

# Basic Data Structures: Dynamic Arrays and Amortized Analysis

Neil Rhodes

Department of Computer Science and Engineering  
University of California, San Diego

Data Structures  
Data Structures and Algorithms

# Outline

- 1 Dynamic Arrays
- 2 Amortized Analysis—Aggregate Method
- 3 Amortized Analysis—Banker's Method
- 4 Amortized Analysis—Physicist's Method

Problem: static arrays are static!

```
int my_array[100];
```

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Semi-solution: dynamically-allocated arrays:

```
int *my_array = new int[size];
```

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Solution: *dynamic arrays* (also known as *resizable arrays*)

Idea: store a pointer to a dynamically allocated array, and replace it with a newly-allocated array as needed.

# Definition

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Abstract data type with the following operations (at a minimum):

---

\*must be constant time



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- $\text{Remove}(i)$ : Removes element at location  $i$
- $\text{Size}()$ : the number of elements

---

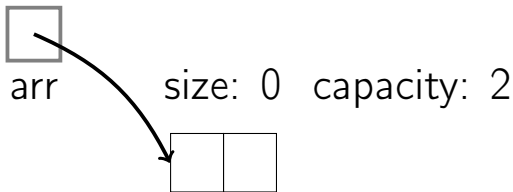
\*must be constant time

# Implementation

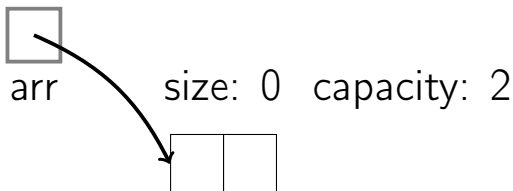
Store:

- `arr`: dynamically-allocated array
- `capacity`: size of the dynamically-allocated array
- `size`: number of elements currently in the array

# Dynamic Array Resizing



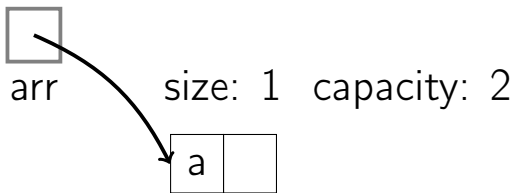
# Dynamic Array Resizing



PushBack(a)

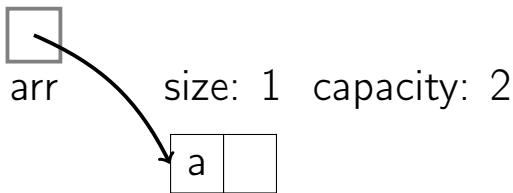


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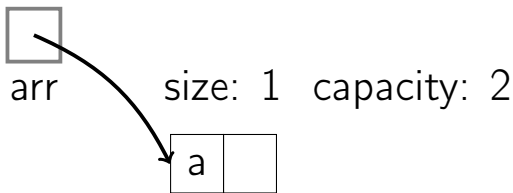


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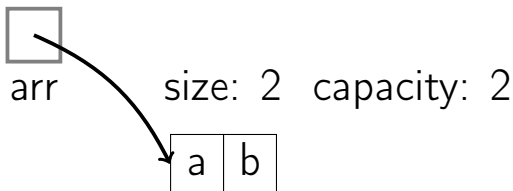


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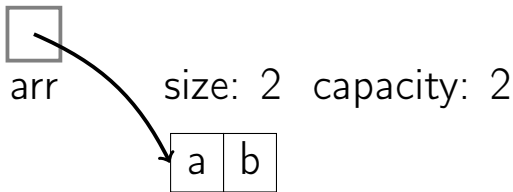
PushBack(b)

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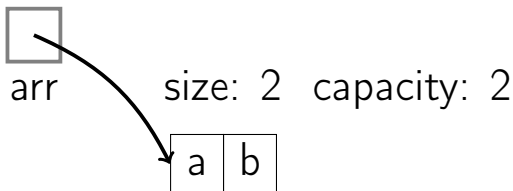


`PushBack(b)`

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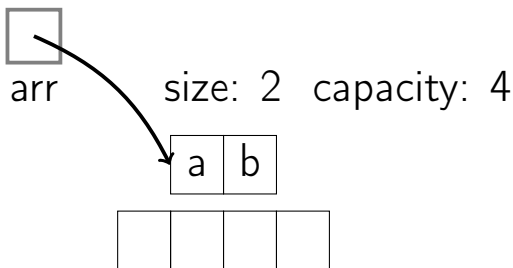


