COMP 2402 Class Notes

Java Collections Framework (JCF)

The Java Collections Framework (JCF) is a unified architecture for representing and manipulating collections.

A collection — sometimes called a container — is simply an object that groups multiple elements into a single unit. Collections are used to store, retrieve, manipulate, and communicate aggregate data. Typically, they represent data items that form a natural group, such as a poker hand (a collection of cards), a mail folder (a collection of letters), or a telephone directory (a mapping of names to phone numbers). If you have used the Java programming language — or just about any other programming language — you are already familiar with collections.

In order to use the JCF you can import it like this.

```
import java.util.*
```

Sorting

This is how to sort strings based on length by using anonymous object [**Comparator**].

```
Collections.sort(list, new Comparator<String>() {
    public int compare(String x, String y) {
        return x.length() - y.length();
    }
});

// or you can use lambda function
list.sort( (String o1, String o2) -> o1.compareTo(o2)
```

```
);

// if you want to sort by length and also
alphabetically
Collections.sort(list,new Comparator<String>() {
    public int compare(String x, String y) {
        // if not same length, use length
        if(x.length() != y.length()) {
            return x.length() - y.length();
        }
        // else compare as strings
        return x.compareTo(y);
    }
});
```

The **compare(x,y)** method works by moving an element left if the **compare(x,y)** method returns a negative integer, and moves the element right if the **compare(x,y)** returns a positive integer. [difference between x and y]

```
(-) x < y
(0) x = y
(+) x > y
```

Maps [Hashmap]

Also known as dictionaries in Swift or C#...

- Cannot have duplicate entries

```
Map<String, Integer> map = new HashMap<>();
map.put("Java", 6);
map.put("Swift", 10);
map.put("C#", 7);
map.put("Ruby", 9);
```

```
// this will print out every value in the map [foreach]
for(String str : map.keySet()) {
    System.out.println(str + " : " + map.get(str))
}

map.get(key); // fast operation, returns null if no key
found
```

List

Continuing from previous example...

Map.Entry is just a key-value pair

```
List<Map.Entry<String,Integer>> entryList = new
ArrayList<>();
entryList.addAll(map.entrySet); // set containing all
the elements

for(Map.Entry<String,Integer> entry : entrylist) {
    System.out.println(entry.getKey() + " : " +
entry.getValue() );
}
```

Deque [ArrayDeque]

Fast for reading/writing at *start* or *end* of list. Basically just a flexible stack/queue.

```
Deque<String> dq = new ArrayDeque<>();
dq.addFirst("second");
dq.addFirst("first");
dq.addLast("penultimate");
dq.addLast("last");
```

Priority Queue

Essentially: uses a heap instead of a tree, in order to keep a certain one on top. So first element is 'sorted' and then rest is unsorted.

Not good for sorting, or random access.

```
Queue<String> pq = new PriorityQueue<>();
pq.addAll(list);

System.out.println(pq.remove());    // remove smallest
element
```

If alphabetical, one that starts with 'a' will be removed. After first element, the queue is not sorted. Removing one will promote next smallest to the top

Asymptotic Notation [Big O]

Used to analyze complexity of algorithms, to find faster, or which ones requires more space.

Comparing data structures

- Time
- Space
- Correctivenes

Growth rates proportioanl to n

- If input doubles in size, how much will runtime increase?

Runtime as a count of primative operation

- This is machine independent

- Proportional to exact runtimess

```
for(int i = 0; i < n; i++) {
    arr[i] = i;
}
```

Runtime:

- **1**: assignment [int i = 0]
- **n+1**: comparisons [i < n]
- **n**: increments [i++]
- **n**: array offset calculations [arr[i]]
- **n**: n indirect assignments [arr[i] = i]

