CSE 332 Summer 2024 Lecture 1: Intro to ADTs, Stacks, Queues

Nathan Brunelle

http://www.cs.uw.edu/332

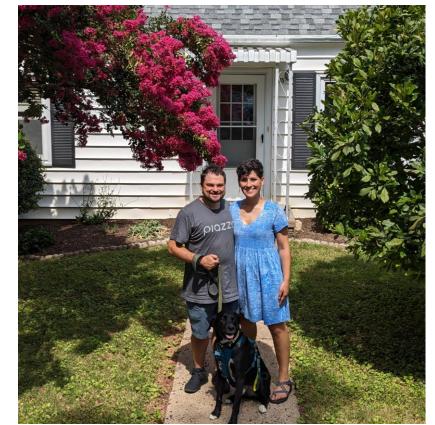
Nathan Brunelle

• Born: Virginia Beach, VA





- Ugrad: Math and CS at University of Virginia
- Grad: CS at University of Virginia
- Taught at UVA for 6 years
 - Intro to programming (e.g. 121)
 - Discrete Math (e.g. 311)
 - Algorithms (e.g. 412)
 - Theory of Computation (e.g. 431)





Warm Up!

Put up one hand (you can switch if it gets tired)!

Set your counter to 1

While (you and at least one other person have a hand up){

- Make a partnership with someone whose hand is still raised
- Share your name with your partner
- Add together your counter and your partner's counter
- Identify which of you woke up earliest this morning
- Release partnership

If you woke up earlier, then put your hand down and return to your seat

About this course

Topics covered:

- Data Structures
 - Specific "classic" data structures
- Introduction to Algorithms and Analysis
- Parallelism and Concurrency
 - Parallelism: Use multiple processors to finish sooner
 - Concurrency: Correct access to shared resources

Course Staff

- Instructor:
 - Nathan Brunelle
- TAs:
 - Katherine
 - Charles
 - Juliette
 - Khushi
 - Angie

Course Info

- Text (optional):
 - Data Structures & Algorithm Analysis in Java, (Mark Allen Weiss), 3rd edition, 2012
 (2nd edition also o.k.)
- Course Page:
 - http://www.cs.uw.edu/332

Communication

- Ed STEM Discussion board
 - Your first stop for questions about course content & assignments

Course Meetings

- Lecture
 - Materials posted (slides before class, inked slides after)
 - Recorded using Panopto
 - Ask questions, focus on key ideas (rarely coding details)
- Section
 - Practice problems!
 - Answer Java/homework questions, etc.
 - Occasionally may introduce new material
 - An important part of the course (not optional)
- Office hours
 - Use them: *please visit us!*

Grading

- 13 Weekly-ish homework exercises (5% each, 65% total)
 - You may resubmit 2 (one from before midterm, one from after)
 - Resubmitted assignment's grade replaces the original
- Midterm and final exam (35%, weighted equally)
 - In-person
 - Midterm on Friday 7/19
 - Final on last day of class (8/16)

Collaboration

- Try it yourself first
- Collaborate with classmates (no external interactive help on assignments permitted)
 - Collaboration is "whiteboard only"
 - Looking for a collaborator?
 - Post on the Ed Discussion board
 - Go to the CSE study room (Allen Center 006, there's a table specifically for 332!)
- Cite your sources!

Terminology

- Abstract Data Type (ADT)
 - Mathematical description of a "thing" with set of operations on that "thing"
- Algorithm
 - A high level, language-independent description of a step-by-step process
- Data structure
 - An organization of data and family of algorithms for implementing an ADT
- Implementation of a data structure
 - The data organization and algorithms written in a programming language

ADT: Queue

- What is it?
- What operations do we need?
- Suggested data structures?

ADT: Queue

- What is it?
 - A collection of items that we interact with in a "First In First Out" (FIFO) way
- What operations do we need?
 - Enqueue
 - Add a new item to the queue
 - Dequeue
 - Remove the "oldest" item from the queue
 - IsEmpty
 - Indicate whether or not there are items still on the queue

Linked List – Queue Data Structure



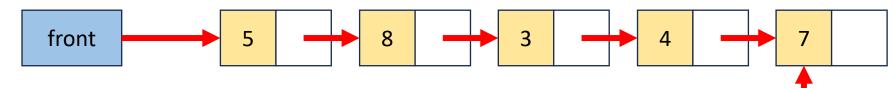
back

- Queue represented as a "chain" of items
 - A "front" reference to the oldest item
 - A "back" reference to the most recent item
 - Each Node references the item enqueued after it
- enqueue Procedure:

• dequeue Procedure:

• isEmpty Procedure:

Linked List – Queue Data Structure



back

- Queue represented as a "chain" of items
 - A "front" reference to the oldest item
 - A "back" reference to the most recent item
 - Each Node references the item enqueued after it

