

# Forms of Data

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# Primitive!

The most basic data types:

- Integers 1, 2, 3, 1234, -5
- Floating Point Decimals 1.23, 2.34, -5.0
- Character 'a', 'b', 'c'
- Boolean True, False
  
- Strings "abc"



# Complexity Increased

Complex data types can be constructed out of primitive data types.

Example: a date.

2020-11-24

More complex data structures can be constructed out of basic structures

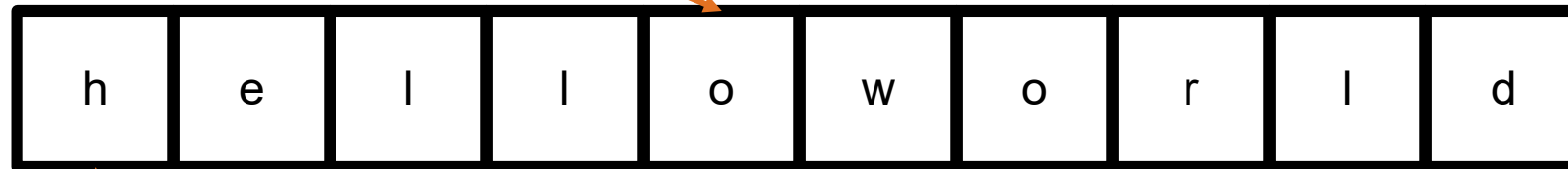
# Array, one-dimensional

- One of the oldest and most important data structures:  
Almost every program uses arrays at some point.
- Mostly some consecutive space in memory.
- Used to implement a lot of other data structures.
- Accessing elements requires a single subscript.

Indices are restricted to a consecutive range of integers:  $B + c \times i$

```
my_array[4]  
> 'o'
```

$i$ : element's index, zero-based



$B$ : Base address

$c$ : address increment

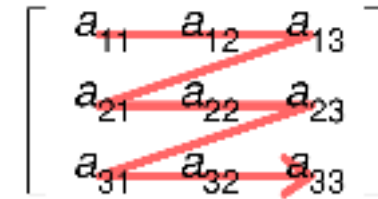


# Array, multi-dimensional

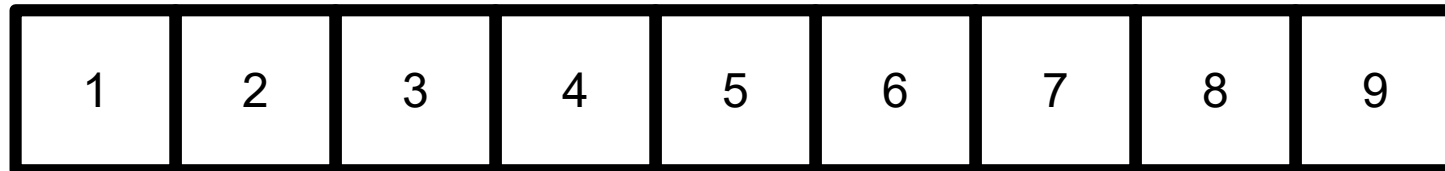
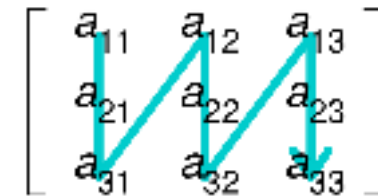
- Used to model a notion of matrices
- Still some consecutive space in memory
- Order either row-major or column-major

$$my\_matrix = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \quad \begin{array}{l} my\_matrix[1][2] \\ > 6 \end{array}$$

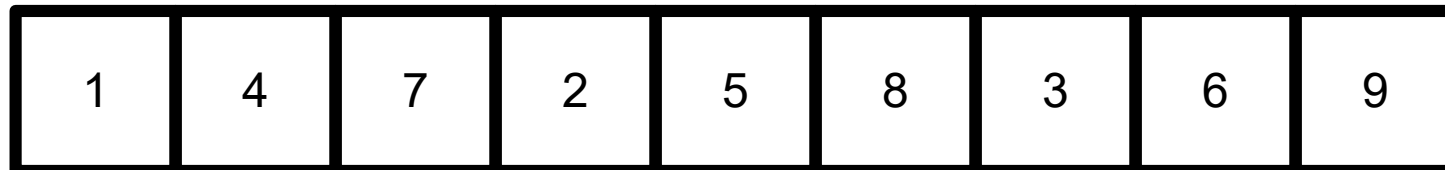
Row-major order



Column-major order



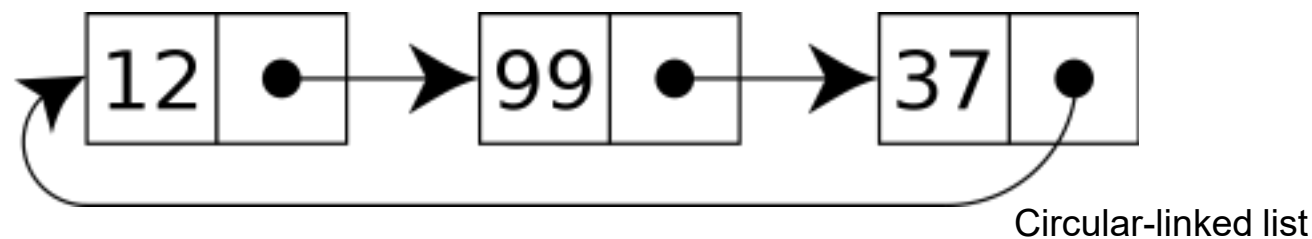
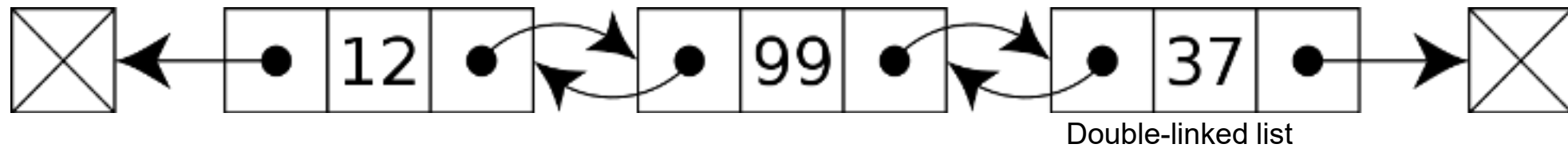
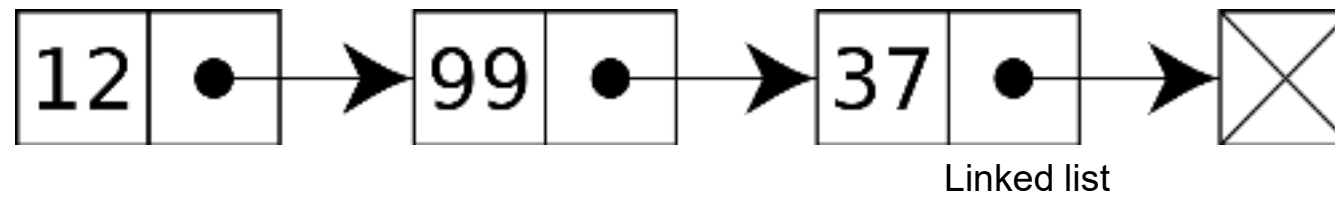
Row-major order



Column-major order

# Lists

- A problem with arrays: Their consecutive space in memory is fixed. That makes insertion and deletion of elements a “costly operation” – sometimes the whole array has to be copied to a larger or smaller space in memory.
- Linked lists allow insertion and deletion at any point in the list



Why should we care?

