

Data Structures

ArrayLists

CS 225
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[September 9, 2024](#)



Department of Computer Science

Course Policy Reminders

Request an extension?

[Extension Request Form](#)

Missed an exam?

Want to email a professor about the class?

Post your art on #mp-art!



Learning Objectives

Discuss data variables for implementing array lists

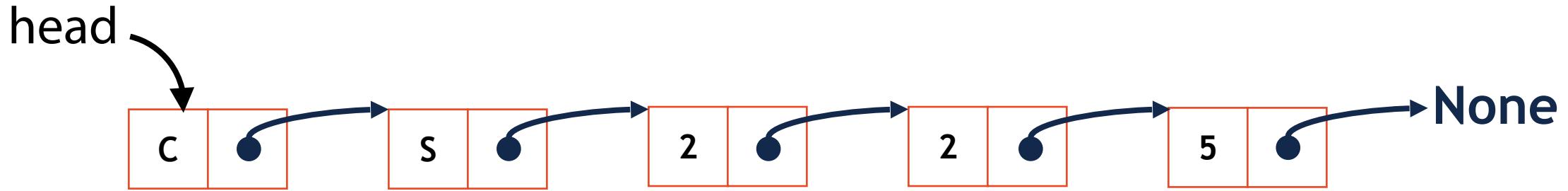
Review array list implementations

Discuss amortized analysis

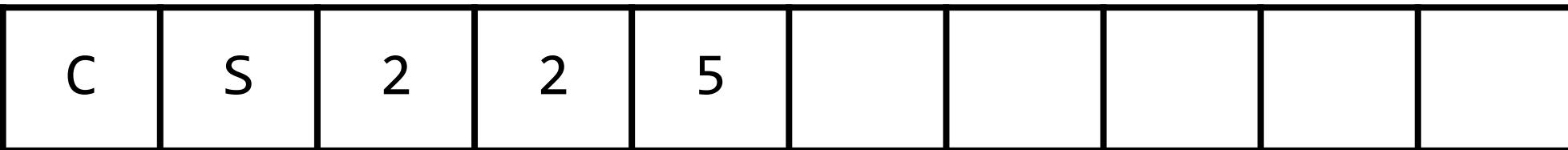
Consider extensions to lists

List Implementations

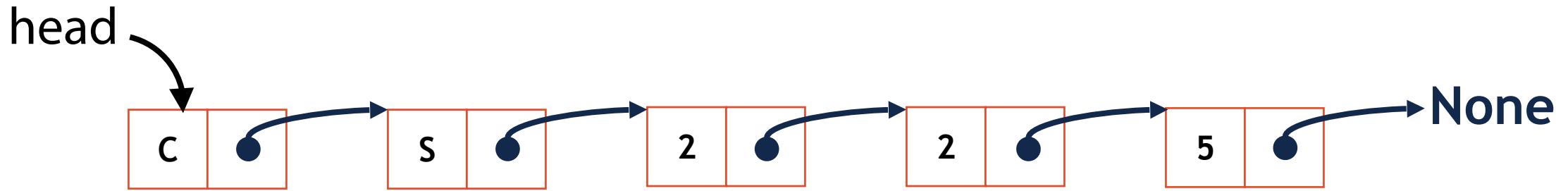
1. Linked List



2. ArrayList



Linked List Runtimes



@Front

Insert

$O(1)$

@RefPointer

$O(1)$

@Index

$O(n)$

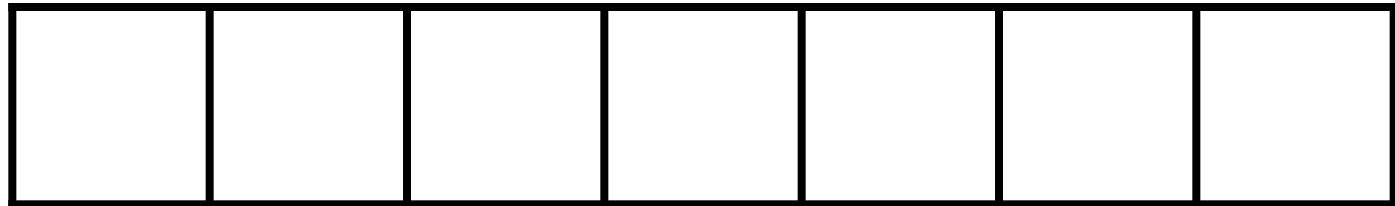
Delete

$O(1)$

$O(1)$

$O(n)$

Array List



An array is allocated as continuous memory.

