

DYNAMIC TABLES & AMORTIZED ANALYSIS

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You must support insertion but you don't know max #elements

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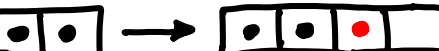
You must support insertion but you don't know max #elements

array doubling: start w/ array of size 1; every time it fills up, double the size
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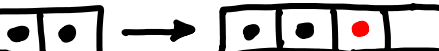
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n : total number of inserts


Worst case time of an insert: $O(n)$


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↳ for n inserts: $O(n^2)$


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" : 

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n : total number of inserts


Worst case time of an insert: $O(n)$

↳ for n inserts: $O(n^2)$



Claim: for n inserts: also $O(n)$

<i>i</i>	1	2	3	4	5	6	7	8	9	10
<i>size_i</i>	1	2	4	4	8	8	8	8	16	16

start : 

insert : 

insert :  → 

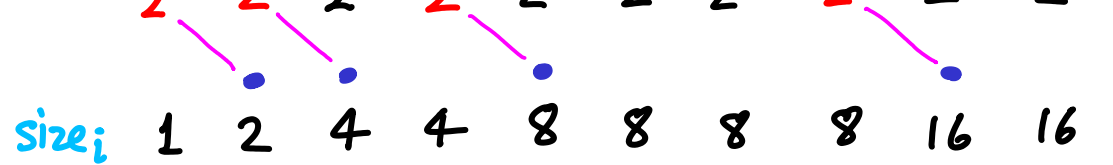
insert :  → 

” :  → 

” :  → 

” :  → 

i	1	2	3	4	5	6	7	8	9	10
	2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
size _i	1	2	4	4	8	8	8	8	16	16



cost c_i $\begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$ //

i	1	2	3	4	5	6	7	8	9	10	
		2^0	2^1	2^1+	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
		•	•		•				•		
size $_i$	1	2	4	4	8	8	8	8	16	16	
c_i	1	2	3	1	5	1	1	1	9	1	

cost $c_i \begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$ //

i	1	2	3	4	5	6	7	8	9	10	
		2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
		•	•		•				•		
size $_i$	1	2	4	4	8	8	8	8	16	16	
		•	•		•				•		
c_i	1	2	3	1	5	1	1	1	9	1	
		•	•		•				•		
$L \rightarrow$	{	1	1	1	1	1	1	1	1	1	
	{	-	1	2	-	4	-	-	-	8	-

cost $c_i \begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$ //

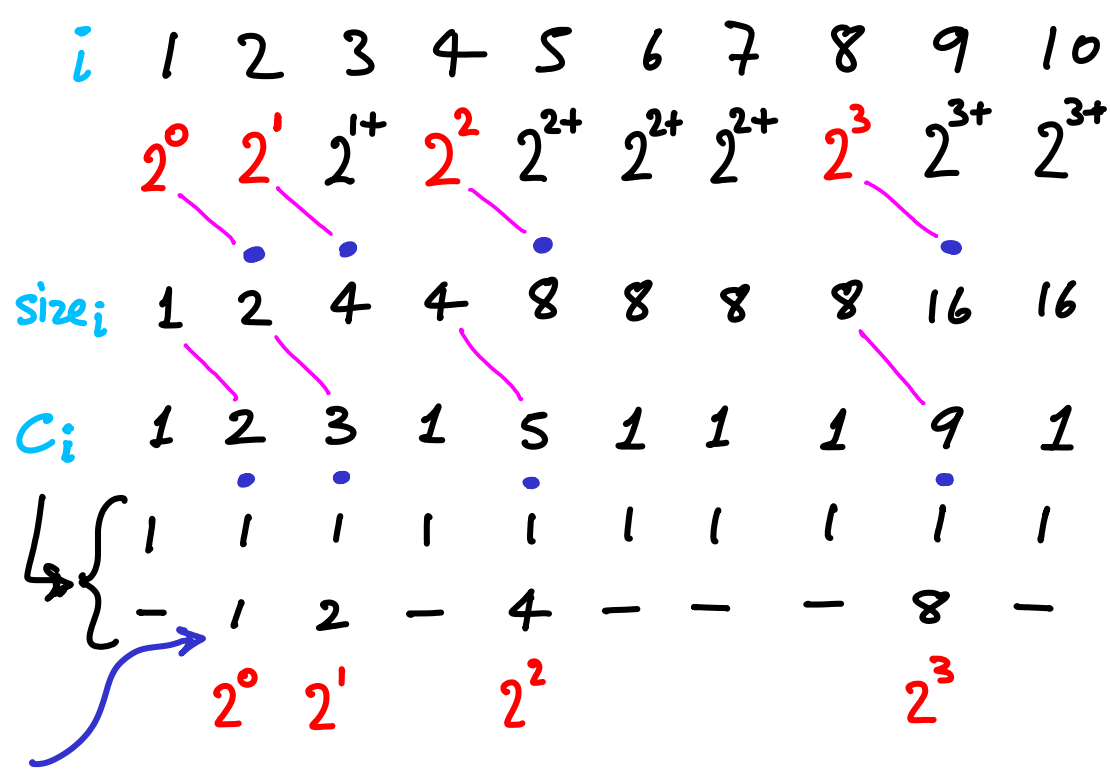
i	1	2	3	4	5	6	7	8	9	10	
		2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
		•	•		•				•		
size _i	1	2	4	4	8	8	8	8	16	16	
		•	•		•				•		
c_i	1	2	3	1	5	1	1	1	9	1	
		•	•		•				•		
\hookrightarrow		1	1	1	1	1	1	1	1	1	
		-	1	2	-	4	-	-	-	8	-
			2^0	2^1		2^2				2^3	

