

# Data Structure & Algorithms

Array: 1D Array, 2D Array

**Instructor**

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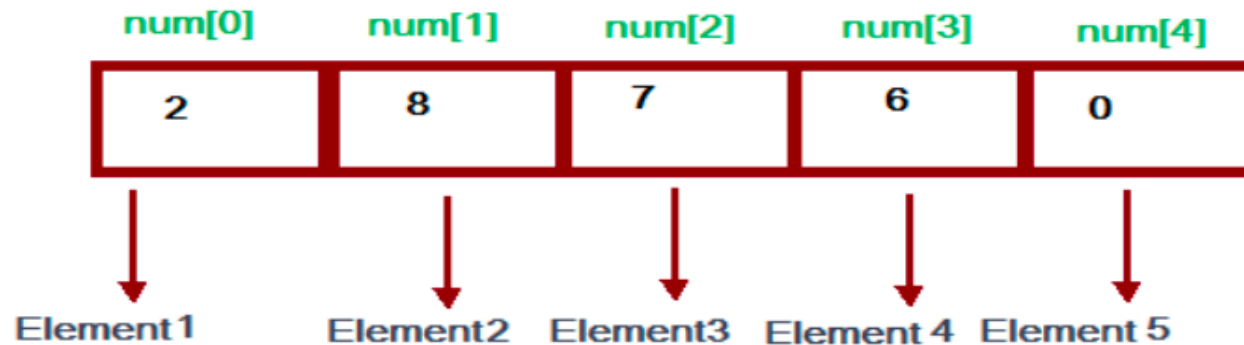
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# Array

- Arrays are defined as the collection of similar types of data items stored at contiguous memory locations.
- It is one of the simplest data structures where each data element can be randomly accessed by using its index number.



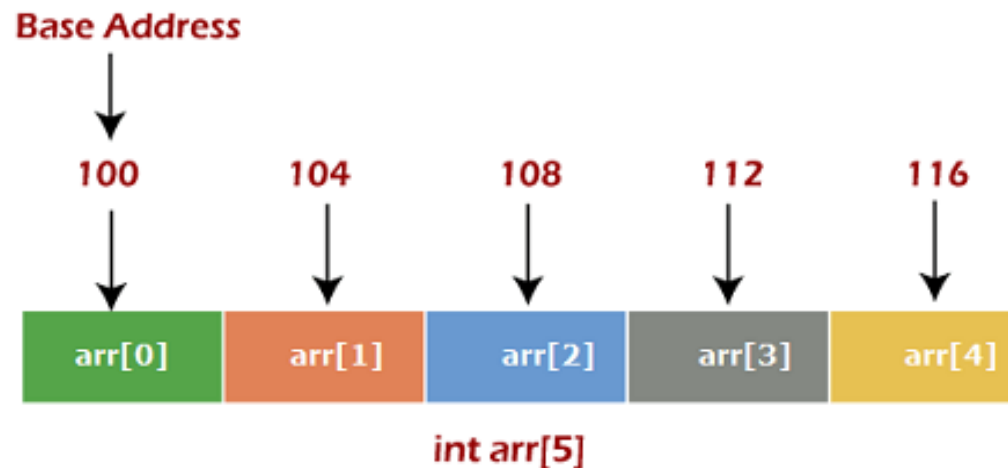
- We can calculate the address of each element of the array with the given base address and the size of the data element.
- The name of the array represents the base address or the address of the first element in the main memory.

# Representation & Memory allocation of an array

## How to declare an array in C

datatype array Name[array Size];  
int data[100];

**Name** ↓  
**int array [10] = { 35, 33, 42, 10, 14, 19, 27, 44, 26, 31 }**  
↑      ↑  
**Type**   **Size**      **Elements**



# How to initialize an array

- It is possible to initialize an array during declaration. For example,

```
int mark[5] = {19, 10, 8, 17, 9};
```

- You can also initialize an array like this.

```
int mark[] = {19, 10, 8, 17, 9};
```

- Here, we haven't specified the size. However, the compiler knows its size is 5 as we are initializing it with 5 elements.