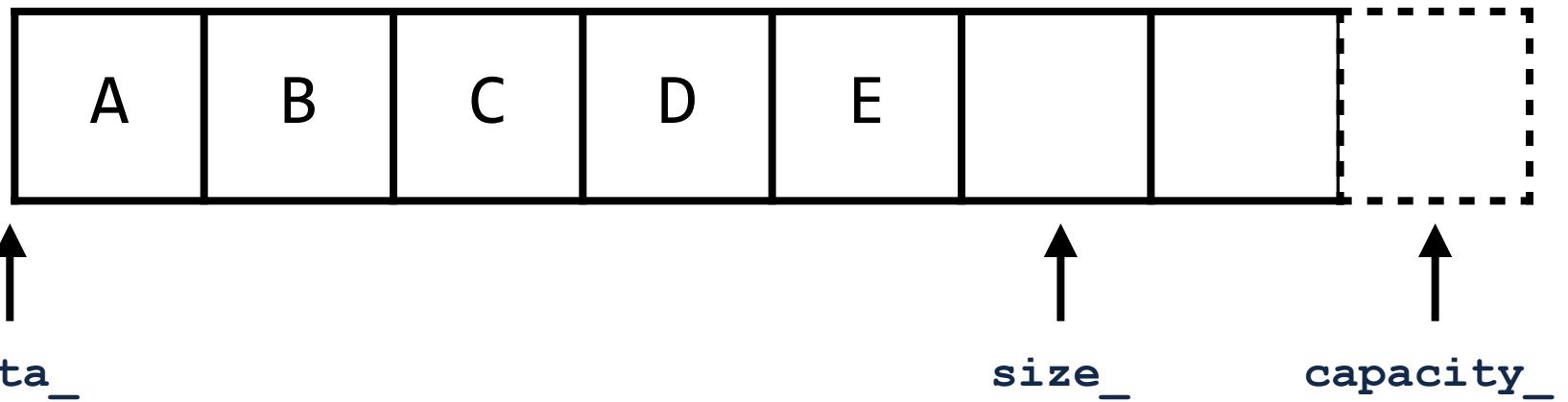
Three values are necessary for efficient array usage:

1)

2)

3)

ArrayList

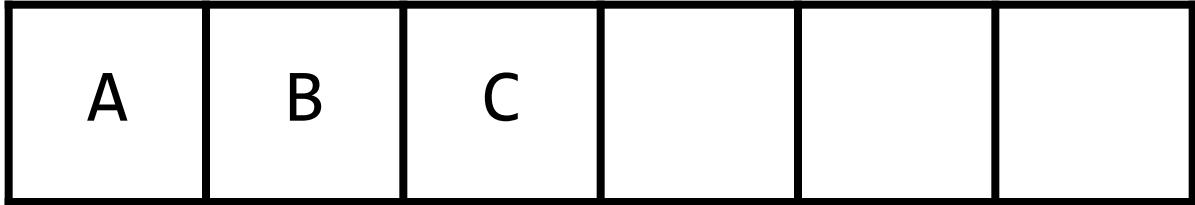


In C++, vector is implemented as:

- 1) **Data:** Stored as a pointer to array start
- 2) **Size:** Stored as a pointer to the next available space
- 3) **Capacity:** Stored as a pointer past the end of the array

List.h

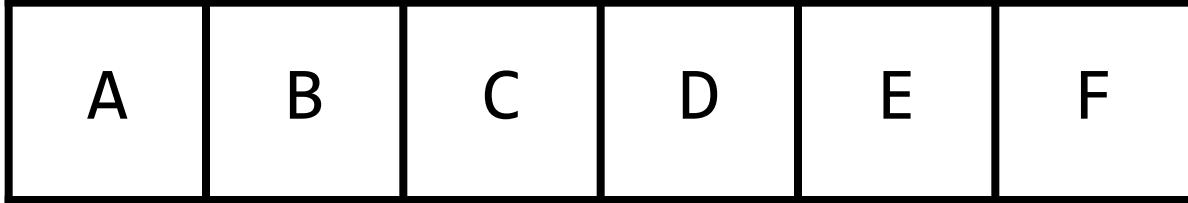
```
1 #pragma once
2
3 template <typename T>
4 class List {
5 public:
6     /* --- */
7 ...
8 private:
9     T *data_;
10
11    T *size_;
12
13    T *capacity_;
14 ...
15    /* --- */
16 };
```



