

CS 310: ArrayList Implementation

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Week 2-2

Logistics

At Home

- ▶ Read Weiss Ch 5: Big-O
- ▶ Read Weiss Ch 15: ArrayList implementation

Reminder to DrJava Users

- ▶ Consider Using GMU Edition of DrJava
- ▶ Download here: <https://cs.gmu.edu/~kauffman/drjava/>

Goals

- ▶ Build an array list
- ▶ Analyze its complexity

Collections

Java has a nice library of containers, **Collections framework**

- ▶ Interfaces that provide `get()`, `set()`, `add()`
- ▶ All have parameterized types: `ArrayList<E>`, `TreeSet<E>`

At present, most interested in `ArrayList`

- ▶ Like arrays but lacking nice `[]` syntax
- ▶ Use `get()` and `set()` instead
- ▶ Can `add()` elements at end (high index)
- ▶ **Demonstrate `ArrayList` in DrJava**

Basic Premise of the Expandable Array

Use an underlying array

```
public class MyArrayList<T>{  
    // This almost works  
    T data[];  
    ...  
}
```

- ▶ data is a standard fixed size array
- ▶ get()/set() are array ops

Adding and Expanding

- ▶ Add elements into data
- ▶ If/when data runs out of space
 1. Allocate a new **larger** array data2
 2. Copy elements from data to data2
 3. Add new element(s) to data2
 4. Set data to data2
 5. Original array gets garbage collected

Questions

- ▶ What's the notion of **size** now?
- ▶ How much should the array grow on expansion?
- ▶ Is there wasted space? How much?

Create MyArrayList

```
public class MyArrayList<T>{
    T data[]; int size;           // Holds elements, virtual size
    public MyArrayList();        // Initialize fields
    public int size();           // Virtual size of AL
    public void add(T x);        // Add an element to the end
    public T get(int i);         // Retrieve element i
    public void set(int i, T x); // Replace element i with x
    public void insert(int i, T x); // Insert x at position i, shift
                                   // elements if necessary
    public void remove(int i);   // Remove element at position i,
                                   // shift elements to remove gap
}
```

add(x)

If/when data runs out of space

1. Allocate a new **larger** array data2
2. Copy from data to data2
3. Add new element(s) to data2
4. Set data to data2
5. GC gets the old array

Respect My size()

get()/set()/insert()/remove()
must respect size(); check for out of
bounds access

Examine Results

- ▶ Code up versions together quickly
- ▶ Simple version: `MyArrayList.java` in code distrib
- ▶ Also included `java.util.ArrayList` from Java 1.7 source
- ▶ May also want to look at Weiss's version in `textbook-source/weiss/util/ArrayList.java`

Complexity

What are the complexities for methods like

- ▶ `set(i,x)` and `get(i)`
- ▶ `insert(i,x)` and `remove(i,x)`
- ▶ `add(x)` : *this is the big one*

Limits of Types

Unfortunately, java type system has some limits.

new T[10] Not Allowed

```
public class MyArrayList<T> {
    private T [] data;
    public MyArrayList(){
        this.data = new T[10]; // Grrrrr
    }
    public T get(int i){
        this.rangeCheck(i);
        return this.data[i];
    }
}
```

Instead: Object[] + Caste

```
public class MyArrayList<T> {
    private Object data[];
    public MyArrayList(){
        this.data = new Object[10];
    }
    public T get(int i){
        this.rangeCheck(i);
        return (T) this.data[i];
    }
}
```



Unsafe Operations in Weiss-like MyArrayList

```
lila [w01-2-1-code]% javac MyArrayList.java
Note: MyArrayList.java uses unchecked or unsafe operations.
Note: Recompile with -Xlint:unchecked for details.
```

```
lila [w01-2-1-code]% javac -Xlint:unchecked MyArrayList.java
MyArrayList.java:77: warning: [unchecked] unchecked cast
found   : java.lang.Object
required: T
    return (T) this.data[i];
           ^
1 warning
```

Unsafe Operations

Offending code is

```
private Object [] data;

public T get(int i){
    this.rangeCheck(i);
    return (T) this.data[i];
}
```

- ▶ It **is** unsafe (why?). But so is **fire**.
- ▶ Tell the compiler to shut up

```
// I know what I'm doing
@SuppressWarnings("unchecked")
public T get(int i){
    this.rangeCheck(i);
    return (T) this.data[i];
}
```

Alternative:

```
public class MyArrayList<T> {
    private T [] data;
    @SuppressWarnings("unchecked")
    public MyArrayList(){
        this.data =
            (T[]) new Object[10];
    }
    public T get(int i){
        this.rangeCheck(i);
        return this.data[i];
    }
}
```

HW and Unsafe Operations

- ▶ Proper use of generics creates good compile-time type checking
- ▶ **Rarely** is casting required; ArrayList implementation is one such exception
- ▶ **HW1** is NOT such a case
 - ▶ Should only cast in specific locations
 - ▶ Limit use of @SuppressWarnings
 - ▶ Adhere to abstraction boundaries

HW and Unsafe Operations

- ▶ Proper use of generics creates good compile-time type checking
- ▶ **Rarely** is casting required; ArrayList implementation is one such exception
- ▶ **HW1** is NOT such a case
 - ▶ Should not need to caste anything
 - ▶ Should not need to use @SuppressWarnings
 - ▶ Doing either may result in penalties

ArrayList Complexities

ArrayList of size N

- ▶ Time/Space Complexities
- ▶ Worst-case or Average/Amoritized

Operation	Method	Worst Time	Average Time	Worst Space	Average Space
Size()	<code>al.size()</code>				
Get(i)	<code>al.get(i)</code>				
Set(i,x)	<code>al.set(i,x)</code>				
Add(x)	<code>al.add(x)</code>				
Insert(i,x)	<code>al.add(i,x)</code>				
Remove(i)	<code>al.remove(i)</code>				

- ▶ What is the space complexity of an ArrayList with N elements?
- ▶ Is that a tight bound?

Expanding with Magic Numbers

- ▶ Size increase when expansion is required is interesting
- ▶ Can't be constant: increase size by 1, or 2, or 10 will not give good complexity
- ▶ Standard Java `ArrayList` increases to $3/2 * \text{oldSize} + 1$
- ▶ Chosen based on engineering experience rather than theory, can use bit shifts to compute it fast
- ▶ Default `ArrayList` size is 10
- ▶ **Magic Numbers:** 3/2 and 10, magic because there is no good reason for them

Average/Amortized Complexity

- ▶ Worst case complexity for `arrayList.add(x)` is $O(N)$ when expansion is required
- ▶ **But** expansion happens rarely if size increase by 150% during expansion
- ▶ Over many add operations, the average `add(x)` takes $O(1)$ time complexity
- ▶ **Amortized Analysis**: sort of like average case (definition is close enough for this class)