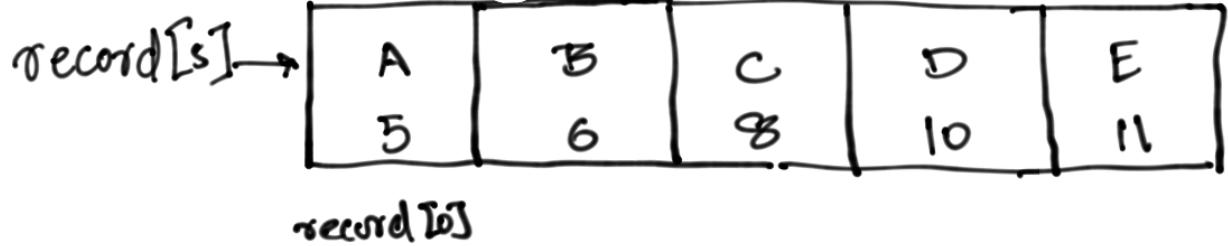


Data - Structure Question

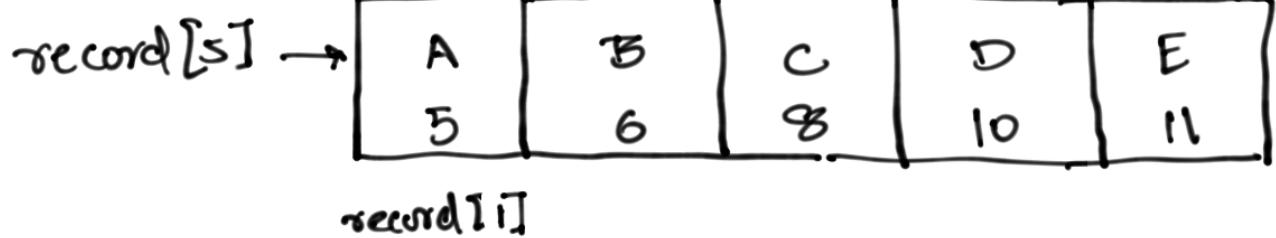
- (1) Assume that you are the owner of a company that has 5 employees.
- (2) Each employee is represented by { name, salary }

Which data-structure (that you know) will you use to represent these 5 employees?

Arrays



Arrays



Suppose a new employee {F, 10} joins the company. How will you update your data-structure?

Arrays



Suppose a new employee {F, 10} joins the company. How will you update your data-structure?

↳ Add {F, 10} @ record[6]

Arrays



Suppose a new employee {F, 10} joins the company. How will you update your data-structure?

- ▲ Add {F, 10} @ record[6]
- :(But record[6] does not exists. The array record is of size 5 only.

Now what will you do?

- (1) Make a new array newrecord of size 6
- (2) Copy the five records from record to newrecord.
- (3) Add {F, 10} @ newrecord[6]

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Q: What is the running time of this procedure?

A : $O(n)$ if there are n records in record array.

When an employee leaves

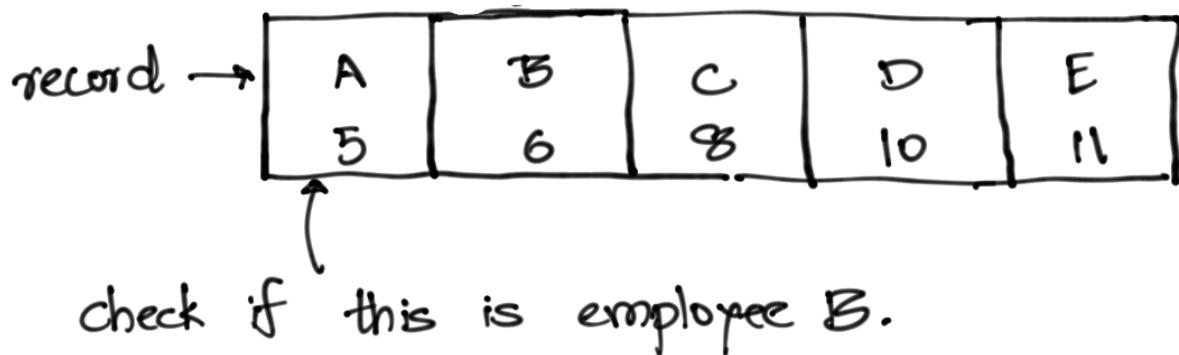
Suppose employee B leaves, so we have to remove the record of employee B.

Q: How would you do that?