cost $c_i \begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$ //

$c_i = \text{copy } i \text{ elements}$

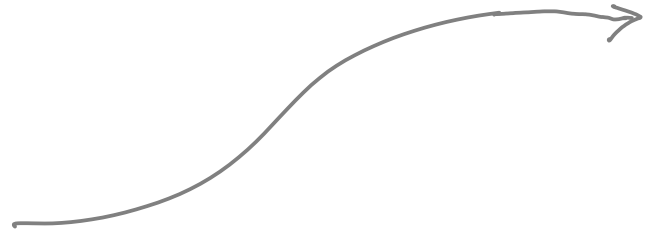
(make array: free)

if making an array of size $2i$ costs $\Theta(i)$ then we would multiply by a constant



cost c_i $\begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$

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



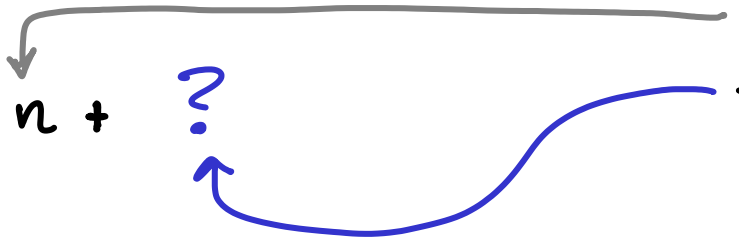
i	1	2	3	4	5	6	7	8	9	10
		2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
		•	•		•				•	
size $_i$	1	2	4	4	8	8	8	8	16	16
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
\leftarrow	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		2^0	2^1		2^2				2^3	

cost c_i $\begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$

i	1	2	3	4	5	6	7	8	9	10	
		2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
size $_i$	1	2	4	4	8	8	8	8	16	16	
C_i	1	2	3	1	5	1	1	1	9	1	
	1	1	1	1	1	1	1	1	1	1	
	-	1	2	-	4	-	-	-	8	-	
		2^0	2^1		2^2				2^3		

$cost(n) = \sum_{i=1}^n C_i = n +$

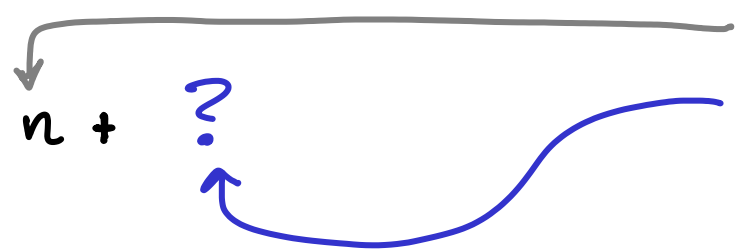
?



cost $c_i \begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$

i	1	2	3	4	5	6	7	8	9	10
	2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
size $_i$	1	2	4	4	8	8	8	8	16	16
c_i	1	2	3	1	5	1	1	1	9	1
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		2^0	2^1		2^2				2^3	
		}								
		< 2^3								

