

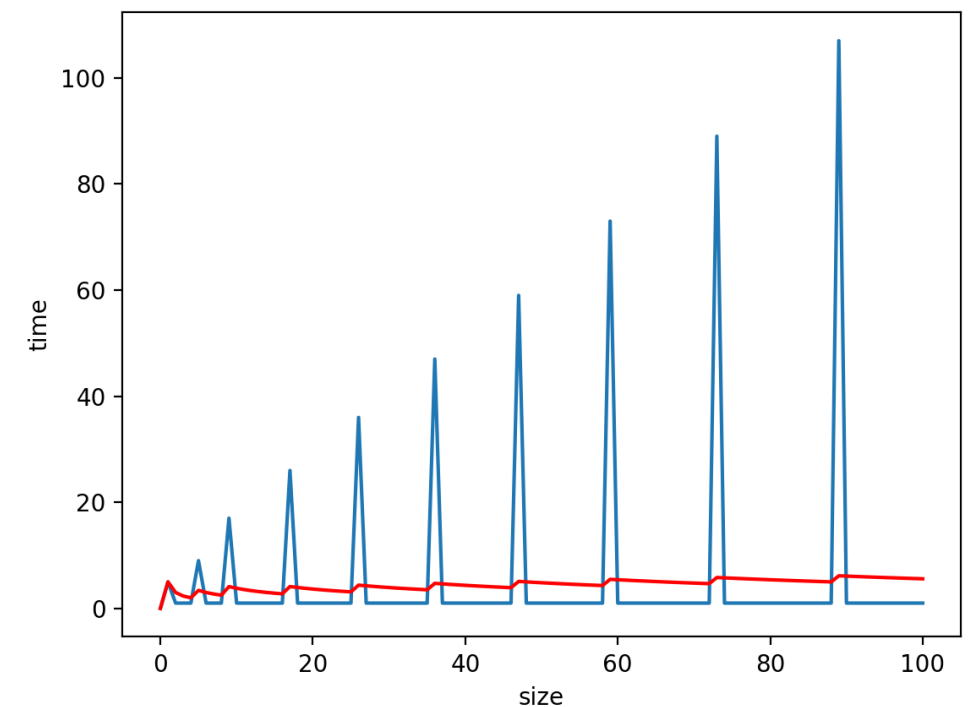
**CSE202**  
**Design and Analysis of Algorithms**

***Week 8 — Amortization***

# Various Kinds of Complexity Analysis

**Worst-case:** bound the worst-case scenario.

**Amortized:** average the worst-case over a sequence of operations.



**Average-case:** average complexity over random inputs or random executions.

# I. Dynamic Tables

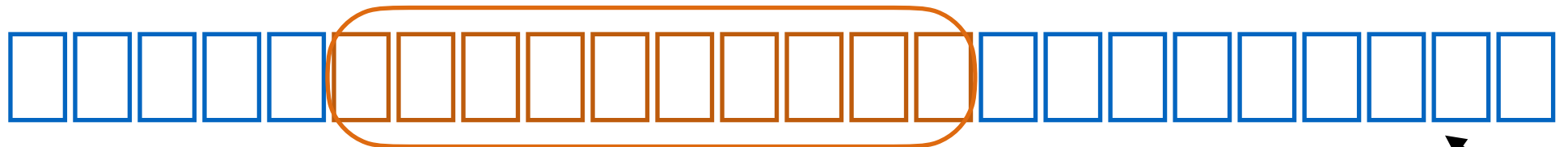
# Tables in Low-Level Languages

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A=[]  
for i in range(N):  
    A.append(1)
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Memory:

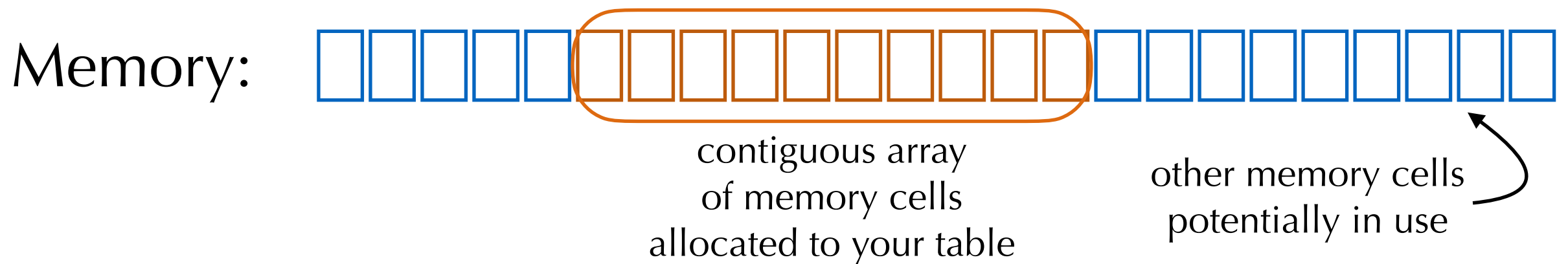


contiguous array  
of memory cells  
allocated to your table

other memory cells  
potentially in use

# Tables in Low-Level Languages

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Increasing the size of the table requires:

allocating a new array of memory;  
**copying** the old array to the new one.

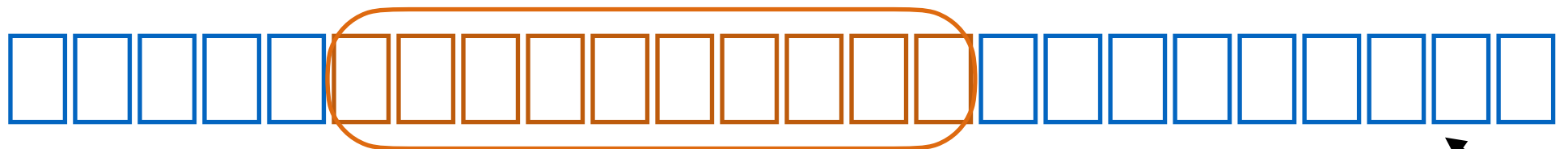
Complexity  
linear in the  
size of the array

# Tables in Low-Level Languages

```
A=[]  
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```

would have quadratic complexity with a naive implementation.

Memory:



contiguous array  
of memory cells  
allocated to your table

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potentially in use

Increasing the size of the table requires:

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Complexity  
linear in the  
size of the array

# Dynamic Tables

Use three fields:  
size, capacity, pointer to the array.

This is how lists are  
implemented in Python

```
def __init__(self):
    self.size = 0
    self.capacity = 0
    self.table = []

def __getitem__(self, i):
    if i >= self.size: raise IndexError
    return self.table[i]

def __setitem__(self, i, v):
    if i >= self.size: raise IndexError
    self.table[i] = v

def append(self, v):
    n = self.size
    self.resize(n+1)
    self.table[n] = v

def resize(self, newsize):
    if newsize > self.capacity:
        self.realloc((int)(α*newsize))
    self.size = newsize
```

Simplified & Pythonized C-code



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Capacity is increased faster than size

Choice of  $\alpha > 1$  :  
after the analysis

In Python  
 $\alpha \approx 9/8$

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Worst-Case cost of append:  
 $O(\text{size})$

Simplified & Pythonized C-code

# Amortized Cost of a Sequence of Append

Sequence of capacities:

$$t_{k+1} = \lfloor \alpha(t_k + 1) \rfloor, \quad t_0 = 0.$$

