

CS121 Data Structures

Array Lists

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Important Data and Statistics



- ▶ $\frac{1}{3}$ of the semester passed!
- ▶ 20 classes remaining
- ▶ 18 days till the Midterm exam I
- ▶ 9 days till the Spring Break
- ▶ HW1 due Sunday, February 25, 23:59

Important Data and Statistics: Midterm I

The topics included in the exam– slides 01–07 (intro–deque)

The question types breakdown:

- ▶ 50% theory
- ▶ 50% programming

To Prepare for the Midterm I

- ▶ You should read chapters 1, 2, 3, 4, 5, 6, 12 or do any equivalent activity for enhancing your theoretical understanding
- ▶ You should do coding and OOP revision (chapters 1 and 2)
- ▶ You should practice recursion tracing (including Sorting Trees)
- ▶ You should be able to simulate different sorting algorithms on a sequence of elements.
- ▶ You should know the running times of sorting algorithms (worst case, best case, average case) and the corresponding inputs for those.

To Prepare for the Midterm I

- ▶ You should know
 - ▶ and be able to implement all the ADTs and their concrete implementations.
 - ▶ all the public methods and instance variables of the ADTs and their concrete implementations.
 - ▶ time and space complexities for all methods of ADTs and their concrete implementations.
- ▶ You should be able to implement alternative concrete versions of ADTs.
- ▶ You should be able to analyze the time and space complexity for those.
- ▶ You should be able to solve problems with concrete data structures.

Lists

List is an abstract data type that represents a *linear* sequence of elements, with more *general* support for adding or removing elements at arbitrary positions (unlike the stack, queue and deque ADTs).

Each element in a list is associated with a unique index.

An index of an element e in a sequence is equal to the number of elements before e in that sequence.

The List Abstract Data Type

The list ADT, based on `java.util.List`, supports:

- `size()`: Returns the number of elements in the list
- `isEmpty()`: Returns a boolean indicating whether the list is empty
- `get(i)`: Returns the element of the list having index *i*; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$
- `set(i, e)`: Replaces the element at index *i* with *e*, and returns the old element that was replaced; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$
- `add(i, e)`: Inserts a new element *e* into the list so that it has index *i*, moving all subsequent elements one index later in the list; an error condition occurs if *i* is not in range $[0, \text{size}())$
- `remove(i)`: Removes and returns the element at index *i*, moving all subsequent elements one index earlier in the list; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$

Example

Method	Return Value	List Contents
add(0, A)	–	(A)
add(0, B)	–	(B, A)
get(1)	A	(B, A)
set(2, C)	“error”	(B, A)
add(2, C)	–	(B, A, C)
add(4, D)	“error”	(B, A, C)
remove(1)	A	(B, C)
add(1, D)	–	(B, D, C)
add(1, E)	–	(B, E, D, C)
get(4)	“error”	(B, E, D, C)
add(4, F)	–	(B, E, D, C, F)
set(2, G)	D	(B, E, G, C, F)
get(2)	G	(B, E, G, C, F)

The List Application Programming Interface (API)

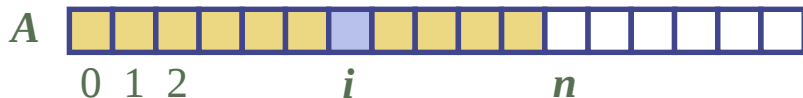
```
1  /** A simplified version of the java.util.List interface. */
2  public interface List<E> {
3      /** Returns the number of elements in this list. */
4      int size( );
5
6      /** Returns whether the list is empty. */
7      boolean isEmpty( );
8
9      /** Returns (but does not remove) the element at index i. */
10     E get(int i) throws IndexOutOfBoundsException;
11
12     /** Replaces the element at index i with e, and returns the replaced element. */
13     E set(int i, E e) throws IndexOutOfBoundsException;
14
15     /** Inserts element e to be at index i, shifting all subsequent elements later. */
16     void add(int i, E e) throws IndexOutOfBoundsException;
17
18     /** Removes/returns the element at index i, shifting subsequent elements earlier. */
19     E remove(int i) throws IndexOutOfBoundsException;
20 }
```