When an employee leaves

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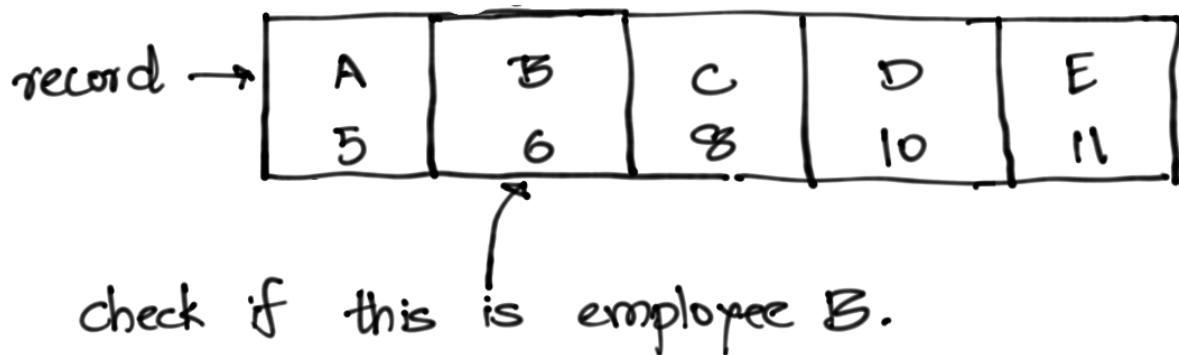
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When an employee leaves

Suppose employee B leaves, so we have to remove the record of employee B.

Q: How would you do that?

record →

| | | | | |
|---|---|---|----|----|
| A | B | C | D | E |
| 5 | 6 | 8 | 10 | 11 |

check if this is employee B.

record →

| | | | | |
|---|--|---|----|----|
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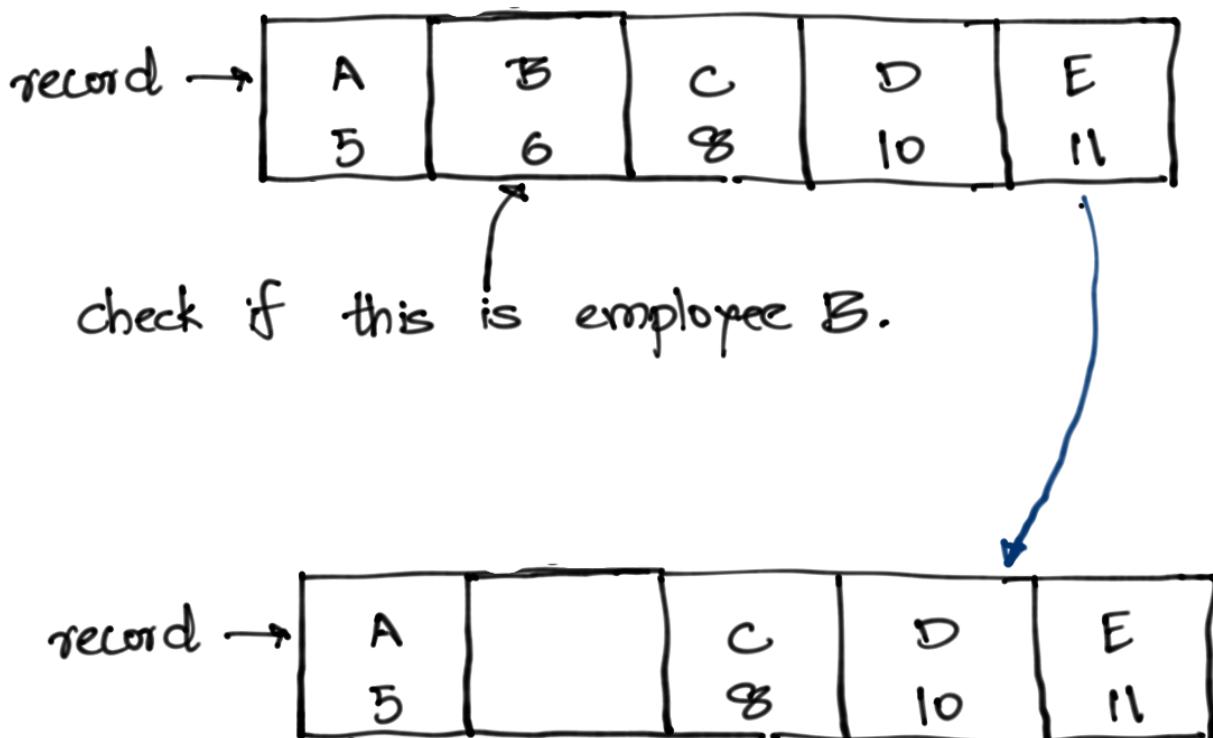
| | | | | |
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| 5 | | 8 | 10 | 11 |

Q: What is the running time of this method?

When an employee leaves

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Q: What is the running time of this method?

A: $O(n)$ if there are n records.