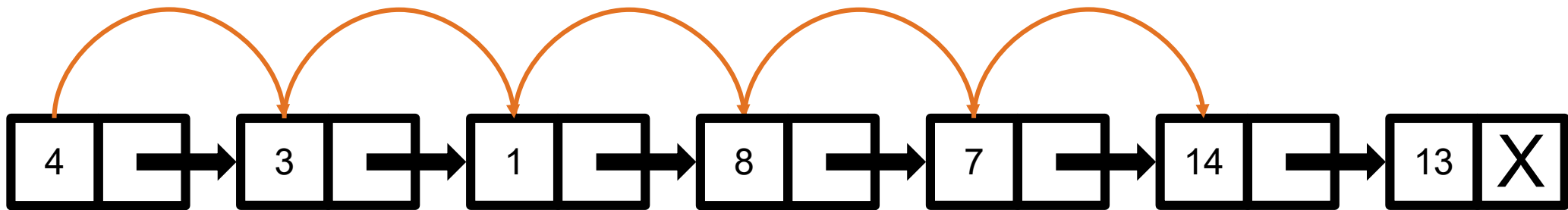




# Data structures make a difference

Choosing an appropriate data structure for your task will make a difference!

Example: Find the element '14'!



Data structure supports only to proceed to next element like a linked list.

Linear search – in worst case we have to visit all elements of the list!

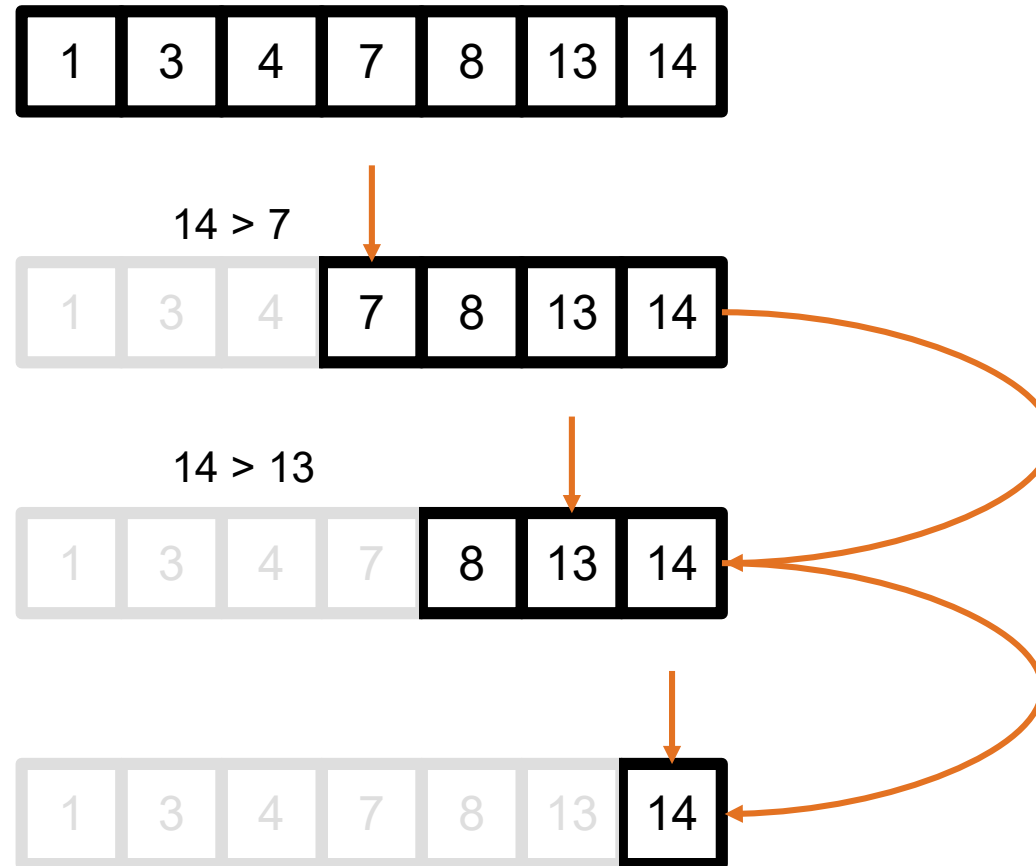
Sorting the list first doesn't increase lookup speed.

# Data structures make a difference

Choosing an appropriate data structure for your task will make a difference!

Example: Find the element '14'!

Data structure supports accessing specific positions of the list like an array. This boils down to **binary search**. With each operation we can eliminate half of the remaining list. Even in worst case, we don't have to visit all elements in the list.

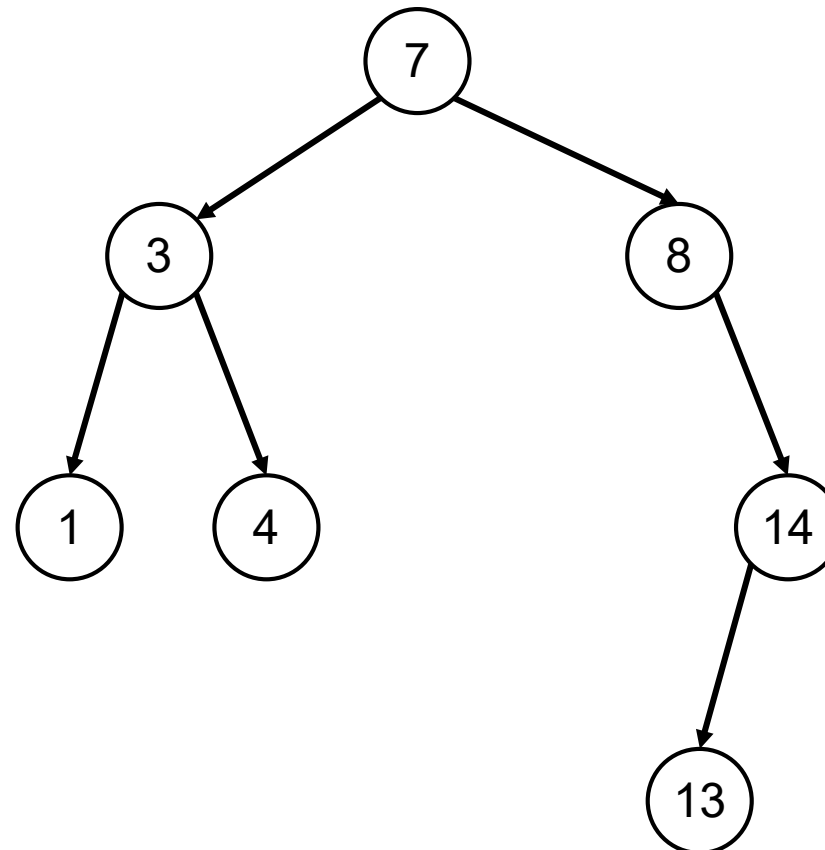


# Data structures make a difference

Choosing an appropriate data structure for your task will make a difference!

Example: Find the element '14'!

For binary search, the array has to be sorted. The logical structure represented within the array is a binary search tree.



A binary search tree is a rooted binary tree data structure whose internal nodes each store a key greater than all the keys in the node's left subtree and less than those in its right subtree.

As a binary tree, each node has at most two children.

