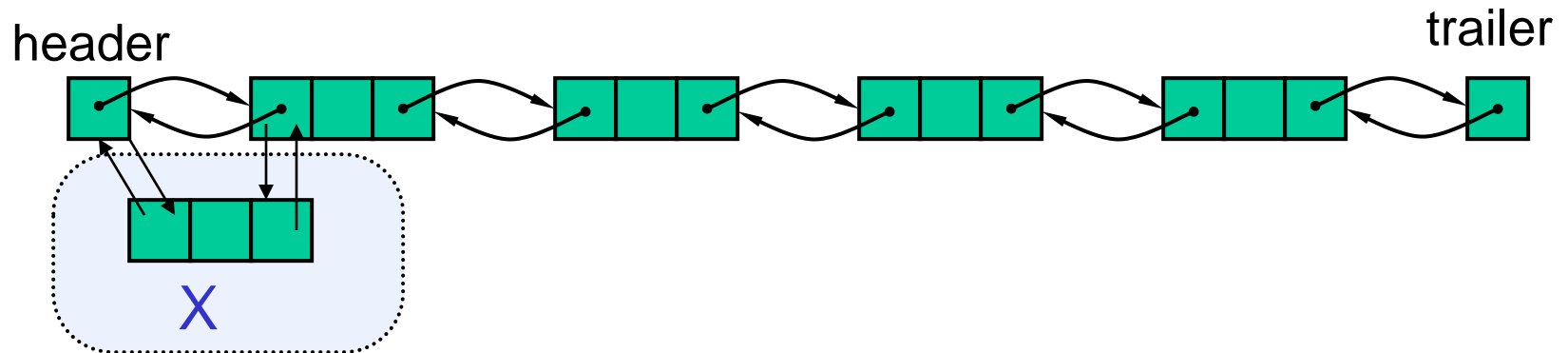


$p.\text{Prev}.\text{Next} \leftarrow p.\text{Next}$

$p.\text{Next}.\text{Prev} \leftarrow p.\text{Prev}$



Insertion (beginning)



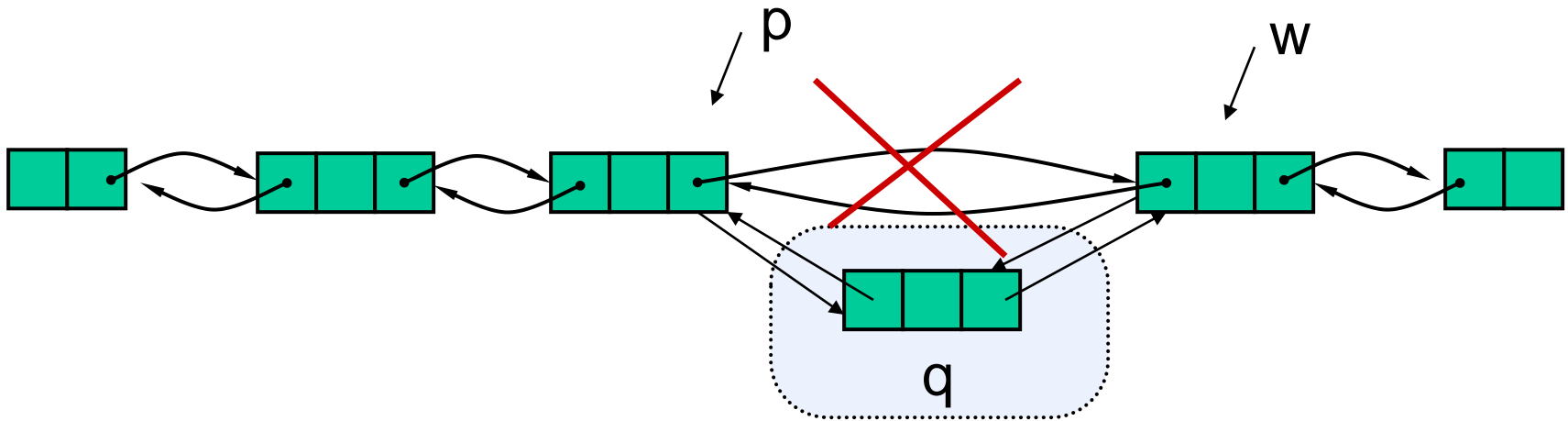
$X.\text{next} \leftarrow \text{header.next}$

$\text{header.next} \leftarrow X$

$X.\text{prev} \leftarrow \text{header}$

$X.\text{next.prev} \leftarrow X$

Insertion (after p)



addAfter(p,q)

