Selecting a data structure

In Computer Science, every data structure is some combination of the following “core” data structures.

- primitives (e.g., an int)
- structures (i.e., struct)
- arrays
- linked lists
- trees
- graphs

Selecting an appropriate data structure is important in program design. Consider a situation where you are choosing between an array, a linked list, and a BST. Some design considerations are:

- How frequently will you add items? remove items?
- How frequently will you search for items?
- Do you need to access an item at a specific position?
- Do you need to preserve the “original sequence” of the data, or can it be re-arranged?
- Can you have duplicate items?

Knowing the answers to these questions and the efficiency of each data structure function will help you make design decisions.
Sequenced data

Consider the following strings to be stored in a data structure.

"Bob" "Alice" "Charlie"

Is the original sequencing important?

- If it’s the result of a competition, yes: "Bob" is in first place.
  
  We call this type of data **sequenced**.

- If it’s a list of friends to invite to a party, it is not important.
  
  We call this type of data **unsequenced** or “rearrangeable”.

If the data is sequenced, then a data structure that sorts the data (e.g., a BST) is likely not an appropriate choice. Arrays and linked lists are better suited for sequenced data.

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### Data structure comparison: sequenced data

<table>
<thead>
<tr>
<th>Function</th>
<th>Dynamic Array</th>
<th>Linked List</th>
</tr>
</thead>
<tbody>
<tr>
<td>item at</td>
<td>$O(1)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>search</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>insert at</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>insert front</td>
<td>$O(n)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>insert back</td>
<td>$O(1)^*$</td>
<td>$O(n)^+$</td>
</tr>
<tr>
<td>remove at</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
</tr>
<tr>
<td>remove front</td>
<td>$O(n)$</td>
<td>$O(1)$</td>
</tr>
<tr>
<td>remove back</td>
<td>$O(1)$</td>
<td>$O(n)^+$</td>
</tr>
</tbody>
</table>

* amortized

$O(1)$ with a wrapper strategy and a back pointer

$O(1)$ with a doubly linked list and a back pointer.

---

### Data structure comparison: unsequenced (sorted) data

<table>
<thead>
<tr>
<th>Function</th>
<th>Sorted</th>
<th>Sorted</th>
<th>Self-</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Dynamic</td>
<td>Linked</td>
<td>Regular</td>
</tr>
<tr>
<td>select</td>
<td>$O(1)$</td>
<td>$O(n)^*$</td>
<td>$O(n)^+$</td>
</tr>
<tr>
<td>search</td>
<td>$O(\log n)$</td>
<td>$O(n)$</td>
<td>$O(h)$</td>
</tr>
<tr>
<td>insert</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>$O(h)$</td>
</tr>
<tr>
<td>remove</td>
<td>$O(n)$</td>
<td>$O(n)$</td>
<td>$O(h)$</td>
</tr>
</tbody>
</table>

* $O(h)$ with a size augmentation.

$O(\log n)$ with a size augmentation.

select(k) finds the $k$-th smallest item in the data structure.

For example, select(0) finds the smallest element.
example: design decisions

- An array is a good choice if you frequently access elements at specific positions (random access).
- A linked list is a good choice for sequenced data if you frequently add and remove elements at the start.
- A self-balancing BST is a good choice for unsequenced data if you frequently search for, add and remove items.
- A sorted array is a good choice if you rarely add/remove elements, but frequently search for elements and select the data in sorted order.

Implementing collection ADTs

A significant benefit of a collection ADT is that a client can use it “abstractly” without worrying about how it is implemented.

In practice, ADT modules are usually well-written, optimized and have a well documented interface.

In this course, we are interested in how to implement ADTs.

Typically, the collection ADTs are implemented as follows.

- **Stack**: linked lists or dynamic arrays
- **Queue**: linked lists
- **Sequence**: linked lists or dynamic arrays.
  
  Some libraries provide two different ADTs (e.g., a list and a vector) that provide the same interface but have different operation run-times.
- **Dictionary** (and **Sets**): self-balanced BSTs or hash tables*

* A hash table is typically an array of linked lists (more on hash tables in CS 240).
Beyond integers

In Section 10, we presented an implementation of a Stack ADT that only supported a stack of integers.

What if we want to have a stack of a different type?

