

CSE 250

Data Structures

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Day 09

Sequences, Arrays, and Array Buffers

Textbook Ch. 6.4

Announcements

- PA1 due tonight!
- WA1 posted, due Wednesday, Sept 28
 - There was small transcription error, make sure to get the newest writeup

Recap

- **ADT:** Abstract Data Type, defines what a particular data structure can be used without specifying how it is implemented
 - ie: `Seq`, `mutable.Seq`
- **Array:** A type of sequence with a fixed element size and fixed number of elements, allocated as a contiguous block of memory
 - Immutable
 - Constant time random access ($\text{base} + \text{index} * \text{element size}$)
- **ArrayBuffer:** The mutable form of an array, allows insert and remove

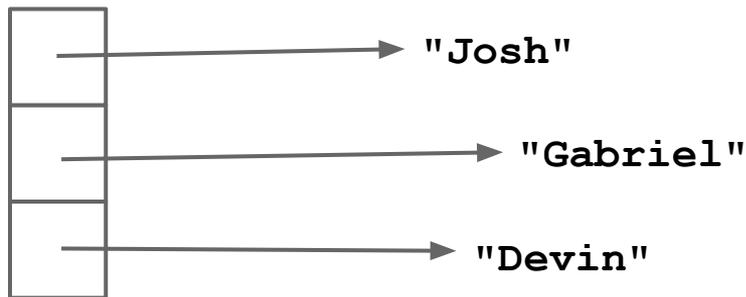
Arrays of Strings?

- We've already used `Array[String]` multiple times now...
 - But how does this work? Arrays have to have fixed size elements?

Arrays of Strings?

- We've already used `Array[String]` multiple times now...
 - But how does this work? Arrays have to have fixed size elements?
- `String` in Scala is a reference type! What we store is the address of the string, which is of a constant size.

Each element of the array is storing an address of a string (represented by an arrow). Addresses in Scala



Abstract Data Type vs Data Structure

ADT

The interface to a data structure

*Defines **what** the data structure
can do*

*Many data structures can
implement the same ADT*

Data Structure

*The implementation of one (or
more) ADTs*

*Defines **how** the different tasks
are carried out*

*Different data structures will excel
at different tasks*

Types of Collections in Scala

Iterable - Any collection of items

Seq - A collection of items in a specific order

IndexedSeq - A Seq where there is guaranteed $O(1)$ access to items

Set - A collection of unique items

Map - A collection of items identified by a key (associative collection)

Types of Sequences in Scala

mutable.Seq - Like Seq.....but mutable

mutable.Buffer - Like mutable.Seq, but "efficient" appends.

Queue - Like mutable.Seq but "efficient" append and remove first.

Think like a queue of people

Stack - Like mutable.Seq but "efficient" prepend and remove first.

Think like a stack of papers

The mutable.Seq ADT

`apply(idx: Int): [A]`

Get the element (of type **A**) at position `idx`

`iterator: Iterator[A]`

Get access to view all elements in the sequence, in order, once

`length: Int`

Count the number of elements in the seq

`insert(idx: Int, elem: A): Unit`

Insert an element at position `idx` with value `elem`

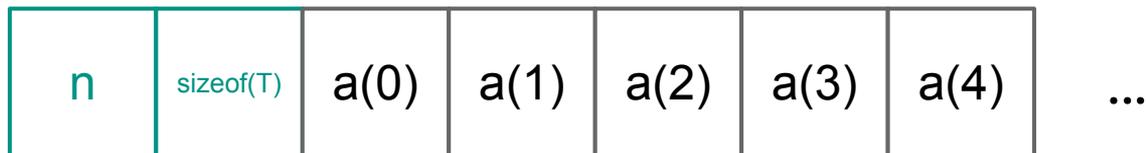
`remove(idx: Int): A`

Remove the element at position `idx`, and return the removed value

Array [T] : Seq [T]

What does an **Array** of n items of type **T** actually look like?

- 4 bytes for n (optional)
- 4 bytes for `sizeof (T)` (optional)
- $n * \text{sizeof (T)}$ bytes for the data



Challenge: Operations that modify the array size require copying the array!