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| | | | | |
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- A: (1) Wastage of Space: the number of employees may be much lesser than the record array.
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Holy Grail for data-structure

The space taken by your data-structure should be proportional to the number of current employees in the company.

Performance of Arrays.

| | |
|----------|--------|
| Insert | $O(n)$ |
| Deletion | $O(n)$ |
| Search | |

Performance of Arrays.

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So, array nearly always give worst case performance.

Q: Where are arrays good ?

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So, array nearly always give worst case performance.

Q: Where are arrays good ?

A : Give me the 5th element of record array.

return record[5]

Running Time = ??

Performance of Arrays.

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So, array nearly always give worst case performance.

Q: Where are arrays good ?

A : Give me the 5th element of record array.

return record[5]

Running Time = $O(1)$.

Performance of Arrays.

| | |
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| Insert | $O(n)$ |
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| Get the k^{th} element | $O(1)$. |

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There is a simple data-structure which
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Mimics arrays.

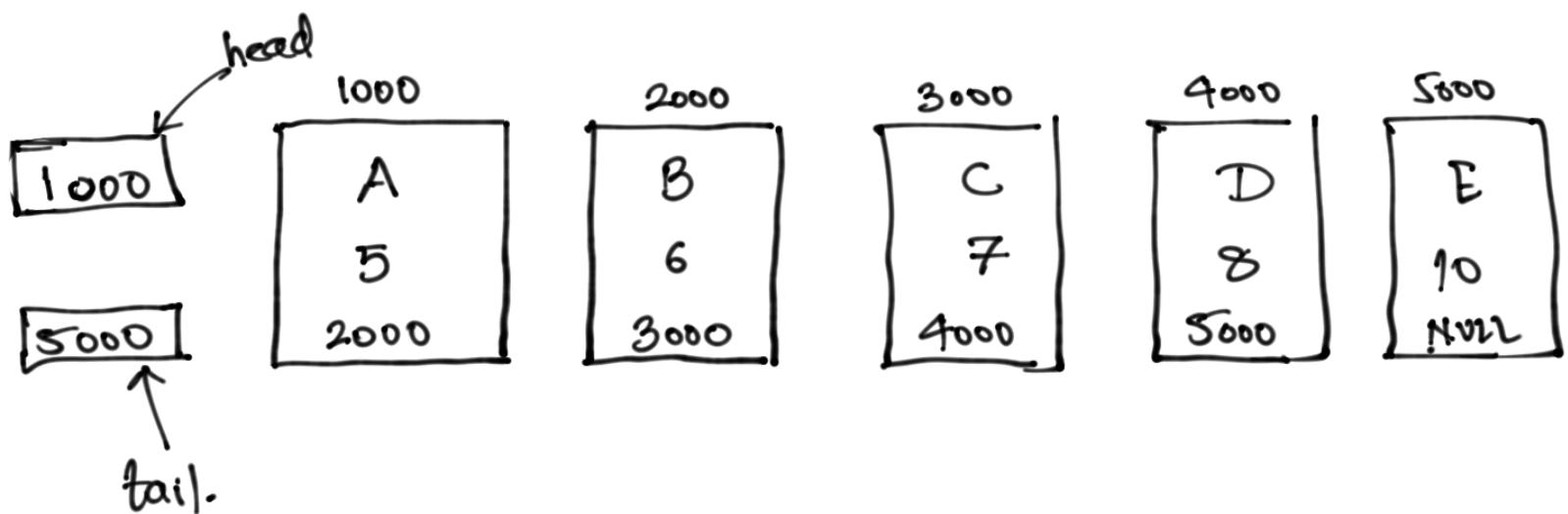
Holy Grail for data-structure

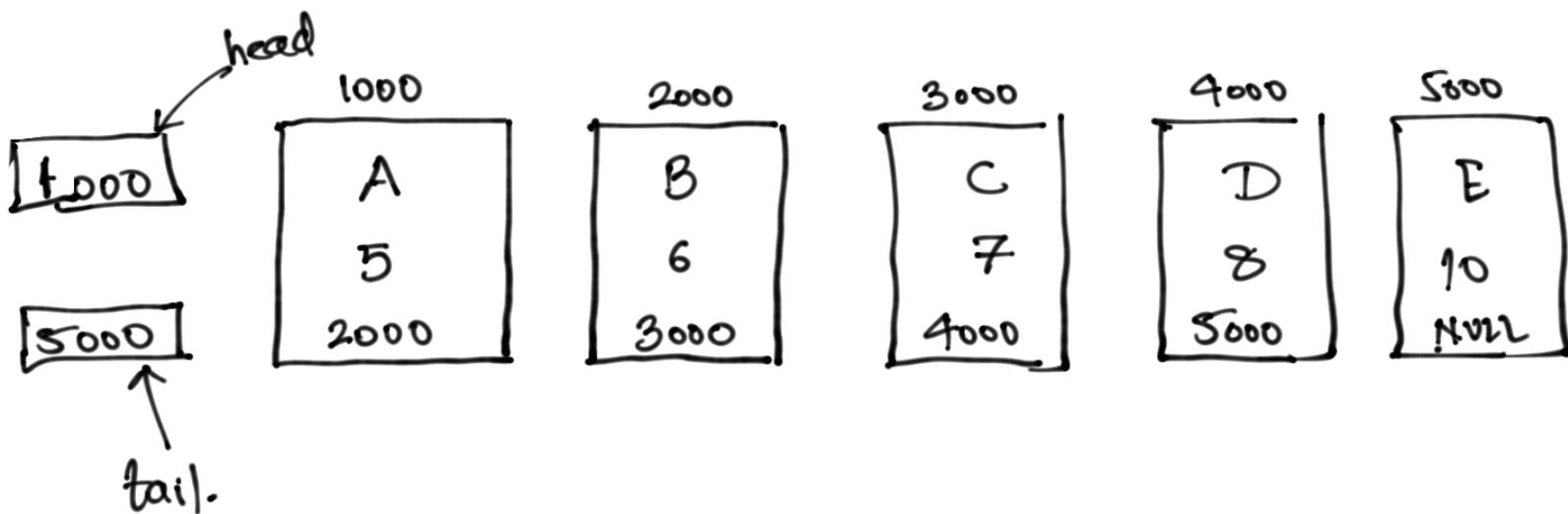
The space taken by your data-structure should be proportional to the number of current employees in the company.

There is a simple data-structure which solves this problem.

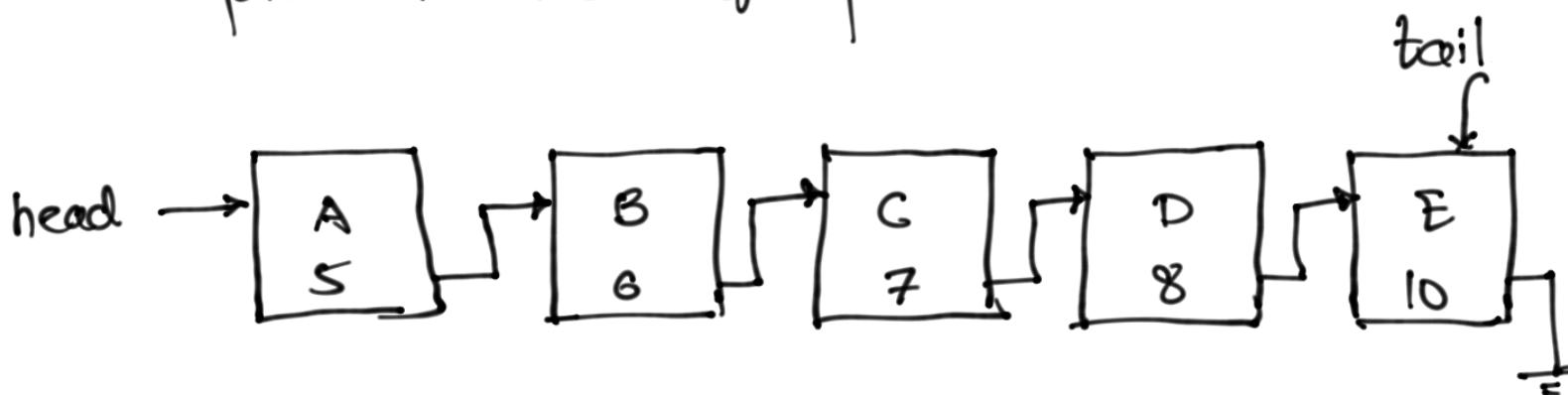
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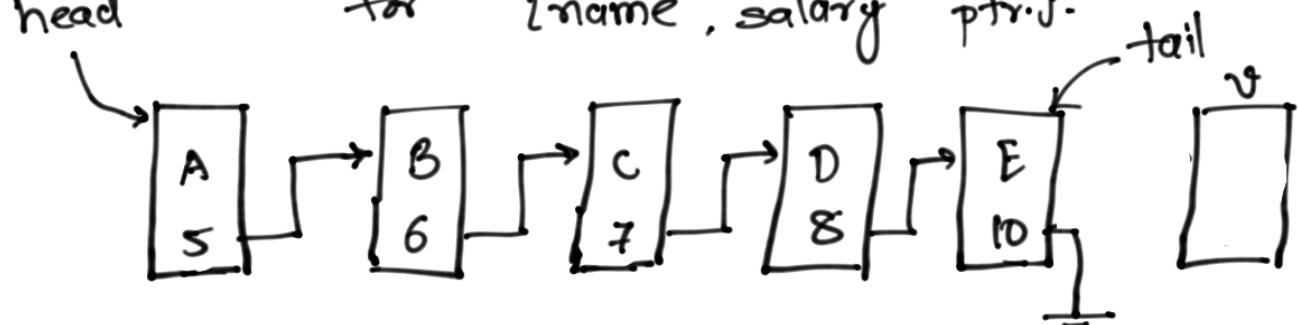
However, we will have a simpler pictorial view of pointers.



