

## 1.4 Arrays

**This lecture.** Store and manipulate huge quantities of data.

**Array.** Indexed sequence of values of the same type.

**Examples.**

- 52 playing cards in a deck.
- 5 thousand undergrads at Princeton.
- 1 million characters in a book.
- 10 million audio samples in an MP3 file.
- 4 billion nucleotides in a DNA strand.
- 73 billion Google queries per year.
- 50 trillion cells in the human body.
- $6.02 \times 10^{23}$  particles in a mole.

index	value
0	wayne
1	doug
2	rs
3	maia
4	mona
5	cbienia
6	wkj
7	mkc

### Many Variables of the Same Type

**Goal.** 10 variables of the same type.

```
// tedious and error-prone
double a0, a1, a2, a3, a4, a5, a6, a7, a8, a9;
a0 = 0.0;
a1 = 0.0;
a2 = 0.0;
a3 = 0.0;
a4 = 0.0;
a5 = 0.0;
a6 = 0.0;
a7 = 0.0;
a8 = 0.0;
a9 = 0.0;

double x = a4 + a8;
```

### Arrays in Java

**Java has special language support for arrays.**

- To make an array: declare, create, and initialize it.
- To access element  $i$  of array named  $a$ , use  $a[i]$ .
- Array indices start at 0.

```
int N = 10;
double[] a; // declare the array
a = new double[N]; // create the array
for (int i = 0; i < N; i++) // initialize the array
    a[i] = 0.0; // all to 0.0
```

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```

Compact alternative.

- Declare, create, and initialize in one statement.
- Default initialization: all numbers automatically set to zero.

```
int N = 10;
double[] a = new double[N]; // declare, create, init
```

## Vector Dot Product

**Dot product.** Given two vectors  $x[]$  and  $y[]$  of length  $N$ , their dot product is the sum of the products of their corresponding components.

```
double x = { 0.3, 0.6, 0.1 };
double y = { 0.5, 0.1, 0.4 };
double sum = 0.0;
for (int i = 0; i < N; i++)
    sum += x[i]*y[i];
```

i	x[i]	y[i]	x[i]*y[i]	sum
				0
0	.30	.50	.15	.15
1	.60	.10	.06	.21
2	.10	.40	.04	.25
				.25

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## Setting Array Values at Compile Time

Ex. Print a random card.

```
String[] rank = {
    "2", "3", "4", "5", "6", "7", "8", "9",
    "10", "Jack", "Queen", "King", "Ace"
};

String[] suit = {
    "Clubs", "Diamonds", "Hearts", "Spades"
};

int i = (int) (Math.random() * 13); // between 0 and 12
int j = (int) (Math.random() * 4); // between 0 and 3

System.out.println(rank[i] + " of " + suit[j]);
```

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## Setting Array Values at Run Time

Ex. Create a deck of playing cards and print them out.

```
String[] deck = new String[52];
for (int i = 0; i < 13; i++)
    for (int j = 0; j < 4; j++)
        deck[4*i + j] = rank[i] + " of " + suit[j];

for (int i = 0; i < 52; i++)
    System.out.println(deck[i]);
```

Q. What does it output?

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## Shuffling

**Goal.** Given an array, rearrange its elements in **random** order.

### Shuffling algorithm.

- In iteration  $i$ , pick random card from  $deck[i]$  through  $deck[N-1]$ , with each card equally likely.
- Exchange it with  $deck[i]$ .

```
int N = deck.length;
for (int i = 0; i < N; i++) {
    int r = i + (int) (Math.random() * (N-i));
    String t = deck[r];
    deck[r] = deck[i];
    deck[i] = t;
}
```

