

# Basic Data Structures: Dynamic Arrays and Amortized Analysis

# Outline

- 1 Dynamic Arrays
- 2 Amortized Analysis—Aggregate Method

Problem: static arrays are static!

```
int my_array[100];
```

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```
int my_array[100];
```

Semi-solution: dynamically-allocated arrays:

```
int *my_array = new int[size];
```

```
cin>>size;  
new int[size]
```

Problem: might not know max size when allocating an array

*All problems in computer science can be solved by another level of indirection.*

Solution: *dynamic arrays* (also known as *resizable arrays*)

Idea: store a pointer to a dynamically allocated array, and replace it with a newly-allocated array as needed.

# Definition

**Dynamic Array:** An abstract data type is defined by its behavior from the point of view of a user

Abstract data type with the following operations (at a minimum):

- $\text{Get}(i)$ : returns element at location  $i^*$
- $\text{Set}(i, val)$ : Sets element  $i$  to  $val^*$
- $\text{PushBack}(val)$ : Adds  $val$  to the end
- $\text{Remove}(i)$ : Removes element at location  $i$
- $\text{Size}()$ : the number of elements

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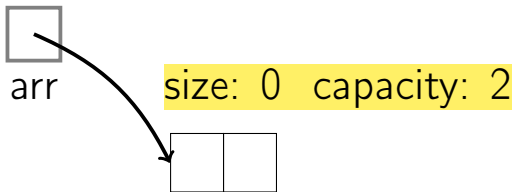
\*must be constant time