Insert {F, 10}.

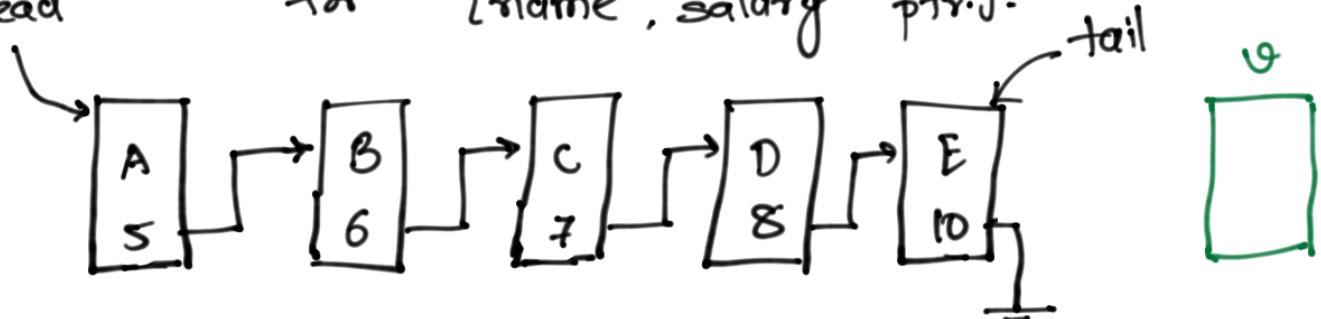
Insert {F, 10}.

- ① $v \leftarrow$ Request the OS to allocate enough space
for {name, salary ptr.}.

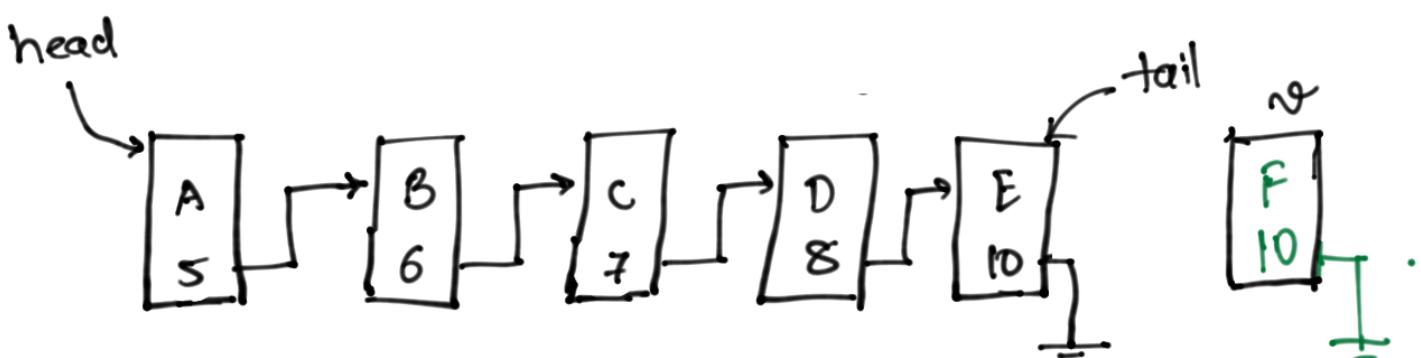


Insert {F, 10}.

- ① $v \leftarrow$ Request the OS to allocate enough space
head for {name, salary ptr.}.