Definition of Big O

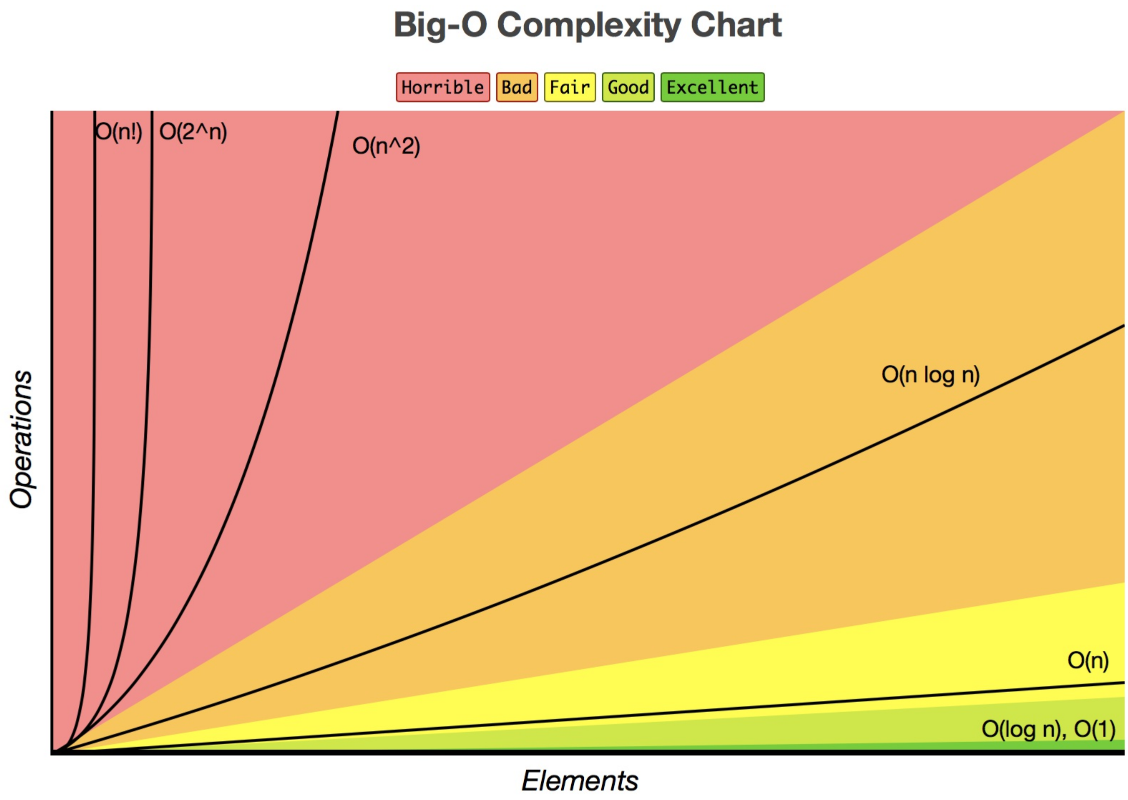
After a certain point, g(x) will grow as fast [or faster] than f(x)

- g(x) is the upper limit to f(x)

$O(g(n)) \forall (f(n) < c \bullet g(n))$

Orders of growth

Complexity	Name
O(1)	Constant
O(log n)	Logarithmic
O(n)	Linear
O(n log n)	Quasilinear
O(n^2)	Quasilinear
O(2^n)	Exponential
O(n!)	Factorial



Tips

- Only largest values matter
- Drop all coefficient
- Log bases are all equivalent

Example

```
public class BigO {
    public static void main() {
        String str = "";
        int n = 100;    // O(1)

        for(int i = 0; ,< n; i++) {     // O(n)
            str += "x";     // O(1) but n times
        }

        for(int i = 0; i < n; i+=2) {    // n/2 times -
> O(n)
            str += "y"      // O(1)
```

```
        }

        // this is roughly the same as if n was n/2
with O(n)
        for(int i = 0; i < n; i*=2) {    // O(log n)
            str += "y"      // O(1)
        }
    }
}
```

Array-based Data Structures

ArrayStack [ArrayList]

- Implements **List** interface with an array
- Similar to ArrayList
- Efficient only for stack operations [back]
- superceded by ArrayDeque
- **get(), set() in O(1)**
- **add(), remove() in O(1 + n-i)**
    - good for write at the back