swap idiom between  $i$  and  $N-1$



## Shuffling a Deck of Cards: Putting Everything Together

```
public class Deck {
    public static void main(String[] args) {
        String[] suit = { "Clubs", "Diamonds", "Hearts", "Spades" };
        String[] rank = { "2", "3", "4", "5", "6", "7", "8", "9",
            "10", "Jack", "Queen", "King", "Ace" };

        int SUITS = suit.length;
        int RANKS = rank.length;
        int N = SUITS * RANKS;

        String[] deck = new String[N];
        for (int i = 0; i < RANKS; i++)
            for (int j = 0; j < SUITS; j++)
                deck[RANKS*i + j] = rank[i] + " of " + suit[j];

        for (int i = 0; i < N; i++) {
            int r = i + (int) (Math.random() * (N-i));
            String t = deck[r];
            deck[r] = deck[i];
            deck[i] = t;
        }

        for (int i = 0; i < N; i++)
            System.out.println(deck[i]);
    }
}
```

avoid "hardwired" constants

build the deck

shuffle

print shuffled deck

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## Shuffling a Deck of Cards

```
% java Deck
5 of Clubs
Jack of Hearts
9 of Spades
10 of Spades
9 of Clubs
7 of Spades
6 of Diamonds
7 of Hearts
7 of Clubs
4 of Spades
Queen of Diamonds
10 of Hearts
5 of Diamonds
Jack of Clubs
Ace of Hearts
...
5 of Spades
```

```
% java Deck
10 of Diamonds
King of Spades
2 of Spades
3 of Clubs
4 of Spades
Queen of Clubs
2 of Hearts
7 of Diamonds
6 of Spades
Queen of Spades
3 of Spades
Jack of Diamonds
6 of Diamonds
8 of Spades
9 of Diamonds
...
10 of Spades
```

## Coupon Collector Problem

**Coupon collector problem.** Given  $N$  different card types, how many do you have to collect before you have (at least) one of each type?



assuming each possibility is equally likely for each card that you collect

**Simulation algorithm.** Repeatedly choose an integer  $i$  between 0 and  $N-1$ . Stop when we have at least one card of every type.

- Q.** How to check if we've seen a card of type  $i$ ?
- A.** Maintain a boolean array so that  $found[i]$  is true if we've already collected a card of type  $i$ .

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## Coupon Collector: Java Implementation

```

public class CouponCollector {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        int cardcnt = 0; // number of cards collected
        int valcnt = 0; // number of distinct cards

        // do simulation
        boolean[] found = new boolean[N];
        while (valcnt < N) {
            int val = (int) (Math.random() * N);
            cardcnt++;
            if (!found[val]) valcnt++;
            found[val] = true;
        }
        System.out.println(cardcnt);
    }
}

```

type of next card  
(between 0 and N-1)

## Coupon Collector: Debugging

Debugging. Add code to print contents of **all** variables.

val	found	valcnt	cardcnt
	0 1 2 3 4 5		
	F F F F F F	0	0
2	F F <b>T</b> F F F	1	1
0	<b>T</b> F T F F F	2	2
4	T F T F <b>T</b> F	3	3
0	<b>T</b> F T F T F	3	4
1	T <b>T</b> T F T F	4	5
2	T T <b>T</b> F T F	4	6
5	T T T F <b>T</b> T	5	7
0	<b>T</b> T T F T T	5	8
1	T <b>T</b> T F T T	5	9
3	T T T <b>T</b> T T	6	10

Challenge. Debugging with arrays requires tracing many variables.

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## Coupon Collector: Mathematical Context

**Coupon collector problem.** Given  $N$  different possible cards, how many do you have to collect before you have (at least) one of each type?

**Fact.** About  $N(1 + 1/2 + 1/3 + \dots + 1/N)$ .

see ORF 245 or COS 341

**Ex.**  $N = 30$  baseball teams. Expect to wait  $\approx 120$  years before all teams win a World Series.

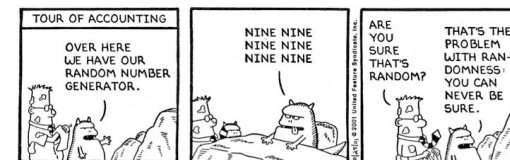
under idealized assumptions

## Coupon Collector: Scientific Context

**Q.** Given a sequence from nature, does it have same characteristics as a random sequence?

**A.** No easy answer - many tests have been developed.

**Coupon collector test.** Compare number of elements that need to be examined before all values are found against the corresponding answer for a random sequence.



