

Stack operations

Push(S, x): Insert x into Stack $S \rightarrow O(1)$

Pop(S): Delete the top element from $\rightarrow O(1)$

Multipop(S, k): Delete the top ' k ' element.
Worst case $\rightarrow O(k)$

Multipop(S, k):

While NOT Stack-Empty(S) and $k > 0$

Pop(S)

$k = k - 1$

n : maximum number of elements in the stack

What is the worst-case time for any stack operation?
 $\rightarrow O(n)$

Worst-case analysis

For any sequence of ' n ' stack operation

total worst case time required in $O(n^2)$

Not tight bound

Observation: we can pop an element almost once after it is pushed into the stack

Therefore, total number of Pop() operations including the call from Multipop() is almost the number of Push() operations.

\Downarrow

Basically number(Pop) \leq number(Push)
provided stack is not empty

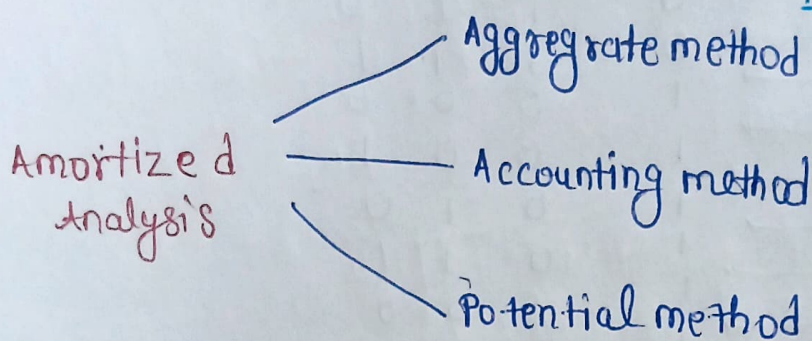
Claim 1: Any sequence of n stack operations takes $O(n)$ total time in the worst-case.

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Claim 2: The average cost of any stack operation is $O(1)$. Any sequence of n -operations takes $O(n)$ total time in the worst-case.

Therefore, on average in the worst case, any stack operation takes $O(1)$ time.

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



Key points:

1. Amortized analysis is different from average-case analysis.
2. In Amortized analysis, we show that the average cost of an operation is small if we average over a sequence of operations even though a single operation over the sequence may be expensive.

Aggregate method:

- We show that for all ' n ', a sequence of n operations takes worst-case time $T(n)$ in total.
- Thus, the average cost of the amortized cost of the operation is $\frac{T(n)}{n}$.

Incrementing a binary counter (k-bit counter)

$A[0, k-1]$: Counter value

$A[0] \rightarrow \text{LSB}$

$A[k-1] \rightarrow \text{MSB}$

$$x = \sum_{i=0}^{k-1} A[i] \cdot 2^i$$

value of the counter

		$A[3]$	$A[2]$	$A[1]$	$A[0]$
0	→	0	0	0	0
1	→	0	0	0	1
2	→	0	0	1	0
3	→	0	0	1	1
4	→	0	1	0	0
5	→	0	1	0	1
6	→	0	1	1	0
7	→	0	1	1	1
8	→	1	0	0	0
9	→	1	0	0	1
10	→	1	0	1	0
11	→	1	0	1	1
12	→	1	1	0	0
13	→	1	1	0	1
14	→	1	1	1	0
15	→	1	1	1	1

Increment(A)

1. $i = 0$
2. while $i < A.length$ and $A[i] == 1$
3. $A[i] = 0$
4. $i = i + 1$
5. if $i < A.length$
6. $A[i] = 1$

Cost of increment
= Number of bits
flipped

Accounting method:

- In this method, we assign different charges (cost/credit) to different operations. Some ~~ops~~ operations are charged more than the actual cost and some operations are charged less than the actual cost.
- Amount charged to an operation is called amortized cost of the operation
- $\text{Charge/Credit} = \text{Amortized cost} - \text{Actual cost}$

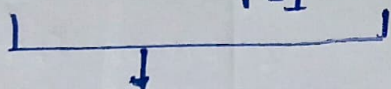
Goal: The amortized cost of a sequence of n operations is an upper bound on the actual cost.

\hat{c}_i = amortized cost for operation i ,

c_i = actual cost for operation

$$\sum_{i=1}^n \hat{c}_i \geq \sum_{i=1}^n c_i$$

$$\Rightarrow \sum_{i=1}^n \hat{c}_i - \sum_{i=1}^n c_i \geq 0$$



$$\boxed{\text{Total Credit} \geq 0} \quad \text{Goal}$$

If Total credit is closer to zero we would be getting tight bound

Stack operation

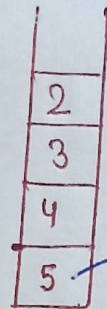
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Operation	Actual cost (C_i)	Amortized cost (\hat{C}_i)
Push(s, x)	1	2
Pop(s)	1	0
Multipop(s, k)	$\min(N, k)$	0

no of elements present in the stack

$$\hat{T}(n) = \sum_{i=1}^n \hat{C}_i = 2n = O(n)$$

Observation: An element must be pushed into the stack before performing the pop() operation



2 units → 1 unit to pay for the push()
1 unit to be used for pop()

Incrementing a binary counter

operation	Amortized cost (\hat{C}_i)
set a bit 0 → 1	2 units
Set a bit 1 → 0	0 units

1 unit for set in the current operation (flip)
1 unit for reset in future

[number of resets operations ≤ number of set operations]

Total amortized cost [$\hat{T}(n)$] = $2n \in O(n)$

from the previous observation.