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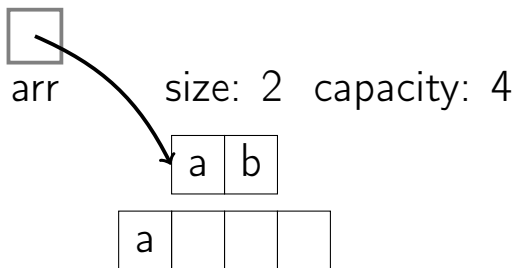
PushBack(c)

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PushBack(c)

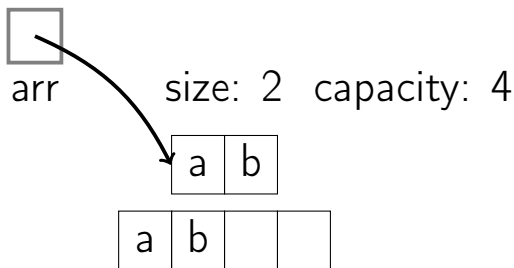
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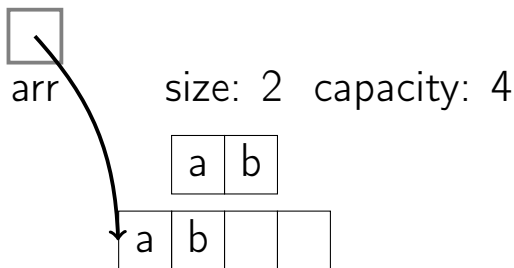


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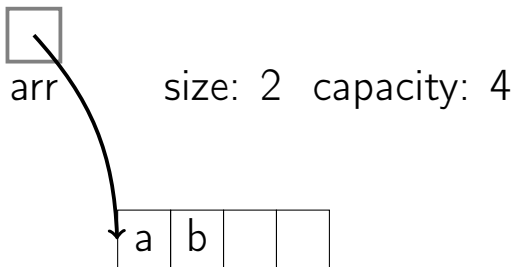
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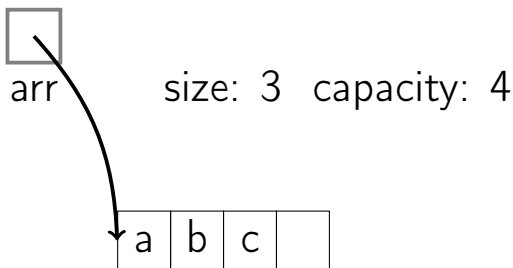
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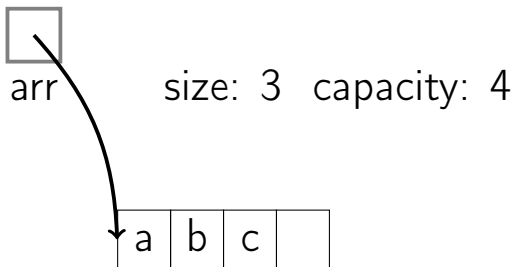
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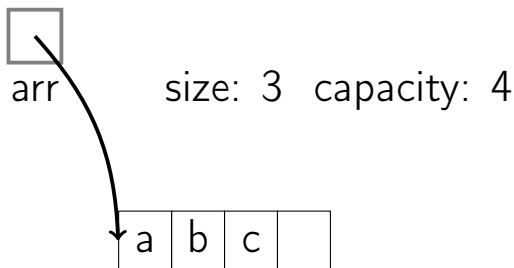


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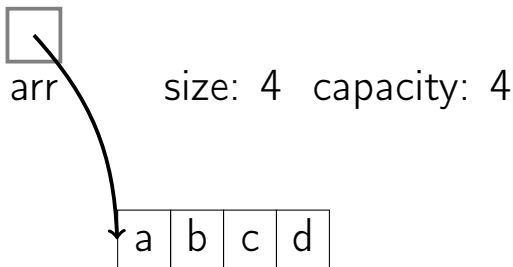


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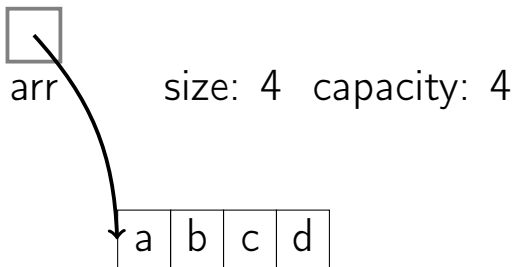
PushBack(d)