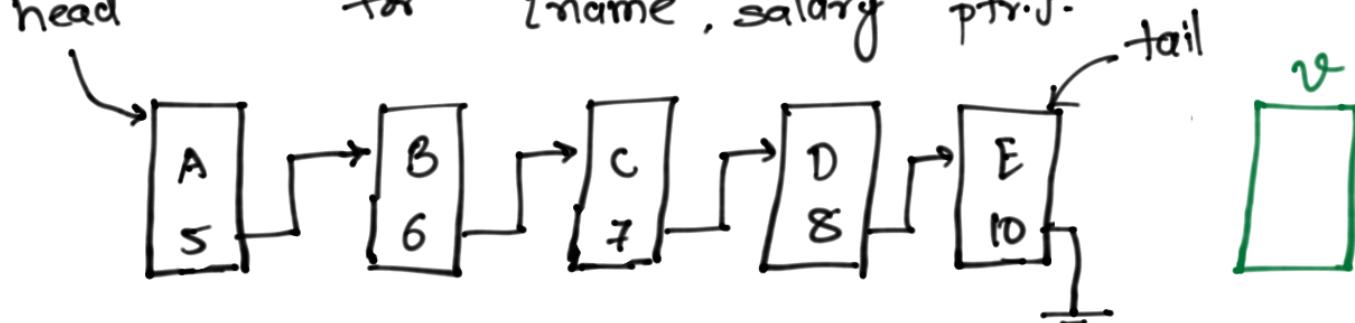


- ② $v.name \leftarrow F;$
 $v.salary \leftarrow 10;$
 $v.ptr \leftarrow \text{NULL}$

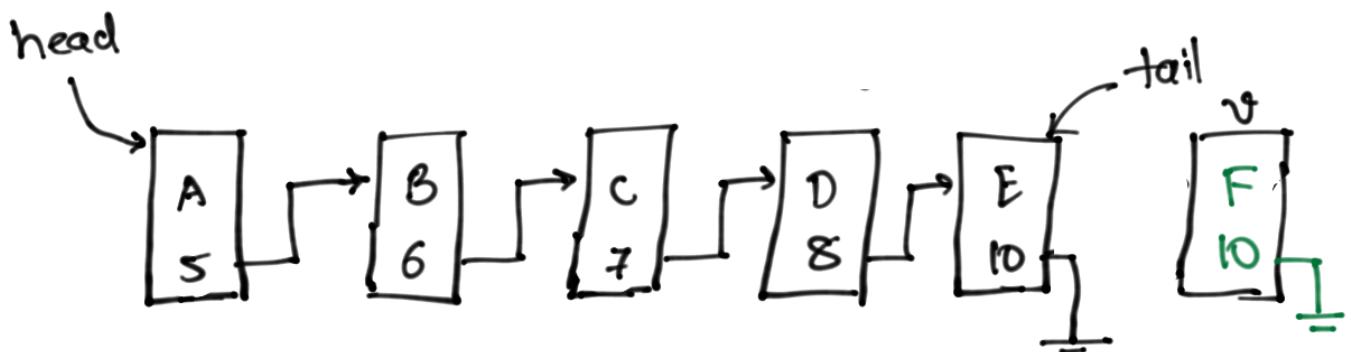


Insert {F, 10}.

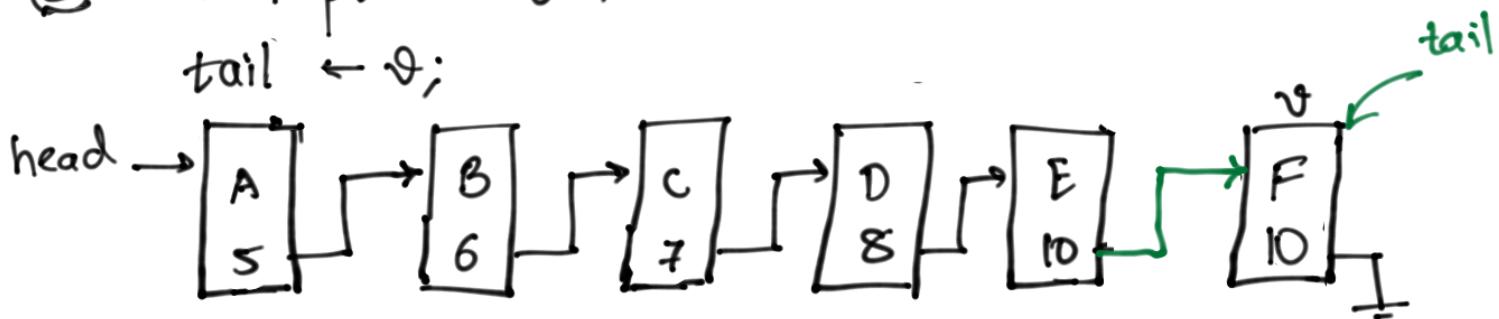
- ① $v \leftarrow$ Request the OS to allocate enough space
for {name, salary ptr.}.



- ② $v.\text{name} \leftarrow F;$
 $v.\text{salary} \leftarrow 10;$
 $v.\text{ptr} \leftarrow \text{NULL}$



- ③ $\text{tail}.\text{ptr} \leftarrow v;$
 $\text{tail} \leftarrow v;$



Insert (name, salary)
{

v \leftarrow allocate me a new memory location ;

v. name \leftarrow name ;

v. salary \leftarrow salary ;

v. ptr \leftarrow NULL ;

if (head is NULL).

