

CSE 332: Data Structures & Parallelism

Lecture 1: Intro, Stacks & Queues

Ruth Anderson
Autumn 2025

Welcome!

We have 10 weeks to learn *fundamental data structures and algorithms for organizing and processing information*

- “Classic” data structures / algorithms and how to analyze rigorously their efficiency and when to use them
- Queues, dictionaries, graphs, sorting, etc.
- Parallelism and concurrency (!)

Today

- **Introductions**
- Administrative Info
- What is this course about?
- Review: Queues and stacks

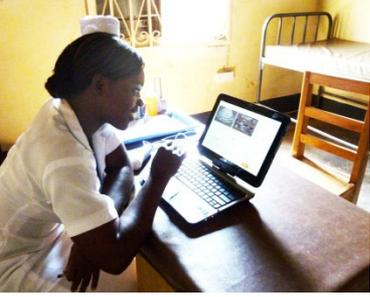
CSE 332 Course Staff!!

Instructor:

Ruth Anderson

Teaching Assistants:

- Aaron Honjaya
- Albert Du
- Andrew Leffingwell
- Cindy Ni
- Connor Olson
- Hana Smahi
- Jacklyn Cui
- Kabir Rajkotia
- Lunjia Dai
- Rubee Zhao
- Samarth Venkatesh
- Tony Wu
- Vicky Ye



Me (Ruth Anderson)

- Grad Student at UW in Programming Languages, Compilers, Parallel Computing
- Taught Computer Science at the University of Virginia for 5 years
- Grad Student at UW: PhD in Educational Technology, Pen Computing
- Recent Research: Computing and the Developing World, Computer Science Education
- Recently Taught: CSE 332, CSE 351, CSE 391, CSE 160



Today

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Course Information

- **Instructor:** Ruth Anderson, CSE 558
 - Office Hours: see course web page, and by appointment, (rea@cs.washington.edu)
- **Course Web page:**
 - <http://www.cs.uw.edu/332>

Communication

- Ed STEM Discussion board
 - You must get and read Announcements sent there
 - see the “Announcements” category
 - Your first stop for questions about course content & assignments
- Anonymous feedback link
 - For good and bad: if you don't tell us, we won't know!

Course Meetings

- Lecture
 - Materials posted (sometimes afterwards), but take notes
 - Ask questions, focus on key ideas (rarely coding details)
- Section
 - Practice problems!
 - Occasionally may introduce new material
 - An important part of the course (not optional)
- Office hours
 - Use them: *please visit us!*

Course Materials

- Lecture and section materials will be posted
 - But they are visual aids, not always a complete description!
 - If you have to miss, find out what you missed
- Textbook: (optional)
 - *Data Structures & Algorithm Analysis in Java*, (Mark Allen Weiss), 3rd edition, 2012 [On reserve at Odegaard Library]
 - Good read, but only responsible for lecture/section/hw topics
 - 3rd edition improves on 2nd, but 2nd edition is also o.k.
- Parallelism / concurrency units in separate free resources designed for 332

Course Work

- 13 Weekly-ish individual homework exercises (57%)
 - the lowest 1 will be dropped
 - Except for EX12, which cannot be dropped
- Midterm and final exam (40%)
 - In-person
 - Midterm (15%): Wednesday Oct 29, afternoon/evening TBA
 - Final Exam (25%): Thursday Dec 11, 12:30-2:20pm KNE 120
- Participation (3%)
 - Surveys, Meet the staff, In class activities

Homework for Today!!

- 1. Preliminary Survey: due Monday 9/29**
- 2. Exercise 0: Due Friday 10/03**
- 3. Review Java & install IntelliJ**
- 4. Reading** (optional) in Weiss (see course web page)

Reading

- Reading in *Data Structures and Algorithm Analysis in Java*, 3rd Ed., 2012 by Weiss
- For this week:
 - (Topic for Exercise 0) Weiss 3.1-3.7 – Lists, Stacks, & Queues
 - (Fri) Weiss 2.1-2.4 – Algorithm Analysis
 - (Useful) Weiss 1.1-1.6 – Mathematics and Java (Not covered in lecture – READ THIS)

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Data Structures + Parallelism

- About 70% of the course is a “classic data-structures course”
 - Timeless, essential stuff
 - Core data structures and algorithms that underlie most software
 - How to analyze algorithms
- Plus a serious first treatment of programming with *multiple threads*
 - For *parallelism*: Use multiple processors to finish sooner
 - For *concurrency*: Correct access to shared resources