```
A = []  
for i in range(N):  
    A.append(1)
```

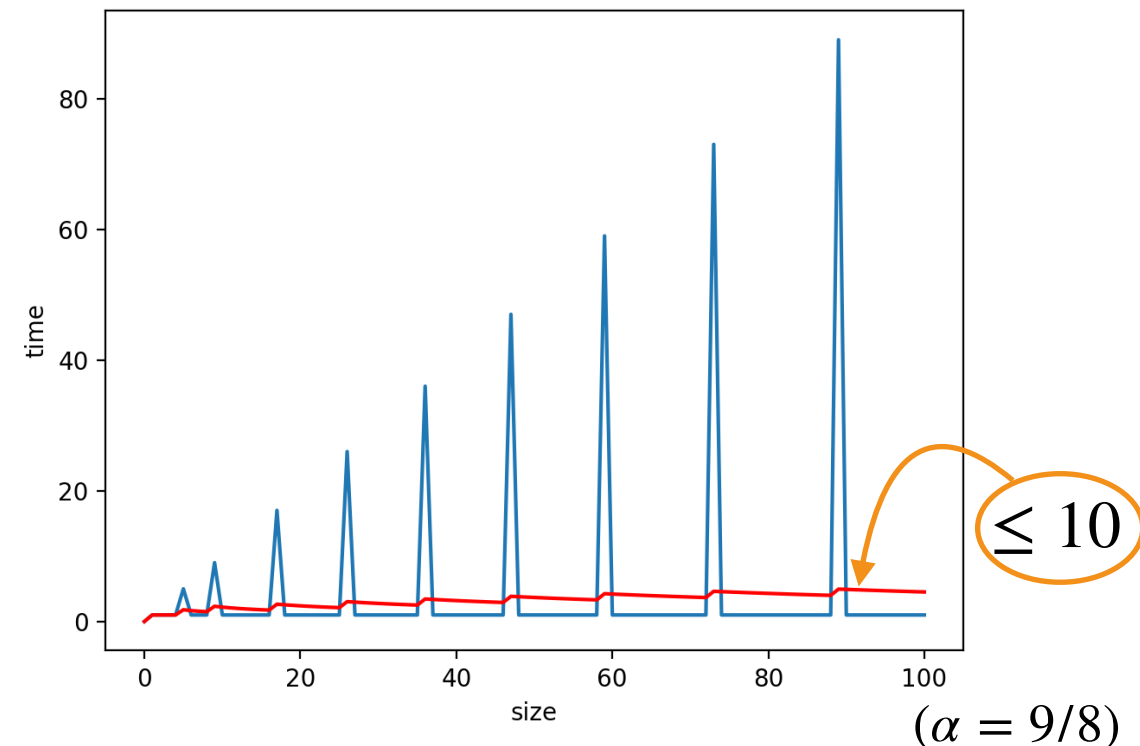
Total cost for  $N$  append:  $C_N \leq N + \sum_{t_k \leq N} t_k$ .

**Thm.** Amortized cost bounded by

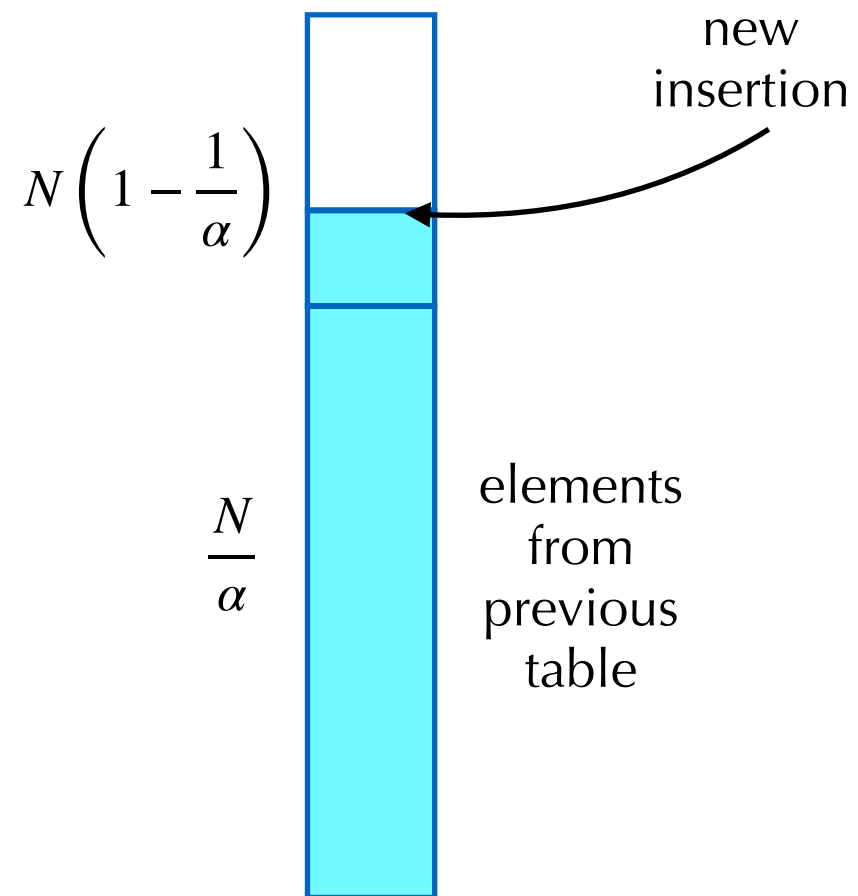
$$C_N/N \leq 1 + \frac{\alpha}{\alpha - 1}.$$

A larger  $\alpha$  lowers the constant,  
but penalizes small tables.

Proof on  
the blackboard.



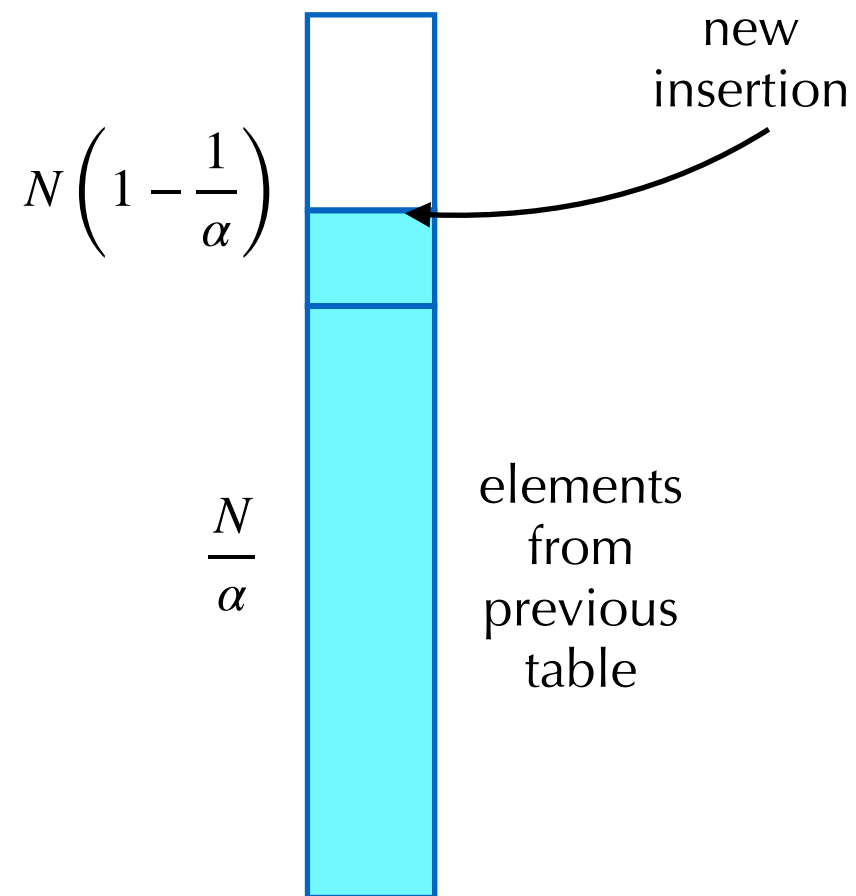
# Interpretation by Accounting Method



When a new element is inserted, it is charged:

Array of capacity  $N$

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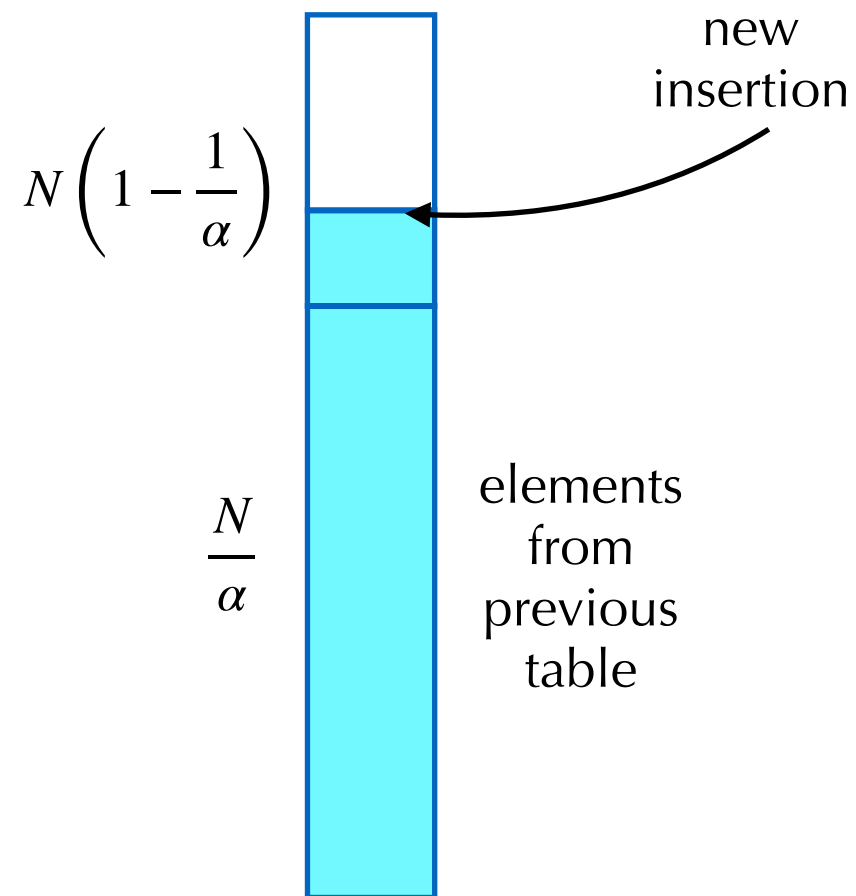


When a new element is inserted,  
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1 for its own insert

Array of capacity  $N$

# Interpretation by Accounting Method



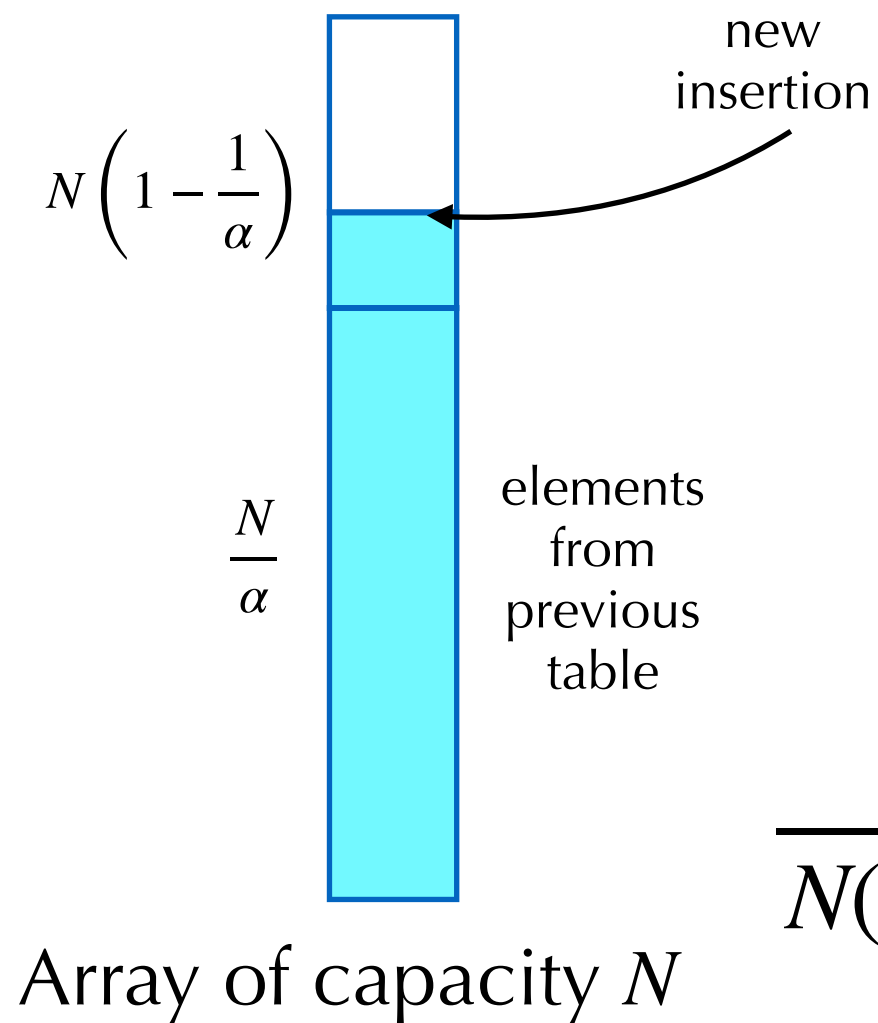
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When a new element is inserted, it is charged:

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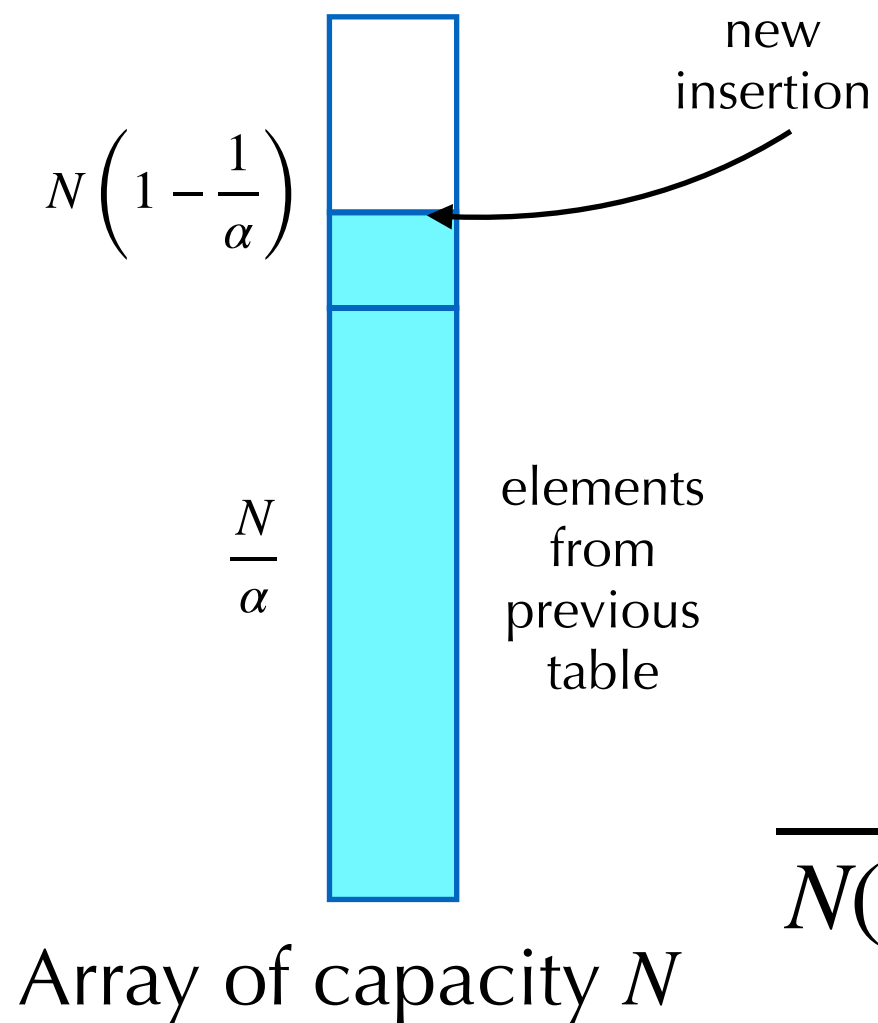
When a new element is inserted, it is charged:

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$$\frac{N/\alpha}{N(1 - 1/\alpha)} = 1/(\alpha - 1) \text{ for its share of the future copy of the previous table}$$

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$$\text{Total: } 1 + 1 + \frac{1}{\alpha - 1} = 1 + \frac{\alpha}{\alpha - 1}.$$

The cost of future copies is prepaid.



# Deletion

Retrieve memory when the size of the table decreases

Dangerous scenario:

increase by a factor  $\alpha$  when full;  
decrease by a factor  $1/\alpha$  when possible.

Append  $t_m$  times,  
then ADDAADD...  
copies too often.

# Deletion

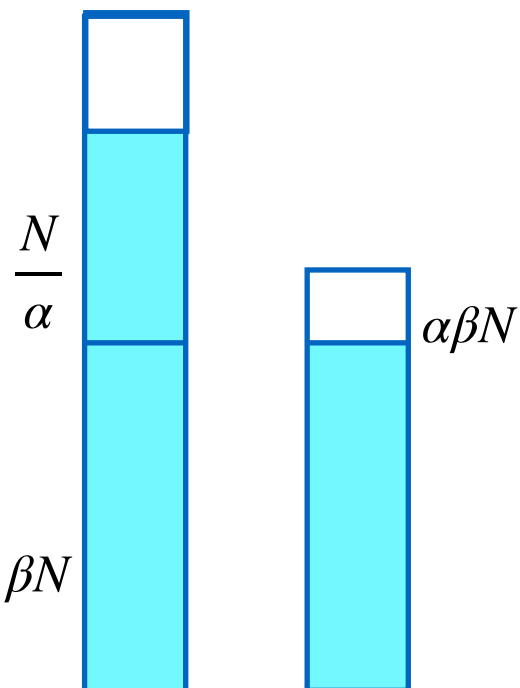
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**Solution:** leave space to prepay for the next growth.



