How can we implement ADTVector?

- A Vector can be seen as an abstract resizeable “array”
- So it makes sense to implement it using a real array
  - store Vector’s elements in the array
  - vector_get_at, vector_set_at are trivial
- But what about vector_insert_last?
  - Arrays in C have fixed size

Dynamic arrays

- Main idea: resize the array
  - such arrays are called “dynamic” or “growable”
- Problem: we need to copy the previous values
- A possible algorithm for vector_insert_last
  - Allocate memory for size+1 elements
  - Copy the size previous elements
  - Set the new element as last
  - Increase size
- What is the complexity of this?
  - $O(n)$, because of the copy!
  - Can we do better?
Improving the complexity of insert

**Idea**: allocate **more memory** than we need!
- eg. allocate memory for 100 "empty" elements
  - **capacity**: total allocated memory
  - **size**: number of inserted elements
- Insert is $O(1)$ if we have free space (just copy the new value)

Does this change the complexity?
- in the **worst-case**?
- in the **average-case**?

**No**, for some values of $n$ the operation is still slow!
- For any values, "average-case" makes no difference

Amortized-time complexity

We see here the value of **amortized-time** complexity
- A single execution can be slow
- But "most" are fast
- In many application we only care about the **average** wrt all executions

Assume we reserve 100 more elements each time
- How many steps each insert takes on average?

Intuitively: $\frac{n}{100}$. So still $O(n)$, same complexity!
- Same for any **constant** number of empty elements $k$
- Remember, complexity cares about large $n!$ Think $n \gg k$
- Can we do better?
How to improve the complexity

- **Idea:** the number of empty elements must depend on \( n \)
  - Use more empty elements as the Vector grows!
- Standard approach: reserve \( a \cdot n \) extra elements
  - for some constant \( a > 1 \), called the growth factor
- Common values
  - \( a = 2 \)
  - \( a = 1.5 \)
- In this class we will use \( a = 2 \)
  - we always double the capacity

A property to remember

- Consider the geometric progression with ratio 2
  \[ 1, 2^1, 2^2, \ldots, 2^n \]
- Summing \( n \) terms, we get the next one minus 1
  \[ 1 + 2^1 + 2^2 + \ldots + 2^n = 2^{n+1} - 1 \]
- So each term is larger than all the previous together!
  - This is important since several quantities double in data structures

From linear to constant time

- We always double the capacity
  - What is the amortized-time complexity of insert?
- We do \( n \) insertions starting from an empty Vector
  - Assume the last one was “slow” (the most “unlucky” case)
- How many steps did we perform in total?
  - \( n \) steps just for placing each element
  - \( n \) steps for the last resize
  - How many for all the previous resized together?
    \[ \frac{n}{2} + \frac{n}{4} + \ldots + 1 = n - 1 \]
- So less than \( 3n \) in total!
  - On average: \( \frac{3n}{n} = O(1) \)
- Key point: previous inserts are insignificant compared to the last one
Removing elements

- What about `vector_remove_last`?
- Simplest strategy: just consider the removed space as "empty"
  - `vector_remove_last` is clearly worst-case $O(1)$
  - Insert is not affected (we never reduce the amount of free space)
- Commonly used in practice
  - eg. `std::vector` in C++
- Problem: wasted space

Recovering wasted space

- **Idea**: if half of the array becomes empty, resize
  - the opposite of the doubling growing strategy
  - Is this ok?
- Careful
  - this is ok if we only remove
  - but a combination of remove+insert might become slow!
- Think of the following scenario
  - Insert $n$ elements with $n = 2^k$
  - The vector is now full
  - Perform a series of: insert, remove, insert, remove, ...

Recovering wasted space

- **Better strategy**
  - when only $\frac{1}{4}$ of the array is full
  - resize to $\frac{1}{2}$ of the capacity!
  - So we still have "room" to both insert and remove
- We can show that even a combination of insert+remove is $O(1)$ amortized-time
Implementation

Types

// Ένα VectorNode είναι pointer σε αυτό το struct.
struct vector_node {
    Pointer value; // Η τιμή του κόμβου.
};

// Ένα Vector είναι pointer σε αυτό το struct
struct vector {
    VectorNode array; // Τα δεδομένα, πίνακας από struct ve
    int size; // Πόσα στοιχεία έχουμε προσθέσει
    int capacity; // Πόσο χώρο έχουμε δεσμεύσει
    DestroyFunc destroy_value; // Συνάρτηση που καταστρέφει ένα στοι
};

Implementation

Random access is simple, since we have a real array.

Pointer vector_get_at(Vector vec, int pos) {
    return vec->array[pos].value;
}

void vector_set_at(Vector vec, int pos, Pointer value) {
    // Αν υπάρχει συνάρτηση destroy_value, την καλούμε για
    // το στοιχείο που αντικαθίσταται
    if (value != vec->array[pos].value && vec->destroy_value != NULL) {
        vec->destroy_value(vec->array[pos].value);
    }
    vec->array[pos].value = value;
    vec->size++;
}

Implementation

Insert, we just need to deal with resizes.

void vector_insert_last(Vector vec, Pointer value) {
    // Μεγαλώνουμε τον πίνακα και προσθέτουμε το στοιχείο
    vec->array[vec->size].value = value;
    vec->size++;
}

Implementation

Vector vector_create(int size, DestroyFunc destroy_value) {
    // Αρχικά το vector περιέχει size μη-αρχικοποιημένα στοιχεία, αλλά
    // δεσμεύουμε χώρο για τουλάχιστον VECTOR_MIN_CAPACITY για να απο
    // πολλαπλά resizes
    int capacity = size < VECTOR_MIN_CAPACITY ? VECTOR_MIN_CAPACITY :
        // Δέσμευση μνήμης, για το struct και το array.
        Vector vec = malloc(sizeof(vec));
        VectorNode array = calloc(capacity, sizeof(*array)); // αρχικοπο
        vec->size = size;
        vec->capacity = capacity;
        vec->array = array;
        vec->destroy_value = destroy_value;
        return vec;
    }

Implementation

Vector vector_get_at(Vector vec, int pos) {
    return vec->array[pos].value;
}

void vector_set_at(Vector vec, int pos, Pointer value) {
    // Αν υπάρχει συνάρτηση destroy_value, την καλούμε για
    // το στοιχείο που αντικαθίσταται
    if (value != vec->array[pos].value && vec->destroy_value != NULL) {
        vec->destroy_value(vec->array[pos].value);
    }
    vec->array[pos].value = value;
}
Takeaways

- **Dynamic arrays** are the standard way to implement ADTVector
- Insert is $O(1)$
  - but amortized-time!
  - would you use a dynamic array in the software controlling an Airbus?
- Remove is also $O(1)$
  - also amortized, if we care about recovering wasted space
- Random access (get/set) is always worst-case $O(1)$