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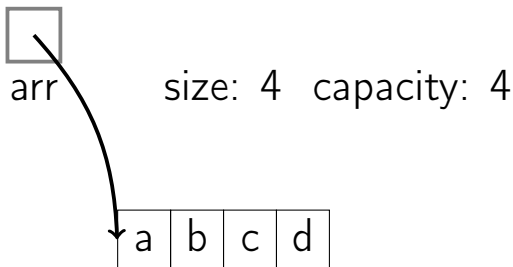
`PushBack(d)`

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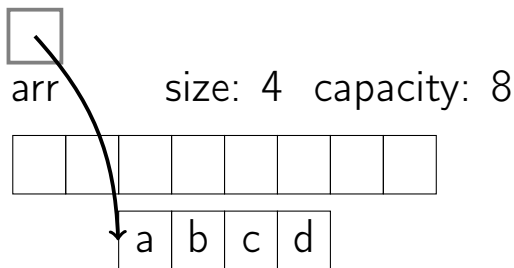


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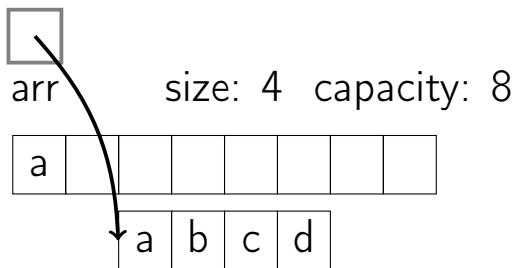
`PushBack(e)`

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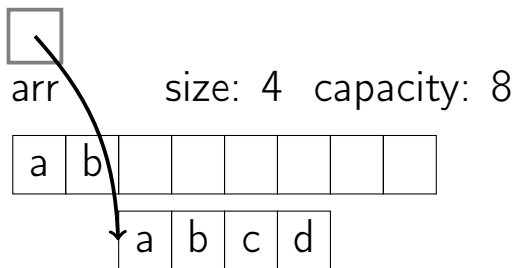
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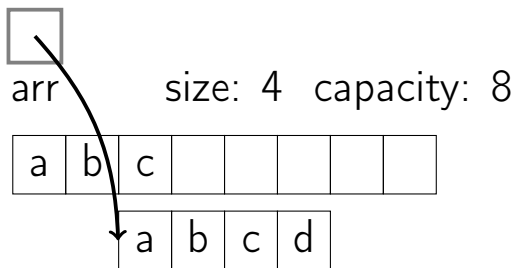
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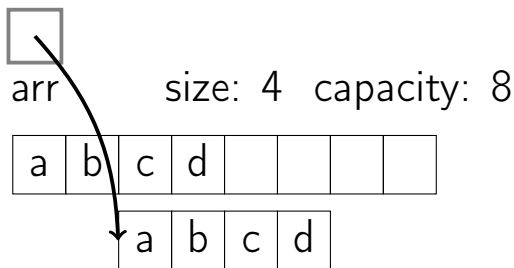
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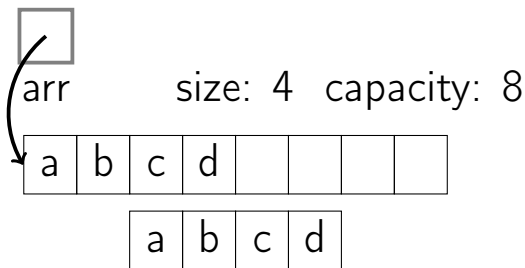
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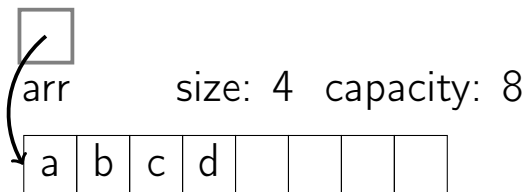
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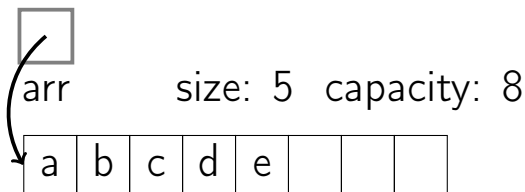
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PushBack(e)

