

Space Complexity of Array Operation

We already know that space we need for fixed component and variable part more precisely Auxiliary space or extra space we need and input space i.e. the input components.

1. Initialization:

```
int a[5] = { 1, 2, 3, 4, 5 };
```

for $a[1] = 1 \rightarrow O(1)$ space complexity .

for $a[2] = 2 \rightarrow O(1)$ space complexity.

for $a[3] = 3 \rightarrow O(1)$ space complexity.

for $a[4] = 4 \rightarrow O(1)$ space complexity.

for $a[5] = 5 \rightarrow O(1)$ space complexity.

We see that we not reusing the space rather we are expanding the auxiliary space to enter each element at $O(1)$ constant space complexity.

Hence we can sum up like :

$$O(1) + O(1) + O(1) + O(1) + O(1) = O(1)$$

or we can say, $O(5) = O(1)$ as 5 is the size of the array.

This is Input Space Complexity.

Also, here Auxiliary Space Complexity is also $O(1)$, as, no extra memory space is used, hence,

$$\begin{aligned} \text{Total Space Complexity} &= \text{Input Space} + \text{Auxiliary Space} \\ &= O(1) + O(1) = O(1). \end{aligned}$$

```
int n;
cin >> n;
a[n];
```

Now say we if the array size is n . Then the space complexity is $O(n)$ and this is input space complexity.

Also, here Auxiliary Space Complexity is also $O(1)$, as, no extra memory space is used, hence,

$$\begin{aligned} \text{Total Space Complexity} &= \text{Input Space} + \text{Auxiliary Space} \\ &= O(n) + O(1) = O(n). \end{aligned}$$

Similarly,

```
int n;  
cin >> n;  
int *a = (int *)malloc(n * sizeof(int));
```

And

```
int n;  
cin >> n;  
int *a = new int[n];
```

The space complexity of array having dynamic size n is $O(n)$, this is input space complexity.

Also, here Auxiliary Space Complexity is also $O(1)$, as, no extra memory space is used, hence ,

Total Space Complexity = Input Space + Auxiliary Space
 $= O(n) + O(1) = O(n).$

2. Traversal of arrays

Array Traversal looks like:

```
// Array Traversal
    for (int i = 0; i < size; i++)
    {
        cout << a[i] << endl;
    }
```

There is no insertion or deletion of any elements in arrays hence it takes no space taken.

Therefore no space complexity generated for traversal of arrays.

Here i is the extra space i.e. Auxiliary Space = O(1) but Input Space Complexity remain 'n' i.e. size = n , hence:

*Total Space Complexity = Input Space + Auxiliary Space
= O(n) + O(1) = O(n).*

3. Overriding ith element

```
int a[5] = { 1, 2, 3, 4, 5 };
arr.arr[0] = 5;
```

a[0] = 1 = 5 gets overriden as only it modifies the 1st element of the array. Hence it does not change the fact that the auxiliary space remaining constant i.e. O(1).

Here a[5] is used , hence fixed size , hence input space complexity also O(1).

*$\therefore \text{Total Space Complexity} = \text{Input Space} + \text{Auxiliary Space}$
 $= O(1) + O(1) = O(1)$.*

*But if it was : a[n] , i.e. n size , then ,
Input Space Complexity becomes $O(n)$ and*

*$\therefore \text{Total Space Complexity becomes} = \text{Input Space} + \text{Auxiliary Space}$
 $= O(n) + O(1) = O(n)$.*

4. Insert Element in Array

```
//Insert Elements in the array  
for (int i = 0; i < n; i++)  
{  
    cin >> a[i];  
}
```

When we are inserting each element in each input space as arrays are arranged in contiguous memory location.

n	$\rightarrow O(1)$
.	$\rightarrow O(1)$
.	$\rightarrow O(1)$
3	$\rightarrow O(1)$
2	$\rightarrow O(1)$
1	$\rightarrow O(1)$

space remaining constant i.e. input space already created during creation of array and we input the elements in that input space which has been already created.

Hence values gets inserted in that input space i.e.,

$$O(1) + O(1) + O(1) + \dots n \text{ times} = O(1) \times n = O(n).$$

That is input space is : $O(n)$.