$w \leftarrow p.\text{getNext}()$

$q.\text{setPrev}(p)$

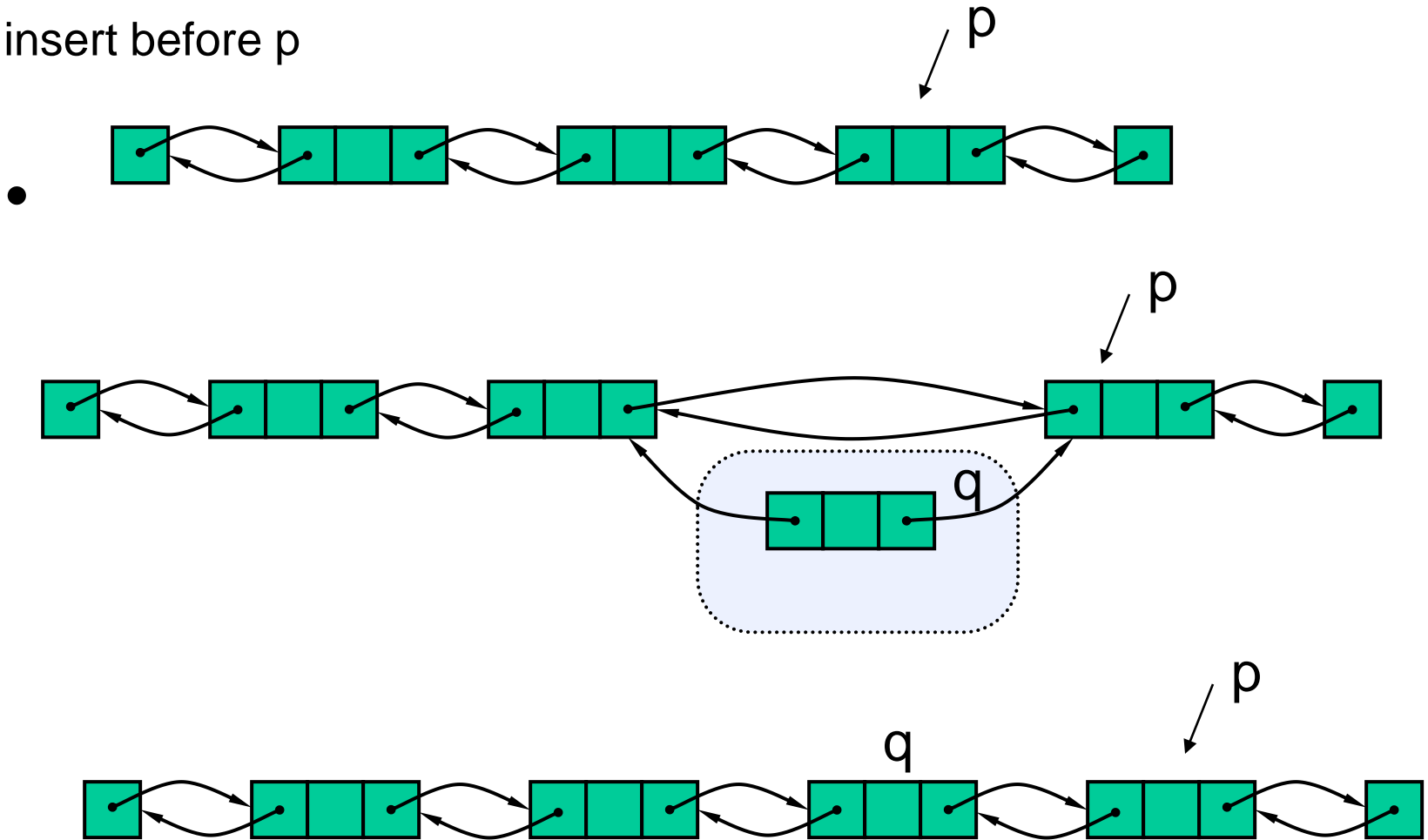
$q.\text{setNext}(w)$

$w.\text{setPrev}(q)$

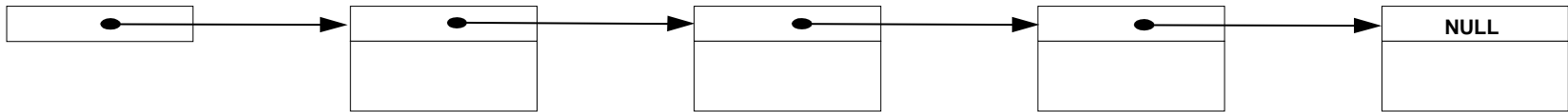
$p.\text{setNext}(q)$

Insertion (before p)

insert before p



Linked Structures



Dynamic structure: it is never full

No movements of elements

but

There is no **DIRECT ACCESS** to an element
the list has to be traversed

Java implementation - you will see it in the Labs

A node of a doubly linked list has a **next** and a prev link.

The doubly linked list supports methods like these:

- setElement(Object e)
- setNext(Object newNext)
- setPrev(Object newPrev)
- getElement()
- getNext()
- getPrev()