```
def pop(self):  
    if self.size==0: raise IndexError  
    res = self.table[self.size]  
    self.resize(self.size-1)  
    return res  
  
def resize(self, newsize):  
    if newsize > self.capacity or \  
        newsize < self.capacity/2:  
        self.realloc((int)( $\alpha$ *newsize))  
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```

Python's  
choice for  $\beta$ .

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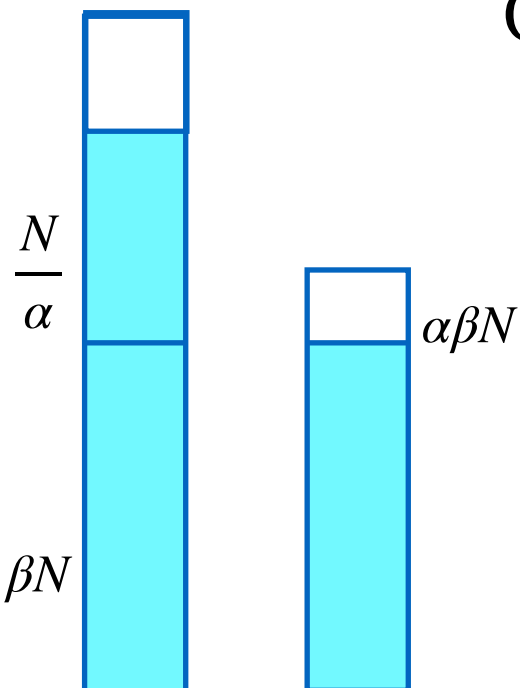
$$1 + \frac{\alpha}{\alpha - 1}$$

Charge for Delete:

$$1 + \frac{\alpha\beta}{1 - \alpha\beta} \rightarrow \frac{\beta \cdot N}{(1/\alpha - \beta) \cdot N}$$

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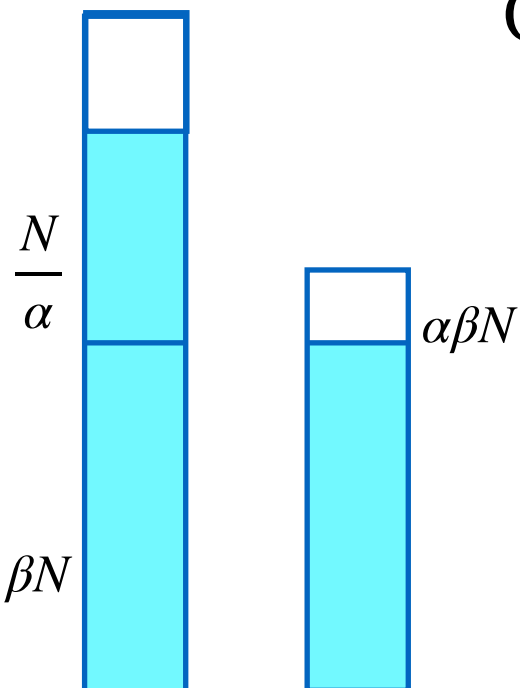
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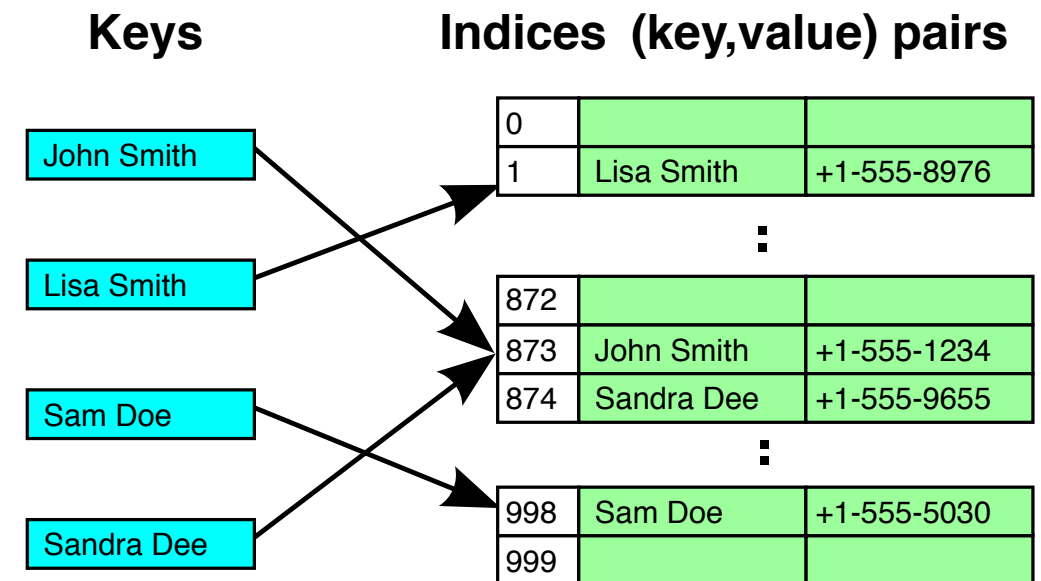
Amortized cost  $O(1)$  per operation.



# Application to Hash Tables

Hash tables with linear probing require a filling ratio bounded away from 1.

Implemented with dynamic tables.



Resizing the table requires to rehash all the entries.

In Python, the hash function is computed once as a 64-bit integer, and stored with the object. Only its value mod the new size is recomputed.

## **II. Union-Find**

# Recall Union-Find (CSE103)

Abstract Data Type for **Equivalence Classes**

Main operations:

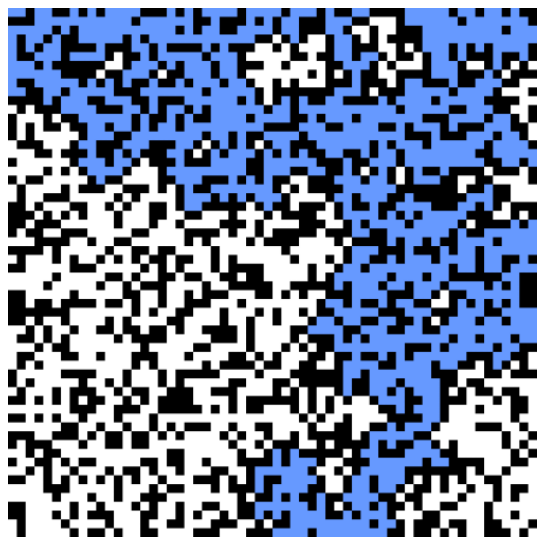
Find( $p$ ): identifier for the equivalence class of  $p$   
Union( $p, q$ ): add the relation  $p \sim q$

# Recall Union-Find (CSE103)

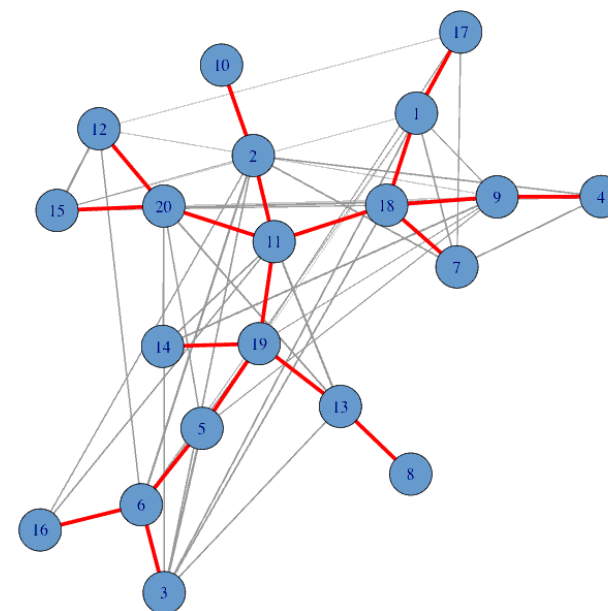
# Abstract Data Type for Equivalence Classes

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# Connected components in a graph as equivalence classes



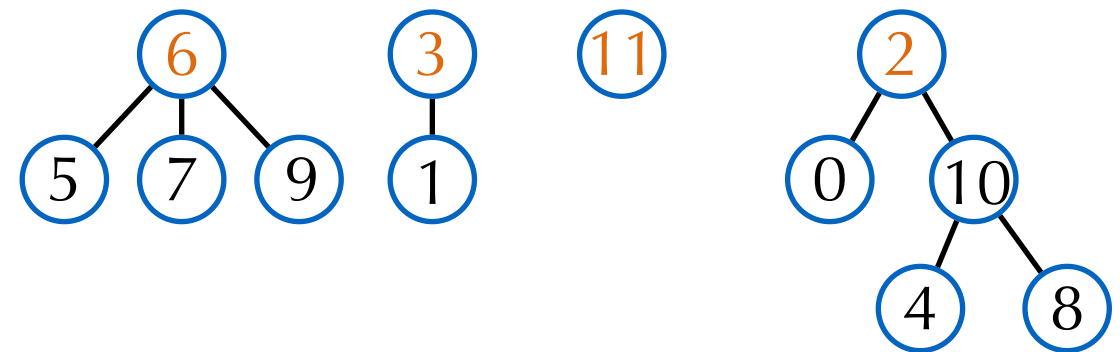
# Kruskal's algorithm for the minimum spanning tree joins trees in a forest



# Forests in Arrays

2	3	2	3	10	6	6	6	10	6	2	11
---	---	---	---	----	---	---	---	----	---	---	----

$p[i] := \text{parent}(i)$   
(init with  $p[i] := i$ )



current equivalence classes

First version

```
def find(p,a):  
    while p[a]!=a: a=p[a]  
    return a  
  
def union(p,a,b):  
    link(p,find(p,a),find(p,b))  
  
def link(p,a,b):  
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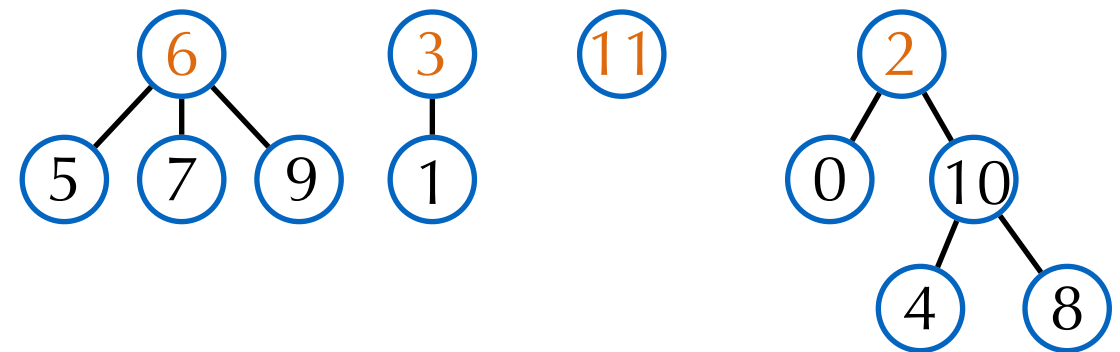
Worst-case:

Only find uses more than  
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def link(p,a,b):  
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```

Worst-case:

```
for i in range(N):  
    union(p,0,i)
```

uses  $O(N^2)$  array accesses

Only find uses more than  
 $O(1)$  array accesses

# Union by Rank

Maintain **rank** (=height).  
Link short trees to higher ones.