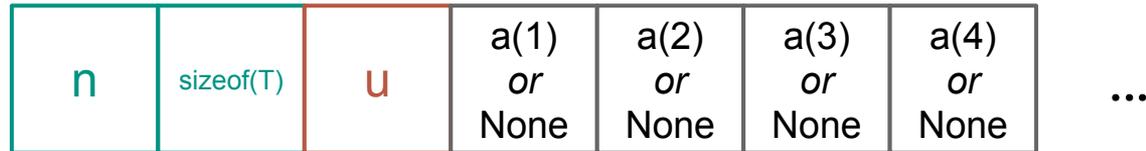
Challenge: Operations that modify the array size require copying the array!

Solution: Reserve extra space!

ArrayBuffer[T] : Buffer[T] (: Seq[T])

What does an `ArrayBuffer` of n items of type `T` actually look like?

- 4 bytes for n (optional)
- 4 bytes for `sizeof(T)` (optional)
- 4 bytes for the number of **used** fields
- $n * \text{sizeof}(T)$ bytes for the data



ArrayBuffer[T] : Buffer[T] (: Seq[T])

```
class ArrayBuffer[T] extends Buffer[T] {  
  var used = 0  
  var data = Array[Option[T]].fill(INITIAL_SIZE) { None }  
  
  def length = used  
  
  def apply(i: Int): T = {  
    if(i < 0 || i >= used) { throw new IndexOutOfBoundsException(i) }  
    return data(i).get  
  }  
  
  /* ... */  
}
```

What is Option[T]...a brief digression

- Let's say we have a function that we know can possibly return `null`
- What can go wrong in the following code snippet?

```
val x = functionThatCanReturnNull()  
x.frobulate()
```

What is Option[T]...a brief digression

- Let's say we have a function that we know can possibly return `null`
- What can go wrong in the following code snippet?

```
val x = functionThatCanReturnNull()  
x.froblate()
```

`java.lang.NullPointerException` (runtime error)

What is Option[T]...a brief digression

- Let's say we have a function that we know can possibly return `null`
- What can go wrong in the following code snippet?

```
val x = functionThatCanReturnNull()  
if(x == null) { /* do something special */ }  
else { x.frobrate() }
```

It's very easy in practice to miss doing this test!

What is Option[T]...a brief digression

- What if instead that function returns something called an Option?

```
val x = functionThatReturnsOption()  
x.froblate()
```

error: value froblate is not a member of Option[MyClass]

What is Option[T]...a brief digression

- What if instead that function returns something called an Option?

```
val x = functionThatReturnsOption()  
x.froblate()
```

error: value froblate is not a member of Option[MyClass]

Now it's a compile time error...Easier to catch

What is Option[T]...a brief digression

- But what is an Option (in Scala)?

Some(x)

Subclass of `Option[T]`

`value.isDefined == true`

A valid value exists and we can access it with `value.get`

None

Subclass of `Option[T]`

`value.isEmpty == true`

Analogous to `null`. No value.

Now back to `ArrayBuffers`...

ArrayBuffer.remove(i)

```
def remove(target: Int): T = {  
  /* Sanity-check inputs */  
  if(target < 0 || target >= used) {  
    throw new IndexOutOfBoundsException(target)  
  }  
  /* Shift elements left */  
  for(i <- target until (used-1)) {  
    data(i) = data(i+1)  
  }  
  /* Update metadata */  
  data(used-1) = None  
  used -= 1  
}
```

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What is the complexity?

ArrayBuffer.remove(i)

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```

What is the complexity?

$O(\text{data.size})$

or

$\Theta(\text{used} - \text{target})$

Analysis of `remove(i)`

$$T_{remove}(n) = \begin{cases} 1 & \text{if } target = used - 1 \\ 2 & \text{if } target = used - 2 \\ 3 & \text{if } target = used - 3 \\ \dots & \dots \\ n - 1 & \text{if } target = 0 \end{cases}$$

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$T_{\text{remove}}(n)$ is $O(n)$ and $\Omega(1)$