- 0 (zero-based indexing): The first element of the array is indexed by subscript of 0 in C/C++

# Size of an array

- Number of elements in an 1D array = (Upper bound – Lower Bound) + 1
- Lower bound--index of the first element of the array
- Upper bound--index of the last element of the array
- Size of an array = number of elements \* Size of each elements in bytes
- **Address of the element at kth index in one dimensional array:**

$$a[k] = B + W*(k - \text{Lower bound})$$

Where

B is the base address of the array

W is the size of each element

K is the index of the element

Lower bound index of the first element of the array

Upper bound index of the last element of the array

# Address of element A[k]

- The formula to calculate the address to access an array element –

**Address of element A[k] = base address + size \* ( k - lower index)**

$$A[k] = B + W * (k-LB)$$

- Example - Suppose an array, A[-10 ..... +2 ] having Base address (B) = 999 and size of an element (W)= 2 bytes, find the location of A[-1].

$$\begin{aligned} L(A[-1]) &= B + W * (k - LB) \\ &= 999 + 2 \times [(-1) - (-10)] \\ &= 999 + 18 \\ &= 1017 \end{aligned}$$

# Address of element $A[k]$ : Assignment 1

Qu1: Let the base address of the first element of the array is 250 and each element of the array occupies 3 bytes in the memory, then address of the fifth element of a one- dimensional array  $a[10]$  ?

Qu2: An array has been declared as follows A: array  $[-6-----6]$  of elements where every element takes 4 bytes, if the base address of the array is 3500 find the address of array[0]?

# Two-Dimensional Array (2D Array)

- 2D array can be defined as an array of arrays.
- The 2D array is organized as matrices which can be represented as the collection of rows and columns.
- The number of elements that can be present in a 2D array will always be equal to **(no of rows\*no of columns)**

- How to declare 2D Array

**int** arr[max\_rows][max\_columns];

- Initialization of 2D array

**int** arr[2][2] = {0,1,2,3};

	0	1	2	...	n-1
0	a[0][0]	a[0][1]	a[0][2]	.....	a[0][n-1]
1	a[1][0]	a[1][1]	a[1][2]	.....	a[1][n-1]
2	a[2][0]	a[2][1]	a[2][2]	.....	a[2][n-1]
3	a[3][0]	a[3][1]	a[3][2]	.....	a[3][n-1]
4	a[4][0]	a[4][1]	a[4][2]	.....	a[4][n-1]
.	.	.	.	.....	.
.	.	.	.	.....	.
n-1	a[n-1][0]	a[n-1][1]	a[n-1][2]	.....	a[n-1][n-1]