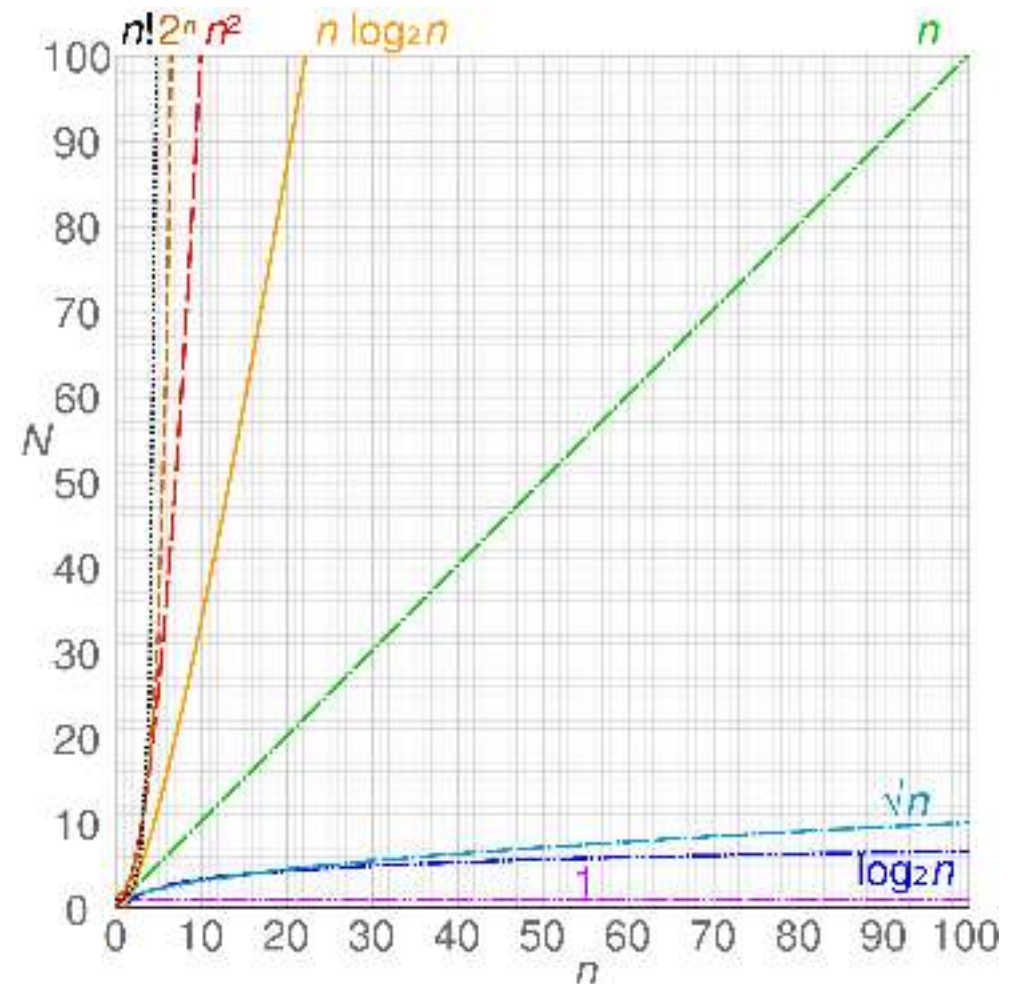
# Do we even notice?

## Classification of

- Linear search:  $O(n)$
- Binary search:  $O(\log n)$

## Big-O-Notation

- Classifies algorithms according to how runtime grows with growing input size
- Usually provides an upper bound on the growth rate
- Picture shows some important classes
- $O(1)$  means “in constant time”, i.e. not depending on input size at all





# Do we even notice?

Let's assume  $n = 100$  elements

- $O(n)$ : 100 operations required to find an element
- $O(\log n)$ : 10 operations required

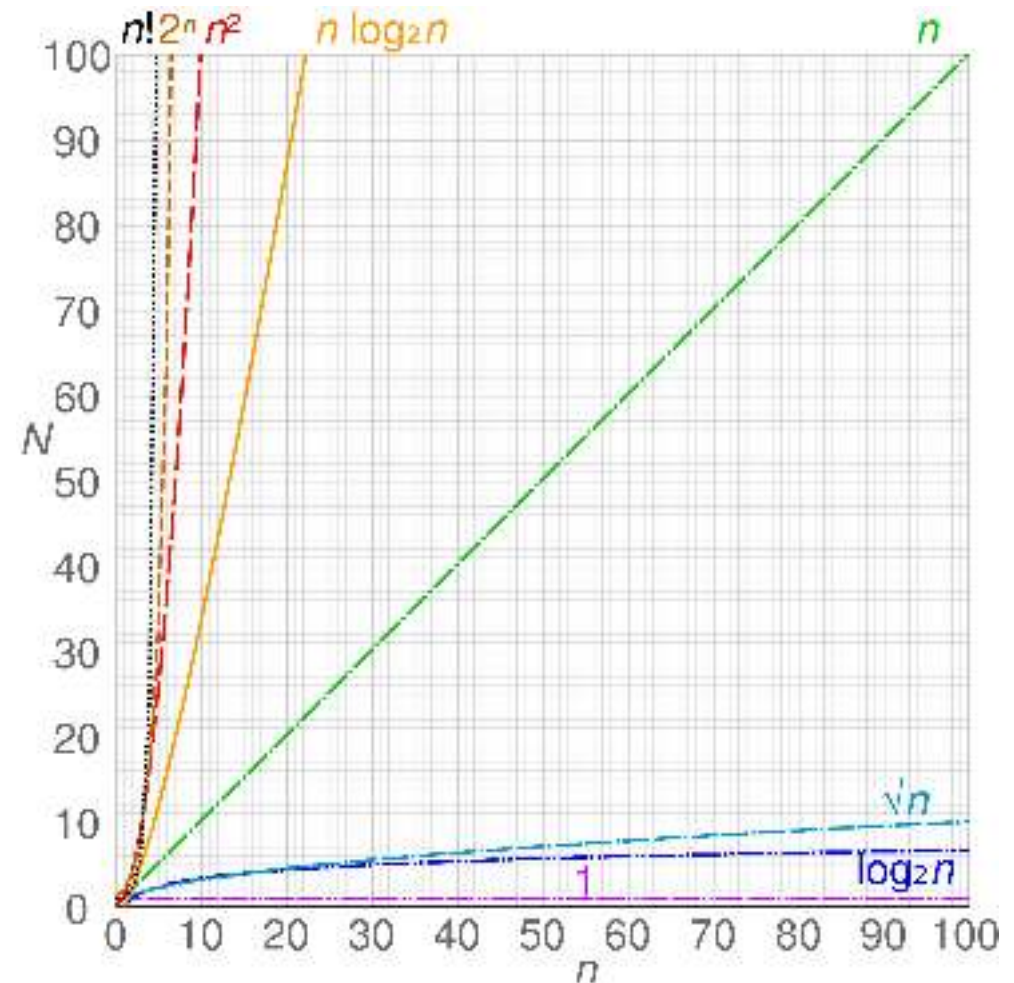
And for  $n = 10.000.000$  (i.e. a factor of 100.000)?

- $O(n)$ : 10.000.000 operations required
- $O(\log n)$ : ~24 operations required.  
That's a factor of ~2,4!

And now imagine each operation takes one second to finish...

10.000.000 sec ~ 2777,78 hours ~ 115,74 days

Google wouldn't be your friend anymore...

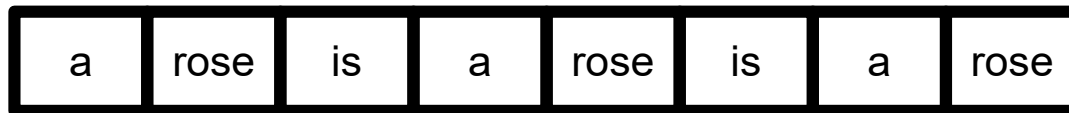


More on data structures

# Sets

- Arrays maintain the order among elements but elements are not necessarily unique
- Sets store unique values without particular order
- Usually used to test a value for membership in a set

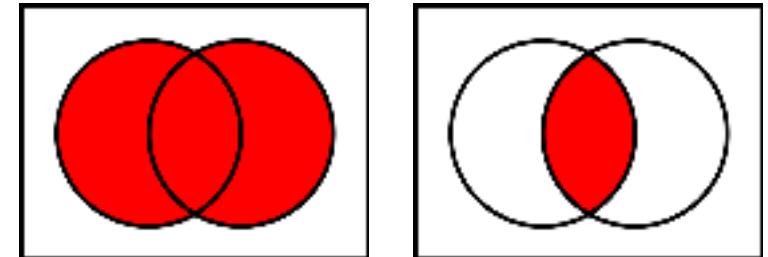
A poem as an array:



and as a set:

$$\{ a, \text{rose}, \text{is} \}$$

Sets allow fundamental operations to create new sets from given sets, e.g. the union of two sets and their intersection

