

COMP1730/COMP6730 Programming for Scientists

Abstract data types and concrete data structures



Lecture outline

- * Abstract data types
- * Data structures



Reminder: Code quality

- * Good code organisation:
 - raises the level of abstraction; and
 - isolates subproblems and their solutions.
- * The name of a function *or type* should suggest what it does.
- * Use the function docstring to elaborate.



Abstract data types

- The type of a value determines what can be done with it (and what the result is).
- Conversely, we may define an *abstract data type* (ADT) by the set of operations that can be done on values of the type.
- * Already seen examples:
 - "sequence type" (length, index, slice)
 - "iterable type" (for loop)
- * No special syntax (or even a type name).



Interface

- An *interface* is a set of functions (or methods) that implement operations (create, inspect and modify) on the abstract data type.
- * The interface creates an *abstraction*.
 - For example, "a date has a year, a month and a day" instead of "a date is a list with length 3".
- The user of the ADT (that is, the programmer) must use only the interface functions to operate on values of the ADT – accessing/modifying the structure of the value directly *breaks the abstraction*.



- def make_date(year, month, day):
 return [year, month, day]
- def get_year(adate):
 return adate[0]

• • •

def is_before(date1, date2):
 return ((date1[0] < date2[0]) or
 (date1[0] == date2[0] and
 date1[1] < date2[1]) or
 (date1[0] == date2[0] and
 date1[1] == date2[1] and
 date1[2] < date2[2]))</pre>



Why data type abstraction?

- * It makes code easier to read and understand.
 - For example,

get_day(get_date(cal_entry))
instead of

cal_entry[2][2]

- * It makes code *refactorable*.
 - The implementation behind the interface can be replaced without changing any code that uses it.



import datetime

- def make_date(year, month, day):
 return datetime.date \
 (year, month, day)
- def get_year(adate):
 return adate.year

. . .

def is_before(date1, date2):
 return date1 < date2</pre>



Example: Networks

- A network (or undirected graph) consists of nodes; some pairs of nodes are connected by *links*.
- Can represent physical structure (e.g., a power network), a social network, logical relationships (e.g., synonymy).





- * Interface for the Network ADT:
 - Create a new network
 - An empty network, or with a given number/set of nodes.
 - Add or remove a node.
 - Add or remove a link between a pair of nodes.
 - Modifies the network (no return value).
 - Are a pair of nodes connected? (have a link)
 - Enumerate the nodes connected to a given node (it's *neighbours*).



Data structures

- A concrete implementation of an abstract data type must use some *data structure* – made up of built-in python types – to store values.
- Typically, several alternative data structures can implement an ADT.
- * Consider:
 - Ease of implementation
 - Memory requirements
 - Computational complexity of operations



Example: Implementations of ADT network

- * Store whether there is a link (True/False) for each pair of nodes in a list-of-lists or 2-d array.
 - Uses O(#nodes²) memory.
 - Add/remove/check links in constant time.
 - Collecting neighbours takes linear time.
 - Insert or remove node?



- * Store list or set of neighbours for each node.
 - Uses O(#links) memory.
 - #links is at most #nodes², can be much less.
 - Add/remove/check links:
 - (amortised) constant time using python's set type;
 - linear time using (unordered) lists.
 - Neighbour sets available in constant time (linear to copy).
 - Insert or remove node?



Extra example: Sudoku





Summary

- Creating and using abstract data types helps structure larger programs, making them easier to write, debug, read and maintain.
- * Several ways to implement ADTs in python:
 - Function interface; and
 - data structures using built-in python types.
 - Defining classes (not covered in this course).