Array Lists

A simple way of implementing the list ADT uses an array A , where $A[i]$ stores (a reference to) the element with index i

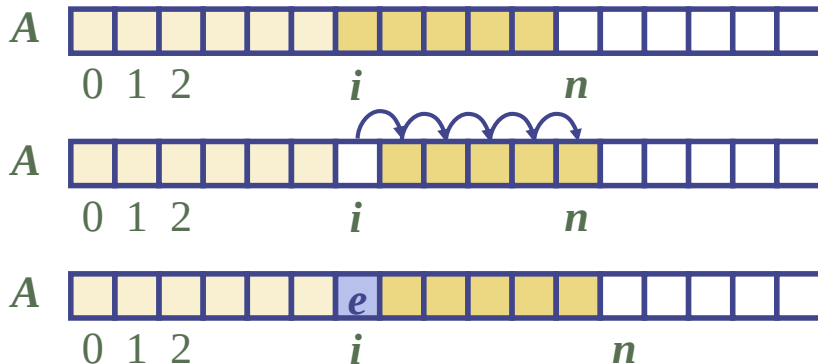
Using dynamic resizing allows to have unbounded lists.

With a representation based on an array A , the $\text{get}(i)$ and $\text{set}(i, e)$ methods are easy to implement by accessing $A[i]$ (assuming i is a legitimate index)



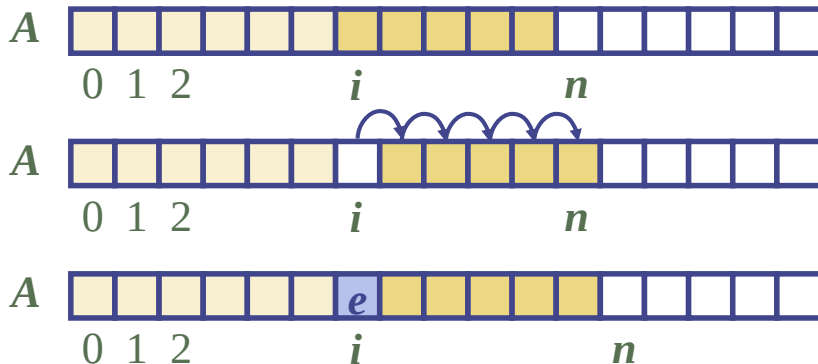
Array Lists: Element Insertion

$\text{add}(i, e)$ needs to make room for the new element by shifting forward the $n - i$ elements $A[i], \dots, A[n - 1]$



Array Lists: Element Insertion

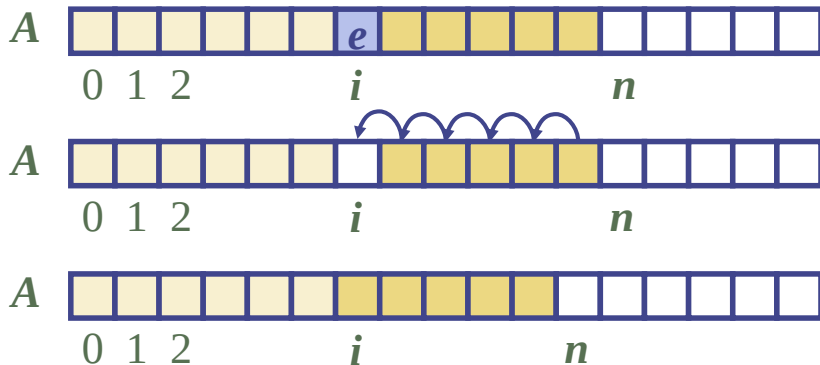
$\text{add}(i, e)$ needs to make room for the new element by shifting forward the $n - i$ elements $A[i], \dots, A[n - 1]$