What 332 is about

- Deeply understand the basic structures used in all software
 - Understand the data structures and their trade-offs
 - Rigorously analyze the algorithms that use them (math!)
 - Learn how to pick “the right thing for the job”
- Experience the purposes and headaches of multithreading
- Practice design, analysis, and implementation
 - The elegant interplay of “theory” and “engineering” at the core of computer science

Goals

- You will understand:
 - what the tools are for storing and processing common data types
 - which tools are appropriate for which need
- So that you will be able to:
 - **make good design choices** as a developer, project manager, or system customer
 - **justify** and **communicate** your design decisions

One view on this course

- This is the class where you begin to think like a computer scientist
 - You stop thinking in Java code
 - You start thinking that this is a hashtable problem, a stack problem, etc.

Data Structures?

“**Clever**” ways to organize information in order to enable *efficient* computation over that information.

Example Trade-Offs

Trade-Offs

A data structure strives to provide many useful, efficient operations

But there are unavoidable trade-offs:

- Time vs. space
- One operation more efficient if another less efficient
- Generality vs. simplicity vs. performance

That is why there are many data structures and educated CSEers internalize their main trade-offs and techniques

- And recognize logarithmic < linear < quadratic < exponential

Getting Serious: 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**
 - A specific *organization of data* and family of algorithms for implementing an ADT
- **Implementation** of a data structure
 - A specific implementation in a specific language

The Stack ADT

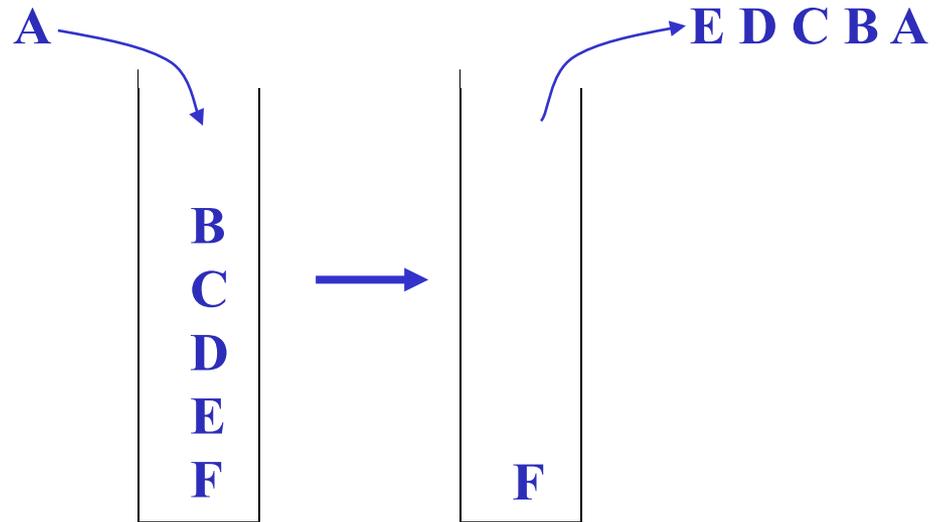
- Stack Operations:

`push`

`pop`

`top/peek`

`is_empty`



Terminology Example: Stacks

- The **Stack ADT** supports operations:
 - **push**: adds an item
 - **pop**: raises an error if isEmpty, else returns *most-recently pushed item* not yet returned by a pop
 - **isEmpty**: initially true, later true if there have been same number of pops as pushes
 - ... (Often some more operations)
- A Stack **data structure** could use a linked-list or an array or something else, and associated **algorithms** for the operations
- One **implementation** is in the library `java.util.Stack`

Why useful

The **Stack ADT** is a useful abstraction because:

- We can **communicate** in high-level terms
 - “Use a stack and push numbers, popping for operators...”
 - Rather than, “create a linked list and add a node when...”
- It arises **all the time** in programming (see Weiss for more)
 - Recursive function calls
 - Balancing symbols (parentheses)
 - Evaluating postfix notation: $3\ 4\ +\ 5\ *$
 - Clever: Infix $((3+4) * 5)$ to postfix conversion (see Weiss)
- We can code up a **reusable library**