Stacks vs List

Stack	List
push(x)	add(n,x)
pop()	remove(n-1)
size()	size()
peek(x)	get(n-1)

List Interface

- get(i) / set(i,x)
    - Access element i, and return/replace it

- size()
  - number of items in list
- add(i,x)
  - insert new item x at position i
- remove(i)
  - remove the element from position i

dereferencing: getting the address of a data item

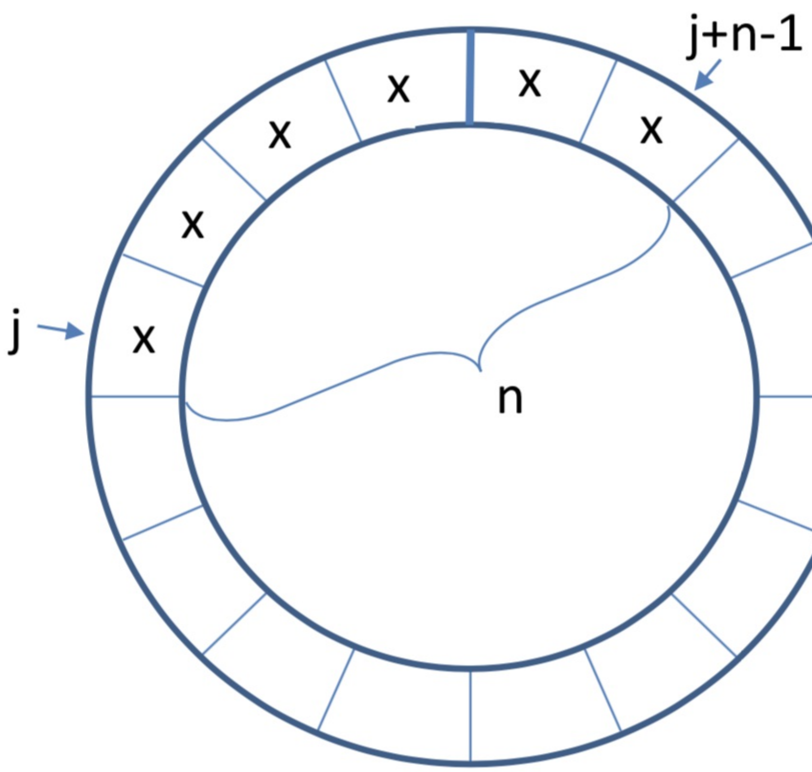
Amortized Cost

When an algorithm has processes that may be much longer but usually is quick, so you take the average. [roughly]

e.g. resizing an an array when adding/removing

ArrayQueue & ArrayDeque

Allow for efficient access at front and backs.



ArrayQueue

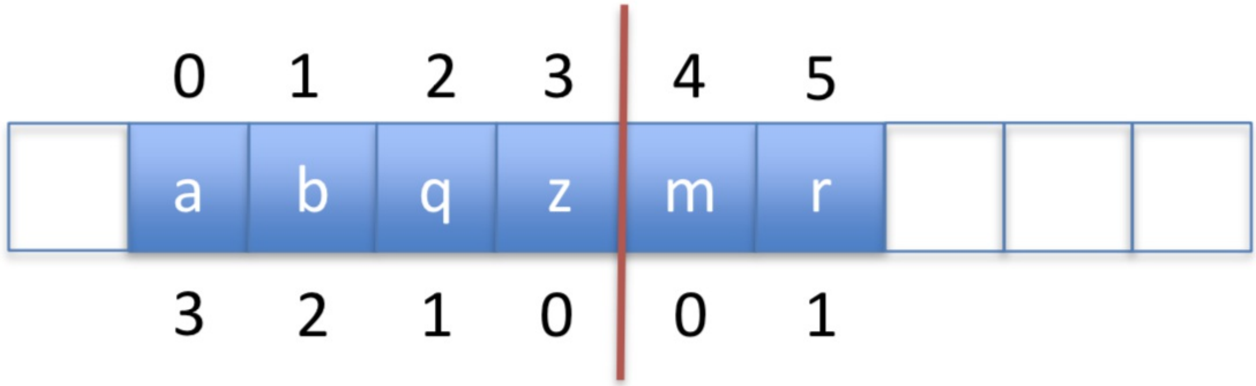
- Implements **Queue** and **List** interfaces with an array
- Cyclic array, (n: number of elements, j: 'index' of last element)
- **get(), set() in O(1)**
- **add(), remove () in O(1 + min(i, n-i))**
    - quick to write at front or back
    - cannot access anywhere else
- **resize is O(n)**