{

Insert (name, salary)
{

v ← allocate me a new memory location;

v.name ← name;

v.salary ← salary;

v.ptr ← NULL;

if (head is NULL). //list is empty

{

head ← v;

tail ← v;

}

else

{

```
Insert (name, salary)
{
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```
    v ← allocate me a new memory location;
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    v.name ← name;
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{
```

```
    head ← v;
```

```
    tail ← v;
```

```
}
```

```
else
```

```
{
```

```
    tail.ptr ← v;
```

```
    tail ← v;
```

```
}
```

```
}
```

Q: What is the running time of this procedure?

```
Insert (name, salary)
{
```

```
    v ← allocate me a new memory location;
```

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    v.name ← name;
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    v.salary ← salary;
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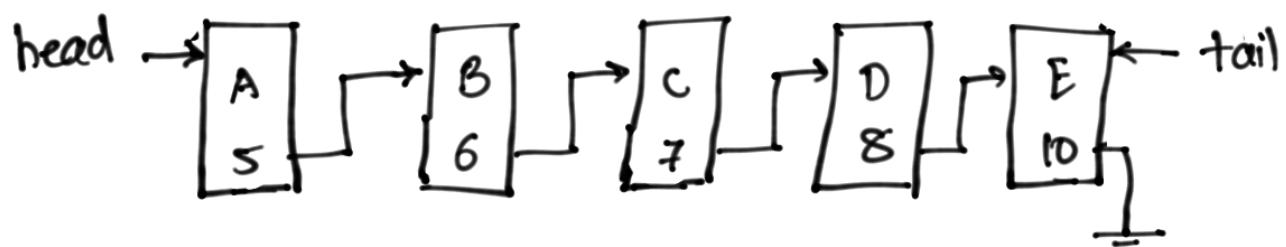
```
}
```

```
}
```

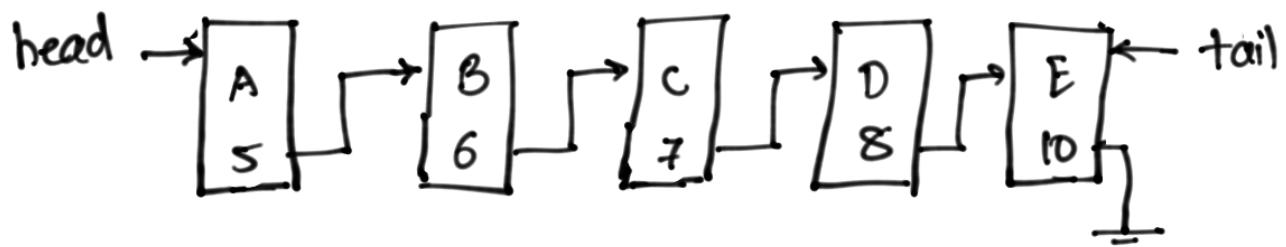
Q: What is the running time of this procedure?

A: O(1).

