

# Data Structures

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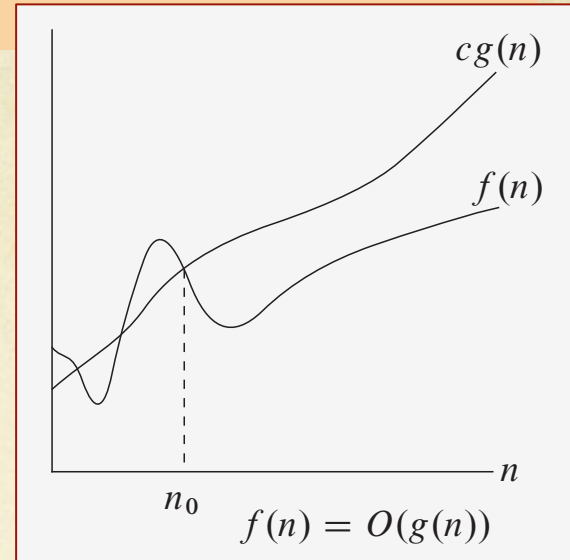


# Review

# How to compare big-Os?

- ◆ We say that  $f(n) = O(g(n))$  if
  - There exists positive integer  $n_0$ , and
  - A positive constant  $c$ , such that
  - For all  $n \geq n_0$ ,

$$f(n) \leq c g(n)$$



- ◆ In other words, for all large enough values of  $n$ , there exists a constant  $c$ , such that
  - $f(n)$  is always bounded from above by  $cg(n)$
- ◆ Note that the condition may be violated for a finitely many small values of  $n$

# Summary

- ◆ To prove  $f(n) = O(g(n))$ 
  1. Pick a value of  $c$
  2. Find a  $n_0$  such that
  3.  $f(n) \leq c g(n)$  for all  $n \geq n_0$
  4. If not, go back to step 1 and refine value of  $c$
  
- ◆ To prove  $f(n) \neq O(g(n))$ 
  - Assume that  $c$  is fixed to some positive value
  - And assume there exists a  $n_0$  such that
  - $f(n) \leq c g(n)$  for all  $n \geq n_0$
  - Now try to prove a contradiction to this claim

# Challenging Cases

**MAXSUBSEQSUM(A)**

Initialize maxSum to 0

$N := \text{size}(A)$

For  $i = 1$  to  $N$  do

    For  $j = i$  to  $N$  do

        Initialize thisSum to 0

        for  $k = i$  to  $j$  do

            add  $A[k]$  to thisSum

        if (thisSum > maxSum) then

            update maxSum

$$\sum_{k=i}^j 1 = j - i + 1$$

$$\sum_{j=i}^N (j - i + 1) = \frac{(N - i + 1)(N - i + 2)}{2}$$

$$\sum_{i=1}^N \frac{(N - i + 1)(N - i + 2)}{2}$$

$$= \sum_{i=1}^N \frac{i^2}{2} - (N + \frac{3}{2}) \sum_{i=1}^N i + \frac{1}{2}(N^2 + 3N + 2) \sum_{i=1}^N 1$$

$$= \frac{N^3 + 3N^2 + 2N}{6} = O(N^3)$$

# Review

## Example 1

SampleMethod1 (N)

For i = 0 to N do

    For j = i to N do

        sum = i + j

Report sum

Big Oh: \_\_\_\_\_

## Example 2

```
public void sampleMethod2(int[] a)
{
    int index = 0;
    for(int i = a.length-1; i >= 0; i--)
        if(a[i] > target && a.length > 0)
            index = i;
}
```

Big Oh: \_\_\_\_\_

# Review

## Example 3

```
public void sampleMethod3() {  
    System.out.println("This is sample 3.");  
  
    int b = 10;  
    int c = 15;  
    int d = b - c;  
    b = b * c;  
    d = d * b;  
    c = d + d;  
    b = c + d + b + d;  
    System.out.println(b + " " + c + " " + d);  
}
```

Big Oh: \_\_\_\_\_

## Example 4

```
public void sampleMethod4(int n) {  
  
    for(int i = 0; i <= n; i++)  
        for(int j = 1; j <= n; j = j * 2)  
            for(k = 0; k <= n/2; k++)  
                System.out.println(i + j + k);  
}
```

Big Oh: \_\_\_\_\_



# Linear Data Structures



# Linear Data Structures

- ◆ Lists
  - ArrayList
  - LinkedList
- ◆ Stacks
- ◆ Queues

# Applications of Stacks

## ◆ Balancing Parentheses

- ❑ Is this balanced?
  - $((()((()()())())))$
- ❑ Push when you see an open parenthesis.
- ❑ Pop when you see a closed one.
- ❑ If stack empties at end of string, it is balanced.
- ❑ Else, it is not.

