

# Data Structures in Java

Session 4

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# Announcements

- Homework 1 is due on 9/22 by class time; that is in a little less than 5 days

# Review

- Algorithm Analysis
- Big-Oh notation
- Maximum Subsequence example

# Today's Plan

- Extra Big-Oh analysis example
- List Abstract Data Type
- Array Lists
- Linked Lists

- An algorithm takes 1 ms for size 8. How long will it take for input size 16 if the running time is **linear**  $\Theta(N)$

- $T(N) = c N$
- $1 \text{ ms} = c 8$ 
  - $c = 1/8$
- $? \text{ ms} = c 16$
- $T(16) = 2 \text{ ms}$

- An algorithm takes 1 ms for size 8. How long will it take for input size 16 if the running time is

**quadratic**  $\Theta(N^2)$

- $T(N) = c N^2$
- $1 \text{ ms} = c 8^2 = 64 c$ 
  - $c = 1/64$
- $? \text{ ms} = c 16^2 = 256 c$
- $T(16) = 4 \text{ ms}$

- An algorithm takes 1 ms for size 8. How long will it take for input size 16 if the running time is **logarithmic**  $\Theta(\log N)$

- $T(N) = c \log N$
- $1 \text{ ms} = c \log 8 = 3c$ 
  - $c = 1/3$
- $? \text{ ms} = c \log 16 = 4c$
- $T(16) = 4/3 \text{ ms}$

# Code Analysis

```
● sum = 0;
  for (i=0; i<n; i++)
    for (j=0; j<i*i; i++)
      for (k=0; k<j; k++)
        sum++;
```

$$\sum_{i=0}^N \sum_{j=0}^{i^2} \sum_{k=0}^j 1$$

$$\sum_{i=0}^N \sum_{j=0}^{i^2} j$$

$$\sum_{i=0}^N \frac{i^2(i^2 + 1)}{2}$$

$$\frac{1}{2} \sum_{i=0}^N i^4 + i^2$$

Getting a little too complicated...



# Code Analysis

Be really pessimistic :(

In the worst case, we overestimate,  
but our big-Oh bound isn't wrong

● `sum = 0;`

`for (i=0; i<n; i++)`

`for (j=0; j<i*i; j++)`

`for (k=0; k<j; k++)`

`sum++;`

*n of these*

*n\*n of these*

*n\*n of these*

$$O(NN^2N^2) = O(NNNNN) = O(N^5)$$

# Abstract Data Types

- Defined by:
  - What information it stores
  - How the information is organized
  - How the information can be accessed
- Doesn't specify **implementation**

# Vs. Implementation

- What information it stores
  - What classes/types of variables
- How the information is organized
  - How it is stored in memory
- How the information can be accessed
  - What methods (and algorithms)

# Abstract Data Type: Lists

- An ordered series of objects
- Each object has a previous and next
  - Except **first** has no prev., **last** has no next
- We can insert an object (at location  $k$ )
- We can remove an object (at location  $k$ )
- We can read an object from (location  $k$ )

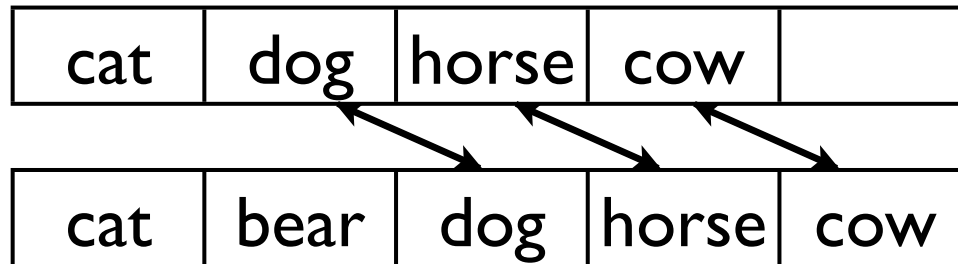
# Applications for Lists

- To Do: insert tasks, remove when done
- Word Processor:
  - typing text inserts to list,
  - deleting text removes (using a simple array will leave gaps)
- Shopping: insert needed items, remove when bought, order by priority