Get(*i*)

```
if  $i < 0$  or  $i \geq \text{size}$ :
```

```
    ERROR: index out of range
```

```
return arr[i]
```

**Set(*i*, *val*)**

if  $i < 0$  or  $i \geq \text{size}$ :

    ERROR: index out of range

$\text{arr}[i] = \text{val}$

## PushBack(*val*)

```
if size = capacity:  
    allocate new_arr[ $2 \times \textit{capacity}$ ]  
    for i from 0 to size - 1:  
        new_arr[i]  $\leftarrow$  arr[i]  
    free arr  
    arr  $\leftarrow$  new_arr; capacity  $\leftarrow 2 \times \textit{capacity}$   
arr[size]  $\leftarrow$  val  
size  $\leftarrow$  size + 1
```

## Remove(*i*)

if  $i < 0$  or  $i \geq \text{size}$ :

    ERROR: index out of range

for  $j$  from  $i$  to  $\text{size} - 2$ :

$\text{arr}[j] \leftarrow \text{arr}[j + 1]$

$\text{size} \leftarrow \text{size} - 1$

```
Size()
```

```
return size
```

# Common Implementations

- C++: `vector`
- Java: `ArrayList`
- Python: `list` (the only kind of array)

# Runtimes

Get( $i$ ) |  $O(1)$



# Runtimes

Get( <i>i</i> )	$O(1)$
Set( <i>i</i> , <i>val</i> )	$O(1)$

# Runtimes

Get( $i$ )	$O(1)$
Set( $i, val$ )	$O(1)$
PushBack( $val$ )	$O(n)$

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- Appending a new element to a dynamic array is often constant time, but can take  $O(n)$ .
- Some space is wasted—at most half.

# Outline

- ① Dynamic Arrays
- ② Amortized Analysis—Aggregate Method
- ③ Amortized Analysis—Banker's Method
- ④ Amortized Analysis—Physicist's Method

Sometimes, looking at the individual worst-case may be too severe. We may want to know the total worst-case cost for a sequence of operations.

## Dynamic Array

We only resize every so often.

Many  $O(1)$  operations are followed by an  $O(n)$  operations.

What is the total cost of inserting many elements?

## Definition

Amortized cost: Given a sequence of  $n$  operations, the amortized cost is:

$$\frac{\text{Cost}(n \text{ operations})}{n}$$

# Aggregate Method

Dynamic array:  $n$  calls to PushBack

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# Banker's Method

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Like an amortizing loan.

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Charge 3 for each insertion: 1 token is the raw cost for insertion.

- Resize needed: To pay for moving the elements, use the token that's present on each element that needs to move.
- Place one token on the newly-inserted element, and one token  $\frac{\text{capacity}}{2}$  elements prior.

# Dynamic Array Resizing



arr

size: 0 capacity: 0



# Dynamic Array Resizing



arr

size: 0 capacity: 0

PushBack(a)

# Dynamic Array Resizing



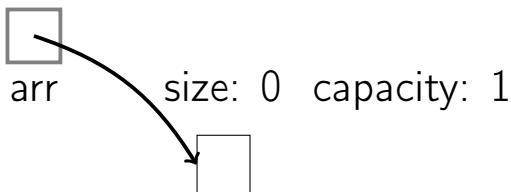
arr

size: 0 capacity: 1



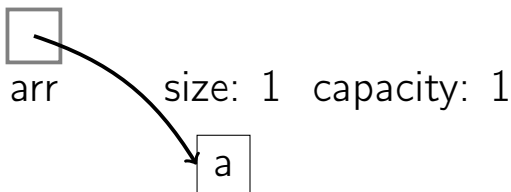
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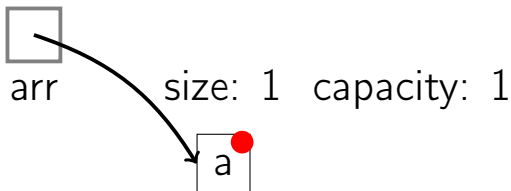
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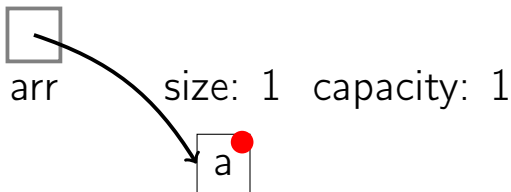
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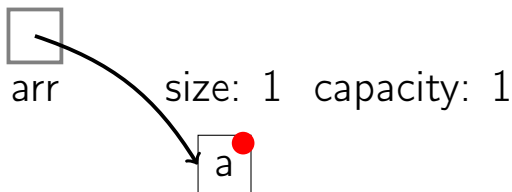