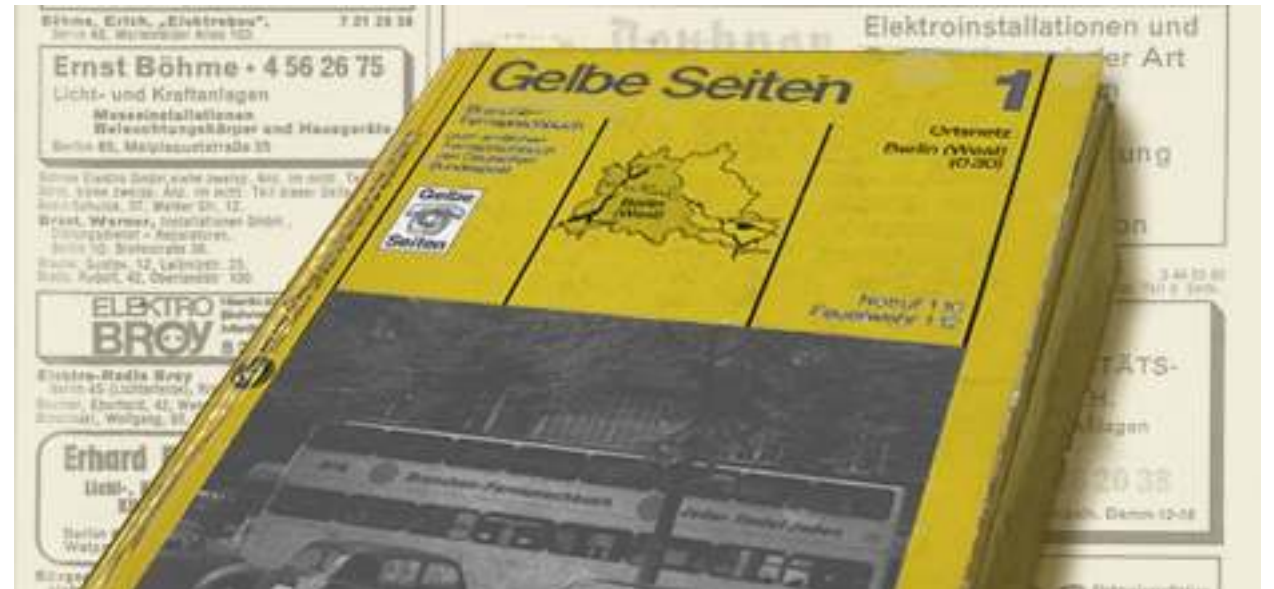


and more complex ones...



# Keys and values

- Arrays allow accessing elements by index, i.e. their position in the list.
- Accessing elements by a semantically meaningful key requires dictionaries a.k.a. associative arrays
- Keys must be unique
- Can be implemented such that finding elements is possible in  $O(1)$



Ancient key-value-store in paperback. ~1900



# Keys and values

Most high-level programming languages offer dictionaries as a primitive, built-in data structure:

- dict (Python)
- dataframe (R)
- Map (Java)
- `std::map` (C++)

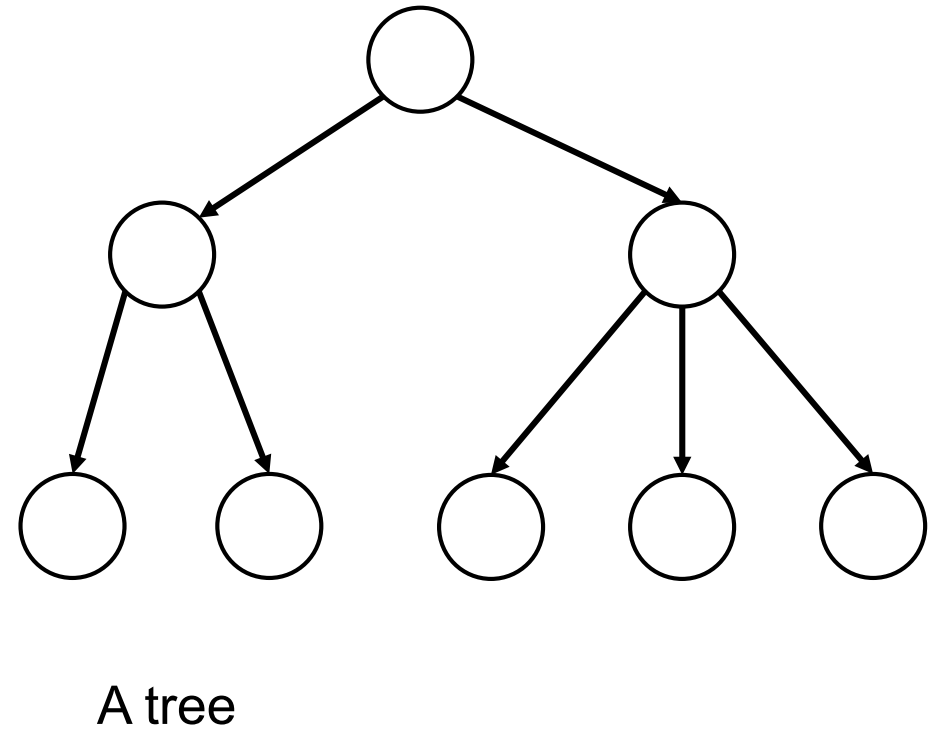
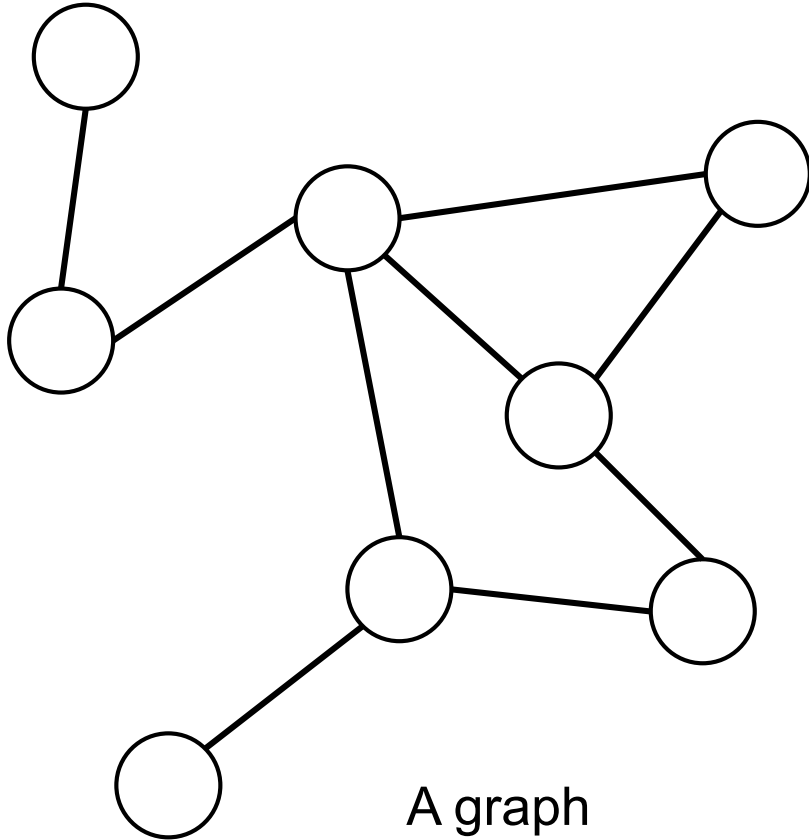
Differences in syntax, but functionality is basically the same

```
capitals = {  
    "France" : "Paris",  
    "Germany" : "Berlin",  
    "Brazil" : "Brasilia"  
}
```