ArrayBuffer.append(elem)

```
def append(elem: T): Unit = {
  if(used == data.size){ /* Sad case 😞 */
    /* assume newLength > data.size, but pick it later */
    val newData = Array.copyOf(original = data, newLength = ???)
    /* Array.copyOf doesn't init elements, so we have to */
    for(i <- data.size until newData.size){ newData(i) = None }
  }
  /* Happy case 😊 */
  /* Append element, update data and metadata */
  newData(used) = Some(elem)
  data = newData
  used += 1
}
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What is the complexity?

...and what is newLength?

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What is the complexity?

$O(\text{data.size})$ (ie $O(n)$) ...but...

Analysis of `append (elem)`

$$T_{append}(n) = \begin{cases} n & \text{if used} = n \\ 1 & \text{otherwise} \end{cases}$$

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How often do we hit the 😞 case?

Analysis of append (elem)

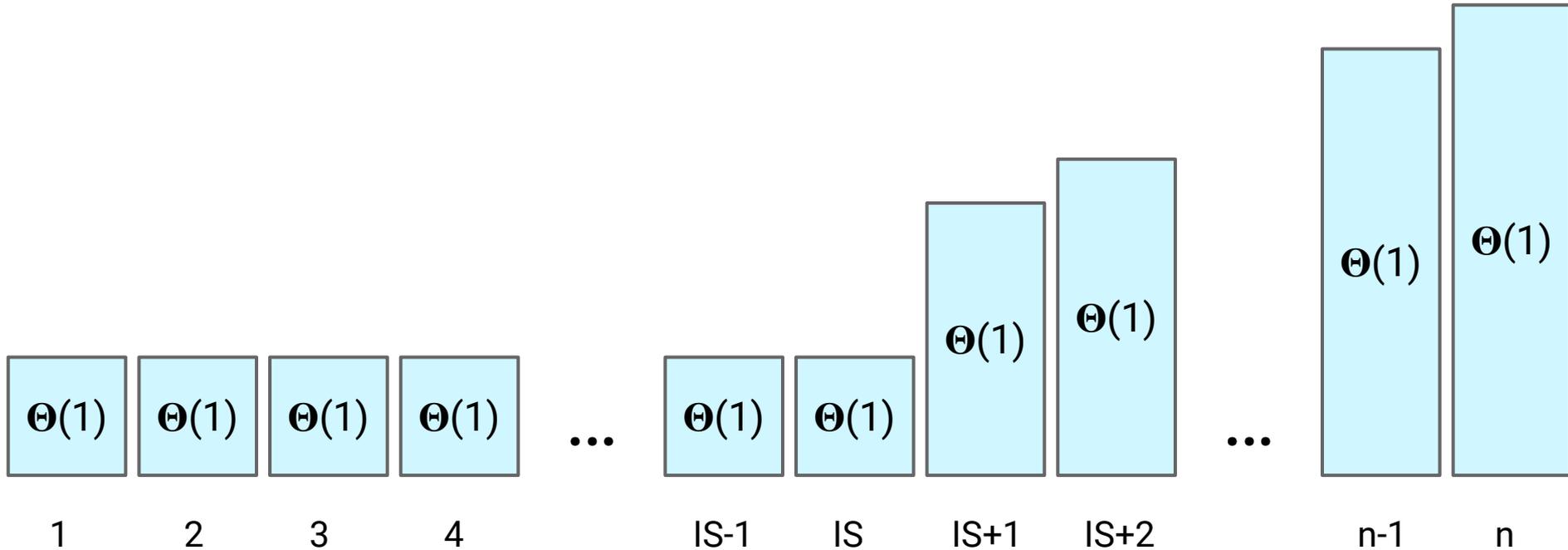
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How often do we hit the 😞 case?

Depends on newLength

`newLength = data.size + 1`



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For n appends into an empty buffer...

While `used <= Initial_Size`: $\sum_{i=0}^{IS} \Theta(1)$