There are three common strategies to solve this “type” problem in C:

- create a separate implementation for each possible item type,
- use a typedef to define the item type, or
- use a void pointer type (void *).

The first option is unwieldy and unsustainable. We first discuss the typedef strategy, and then the void * strategy.

We don’t have this problem in Racket because of dynamic typing.
This is one reason why Racket and other dynamic typing languages are so popular.

Some statically typed languages have a template feature to avoid this problem. For example, in C++ a stack of integers is defined as:

```cpp
stack<int> my_int_stack;
```

The stack ADT (called a stack “container”) is built-in to the C++ STL (standard template library).

typedef

The C typedef keyword allows you to create your own “type” from previously existing types. This is typically done to improve the readability of the code, or to hide the type (for security or flexibility).

```c
typedef int Integer;
typedef int *IntPtr;
```

```c
Integer i;
IntPtr p = &i;
```

It is common to use a different coding style (we use CamelCase) when defining a new “type” with typedef.
typedef is often used to simplify complex declarations
(e.g., function pointer types).

typedef int (* MapFn)(int);
int add1(int n) { return n+1; }

void array_map(MapFn f, int a[], int len) { // <- cleaner!
    for (int i=0; i < len; ++i) {
        a[i] = f(a[i]);
    }
}

int main(void) {
    int arr[6] = {4, 8, 15, 16, 23, 42};
    array_map(add1, arr, 6);
    MapFn f = add1;
    array_map(f, arr, 6);
    //...
}

Stack ADT: cleaner interface

struct stack;
// use [Stack] instead of [struct stack *]
typedef struct stack * Stack;
// operations:
Stack stack_create(void);
bool stack_is_empty(Stack s);
int stack_top(Stack s);
int stack_pop(Stack s);
void stack_push(int item, Stack s);
void stack_destroy(Stack s);

Some programmers consider it poor style to use typedef to
“abstract” that a type is a pointer, as it may accidentally lead to
memory leaks.

A compromise is to use a type name that reflects that the type is
a pointer (e.g., StackPtr).

The Linux kernel programming style guide recommends
avoiding typedefs altogether.
The “typedef” strategy is to define the type of each item
(ItemType) in a separate header file (“item.h”) that can be
provided by the client.

```c
// item.h
typedef int ItemType; // for stacks of ints
or...
// item.h
typedef struct posn ItemType; // for stacks of posns
```

The ADT module would then be implemented with this ItemType.

```c
#include "item.h"

void stack_push(Stack S, ItemType i);
ItemType stack_top(Stack s);
```

Having a client-defined ItemType is a popular approach for small
applications, but it does not support having two different stack types
in the same application.

The typedef approach can also be problematic if ItemType is a
pointer type and it is used with dynamic memory. In this case, calling
destroy_Stack may create a memory leak.

Memory management issues are even more of a concern with the
third approach (void *).

### void pointers

The void pointer (void *) is the closest C has to a “generic” type,
which makes it suitable for ADT implementations.

void pointers can point to “any” type, and are essentially just
memory addresses. They can be converted to any other type of
pointer, but **they cannot be directly dereferenced**.

```c
int i = 42;
void *vp = &i;
int j = *vp; // INVALID
int *ip = vp;
int k = *ip; // VALID
```
While some C conversions are implicit (e.g., char to int), there is a C language feature known as **casting**, which explicitly "forces" a type conversion.

To cast an expression, place the destination type in parentheses to the left of the expression. This example casts a "void *" to an "int *", which can then be dereferenced:

```c
int i = 42;
void *vp = &i;
int j = *(int *)vp;
```

A useful application of casting is to avoid integer division when working with floats (see CP:AMA 7.4):

```c
float one_half = ((float) 1) / 2;
```

---

**Implementing ADTs with void pointers**

There are two complications that arise from implementing ADTs with void pointers:

- **Memory management** is a problem because a protocol must be established to determine if the client or the ADT is responsible for freeing item data.

- **Comparisons** are a problem because some ADTs must be able to compare items when searching and sorting.

Both problems also arise in the typedef approach.

The solution to the memory management problem is to make the ADT interface explicitly clear whose responsibility it is to free any item data: the client or the ADT. Both choices present problems.

For example, when it is the client’s responsibility to free items, care must be taken to retrieve and free every item before a destroy operation, otherwise destroy could cause memory leaks. A precondition to the destroy operation could be that the ADT is empty (all items have been removed).
When it is the ADT’s responsibility, problems arise if the items contain additional dynamic memory.

