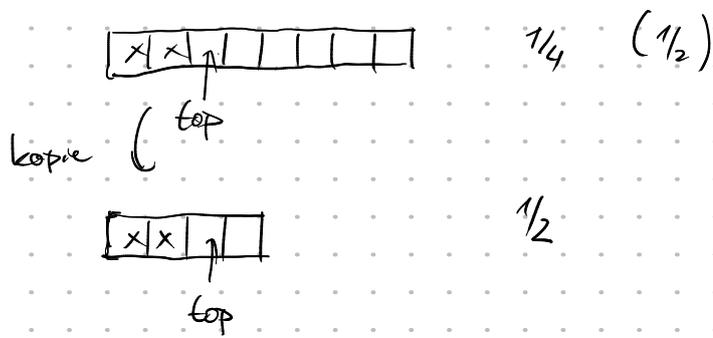
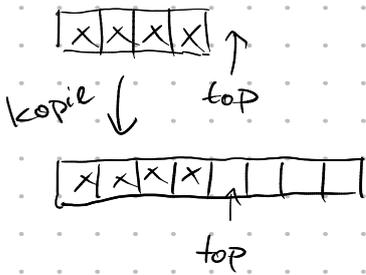


Dynamické pole:

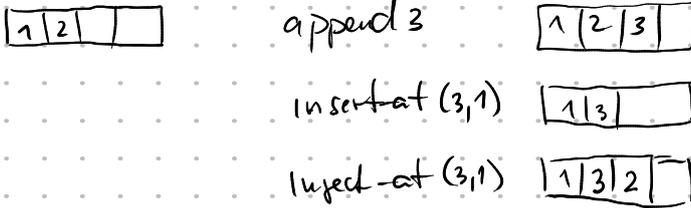
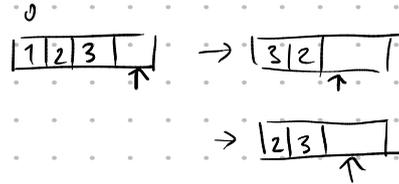


Vkládání:

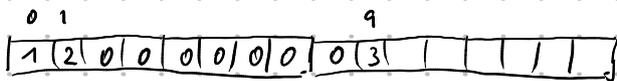
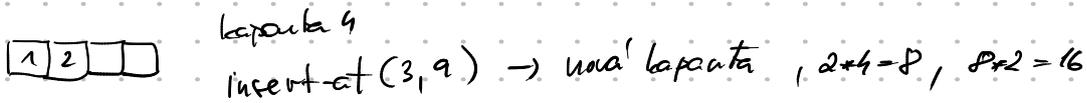
- append (na konec)
- insert-at (na index) průhledně
- inject-at (na index posun)

Odebrání:

- unordered - kromě
- ordered - kromě

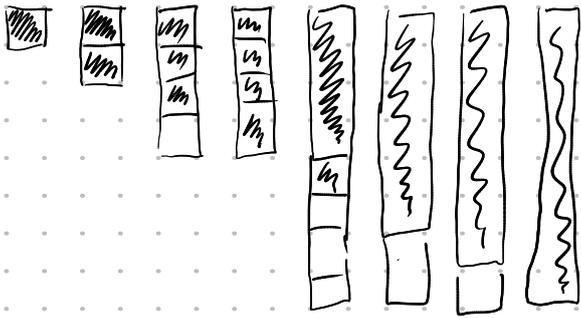


Co když v insert-at datum index už není kapacita



postupnosť operácií append

i	1	2	3	4	5	6	7	8	9	10-16	17	18-32	33	34-64	65
c(i)	1	2	3	1	5	1	1	1	9	1	17	1	33	1	65