# List Methods

- Insert object (at index)
- Delete by index
- Get by index

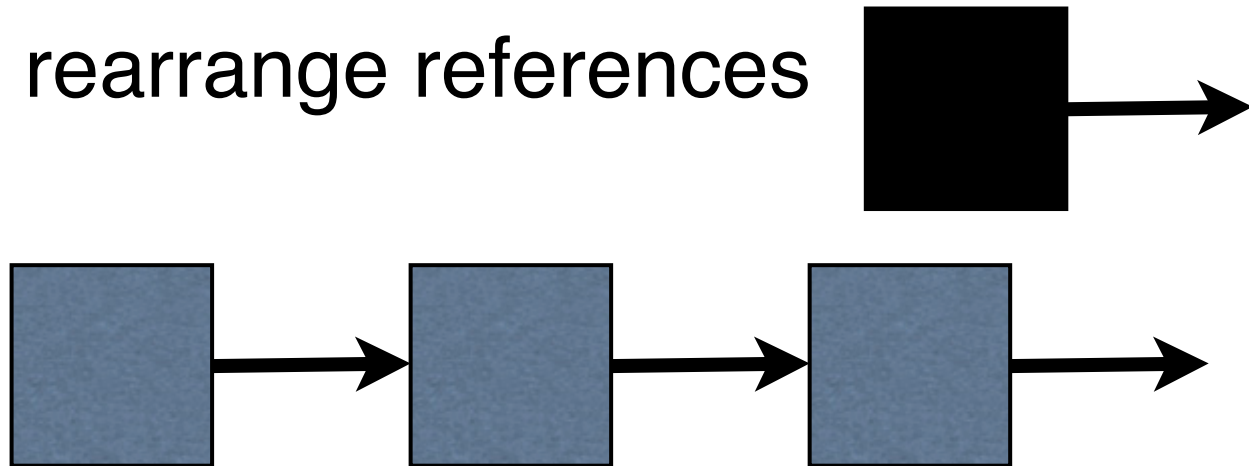
# Array Implementation of Lists



- Insert - need to shift higher-indexed elements →
- Delete - need to shift higher-indexed elements ←
- Get - easy
- How to insert more than array size?
  - Create new, larger array. Copy to new array.

# Linked List Implementation

- Store elements in objects
- Each object has a reference to its next object
- Insert - rearrange references

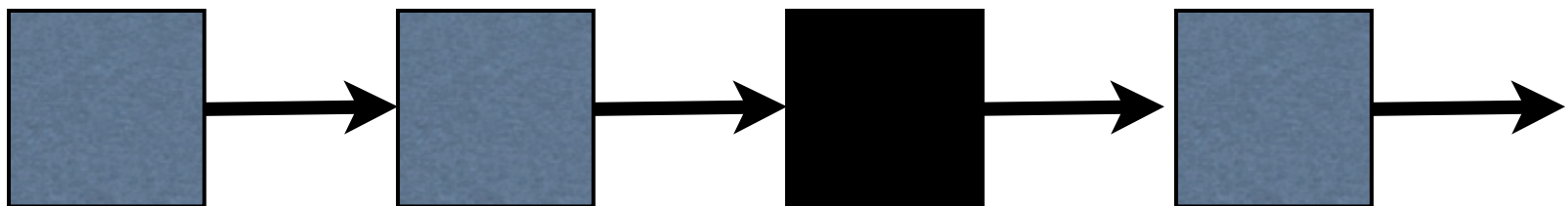


- But we need to find the previous element



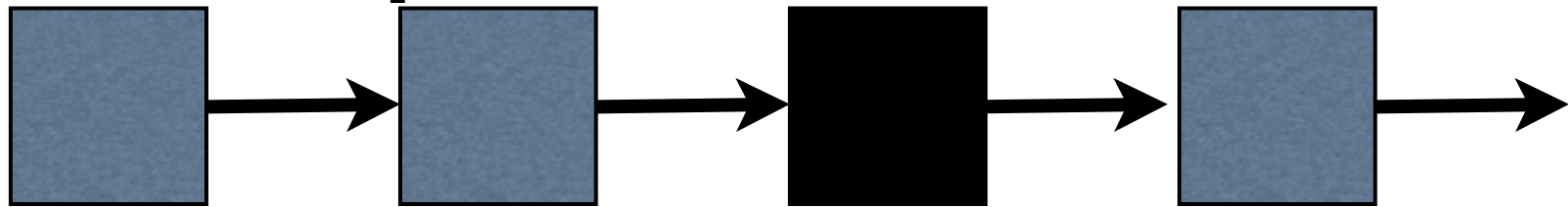
# Linked List Implementation

- Store elements in objects
- Each object has a reference to its next object
- Insert - rearrange references



- But we need to find the previous element

# Linked List Implementation



- Finding an element in a linked list is slower
- If we keep a **head** reference, finding the last element takes  $N$  steps
- If we keep a head and a **tail** reference\*, finding the middle element takes  $N/2$  steps
- Be careful iterating; navigate the list smartly

# Linked Lists vs. Array Lists

- Linked Lists
  - No additional penalty on size
  - Insert/remove  $O(1)^*$
  - get kth costs  $O(N)^*$
  - Need some extra memory for links
- Array Lists
  - Need to estimate size/grow array
  - Insert/remove  $O(N)^*$
  - get kth costs  $O(1)$
  - Arrays are compact in memory

# Lists in Java

- **Collection** Interface extends **Iterable**
- A Collection stores a group of objects
- We can add and remove from a Collection
- **Iterator** objects let us iterate over objects in a Collection (also enhanced **for** loop)
- Built in **LinkedList** and **ArrayList** implementations of Collection

# Reading

- Weiss Ch. 3
- Homework due next class!