# Dynamic arrays and amortized analysis

Lecture 02.02 by Marina Barsky

It is not possible to always know in advance how big an array should be

# If we add an element past the capacity of the array:

Bad things happen:

- Java: Array index out of bound
- Python: List index out of range
- C: No warnings, total corruption of program memory

#### Dynamic allocation of space

- We keep track of the number of elements in the array
- If we need more space we allocate new space and transfer data from an old array
- This requires O(n) operations to copy the data

```
int myArray[100];
int[] newArray = new int[200];
System.arraycopy(myArray, newArray, 0,100);
```

```
int *my_array = malloc (100*size_of(int));
my_array = realloc(200*size_of(int))
```

#### A new data structure

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

**Dynamic Array:** 

Data structure that supports the same operations as a static array, but does not limit the number of elements that it can hold.

## Dynamic array

Contains 3 variables:

- arr: current address of the array
- **capacity**: size of the dynamically-allocated array
- **size**: number of elements currently in the array



size: 1

add(a)



size: 2

add(b)



#### add(c)

Cannot add c: need to resize



add(c)

Resize array: copy old data



add(c)



#### add(d)



add(e)

#### **Dynamic Arrays: Common Operations**

	Add	Remove	
Beginning	O(n)	O(n)	
End	O(n)	O(1)	
Middle	O(n)	O(n)	

а	b	С	d
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add(e)

You always can have a situation when you need to resize and copy in O(n) time

### Summary

- Unlike static arrays, dynamic arrays can be resized.
- Appending a new element to a dynamic array is often constant time, but can take O(n).
- Some space is wasted: at most half.

## **Amortized analysis**

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.

- In dynamic arrays we only resize every so often.
- Many O(1) operations are followed by an O(n) operation.
- What is the total cost of inserting many elements?

#### Definition

Amortized cost: Given a sequence of *n* operations, the amortized cost of each operation is:

Cost(*n* operations) *n*  Dynamic arrays: cost of *n* calls to *add* 

Let  $c_i = \text{cost of /th add.}$ 

If we choose the strategy to double the size of the array on resizing, then:

$$c_{i} = 1 + \begin{cases} i-1 & \text{if } i-1 \text{ is a power of } 2\\ 0 & \text{otherwise} \end{cases}$$

Dynamic arrays: cost of *n* calls to *add* 

Let  $c_i = \text{cost of /th add.}$ 

$$c_i = 1 + \begin{cases} i-1 & \text{if } i-1 \text{ is a power of 2} \\ 0 & \text{otherwise} \end{cases}$$

The total cost of performing n insertions:

$$\sum_{i=1}^{n} c_i = n + \sum_{j=1}^{\log n} 2^j = 2n$$

And the amortized cost per insertion: O(n)/n = O(1)

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### Alternatives to doubling

- We could use some different growth factor (1.5, 2.5, 3 etc.).
- Could we use a constant amount?

Adding a constant amount while resizing

Let's expand by 10 each time, then: Let  $c_i = \text{cost of /th add}$ .



And the amortized cost per insertion:  $O(n^2)/n = O(n)$ 

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Dynamic arrays: common implementations

C++: vector
 Java: ArrayList
 Python: list (some indirection)

## **Digression: Python arrays**

- An array in Python is called *a list*
- Underneath there is a C-array
- Arrays in Python do not store contiguous data, but store contiguous pointers to data
- Arrays in Python are implemented as dynamic (resizable) arrays of pointers (addresses)

https://www.laurentluce.com/posts/python-list-implementation/

#### Summary

- We learned how to calculate amortized cost of an operation in the context of a sequence of operations.
- We used a brute-force summation. This is called the Aggregate Method of amortized analysis
- □ There are other methods for more complex cases:
  - Banker's method (tokens)
  - **Physicist's method** (potential function,  $\Phi$ )

Amortized analysis is a useful tool, because we can adjust the implementation of a data structure based on the aggregated time