# Implementation

Store:

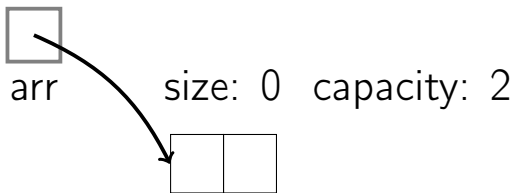
- `arr`: dynamically-allocated array
- `capacity`: size of the dynamically-allocated array
- `size`: number of elements currently in the array

# Dynamic Array Resizing



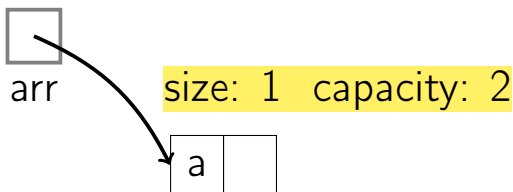


# Dynamic Array Resizing



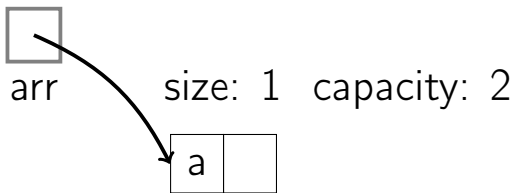
PushBack(a)

# Dynamic Array Resizing

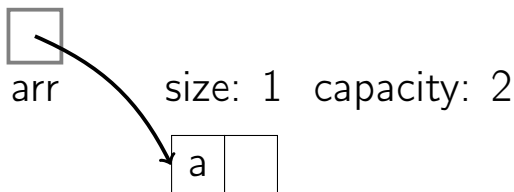


`PushBack(a)`

# Dynamic Array Resizing

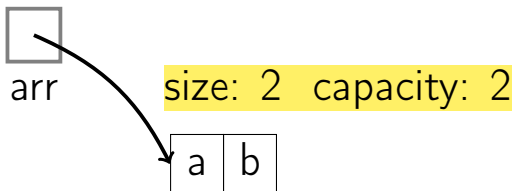


# Dynamic Array Resizing



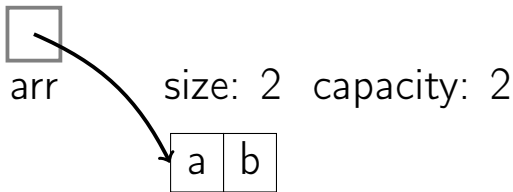
PushBack(b)

# Dynamic Array Resizing

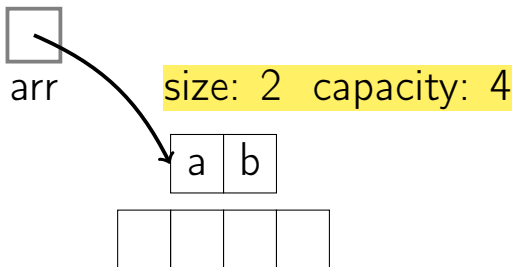


`PushBack(b)`

# Dynamic Array Resizing

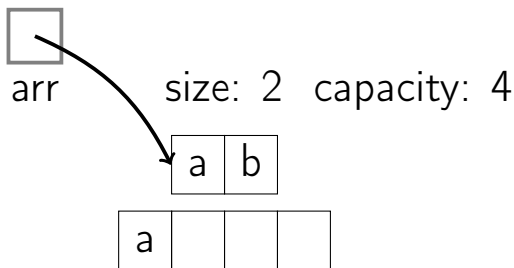


# Dynamic Array Resizing



PushBack(c)

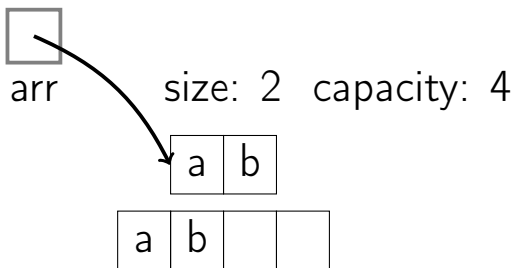
# Dynamic Array Resizing



PushBack(c)

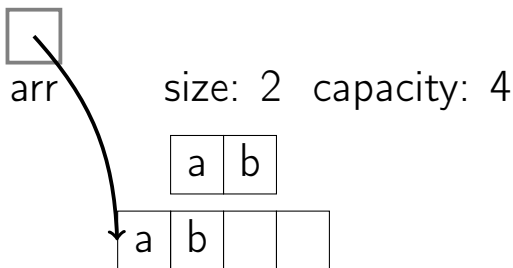


# Dynamic Array Resizing



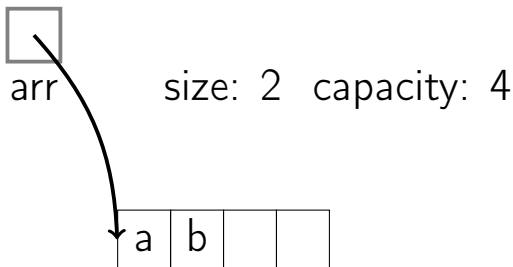
`PushBack(c)`

# Dynamic Array Resizing



PushBack(c)

# Dynamic Array Resizing



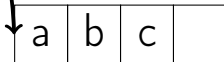
`PushBack(c)`

# Dynamic Array Resizing



arr

size: 3 capacity: 4



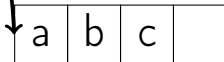
PushBack(c)

# Dynamic Array Resizing

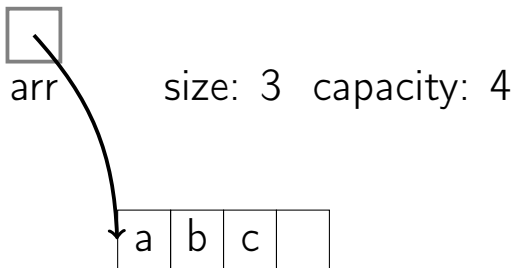


