

Data Structure Libraries

Data and File Structures Laboratory

<http://www.isical.ac.in/~dfslab/2018/index.html>

Options I

- Sglib <http://sglib.sourceforge.net/>,
<http://freshmeat.sourceforge.net/projects/sglib>
 - doubly linked lists, hashed containers, RB trees
 - *only a single header file*
 - Need to use `-g3` ?
- GDSL <https://github.com/sjchao/GDSL>
 - lists, queues, stacks, hash-tables, BSTs, RB trees, 2D arrays, permutations, heaps, etc.
 - `sudo apt-get install gdsl`
- GNULIB data structures module https://www.gnu.org/software/gnulib/MODULES.html#ansic_ext_container
 - AVL trees, RB trees
 - `sudo apt-get install gnulib`

- GNU libavl <http://adtinfo.org/>
 - BSTs, AVL trees, RB trees
 - example of *literate programming*
 - `sudo apt-get install libavl1 libavl-dev`
- GLib (Gnome) <https://developer.gnome.org/glib/stable/>
 - overkill?
- BSD queues and trees <http://openbsd.su/src/sys/sys/tree.h>
 - RB trees, splay trees

Options III

- CDSA <https://github.com/MichaelJWelsh/cdsa>
- Collections-C <https://github.com/srdja/Collections-C>
- LibDS: A Generic Data Structures Library
<http://libds.sourceforge.net/>
- Wayne's Little Data Structures and Algorithms Library
<http://www.cs.toronto.edu/~wayne/libwayne/libwayne.html>

See <https://stackoverflow.com/questions/3039513/type-safe-generic-data-structures-in-plain-old-c> for some opinions / discussions.

Example: RB trees using GDSL

```
gdsl_rbtrees_t  gdsl_rbtrees_alloc ( const char * NAME,
                                     gdsl_alloc_func_t ALLOC_F,
                                     gdsl_free_func_t FREE_F,
                                     gdsl_compare_func_t COMP_F );

gdsl_element_t  gdsl_rbtrees_insert ( gdsl_rbtrees_t T, void * VALUE,
                                     int * RESULT );

gdsl_element_t  gdsl_rbtrees_remove ( gdsl_rbtrees_t T, void * VALUE );

gdsl_element_t  gdsl_rbtrees_map_infix ( const gdsl_rbtrees_t T,
                                     gdsl_map_func_t MAP_F,
                                     void * USER_DATA );
```

Functions you have to provide

```
typedef gds1_element_t( * gds1_alloc_func_t )(void * USER_DATA);

typedef void( * gds1_free_func_t )(gds1_element_t E);

typedef long int( * gds1_compare_func_t )(const gds1_element_t E,
                                           void * VALUE)

typedef int( * gds1_map_func_t )(const gds1_element_t E,
                                gds1_location_t LOCATION,
                                void * USER_DATA)
```

How little I know

http://en.wikipedia.org/wiki/List_of_data_structures