```
def link(p,a,b):  
    if a == b: return  
    if rk[b]>rk[a]: p[a]=b  
    else: p[b]=a  
    if rk[a]==rk[b]: rk[a]+=1
```

Starting from



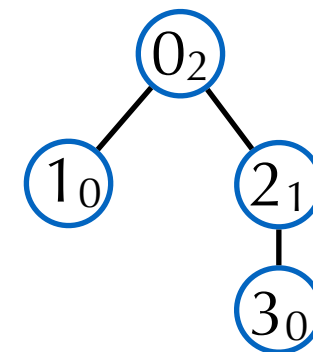
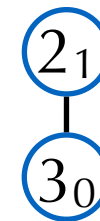
rank denoted  
by an index

$0 \sim 1$

$2 \sim 3$

$0 \sim 3$

produce  
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Exercise:  
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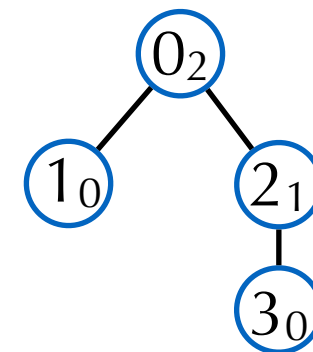
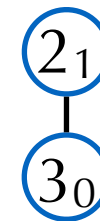
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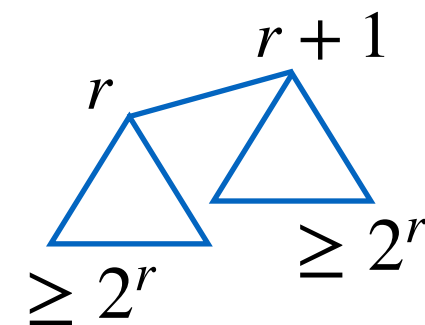


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## Properties.

- . rank increases from leaf to root;
- . size of tree  $\geq 2^{\text{rank}(\text{root})}$ ;
- . num nodes of rank  $r \leq n/2^r$ .

Proof by induction.



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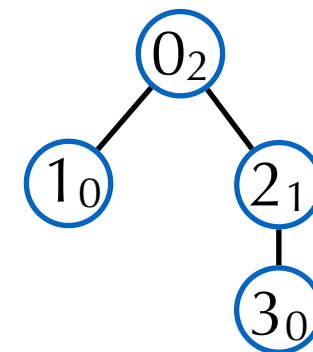
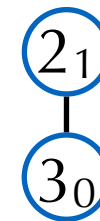
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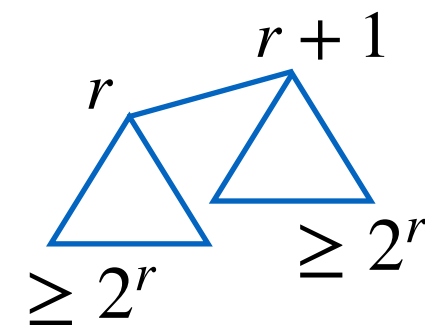


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⇒ Worst case for find:

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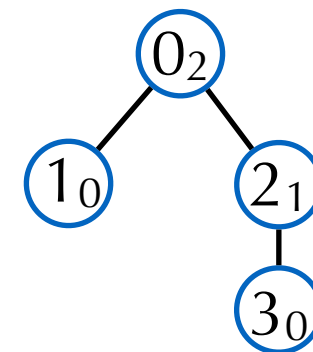
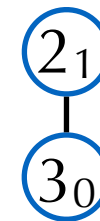
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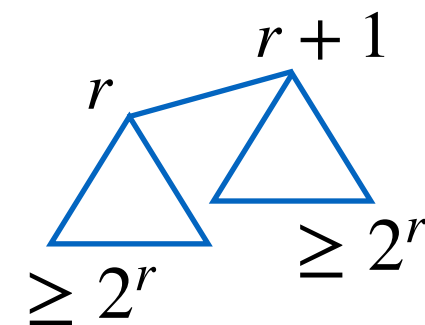


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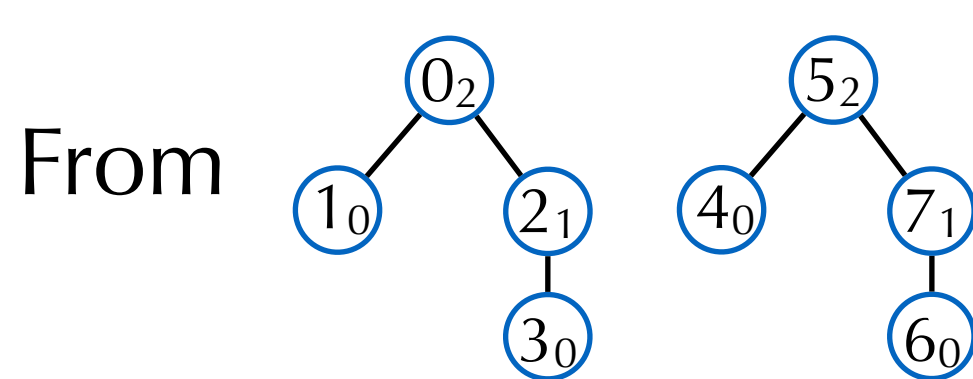
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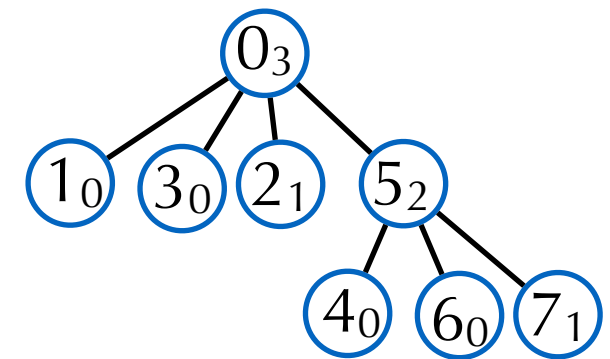
$\Rightarrow$  Worst case for find:  $O(\log n)$ .

# Path Compression

Every `find` branches all the nodes it visits to their root.



3 ~ 6 gives



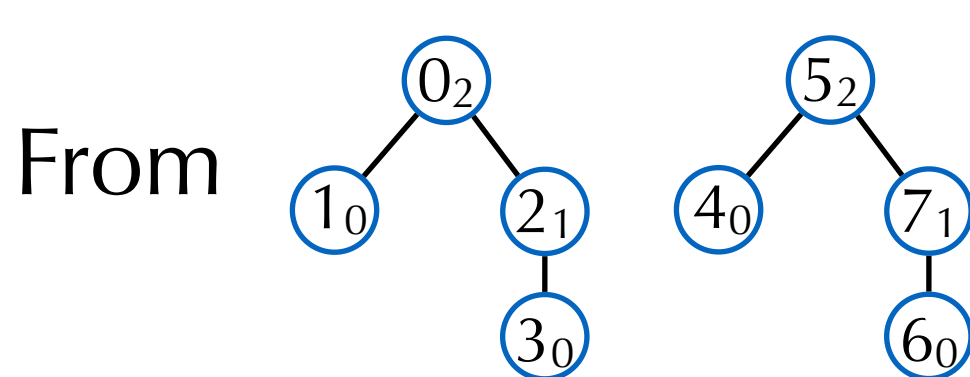
```
def find(p,a):  
    if p[a]!=a: p[a]=find(p,p[a])  
    return p[a]
```

Preserves the properties of rank  
(becomes an upper bound on height)

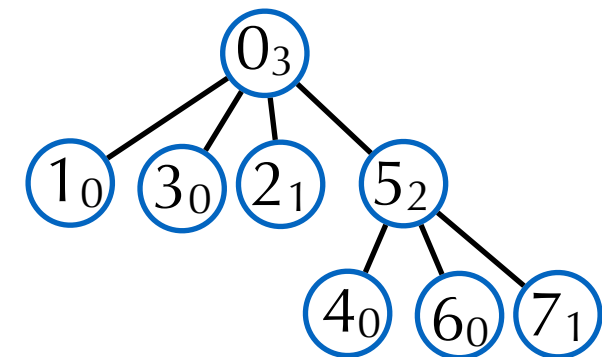
Worst-case for `find` unchanged.

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Worst-case for `find` unchanged.

**Thm.** A sequence of  $m \geq n$  union or `find` operations uses  $O(m \log^* n)$  array accesses.

Very good amortized complexity

Proof next  
4 slides.

$\log^* n$  : number of iterations  
of  $\log_2$  before reaching  $\leq 1$ .  
 $\log^* 2 = 1$ ,  $\log^* 4 = 2$ ,  $\log^* 16 = 3$ ,  
 $\log^* 65536 = 4$ ,  $\log^* 10^{19000} = 5$ .

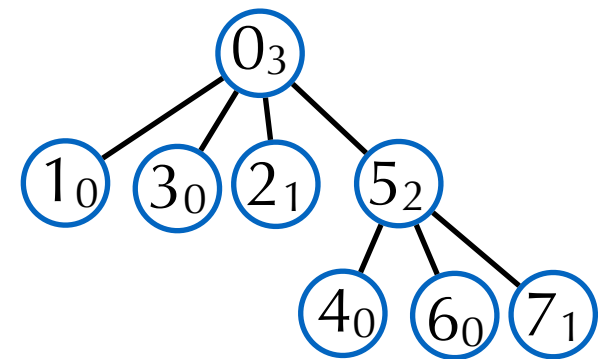
Constant in practice.



# Strategy for the Amortized Analysis

We analyse a sequence of  $m \geq n$  union or find.

Difficulty in the analysis:  
a node can change parents several times



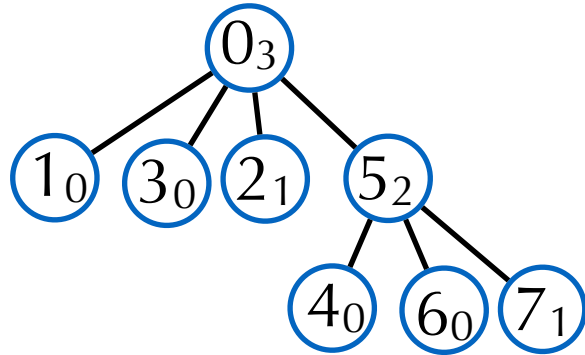
**Idea 1:** analyze another algorithm with the same cost, easier to handle.

**Idea 2:** treat high-ranking elements separately, recursively.

$$\text{\#array accesses} = O(m + \text{\#parent changes})$$

# Link & Compress

1. Rewrite the sequence of  $m$  union or find as a sequence of  $O(m)$  link or **compress**



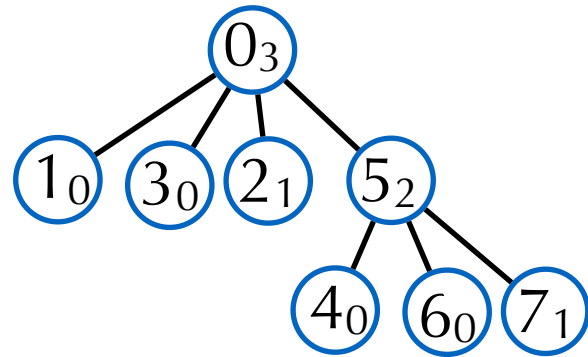
Links determine  
the ranks

$l(0,1), l(2,3), l(0,2), l(5,4),$   
 $l(7,6), l(5,7), \underbrace{c(3,0), c(6,5), l(0,5)}_{\text{union}(3,6)}$