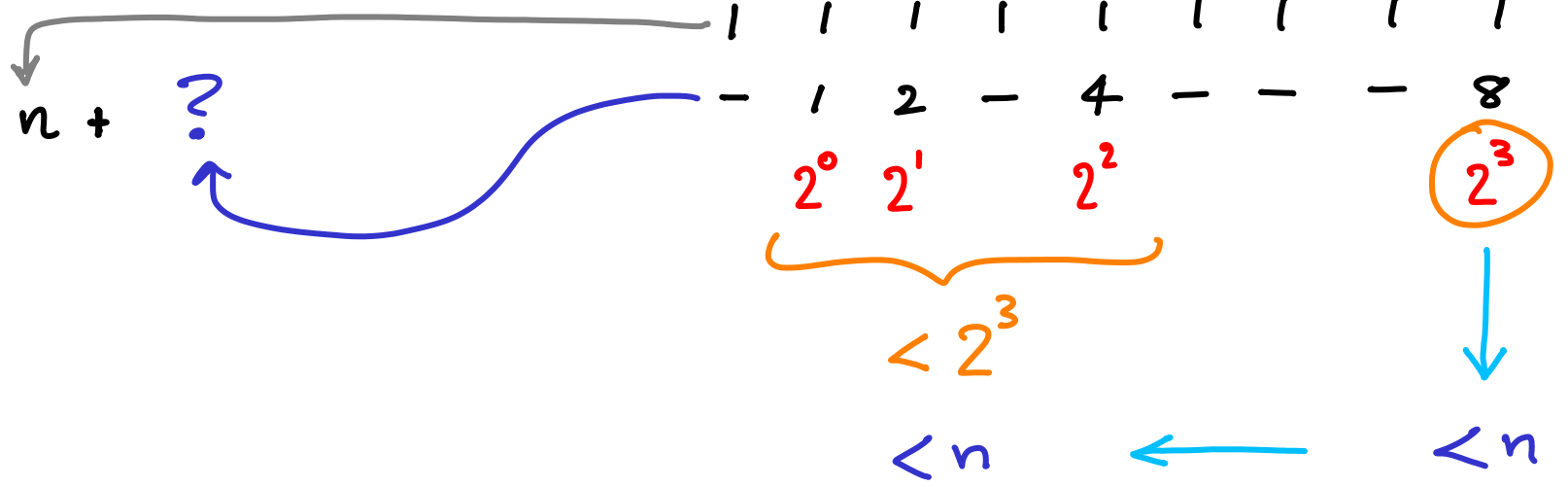
$cost(n) = \sum_{i=1}^n c_i = n + ?$



cost c_i $\begin{cases} i & \text{if } i-1 \text{ is a power of } 2 \\ 1 & \text{otherwise} \end{cases}$

i	1	2	3	4	5	6	7	8	9	10	
		2^0	2^1	2^1	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
size $_i$	1	2	4	4	8	8	8	8	16	16	
c_i	1	2	3	1	5	1	1	1	9	1	
	1	1	1	1	1	1	1	1	1	1	
	-	1	2	-	4	-	-	-	8	-	
		2^0	2^1		2^2				2^3		
		}									
		$< 2^3$									
		$< n$									

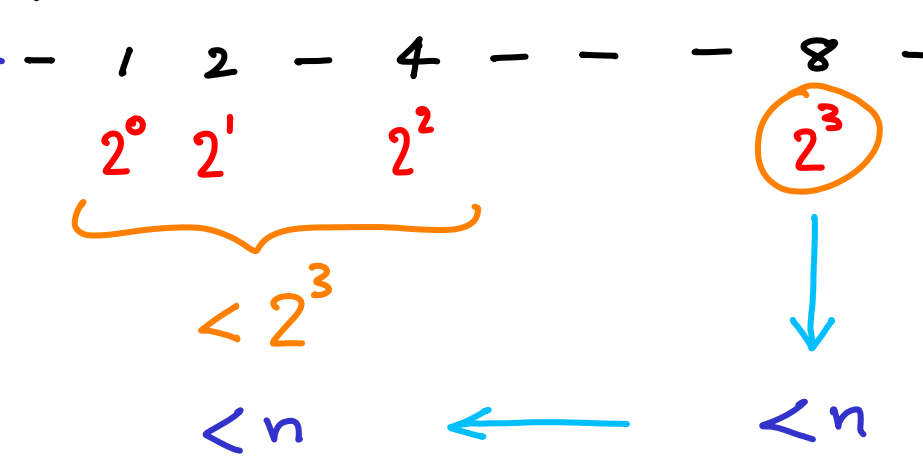
$cost(n) = \sum_{i=1}^n c_i = n + ?$



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	2^0	2^1	2^{1+}	2^2	2^{2+}	2^{2+}	2^{2+}	2^3	2^{3+}	2^{3+}
size $_i$	1	2	4	4	8	8	8	8	16	16
c_i	1	2	3	1	5	1	1	1	9	1
	1	1	1	1	1	1	1	1	1	1