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# Multidimensional Arrays

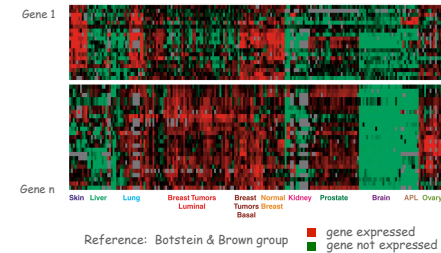
## Two Dimensional Arrays

Two dimensional arrays.

- Table of data for each experiment and outcome.
- Table of grades for each student and assignments.
- Table of grayscale values for each pixel in a 2D image.

Mathematical abstraction. Matrix.

Java abstraction. 2D array.



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## Two Dimensional Arrays in Java

Array access. Use `a[i][j]` to access element in row `i` and column `j`.

Zero-based indexing. Row and column indices start at 0.

```
int M = 6, N = 3;
double[][] a = new double[M][N];
for (int i = 0; i < M; i++)
    for (int j = 0; j < N; j++)
        a[i][j] = 0.0;
```

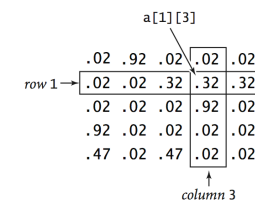
a	a[0][0]	a[0][1]	a[0][2]
	a[1][0]	a[1][1]	a[1][2]
	a[2][0]	a[2][1]	a[2][2]
	a[3][0]	a[3][1]	a[3][2]
	a[4][0]	a[4][1]	a[4][2]
	a[5][0]	a[5][1]	a[5][2]

A 6-by-3 array

## Setting 2D Array Values at Compile Time

Initialize 2D array by listing values.

```
double[][] p =
{
    { .02, .92, .02, .02, .02 },
    { .02, .02, .32, .32, .32 },
    { .02, .02, .02, .92, .02 },
    { .92, .02, .02, .02, .02 },
    { .47, .02, .47, .02, .02 },
};
```



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## Matrix Addition

**Matrix addition.** Given two N-by-N matrices *a* and *b*, define *c* to be the N-by-N matrix where  $c[i][j]$  is the sum  $a[i][j] + b[i][j]$ .

$a[i][2]$ 0.70 0.20 0.10 0.30 0.60 0.10 0.50 0.10 0.40	$b[i][2]$ 0.80 0.30 0.50 0.10 0.40 0.10 0.10 0.30 0.40	$c[i][2]$ 1.5 0.50 0.60 0.40 1.0 0.20 0.60 0.40 0.80
<i>a</i> [][]	<i>b</i> [][]	<i>c</i> [][]

```
double[][] c = new double[N][N];
for (int i = 0; i < N; i++)
    for (int j = 0; j < N; j++)
        c[i][j] = a[i][j] + b[i][j];
```

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## Matrix Multiplication

**Matrix multiplication.** Given two N-by-N matrices *a* and *b*, define *c* to be the N-by-N matrix where  $c[i][j]$  is the dot product of the *i*<sup>th</sup> row of *a* and the *j*<sup>th</sup> row of *b*.

$row\ 1$ 0.70 0.20 0.10 0.30 0.60 0.10 0.50 0.10 0.40	$column\ 2$ 0.80 0.30 0.50 0.10 0.40 0.10 0.10 0.30 0.40	$c[i][2] = (.3 \times .5) + (.6 \times .1) + (.1 \times .4)$ 0.59 0.32 0.41 0.31 0.36 0.25 0.45 0.31 0.42
<i>a</i> [][]	<i>b</i> [][]	<i>c</i> [][]

```
double[][] c = new double[N][N];
for (int i = 0; i < N; i++)
    for (int j = 0; j < N; j++)
        for (int k = 0; k < N; k++)
            c[i][j] += a[i][k] * b[k][j];
```

all values initialized to 0

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## Summary

### Arrays.

- Organized way to store huge quantities of data.
- Almost as easy to use as primitive types.
- Can directly access an element given its index.

**Ahead.** Reading in large quantities of data from a file into an array.

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