

ch.17 Amortized Analysis

17.1 Aggregate Analysis

Let S be a stack with operations

Push(S, x) (push x onto stack S)

Pop(S) (pop top object off stack S)

Push and Pop have $O(1)$ run-time.

Suppose we also have the operation:

$\text{MultiPop}(S, k)$

which pops the top k objects
off the stack,

if S has fewer than k objects
it just pops the objects in S

Multipop (S, k)

while not Stack-empty(S) and $k > 0$

Pop(S)

$k = k - 1$

Note that the cost of $\text{MultiPop}(S, k)$ is $\min(s, k)$ where s is the number of objects in S .

and the worst-case running-time of MultiPop is $O(\text{max-size of } S)$.

We want to analyse the running-time of a sequence of n operations of push, pop, Multipop on a stack S .

Push is $O(1)$

Pop is $O(1)$

Multipop is $O(n)$

(since there cannot be more than n objects on S)

Thus the worst-case operation is $O(n)$
and if we do n operations
this will be $O(n^2)$

This analysis is not very good since it does not take into account the fact that we cannot Multipop $O(n)$ objects without Pushing objects onto the stack.

A more accurate analysis is obtained using aggregate analysis in which the entire sequence is considered.

Starting from an empty stack, the number of pops we can do, including those in a multi-pop, is at most the number of pushes we can do, which is $O(n)$. Thus, the run-time of n operations is $O(2n)$, which is $O(n)$.

The average run-time of n operations
is $\frac{O(n)}{n} = O(1)$

The amortized cost is $O(1)$ per operation

Incrementing a Binary Counter.

consider a Boolean array A :

k bits

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |

cost

1

2

1

3

1

2

1

4

Running
cost.

1

3

4

7

8

10

11

15

n

increments

what is the run-time of n increment operations?

the worst-case single increment does k bit-flips, so for n the run-time is $O(nk)$.

Using aggregate analysis we can count the cost of n increments and divide by n to get amortized cost per increment.

Total number of bit-flips in sequence is

$$n + \frac{n}{2} + \frac{n}{4} + \frac{n}{8} + \dots + \frac{n}{2^{k-1}}$$

$$\frac{n}{1} + \frac{n}{2} + \frac{n}{4} + \frac{n}{8} + \dots + \frac{n}{2^{k-1}}$$

$$= n \sum_{i=0}^{k-1} \frac{1}{2^i}$$

$$< n \sum_{i=0}^{\infty} \frac{1}{2^i}$$

$$= 2n //$$

Thus the average cost (amortized cost)
per increment is $\frac{O(2n)}{n} = \frac{O(n)}{n} = \underline{\underline{O(1)}}$