$cost(n) = \sum_{i=1}^n c_i \leq n + 2n$



AGGREGATE ANALYSIS

AMORTIZATION (analyzing cost)

Applies to some problems that involve many operations.

If worst case time of operation k is $O(f(k))$,
try to show that n operations cost $O(n \cdot f(n))$

3 main ways for amortizing: aggregate, accounting, & potential method.

↓
just did this

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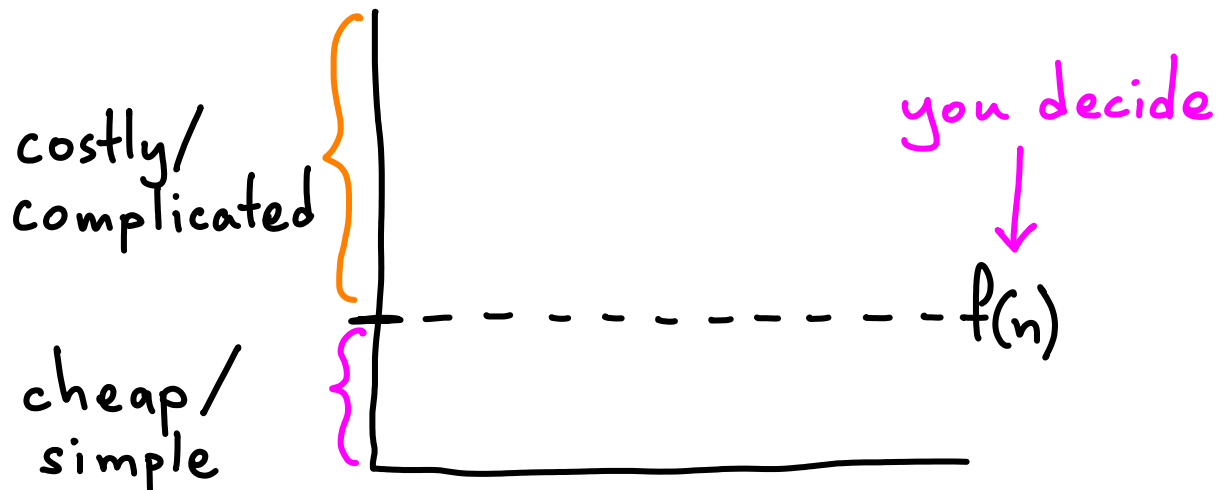
ACCOUNTING: saving for a rainy day

3 main ways for amortizing: aggregate, accounting, & potential method.

