

Lecture 2 | Part 1

More about Memory

Is appending an array really so slow?

malloc() vs. realloc()



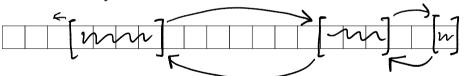
Is appending an array really so slow?

- ▶ If realloc doesn't copy: $\Theta(1)$.
- ▶ If realloc copies: $\Theta(n)$.
- Assume p is probability that realloc copies.
- **Expected time** is still¹ $\Theta(n)$.

¹If p doesn't depend on n.

How is empty memory found?

Basically: a linked list.



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Lecture 2 | Part 2

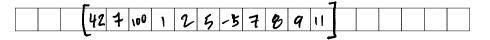
Dynamic Arrays

Motivation

- Can we have the best of both worlds?
- \triangleright $\Theta(1)$ time access like an array.
- \triangleright $\Theta(1)$ time append like a linked list.
- Yes! (sort of)

The Idea

- Allocate memory for an underlying array.
 - ▶ say, 512 elements
 - This is the physical size.
- To append element, insert into first unused slot.
 - Number of elements used is the logical size.
 - ▶ Θ(1) time.



The Idea

- We'll eventually run out of unused slots.
- Fix: allocate a new underlying array whose physical size is γ times as large.
 - γ is the growth factor.
 - \triangleright Commonly, γ = 2; i.e., double its size.
 - Takes Θ(k) time, where k is current size.

np.empty

Example

```
>>> arr = DynamicArray(initial_physical_size=4)
>>> arr.append(1) >>> arr.append(2) >>> b(1) each
>>> arr.append(3)
>>> arr.append(4)
>>> arr.append(5) \leftarrow \bigcirc (n) +iml
```

(notebook)

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Lecture 2 | Part 3

Amortized Analysis

Analysis

- Appending takes Θ(1) time usually...
- ightharpoonup ...but takes $\Theta(k)$ time when we run out of slots.
 - Where k is current size of sequence.

The Key

- Resizing is expensive, but rare.
 - If γ = 2, each new resize is twice as expensive, but happens half as often.
- ► Thus, the **cost per append** is small.
- Amortize the cost over all previous appends.

Amortized Time Complexity

The amortized time for an append is:

$$T_{\text{amort}}(n) = \frac{\text{total time for } n \text{ appends}}{n}$$

• We'll see that $T_{amort}(n) = \Theta(1)$.

Amortized Analysis

```
total time for n appends
=
total time for non-growing appends
+
total time for growing appends
```

- Want to calculate time taken by growing appends.
- First: how many appends caused a resize?
 - \triangleright β : initial physical size
 - γ: growth factor

- ► Suppose initial physical size is β = 512, and γ = 2
- Resizes occur on append #:

► In general, resizes occur on append #:

$$\beta \gamma^0, \beta \gamma^1, \beta \gamma^2, \beta \gamma^3, ...$$

2048 = 512.22

- In a sequence of *n* appends, how many caused the physical size to grow?
- Simplification: Assume n is such that nth append caused a resize. Then, for some $x \in \{0, 1, 2, ...\}$:

$$n = \beta \gamma^{x}$$
 $n = 512$ 1 1 2024 2 2048 3

If x = 0 there was 1 resize; if x = 1 there were 2; etc.

► Solving for x:

$$x = \log_{\gamma} \frac{n}{\beta} \qquad \begin{cases} \beta = 512 \\ \gamma = 2 \end{cases}$$

$$n = +\infty$$

- ► Check: without assumption, $x = \lfloor \log_y \frac{n}{B} \rfloor$
- Number of resizes is $\lfloor \log_{\gamma} \frac{n}{\beta} \rfloor + 1$

- Number of resizes is $\lfloor \log_{\gamma} \frac{n}{\beta} \rfloor + 1$
- \triangleright Check with $\gamma = 2$, $\beta = 512$, n = 400
 - Correct # of resizes: 0
- \triangleright Check with γ = 2, β = 512, n = 1100
 - Correct # of resizes: 2

log 2.05 × 1.0

K > yk

Time of Growing Appends

How much time was taken across all appends that caused resizes?