## ◆ Postfix Expressions

- ❑ How to evaluate this:
  - $4\ 2\ * \ 5\ + \ 7\ + \ 1.5\ *$
- ❑ Push when you see a number
- ❑ Pop two when you see an operator, operate and push result

How to deal with (unary) negative signs such as  $4 * (-5)$ ?

# Applications of Stacks ... 2

## ◆ Infix to Postfix Conversion

□ How to convert this:

• **Infix:**  $((4 * 2) + 5 + 7) * 1.5$  **to Postfix:**  $4 2 * 5 + 7 + 1.5 *$

□ **Infix:**  $4 * 2$

□ Idea: Push operators on a stack and print operands

□ **Infix:**  $4 + 2 + 3$

□ Idea: Before pushing operators, pop previous operator

□ **Infix:**  $4 + 2 * 5 + 3$

□ Idea: Before pushing operators, pop all operators of higher or equal precedence

□ **Infix:**  $4 * (2 + 3) + 5$

□ Idea: Push open parenthesis on stack. When closed parenthesis is encountered, pop stack until open parenthesis is popped

# Applications of Queues

- ◆ Servers

- Disk server, File Server, Print Server, ...



# Hierarchical Data Structures

# Trees were invented to ...

- ◆ Store hierarchical information
  - File system
  - Software Hierarchy
  - Administrative Hierarchy
  - Geographical Hierarchy
  - Decision trees
  - Parse trees
  - Family genealogy
  - Tree of life
  - ...
- ◆ To deal with **inefficiencies of Linear Data Structures** and to store **dynamic information**
  - To be explained later!

# Decision Tree Model for Car Mileage Prediction

Weight == heavy ?

## Different Kinds of Trees

High mileage

Horsepower <= 86 ?

Yes

High mileage

Decision Tree Model for Car Mileage Prediction

Weight == heavy ?

Yes

No

High mileage

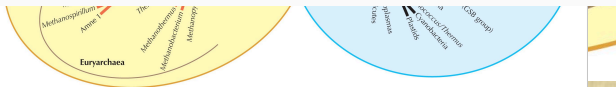
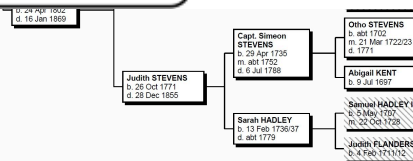
Horsepower <= 86 ?

Yes

No

High mileage

Low mileage



# Tree

- ◆ **Def:** Connected hierarchical structure without cycles
- ◆ **Def:** A tree is an abstract mathematical object with
  - Set of **nodes**,  $V$ , with special **root** node,  $r$
  - Set of **directed edges**,  $E$ , such that for each edge  $e$  in  $E$ ,  $e = (u, v)$ , where  $u$  is **parent** of  $v$ , or  $v$  is a child of  $u$ , and
  - Every node has a **unique parent** except the root node,  $r$ .
- ◆ **Def:** A **binary tree** is a tree where every node has at most two children
- ◆ **Def:** A **subtree** of a tree,  $T = (V, E)$  is the tree rooted at some node from  $V$ .

