

Decision Trees, Adversary Argument and Amortized Analysis

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- 1 Algorithm Analysis
- 2 Decision Trees
- 3 Adversary Argument
- 4 Amortized Analysis

Algorithm analysis

- ▶ Given a problem P
- ▶ Design algorithms A, A', \dots
- ▶ Input space \mathcal{X}_n : inputs of size n

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Algorithm analysis

Selection (median):

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$$n!$$

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$$n! \Rightarrow n^2$$

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Selection (median):

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Sorting:

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Selection (median):

$$n^2$$

$$\implies n \log n$$

$$\implies 16n$$

Algorithm analysis

Sorting:

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Selection (median):

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$$\frac{3n}{2} - \frac{3}{2} \log n \Leftarrow$$

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Example (Horse Racing)

- ▶ 25 horses
- ▶ Round: ≤ 5 horses race
- ▶ Goal: Find #1, #2, #3 fastest.

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Amortized analysis

*Amortized analysis is
an algorithm analysis technique for
analyzing a sequence of operations
irrespective of the input to show that
the average cost per operation is small, even though
a single operation within the sequence might be expensive.*

Methods for amortized analysis: the summation method

$$O_1, O_2, \dots, O_n$$

$$C_1, C_2, \dots, C_n$$

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$$\left(\sum_{i=1}^n c_i\right)/n$$

Summation method: array doubling revisited

On any sequence of n INSERT ops on an initially empty array.

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$o_i :$	1	2	3	4	5	6	7	8	9	10
$c_i :$	1	2	3	1	5	1	1	1	8	1

Summation method: array doubling revisited

On any sequence of n INSERT ops on an initially empty array.

$$\begin{array}{rcccccccccc} o_i : & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 \\ c_i : & 1 & 2 & 3 & 1 & 5 & 1 & 1 & 1 & 8 & 1 \end{array}$$

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

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$$\sum_{i=1}^n c_i \leq n + \sum_{j=0}^{\lceil \lg n \rceil - 1} 2^j = n + (2^{\lceil \lg n \rceil} - 1) \leq n + 2n = 3n$$

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$$\forall i, \hat{c}_i = 3$$

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$$\hat{c}_i = c_i + a_i, a_i \geq 0.$$

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Key way of thinking:

Put the accounting cost on specific objects.

Accounting method: array doubling revisited

$$\hat{c}_i = 3 \text{ vs. } \hat{c}_i = 2$$

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	\hat{c}_i	c_i (actual cost)	a_i (accounting cost)
INSERT (normal)	3	1	2
INSERT (expansion)	3	$1 + t$	$-t + 2$

Array merging (Problem 4.13): the summation method

CREATE (1); MERGE ($2m$)

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CREATE (1); MERGE ($2m$)

$i \quad c_i$

1 1

2 $1 + 2$

3 1

4 $1 + 2 + 4$

5 1

6 $1 + 2$

7 1

8 $1 + 2 + 4$

$\vdots \quad \dots$

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$$\sum_{i=1}^n c_i = \sum_{j=0}^{\lfloor \log n \rfloor} \lfloor \frac{n}{2^j} \rfloor 2^j \leq n(\lfloor \log n \rfloor + 1)$$

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$$\forall n, \sum_{i=1}^n a_i \geq 0$$

Two stacks, one queue (Problem 4.14)

Algorithm 1 Simulating a queue using two stacks S_1, S_2 .

procedure ENQ(x)

Push(S_1, x)

procedure DEQ()

if $S_2 = \emptyset$ **then**

while $S_1 \neq \emptyset$ **do**

Push($S_2, \text{Pop}(S_1)$)

Pop(S_2)

Two stacks, one queue (Problem 4.14)

Algorithm 2 Simulating a queue using two stacks S_1, S_2 .

procedure ENQ(x)

Push(S_1, x)

procedure DEQ()

if $S_2 = \emptyset$ **then**

while $S_1 \neq \emptyset$ **do**

Push($S_2, \text{Pop}(S_1)$)

Pop(S_2)

Costs of “Push” and “Pop”.

Two stacks, one queue: the summation method

$$(\sum_{i=1}^n c_i)/n$$

Two stacks, one queue: the summation method

$$(\sum_{i=1}^n c_i)/n$$

The operation sequence is NOT known.

Two stacks, one queue: the accounting method

item:	Push into S_1	Pop from S_1	Push into S_2	Pop from S_2
	1	1	1	1

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$$\sum_{i=1}^n a_i \geq 0$$

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$$\hat{c}_{\text{DEQ}} = 1$$

$$\sum_{i=1}^n a_i \geq 0 \iff \sum_{i=1}^n a_i = \#S_1 \times 2$$