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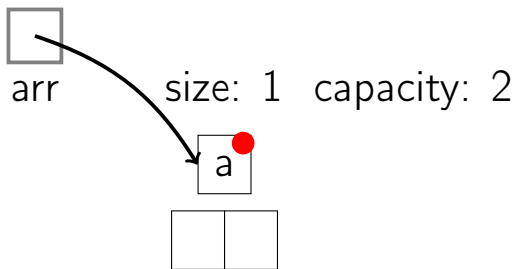


# Dynamic Array Resizing



`PushBack(b)`

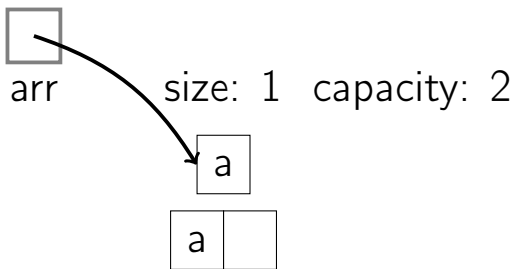
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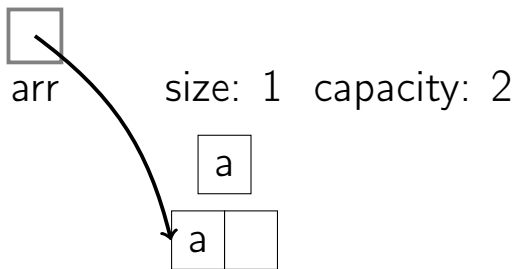


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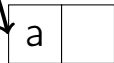


# Dynamic Array Resizing



arr

size: 1 capacity: 2



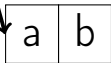
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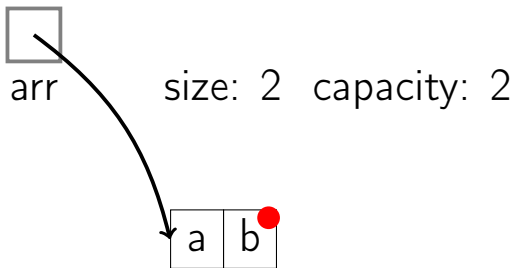
arr

size: 2 capacity: 2



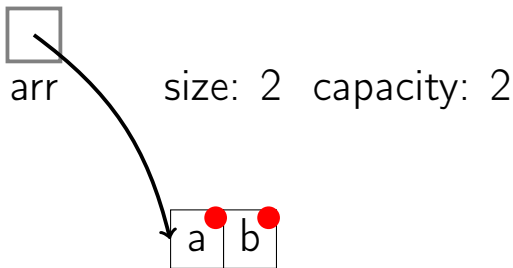
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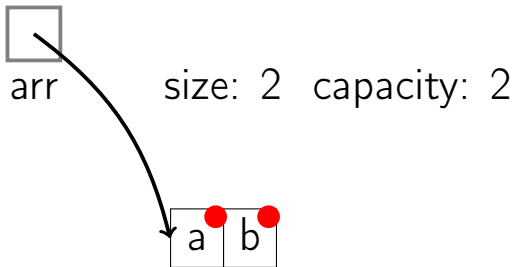
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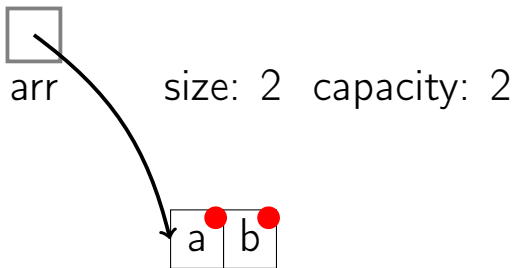


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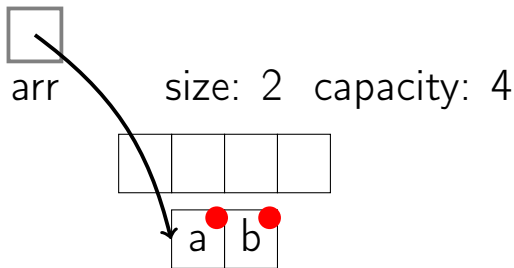
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PushBack(c)