The loop here helps to input elements in the allocated space for arrays defines time complexity not space complexity more over already input space allocated for array is `n`.

Hence loop doesn't take part in space complexity directly but:

The only additional space required is for integer `i` in the memory , that is the auxiliary space complexity, which is constant = $O(1)$.

$$\begin{aligned}\therefore \text{Total Space Complexity becomes} &= \text{Input Space} + \text{Auxiliary Space} \\ &= O(n) + O(1) = O(n).\end{aligned}$$

6. Insert Element at position In an Array

```
//Increment the array  
    size=size+1;  
  
        // Insert Elements in the array at a given  
position  
        for (int i = size-1 ; i > pos; i--)  
        {  
  
            a[i] = a[i - 1];  
  
        }  
        a[pos] = elem;
```

1st We increment the size of the array: $size = size + 1$.

2nd we shift the element from position to last index:
suppose $size = 5$ and we have indexes: $a[0], a[1], a[2], a[3]$ and $a[4]$, as $size$ increased , now we have array indexes: $a[0], a[1], a[2], a[3], a[4] , a[5]$ and $size = 6$.

Now we will put the at index 1. Hence we will shift elements:

- $a[5] = a[4]$ $\left[\text{shifted to right}[a[4] \rightarrow a[5]] \right] \rightarrow 1 \text{ unit time}$
- $a[4] = a[3]$ $\left[\text{shifted to right}[a[3] \rightarrow a[4]] \right] \rightarrow 1 \text{ unit time}$
- $a[3] = a[2]$ $\left[\text{shifted to right}[a[2] \rightarrow a[3]] \right] \rightarrow 1 \text{ unit time}$
- $a[2] = a[1]$ $\left[\text{shifted to right}[a[1] \rightarrow a[2]] \right] \rightarrow 1 \text{ unit time}$

Now we just will do is overriding the i th element:

- $a[1] = \text{elem}$ (*User Input*) $\rightarrow O(1)$ space complexity

Analysis goes like:

$\text{size} = \text{size} + 1$ does not require any additional space.

The second line of code, `for(int i = size - 1; i > pos; i --)`, iterates through the last element to the element before the specified position. For each iteration, the value of the current is copied to the next element. This does not require any additional space, as the values of the elements are simply copied to the input space created for the array.

The third line of code `a[pos] = elem`, assigns the value of the new element to the specified position of the array.

This does not require any additional space, as the value of the new element is simply being stored in the input space.

The only space required is integer i variable i.e. the extra space or the auxiliary space.

Therefore Input space becomes: $O(n + 1) = O(n)$.

The auxiliary space becomes : $O(1)$.

\therefore Total Space Complexity becomes = Input Space + Auxiliary Space

$$= O(n) + O(1) = O(n).$$

7. Delete Element at position In an Array

```
for (int i = pos-1 ; i <size-1; i++)
{
    a[i] = a[i + 1];
}
size=size-1;
```

Here also we just shift the elements elements which doesnot acquire any additional space and decrease the size .

- *Suppose we have size = 5 and And indices: a[0]=1, a[1]=2, a[2]=3, a[3]=4 and a[4]=5.*
- *And we want to delete element at index: 2 i.e. a[1].*

- Then we go through a process of *Shifting to left*:
 - $a[2 - 1 = 1] = a[2 + 1 = 3] \rightarrow \text{elem: } 3 \rightarrow \text{takes } O(1)$
 $\text{constant space. } [a[3]\text{copied to } a[1] \text{ to the left}]$
 - $a[3 - 1 = 2] = a[3 + 1 = 4] \rightarrow \text{elem: } 4 \rightarrow \text{takes } O(1)$
 $\text{constant space. } [a[4]\text{copied to } a[2] \text{ to the left}]$
 - $a[4 - 1 = 3] = a[4 + 1 = 5] \rightarrow \text{elem: } 5 \rightarrow \text{takes } O(1)$
 $\text{constant space. } [a[5]\text{copied to } a[3] \text{ to the left}]$

And $a[0]$ will be remain untouched.