**a[n][n]**



# 2D Array: Example



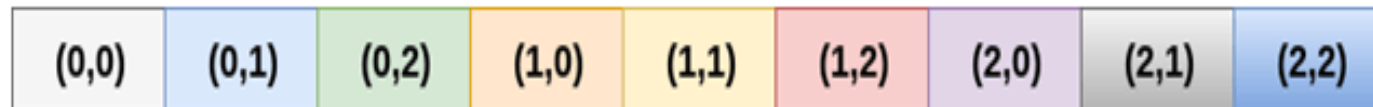
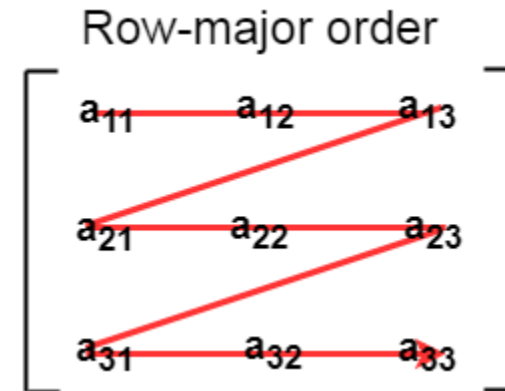
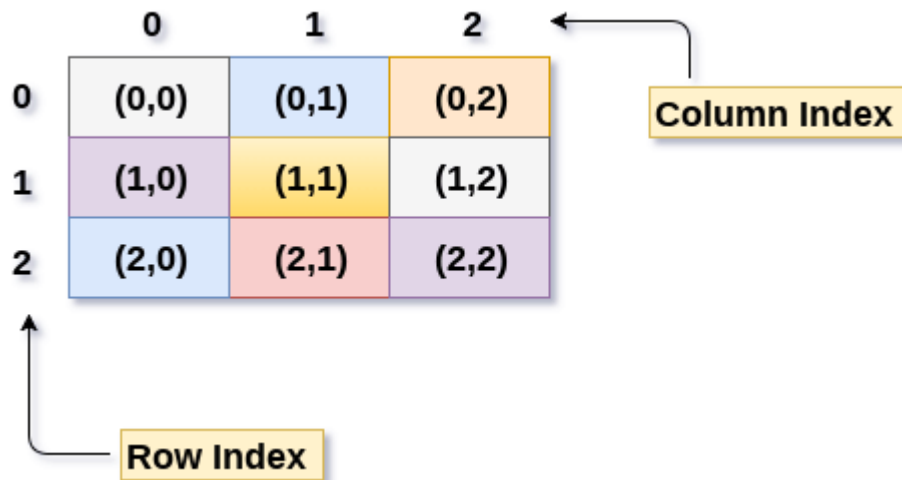
# Storing User's data into a 2D array and printing it.

```
#include <stdio.h>
void main ()
{
    int arr[3][3],i,j;
        for (i=0;i<3;i++)
        {
            for (j=0;j<3;j++)
            {
                printf("Enter a[%d][%d]: ",i,j);
                scanf("%d",&arr[i][j]);
            }
        }
        printf("\n printing the elements ....\n");
        for(i=0;i<3;i++)
        {
            printf("\n");
            for (j=0;j<3;j++)
            {
                printf("%d\t",arr[i][j]);
            }
        }
    }
```

# Representation of 2D array elements into memory

## 1. Row Major ordering:

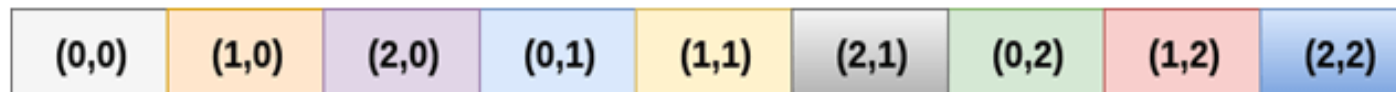
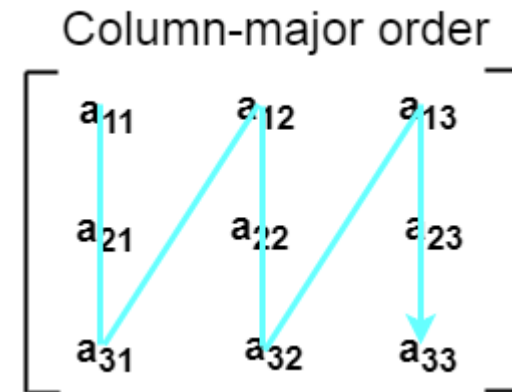
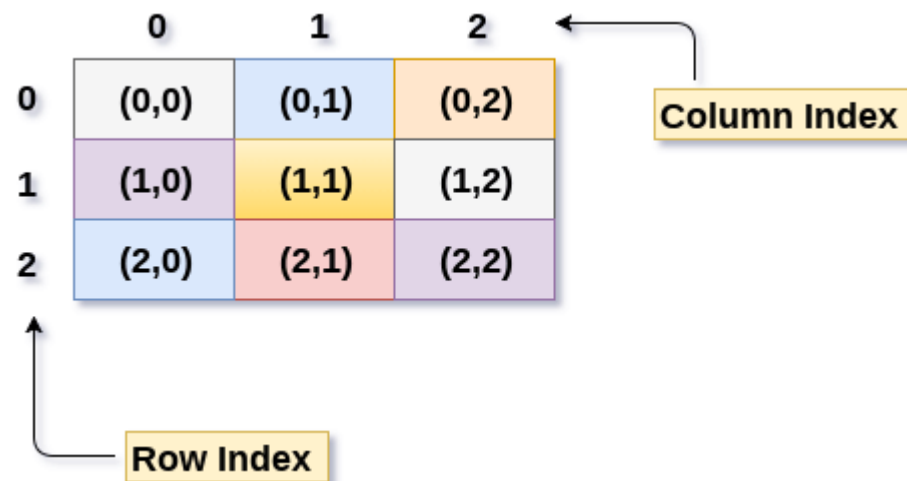
- In row major ordering, all the rows of the 2D array are stored into the memory contiguously row-by-row.
- The 1<sup>st</sup> row of the array is stored into the memory first, then the 2<sup>nd</sup> row of the array is stored into the memory completely and so on till the last row.