ArrayDeque

- Implements **List** interface with an array
- **get(), set() in O(1)**
- **add(), remove() in O(1 + min(i, n-i))**
    - quick to write at front or back
    - not so quick to access middle
- **resize is O(n)**

DualArrayDeque

- Implements **List** interface
- Uses two **ArrayStacks** front-to-front
- Since arrays are quick to add to the end, this makes front and back operations fast
- May be rebalanced if one array is much larger than the other
- Use Potential Function to decide when to rebalance
- **get(), set() in O(1)**
- **add(), remove() in O(1 + min(i, n-i))**
    - quick to write at front or back, but not middle



Potential Function

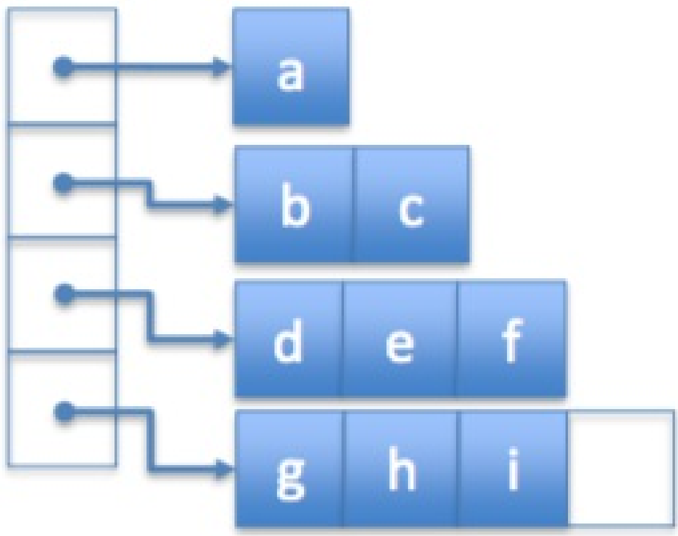
Define a potential function for the data structure to be the absolute difference of the sizes of the two stacks

P = | front_array.size – back_array.size |

- Adding or removing an element can only increase/decrease 1 to this function

RootishArrayStack

- Implements the **List** interface using multiple backing arrays
- Reduces 'wasted space' [unused space]
- At most: *sqrt(n)* unused array locations
- Good for space efficiency
- **get(), set() in O(1)**
- **add(), remove() in O(1 + n-i)**
  - quick to write at the back

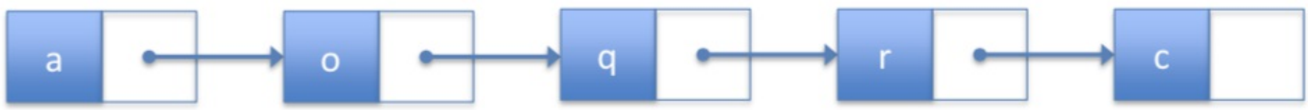


Linked Lists

- Recursive data structure made up of nodes
- Pointers to head and tail, and each node points to the next node
- Efficient add/remove but slow read/write