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"simple" operations

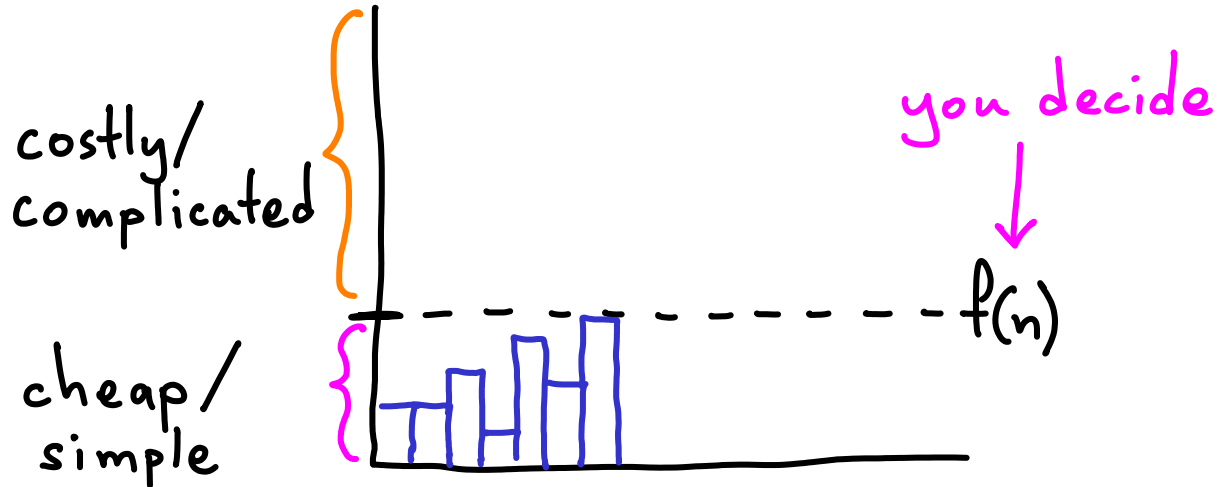
"Complicated/costly" operations



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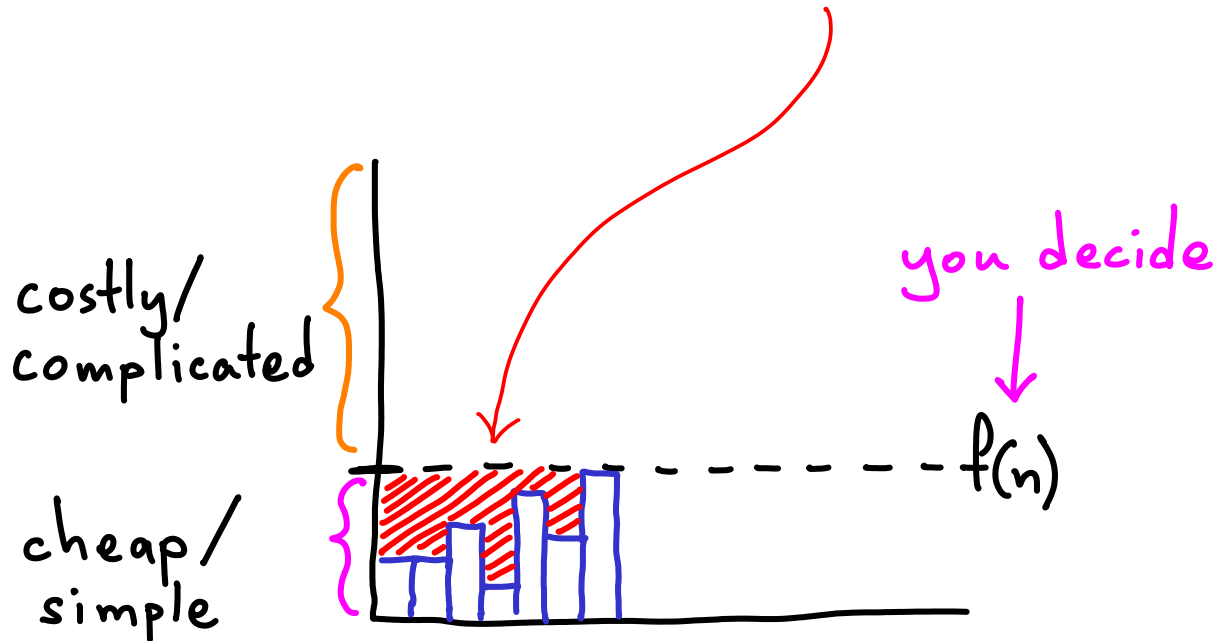


3 main ways for amortizing: aggregate, accounting, & potential method.

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Pretend "simple" operations cost more than they do. Ideally $\Theta(\text{real cost})$