# Representation of 2D array elements into memory

## 2. Column Major ordering

- According to the column major ordering, all the columns of the 2D array are stored into the memory contiguously.
- The 1<sup>st</sup> column of the array is stored into the memory completely, then the 2<sup>nd</sup> row of the array is stored into the memory completely and so on till the last column of the array.



# Row Major implementation of 2D array : Address of a[i][j]

$$\text{Address of } a[i][j] = B + W * [ (Uc - Lc + 1) (i - Lr) + (j - Lc) ]$$

Or

$$\text{Address of } a[i][j] = B + W * [ n (i - Lr) + (j - Lc) ]$$

B = Base address

W = Size of each element

Lr = Lower bound of rows

Ur = Upper bound of rows

Lc = Lower bound of columns

Uc = Upper bound of columns

$(Uc - Lc + 1)$  = numbers of columns = n

$(i - Lr)$  = number of rows before us

$(j - Lc)$  = number of elements before us in current row

# Calculating the Address of the random element of a 2D array

Example:

a[10...30, 55...75],

base address of the array (B) = 0, size of an element = 4 bytes .

Find the location of a[15][68].

$$\text{Address}(a[i][j]) = B + W(n*(i - L_r) + (j - L_c))$$

$$\begin{aligned}\text{Address}(a[15][68]) &= 0 + 4 ((75 - 55 + 1) \times (15 - 10) + (68 - 55)) \\ &= 4 (21 \times 5 + 13) \\ &= 118 \times 4 \\ &= 472 \text{ answer}\end{aligned}$$

# Column Major implementation of 2D array: Address of a[i][j]

$$\text{Address of } a[i][j] = B + W * [ (U_r - L_r + 1) (j - L_c) + (i - L_r) ]$$

Or

$$\text{Address of } a[i][j] = B + W * [ m (j - L_c) + (i - L_r) ]$$

B = Base address

W = Size of each element

L<sub>r</sub> = Lower bound of rows

U<sub>r</sub> = Upper bound of rows

L<sub>c</sub> = Lower bound of columns

U<sub>c</sub> = Upper bound of columns

(U<sub>r</sub> - L<sub>r</sub> + 1) = numbers of rows = m

(j - L<sub>c</sub>) = number of columns before us

(i - L<sub>r</sub>) = number of elements before us in current column

# Calculating the Address of the random element of a 2D array

- Example

A[5 ... +20][20 ... 70], BA = 1020, Size of element = 8 bytes.

Find the location of a[0][30].

**Address of (a[i][j]) = B + W(m\*(j - L<sub>c</sub>) + (i - L<sub>r</sub>))**

**m=20-5+1=16 = no of rows**

$$\begin{aligned}\text{Address}[A[0][30)] &= 1020 + 8*((0-5) \times 16 + (30-20)) \\ &= 1020 + 8*(-70)=1020-560 \\ &= 460\text{bytes}\end{aligned}$$



## Assignments – 1 (Qu 1 to 7)

Qu 1: A 2D array defined as  $a[4, \dots 7, -1, \dots 3]$  requires 2-bytes of storage space for each element. If the array is stored in row-major form, then calculate the address of element at location  $a[6, 2]$ . Given that the base address is 100.

$$\text{Address of } (a[i][j]) = B + W(n \cdot (i - L_r) + (j - L_c))$$

Qu 2: Each element of an array  $a[-20, \dots, 20, 10 \dots 35]$  requires one byte of storage. If the array is column major implemented and the beginning address of the array is 600. Determine the address of element  $a[0, 30]$