- Assumption: resizing an array with physical size k takes time $ck = \Theta(k)$.
 - \triangleright c is a constant that depends on γ .

Time of Growing Appends F=512

- ► Time for first resize: $c\beta$. Se= 512
- ► Time for third resize: $cy^2β$. 2048
- Time for *j*th resize: $c\gamma^{j-1}\beta$.
- ► This is a **geometric progression**.

Time of Growing Appends

- ► Time for *j*th resize: $c\gamma^{j-1}\beta$.
- Suppose there are r resizes.
- ► Total time:

$$c\beta \sum_{j=1}^{r} \gamma^{j-1} = c\beta \sum_{j=0}^{r-1} \gamma^{j}$$

Recall: Geometric Sum

From some class you've taken:

$$\sum_{p=0}^{N} x^p = \frac{1 - x^{N+1}}{1 - x}$$

Example:

$$1 + 2 + 4 + 8 + 16 = \sum_{p=0}^{4} 2^p = \frac{1 - 2^5}{1 - 2} = 31$$

Time of Growing Appends Cal time:

Total time:

$$c\beta \sum_{j=0}^{r-1} \gamma^{j} = c\beta \frac{1 - \gamma^{r}}{1 - \gamma} \qquad \begin{cases} N = r - 1 \\ P = \hat{\lambda} \\ \gamma = \infty \end{cases}$$

Time of Growing Appends

Remember: in *n* appends there are $r = \lfloor \log_{\gamma} \frac{n}{\beta} \rfloor + 1$ resizes.

▶ Total time:

$$c\beta \frac{1 - \gamma^r}{1 - \gamma} = c\beta \frac{1 - \gamma^{\lfloor \log_{\gamma} \frac{n}{\beta} \rfloor + r}}{1 - \gamma}$$
$$= \Theta(n)$$

Amortized Analysis

```
total time for n appends

= total time for non-growing appends

+ \Theta(n) \leftarrow total time for growing appends
```

Time of Non-Growing Appends

In a sequence of n appends, how many are non-growing?

$$n - \left(\lfloor \log_{\gamma} \frac{n}{\beta} \rfloor + 1 \right) = \Theta(n)$$

- ightharpoonup Time for one such append: Θ(1).
- ► Total time: Θ(n) × Θ(1) = Θ(n).

Amortized Analysis

total time for *n* appends

=

 $\Theta(n) \leftarrow$

← total time for **non-growing** appends

+

 $\Theta(n)$

← total time for **growing** appends

(n)

Amortized Time Complexity

The amortized time for an append is:

$$T_{\text{amort}}(n) = \frac{\text{total time for } n \text{ appends}}{n}$$

$$= \frac{\Theta(n)}{n}$$

$$= \Theta(1)$$

Dynamic Array Time Complexities

ightharpoonup Retrieve kth element: $\Theta(1)$

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- Append/pop element
 - Θ(1) best case
 - \triangleright $\Theta(n)$ worst case (where n = current size)
 - Θ(1) amortized
- - ightharpoonup May or may not need resize, still $\Theta(n)$!

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Lecture 2 | Part 4

Practicalities

Advantages

- Great cache performance (it's an array).
- Fast access.
- ▶ Don't need to know size in advance of allocation.

Downsides

- Wasted memory.
- Expensive deletion in middle.

Implementations

Python: list

► C++: std::vector

► Java: ArrayList

Exercise

Why do we need np.array? Python's list is a dynamic array, isn't that better?

In defense of np.array

- ► Memory savings are one reason. 1, 2, 3, 4,5
- Bigger reason: using Python's list to store numbers does not have good cache performance.