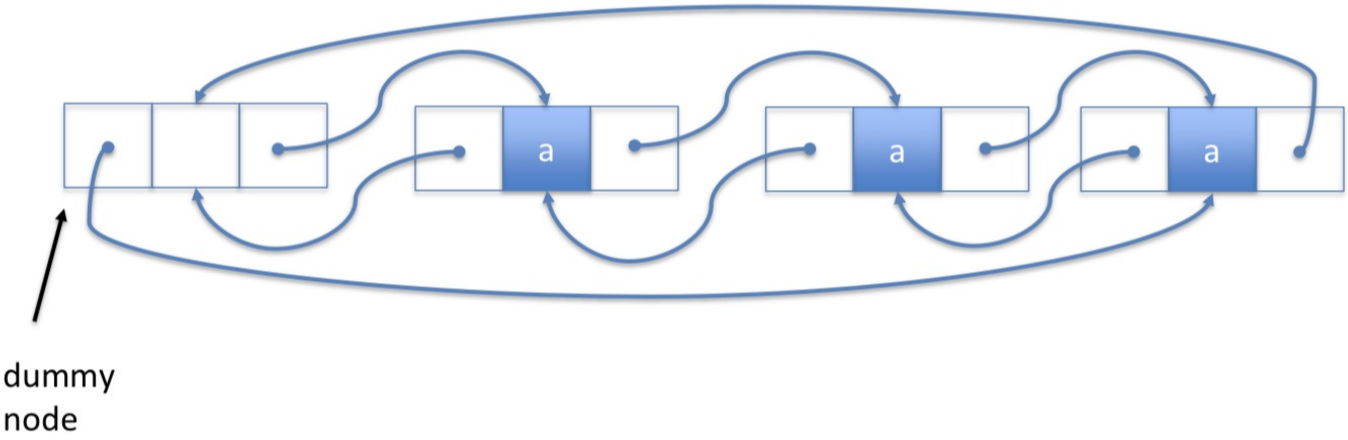
SLList [Singly-Linked List]

- Implements the **Stack** and **Queue** interfaces
- **push(), pop() in O(1)**
- **add(), remove() in O(1)**



DSList [Doubly-Linked List]

- Forward and backwards pointers at each node
- Implements the **List** interfaces
- **get(), set() in O(1 + min(i, n−i))**
- **add(), remove() in O(1 + min(i, n−i))**



SELList [Space-Efficient Linked List]

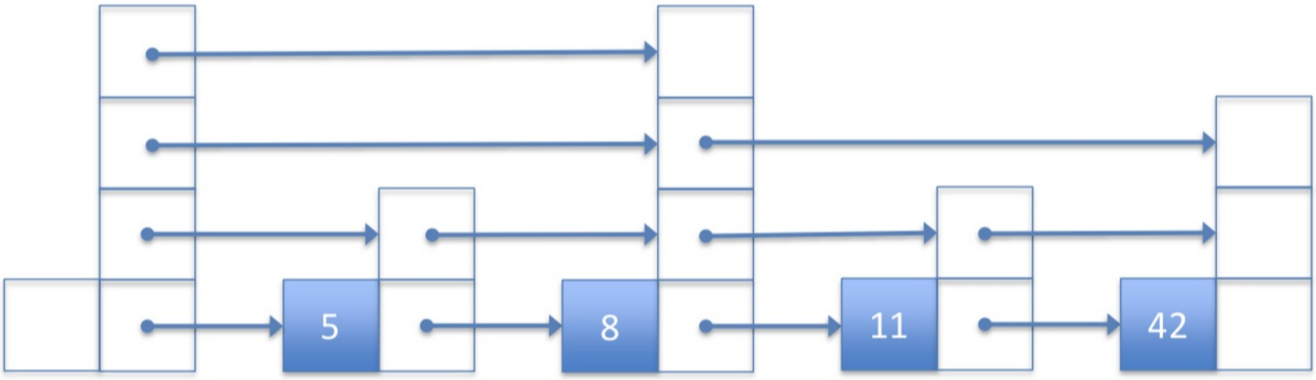
- Like a doubly-linked list, but uses block size *b*
- Is a series of **ArrayDeque** with *next* and *prev* pointers
- Implements the **List** interfaces
- **get(), set() in O(1 + min(i, n-i)/*b*)**
- **add(), remove() in O(1 + min(i, n-i)/*b*)**
    - is quicker because you can skip blocks of data