Qu 3: Calculate the address of X[4,3] in a 2D array X[1,...5, 1...4] stored in row major order in the main memory. Assume the base address to be 1000 and each element requires 4 words of storage.

$$\text{Address of (a[i][j])} = B + W(n*(i - L_r) + (j - L_c))$$

Qu 4: Each element of an array `data[20][50]` requires 4 bytes of storage. Base address of data is 2000. Determine the location of data `[10][10]` when the array is stored as

(a) Row Major

(b) Column Major

Qu 5: Given an array X[6][6] whose base address is 100. Calculate the location X[2][5] if each element occupies 4 bytes and array is stored row wise.

$$\text{Address of (a[i][j])} = B + W(n*(i - L_r) + (j - L_c))$$

Qu 6: A 2D array  $X[5][4]$  is stored row wise in the memory. The first element of the array is stored at location 80. Find the memory location of  $X[3][2]$ ; if the each elements of array requires 4 bytes memory address.

$$\text{Address of } (a[i][j]) = B + W(n*(i - L_r) + (j - L_c))$$

Qu 7: An array VAL[1...15][1...10] is stored in the memory with each element requiring 4 bytes of storage. If the base address of the array VAL is 1500, determine the location of VAL[12][9] when the array VAL is stored

(i) Row wise

(ii) Column wise

# Advantages of Array

- Array provides the single name for the group of variables of the same type. Therefore, it is easy to remember the name of all the elements of an array.
- Traversing an array is a very simple process; we just need to increment the base address of the array in order to visit each element one by one.
- Any element in the array can be directly accessed by using the index.



# Disadvantages of Array

- Array is homogenous. It means that the elements with similar data type can only be stored in it.
- In array, there is static memory allocation that is size of an array cannot be altered.
- There will be wastage of memory if we store less number of elements than the declared size.

# What is a sparse matrix?

- Sparse matrices are those matrices that have the majority of their elements equal to zero. In other words, the sparse matrix can be defined as the matrix that has a greater number of zero elements than the non-zero elements.
- **Why is a sparse matrix required**
- **Storage** - We know that a sparse matrix contains lesser non-zero elements than zero, so less memory can be used to store elements. It evaluates only the non-zero elements.
- **Computing time:** In the case of searching in sparse matrix, we need to traverse only the non-zero elements rather than traversing all the sparse matrix elements. It saves computing time by logically designing a data structure traversing non-zero elements.

# Representation of sparse matrix

There are two ways to represent the sparse matrix that are listed as follows -

1. Array Representation of Sparse Matrix: In 2D array representation of sparse matrix, there are three fields used that are named as -

- **Row** - It is the index of a row where a non-zero element is located in the matrix.
- **Column** - It is the index of the column where a non-zero element is located in the matrix.
- **Value** - It is the value of the non-zero element that is located at the index (row, column).

# Array Representation of Sparse Matrix

- Example -

Sparse Matrix →

	0	1	2	3
0	0	4	0	5
1	0	0	3	6
2	0	0	2	0
3	2	0	0	0
4	1	0	0	0

ROW	COL	VALUE
-----	-----	-------

Table Structure

Row	Column	Value
0	1	4
0	3	5
1	2	3
1	3	6
2	2	2
3	0	2
4	0	1
5	4	7

# Linked List representation of the sparse matrix

- The advantage of using a linked list to represent the sparse matrix is that the complexity of inserting or deleting a node in a linked list is lesser than the array.
- A node in the linked list representation consists of four fields. The four fields of the linked list are given as follows -
- **Row** - It represents the index of the row where the non-zero element is located.
- **Column** - It represents the index of the column where the non-zero element is located.
- **Value** - It is the value of the non-zero element that is located at the index (row, column).
- **Next node** - It stores the address of the next node.

