

Data Structures

Linear List Array Representation

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Outline

1 Linear List Array Representation

- The ADT for the list
- Simplicity After All
- Operations in Array List
 - Add in Array List
 - Get in Array Linear List
 - By the way the rest is for you to implement

2 Dynamic Arrays

- The Common Problem
- How much we need to expand it...
- A Strategy for it
- Analysis

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How do we implement the ADT List?

In our first representation will use an array

Use a one-dimensional array **element**[]):

a	b	c	d	e	-	-	-	-
0	1	2	3	4	5	6	7	8

The previous array

A representation of $L = (a, b, c, d, e)$ using position i in `element[i]`.

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A representation of $L = (a, b, c, d, e)$ using position i in **element**[i].

Where to map in the array

Right To Left Mapping

-	-	-	-	e	d	c	b	a
---	---	---	---	---	---	---	---	---

Mapping That Skips Every Other Position

a	-	b	-	c	-	d	-	e	-	-
---	---	---	---	---	---	---	---	---	---	---

Wrap Around Mapping

d	e	-	-	-	-	-	-	a	b	c
---	---	---	---	---	---	---	---	---	---	---

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Representation Used In Text

Something Notable

a	b	c	d	e	-	-	-	-
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Size=5

Thus

- Put element i of list in `element[i]`.
- Use a variable `size` to record current number of elements

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Code

An Implementation

```
public class SimpleArrayList <Item> implements
                                LinearList <Item>{
    // private elements of implementation
    protected Item element[];
    protected int size;
    protected final static int DEFAULT_SIZE = 10;

    //Constructors
    public SimpleArrayList(){
        this.size = 0;
        this.element = (Item[]) new Object[this.DEFAULT_SIZE];
    }

    public SimpleArrayList(int NewSize){
        this.size = 0;
        this.element = (Item[]) new Object[NewSize];
    }
}
```

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Operations: Add

Add/Remove an element

a	b	c	d	e	-	-	-	-
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add(1,g)

a	g	b	c	d	e	-	-	-
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Code

An Implementation

```
public void add(int index,Item myobject){
    // Initial Variables
    int i;
    // Always check for possible errors
    if (this.size == element.lenght){
        System.out.println("List_does_not_have_space");
        System.exit(0);
    }
    if (index<0 || index>this.size){
        System.out.println("Index_out_of_bound");
        System.exit(0);
    }
    // Shift postiiions as necessary
    for (i = this.size; i>index; i--)
        element[i+1]=element[i];
    //copy element into container
    element[i+1]=myobject;
}
```

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Operations: Get

Here

We have

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`get(3)`

It will return "d".

This code is simple

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Size=5

get(3)

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The code is simple

```
public Item get(int index){  
    //Check always  
    if (this.size == 0) return null;  
    if (index < 0 || index > this.size - 1){  
        System.out.println("Index out of bound");  
        System.exit(0);  
    }  
    return element[index]  
}
```

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You can implement the rest

Yes

Part of your homework!!!

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We do not know how many elements will be stored at the list.

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An initial length and dynamically increase the size as needed.

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Example

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Length of array element[] is 6:

a	b	c	d	e	f
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First create a new and larger array

```
ToArray = (Item[]) new Object[12]
```

-	-	-	-	-	-	-	-	-	-	-	-
---	---	---	---	---	---	---	---	---	---	---	---

Now copy the new elements into the new array!!!

```
System.arraycopy(element, 0, newArray, 0, element.length);
```

a	b	c	d	e	f	-	-	-	-	-	-
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Example

Finally, rename new array

- `element = NewArray;`

`element[0]` →

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---	---	---	---	---	---	---	---	---	---	---	---

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First Attempt

What if you use the following policy?

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Thus

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What if we do n insertions?

We finish with something like this

- ① First Insertion: Creation of the List \Rightarrow Cost = 1.
- ② Second Insertion Cost = 2.
- ③ Third Insertion Cost = 3
- ④ etc!!!

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OK

Not a good idea!!!

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$$1 + 2 + 3 + \cdots + n = \frac{n(n+1)}{2} = O(n^2) \quad (1)$$

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A better strategy

Dynamic Array

To avoid incurring the cost of re-sizing many times, dynamic arrays re-size by an amount a .

In our example we double the size $a = 2$

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To avoid incurring the cost of re-sizing many times, dynamic arrays re-size by an amount a .

In our example we double the size, $a = 2$

```
Item NewArray[];  
if (this.size == element.lenght){  
    // Resize the capacity  
    NewArray = (Item[]) new Object[2*this.size]  
    for(int i=0; i < size ; i++){  
        NewArray[i]=element[i];  
    }  
    element = NewArray;  
}
```

Space Complexity

Every time an insertion triggers a doubling of the array

Thus, space wasted in the new array:

$$\text{Space Wasted} = \text{Old Length} - 1 \quad (2)$$

a	b	c	d	e	f	-	-	-	-
---	---	---	---	---	---	---	---	---	---

Wasted

Remember: We double the array and insert!!!

Thus, the average space wasted is

$$\Theta(n)$$

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For example, we have the following

A trade-off between time and space

- You have an average time for insertion is $\frac{2}{2-1}$.
- In addition, an upper bound for the wasted cells in the array is $(2-1)n - 1 = n - 1$.

Actually, a more general form of expansion is

Thus, we have:

- Average time for insertion is $\frac{a}{a-1}$.
- An upper bound for the wasted cells in the array is $(a-1)n - 1 = an - n - 1$.

Different languages use different values

- Java, $a = \frac{3}{2}$.
- Python, $a = \frac{9}{8}$.

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We have the following final analysis

Amortized Analysis Vs. Classic

	Array Classic Analysis	Dynamic Array Amortized Analysis
Indexing	$O(1)$	$O(1)$
Search	$O(n)$	$O(n)$
Add/Remove	$O(n)$	$O(n)$
Space Complexity	$O(n)$	$O(n)$