For example, consider if we desire a sequence of accounts, where each account is an instance of the account ADT we implemented earlier. If the sequence remove_at operation simply calls free on the item, it creates a memory leak as the username and password are not freed.

To solve this problem, the client can provide a customized free function for the ADT to call (e.g., destroy_account).

**example: stack interface with void pointers**

```c
// (partial interface) CLIENT'S RESPONSIBILITY TO FREE ITEMS

// stack_push(s, i) puts item i on top of the stack  
// NOTE: The caller should not free the item until it is popped
void stack_push(Stack s, void *i);

// stack_top(s) returns the top but does not pop it
// NOTE: The caller should not free the item until it is popped
const void *stack_top(Stack s);

// stack_pop(s) removes the top item and returns it
// NOTE: The caller is responsible for freeing the item
void *stack_pop(Stack s);

// stack_destroy(s) destroys the stack
// requires: The stack must be empty (all items popped)
void stack_destroy(Stack s);
```

**example: client interface**

```c
#include "stack.h"

// this program reverses the characters typed
int main(void) {
    Stack s = create_Stack();
    while(1) {
        char c;
        if (scanf("%c", &c) != 1) break;
        char *newc = malloc(sizeof(char));
        *newc = c;
        push(s, newc);
    }
    while(!is_empty(s)) {
        char *oldc = pop(s);
        printf("%c", *oldc);
        free(oldc);
    }
    destroy_Stack(s);
}
```
Comparison functions

The dictionary and set ADTs often sort and compare their items, which is a problem if the item types are void pointers.

To solve this problem, we can provide the ADT with a **comparison function** (pointer) when the ADT is created.

The ADT would then just call the comparison function whenever a comparison is necessary.

Comparison functions follow the `strcmp(a,b)` convention where return values of −1, 0 and 1 correspond to (a < b), (a == b), and (a > b) respectively.

```c
// a comparison function for integers
int compare_ints(const void *a, const void *b) {
    const int *ia = a;
    const int *ib = b;
    if (*ia < *ib) { return -1; }
    if (*ia > *ib) { return 1; }
    return 0;
}
```

A typedef can be used to make declarations less complicated.

```c
typedef int ( *CompFuncPtr) (const void * , const void * );
```

---

**example: dictionary**

```c
// dictionary.h (partial interface)
struct dictionary;
typedef struct dictionary *Dictionary;
typedef int ( *DictKeyCompare) (const void * , const void * );
Dictionary dict_create(DictKeyCompare f);
const void * dict_lookup(Dictionary d, void * k);
```
This implementation of `dict_lookup` illustrates how the comparison function would work.

```c
const void * dict_lookup(void * key, Dictionary d) {
    struct bstnode * curnode = d->root;
    while (curnode) {
        int result = d->key_compare(key, curnode->item);
        if (result == 0) {
            return curnode->value;
        } else if (result < 0) {
            curnode = curnode->left;
        } else {
            curnode = curnode->right;
        }
    }
    return NULL;
}
```

**C generic algorithms**

Now that we are comfortable with void pointers, we can use C’s built-in `qsort` function.

`qsort` is part of `<stdlib.h>` and can sort an array of any type.

This is known as a “generic” algorithm.

`qsort` requires a comparison function (pointer) that is used identically to the comparison approach we described for ADTs.

```c
void qsort(void * arr, int len, size_t size,
           CompFuncPtr f);
```

The other parameters of `qsort` are an array of any type, the length of the array (number of elements), and the `sizeof` each element.
// see previous definition
int compare_ints (const void * a, const void * b);

int main(void) {
    int a[7] = {8, 6, 7, 5, 3, 0, 9};
    qsort(a, 7, sizeof(int), compare_ints);
    //...
}

C also provides a generic binary search (bsearch) function that searches any sorted array for a key, and either return a pointer to the element if found, or NULL if not found.

void *bsearch(void *key,
    void *arr,
    int len,
    size_t size,
    CompFuncPtr f);

Goals of this Section

At the end of this section, you should be able to:

• determine an appropriate data structure or ADT for a given design problem

• describe the memory management issues related to using void pointers in ADTs and how void pointer comparison functions can be used with generic ADTs and generic algorithms