```
def compress(p, a, b):  
    # b ancestor of a  
    if a != b:  
        compress(p, p[a], b)  
        p[a] = p[b]
```

# Link & Compress

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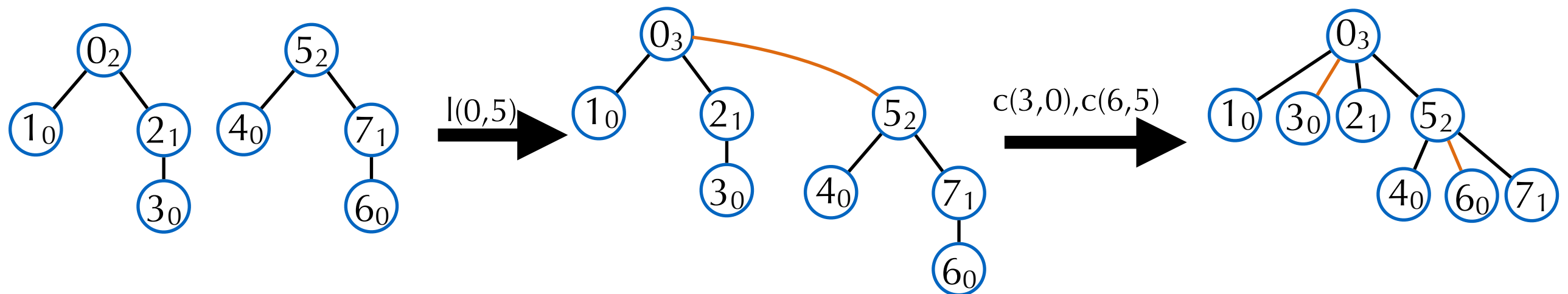


$l(0,1), l(2,3), l(0,2), l(5,4),$   
 $l(7,6), l(5,7), \underbrace{c(3,0), c(6,5), l(0,5)}_{\text{union}(3,6)}$