↳ "save" the difference

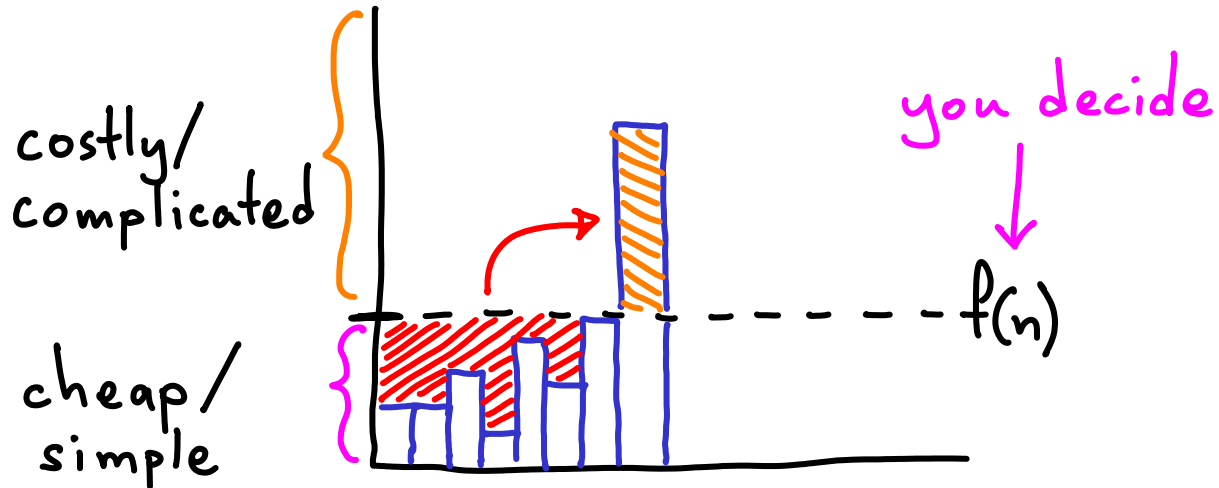


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Pretend "simple" operations cost more than they do. Ideally $\Theta(\text{real cost})$
↳ "save" the difference ↳ "spend" what you saved up.

"Complicated/costly" operations: pretend they cost less; pay excess via savings

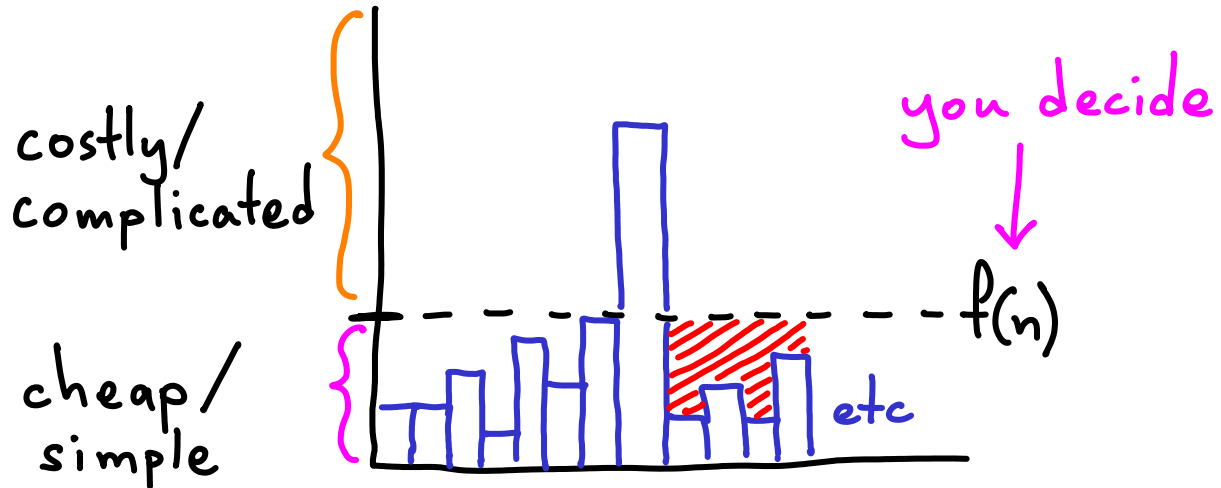


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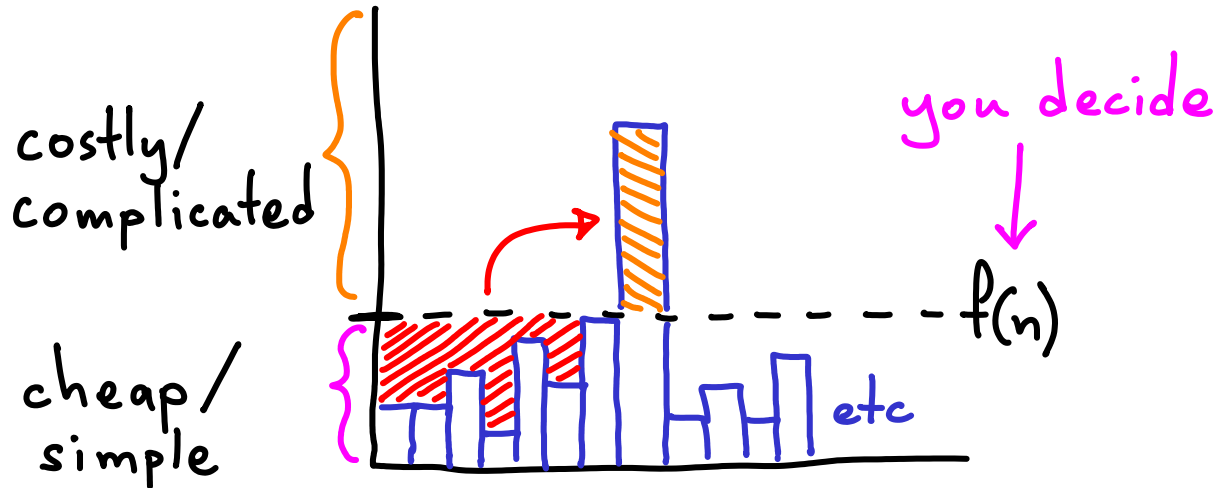


