

CSE 332

Data Abstractions

Amortized Analysis



Outline

- 1 Amortized Analysis of ArrayStack
- 2 Amortized Analysis of A Binary Counter
- 3 Amortized Analysis of A New Data Structure

Stack ADT

| | |
|------------------------|---|
| <code>push(val)</code> | Adds val to the stack. |
| <code>pop()</code> | Returns the most-recent item not already returned by a <code>pop</code> . (Errors if empty.) |
| <code>peek()</code> | Returns the most-recent item not already returned by a <code>pop</code> . (Errors if empty.) |
| <code>isEmpty()</code> | Returns true if all inserted elements have been returned by a <code>pop</code> . |

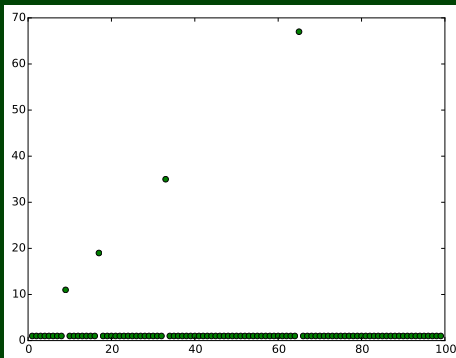
Let's analyze the time complexity for these various methods. (You know how they work, because you just implemented them!)

| Method | Time Complexity |
|------------------------|-----------------|
| <code>isEmpty()</code> | $\Theta(1)$ |
| <code>peek()</code> | $\Theta(1)$ |
| <code>pop()</code> | $\Theta(1)$ |
| <code>push(val)</code> | ?? |

`push` is actually slightly more interesting.

Best Case

Worst Case

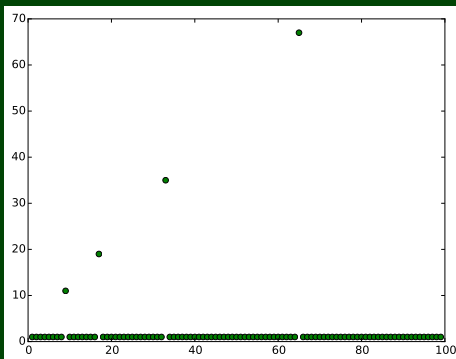


Insight: Our analysis seems wrong. Saying linear time feels wrong.

Best Case

There's more space in the underlying array! Then, it's $\Omega(1)$.

Worst Case



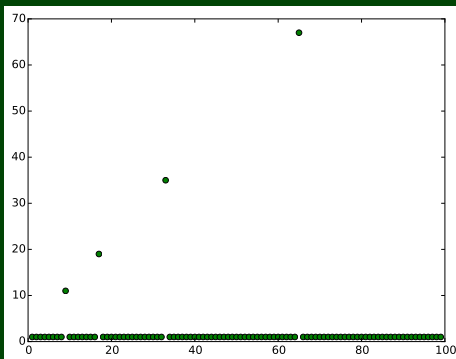
Insight: Our analysis seems wrong. Saying linear time feels wrong.

Best Case

There's more space in the underlying array! Then, it's $\Omega(1)$.

Worst Case

If there's no more space, we double the size of the array, and copy all the elements. So, it's $\mathcal{O}(n)$.



Insight: Our analysis seems wrong. Saying linear time feels wrong.

This is where “amortized analysis” comes in. Sometimes, we have a **very rare** expensive operation that we can “charge” to other operations.

Intuition: Rent, Tuition

You pay one big sum for a long period of time, but you can afford it because it happens very rarely.

Back to ArrayStack

Say we have a full Stack of size n . Then, consider the next n pushes:

- The next push will take $\mathcal{O}(n)$ (to resize the array to size $2n$)
- The $n - 1$ operations after that will all be $\mathcal{O}(1)$, because we know we have enough space

Considering these operations in aggregate, we have n operations that take $(c_0 + c_1n) + (n - 1) \times c_2$ time.

So, how long does **each** operation take:

$$\frac{(c_0 + c_1n) + (n - 1) \times c_2}{n} \leq \frac{n \max(c_0, c_2) + c_1n}{n} = \max(c_0, c_2) + c_1 = \mathcal{O}(1)$$

What happens if we change our resize rule to each of the following:

- $n \rightarrow n + 1$

- $n \rightarrow \frac{3n}{2}$

- $n \rightarrow 5n$

Which is better $2n$, $\frac{3n}{2}$, or $5n$?

Java uses $\frac{3n}{2}$ to minimized wasted space.