```
def compress(p, a, b):
    # b ancestor of a
    if a != b:
        compress(p, p[a], b)
        p[a] = p[b]
```

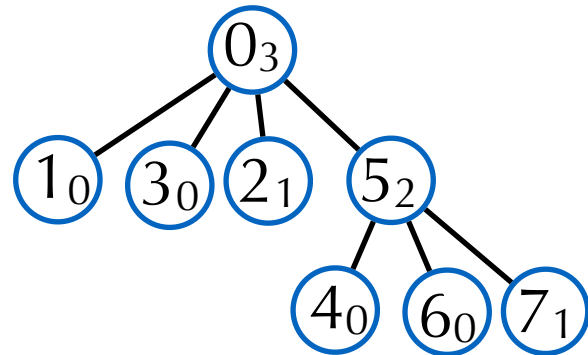
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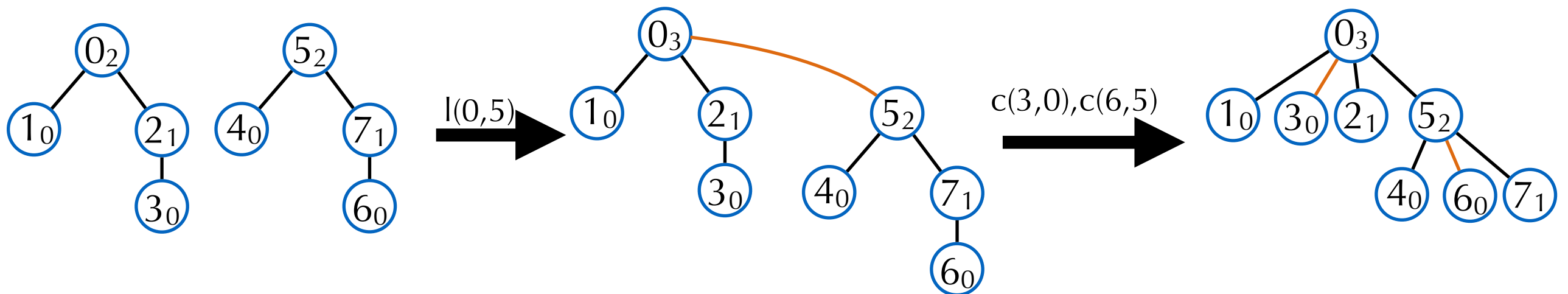


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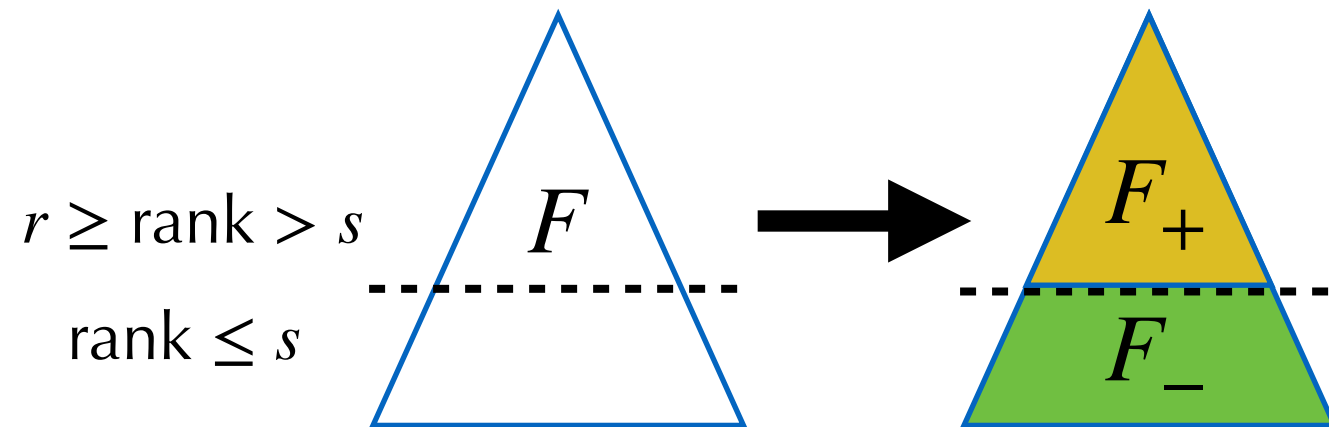


**Def.**  $T(m, n, r)$  worst-case number of parent changes in  $\leq m$  compress in a forest of  $\leq n$  nodes, each of rank  $\leq r$ .

Simple bound  
 $T(m, n, r) \leq nr$ .

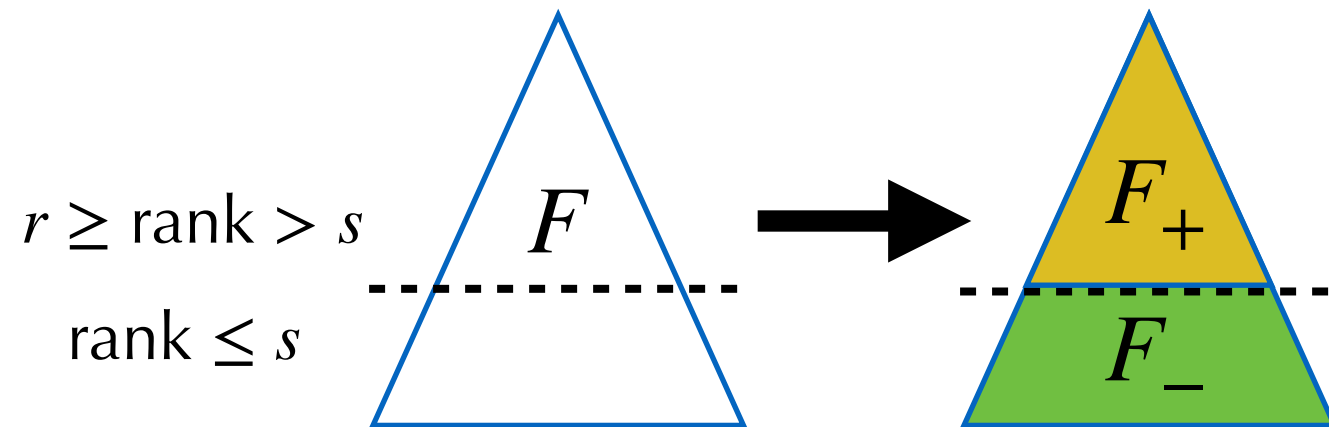
# High and Low Forests

Idea: Most of the compressions  
take place in small rank

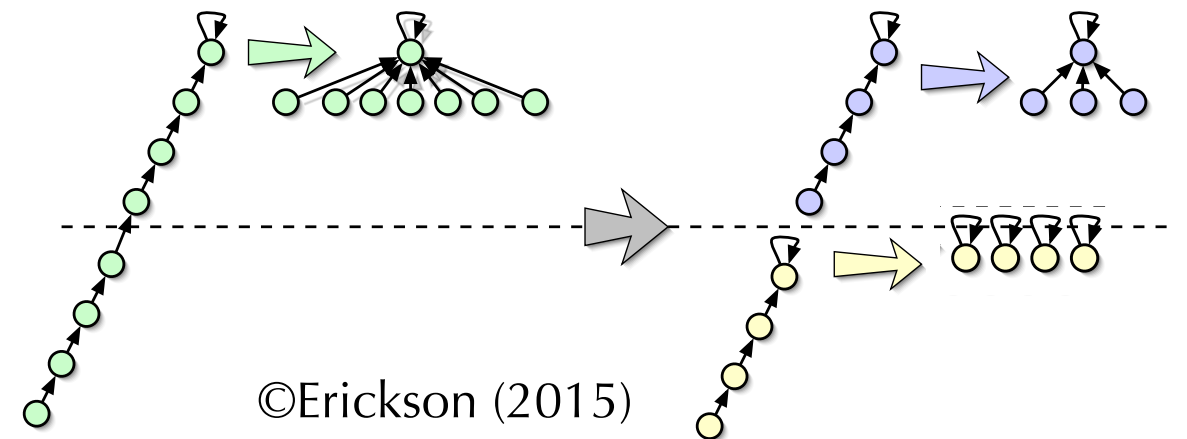


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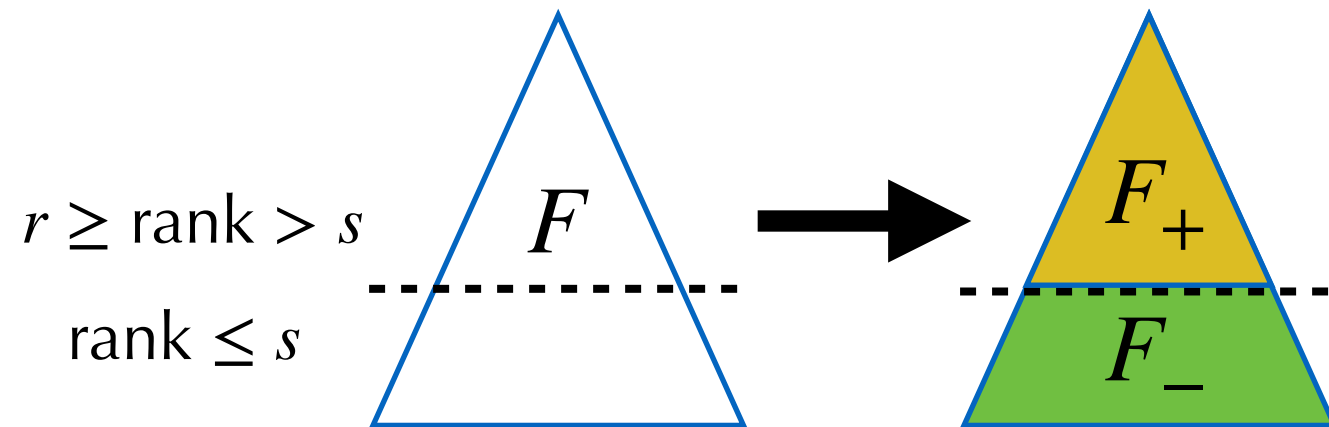


Split compress:

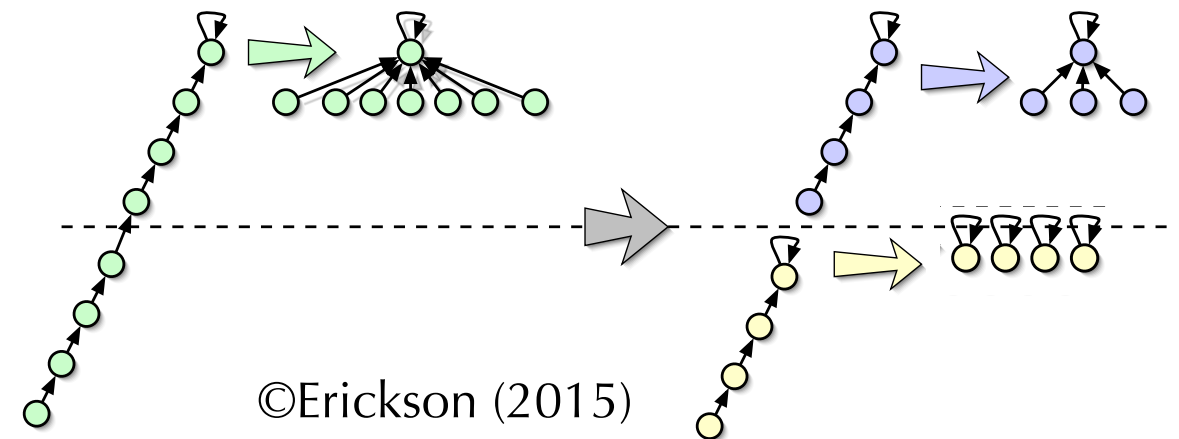


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Split compress:



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Compress2(a,b,F):

**if**  $\text{rk}[a] > s$  **then** Compress2(a,b, $F_+$ )

**elif**  $\text{rk}[b] \leq s$  **then** Compress2(a,b, $F_-$ )

**else**

$x = a$

**while**  $\text{rk}[p[x]] \leq s$  **and**  $p[x] \neq x$ :  $x = p[x]$

Compress2( $p[x]$ ,b, $F_+$ )

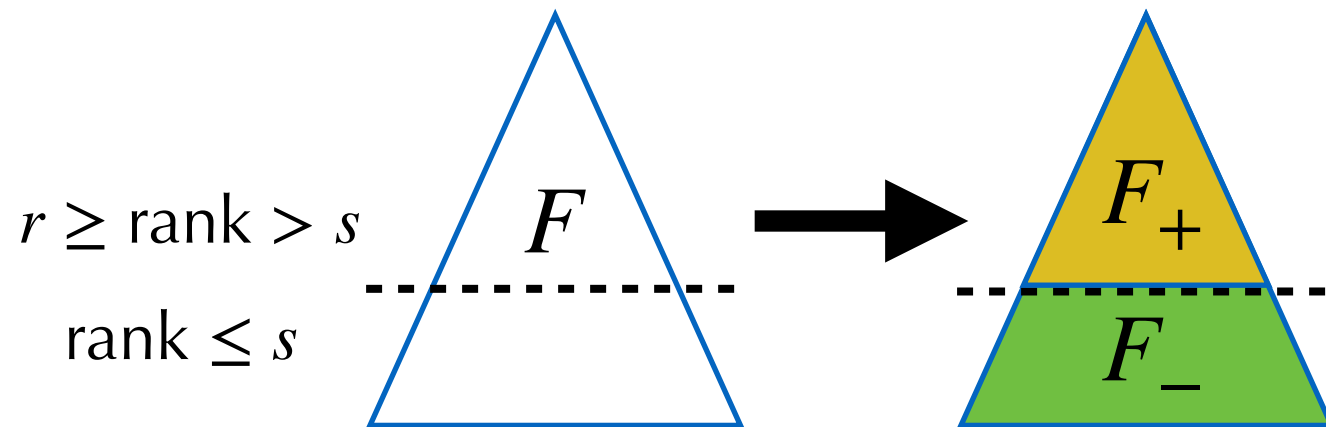
Shatter(a,x, $F_-$ )

$p[x] = x$

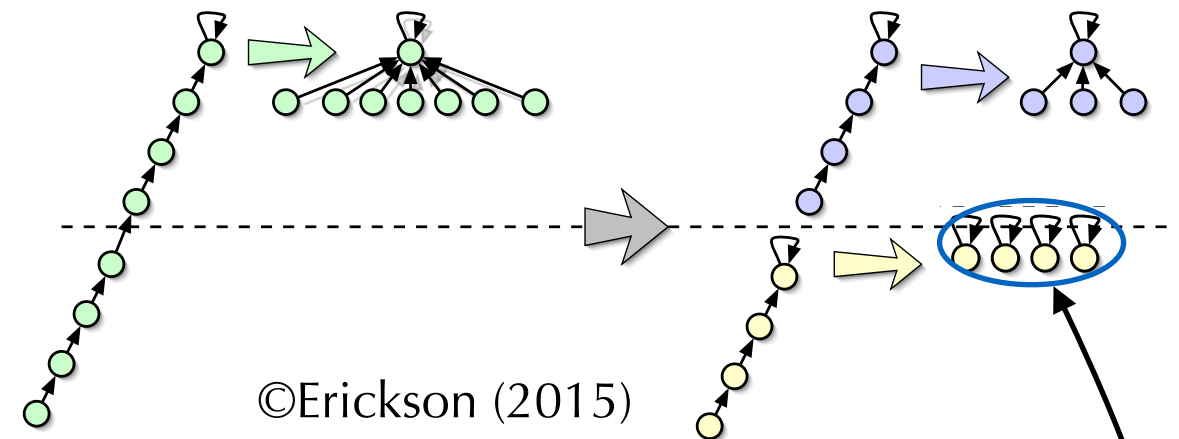
Upper bounds  
