

Programming (Econometrics)

Lecture 5: Linear data structures

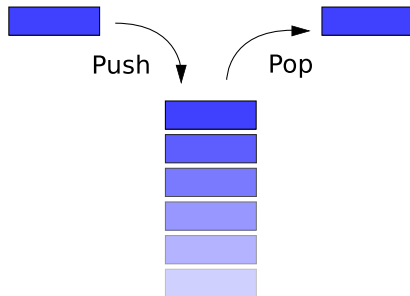
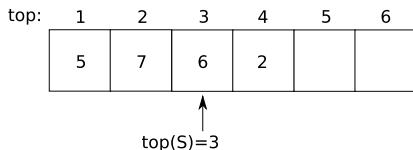
Tommi Tervonen

Econometric Institute, Erasmus School of Economics

- *Data structures* allow to store a set of elements and guarantee certain complexity for elementary operations (access, insert, delete, search x , search min/max)
- Arrays are the most elementary data structures
- Random access: $O(1)$
- All other operations: $O(n)$

Stack

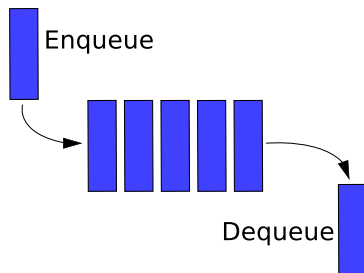
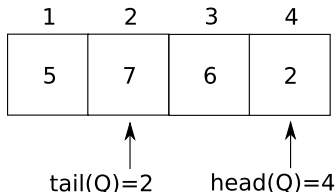
- Last-In First-Out access semantics (LIFO)
- Can be implemented using an array and index of top element



- When you make a method call, the new frame of execution (local variables) is pushed to the stack
- When the method exits, the local variables are simply popped from the stack

Queue

- First-In First-Out access semantics (FIFO)
- Can be implemented using an array and indices of first (head) and last (tail) elements
- Empty queue is denoted with $\text{head} = 0$, $\text{tail} = 1$



4 queues (3, 7, 6, 2), 3 dequeues (delete 3, 7 and 6), and 1 enqueue (5): contents of Q are [2, 5].

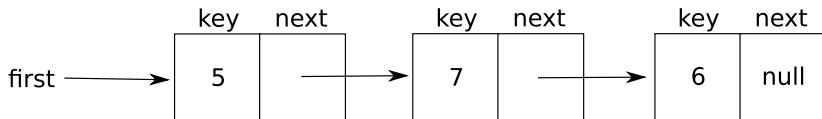
Use of queues: simulation with (multiple) queues

- Many practical problems can be modeled with queues
- E.g. factory arriving material to be processed, process step 1 storage, process step 2 storage, ...

- Until now all the data structures we considered have been static
- When elements are constantly inserted / deleted, static structures are slow ($O(n)$)
- Need for node-based dynamic structures

Linked list

- Linked list is a list where each element has its own node, that contains the key and a reference to the next node
- Can be used to implement a stack



- OO-extensions and their use in passing by reference

```
classdef node < handle
    properties
        key
        next
    end
end
```

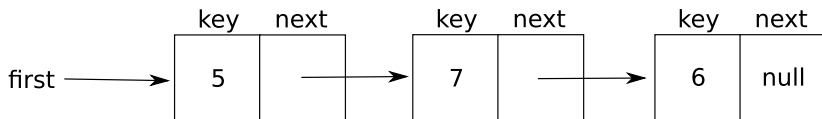
Linked list construction

```
classdef linkedlist < handle
    properties
        first
    end
end

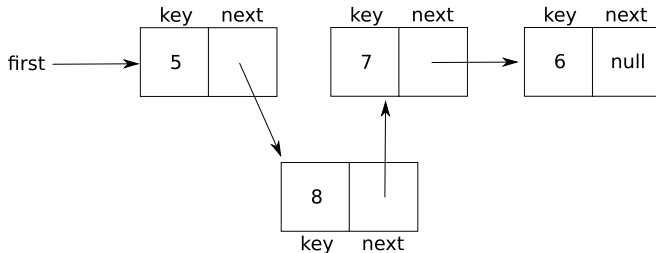
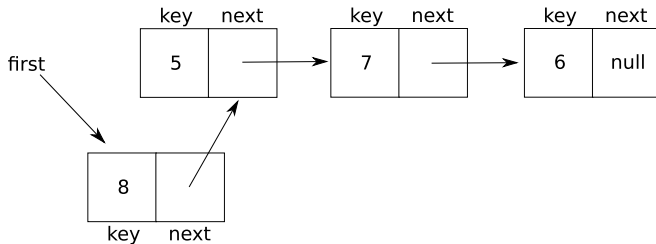
function L = initLinkedList(value)
    L = linkedList();
    fNode = node();
    fNode.key = value;
    fNode.next = [];
    L.first = fNode;
end
```

Linked list traversal

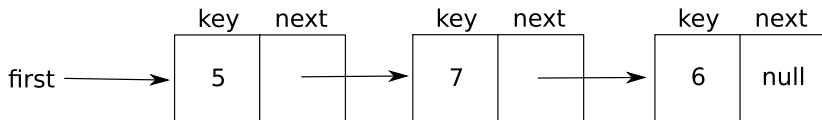
```
function node = findKey(L, key)
    curNode = L.first;
    while (~isempty(curNode))
        if (curNode.key == key)
            node = curNode;
            break;
        end
        curNode = curNode.next;
    end
end
```



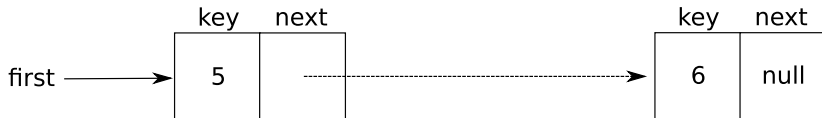
Linked list insert element



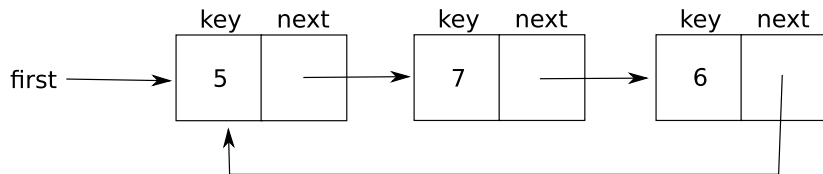
Linked list delete element



`deleteNodeAfter(nodeOf5)`



Circular linked list



- Uses: round-robin scheduling of processes in multi-tasking environments (e.g. your computer)

Complexity of linked list operations

- Insert/delete element in beginning: $O(1)$
- Insert/delete element at current iteration location: $O(1)$
- Random access: $O(n)$
- Search: $O(n)$

```
prev->next = toDelete->next;  
delete toDelete;
```

```
// if only forgetting were  
// this easy for me.
```



```
assert "It's going to be okay.";
```

