

# Searching Lists

## Algorithms and Datastructures

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## Arrays

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Arrays are by nature of fixed length. How can we make them expandable and still have direct memory access?

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- 2.
- 3.

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3.  $O(1)$  - how can that be?



Money in the bank

Balance: 4 we hope that is enough to pay for future expansions

array is full

7

9

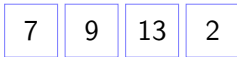
13

2

Money in the bank

Balance:  $4 - 0 = 4$  (creating new array considered free here)

array is full



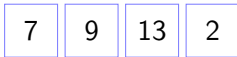
create new array



Money in the bank

Balance:  $4 - 4 = 0$  (using 1 per copy)

array is full



4 copies

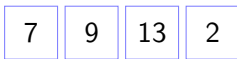
create new array



Money in the bank

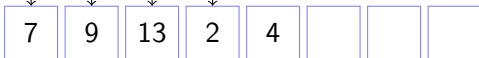
Balance:  $0 + 3 - 1 = 2$  (charging 3 for an insert, using 1)

array is full



4 copies

create new array

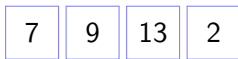


add element 4

Money in the bank

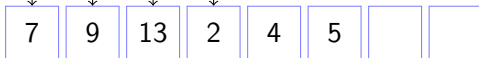
Balance:  $2 + 3 - 1 = 4$  (charging 3 for an insert, using 1)

array is full



4 copies

create new array



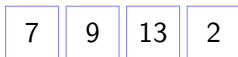
add element 4

add element 5

Money in the bank

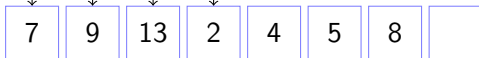
Balance:  $4 + 3 - 1 = 6$  (charging 3 for an insert, using 1)

array is full



4 copies

create new array



add element 4

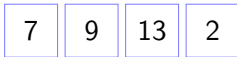
add element 5

add element 8

Money in the bank

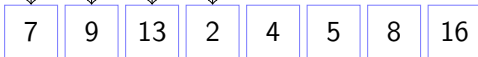
Balance:  $6 + 3 - 1 = 8$  (charging 3 for an insert, using 1)

array is full



4 copies

create new array



add element 4

add element 5

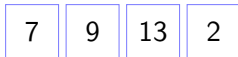
add element 8

add element 16

Money in the bank

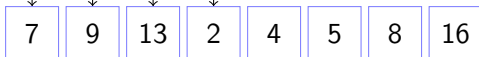
Balance: 8 enough to pay for 8 copies

array is full



4 copies

create new array



add element 4

add element 5

add element 8

add element 16

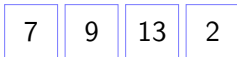
$$O(3) = O(1)$$



Constant payload

Payload: 0

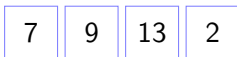
array is full



Constant payload

Payload: 0 (creating new array considered free here)

array is full



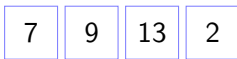
create new array



Constant payload

Payload:  $1 + 1 = 2$  (1 for copying and 1 for inserting)

array is full



create new array

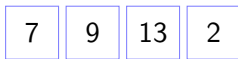


copy 7 insert 4

Constant payload

Payload:  $1 + 1 = 2$  (1 for copying and 1 for inserting)

array is full



create new array



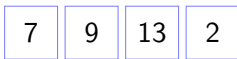
copy 7 insert 4

copy 9 insert 5

Constant payload

Payload:  $1 + 1 = 2$  (1 for copying and 1 for inserting)

array is full



create new array



copy 7 insert 4

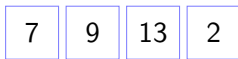
copy 9 insert 5

copy 13 insert 8

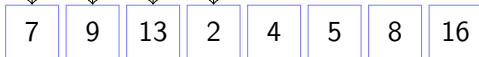
Constant payload

Payload:  $1 + 1 = 2$  (1 for copying and 1 for inserting)

array is full



create new array



copy 7 insert 4

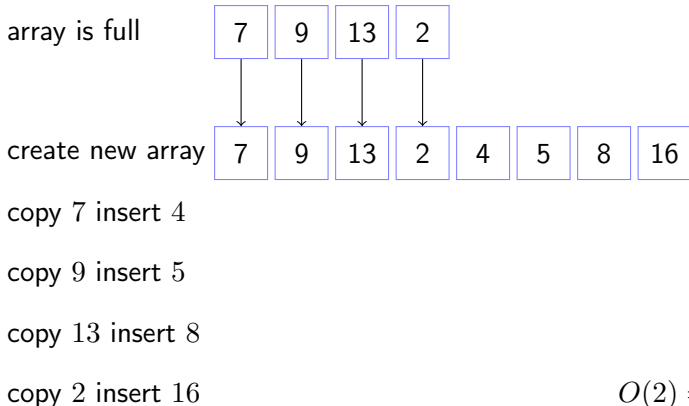
copy 9 insert 5

copy 13 insert 8

copy 2 insert 16

Constant payload

Payload: 8 in total for 4 insertions



$$O(2) = O(1)$$

- What would the complexity (big-O) be if we:
  - Triple the array size instead of doubling it?
  - Only made the new array 50% bigger?
- Bearing in mind that most modern memory is paged<sup>1</sup>, consider why doubling the array size is not such a bad idea?

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<sup>1</sup>typically in  $2^n$  sized pages



1. Create a Java class `FlexibleArray` that uses the “Constant payload” algorithm.

```
public class FlexibleArray<T> {  
    ...  
    public T get(int index) { ... }  
    public void set(int index, T element) { ... }  
    public void add(T element) { ... }  
    public int size() { ... }  
}
```

**Note** that to create a new array of type `T` you must:

```
private T[] arrayOfT = (T[])new Object[1000];
```

2. Measure the time it takes to add 10.000, 100.000, and 1.000.000 elements.
3. Measure Javas build-in `ArrayList` with the same data.