If I want to know the number of items in the array:

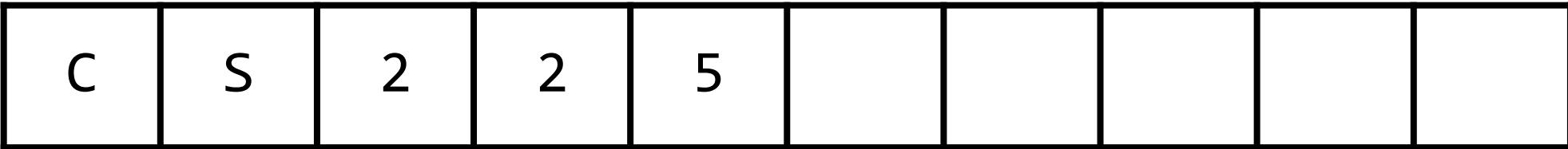
List.h

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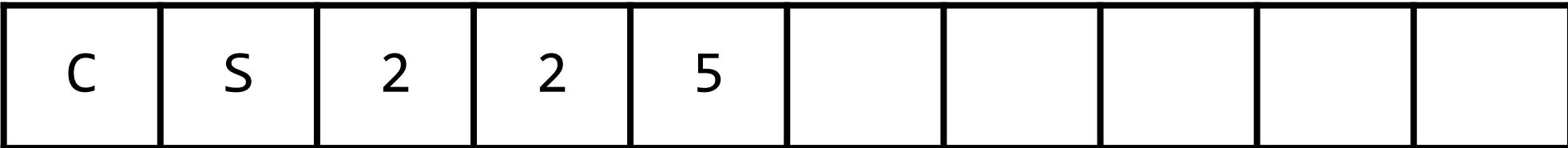


How do I know if I'm at capacity?

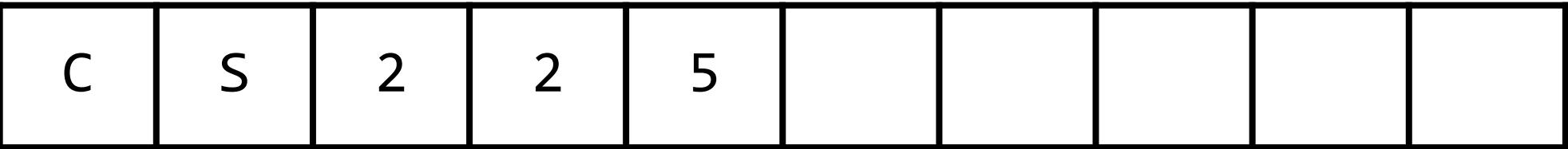
Array List: []



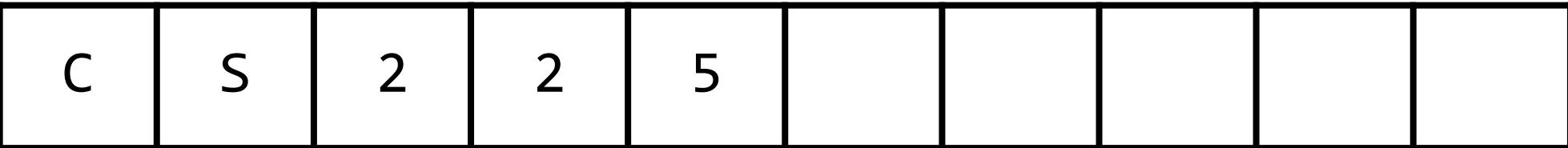
ArrayList: insertFront(data)



ArrayList: insertBack(data)



ArrayList: insert(data, index)