delete Employee C

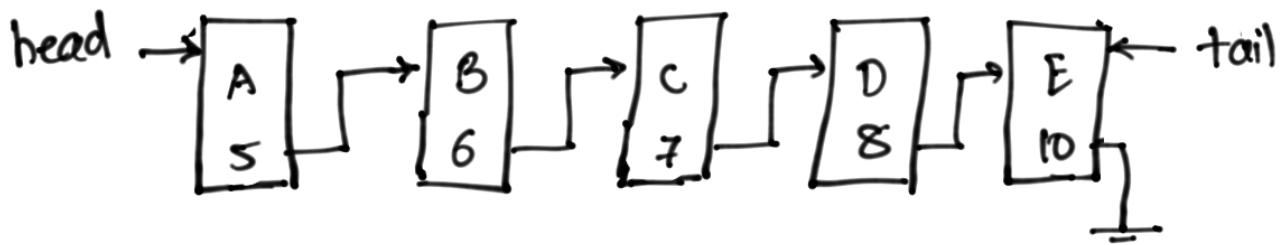


delete Employee C

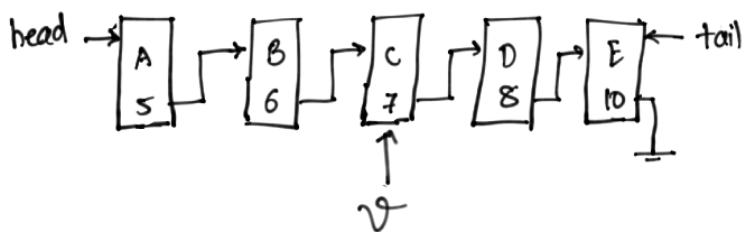
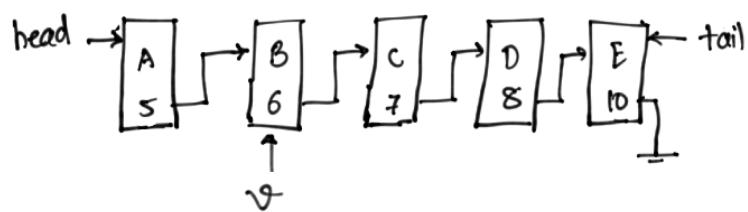
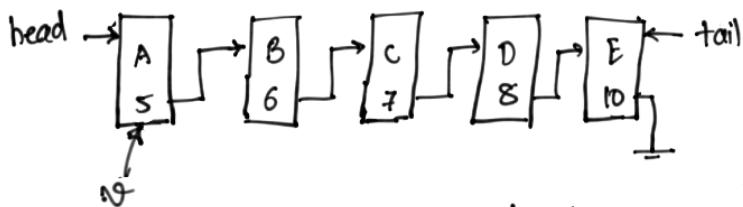


① $v \leftarrow \text{head}$ (start with the head).

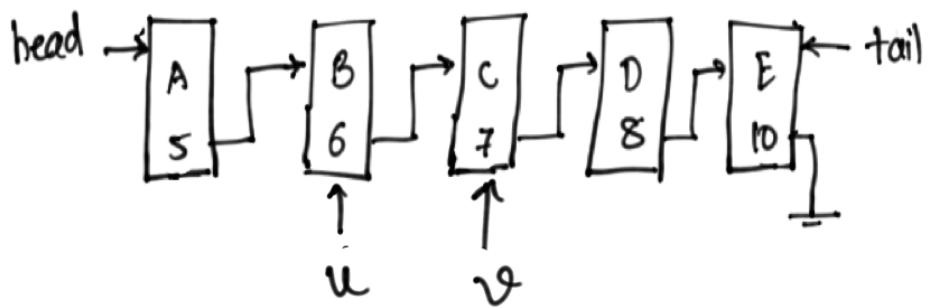
delete Employee C



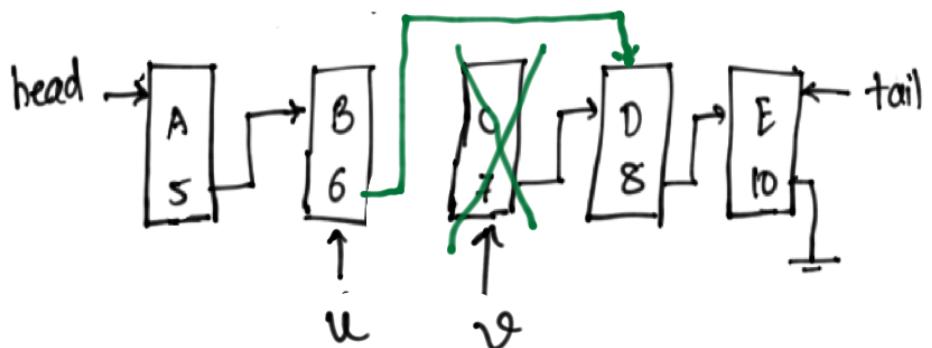
- ① $v \leftarrow \text{head}$ (start with the head).
- ② Move through the list (using pointers) till you hit employee C



③ Maintain a ptr that follows v, say u.



④ $u.\text{ptr} \leftarrow v.\text{ptr}$
deallocate the memory associated with
recor



```
Delete( name)
{
    if ( head is NULL)
        return;
```

Delete(name)

{

if (head is NULL)

return;

if (

{

}

else

{ v ← head.ptr

 u ← head;

 while (v is not NULL)

{

 if (v.name = name)

 { u.ptr ← v.ptr

 deallocate the memory allocated
 to record v;

}

 else

 { u ← v;

 } v ← v.ptr

}

}

```

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    if ( head.name = name)
    {
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        head ← head.ptr;
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    }
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        v ← head.ptr
        u ← head;
        while ( v is not NULL)
        {
            if ( v.name = name)
            {
                u.ptr ← v.ptr
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                u ← v;
                v ← v.ptr
            }
        }
    }
}

```

Q: What is the running time of
Delete(.)

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Delete(·)

A $\Theta(n)$

Performance of Linked List

Insert

$O(1)$

Delete

$O(n)$

Search

?!

Performance of Linked List

Insert

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Delete

$O(n)$

Search

$O(n)$

Performance of Linked List

| | |
|--------|--------|
| Insert | $O(1)$ |
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But the most important thing:
Holy Grail for data-structure

The space taken by your data-structure
should be proportional to the number
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Q: When is linked list worse than arrays?

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Query : Get me k^{th} record.

Time taken by linked list = ?!

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Time taken by linked list = $O(k)$

Performance of Arrays.

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| Search | $O(n)$ |
| Get the k^{th} element | $O(1)$. |

Performance of Linked List

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