What happens if we change our resize rule to each of the following:

- $n \rightarrow n + 1$

This is really bad! We can only amortize over the single operation which gives us:

$$\frac{n}{1} = \mathcal{O}(n)$$

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This still works. Now, we go over the next $\frac{3n}{2} - n$ operations:

$$\frac{n + (n/2 - 1) \times 1}{\frac{n}{2}} = \mathcal{O}(1)$$

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$$\frac{n + (n/2 - 1) \times 1}{\frac{n}{2}} = \mathcal{O}(1)$$

- $n \rightarrow 5n$

This is good too:

$$\frac{n + (4n - 1) \times 1}{4n} = \mathcal{O}(1)$$

Which is better $2n$, $\frac{3n}{2}$, or $5n$?

Java uses $\frac{3n}{2}$ to minimized wasted space.

Time Complexity of A Binary Counter

We would like to analyze an n -bit binary counter with the single method `increment()`. For example,

0000 $\xrightarrow{1}$ 0001 $\xrightarrow{2}$ 0010 $\xrightarrow{1}$ 0011 $\xrightarrow{3}$ 0100 $\xrightarrow{1}$ 0101 $\xrightarrow{2}$ 0110 $\xrightarrow{1}$ 0111 $\xrightarrow{4}$
1000 $\xrightarrow{1}$ 1001 $\xrightarrow{2}$ 1010 $\xrightarrow{1}$ 1011 $\xrightarrow{3}$ 1100 $\xrightarrow{1}$ 1101 $\xrightarrow{2}$ 1110 $\xrightarrow{1}$ 1111

Asymptotic Time Complexity of `increment`

The best case is that we change a single bit: $\mathcal{O}(1)$

The worst case is that we change all the previous bits: $\mathcal{O}(n)$

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$$\begin{array}{cccccccccccccccc}
 0000 & \xrightarrow{1} & 0001 & \xrightarrow{2} & 0010 & \xrightarrow{1} & 0011 & \xrightarrow{3} & 0100 & \xrightarrow{1} & 0101 & \xrightarrow{2} & 0110 & \xrightarrow{1} & 0111 & \xrightarrow{4} \\
 1000 & \xrightarrow{1} & 1001 & \xrightarrow{2} & 1010 & \xrightarrow{1} & 1011 & \xrightarrow{3} & 1100 & \xrightarrow{1} & 1101 & \xrightarrow{2} & 1110 & \xrightarrow{1} & 1111
 \end{array}$$

Amortized Time Complexity of `increment`

As always, the first step is to split the operations into “chunks”. Where’s a good splitting point?

$$\underbrace{11\dots1}_n \rightarrow \underbrace{11\dots1}_{n+1}$$

Looking at the ones we’ve already calculated, we get:

| n | $n = 0$ | $n = 1$ | $n = 2$ | $n = 3$ |
|--------|---------|---------|---------|---------|
| $T(n)$ | | | | |

Great. So, it looks like each range takes $T(n) = 2^{n+1} - 1$ bit changes. Let’s prove it.

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| n | $n = 0$ | $n = 1$ | $n = 2$ | $n = 3$ |
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| $T(n)$ | 1 | 3 | 5 | 7 |

Great. So, it looks like each range takes $T(n) = 2^{n+1} - 1$ bit changes. Let’s prove it.

Time Complexity of A Binary Counter

We would like to analyze an n -bit binary counter with the single method `increment()`.

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 $1000 \xrightarrow{1} 1001 \xrightarrow{2} 1010 \xrightarrow{1} 1011 \xrightarrow{3} 1100 \xrightarrow{1} 1101 \xrightarrow{2} 1110 \xrightarrow{1} 1111$

Amortized Time Complexity of `increment`

| n | $n = 0$ | $n = 1$ | $n = 2$ | $n = 3$ |
|--------|---------|---------|---------|---------|
| $T(n)$ | 1 | 2 | 4 | 8 |

We go by induction on n . Let $P(n)$ be the statement

“incrementing the counter from $\underbrace{11\dots1}_n$ to $\underbrace{11\dots1}_{n+1}$ changes $2^{n+1} - 1$ bits”

for all $n \in \mathbb{N}$.

Base Case ($n = 0$).

This changes 1 bit. Note that $2^1 - 1 = 2 - 1 = 1$. So, the base case holds.

Induction Hypothesis.

Suppose $P(k)$ is true for all $0 \leq k \leq \ell$ for some $\ell \in \mathbb{N}$.

Amortized Time Complexity of increment

$P(n)$ = “incrementing from $\underbrace{11\dots1}_n$ to $\underbrace{11\dots1}_{n+1}$ changes $2^{n+1} - 1$ bits”

Induction Step. We are interested in the range $\underbrace{1\dots1}_{\ell+1} \rightarrow \underbrace{11\dots1}_{\ell+2}$.