# Linked List representation of the sparse matrix

- Example –

Node Structure

Row	Column	Value	Pointer to Next Node
-----	--------	-------	----------------------

Sparse Matrix →

	0	1	2	3
0	0	0	1	0
1	3	0	0	0
2	0	4	5	0
3	0	6	0	0



# Diagonal Matrix

- Only the elements in the diagonal are non-zero and other than diagonal, all elements must be '0'. Then only we say it is a diagonal matrix.

$$\mathbf{M} = \begin{bmatrix} 2 & 0 & 0 & 0 & 0 \\ 0 & 5 & 0 & 0 & 0 \\ 0 & 0 & 8 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 7 \end{bmatrix}$$

5 x 5

If row number and column number are the same, then the value will be non-zero and if row number and column number are different then the value will be '0' in the diagonal matrix.

$$\mathbf{M}[i, j] = 0, \text{ if } i \neq j$$

If we have non-zero elements other than diagonal, then that will not be a diagonal matrix. Below is not a diagonal matrix.

$$\mathbf{M} = \begin{bmatrix} 2 & 0 & 0 & 0 & 0 \\ 0 & 5 & 0 & 0 & 0 \\ 0 & 0 & 8 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 8 & 0 & 0 & 0 & 7 \end{bmatrix}$$

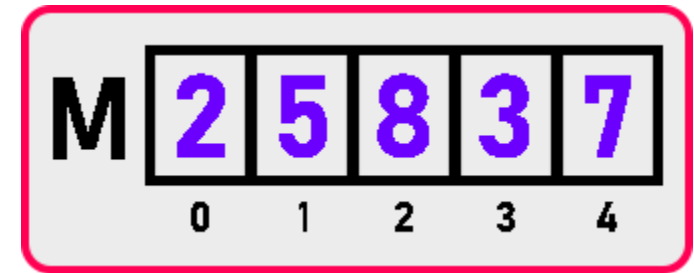
5 x 5

# Diagonal Matrix

- For storing non-zero elements we can take just a single dimension array and store these elements.

$$\mathbf{M} = \begin{bmatrix} 2 & 0 & 0 & 0 & 0 \\ 0 & 5 & 0 & 0 & 0 \\ 0 & 0 & 8 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 7 \end{bmatrix}$$

5 x 5



Now let us see how we can access these elements from a single dimension array if we want to access them

1.If we want to access **M** [0, 0], this element is present on the **0<sup>th</sup>** index in the array.

2.If we want to access **M** [1, 1], this element is present on the **1** index in the array.



# TriDiagonal Matrix:

- If we look at the elements, non-zero elements are present in the main diagonal, lower diagonal, and upper diagonal and the rest of the elements are all zeros.

$$M = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ a_{11} & a_{12} & 0 & 0 & 0 \\ a_{21} & a_{22} & a_{23} & 0 & 0 \\ 0 & a_{32} & a_{33} & a_{34} & 0 \\ 0 & 0 & a_{43} & a_{44} & a_{45} \\ 0 & 0 & 0 & a_{54} & a_{55} \end{bmatrix}$$

If we observe the indices of elements of:

**1.Main Diagonal:** row number is equal to column number ( $i = j$ ).

**2.Lower Diagonal:** row number – column number = 1 ( $i - j = 1$ ).

**3.Upper Diagonal:** row number – column number = -1 ( $i - j = -1$ ).

So, the conditions are:

**Main Diagonal :**  $i = j$ .

**Lower Diagonal:**  $i - j = 1$ .

**Upper Diagonal:**  $i - j = -1$ .

$M[i][j] \neq 0$  if  $|i - j| \leq 1$

$M[i][j] = 0$  if  $|i - j| > 1$

# TriDiagonal Matrix:

- How many non-zero elements are there?

$$= n + n-1 + n-1.$$

$$= 3n - 2 \text{ (non-zero elements)}$$

$$= 3 * 5 - 2$$

$$= 13$$

# TriDiagonal Matrix:

Now how to map these?

case 1: if  $|i - j| = 1$

index:  $i - 1$

case 2: if  $i - j = 0$

index:  $(n-1) + (i-1)$

case 3: if  $i - j = -1$

index:  $(2n-1) + (i-1)$

B	$a_{21}$	$a_{32}$	$a_{43}$	$a_{54}$									
	0	1	2	3	4	5	6	7	8	9	10	11	12
	Lower Diagonal												

