## **Tutorial**

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### **Tutorial**

Amortized Analysis

Adversary Argument

Amortized Analysis

Amortized Analysis

### Basic

Amortized analysis is a strategy for analyzing a sequence of operations to show that the average cost per operation is small, even though a single operation within the sequence might be expensive.

### Key points:

- ≠ average-case analysis; no probability here
   (QUICK-SORT, HASHTABLE)
- worst-case analysis; upper-bound
- on operation sequence; not on separate operations
- cheap ops (often) vs. expensive ops (occasionally)

### Basic

#### Methods:

Amortized Analysis

- summation method
  - the op sequence is known and easy to analyze
  - sum and then average
- accounting method
  - impose an extra charge on inexpensive ops and use it to pay for expensive ops later on

# Example for Summation Method

# Example (Binary Counter)

- start from 0
- Increment
- measure: bit flip
- cost sequence:  $1, 2, 1, 3, 1, 2, 1, 4, 1, 2, 1, 3, 1, 2, 1, 5, \dots$
- think globally about each bit:

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

• average cost per op: 2

# Accounting Method

## Accounting method:

 $amortized\ cost = actual\ cost + accounting\ cost$ 

$$\hat{c_i} = c_i + a_i, a_i > = < 0.$$

$$\forall n, \sum_{i=1}^{n} \hat{c_i} = \sum_{i=1}^{n} c_i + \sum_{i=1}^{n} a_i$$

• upper bound: the *total amortized cost* of a sequence of ops must be an upper bound on the *total actual cost* of the sequence

$$\forall n, \sum_{i=1}^{n} \hat{c_i} \ge \sum_{i=1}^{n} c_i \Rightarrow \forall n, \sum_{i=1}^{n} a_i \ge 0$$

• put the accounting cost on specific objects

# Example (Binary Counter)

To show that  $\hat{c}_i = 2$ :

- low-level bit:  $0 \rightarrow 1(c = 2 = 1 : set + 1 : accounting)$
- put the accounting (1) on the bit 1; number of 1s = sum of accounting  $\geq 0$
- $1 \to 0 (c = 0)$
- Increment  $\hat{c}_i = 2 : (0 \to 1) + (1 \to 0); \ at \ most \ 0 \to 1$

### Remarks

- you cannot say: cost per operation = 2
- you should say: average cost per operation over any operation sequence ≤ 2
- constant vs. variable
- Decrement? how to support Decrement in O(1)?

# Table Expansion

## Example (Table Expansion)

- "double when it is full"
- Table-Insert
- measure: elementary insert
- Summation Method: a sequence of n Table-Insert

 $c_i = \begin{cases} i & \text{if } i-1 \text{ is an exact power of 2} \\ l & \text{o.w.} \end{cases}$ 

 $\sum_{i=1}^{n} c_i \le n + \sum_{j=0}^{\lfloor \lg n \rfloor} 2^j < n + 2n = 3n.$ 

# Table Expansion

## Example (Table Expansion)

- "double when it is full"
- Table-Insert
- measure: elementary insert
- Accounting Method:  $why \ \hat{c_i} = 3? \ why \ not \ 2?$ 
  - check  $\hat{c_i} = 2 = 1(insert) + 1(move)$
  - problem:  $2 \Rightarrow 4(\text{after expansion}, \sum a_i = 0) \Rightarrow 8$
  - so,  $\hat{c_i} = 3 = 1(insert) + 1(move itself) + 1(give a hand)$
  - Meta-method: trial and error

# Insertion Cost (4.2.7)

## Example (Insertion Cost (4.2.7))

- Insert
- measure: create (1; ignore here) + merge (2m)

#### Summation Method:

$$\sum_{i=1}^{\lfloor \lg n\rfloor} \frac{n}{2^i} 2^i = n \lg n \text{ (Errata: not } i = 0 \text{ in class)}$$

### Accounting Method:

- $\hat{c_i} = \lg n$
- consider each inserted element
- to check  $\sum a_i = \sum_i (\lg n D_{a_i}) \ge 0$

### Union Find

# Example (Union Find)

- Make-Set
- wUnion
- cFind: beautiful code  $(P_{289}, P_{508})$
- $\hat{c}$  are different
- worst-case

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Adversary Argument

### Basic

lower bound

$$T(A) = \max_{I} T(A, I)$$
$$T(P) = \min_{A} \max_{I} T(A, I)$$

two directions: SORTING

$$n! \Rightarrow n^2(cards) \Rightarrow n \lg n(\text{John von Neumann@1948}) \Rightarrow ????$$

$$n \Rightarrow n \lg n$$

- adversary argument
  - alg vs. adversary
  - alg says: I have a dream
  - adversary says: pay something necessary
  - adversary strategy: also an alg; How to construct it?
  - finding min and max; finding the second largest; finding median; horse racing; matrix search

# Finding the Median

# Example (Finding the Median)

- decision tree
  - tree vs. alg
  - path vs. execution on input
  - internal node vs. comparison
  - leaf vs. output
- $\forall$  leaf,  $x^*$ : every other keys are comparable to  $x^*$ . why?
- critical comparison (first):

$$\forall y, \exists y \text{ vs. } z : y > z \ge x^* \text{ or } y < z \le x^*$$

- path, internal node
- alg: how do I know?
- adversary: no, you don't know. It is my private classification.
- alg: so you can cheat!
- adversary: no, look at this path; critical, critical, non-critical ... (example)

# Finding the Median

# Example (Finding the Median)

Adversary: to enfore critical comparisons + non-critical operations as many as possible

- critical: n-1
- non-critical:
  - L: N: S
  - Compare(x,y) until  $|L| = \frac{n-1}{2}$  or  $|R| = \frac{n-1}{2}$

 $L, L; S, S(maybe\ critical;\ however\ no\ new\ L, S)$ 

- alg: do  $|L| = \frac{n-1}{2}$  at least; via Compare
- adversary: 1L per compare at most; all non-critical
- alg: at least  $\frac{n-1}{2}$  non-critical comparisons

# Horse Racing

## Example (Horse Racing)

- 25;5;3
- 7 rounds
- adversary argument
  - < 5: why?
  - = 5: which is the fastest?
  - = 6: to know the fastest, you must run the five first ranked why?
  - = 6: which is the second?  $(a_2, b_1)$

## Matrix Search

# Example (Matrix Search $(P_{246}, 5.24)$ )

- M[n][n]; row; column
- $n^2 \Rightarrow T(n) = 3T(\frac{n}{2}) + O(1) = n^{\lg 3} \Rightarrow 2n 1$
- 2n-1: check the below-left corner element
- worst case: check the two diagonals i+j=n-1, i+j=n
- adversary Compare(x, M[i, j]):

$$i + j \le n - 1 : x > M[i, j]; i + j > n - 1 : x < M[i, j]$$

- alg: at least check every element in two diagonals
- adversary: eliminates 1 at most per comparison
- alg: at least 2n-1 comparisons

Other Problems

Amortized Analysis

Adversary Argument

- 4.2.3: sorted, distinct;  $O(\lg n)$ ;  $a_i = i$ ; binary search;  $T(n) = T(\frac{n}{2}) + O(1)$
- 4.2.5: search for two numbers; x = a + b; extension: sorted; Ex: 1,2,3,5,8,9;2,3,4,6,10,12 [proof or counterexample]
- 4.2.6: closed address hashing

$$Q_k = (\frac{1}{n})^k (1 - \frac{1}{n})^{n-k} \binom{n}{k}$$

- 4.1.4,4.1.5,4.1.6: binomial tree
- 2.1.2: H < N 1