Topics

• Overview of standard Java Collections classes.
  – Iterators, ListIterators
  – Containers and maps in the abstract

• Amortized analysis of implementing lists with arrays:
Data Types in the Abstract

- Most of the time, should not worry about implementation of data structures, search, etc.
- What they do for us—their specification—is important.
- Java has several standard types (in java.util) to represent collections of objects
  - Six interfaces:
    * Collection: General collections of items.
    * List: Indexed sequences with duplication
    * Set, SortedSet: Collections without duplication
    * Map, SortedMap: Dictionaries (key $\mapsto$ value)
  - Concrete classes that provide actual instances: LinkedList, ArrayList, HashSet, TreeSet.
  - To make change easier, purists would use the concrete types only for new, interfaces for parameter types, local variables.
The Collection Interface

- **Collection interface. Main functions promised:**
  - **Membership tests:** contains (\(\in\)), containsAll (\(\subseteq\))
  - **Other queries:** size, isEmpty
  - **Retrieval:** iterator, toArray
  - **Optional modifiers:** add, addAll, clear, remove, removeAll (set difference), retainAll (intersect)
Side Trip about Library Design: Optional Operations

- Not all Collections need to be modifiable; often makes sense just to get things from them.

- So some operations are optional \( \text{(add, addAll, clear, remove, removeAll, retainAll)} \)

- The library developers decided to have \textit{all} Collections implement these, but allowed implementations to throw an exception: \texttt{UnsupportedOperationException}

- An alternative design would have created separate interfaces:

  ```java
  interface Collection { contains, containsAll, size, iterator, ... }
  interface Expandable extends Collection { add, addAll }
  interface Shrinkable extends Collection { remove, removeAll, ... }
  interface ModifiableCollection 
      extends Collection, Expandable, Shrinkable { }
  ```

- You’d soon have lots of interfaces. Perhaps that’s why they didn’t do it that way.
The List Interface

- **Extends** Collection

- Intended to represent *indexed sequences* (generalized arrays)

- Adds new methods to those of Collection:
  - **Membership tests:** `indexOf`, `lastIndexOf`.
  - **Retrieval:** `get(i)`, `listIterator()`, `sublist(B,E)`.
  - **Modifiers:** `add` and `addAll` with additional index to say where to add. Likewise for removal operations. `set` operation to go with `get`.

- **Type** `ListIterator<Item>` extends `Iterator<Item>`:
  - Adds `previous` and `hasPrevious`.
  - `add`, `remove`, and `set` allow one to iterate through a list, inserting, removing, or changing as you go.
  - **Important Question:** What advantage is there to saying `List L` rather than `LinkedList L` or `ArrayList L`?

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Implementing Lists (I): ArrayLists

- The main concrete types in Java library for interface List are ArrayList and LinkedList:

- As you might expect, an ArrayList, A, uses an array to hold data. For example, a list containing the three items 1, 4, and 9 might be represented like this:

  \[
  A: \begin{array}{c}
  \text{data:} \\
  \text{count:} 3
  \end{array} \rightarrow 1 \ 4 \ 9 \ \ \\
  \]

- After adding four more items to A, its data array will be full, and the value of data will have to be replaced with a pointer to a new, bigger array that starts with a copy of its previous values.

- Question: For best performance, how big should this new array be?

- If we increase the size by 1 each time it gets full (or by any constant value), the cost of \( N \) additions will scale as \( \Theta(N^2) \), which makes ArrayList look much worse than LinkedList (which uses an IntList-like implementation.)
Amortization: Expanding Vectors

• When using array for expanding sequence, best to **double** the size of array to grow it. Here’s why.

• If array is size \( s \), doubling its size and moving \( s \) elements to the new array takes time proportional to \( 2s \).

• In all cases, there is an additional \( \Theta(1) \) cost for each addition to account for actually assigning the new value into the array.

• When you add up these costs for inserting a sequence of \( N \) items, the **total** cost turns out to proportional to \( N \), as if each addition took constant time, even though some of the additions actually take time proportional to \( N \) all by themselves!
### Amortization: Expanding Vectors (II)

<table>
<thead>
<tr>
<th>Item #</th>
<th>Resizing Cost</th>
<th>Cumulative Cost</th>
<th>Resizing Cost per Item</th>
<th>Array Size After Insertions</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>6</td>
<td>1.5</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>8</td>
<td>14</td>
<td>2.8</td>
<td>8</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>14</td>
<td>2.33</td>
<td>8</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>14</td>
<td>1.75</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>16</td>
<td>30</td>
<td>3.33</td>
<td>16</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>15</td>
<td>0</td>
<td>30</td>
<td>1.88</td>
<td>16</td>
</tr>
<tr>
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<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

$2^m + 1$ to $2^{m+1} - 1$

- If we spread out (amortize) the cost of resizing, we average at most about 4 time units on each item: “amortized insertion time is 4 units.” Time to add $N$ elements is $\Theta(N)$, not $\Theta(N^2)$. 

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Demonstrating Amortized Time: Potential Method

• To formalize the argument, associate a potential, $\Phi_i \geq 0$, to the $i^{th}$ operation that keeps track of “saved up” time from cheap operations that we can “spend” on later expensive ones. Start with $\Phi_0 = 0$.

• Now define the amortized cost of the $i^{th}$ operation as

$$a_i = c_i + \Phi_{i+1} - \Phi_i,$$

where $c_i$ is the real cost of the operation.

• On cheap operations, we artificially set $a_i > c_i$ and increase $\Phi$ ($\Phi_{i+1} > \Phi_i$).

• On expensive ones, we typically have $a_i \ll c_i$ and greatly decrease $\Phi$ (but don’t let it go negative—may not be “overdrawn”).

• We try to do all this so that $a_i$ remains as we desired (e.g., $O(1)$ for expanding array), without allowing $\Phi_i < 0$.

• Requires that we choose $a_i$ so that $\Phi_i$ always stays ahead of $c_i$. 

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Application to Expanding Arrays

- When adding to our array, the cost, $c_i$, of adding element #i when the array already has space for it is 1 unit.

- The array does not initially have space when adding items 1, 2, 4, 8, 16,... in other words at item $2^n$ for all $n \geq 0$. So,
  - $c_i = 1$ if $i \geq 0$ and is not a power of 2; and
  - $c_i = 2i + 1$ when $i$ is a power of 2 (copy $i$ items, clear another $i$ items, and then add item #i).

- So on each operation #2^n we're going to need to have saved up at least $2 \cdot 2^n = 2^{n+1}$ units of potential to cover the expense of expanding the array, and we have this operation and the preceding $2^{n-1} - 1$ operations in which to save up this much potential (everything since the preceding doubling operation).

- To do so, just choose $a_i = 5$ (actually, could let $a_0 = 1$).

- Here’s what happens:

<table>
<thead>
<tr>
<th>$i$</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
<th>17</th>
</tr>
</thead>
<tbody>
<tr>
<td>$c_i$</td>
<td>1</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>9</td>
<td>1</td>
<td>1</td>
<td>17</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>33</td>
<td></td>
</tr>
<tr>
<td>$a_i$</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
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<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>$\Phi_i$</td>
<td>0</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>10</td>
<td>6</td>
<td>10</td>
<td>14</td>
<td>18</td>
<td>6</td>
<td>10</td>
<td>14</td>
<td>18</td>
<td>22</td>
<td>26</td>
<td>30</td>
<td>34</td>
<td>6</td>
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