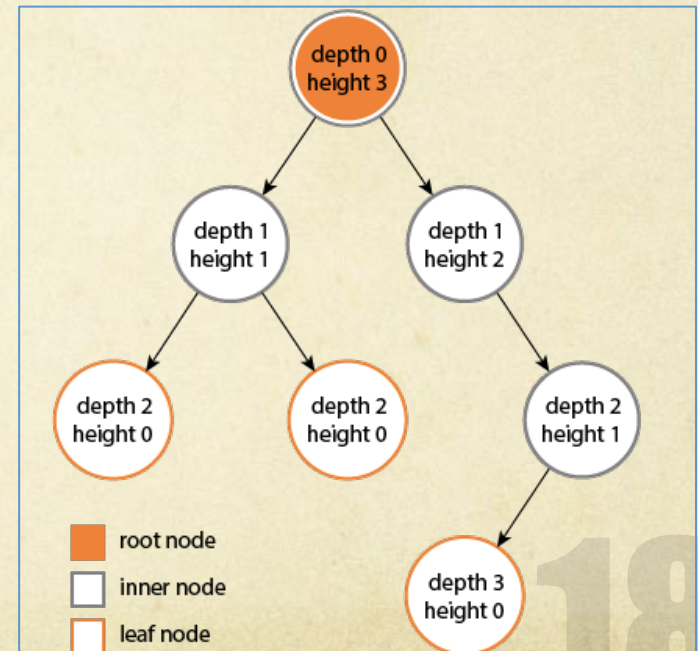


# Tree Terminology

- ◆ **Root:** node with no parent
- ◆ **Leaf and internal node:** node with no child and with at least one
- ◆ **Parent, Child:** each directed edge defines parent-child
- ◆ **Sibling:** a node that shares the same parent
- ◆ **Ancestor (Descendant):** all nodes on path to root (leaf)
- ◆ **Left child, right child:** if children are ordered, then this terminology is relevant in binary trees
- ◆ **Full binary tree:** each node has 2 children or is a leaf
- ◆ **Complete binary tree:** tree filled level by level, left to right

# Tree Terminology

- ◆ **Depth of node:** length of path from root to node
- ◆ **Height of tree (or subtree):** length of longest path from root to leaf
- ◆ Like a linked list, a tree can be defined recursively
  - Subtrees rooted at nodes are also trees



# Properties of Trees

- ◆ If  $n$  is the number of nodes in a tree, then
  - Number of edges in a tree =  $n-1$
- ◆ Number of leaves in a full binary tree = 1 more than number of internal nodes
- ◆ Number of empty subtrees =  $n+1$

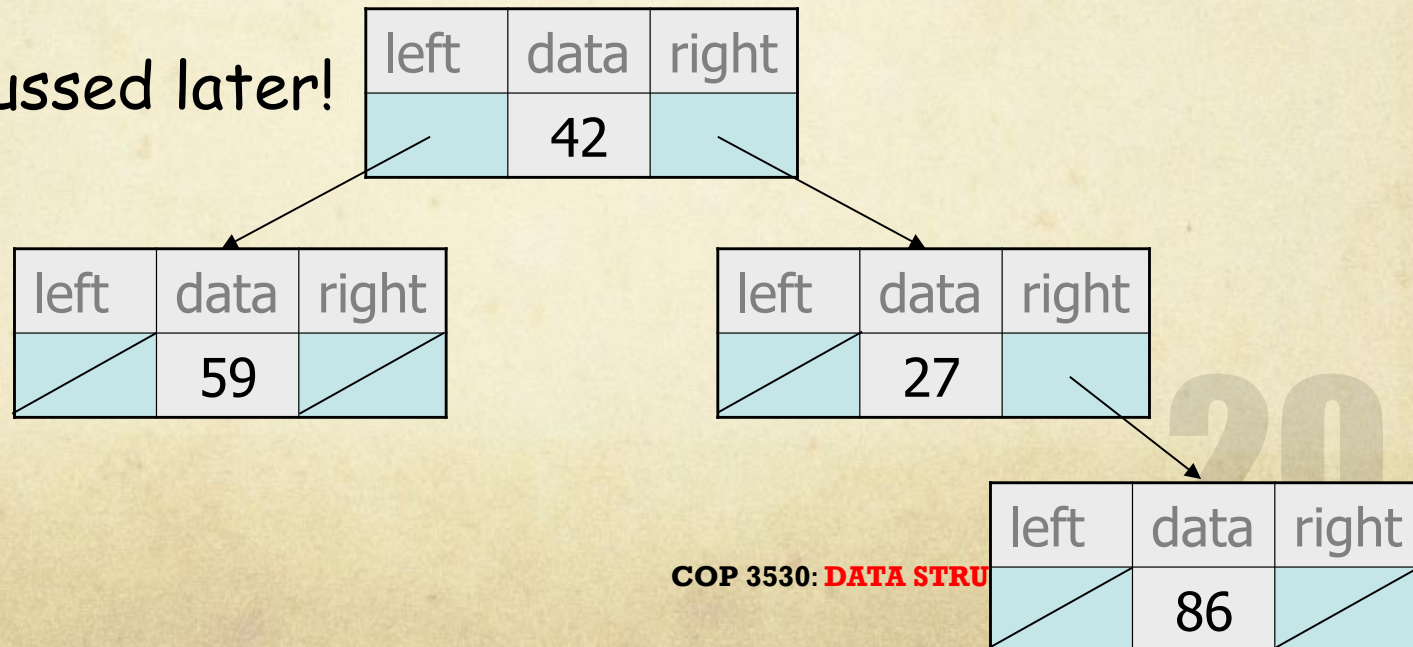
# Implementing Binary Trees

## Generalizing linked lists

- ◆ Instead of next/prev pointers, each node has 2 pointers
  - Left and right child; if needed, pointer to parent