And after: $\sum_{i=IS+1}^n \Theta(i)$

`newLength = data.size + 1`

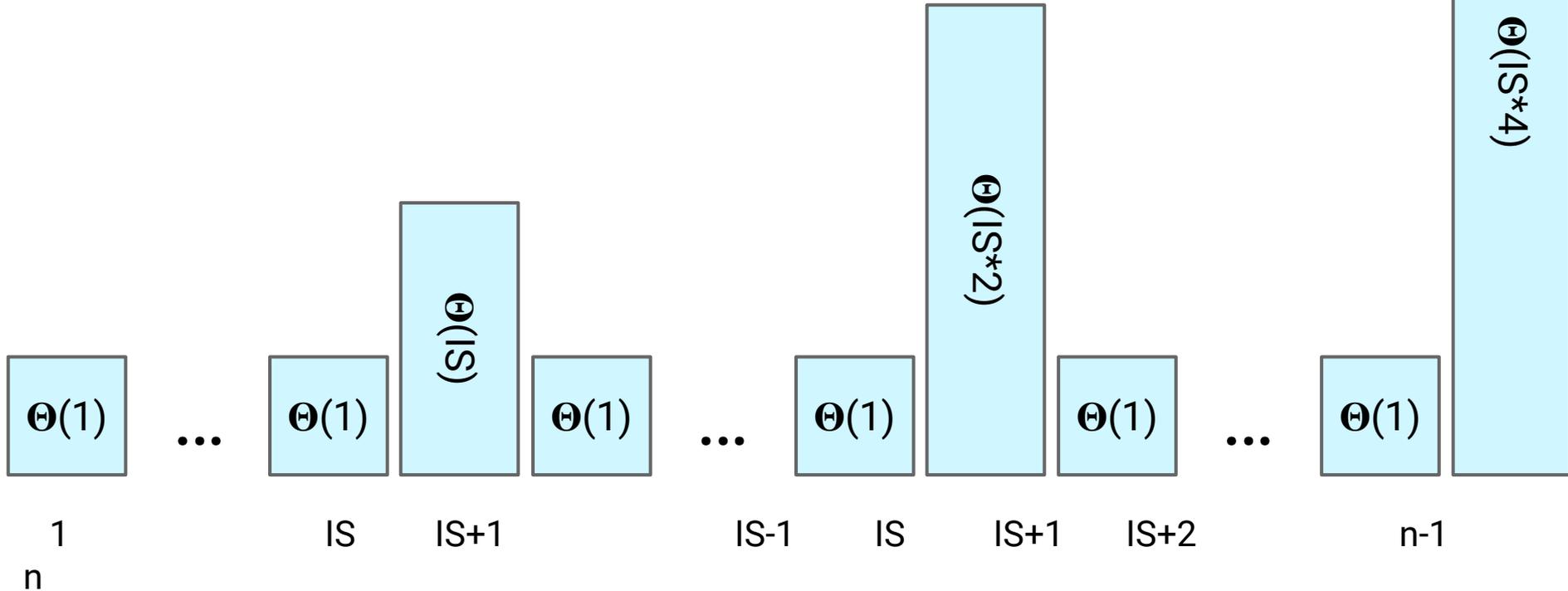
For n appends into an empty buffer...

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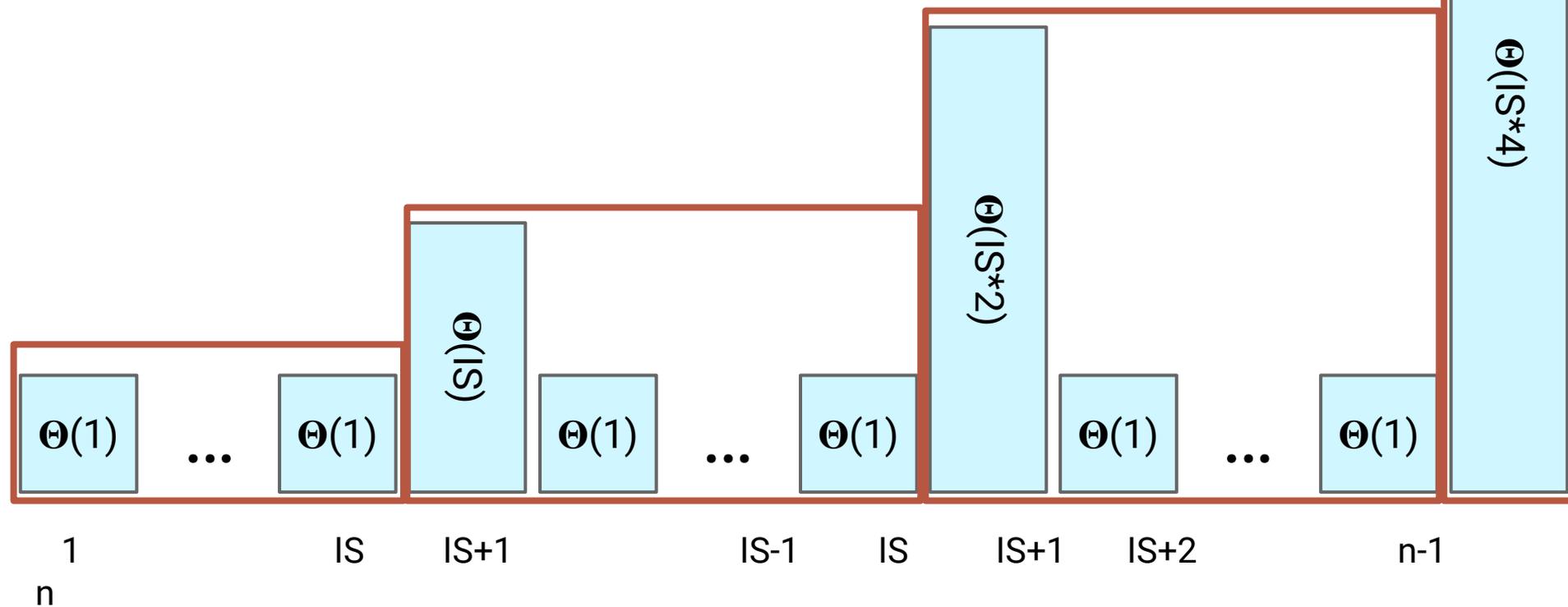
And after: $\sum_{i=IS+1}^n \Theta(i)$

Total: $\Theta(n^2)$

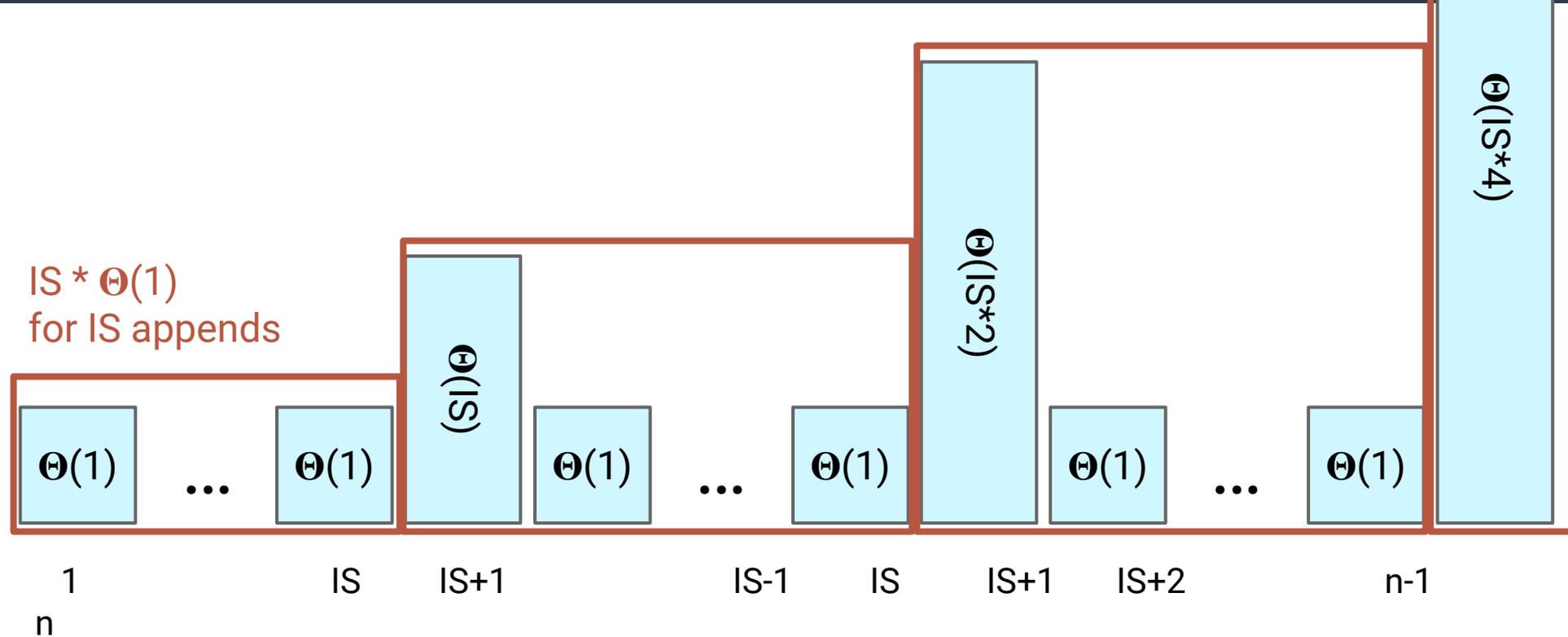
`newLength = data.size * 2`



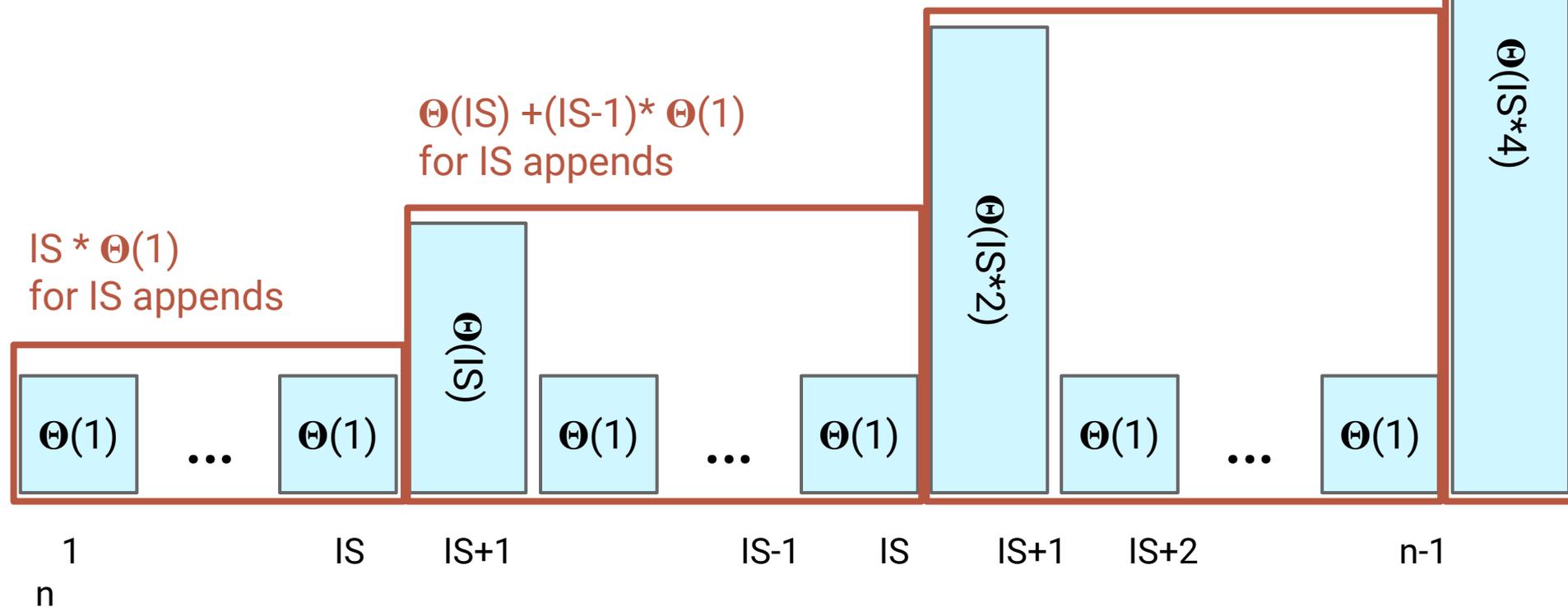
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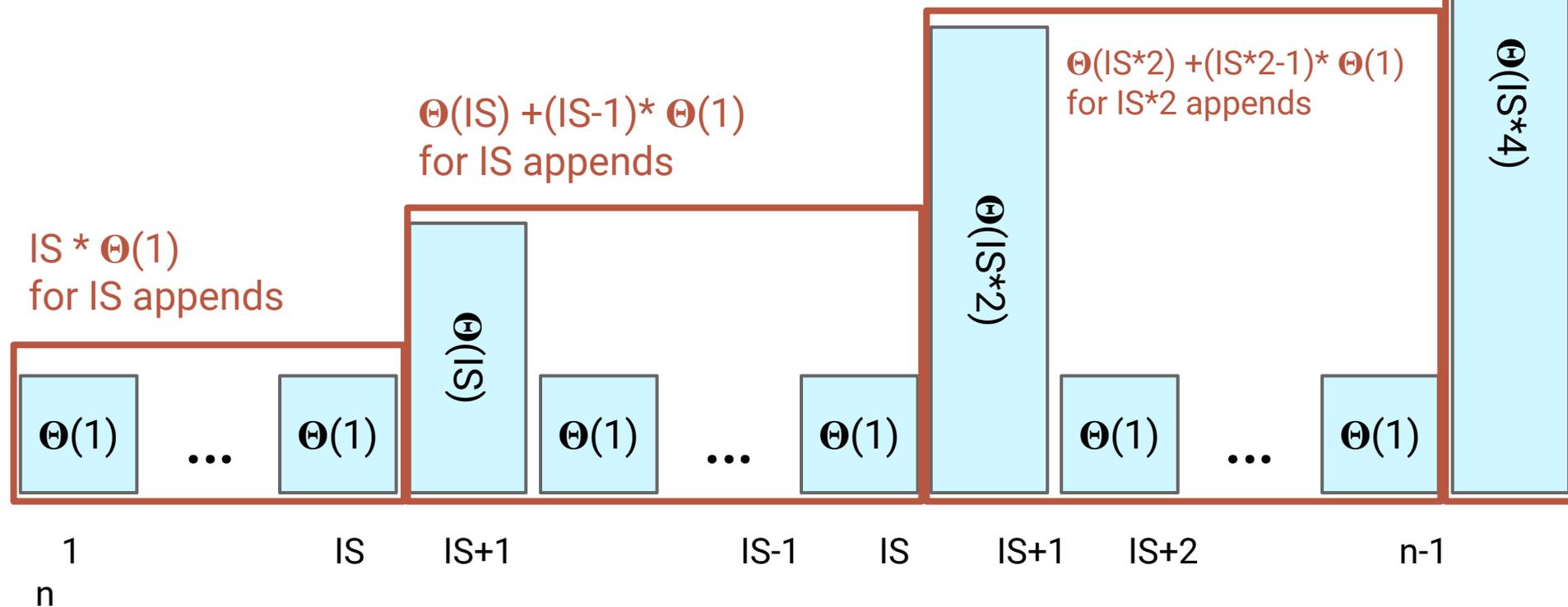
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So...how many red boxes for n inserts? $\Theta(\log(n))$

