CSC 212: Data Structures and Abstractions

Dynamic (Growing/Resizing) Arrays

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Quick notes

- **Review** Pointers and Dynamic Memory Allocation

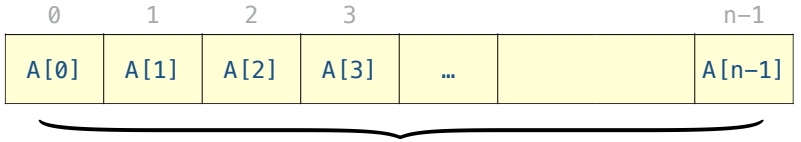
- Programming Assignment
  - can use vector of pairs `std::vector<std::pair> >`
  - due on Friday
  - no extensions

Arrays

Arrays

- An array is a **contiguous** sequence of elements of the **same type**
- Each element can be accessed using its **index**

`array name: A` `array length: n`



all elements of the same data type

Declaration

```
// array declaration by specifying size
int myarray1[100];

// can also declare an array of
// user specified size
int n = 8;
int myarray2[n];

// can declare and initialize elements
double arr[] = { 10.0, 20.0, 30.0, 40.0 };
// compiler figures the right size

// a different way
int arr[5] = { 1, 2, 3 };
// compiler creates an array of length 5 and
// initializes first 3 elements
```


Static arrays

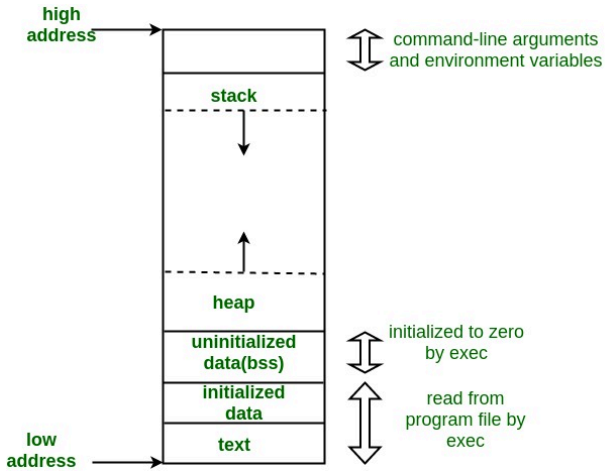
- So far … we have seen examples of arrays, **allocated in the stack** (fixed length)

```
// array declaration by specifying size
int myarray1[100];
```

- You can allocate memory dynamically, **allocated in the heap** (still fixed length)

```
int *myarray = new int [100];
// ...
// work with the array
// ...
delete [] myarray;
```


Memory layout of C/C++ programs



https://www.geeksforgeeks.org/memory-layout-of-c-program/

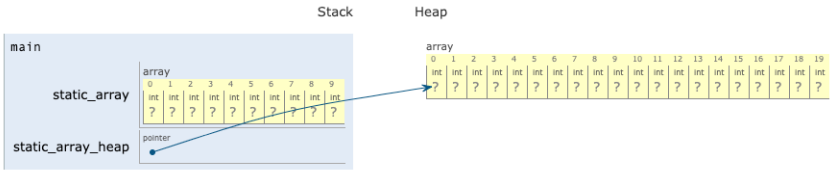
Live coding demo (static arrays — stack and heap)

C++ (gcc 4.8, C++11)
EXPERIMENTAL! known limitations

```
1  int main() {
2      float var1;
3      double var2;
4      int static_array[10];
5      int *static_array_heap = new int [20];
6      // ...
7      // work with the array
8      // ...
9      delete [] static_array_heap;
10 }
```

Edit this code

line that just executed
next line to execute



credit: pythontutor.com

A few notes …

- Creating variables in the stack:
  - variables are automatically created and freed
  - variables only exist while the function is running
  - faster and good for small local variables
- Allocating memory in the heap:
  - memory is allocated at runtime
  - programmer is responsible for allocating/deallocating memory
  - variables can be accessed globally (in the program)
  - memory may become fragmented
  - slower but good for large variables

What if … ?