B	$a_{21}$	$a_{32}$	$a_{43}$	$a_{54}$	$a_{11}$	$a_{22}$	$a_{33}$	$a_{44}$	$a_{55}$				
	0	1	2	3	4	5	6	7	8	9	10	11	12
	Lower Diagonal				Main Diagonal								

B	$a_{21}$	$a_{32}$	$a_{43}$	$a_{54}$	$a_{11}$	$a_{22}$	$a_{33}$	$a_{44}$	$a_{55}$	$a_{12}$	$a_{23}$	$a_{34}$	$a_{45}$
	0	1	2	3	4	5	6	7	8	9	10	11	12
	Lower Diagonal				Main Diagonal					Upper Diagonal			

# Lower Triangular Matrix

- A lower triangular matrix is a square matrix in which the lower triangular part of a matrix is non-zero elements and the upper triangular part is all zeros and none of them is non-zero. The set of non-zero elements are forming a triangle.

$$M = \begin{matrix} & \begin{matrix} j \rightarrow \\ 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} i \downarrow \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} a_{11} & 0 & 0 & 0 & 0 \\ a_{21} & a_{22} & 0 & 0 & 0 \\ a_{31} & a_{32} & a_{33} & 0 & 0 \\ a_{41} & a_{42} & a_{43} & a_{44} & 0 \\ a_{51} & a_{52} & a_{53} & a_{54} & a_{55} \end{bmatrix} \end{matrix}$$

$$\begin{aligned} M[i, j] &= 0, \text{ if } i < j \\ M[i, j] &\neq 0, \text{ if } i \geq j \end{aligned}$$

For non-zero elements 'i' value is always greater and for zero elements, the 'i' value is smaller. It means if the row number is less than the column number ( $i < j$ ) then the element must be zero.

# Lower Triangular Matrix

- 1<sup>st</sup> row is having 1 non-zero element.
- 2<sup>nd</sup> row is having 2 non-zero elements.
- ...
- 5<sup>th</sup> row is having 5 non-zero elements.
- For any  $n \times n$  matrix,  
number of non-zero elements =  $1 + 2 + \dots + n = n(n + 1) / 2$ .
- In a matrix of  $n \times n$ , total  $n^2$  elements will be there and  $n(n + 1) / 2$  are non-zero elements. So,

$$\begin{aligned}\text{Number of zero elements} &= n^2 - n(n + 1) / 2 \\ &= n(n-1) / 2\end{aligned}$$

# Upper Triangular Matrix

- An upper triangular matrix is a square matrix in which the upper triangular part of a matrix is non-zero elements and the lower triangular part is all zeros and none of them is non-zero. The set of non-zero elements are forming a triangle.

$$M = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ a_{11} & a_{12} & a_{13} & a_{14} & a_{15} \\ 0 & a_{22} & a_{23} & a_{24} & a_{25} \\ 0 & 0 & a_{33} & a_{34} & a_{35} \\ 0 & 0 & 0 & a_{44} & a_{45} \\ 0 & 0 & 0 & 0 & a_{55} \end{bmatrix}$$

condition for finding non-zero and zero elements

$$\begin{aligned} M[i, j] &= 0, \text{ if } i > j \\ M[i, j] &\neq 0, \text{ if } i \leq j \end{aligned}$$

# Upper Triangular Matrix

- 1<sup>st</sup> row is having 5 non-zero element.
- 2<sup>nd</sup> row is having 4 non-zero elements.
- ...
- 5<sup>th</sup> row is having 1 non-zero elements.
- For any  $n \times n$  matrix,  
number of non-zero elements =  $n + (n-1) + \dots + 2 + 1 = n(n+1)/2$ .
- In a matrix of  $n \times n$ , total  $n^2$  elements will be there and  $n(n+1)/2$  are non-zero elements. So,

$$\begin{aligned}\text{Number of zero elements} &= n^2 - n(n+1)/2 \\ &= n(n-1)/2\end{aligned}$$