8. Fundamental Data Structures

Abstract data types stack, queue, implementation variants for linked lists, [Ottman/Widmayer, Kap. 1.5.1-1.5.2, Cormen et al, Kap. 10.1.-10.2]

Abstract Data Types

We recall

A stack is an abstract data type (ADR) with operations

Abstract Data Types

We recall

A stack is an abstract data type (ADR) with operations

push(x, S): Puts element x on the stack S.

A *stack* is an abstract data type (ADR) with operations

push(x, S): Puts element x on the stack S.
pop(S): Removes and returns top most element of S or null

A *stack* is an abstract data type (ADR) with operations

push(x, S): Puts element x on the stack S.

pop(S): Removes and returns top most element of S or **null**

top(S): Returns top most element of S or **null**.

A *stack* is an abstract data type (ADR) with operations

push(x, S): Puts element x on the stack S.

pop(S): Removes and returns top most element of S or **null**

top(S): Returns top most element of S or **null**.

isEmpty(S): Returns **true** if stack is empty, **false** otherwise.

A *stack* is an abstract data type (ADR) with operations

push(x, S): Puts element x on the stack S.

pop(S): Removes and returns top most element of S or **null**

top(S): Returns top most element of S or **null**.

isEmpty(S): Returns **true** if stack is empty, **false** otherwise.

emptyStack(): Returns an empty stack.

Implementation Push



push(x, S):

Implementation Push



push(x, S):

1 Create new list element with x and pointer to the value of top.

Implementation Push



push(x, S):

1 Create new list element with x and pointer to the value of top.

2 Assign the node with x to top.



pop(S):



pop(S):
If top=null, then return null



 $\mathbf{pop}(S)$:

- I If top=null, then return null
- **2** otherwise memorize pointer p of top in r.



 $\mathbf{pop}(S)$:

- I If top=null, then return null
- **2** otherwise memorize pointer p of top in r.
- **3** Set top to p.next and return r



Each of the operations push, pop, top and isEmpty on a stack can be executed in $\mathcal{O}(1)$ steps.

A queue is an ADT with the following operations

• enqueue(x, Q): adds x to the tail (=end) of the queue.

- enqueue(x, Q): adds x to the tail (=end) of the queue.
- dequeue(Q): removes x from the head of the queue and returns x (null otherwise)

- enqueue(x, Q): adds x to the tail (=end) of the queue.
- dequeue(Q): removes x from the head of the queue and returns x (null otherwise)
- head(Q): returns the object from the head of the queue (null otherwise)

- enqueue(x, Q): adds x to the tail (=end) of the queue.
- dequeue(Q): removes x from the head of the queue and returns x (null otherwise)
- head(Q): returns the object from the head of the queue (null otherwise)
- **isEmpty**(Q): return **true** if the queue is empty, otherwise **false**

- enqueue(x, Q): adds x to the tail (=end) of the queue.
- dequeue(Q): removes x from the head of the queue and returns x (null otherwise)
- head(Q): returns the object from the head of the queue (null otherwise)
- **isEmpty**(Q): return **true** if the queue is empty, otherwise **false**
- emptyQueue(): returns empty queue.



enqueue(x, S):



enqueue(x, S):

1 Create a new list element with *x* and pointer to **null**.



enqueue(x, S):

Create a new list element with x and pointer to null.
If tail ≠ null, then set tail.next to the node with x.



enqueue(x, S):

- **1** Create a new list element with x and pointer to **null**.
- **2** If tail \neq null, then set tail.next to the node with x.
- **3** Set tail to the node with x.



enqueue(x, S):

- **1** Create a new list element with *x* and pointer to **null**.
- **2** If tail \neq null, then set tail.next to the node with x.
- **3** Set tail to the node with x.
- 4 If head = null, then set head to tail.



With this implementation it holds that



With this implementation it holds that

• either head = tail = null,



With this implementation it holds that

- either head = tail = null,
- Or head = tail \neq null and head.next = null



With this implementation it holds that

- either head = tail = null,
- Or head = tail \neq null and head.next = null
- Or head ≠ null and tail ≠ null and head ≠ tail and head.next ≠ null.



dequeue(S):



 $extbf{dequeue}(S)$:

1 Store pointer to head in r. If r = null, then return r.



 $extbf{dequeue}(S)$:

1 Store pointer to head in r. If r = null, then return r.

2 Set the pointer of head to head.next.



 $extbf{dequeue}(S)$:

- **1** Store pointer to head in r. If r = null, then return r.
- 2 Set the pointer of head to head.next.
- 3 Is now head = null then set tail to null.



dequeue(S):

- **1** Store pointer to head in r. If r = null, then return r.
- 2 Set the pointer of head to head.next.
- \exists Is now head = null then set tail to null.
- 4 Return the value of r.



Each of the operations enqueue, dequeue, head and isEmpty on the queue can be executed in $\mathcal{O}(1)$ steps.

Implementation Variants of Linked Lists

List with dummy elements (sentinels).



Advantage: less special cases

Implementation Variants of Linked Lists

List with dummy elements (sentinels).



Advantage: less special cases

Variant: like this with pointer of an element stored singly indirect. (Example: pointer to x_3 points to x_2 .)

Implementation Variants of Linked Lists

Doubly linked list



Overview



- (A) = singly linked
- (B) = Singly linked with dummy element at the beginning and the end
- (C) = Singly linked with indirect element addressing
- (D) = doubly linked