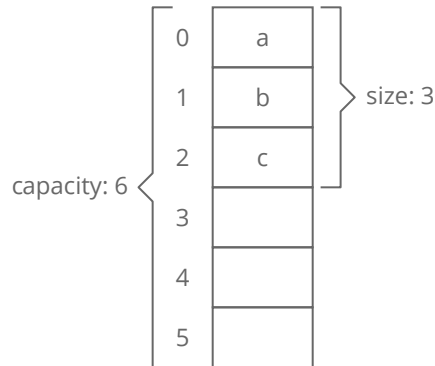


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# Dynamic Array

Data Structure (</data-structures-reference>)

Other names:

array list, growable array, resizable array, mutable array

## Quick reference

A **dynamic array** is an array (</concept/array>) with a big improvement: automatic resizing.

One limitation of arrays is that they're *fixed size*, meaning you need to specify the number of elements your array will hold ahead of time.

A dynamic array expands as you add more elements. So you *don't* need to determine the size ahead of time.

	Average Case	Worst Case
<b>space</b>	$O(n)$	$O(n)$
<b>lookup</b>	$O(1)$	$O(1)$
<b>append</b>	$O(1)$	$O(n)$
<b>insert</b>	$O(n)$	$O(n)$
<b>delete</b>	$O(n)$	$O(n)$

## Strengths:

- **Fast lookups.** Just like arrays, retrieving the element at a given index takes  $O(1)$  time.
- **Variable size.** You can add as many items as you want, and the dynamic array will expand to hold them.
- **Cache-friendly.** Just like arrays, dynamic arrays place items right next to each other in memory, making efficient use of caches.

## Weaknesses:

- **Slow worst-case appends.** Usually, adding a new element at the end of the dynamic array takes  $O(1)$  time. But if the dynamic array doesn't have any room for the new item, it'll need to expand, which takes  $O(n)$  time.
- **Costly inserts and deletes.** Just like arrays, elements are stored adjacent to each other. So adding or removing an item in the middle of the array requires "scooting over" other elements (/concept/array#inserting), which takes  $O(n)$  time.

## In Python 3.6

In Python, dynamic arrays are called *lists*.

Here's what they look like:

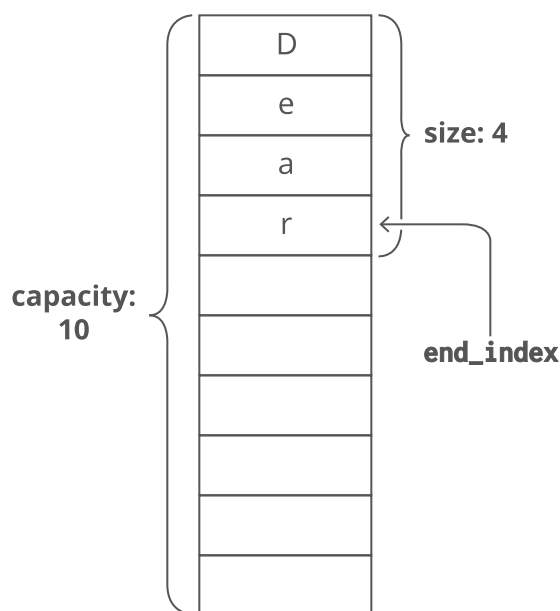
```
gas_prices = []  
  
gas_prices.append(346)  
gas_prices.append(360)  
gas_prices.append(354)
```

Python 2.7

# Size vs. Capacity

When you allocate a dynamic array, your dynamic array implementation makes an *underlying fixed-size array*. The starting size depends on the implementation—let's say our implementation uses 10 indices. Now say we append 4 items to our dynamic array. At this point, our dynamic array has a length of 4. But the *underlying array* has a length of 10.

We'd say this dynamic array's **size** is 4 and its **capacity** is 10. The dynamic array stores an **end\_index** to keep track of where the dynamic array ends and the extra capacity begins.



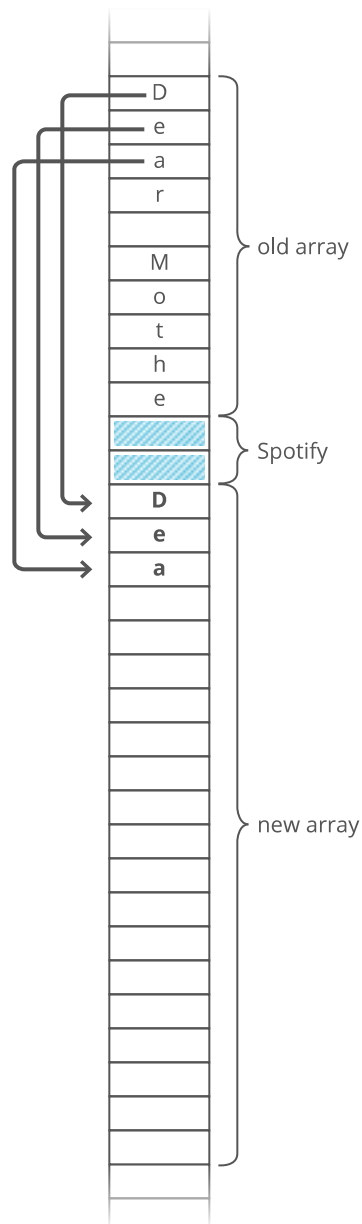
## Doubling Appends

What if we try to append an item but our array's capacity is already full?

To make room, dynamic arrays automatically make a new, bigger underlying array. Usually twice as big.

Why not just *extend* the existing array? Because that memory might already be taken by another program.

Each item has to be individually copied into the new array.



Copying each item over costs  $O(n)$  time! So whenever appending an item to our dynamic array forces us to make a new double-size underlying array, that append takes  $O(n)$  time.

That's the *worst* case. But in the best case (and the *average* case), appends are just  $O(1)$  time.

# Amortized cost of appending

1. The time cost of each special  $O(n)$  "doubling append" *doubles* each time.
2. At the same time, the *number of  $O(1)$  appends* you get until the *next doubling append* also doubles.

These two things sort of "cancel out," and we can say each append has an *average* cost or **amortized cost** of  $O(1)$ .

Given this, in industry we usually wave our hands and say dynamic arrays have a time cost of  $O(1)$  for appends, even though strictly speaking that's only true for the *average* case or the *amortized* cost.

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Next up: Merging Meeting Times → (</question/merging-ranges?course=fc1&section=array-and-string-manipulation>)

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