ArrayList: Not at capacity



@Front

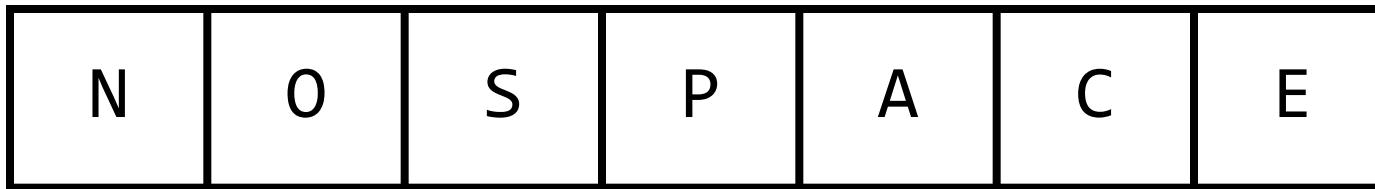
@Back

@Index

Insert

Delete

ArrayList: addspace(data)

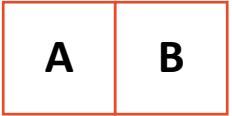


Resize Strategy: +2 elements every time



Resize Strategy: +2 elements every time

1) How many copy calls per reallocation?

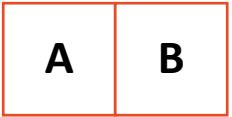


2) Total reallocations for N objects?



Resize Strategy: +2 elements every time

1) How many copy calls per reallocation?



For reallocation i, $2i$ copy calls are made

2) Total reallocations for N objects?



Let k be the number of reallocs, $k = \frac{N}{2}$

Total number of copy calls:

Resize Strategy: +2 elements every time

1) How many copy calls per reallocation?



For reallocation i , $2i$ copy calls are made

2) Total reallocations for N objects?

Let k be the number of reallocs, $k = \frac{N}{2}$

$$\sum_{i=1}^k 2i = k(k + 1) = k^2 + k$$

Total number of copy calls:

... For N objects: $\frac{N^2 + 2N}{4}$

Resize Strategy: +2 elements every time



Total copies for N inserts:
$$\frac{N^2 + 2N}{4}$$

Amortized:

Big O:

Resize Strategy: x2 elements every time



Resize Strategy: x2 elements every time

1) How many copy calls per reallocation?



2) Total reallocations for N objects?



Resize Strategy: x2 elements every time

1) How many copy calls per reallocation?



For reallocation i , 2^i copy calls are made

2) Total reallocations for N objects?



$k = \text{final realloc needed} = \lceil \log_2 n \rceil$

Total number of copy calls:

Resize Strategy: x2 elements every time

1) How many copy calls per reallocation?



For reallocation i , 2^i copy calls are made

2) Total reallocations for N objects?



k = final realloc needed = $\lceil \log_2 n \rceil$

$$\sum_{i=0}^k 2^i = 2^{k+1} - 1$$

Total number of copy calls:

... For N objects: $2n - 1$

Resize Strategy: x2 elements every time

Total copies for n inserts: $2n - 1$

Amortized:

Big O:

List Implementation



	Singly Linked List	Array
Look up arbitrary location		
Insert after given element		
Remove after given element		
Insert at arbitrary location		
Remove at arbitrary location		
Search for an input value		

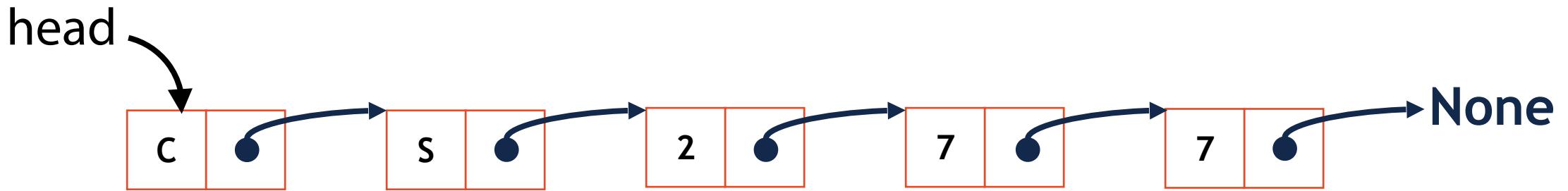
Thinking critically about lists: tradeoffs

The implementations shown are foundational (simple).

