

## Stack: resizing-array implementation

**Problem.** Requiring client to provide capacity does not implement (a good) API!

**Q.** How to grow and shrink array?

**First try.**

- `push()`: increase size of array `s[]` by 1.
- `pop()`: decrease size of array `s[]` by 1.

**Too expensive.**

- Need to copy all item to a new array.
- Inserting first  $N$  items takes time proportional to  $1 + 2 + \dots + N \sim N^2 / 2$ .



infeasible for large  $N$

**Challenge.** Ensure that array resizing happens infrequently.

## Stack: resizing-array implementation

Q. How to grow array?

A. If array is full, create a new array of **twice** the size, and copy items.

"repeated doubling"

```
public ResizingArrayStackOfStrings()
{
    s = new String[1];
}

public void push(String item)
{
    if (N == s.length) resize(2 * s.length);
    s[N++] = item;
}

private void resize(int capacity)
{
    String[] copy = new String[capacity];
    for (int i = 0; i < N; i++)
        copy[i] = s[i];
    s = copy;
}
```

Q. Inserting first  $N$  items takes time proportional to  $N$  (not  $N^2$ ).

↑  
Why?

## Stack: resizing-array implementation

A. Inserting  $N$  items takes into a resizable array takes...

$1 + 2 + 4 + 8 \dots + 2^{\log(N)}$  operations

= geometric series

=  $2(1-2^N)/(1-2) + 1$

For  $N = 16$ ,  $\log N = 4$

Sum is

$$2((1-16)/-1) + 1 = 31$$

For  $N = 64$ ,  $\log N = 6$

Sum is

$$2((1-64)/-1) + 1 = 127$$

So cost is at most  $2N-1$  which is  $O(N)$

Does not need to be “double”,  
so long as a constant factor:  
e.g.,  $2/1$ ,  $3/2$ ,  $9/8$ , etc...

Thus, double the array size when a resize is needed on average  
amortizes the cost of insertion to  $O(1)$  per insertion!

Amortized algorithm analysis is a cool concept you should look up!

# Stack: resizing-array implementation

Q. How to shrink array?

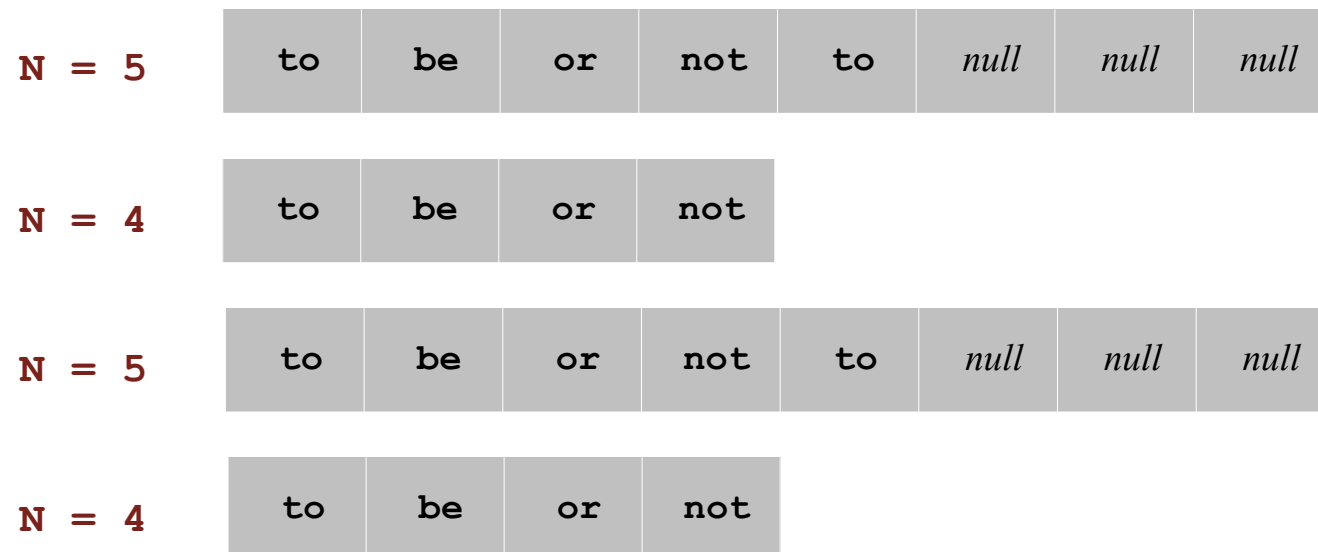
First try.

- `push()`: double size of array `s[]` when array is full.
- `pop()`: halve size of array `s[]` when array is one-half full.

Too expensive in worst case.

- Consider push-pop-push-pop-... sequence when array is full.
- Each operation takes time proportional to  $N$ .

"thrashing"



## Stack: resizing-array implementation

Q. How to shrink array?

More efficient solution.

- `push()`: double size of array `s[]` when array is full.
- `pop()`: halve size of array `s[]` when array is one-quarter full.

```
public String pop()
{
    String item = s[--N];
    s[N] = null;
    if (N > 0 && N == s.length/4)
        resize(s.length/2);
    return item;
}
```

Invariant. Array is between 25% and 100% full.

# Stack resizing-array implementation: performance

**Amortized analysis.** Average running time per operation over a worst-case sequence of operations.

**Proposition.** Starting from an empty stack, any sequence of  $M$  push and pop operations takes time proportional to  $M$ .

	best	worst	amortized
construct	1	1	1
push	1	N	1
pop	1	N	1
size	1	1	1

doubling and  
halving operations

order of growth of running time  
for resizing stack with N items

## Stack implementations: resizing array vs. linked list

**Tradeoffs.** Can implement a stack with either a resizing array or a linked list; client can use interchangeably. Which one is better?

### Linked-list implementation.

- Every operation takes constant time in the worst case.
- Uses extra time and space to deal with the links.

### Resizing-array implementation.

- Every operation takes constant amortized time.
- Less wasted space.