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Rule: Never spend more than what you saved.

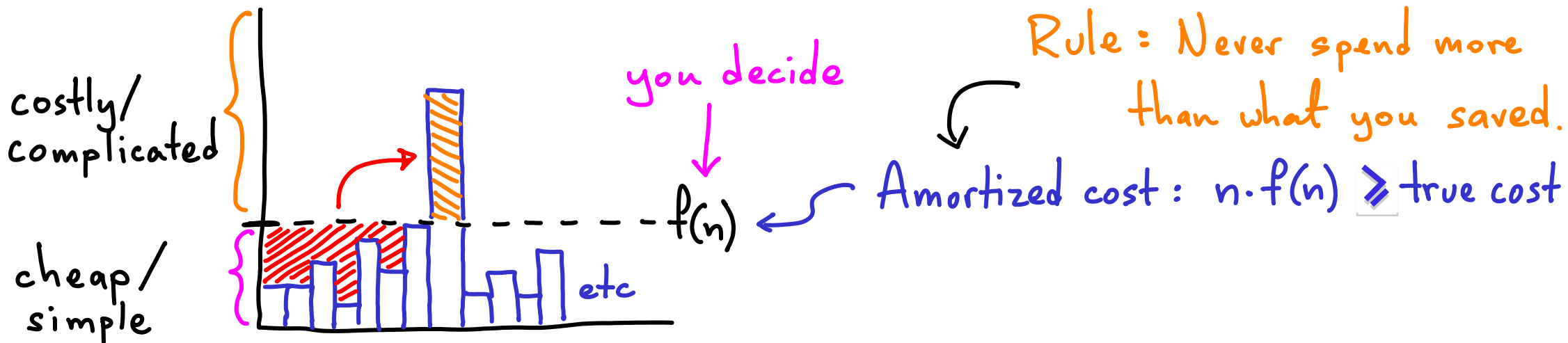
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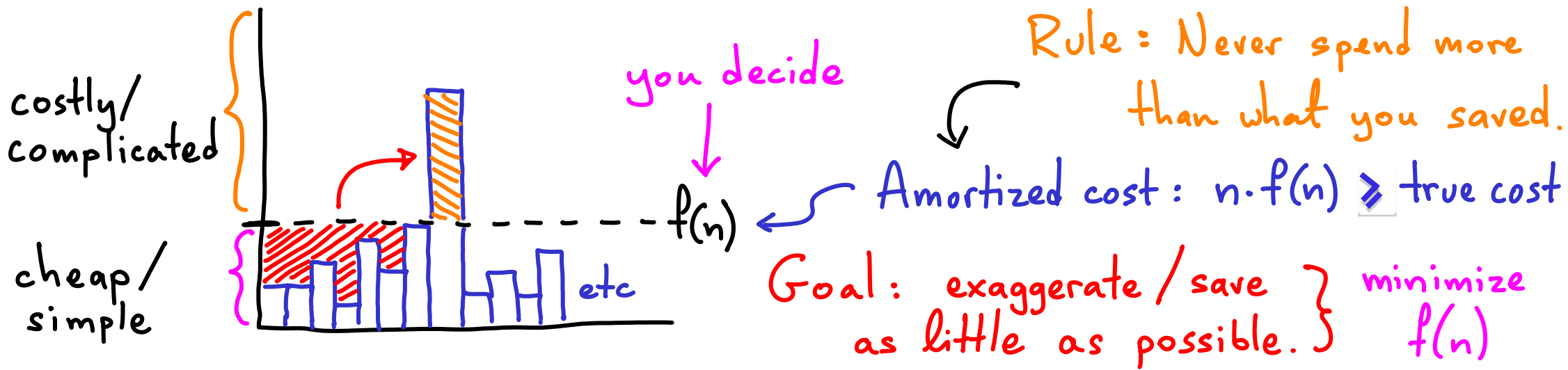
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Amortized cost of operation i : \hat{c}_i

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$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \quad \text{for all } n$$

our banking game should always
exaggerate true costs.