arr

size: 3 capacity: 4



# Dynamic Array Resizing



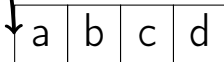
`PushBack(d)`

# Dynamic Array Resizing



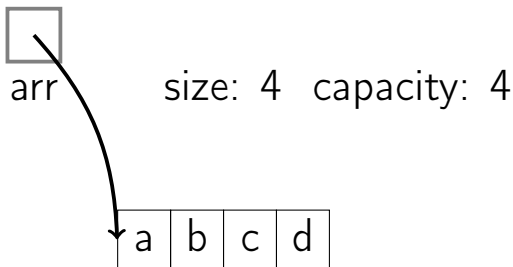
arr

size: 4 capacity: 4



PushBack(d)

# Dynamic Array Resizing



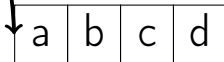


# Dynamic Array Resizing



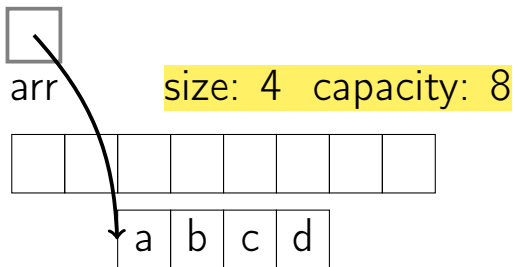
arr

size: 4 capacity: 4



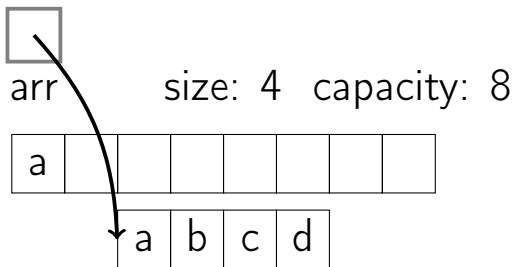
PushBack(e)

# Dynamic Array Resizing



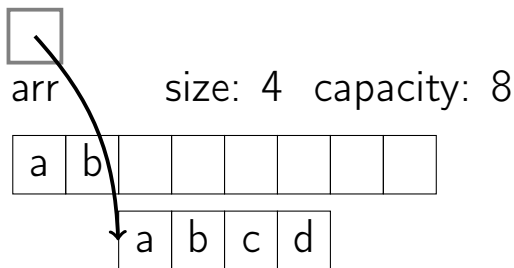
`PushBack(e)`

# Dynamic Array Resizing



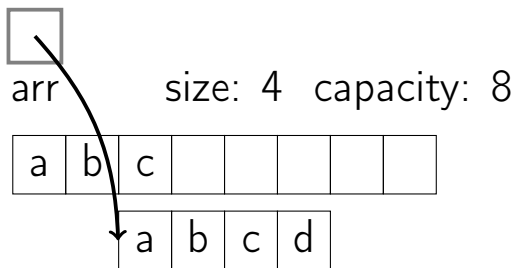
PushBack(e)

# Dynamic Array Resizing



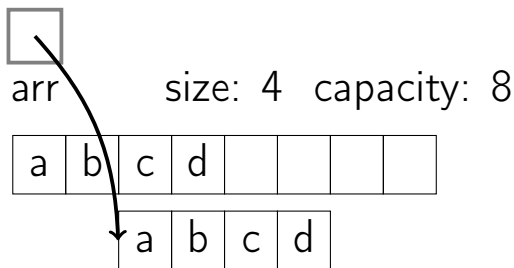
PushBack(e)

# Dynamic Array Resizing



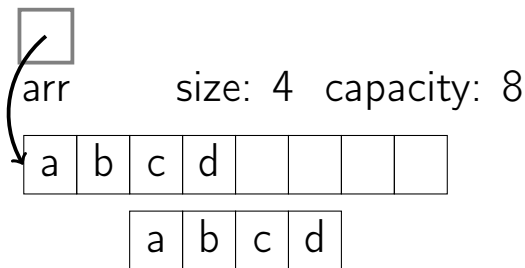
PushBack(e)

# Dynamic Array Resizing



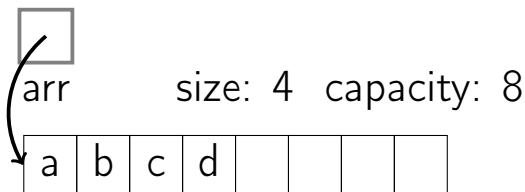
PushBack(e)

# Dynamic Array Resizing



PushBack(e)

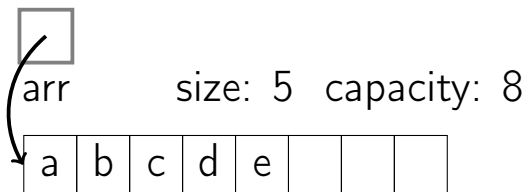
# Dynamic Array Resizing



PushBack(e)



# Dynamic Array Resizing



`PushBack(e)`

Get(*i*)

if  $i < 0$  or  $i \geq \textit{size}$ :

    ERROR: index out of range

return *arr*[*i*]

**Set(*i*, *val*)**

if  $i < 0$  or  $i \geq \text{size}$ :

    ERROR: index out of range

$\text{arr}[i] = \text{val}$

## PushBack(*val*)