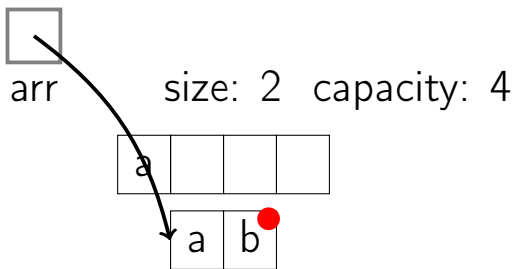


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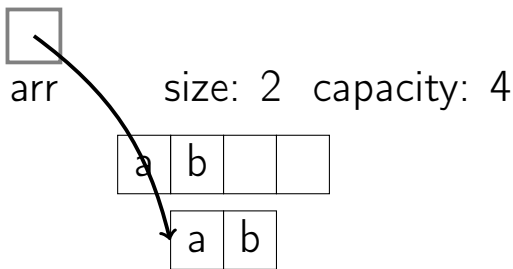
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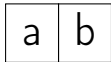
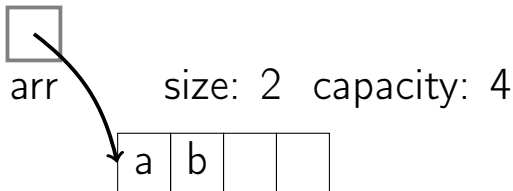
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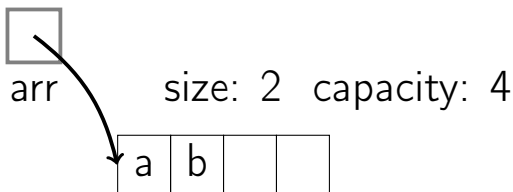
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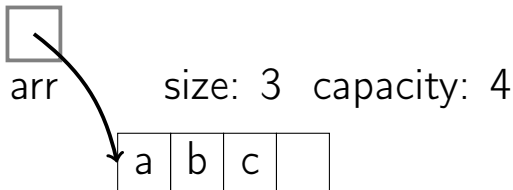
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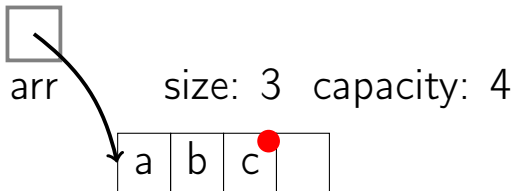
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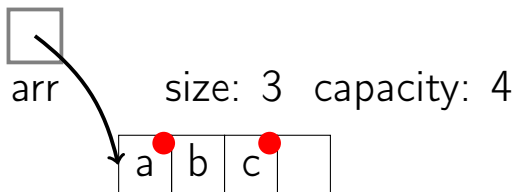
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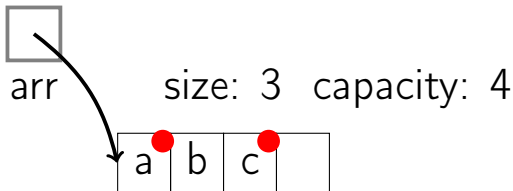
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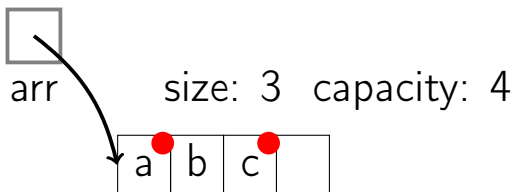
`PushBack(c)`



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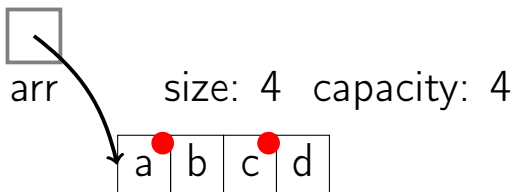


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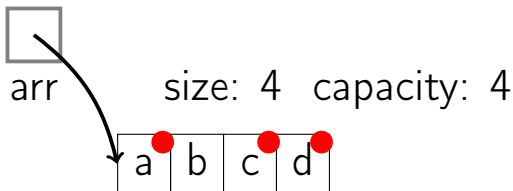
PushBack(d)