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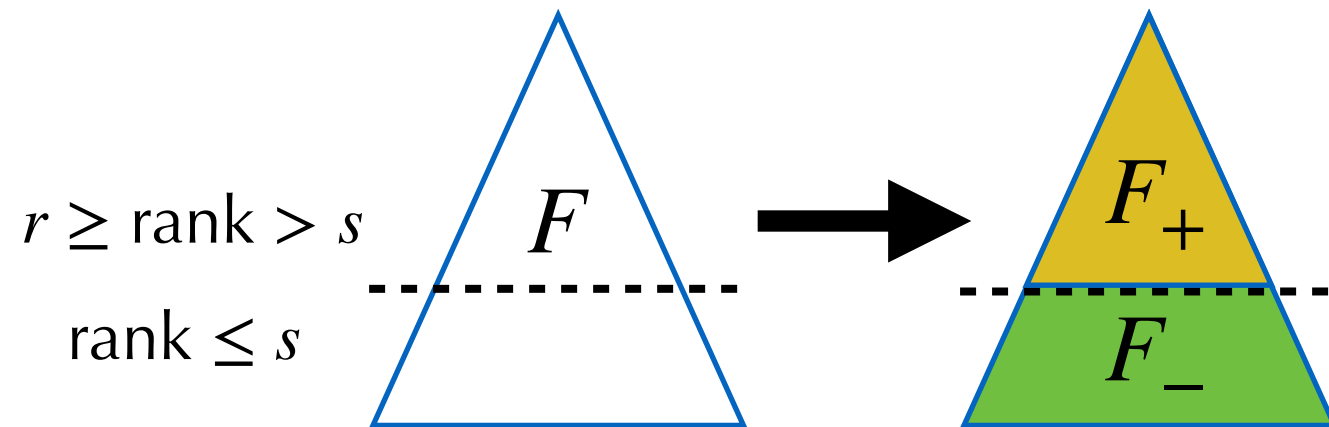
new parent  
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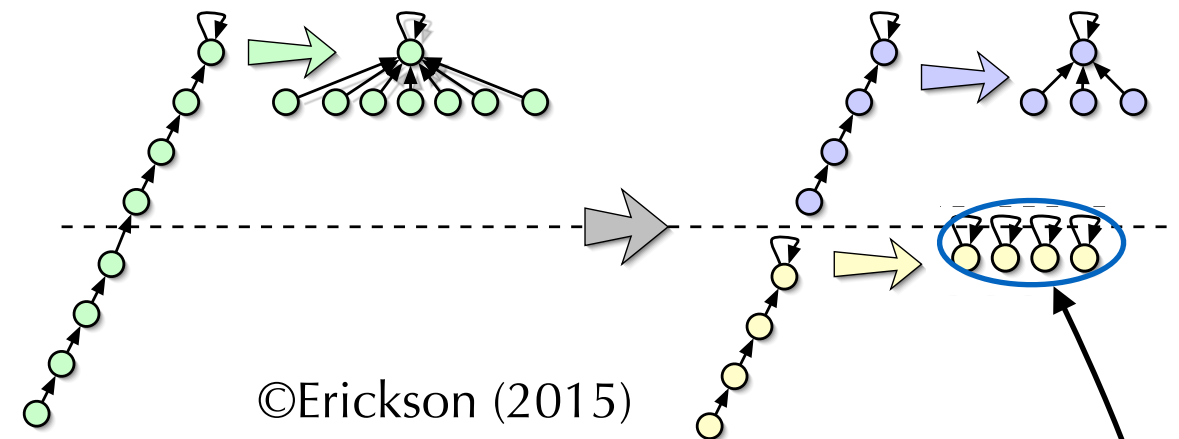


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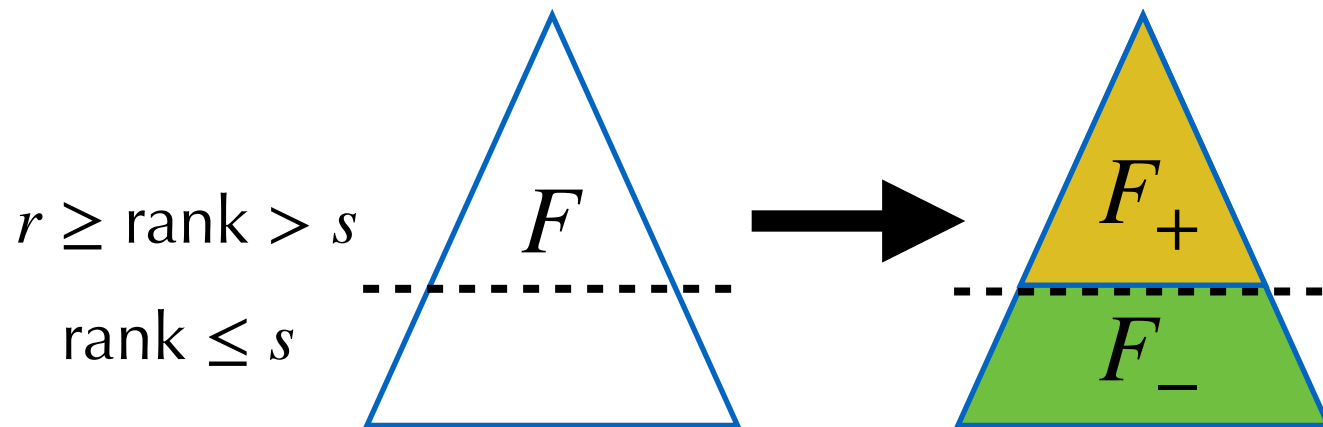
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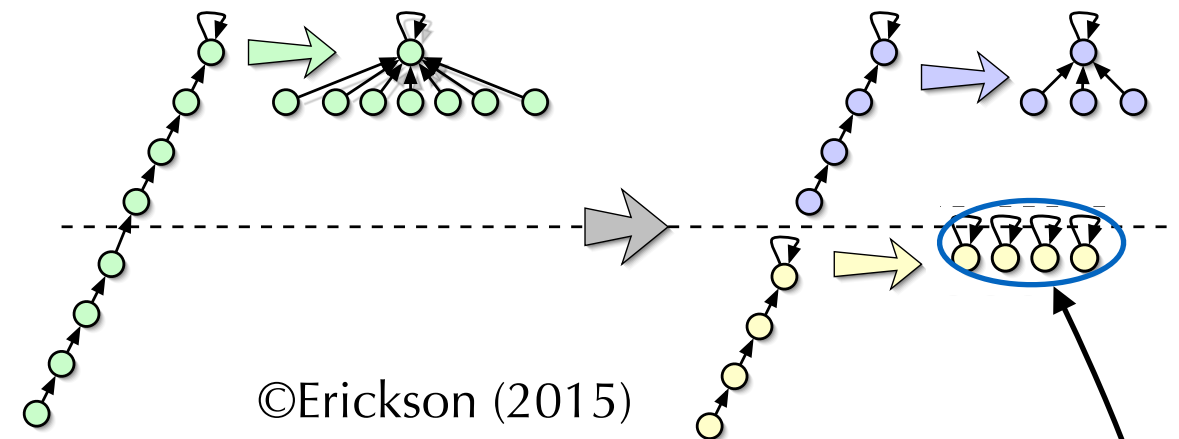


$m_-$  compress purely inside  $F_-$

$m_+ := m - m_-$

$C$  sequence of  $m$  compress **splits** into

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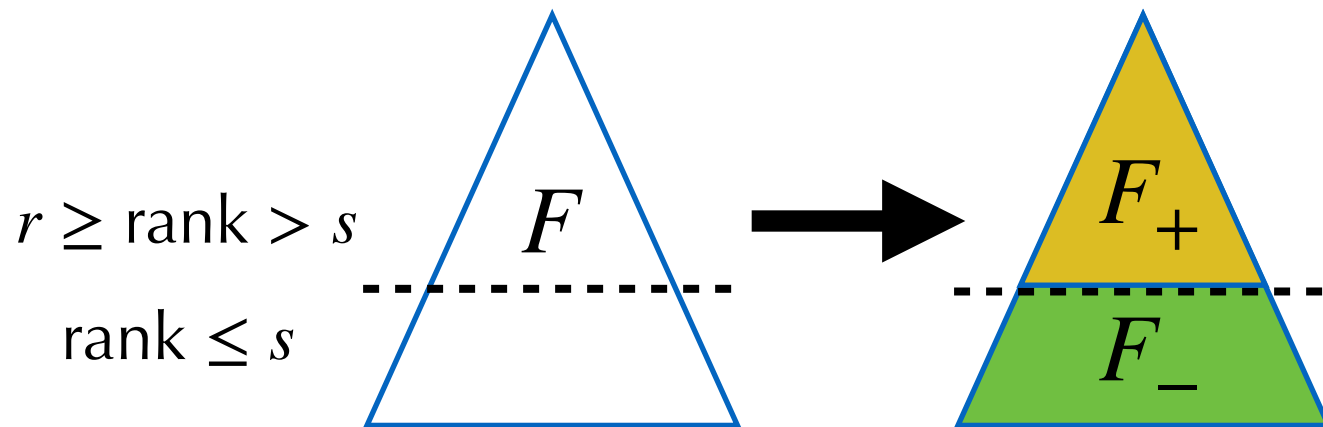
p[x]=x

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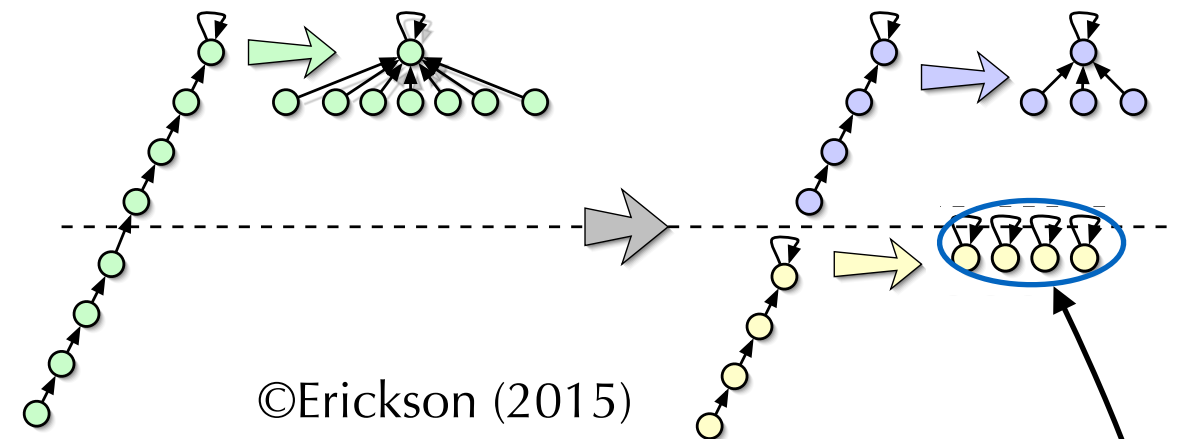
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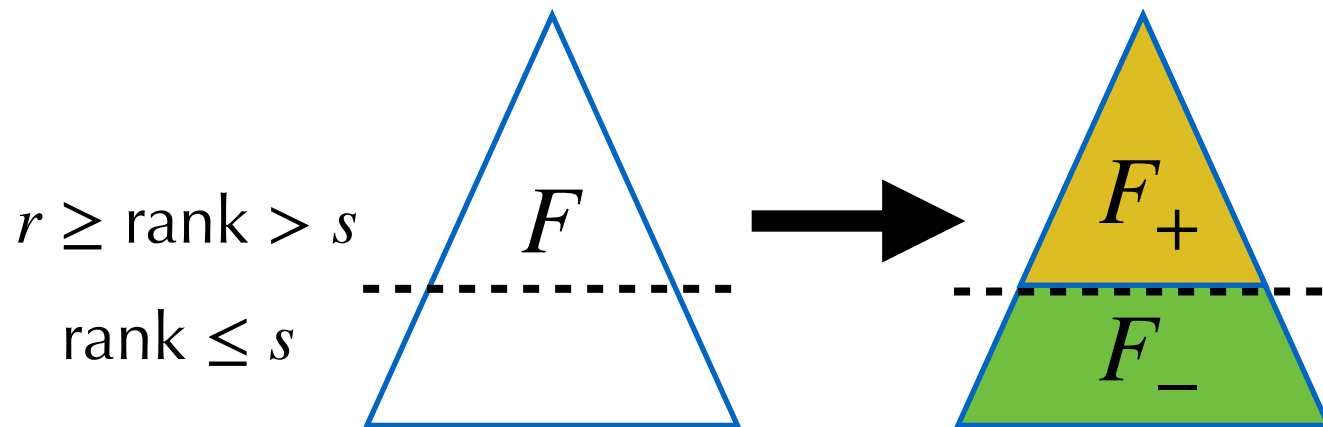
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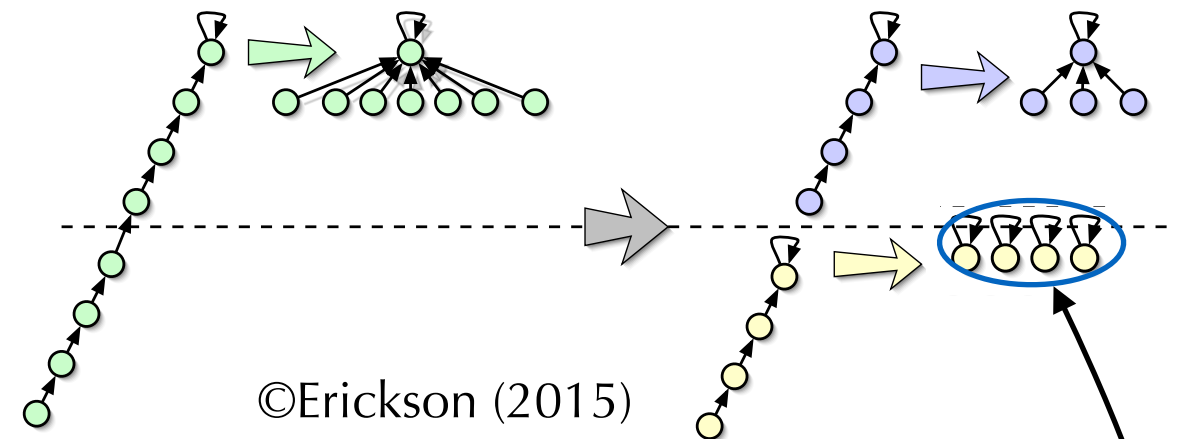
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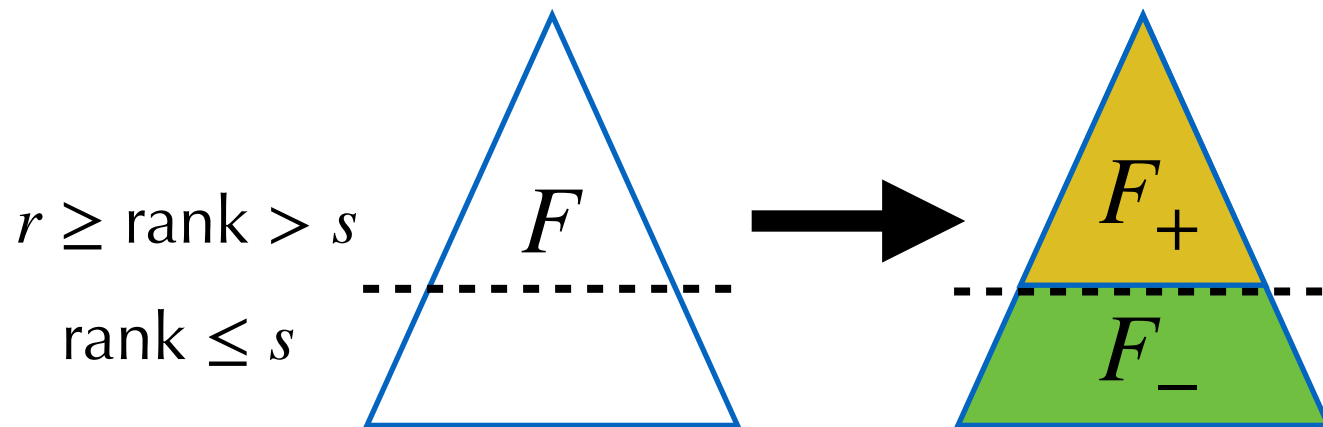
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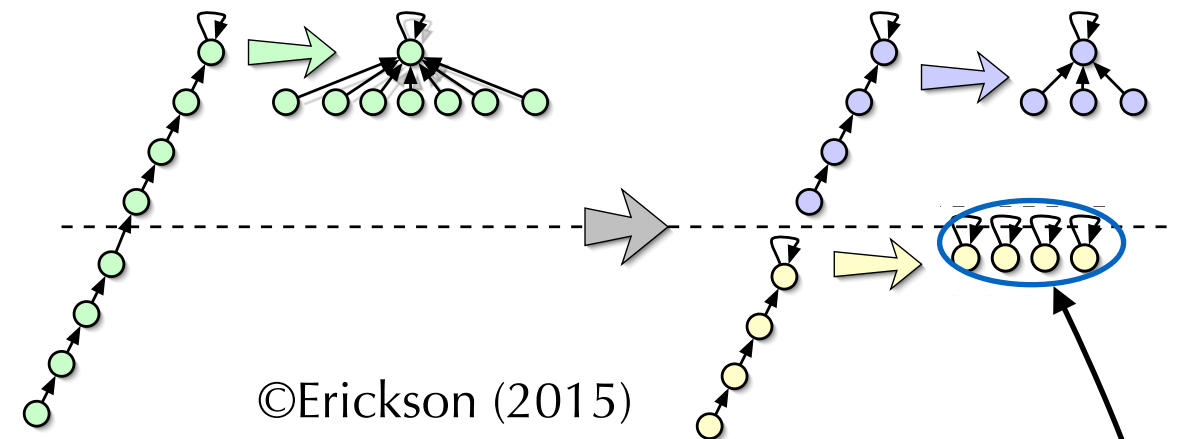
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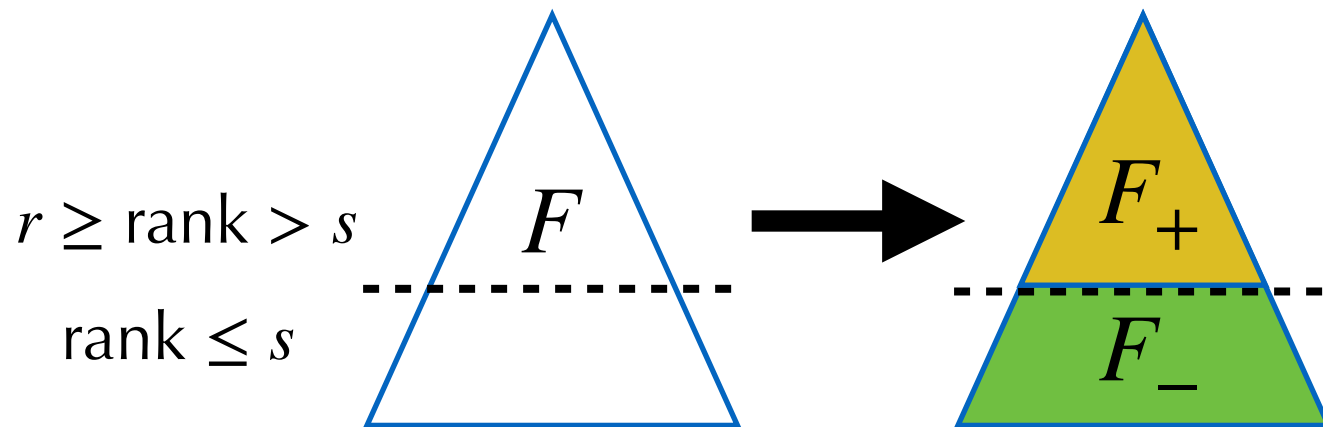
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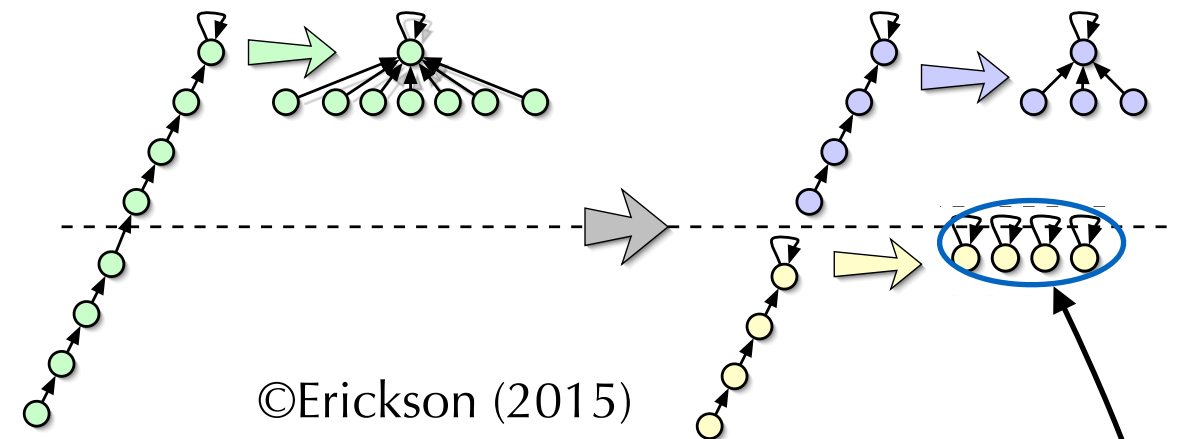
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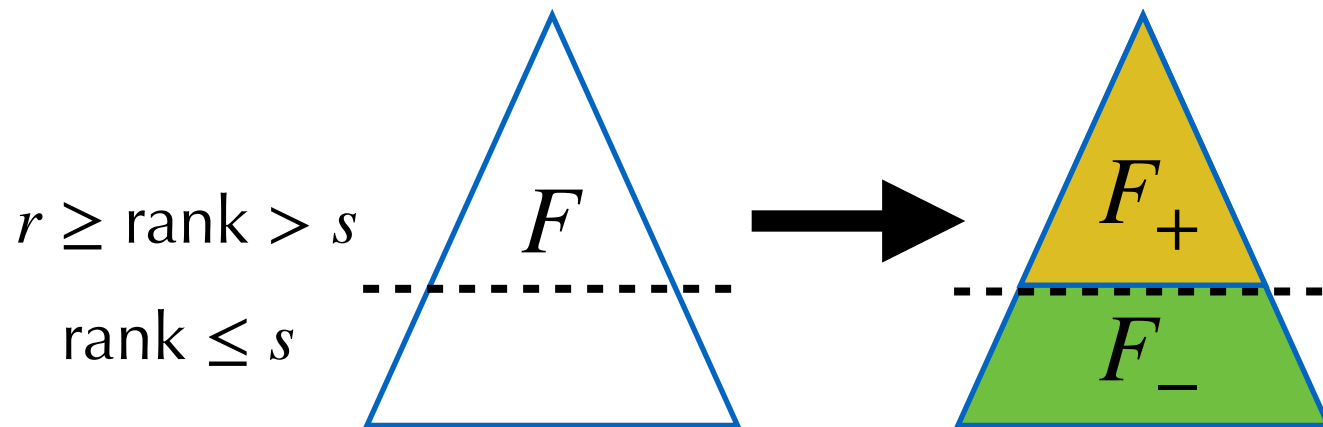
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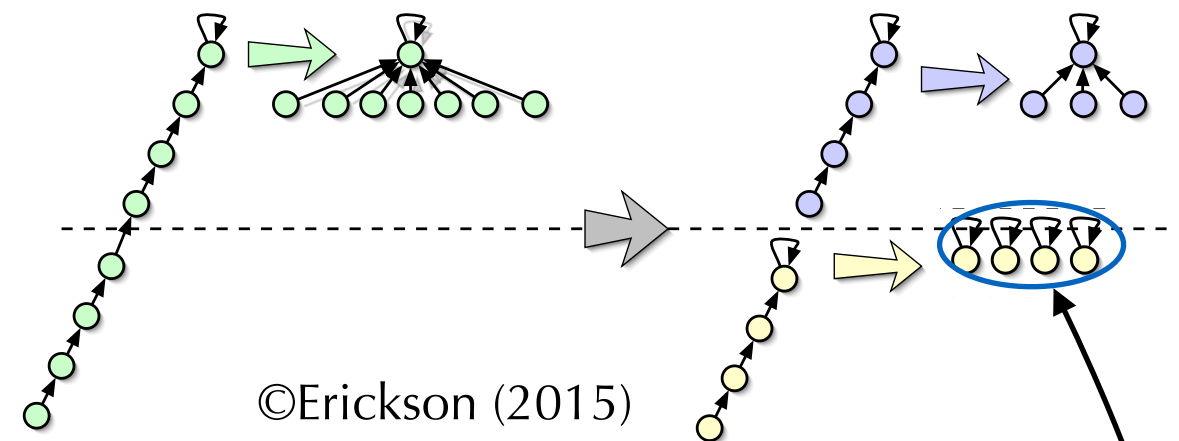
