

# CSE 250

## Data Structures

Dr. Eric Mikida  
epmikida@buffalo.edu  
208 Capen Hall

**Lec 14: Midterm #1 Review**

# Midterm Procedure

- Exam is during normal class time. Same time, same place.
- Seating is assigned randomly
  - Wait outside the room until instructed to enter
  - Immediately place all bags/electronics at the front of the room
- At your seat you should have:
  - Writing utensil
  - UB ID card
  - One 8.5x11 cheatsheet (front and back) if desired
  - Summation/Log rules will be provided

# Content Overview

	<b>Analysis Tools/Techniques</b>	<b>ADTs</b>	<b>Data Structures</b>
<b>Week 2/3</b>	Asymptotic Analysis, (Unqualified) Runtime Bounds		
<b>Week 3</b>		Sequence	Array, LinkedList
<b>Week 4</b>	Amortized Runtime	List	ArrayList, LinkedList

# Analysis Tools and Techniques

# Recap of Runtime Complexity

## Big- $\Theta$ – Tight Bound

- Growth functions are in the **same** complexity class
- If  $f(n) \in \Theta(g(n))$  then an algorithm taking  $f(n)$  steps is as "exactly" as fast as one that takes  $g(n)$  steps.

## Big-O – Upper Bound

- Growth functions in the **same or smaller** complexity class.
- If  $f(n) \in O(g(n))$ , then an algorithm that takes  $f(n)$  steps is *at least as fast* as one taking  $g(n)$  (but it may be even faster).

## Big- $\Omega$ – Lower Bound

- Growth functions in the **same or bigger** complexity class
- If  $f(n) \in \Omega(g(n))$ , then an algorithm that takes  $f(n)$  steps is *at least as slow* as one that takes  $g(n)$  steps (but it may be even slower)

# Common Runtimes (in order of complexity)

**Constant Time:**  $\Theta(1)$

**Logarithmic Time:**  $\Theta(\log(n))$

**Linear Time:**  $\Theta(n)$

**Quadratic Time:**  $\Theta(n^2)$

**Polynomial Time:**  $\Theta(n^k)$  for some  $k > 0$

**Exponential Time:**  $\Theta(c^n)$  (for some  $c \geq 1$ )

# Formal Definitions

$f(n) \in O(g(n))$  iff exists some constants  $c, n_0$  s.t.

$$f(n) \leq c * g(n) \text{ for all } n > n_0$$

$f(n) \in \Omega(g(n))$  iff exists some constants  $c, n_0$  s.t.

$$f(n) \geq c * g(n) \text{ for all } n > n_0$$

$f(n) \in \Theta(g(n))$  iff  $f(n) \in O(g(n))$  and  $f(n) \in \Omega(g(n))$

# Amortized Runtime

If  $n$  calls to a function take  $O(f(n))$ ...