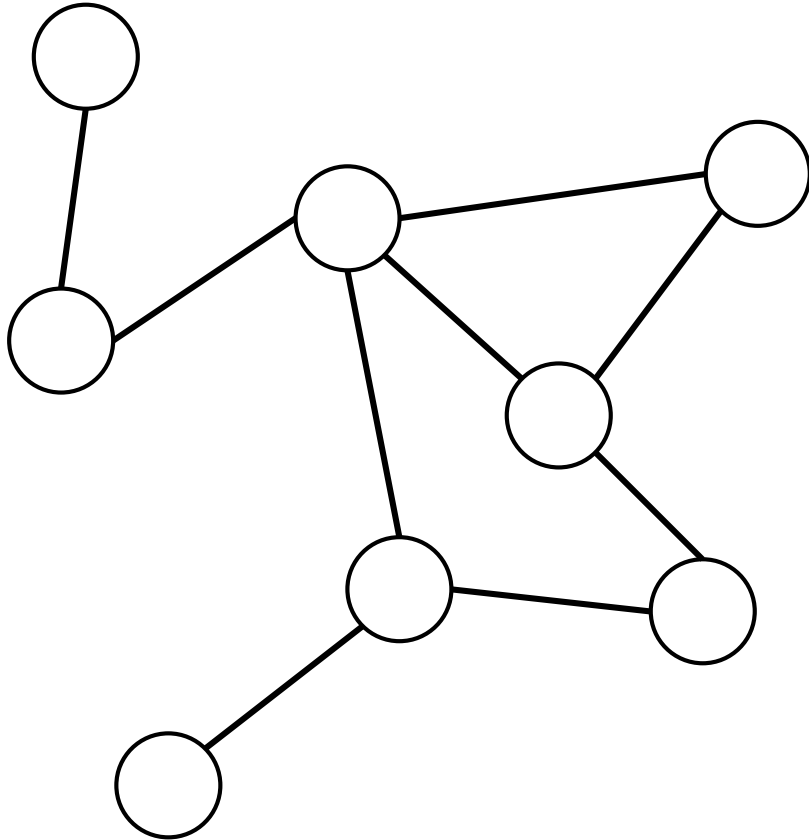
```
capitals["France"]  
> "Paris"
```

```
capitals["Mexico"] = "Mexico City"
```

# Graphs & Trees



# Graphs



A graph in graph theory is a mathematical structure used to model pairwise relations between objects.

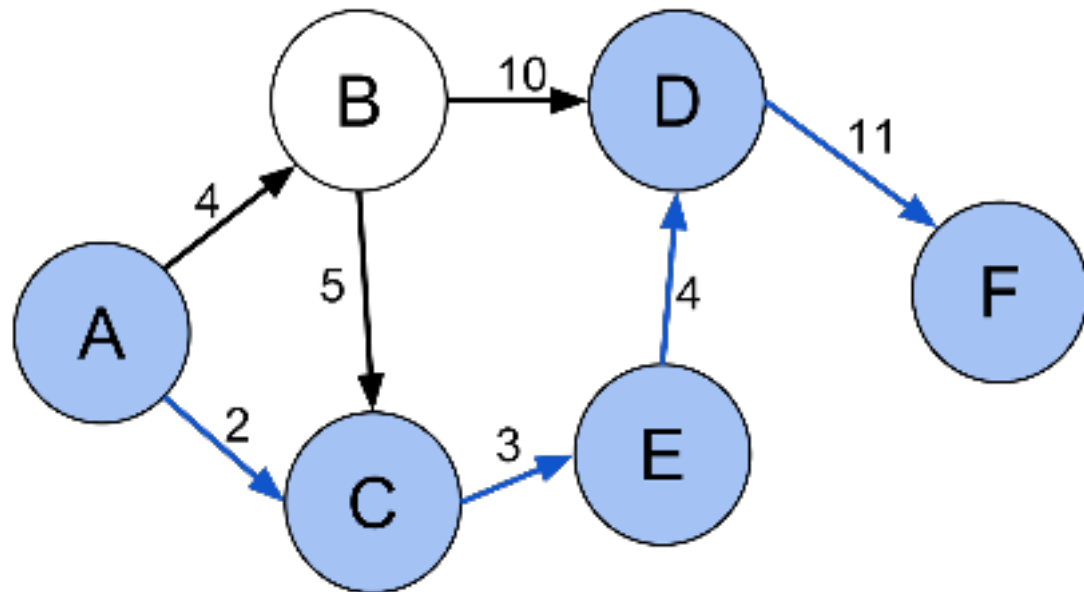
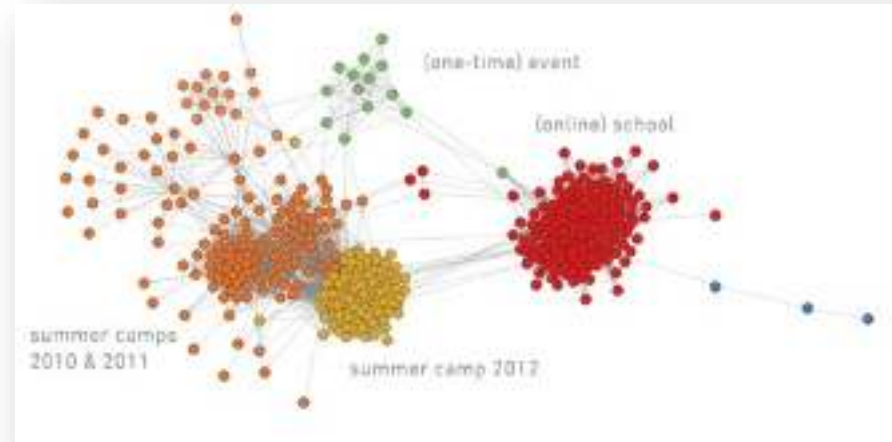
A graph consists of *vertices* (or *nodes*) and connecting *edges* (or *links*)

There is a large variety of types of graphs

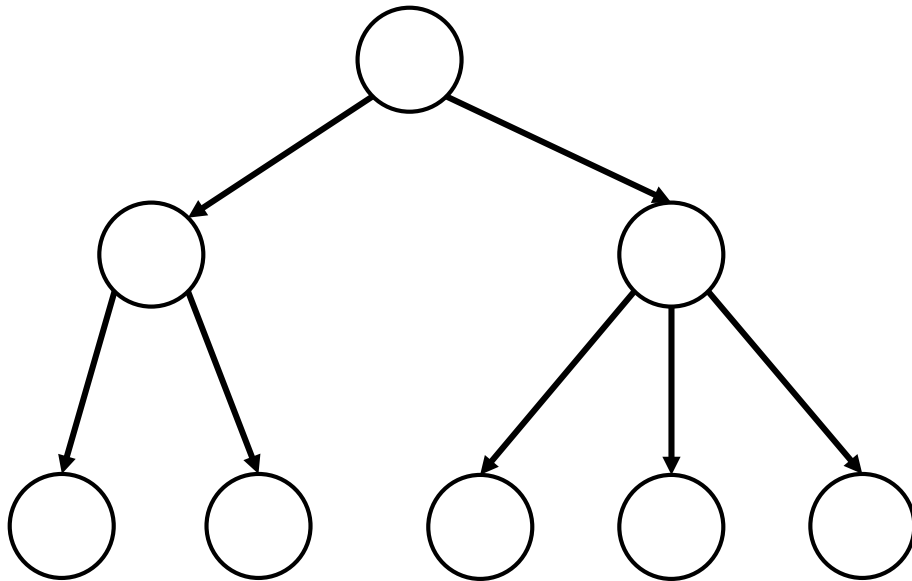
- Directed / Undirected / Mixed
- Connected / Disconnected
- Bipartite
- Weighted
- Attributed
- Tree