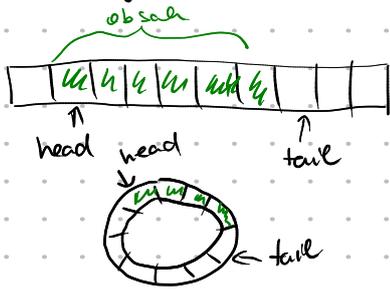


$$c(i) = \begin{cases} 1 & \text{prvý} \\ i & \text{potom } i-1 \text{ mocnina } 2 \\ 0 & i-1 \text{ (mocnina } 2) \end{cases}$$

Celková operácia: $\sum_{i=1}^n c(i) \leq n + \sum_{j=0}^{\lg n} 2^j \leq n + 2n = 3n$

$\frac{3n}{n} = 3$ operácií na jeden append. Amortizované 3 = 3 je st. 3

Cyklický buffer



write na index tail
tail zväčšiť o 1 (mod veľkosť)

read z indexu head
zväčšiť head o 1 (mod veľkosť)

problem? čo keď sa doplní na koniec pole

pole veľkosti 4

index	0	1	2	3	4	5	6	7
word	0	1	2	3	0	1	2	3

Empty: head = tail (mod veľkosť)
Full: tail = head - 1 (mod veľkosť)

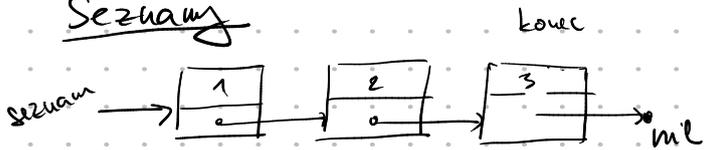
Problém - head, tail > veľkosť



Empty: head = tail
Full: tail - head = veľkosť

$m = 2^k$ x mod m je číslo, ktoré je k spoločných bitov x

Seznamy



struct Node
 key: Key
 next: Node

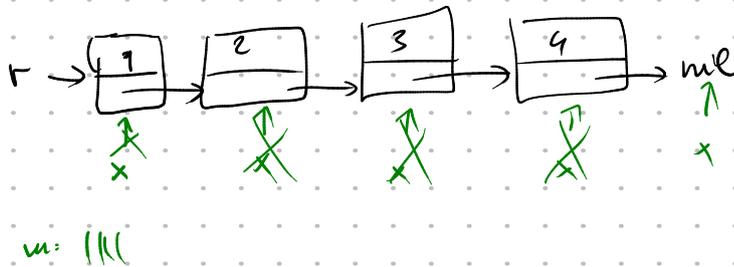
$a \in \text{Node}()$
 $a.\text{key} = 1$
 $b \in \text{Node}()$
 $b.\text{key} = 2$
 $c \in \text{Node}()$
 $c.\text{key} = 3$
 $a.\text{next} = b$
 $b.\text{next} = c$
 $c.\text{next} = \text{nil}$

$\text{seznam} = a$

list-length
 $\leftarrow r: \text{Node}$
 $\rightarrow \text{Int}$

$x = r$
 $m = 0$
 while $x \neq \text{nil}$
 $m = m + 1$
 $x = x.\text{next}$
 return m

idiom proha'zcu! seznamu



list-length-rec
 $\leftarrow r: \text{Node}$
 $\rightarrow \text{Int}$

if $r = \text{nil}$ then return 0
 return $1 + \text{list-length-rec}(r.\text{next})$

list-search
 $\leftarrow r: \text{Node}$
 $\leftarrow k: \text{Key}$
 $\rightarrow \text{Node}$ (nebo nil)

$x = r$
 while $x \neq \text{nil}$ and $x.\text{key} \neq k$
 $x = x.\text{next}$
 return x

nil
vrchol seznamu

Složitost je $\Theta(n)$, kde n je délka seznamu
 = počet klíčů
 v seznamu

$\boxed{\text{element-at}}$
 $\leftarrow r: \text{Node}$
 $\leftarrow i: \text{Index}$
 $\rightarrow \text{Node}$ (nebo nil)