- Then we decrement the size:
 - $\text{size} = \text{size} - 1$, now size is 4, traversal will take place from $a[0] = 1, a[1] = 3, a[2] = 4$, and $a[3] = 5$.

Hence, input space becomes $O(n - 1) = O(n)$.

The only additional space it needs is for i in stack which is negligible i.e. Auxiliary space is : $O(1)$.

$$\begin{aligned}\therefore \text{Total Space Complexity becomes} &= \text{Input Space} + \text{Auxiliary Space} \\ &= O(n) + O(1) = O(n).\end{aligned}$$

Hence the space complexity for an array can be summed up like:

SPACE COMPLEXITY OF ARRAY OPERATION

When size is fixed not 'n' . say : a[5] etc.

Operation	Input Space Complexity	Auxiliary Space Complexity	Total Space Complexity
Initialization size	0(1)	0(1)	0(1)
Traversal	0(1)	0(1)	0(1)
Overriding ith element	0(1)	0(1)	0(1)
Insert element in the array	0(1)	0(1)	0(1)
Insert element at a position	0(1)	0(1)	0(1)
Delete element at a position	0(1)	0(1)	0(1)

SPACE COMPLEXITY OF ARRAY OPERATION

When size is `n` : $a[n]$, not fixed.

Operation	Input Space Complexity	Auxiliary Space Complexity	Total Space Complexity
Initialization size	$O(n)$	$O(1)$	$O(n)$
Traversal	$O(n)$	$O(1)$	$O(n)$
Overriding ith element	$O(n)$	$O(1)$	$O(n)$
Insert element in the array	$O(n)$	$O(1)$	$O(n)$
Insert element at a position	$O(n)$	$O(1)$	$O(n)$
Delete element at a position	$O(n)$	$O(1)$	$O(n)$

Space Complexity of Two Dimensional Array

The space complexity of a two-dimensional array depends on its size and the data type it holds.

Let's assume that the two-dimensional array has dimensions N rows and M columns, and each element in the array occupies a fixed amount of space, regardless of the data type.

In this case, the space complexity of the two-dimensional array would be $O(N * M)$ because you would need to allocate space for N rows and M columns. Each element takes up a fixed amount of space, so the total space required is proportional to the product of N and M.

However, if the size of each element in the array is not fixed, and it can vary depending on the data type or other factors, then you need to consider the space complexity on a per-element basis. For example, if each element in the array is an object that requires K units of space, then the space complexity would be $O(N * M * K)$.

It's important to note that the space complexity only accounts for the storage required by the array itself and does not include any auxiliary data structures or variables used in algorithms or functions that operate on the array.

When *row is not equal to column then space created by*

*array is row * column , hence it is O(row * column)here.
if row = m and column = n , then space complexity =
 $O(m * n)$.*

*When row is equal to column then space created by
array is row * column = n^2 , hence it is $O(n^2)$.*

Space Complexity of Three Dimensional Array

The space complexity of a three-dimensional array depends on its dimensions and the data type it holds.

Let's assume the three-dimensional array has dimensions N rows, M columns, and K depth, and each element in the array occupies a fixed amount of space, regardless of the data type.

In this case, the space complexity of the three-dimensional array would be $O(N * M * K)$ because you would need to allocate space for N rows, M columns, and K depth. Each element takes up a fixed amount of space, so the total space required is proportional to the product of N, M, and K.

However, if the size of each element in the array is not fixed, and it can vary depending on the data type or other factors, then you need to consider the space complexity on a per-element basis. For example, if each element in the array is an object that requires L

units of space, then the space complexity would be $O(N * M * K * L)$.

It's important to note that the space complexity only accounts for the storage required by the array itself and does not include any auxiliary data structures or variables used in algorithms or functions that operate on the array.

When *row is not equal to column and depth is not equal to row and column then space created by array is depth * row * column , hence it is $O(depth * row * column)$ here.*
*if depth = p ,row = m and column = n , then space complexity = $O(p * m * n)$.*

When *row is equal to column and depth is equal to row and column then space created by array is depth * row * column = n^3 , hence it is $O(n^3)$.*