# Dynamic Array Resizing



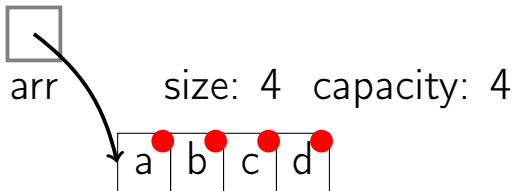
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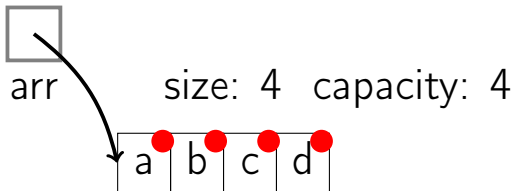
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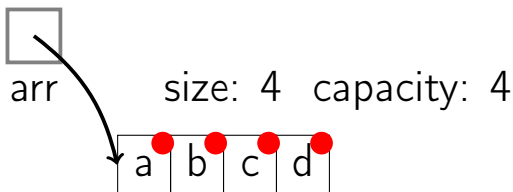


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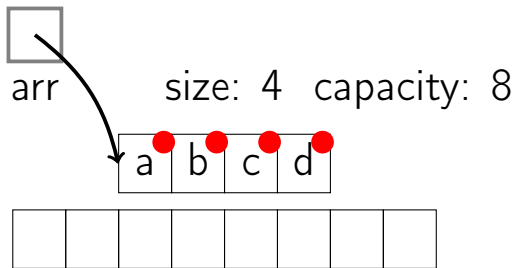


# Dynamic Array Resizing



`PushBack(e)`

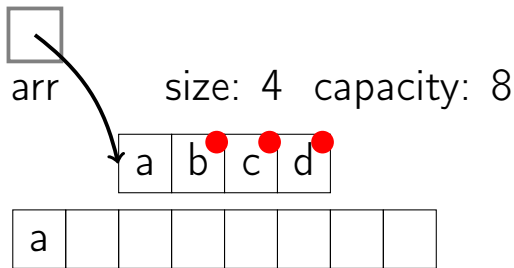
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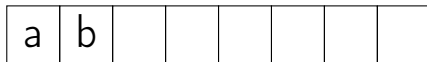
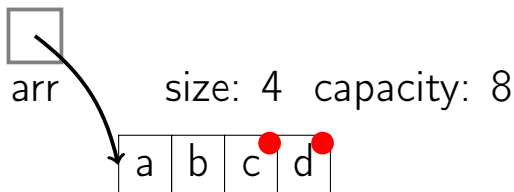