How much work for box j ? $\Theta(\text{IS} \cdot 2^j) + \sum_1^{\text{IS} \cdot 2^j} \Theta(1)$

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So...how many red boxes for n inserts? $\Theta(\log(n))$

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How much work for n inserts?

`newLength = data.size * 2`

So...how many red boxes for n inserts? $\Theta(\log(n))$

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How much work for n inserts? $\sum_{j=0}^{\Theta(\log(n))} \Theta(2^j)$

`newLength = data.size * 2`

So...how many red boxes for n inserts? $\Theta(\log(n))$

How much work for box j ? $\Theta(\text{IS} \cdot 2^j) + \sum_1^{\text{IS} \cdot 2^j} \Theta(1) = \Theta(2^j)$

How much work for n inserts? $\sum_{j=0}^{\Theta(\log(n))} \Theta(2^j)$

Total for n insertions: $\Theta(n)$

Amortized Runtime

`append(elem)` is $O(n)$

n calls to `append(elem)` are $O(n)$

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n calls to `append(elem)` are $O(n)$

The cost of n calls is guaranteed to be $O(n)$.

Amortized Runtime

If n calls to a function take $O(T(n))$...

We say the **Amortized Runtime** is $O(T(n) / n)$

e.g. the amortized runtime of **append** on an **ArrayBuffer** is:

$$O(n/n) = O(1)$$