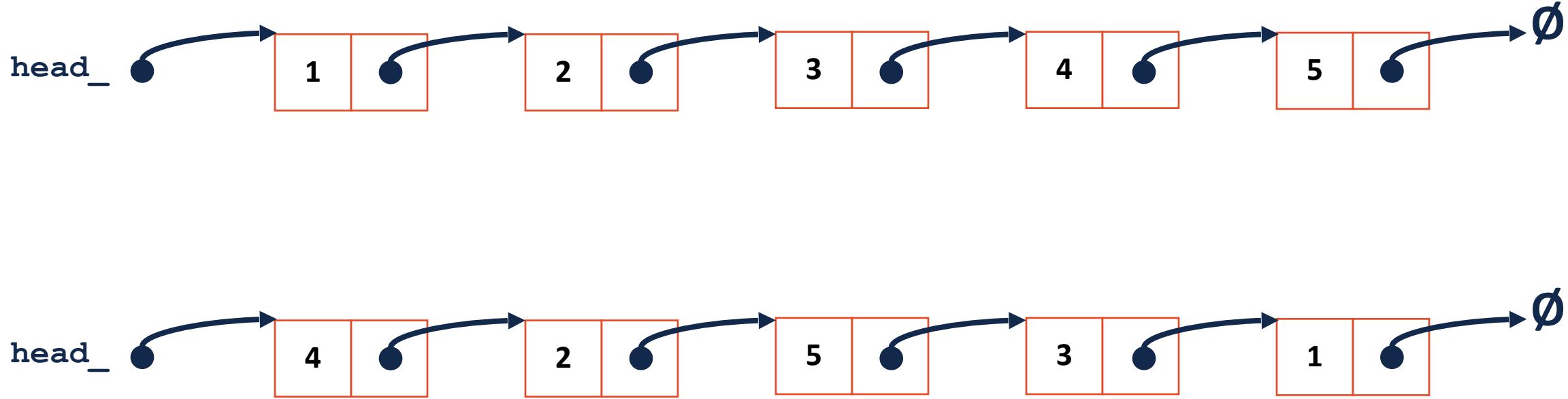
Can we make our lists better at some things? What is the cost?

Thinking critically about lists: tradeoffs

Getting the size of a linked list has a Big O of:



Thinking critically about lists: tradeoffs

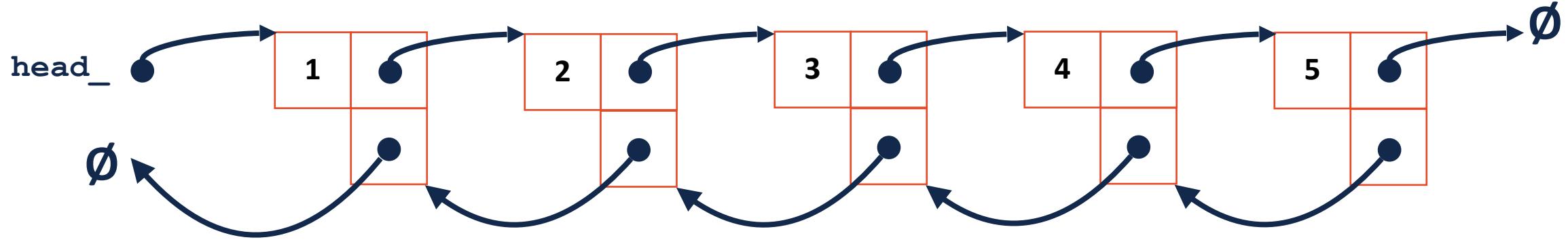


Thinking critically about lists: tradeoffs

2	7	5	9	7	14	1	0	8	3
---	---	---	---	---	----	---	---	---	---

0	1	2	3	5	7	7	8	9	14
---	---	---	---	---	---	---	---	---	----

Thinking critically about lists: tradeoffs



Thinking critically about lists: tradeoffs

When we discuss data structures, consider how they can be modified or improved!

Next time: Can we make a 'list' that is $O(1)$ to insert and remove? What is our tradeoff in doing so?