Skiplist

- Like a singly-linked list, with 'skips'
- Randomly generated structure
- Faster searches than linked lists

SSet Interface

- Additional nodes with pointers that allow 'skipping'
- Successor search: **find(x) will return smallest value >= x**
- **find(), add(), remove() in O(log n)**



List Implementations

	get/set	**add/remove**
Arrays	*O(1)*	*O(1 + min(i,n−i))*
LinkedList	*O(1 + min(i,n−i))*	*O(1)*
Skiplist	*O(log n)*	*O(log n)*

* given a pointer to a location

Definitions

Random variable: a random sample from a group of values

Expected value: average value of a random variable

Indicator variable: random variable with values of 0 or 1

Linearity of Expectation: the expected value of a sum is equal to the sum of expected values

Expected height of node [if coin flips were used]:

```
P(x = 1) = 1/2      // prob. that tails on first flip
P(x = 2) = 1/4      // prob. that tails on second flip
P(x = 3) = 1/8      // prob. that tails on third flip
...
P(x = i) = 1/(2^i)
```

```
Thus,
E[x] = i*Sum(1/2^i)        // for all natural numbers
E[x] = Sum(E[I_j])
E[x] = Sum(P(I_j = i))

Indicator variable: 1 if tails, 0 is heads
P(I_1 = 1) = 1
P(I_2 = 1) = 1/2
...
P(I_j = 1) = 1/(2^(i-1))

let S = Sum(P(x = i)) = 1 + 1/2 + 1/4 + ...

therefore,
S/2 = 1/2 + 1/4 + 1/8 + ...

S - S/2 = 1
=> S = 2

 E[x] = Sum(P(I_j = i)) = S = 1 + 1/2 + 1/4 + ...
 E[x] = 2
```

Expected number of elements in the skiplist:

```
E[n_i] = ?

I_(i,j) = 1 if in list, 0 is not in list
// i is 0...n-1, number of nodes in list

// expected value of sum of indicator(element in list)
E[n_i] = E[ Sum( I_(i,j) ) ]
E[n_i] = Sum( E[ I_(i,j) ] )
E[n_i] = Sum( 1/(2^i) )     // average number values in
each node
E[n_i] = n * ( 1/(2^i) )    // average height(node) *
number of nodes
```

Average height of skiplist:

```
h = # of levels in list

I_i = 1 if level is not empty, 0 if level empty

// expected value of sum of indicator(level not empty)
E[h] = E[ Sum( I_i ) ]      // from 0...infinity [no
max height]
E[h] = Sum( E[ I_i ] )

I_i ≤ n_i   // if level exists, less likely than number
of nodes

E[I_i] ≤ E[n_i] = n/(2^i)

// use log(n) since we know to prove O(log n)
E[h] = E[ I_i ]{ from [0] to [log(n)] }
       + E[ I_i ]{ from [log(n) + 1] to [infinity] }

E[h] = [ log(n) + 1 ] + [ 1 ]       // because math

E[h]  = log(n) + 2 ≤ log(n) + 3
```

Average length of skiplist:

```
R_i = # of horizontal steps at level ≤ n_i
l = Sum(R_i)

E[R_i] ≤ E[ # node height not promoted ]
E[R_i] ≤ E[ # node height promoted ] - 1
E[R_i] ≤ S - 1      // S = 2 from above
E[R_i] ≤ 1

let sp = total length of search path
E[sp] = E[h] + E[l]
E[sp] = ( log(n) + 3 ) + E[ Sum(R_i) ]
```

```
E[sp] = ( log(n) + 3 ) + Sum( E[ R_i ] )
E[sp] ≤ ( log(n) + 3 )
        + Sum(1){ from [0] to [log(n)] }
        + Sum( E[ n_i ] ){ from [log(n) + 1] to n }
E[sp] ≤ ( log(n) + 3 )
        + log(n)
        + Sum( n/(2^i) ){ from [log(n) + 1] to n }
E[sp] ≤ 2*log(n) + 6

E[sp] = O(log n) + O(1)
```