# Graphs



# Trees



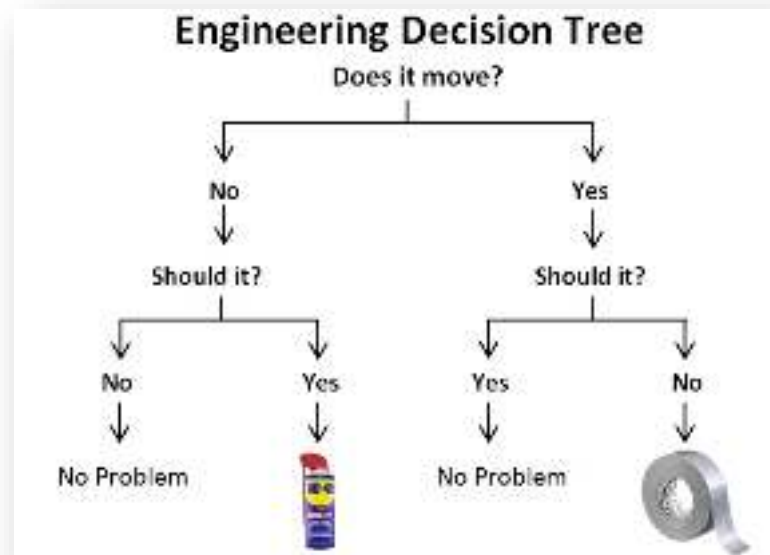
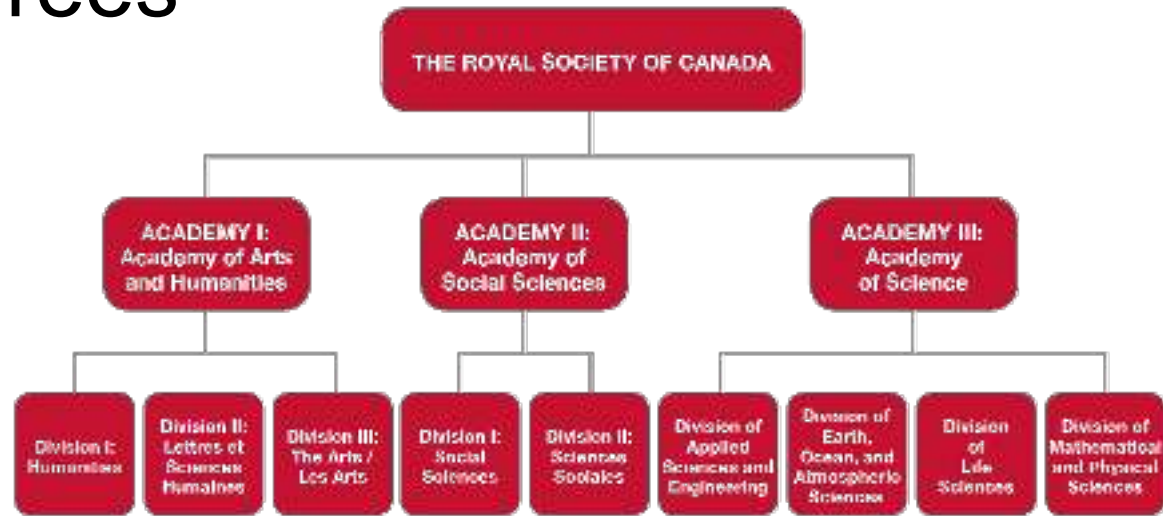
A tree in graph theory is an undirected graph in which any two vertices are connected by exactly one path, or equivalently a connected acyclic undirected graph.

A tree as an abstract data type simulates a hierarchical tree structure, with a root value and subtrees of children with a parent node.

Trees as abstract data types are used to

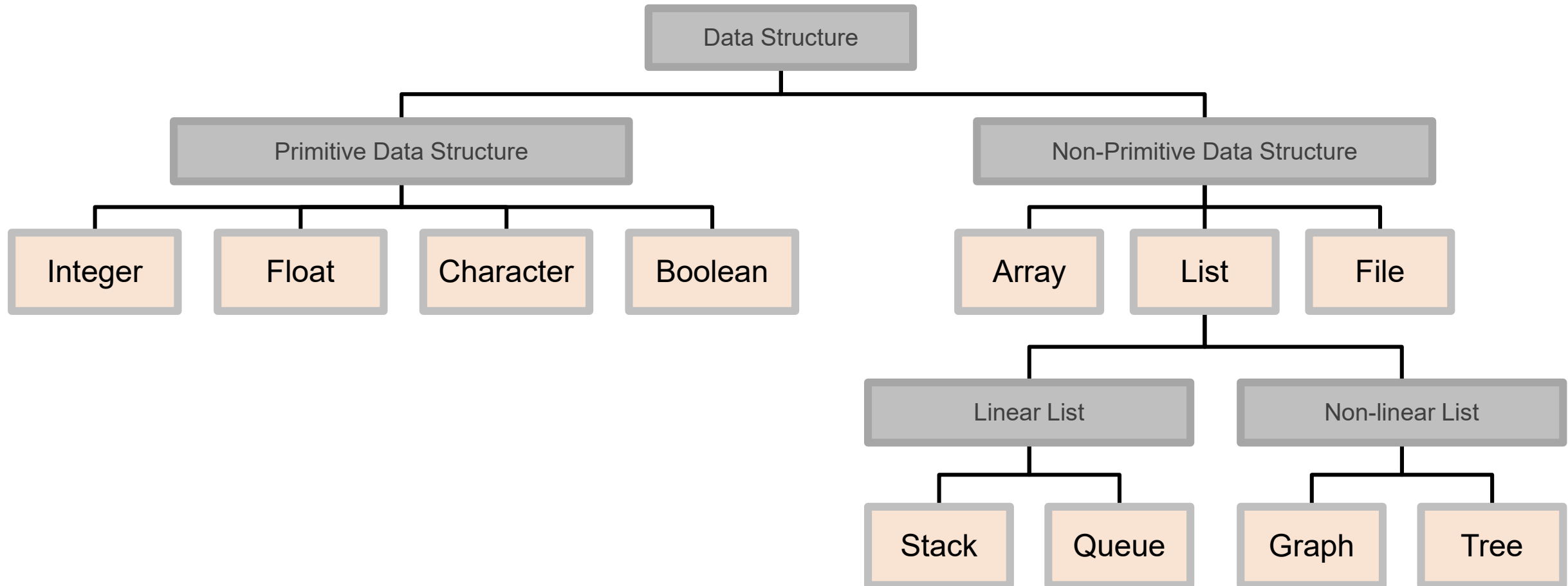
- Represent hierarchical data (e.g. file systems)
- Represent evolutionary data (e.g. in biology, technology, ...)
- Represent Document Object Models of XML
- Implement efficient search

# Trees





# Data Structures: An Overview



Wait... files are data structures?



# Important file types

## Popular file types for exchanging data

- csv / tsv
- JSON
- XML
- GraphML

All of the above choices are essentially text files

Proprietary binary formats are bad choices for exchanging data

# Why text files?

- Human-readable
- Require no proprietary software to view / edit
- Work well with version control systems
- Can easily be fed into algorithms
- Command-line tools are great in processing text files
  - Tools are available by default on Unix/Linux platforms
  - Individual tools are simple but powerful in combination
  - Allow to examine and explore data without any code

## Examples:

- `wc` count word & line numbers
- `grep` filter & search files based on their content
- `sort` sort files
- `shuf` pick random lines out of files
- `uniq` handling duplicates
- `cut` access columns in tables
- `join` combine files
- `sed` modify files
- `awk` execute programs on every line of input





# csv/tsv: Comma Separated Values

```
Sherlock Holmes,221B Baker Street,Detective  
James Moriarty,Reichenbach Falls,Villain
```

- Simple format
- Human-readable
- Widely used
- Problems if separator is part of a data field
- Separator customizable. **Strong recommendation:** use tsv (tab separated values)!

```
Sherlock Holmes  
James Moriarty
```

```
221B Baker Street  
Reichenbach Falls
```

```
Detective  
Villain
```



# json: JavaScript Object Notation

```
[{"name":"Sherlock Holmes", "address":"221B Baker Street", "job":"Detective"},  
{"name":"James Moriarty", "address":"Reichenbach Falls", "job":"Villain"}]
```

- Format more standardized than csv/tsv
- Suitable for nested data and composited data
- Fairly easy to write
- Quite popular

# xml: eXtensible Markup Language

```
<characters>  
  <person name="Sherlock Holmes" address="221B Baker Street" job="Detective"/>  
  <person name="James Moriarty" address="Reichenbach Falls" job="Villain"/>  
</characters>
```

- Format standardized
- Not too friendly to write
- Very verbose, can be very complex
- Advanced features like DTD, XML Schema, XSL, ... (rarely used)

# GraphML

```
<?xml version="1.0" encoding="UTF-8"?>
<graphml xmlns="http://graphml.graphdrawing.org/xmlns"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://graphml.graphdrawing.org/xmlns/1.0/graphml.xsd">
  <graph id="G" edgedefault="undirected">
    <node id="n0"/>
    <node id="n1"/>
    <edge id="e1" source="n0" target="n1"/>
  </graph>
</graphml>
```

- XML-based definition of graphs
- Supports the entire range of possible graph structure constellations
- Supports attributes on graphs, nodes, and edges

So... What is a data structure?