Složitost $\theta(i)$

$x \leftarrow r$
 $m \leftarrow 0$
 while $x \neq \text{nil}$ and $m < i$
 $m \leftarrow m + 1$
 $x \leftarrow x.\text{next}$
 return x

Přímí intervalů pro seznamy:

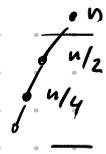
$\text{node-s} \leftarrow \text{element-at}(l, n/2)$

delka l je n

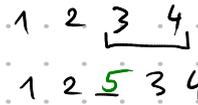
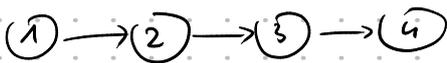
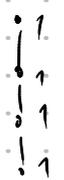
$\theta(n/2)$

$\theta(n)$

$T(n) = T(n/2) + \theta(n)$
 $T(1) = 1$



$\approx n$



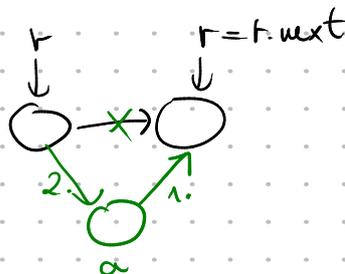
$\theta(n)$



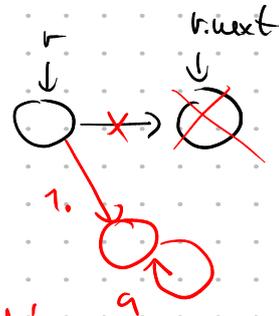
$\theta(1)$

$\boxed{\text{insert-after}}$
 $\leftarrow r: \text{Node}$
 $\leftarrow a: \text{Node}$

$a.\text{next} \leftarrow r.\text{next}$
 $r.\text{next} \leftarrow a$

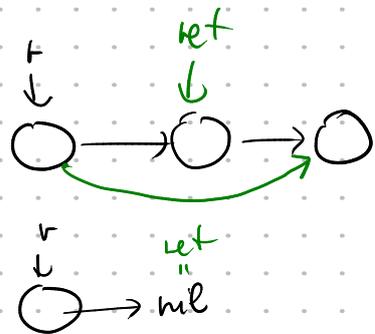


záleží na pořadí



$\boxed{\text{remove-after}}$
 $\leftarrow r: \text{Node}$
 $\rightarrow \text{Node}$ (nebo nil)

$\text{let } r \leftarrow r.\text{next}$
 if $r.\text{next} \neq \text{nil}$ then $r.\text{next} \leftarrow r.\text{next}.\text{next}$
 return let

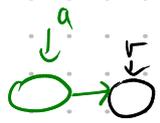


Složitost jsou $\theta(1)$.

```

insert-at
  ← r: Node
  ← a: Node
  ← i: Int ... index
  → Node (zaczatek seznamu)

```



```

if i=0
  a.next ← r
  return a

```

$\Theta(i)$

```

x ← element-at(r, i-1)
if (x ≠ nil) then insert-after(x, a)
return r

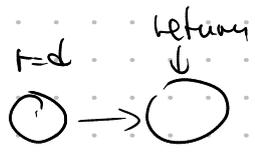
```

```

remove
  ← r: Node
  ← d: Node
  → Node

```

$\Theta(n)$, kde n je d'elka seznamu



```

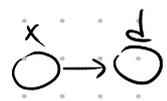
if r=d return r.next

```

```

x ← r
while x.next ≠ d and x.next ≠ nil
  x ← x.next

```



```

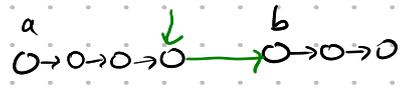
if (x.next ≠ nil) remove-after(x)
return r

```

```

concatenate
  ← a: Node
  ← b: Node
  → Node

```



```

if (a=nil) then return b
if (b=nil) then return a
x ← a
while x.next ≠ nil
  x ← x.next
x.next ← b
return a

```

$\Theta(\text{d'elka } a)$