

Data Structures and Algorithms

CS245-2012S-05

Abstract Data Types and Lists

David Galles

Department of Computer Science
University of San Francisco

05-0: Abstract Data Types

- Recall that an Abstract Data Type is a definition of a type based on the operations that can be performed on it.
- An ADT is an *interface*
- Data in an ADT cannot be manipulated directly – only through operations defined in the interface

05-1: List ADT

- A List is an ordered collection of elements
- Each element in the list has a position
 - Element 0, Element 1, Element 2, ...
- We can access elements in the list through an *iterator*

05-2: List ADT Operations

- Create an empty list
- Add (append) an element to the end of the list
- Add (insert) an element at a specified index
- Get the size (length) of the list
- Remove an element at a specific index
- Remove the first occurrence of an element
- Get an element at a specific index
- Get an iterator to traverse the list

05-3: Iterators

- Think of an iterator as a “smart bookmark” that is associated with a specific data structure
- Often used to examine every element in a data structure

05-4: Iterators

Some operation on iterators:

- Retrieve the current element
- Move the iterator forward, to the next element in the data structure
 - C++ has two different operations: “Get current” and “Move forward”
 - Java has a single operation: “Get current and move forward”
- Move the iterator backwards, to the previous element in the data structure
 - Not all iterators can go backwards
 - Java also combines going backwards as “Get previous element and move iterator backwards”

05-5: Iterators

Some operation on iterators:

- Delete element at current location (not always allowed)
- Insert an element at the current location (not always allowed)
- Operations specific to the particular data structure

05-6: List Iterator (first pass)

- Get the next element (moving the iterator one forward)
- Check if there is a next element
- Remove the object at the current position (current position == last element that was returned from a “next”)
- Insert an element at the current position (right before the “next” element)

05-7: Java Interfaces

- A Java interface is a set of methods.
- Any class that implements an interface must implement all of these methods

05-8: Java List Interface

```
public interface List
{
    public void clear();
    public void add(Object o);
    public void add(int index, Object o);
    public void remove(int index);
    public void remove(Object o);
    public int size();
    public Object get(int index);
    public ListIterator listIterator();
    public ListIterator listIterator(int index)
}
```

05-9: Java List Iterator Interface

```
public interface ListIterator
{
    public void add(Object o);
    public boolean hasNext();
    public Object next();
    public void remove();
    public void set(Object o);
}
```

05-10: Using Iterators

- Print out a list L :

```
List L;
```

```
...
```

```
ListIterator it = L.listIterator();
```

```
for (it.hasNext())
```

```
{
```

```
    System.out.println(it.next());
```

```
}
```

05-11: Array Implementation

- Data is stored in an array
- Iterator stores index of next location
- To add an element to the current position:
 - Shift all elements with index \geq current one to right
- To remove an element from the middle of the array:
 - Shift all elements with index \geq current to the right
- List has a maximum size (unless we use growable arrays)

05-12: Array Implementation

$\Theta()$ Running Time for each operation:

List Operations

Iterator Operations

add(append)

next

add(insert)

hasNext

remove

add

listIterator()

remove

listIterator(n)

set

size

get

05-13: Array Implementation

$\Theta()$ Running Time for each operation:

List Operations		Iterator Operations	
add(append)	$\Theta(1)$	next	$\Theta(1)$
add(insert)	$\Theta(n)$	hasNext	$\Theta(1)$
remove	$\Theta(n)$	add	$\Theta(n)$
listIterator()	$\Theta(1)$	remove	$\Theta(n)$
listIterator(n)	$\Theta(1)$	set	$\Theta(1)$
size	$\Theta(1)$		
get	$\Theta(1)$		

05-14: **Linked-List Implementation**

- Data is stored in a linked list
- Maintain a pointer to first element in list
- Iterator maintains a pointer to the next element
- To find the i th element:
 - Start at the front of the list
 - Skip past i elements

How do we insert an element before the next element?

How do we remove the “current” element?

05-15: Linked-List Implementation

- Data is stored in a linked list
- Maintain a pointer to first element in list
- Iterator maintains a pointer to the element *before* the next element (“current” element) and a pointer to the element before the current element.
- To find the i th element:
 - Start at the front of the list
 - Skip past i elements

What should “current” pointer be when the “next” element is the first element in the list?

05-16: Linked-List Implementation

- Data is stored in a linked list – with a dummy first element
- Maintain a pointer to first (dummy) element in list
- Iterator maintains a pointer to the element *before* the next element (“current” element) and the “previous” element (what should “previous” be when the first element of the list is the next element in the list?)
- To find the i th element:
 - Start at the front of the list
 - Skip past $(i+1)$ elements

05-17: Linked-List Implementation

$\Theta()$ Running Time for each operation:

List Operations

Iterator Operations

add(append)

next

add(insert)

hasNext

remove

add

listIterator()

remove

listIterator(n)

set

size

get

05-18: Linked-List Implementation

$\Theta()$ Running Time for each operation:

List Operations		Iterator Operations	
add(append)	$\Theta(1)$	next	$\Theta(1)$
add(insert)	$\Theta(n)$	hasNext	$\Theta(1)$
remove	$\Theta(n)$	add	$\Theta(1)$
listIterator()	$\Theta(1)$	remove	$\Theta(1)$
listIterator(n)	$\Theta(n)$	set	$\Theta(1)$
size	$\Theta(1)$		
get	$\Theta(n)$		

05-19: Adding Previous

- Add a new operation to the iterator: previous
 - Move the iterator back one element, return the previous element
 - next() followed by previous(), both return same element
- How would we implement previous for an array implementation

05-20: Adding Previous

- Add a new operation to the iterator: previous
 - Move the iterator back one element, return the previous element
 - next() followed by previous(), both return same element
- How would we implement previous for an array implementation
 - Subtract one from the index of the current location

05-21: Adding Previous

- Add a new operation to the iterator: previous
 - Move the iterator back one element
- How would we implement previous for a linked list implementation

05-22: Adding Previous

- Add a new operation to the iterator: previous
 - Move the iterator back one element
- How would we implement previous for a linked list implementation
 - Start a temp pointer at the front of the list, advance it until temp.next = current pointer
 - How can we improve the running time of previous for the linked list version?

05-23: Doubly-Linked Lists

- Each element in the list has two pointers – next and previous
 - Can locate the previous element of any element in the list in time $O(1)$, instead of time $O(n)$
 - More space is required (two pointers for each element, instead of one)
 - Do we still need a “dummy” element?

05-24: Multiple Iterators

- We can have more than one iterator going in the same list
 - Handy for comparing every element in the list to every other element in the list
- Can have a problem when one iterator modifies the list while another iterator is active
 - Examples

05-25: Multiple Iterators

- We can have more than one iterator going in the same list
- Can have a problem when one iterator modifies the list while another iterator is active
- Solutions:
 - Throw exception (how java libraries do it)
 - Inform the other iterators
 - List maintains a pointer to each active iterators
 - When a change is made, each active iterator needs to be updated, too