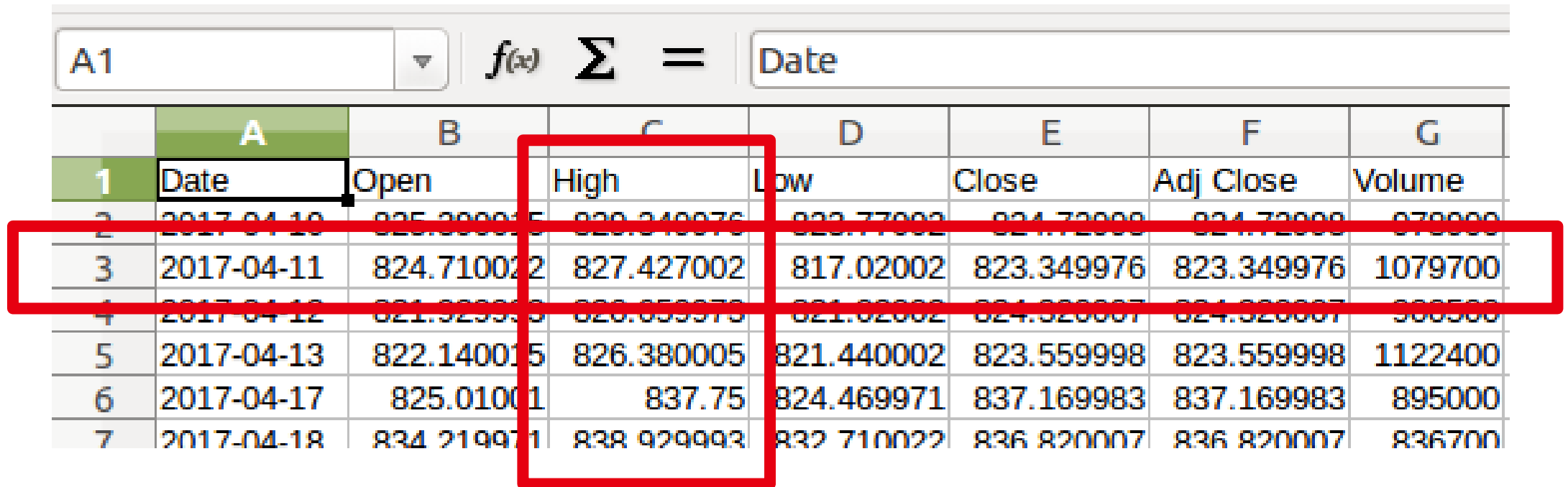
# What is a Data Structure?

- Specialized format for organizing, processing, retrieving, and storing data.
- Designed to arrange data to suit a specific purpose  
e.g. working with the data using an algorithm
- Contains information about data values, relationships between the data, and functions that can be applied to the data
- Maintains logical relationships between individual data elements
- Different operations on data structures:
  - Insertions
  - Deletions
  - Searching
  - Traversing

Tables



# What are tables?



A screenshot of an Excel spreadsheet showing a table of stock data. The table has columns for Date, Open, High, Low, Close, Adj Close, and Volume. A red box highlights the data rows from 2 to 7, and another red box highlights the 'High' column.

	A	B	C	D	E	F	G
1	Date	Open	High	Low	Close	Adj Close	Volume
2	2017-04-10	825.289955	828.349976	823.77002	824.72002	824.72002	978000
3	2017-04-11	824.710022	827.427002	817.02002	823.349976	823.349976	1079700
4	2017-04-12	821.929953	828.659973	821.82002	824.920007	824.920007	900500
5	2017-04-13	822.140015	826.380005	821.440002	823.559998	823.559998	1122400
6	2017-04-17	825.01001	837.75	824.469971	837.169983	837.169983	895000
7	2017-04-18	834.219971	838.929993	832.710022	836.820007	836.820007	836700

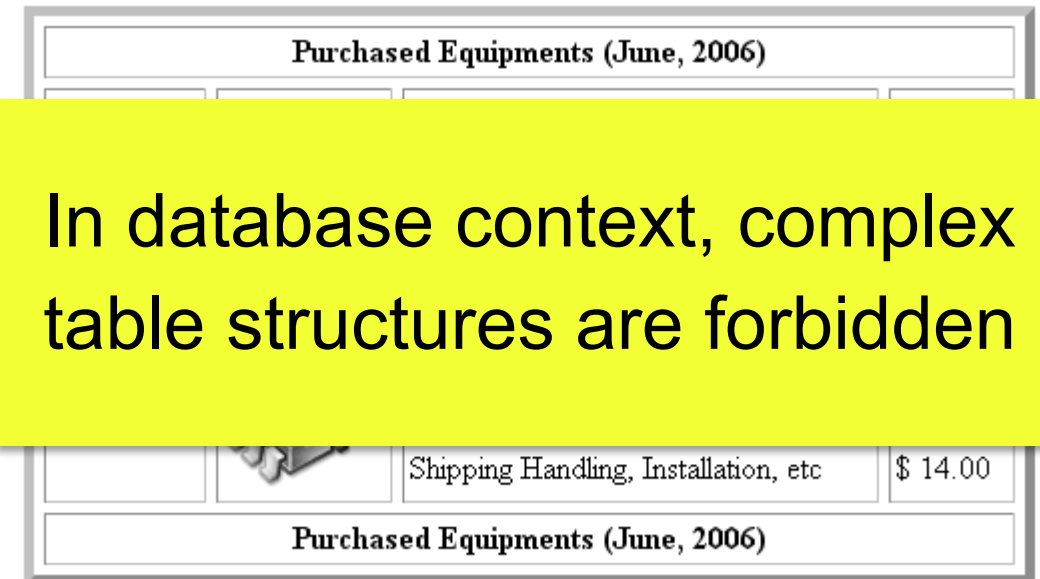
# Important aspects of tables

Tables hold *related* data

Consist of rows & columns; their intersections is called cell

Tables have a specified number of columns and any number of rows

company	division	sector	tryint
00nil_Combined_Company	00nil_Combined_Division	00nil_Combined_Sector	14625
apple	00nil_Combined_Division	00nil_Combined_Sector	10125
apple	hardware	00nil_Combined_Sector	4500
apple	hardware	business	1350
apple	hardware	consumer	3150
apple	software	00nil_Combined_Sector	5625
apple	software	business	4950
apple	software	consumer	675
microsoft	00nil_Combined_Division	00nil_Combined_Sector	4500
microsoft	hardware	00nil_Combined_Sector	1890
microsoft	hardware	business	855
microsoft	hardware	consumer	1035
microsoft	software	00nil_Combined_Sector	2610
microsoft	software	business	1215
microsoft	software	consumer	1395



**Purchased Equipments (June, 2006)**

In database context, complex table structures are forbidden

Shipping Handling, Installation, etc \$ 14.00

**Purchased Equipments (June, 2006)**



# Tables as abstract data structures

Tables are usually multisets

i.e. duplicate rows are allowed

How could a table be implemented?