```
if size = capacity:  
    allocate new_arr[ $2 \times \text{capacity}$ ]  
    for i from 0 to size - 1:  
        new_arr[i]  $\leftarrow$  arr[i]  
    free arr  
    arr  $\leftarrow$  new_arr; capacity  $\leftarrow 2 \times \text{capacity}$   
arr[size]  $\leftarrow$  val  
size  $\leftarrow$  size + 1
```

## Remove(*i*)

if  $i < 0$  or  $i \geq \text{size}$ :

    ERROR: index out of range

for  $j$  from  $i$  to  $\text{size} - 2$ :

$\text{arr}[j] \leftarrow \text{arr}[j + 1]$

$\text{size} \leftarrow \text{size} - 1$

```
Size()
```

```
return size
```

# Common Implementations

- C++: vector
- Java: ArrayList
- Python: list (the only kind of array)

# Runtimes

Get( <i>i</i> )	$O(1)$
Set( <i>i</i> , <i>val</i> )	$O(1)$
PushBack( <i>val</i> )	$O(n)$
Remove( <i>i</i> )	$O(n)$
Size()	$O(1)$



# Summary

- Unlike static arrays, dynamic arrays can be resized.
- Appending a new element to a dynamic array is often constant time, but can take  $O(n)$ .
- Some space is wasted—at most half.

# Outline

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Sometimes, looking at the individual worst-case may be too severe. We may want to know the total worst-case cost for a sequence of operations.

## Dynamic Array

We only resize every so often.

Many  $O(1)$  operations are followed by an  $O(n)$  operations.

What is the total cost of inserting many elements?

## Definition

Amortized cost: Given a sequence of  $n$  operations, the amortized cost is:

$$\frac{\text{Cost}(n \text{ operations})}{n}$$

# Aggregate Method

Dynamic array:  $n$  calls to PushBack

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Let  $c_i =$  cost of  $i$ 'th insertion.

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$$c_i = 1 + \left\{ \right.$$



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Dynamic array:  $n$  calls to PushBack

Let  $c_i = \text{cost of } i\text{'th insertion.}$

$$c_i = 1 + \begin{cases} i - 1 & \text{if } i - 1 \text{ is a power of 2} \end{cases}$$

# Aggregate Method

Dynamic array:  $n$  calls to PushBack

Let  $c_i$  = cost of  $i$ 'th insertion.

$$c_i = 1 + \begin{cases} i - 1 & \text{if } i - 1 \text{ is a power of 2} \\ 0 & \text{otherwise} \end{cases}$$

# Aggregate Method

Dynamic array:  $n$  calls to PushBack

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$$\frac{\sum_{i=1}^n c_i}{n}$$

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$$\frac{\sum_{i=1}^n c_i}{n} = \frac{n + \sum_{j=1}^{\lfloor \log_2(n-1) \rfloor} 2^j}{n}$$

# Aggregate Method

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$$\frac{\sum_{i=1}^n c_i}{n} = \frac{n + \sum_{j=1}^{\lfloor \log_2(n-1) \rfloor} 2^j}{n} = \frac{O(n)}{n}$$

# Aggregate Method

Dynamic array:  $n$  calls to PushBack

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$$\frac{\sum_{i=1}^n c_i}{n} = \frac{n + \sum_{j=1}^{\lfloor \log_2(n-1) \rfloor} 2^j}{n} = \frac{O(n)}{n} = O(1)$$