We say the Amortized Runtime is  $O(f(n) / n)$

The amortized runtime of `add` on an `ArrayList` is:  $O(n/n) = O(1)$

The unqualified runtime of `add` on an `ArrayList` is:  $O(n)$



# What guarantees do you get?

## If $f(n)$ is a Tight Bound (Big Theta)

The algorithm **always** runs in  $cf(n)$  steps

← Unqualified runtime

## If $f(n)$ is a Worst-Case Bound (Big O)

The algorithm **always** runs in *at most*  $cf(n)$

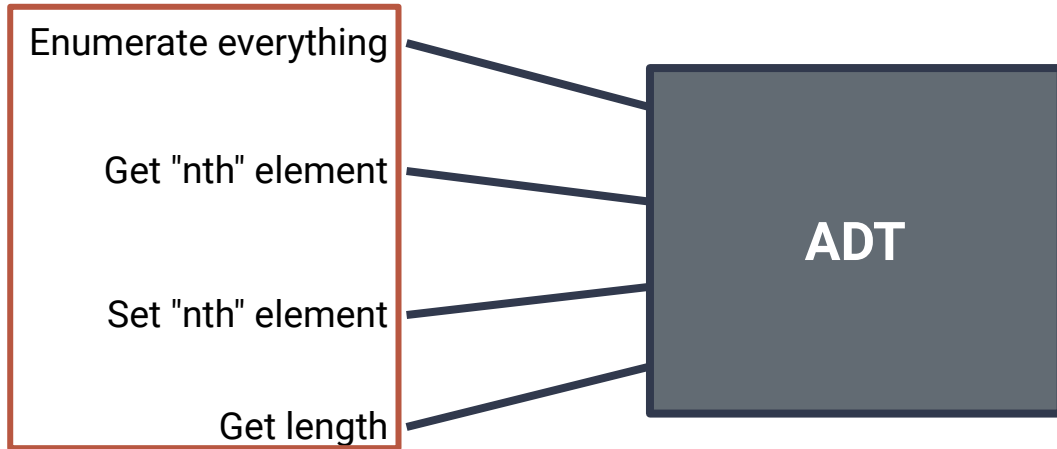
## If $f(n)$ is an Amortized Bound

$n$  invocations of the algorithm **always** run in  $cnf(n)$  steps

# ADTs and Data Structures

# Abstract Data Types (ADTs)

The specification of **what** a data structure can do



What's in the box? ...we don't know, and in some sense...we don't care

Usage is governed by **what** we can do, not **how** it is done

# Abstract Data Type vs Data Structure

## ADT

*The interface to a data structure*

*Defines **what** the data structure  
can do*

*Many data structures can  
implement the same ADT*

## Data Structure

*The implementation of one (or  
more) ADTs*

*Defines **how** the different tasks  
are carried out*

*Different data structures will excel  
at different tasks*

# Abstract Data Type vs Data Structure

## ADT

*The interface to*

*Defines **what** the*

*can*

*Many data st*

*implement th*

**Think about the Linked List we are implementing for PA1.**

**The internal structure and the mental model of our sequence are very different.**

## Data Structure

*ation of one (or  
) ADTs*

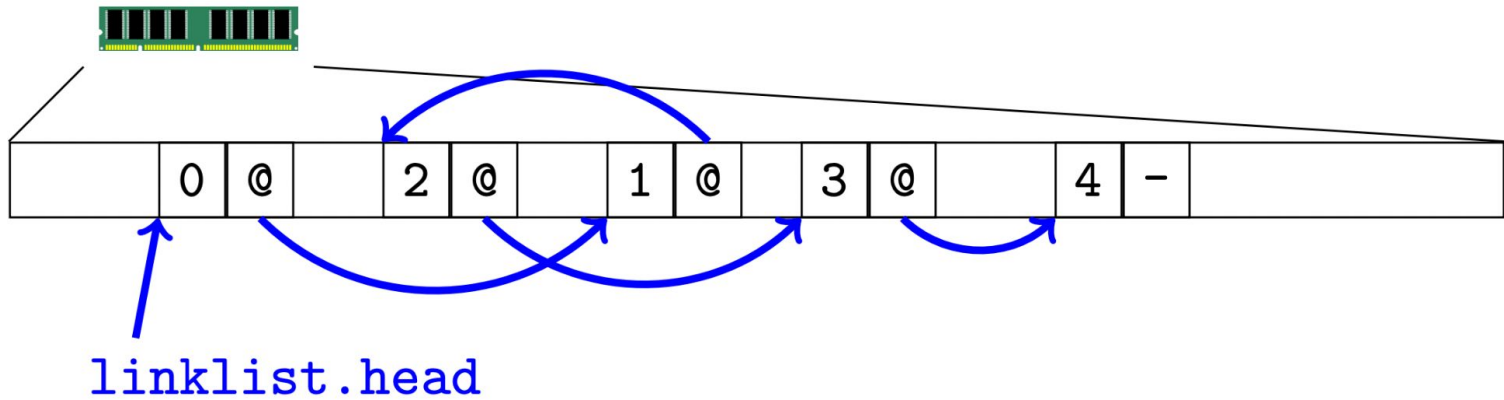
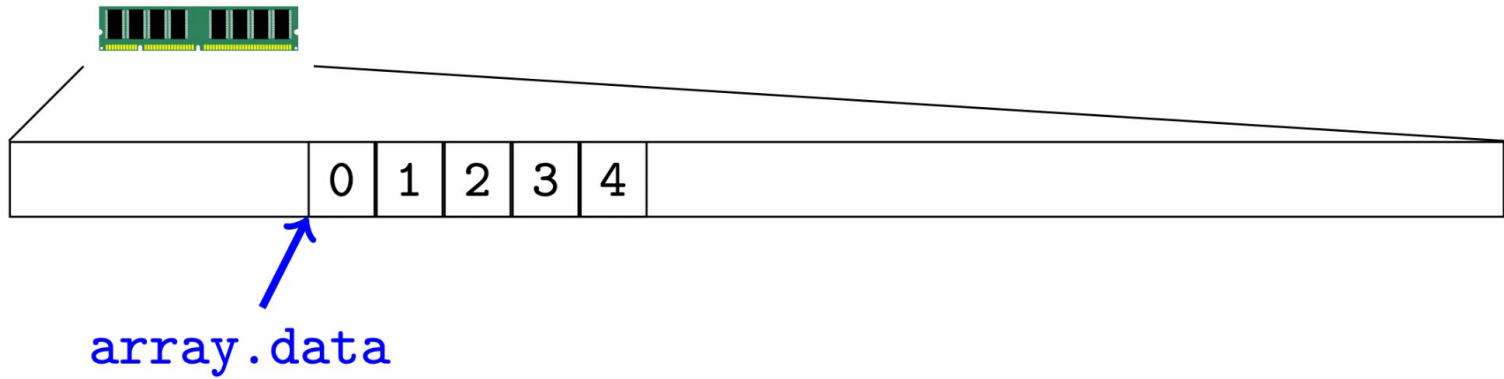
*ifferent tasks  
ried out*

*tructures will excel*

*at different tasks*

# The Sequence ADT

```
1 public interface Sequence<E> {  
2     public E get(idx: Int);  
3     public void set(idx: Int, E value);  
4     public int size();  
5     public Iterator<E> iterator();  
6 }
```



## Arrays and Linked Lists in Memory

# The List ADT

```
1 public interface List<E>
2     extends Sequence<E> { // Everything a sequence has, and...
3     /** Extend the sequence with a new element at the end */
4     public void add(E value);
5
6     /** Extend the sequence by inserting a new element */
7     public void add(int idx, E value);
8
9     /** Remove the element at a given index */
10    public void remove(int idx);
11 }
```



# Runtime Summary

	<b>ArrayList</b>	<b>Linked List (by index)</b>	<b>Linked List (by reference)</b>
<b>get(...)</b>	$\Theta(1)$	$\Theta(\text{idx})$ or $O(n)$	$\Theta(1)$
<b>set(...)</b>	$\Theta(1)$	$\Theta(\text{idx})$ or $O(n)$	$\Theta(1)$
<b>size()</b>	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$
<b>add(...)</b>	$O(n)$ , Amortized $\Theta(1)$	$\Theta(\text{idx})$ or $O(n)$	$\Theta(1)$
<b>remove(...)</b>	$O(n)$	$\Theta(\text{idx})$ or $O(n)$	$\Theta(1)$