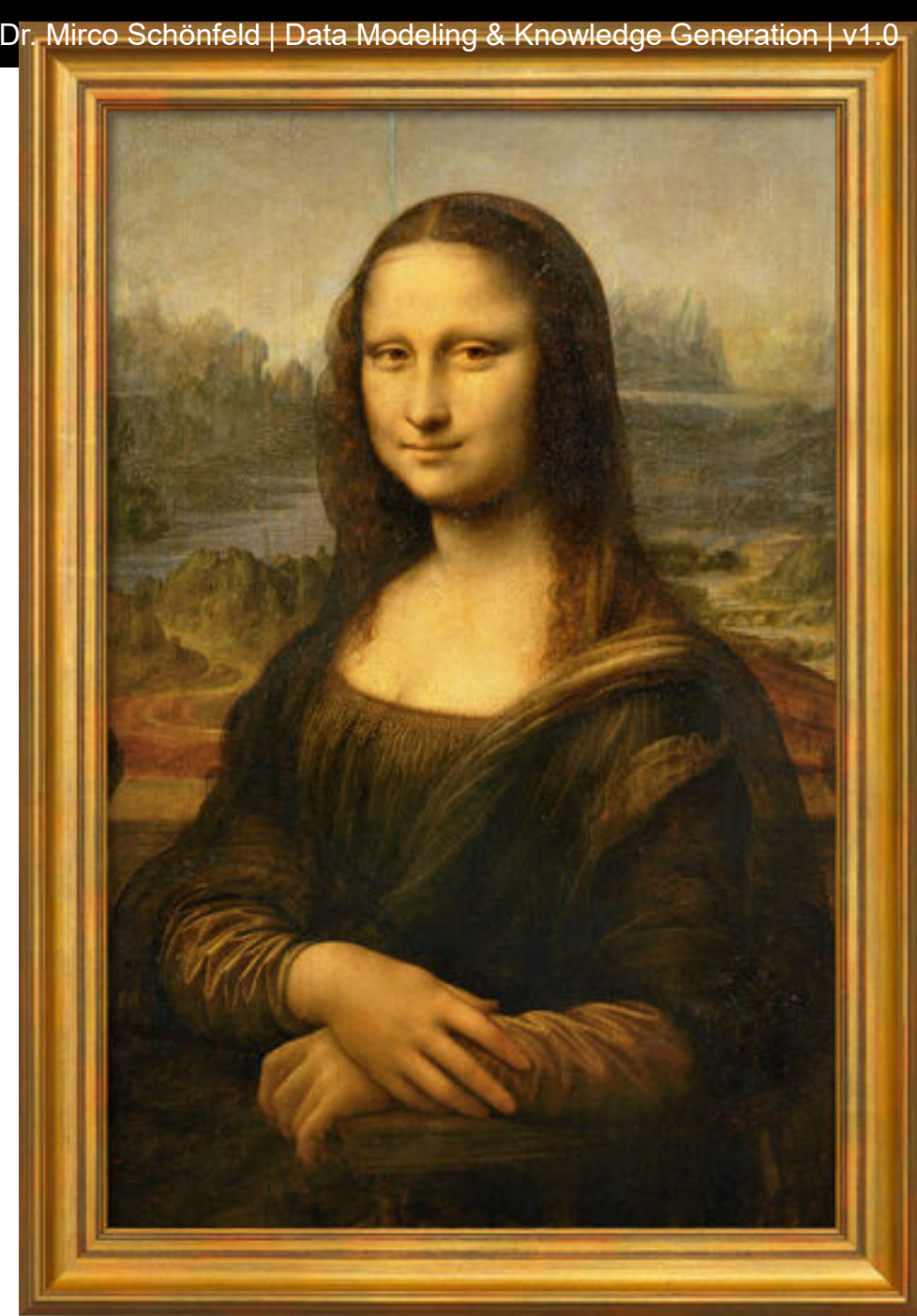
Difference to a spreadsheet: tables have a schema assigned

Schemes as logical data models specify which data types are allowed in which columns, for example

# Type safety

Often, for specific data elements,  
only certain types are allowed!

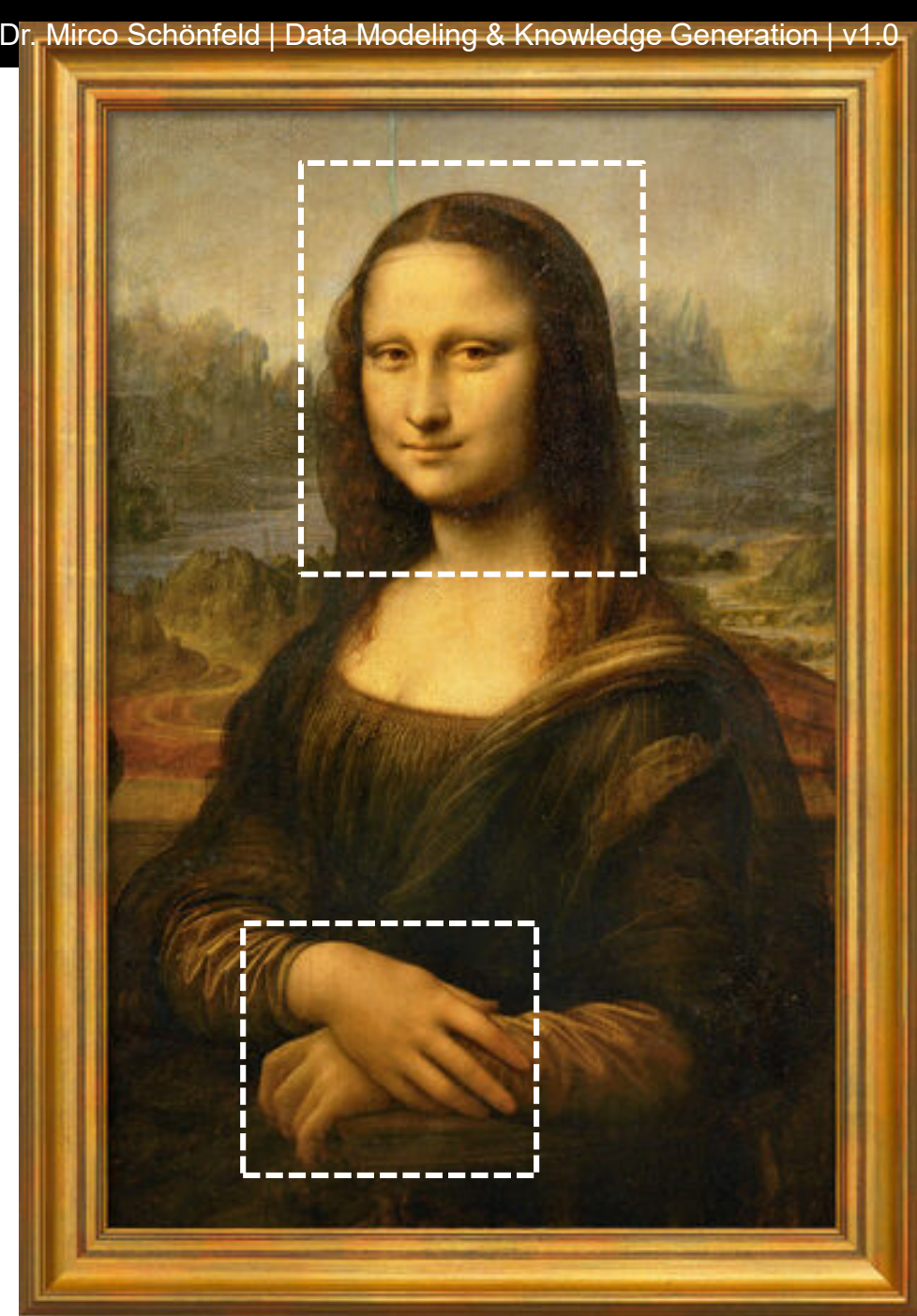
ID	Painter	Year	Title
124123	Leonardo da Vinci	1506	Mona Lisa
453723	Peter Paul Rubens	1606	The Judgment of Paris



# Type safety

Often, for specific data elements,  
only certain types are allowed!

ID	Upper-left-x	Upper-left-y	Lower-right-x	Lower-right-y	Annotation
124123	24	5	57	40	Face
124123	17	76	43	87	Hands



Thanks.

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