• enqueue Procedure: enqueue(x){

last = new ListNode(x); back.next = last; back = last;

isEmpty(){

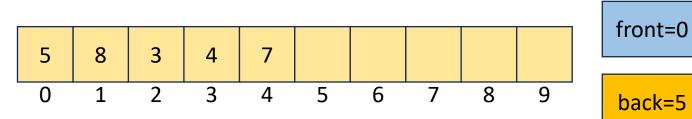
• dequeue Procedure:

dequeue(){
 first = front.value;
 front = front.next;
 return first
}

return front == null;

• isEmpty Procedure:

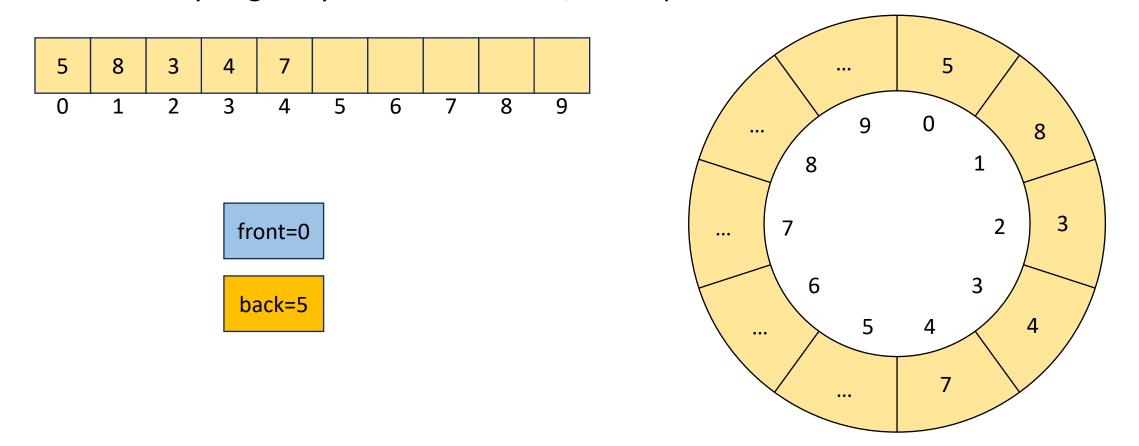
"Circular" Array – Queue Data Structure



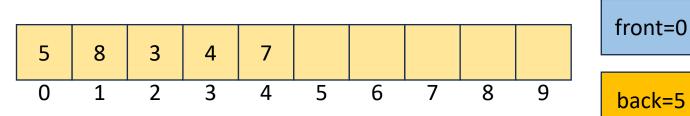
- Queue represented as an array of items
 - A "front" index to indicate the oldest item in the queue
 - A "back" index to indicate the most recent item in the queue
 - Actually, the first "open" slot in the array
- enqueue Procedure:
- dequeue Procedure:
- isEmpty Procedure:

"Circular" Array

Intuitively, An array of values arranged in a "circle" rather than a line
If you go beyond the last index, to wrap back around to 0



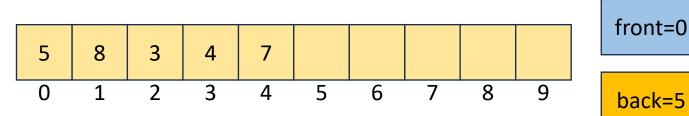
"Circular" Array – Queue Data Structure



- Queue represented as an array of items
 - A "front" index to indicate the oldest item in the queue
 - A "back" index to indicate the most recent item in the queue

```
    enqueue Procedure:
    dequeue Procedure:
    dequeue Procedure:
    first = queue[front];
front = (front + 1) % queue.length;
size--;
return first;
    isEmpty Procedure:
    isEmpty(){
return size== 0;
}
```

"Circular" Array – Queue Data Structure



- Queue represented as an array of items
 - A "front" index to indicate the oldest item in the queue
 - A "back" index to indicate the most recent item in the queue

```
    enqueue Procedure:
    enqueue Procedure:
    dequeue Procedure:
    if (size == queue.length) {resize();}
queue[back] = x;
back = (back + 1) % queue.length;
size++; dequeue(){
first = queue[front];
front = (front + 1) % queue.length;
size--;
return first;
    isEmpty Procedure:
    isEmpty(){
}
return size== 0;
}
```

Linked List vs. Circular Array

ADT: Stack

- What is it?
- What operations do we need?
- Suggested data structures?

ADT: Stack

- What is it?
 - A "Last In First Out" (LIFO) collection of items (sometimes called FILO)
- What operations do we need?
 - push
 - Add a new item onto the stack
 - peek
 - Return the value of the most recently pushed item
 - pop
 - Return the value of the most recently pushed item and remove it from the stack
 - isEmpty
 - Indicate whether or not there are items still on the stack