- We don't know the max size of an array before running the program
  - user specified inputs/decisions
  - e.g. read an image or video and display
- The sequence changes over time (during the execution of the program)
  - e.g. you develop a text editor and represent the sequence of characters as an array

Which data structure (studied so far) would you use on each case?

Dynamic Arrays (resizing, growing)

Dynamic Arrays

- Dynamically allocated arrays that change their size over time
  - can **grow** automatically
  - can **shrink** automatically
- Operations on arrays (we could have more, but these are enough for the purposes of this lecture)
  - `append`
  - `remove_last`
  - `get` — $\Theta(1)$
  - `set` — $\Theta(1)$

First try …

- Start with an empty array
- For every `append`:
  - increase the size of the array by 1 then write the new element
- For every `remove_last`:
  - remove the last element and then decrease the size of the array by 1
- Demo …

Analyzing the cost (grow by 1)

- Count array accesses (reads and writes) of adding first n elements
  - will ignore the cost of allocating/deallocating arrays

n	append	copy

each row indicates the number of **reads and writes** necessary for appending an element into an **existing array of length n**

$$n + \sum_{i=0}^{n-1} 2i = n + n^2 - n$$

$$\Theta(n^2)$$

Lets try again …

- If array is **full**, create an array of **twice the size**
  - **repeated doubling**
- If array is **one-quarter full**, **halve the size**
  - more efficient
  - why not halving when array is one-half full?

append - remove - append - remove - append - remove…

- Demo …

Analyzing the cost (doubling the array)

- Count array accesses (reads and writes) of adding first $n = 2^i$ elements
  - will ignore the cost of allocating/deallocating arrays

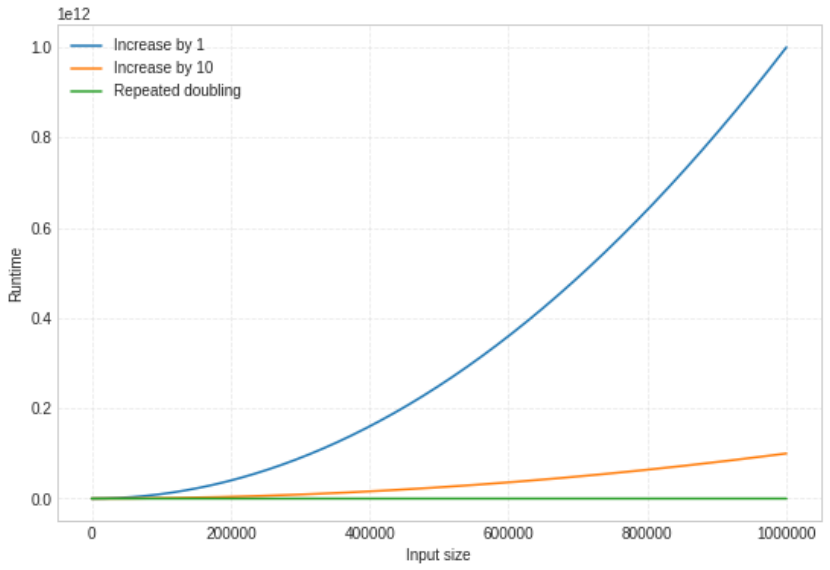
n	append	copy

each row indicates the number of **reads and writes** necessary for appending an element into an **existing array of length n**

$$n + \sum_{i=1}^{\log n} 2^i = n + 2^{\log n + 1} - 1$$

$$\Theta(n)$$

$\sum_{i=0}^{n} c^i = \frac{c^{n+1} - 1}{c - 1}$



Worst-case and average-case

- Analysis for appending **a single element** using increase-by-1

- Analysis for appending **a single element** using repeated doubling