In the worst case ($i = 0$), element insertion takes $O(n)$ time

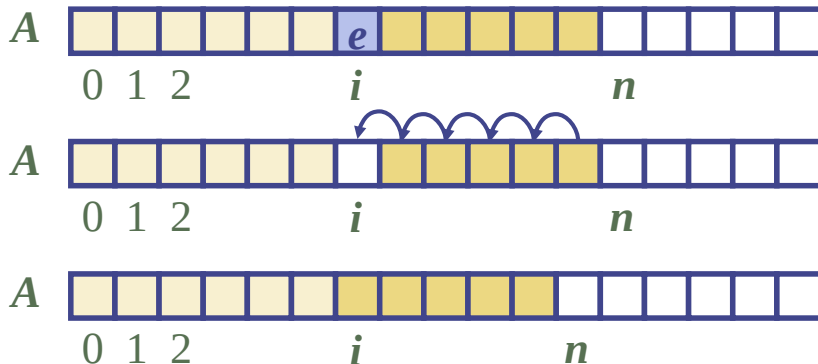
Array Lists: Element Removal

`remove(i)` needs to fill the hole left by the removed element by shifting backward the $n - i - 1$ elements $A[i + 1], \dots, A[n - 1]$



Array Lists: Element Removal

`remove(i)` needs to fill the hole left by the removed element by shifting backward the $n - i - 1$ elements $A[i + 1], \dots, A[n - 1]$



In the worst case ($i = 0$), element removal takes $O(n)$ time

Array List Simple Implementation I

```
1 public class ArrayList<E> implements List<E> {
2     // instance variables
3     public static final int CAPACITY = 16;           // default array capacity
4     private E[] data;                               // generic array used for storage
5     private int size = 0;                           // current number of elements
6     // constructors
7     public ArrayList( ) { this(CAPACITY); }          // constructs list with default capacity
8     public ArrayList(int capacity) {                 // constructs list with given capacity
9         data = (E[]) new Object[capacity];          // safe cast; compiler may give warning
10    }
11    // public methods
12    /** Returns the number of elements in the array list. */
13    public int size( ) { return size; }
14    /** Returns whether the array list is empty. */
15    public boolean isEmpty( ) { return size == 0; }
16    /** Returns (but does not remove) the element at index i. */
17    public E get(int i) throws IndexOutOfBoundsException {
18        checkIndex(i, size);
19        return data[i];
20    }
```

Array List Simple Implementation II

```
21  /** Replaces the element at index i with e, and returns the replaced element. */
22  public E set(int i, E e) throws IndexOutOfBoundsException {
23      checkIndex(i, size);
24      E temp = data[i];
25      data[i] = e;
26      return temp;
27  }
28  /** Inserts element e to be at index i, shifting all subsequent elements later. */
29  public void add(int i, E e) throws IndexOutOfBoundsException, IllegalStateException {
30      checkIndex(i, size + 1);
31      if (size == data.length)                // not enough capacity
32          throw new IllegalStateException("Array is full");
33      for (int k=size-1; k >= i; k--)          // start by shifting rightmost
34          data[k+1] = data[k];
35      data[i] = e;                            // ready to place the new element
36      size++;
37  }
38
39  /** Inserts element e at the end of the list. */
40  public void add(E e) throws IllegalStateException {
41      add(size, e);
42  }
```


Array List Simple Implementation III

```
38  /** Removes/returns the element at index i, shifting subsequent elements earlier. */
39  public E remove(int i) throws IndexOutOfBoundsException {
40      checkIndex(i, size);
41      E temp = data[i];
42      for (int k=i; k < size-1; k++)           // shift elements to fill hole
43          data[k] = data[k+1];
44      data[size-1] = null;                     // help garbage collection
45      size--;
46      return temp;
47  }
48  // utility method
49  /** Checks whether the given index is in the range [0, n-1]. */
50  protected void checkIndex(int i, int n) throws IndexOutOfBoundsException {
51      if (i < 0 || i >= n)
52          throw new IndexOutOfBoundsException("Illegal index: " + i);
53  }
54  }
```