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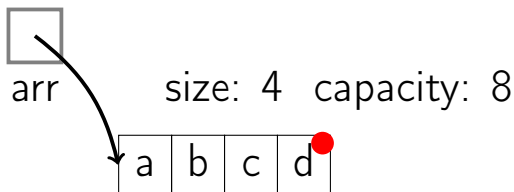
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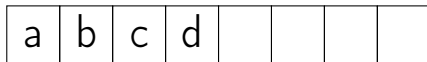
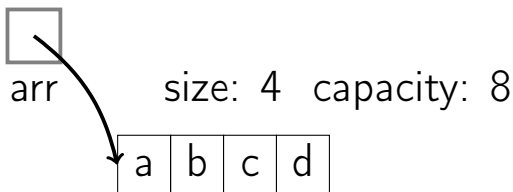
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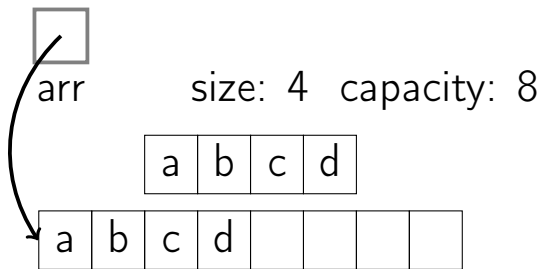
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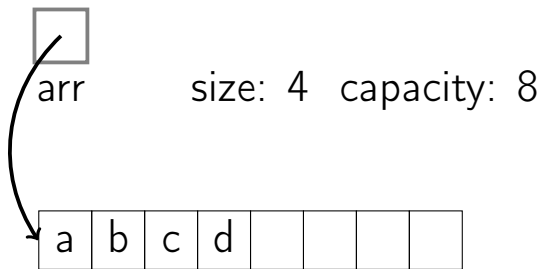
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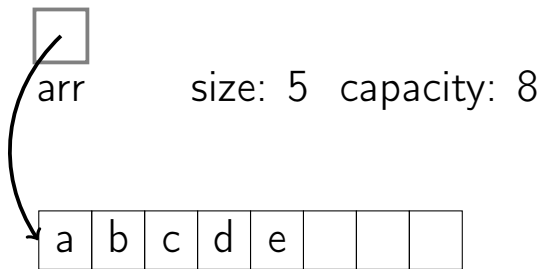
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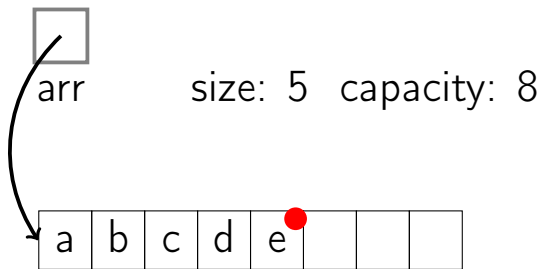
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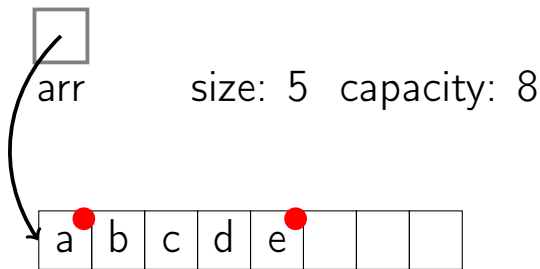
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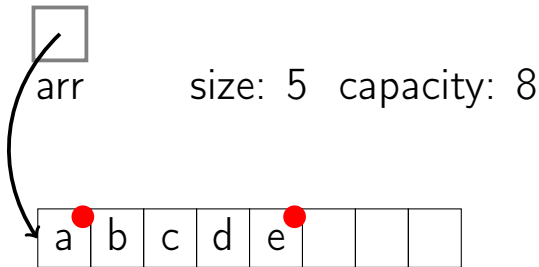


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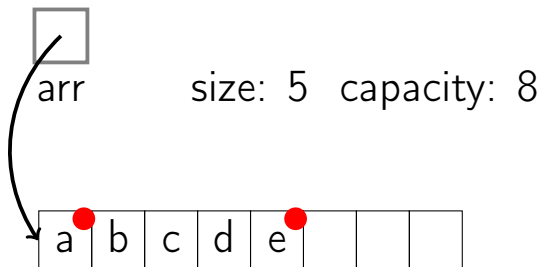


PushBack(e)

# Dynamic Array Resizing



# Dynamic Array Resizing



$O(1)$  amortized cost for each PushBack

# Banker's Method

Dynamic array:  $n$  calls to PushBack

Charge 3 for each insertion. 1 coin is the raw cost for insertion.

- Resize needed: To pay for moving the elements, use the coin that's present on each element that needs to move.
- Place one coin on the newly-inserted element, and one coin  $\frac{\text{capacity}}{2}$  elements prior.

# Outline

- ① Dynamic Arrays
- ② Amortized Analysis—Aggregate Method
- ③ Amortized Analysis—Banker's Method
- ④ Amortized Analysis—Physicist's Method

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$$\begin{aligned} & \sum_{i=1}^n (c_i + \Phi(h_i) - \Phi(h_{i-1})) \\ &= c_1 + \Phi(h_1) - \Phi(h_0) + \\ & \quad c_2 + \Phi(h_2) - \Phi(h_1) \cdots + \\ & \quad c_n + \Phi(h_n) - \Phi(h_{n-1}) \end{aligned}$$

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- $\Phi(h_i) = 2 \times \text{size} - \text{capacity} > 0$   
(since  $\text{size} > \frac{\text{capacity}}{2}$ )

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Without resize when adding element  $i$

Amortized cost of adding element  $i$ :

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# Alternatives to Doubling the Array Size

We could use some different growth factor (1.5, 2.5, etc.).

Could we use a constant amount?

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If we expand by 10 each time, then:

Let  $c_i$  = cost of  $i$ 'th insertion.

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- Three ways to do analysis:
  - Aggregate method (brute-force sum)
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- Nothing changes in the code: runtime analysis only.