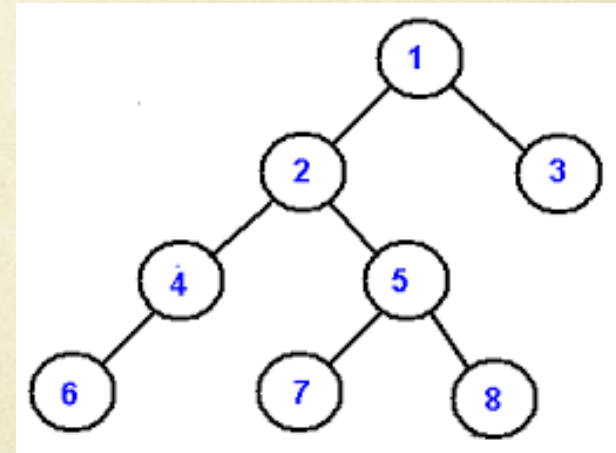
Can be implemented using Arrays

- ◆ To be discussed later!



# Tree Traversals

- ◆ Inorder traversal
  - Left subtree - Node - Right subtree
  - 6, 4, 2, 7, 5, 8, 1, 3
- ◆ Preorder traversal
  - Node - Left subtree - Right subtree
  - 1, 2, 4, 6, 5, 7, 8, 3
- ◆ Postorder traversal
  - Left subtree - Right subtree - Node
  - 6, 4, 7, 8, 5, 2, 3, 1



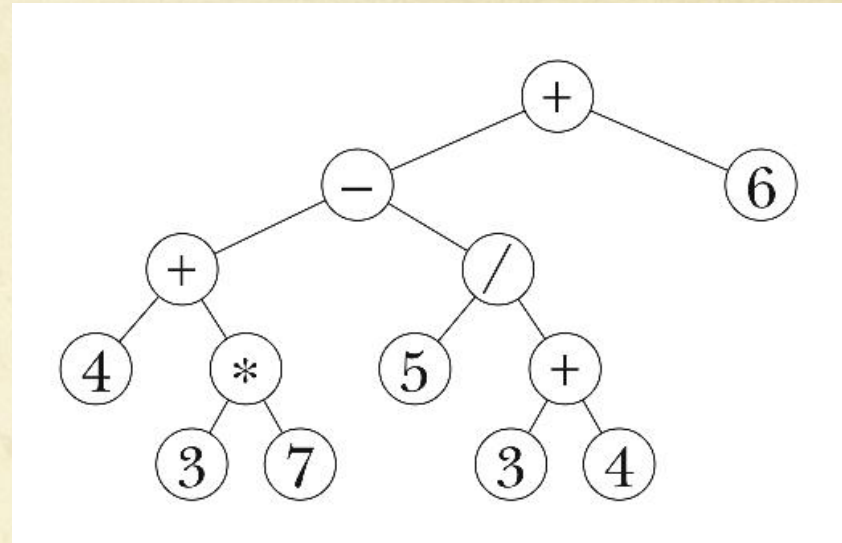
[https://www.cs.cmu.edu/~adamchik/15-121/lectures/Trees/pix/non\\_rec\\_trav.bmp](https://www.cs.cmu.edu/~adamchik/15-121/lectures/Trees/pix/non_rec_trav.bmp)

# Implementation

```
static void preorder(BinaryNode rt) {  
    if (rt == null) return; // Empty subtree - do nothing  
    visit(rt);             // Process root of subtree  
    preorder(rt.left());  // Process all nodes in left subtree  
    preorder(rt.right()); // Process all nodes in right subtree  
}
```

# Tree Traversal Applications

- ◆ Expression Parse trees
  - Inorder traversal?
  - Postorder traversal?
- ◆ Printing directory structure
  - Figure 4.7 in Weiss book



<https://people.eecs.berkeley.edu/~bh/ss-pics/parse0.jpg>

# Binary Search Trees

- ◆ Binary Tree where each node stores a value
- ◆ Value stored at node is **larger** than all values stored in nodes of **left** subtree
- ◆ Value stored at node is **smaller** than all values stored in nodes of **right** subtree