Array List Simple Implementation: Analysis

Drawback: fixed-capacity array, limiting the ultimate list size

If the application needs much less space than the reserved capacity, memory is wasted

If we try to add an element into a full array, the implementation throws an exception and refuses to store the new element

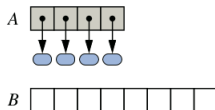
Method	Time
size()	$O(1)$
isEmpty()	$O(1)$
get(i)	$O(1)$
set(i, e)	$O(1)$
add(i, e)	$O(n)$
remove(i)	$O(n)$

Space usage: $O(N)$, where N is the size of the array, independent from the number $n \leq N$ of elements in the list

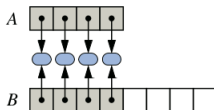
Dynamic Arrays

Idea: When a user tries to add into a full list, i.e. all reserved capacity in the underlying array is exhausted, replace the underlying array with a larger one.

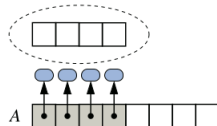
1. Allocate a new array B with larger capacity
2. Set $B[k] = A[k]$, for $k = 0, \dots, n - 1$, where n denotes current number of items
3. Set $A = B$, that is, we henceforth use the new array to support the list
4. Insert the new element in the new array



(a)



(b)



(c)

Array List Implementation with a Dynamic Array

Include the `resize` method below as a protected method within the original `ArrayList` class.

```
/** Resizes internal array to have given capacity >= size. */  
protected void resize(int capacity) {  
    E[] temp = (E[]) new Object[capacity];    // safe cast; compiler may give warning  
    for (int k=0; k < size; k++)  
        temp[k] = data[k];  
    data = temp;                                // start using the new array  
}
```

Redesign the `add` method so that it calls the new `resize` utility when detecting that the current array is filled (rather than throwing an exception)

```
28 /** Inserts element e to be at index i, shifting all subsequent elements later. */  
29 public void add(int i, E e) throws IndexOutOfBoundsException {  
30     checkIndex(i, size + 1);  
31     if (size == data.length)                // not enough capacity  
32         resize(2 * data.length);            // so double the current capacity  
33     // rest of method unchanged...
```

Analysis of Strategies for Dynamic Arrays

Let the operation of adding an element at the end of the list be called **push**, as a shorthand notation

When the array is full, we replace the array with a larger one. How large should the new array be?

- ▶ **Incremental strategy:** increase the size by a constant c
- ▶ **Doubling strategy:** double the size

We compare the incremental strategy and the doubling strategy by analysing the total time $T(n)$ needed to perform a series of n push operations

We assume that we start with a list represented by a growable array of some constant size (usually 0 or 1).

We call **amortized time** of a push operation the average time taken by a push operation over a series of operations, i.e. $T(n)/n$

Incremental Strategy Analysis

We start with a full list of size c (the increment value)

Over n push operations, we replace the array $k = \lceil n/c \rceil$ times

The total time $T(n)$ of a series of n push operations is proportional to

$$\begin{aligned} n + c + 2c + 3c + 4c + \dots + kc &= \\ n + c(1 + 2 + 3 + \dots + k) &= \\ n + c \frac{k(k+1)}{2} \end{aligned}$$

Since c is a constant, $T(n)$ is $O(n + k^2)$, i.e. $O(n^2)$

Thus, the amortized time of a push operation is $O(n)$

Doubling Strategy Analysis

We start with a full list of size 1

We replace the array $k = \lceil \log_2(n+1) \rceil$ times

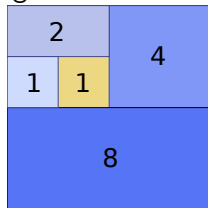
The total time $T(n)$ of a series of n push operations is proportional to

$$n + 1 + 2 + 4 + 8 + \dots + 2^{k-1} =$$

$$n + 2^k - 1 =$$

$$2n - 1$$

geometric series



$T(n)$ is $O(n)$

The amortized time of a push operation is $O(1)$

Summary

Reading

Section 7.1 The List ADT

Section 7.2 Array Lists

Questions?