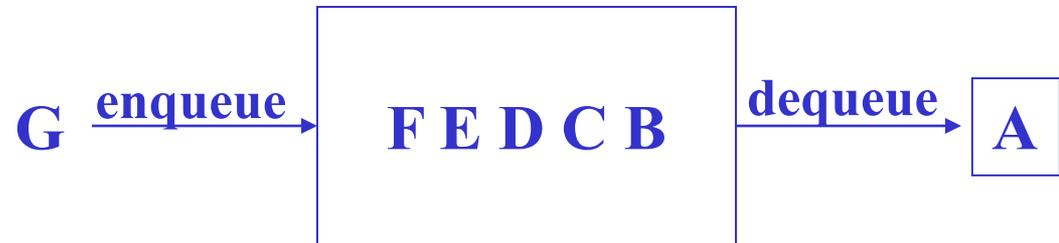
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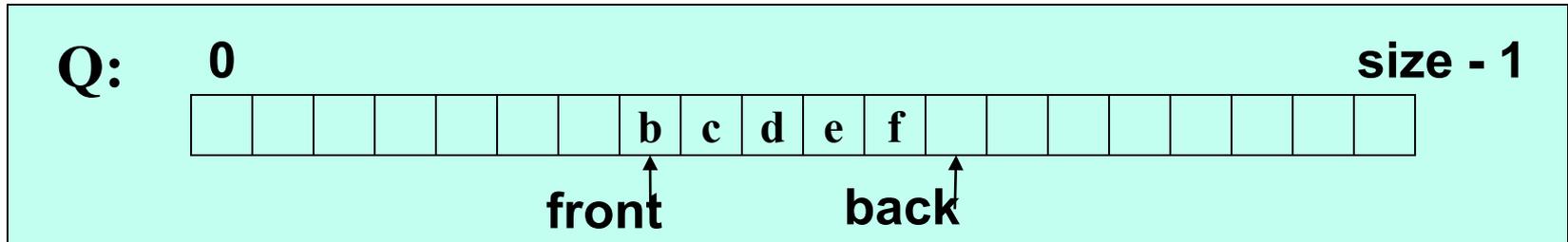
The Queue ADT

Queue Operations:

`enqueue`
`dequeue`
`is_empty`



Circular Array Queue Data Structure

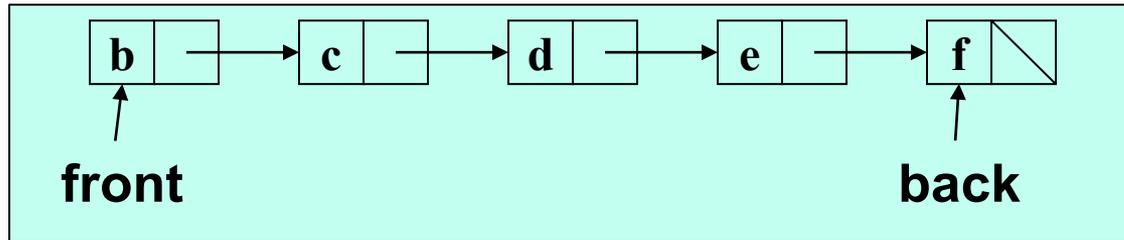


```
// Basic idea only!  
enqueue(x) {  
    Q[back] = x;  
    back = (back + 1) % size  
}
```

```
// Basic idea only!  
dequeue() {  
    x = Q[front];  
    front = (front + 1) % size;  
    return x;  
}
```

- What if **queue** is empty?
 - Enqueue?
 - Dequeue?
- What if **array** is full?
- How to *test* for empty?
- What is the *complexity* of the operations?

Linked List Queue Data Structure



```
// Basic idea only!  
enqueue(x) {  
    back.next = new Node(x);  
    back = back.next;  
}
```

```
// Basic idea only!  
dequeue() {  
    x = front.item;  
    front = front.next;  
    return x;  
}
```

- What if **queue** is empty?
 - Enqueue?
 - Dequeue?
- Can **list** be full?
- How to *test* for empty?
- What is the *complexity* of the operations?

Circular Array vs. Linked List

Circular Array vs. Linked List (Answers)

Array:

- May waste unneeded space or run out of space
- Space per element excellent
- Operations very simple / fast

Operations not in Queue ADT, but also:

- Constant-time “access to k^{th} element”
- For operation “insertAtPosition”, must shift all later elements

List:

- Always just enough space
- But more space per element
- Operations very simple / fast

Operations not in Queue ADT, but also:

- No constant-time “access to k^{th} element”
- For operation “insertAtPosition” must traverse all earlier elements

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