

Computer Science 136
 Data Structures
 Lecture #6 (September 22, 2021)

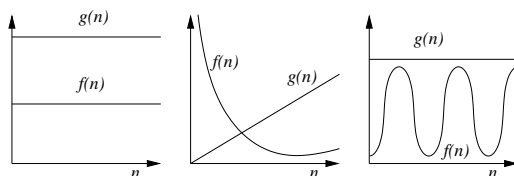
1. Vectors.

- (a) Abstract concept: the extensible array.
 - i. Vectors start “empty,” though some array has usually been allocated.
 - ii. Grows (and, possibly, shrinks) as needed.
 - iii. Efficient in time and space.
- (b) Uses methods `get/set/add/remove`, not square-bracket indexing.
- (c) Reshaping occurs through `add(position,value)` and `remove(position)`.
- (d) Utility methods: `isEmpty` and `size`.
- (e) Implementing extensibility:
 - i. Keep track of two lengths: the array length and the vector length.
 - ii. Allow some guidance by user.
 - iii. Keys to efficiency:
 - A. double array length when necessary (why is this efficient?)
 - B. details encapsulated in protected `ensureCapacity`
 - C. shrinking is not automatic (use non-ideal `trimToSize` explicitly). But: it could be.

2. Complexity.

- (a) Formal definition of what it means for $f(x)$ to be $O(g(x))$. A definition worth remembering (see p. 98). Write it here:

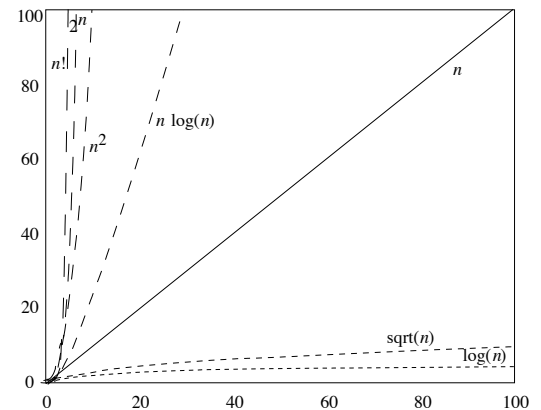
- i. $f(x)$ is bounded above by some constant times $g(x)$.



- ii. $f(x)$ need not ever be equal to $c \cdot g(x)$. The bound need not be *tight*.
- iii. It only needs to be bounded above to the right of some x_0 .

iv. Really, we’re only concerned about the magnitude of $f(x)$. In practice, $f(x) \geq 0$ since f is often a measure of time or space utilization.

- (b) E.g.: Vectors that extend to size n by 1 takes $O(n^2)$ time.
 When you double the Vector’s length, the time to expand increases by 4.
- (c) E.g.: Vectors that extend to size n by doubling takes $O(n)$ time.
 When you double the Vector’s length, the time to expand increases by 2.



- (d) A similar definition of what it means for $f(x)$ to be $\Omega(g(x))$, a *lower bound*.
- (e) Any function that is both $O(g(x))$ and $\Omega(g(x))$ is $\Theta(g(x))$.
- (f) Little versions, $o(x)$ and $\omega(x)$, are *asymptotic* bounds. They hold true for *arbitrary* positive constants, c .