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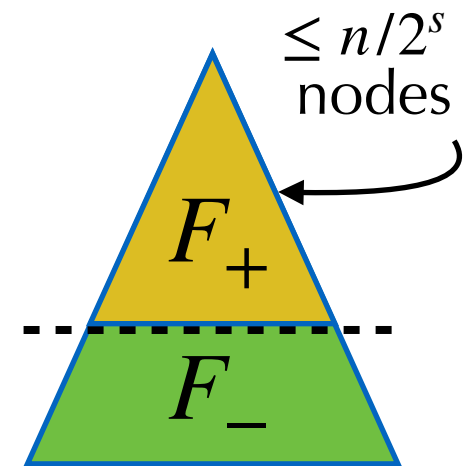
Upper bounds  
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$$T(m, n, r) = T(F, C) \leq T(F_+, C_+) + T(F_-, C_-) + m_+ + n$$

# Conclusion

For any sequence  $C$  of length  $\leq m$   
in a forest with  $n$  nodes of rank  $\leq r$ ,

$$\underbrace{T(F, C) - m}_{\text{rk} \leq r} \leq \underbrace{T(F_-, C_-) - m_-}_{\text{rk} \leq s} + \underbrace{T(F_+, C_+) + n}_{\leq rn/2^s \text{ by the simple bound 2p. ago}}$$





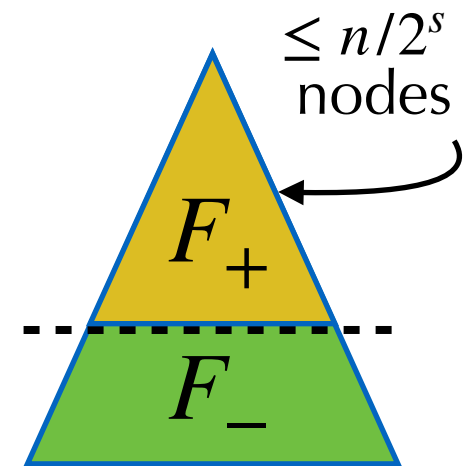
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Choose  $s = \log_2 r$

$$\underbrace{T(F, C) - m}_{\text{rk} \leq r} \leq \underbrace{T(F_-, C_-) - m_-}_{\text{rk} \leq \log_2 r} + 2n$$



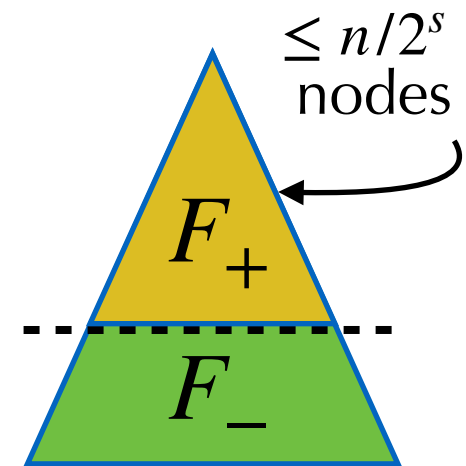
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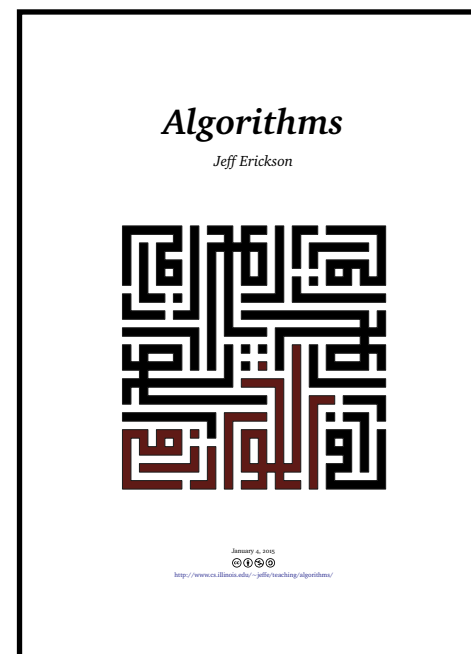
Iterating  $\log^* r$  times yields

$$T(F, C) \leq m + 2n \log^* r = O(m \log^* n) \quad (m \geq n, r \leq n).$$

# References for this lecture

The slides are designed to be self-contained.

They were prepared using the following books that I recommend if you want to learn more:



# Next

**No** Assignment

Next tutorial: midterm

Next week: Balancing against Worst-Case

# Feedback

Moodle

Questions: [constantin.enea@polytechnique.edu](mailto:constantin.enea@polytechnique.edu)