We split this range into pieces:

- $0111\dots11 \rightarrow 1000\dots00$
- $1000\dots00 \rightarrow 1000\dots01$
- $1000\dots01 \rightarrow 1000\dots11$
- ...
- $1001\dots11 \rightarrow 1011\dots11$
- $1011\dots11 \rightarrow 1111\dots11$

Luckily for us, the bits that change in these ranges are **identical** to the previous cases! In particular, in the $(i+1)$ st range, we do $2^{i+1} - 1$ changes. Note that the first step takes $\ell + 2$ changes.

Thus, the entire range changes:

$$\left(\sum_{k=0}^{\ell+1} 2^k - 1 \right) + (\ell + 2) = \frac{2^{\ell+2} - 1}{2 - 1} - \ell - 1 + \ell + 1 = 2^{\ell+2} - 1$$

Time Complexity of A Binary Counter

We would like to analyze an n -bit binary counter with the single method `increment()`.

0000 $\xrightarrow{1}$ 0001 $\xrightarrow{2}$ 0010 $\xrightarrow{1}$ 0011 $\xrightarrow{3}$ 0100 $\xrightarrow{1}$ 0101 $\xrightarrow{2}$ 0110 $\xrightarrow{1}$ 0111 $\xrightarrow{4}$ 1000

Amortized Complexity of `increment`

So, now we know incrementing from $2^k - 1$ to $2^{k+1} - 1$ changes $2^{k+1} - 1$ bits.

Note that $2^{k+1} - 1 - (2^k + 1) = 2^k$. So, the amortized cost of incrementing the counter is $\frac{2^{k+1} - 1}{2^k} \leq 2$.

Amortized Sorted Array Dictionary

Consider the following data structure:

- We have an array of **sorted** arrays of ints. The i th array has size 2^i . So, for example:

a[0]:

| |
|---|
| 5 |
|---|

a[0][0]

a[1]: null

a[2]:

| | | | |
|---|---|---|----|
| 6 | 8 | 9 | 11 |
|---|---|---|----|

a[2][0] a[2][1] a[2][2] a[2][3]

a[3]:

| | | | | | | | |
|---|----|----|----|----|----|----|----|
| 1 | 10 | 12 | 14 | 16 | 18 | 20 | 22 |
|---|----|----|----|----|----|----|----|

a[3][0] a[3][1] a[3][2] a[3][3] a[3][4] a[3][5] a[3][6] a[3][7]

- The single method `add(val)` which works as follows:

- Make a new array `temp:

| |
|-----|
| val |
|-----|`
temp[0]
- Until we find a null array:
 - If `a[i]` is null, set `a[i] = temp`.
 - Otherwise, `temp = merge(a[i], temp)`; `a[i] = null`; and loop.

Asymptotic Complexity of `add`

First, let's define our variables. There are n arrays and $m = \sum_{i=0}^n 2^i = 2^{n+1} - 1$ elements in the array.

In the worst case, we need to go through all n arrays, merging at each step. In this case, our runtime is

$$\sum_{i=0}^n 2(2^i) = 2(2^{n+1} - 1) = 2m = \mathcal{O}(m)$$

Amortized Sorted Array Dictionary

```

a[0]: 

|   |
|---|
| 5 |
|---|

a[0][0]
a[1]: null
a[2]: 

|   |   |   |    |
|---|---|---|----|
| 6 | 8 | 9 | 11 |
|---|---|---|----|

a[2][0] a[2][1] a[2][2] a[2][3]
a[3]: 

|   |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|
| 1 | 10 | 12 | 14 | 16 | 18 | 20 | 22 |
|---|----|----|----|----|----|----|----|

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Amortized Complexity of `add`

A natural split-up would be going from a data structure with only the largest array filled to a data structure with only the next largest array filled. Aha! **This is the same problem as the binary counter!** We showed previously that there are 2^n edits in the block from 2^{n-1} to 2^n , but this time, each of those edits is $\mathcal{O}(n)$ instead of $\mathcal{O}(1)$. So, the total

cost is going to be $\sum_{i=0}^{n-1} i(2^i - 1) + n(n) \approx 2^n(n-2)$. Since we're amortizing over 2^{n-1} operations, this gives us $\mathcal{O}(n) = \mathcal{O}(\log m)$. Not bad!

How does search look in this data structure?

We have to binary search through each array. In the worst case, we have to binary search through **all of them**:

Asymptotic Complexity of search

$$T(n) = \sum_{i=0}^n \lg(2^i) = \frac{n(n+1)}{2}$$

Notice that n here is the **number of arrays**. The number of elements is **logrithmic in the number of arrays**. That is if there are n arrays,

then there are $m = 2^1 + 2^2 + \dots + 2^n = \sum_{i=0}^n 2^i = 2^{n+1} - 1$ elements. That is,

$n = \lg(m+1)$. So, the runtime is $\frac{\lg(m+1)\lg(m+1)+1}{2} = \mathcal{O}(\lg^2(m))$