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Back to dynamic tables:

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i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
$\left\{ \begin{array}{l} \rightarrow \\ \left\{ \begin{array}{l} 1 \\ - \end{array} \right. \end{array} \right.$	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size $_i$	1	2	4	4	8	8	8	8	16	16

Amortized cost of operation i : \hat{c}_i

Back to dynamic tables:

let $\hat{c}_i = 3 \rightarrow 1$ to cover insert cost
implies $\sum c_i \leq 3n$ 2 for eventual doubling

When table doubles, use 1 to copy each item.

BANK (savings per iteration)

1

Pretend cost is ~~3~~ 2

pay 1 to insert, save/bank ~~2~~ 1

We can even give \$ to charity

$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \quad \text{for all } n$$

our banking game should always exaggerate true costs.

i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size _i	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3

Just this one time

Amortized cost of operation i : \hat{c}_i

Back to dynamic tables:

let $\hat{c}_i = 3 \rightarrow 1$ to cover insert cost
 implies $\sum c_i \leq 3n$ 2 for eventual doubling

When table doubles, use 1 to copy each item.

BANK (savings per iteration)



Spent \$2 from bank to copy 2 items.

Item #3 inserted: bank \$2

$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \quad \text{for all } n$$

our banking game should always exaggerate true costs.

i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size $_i$	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•						•	
bank $_i$	1	2	2							

Amortized cost of operation i : \hat{c}_i

Back to dynamic tables:

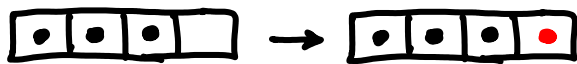
let $\hat{c}_i = 3 \rightarrow 1$ to cover insert cost
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When table doubles, use 1 to copy each item.

BANK (savings per iteration)



Finally, bank account is growing



$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \quad \text{for all } n$$

our banking game should always exaggerate true costs.

i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size _{i}	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•							
bank _{i}	1	2	2	4						

Amortized cost of operation i : \hat{c}_i

Back to dynamic tables:

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 implies $\sum c_i \leq 3n$ 2 for eventual doubling

When table doubles, use 1 to copy each item.

BANK (savings per iteration)



Spent 4 to copy 4.

Banked 2.



$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \quad \text{for all } n$$

our banking game should always exaggerate true costs.

i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size _{i}	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•		•					
bank _{i}	1	2	2	4	2					

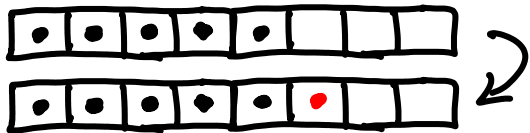
Amortized cost of operation i : \hat{c}_i

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i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size $_i$	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•		•					
bank $_i$	1	2	2	4	2	4				

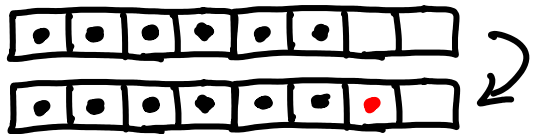
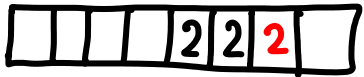
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c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size $_i$	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•		•					
bank $_i$	1	2	2	4	2	4	6			

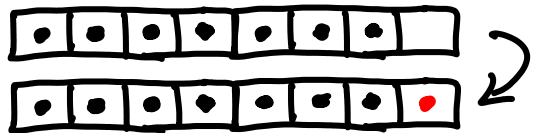
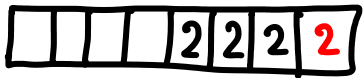
Amortized cost of operation i : \hat{c}_i

Back to dynamic tables:

let $\hat{c}_i = 3 \rightarrow 1$ to cover insert cost
 implies $\sum c_i \leq 3n$ 2 for eventual doubling

When table doubles, use 1 to copy each item.

BANK (savings per iteration)



$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \quad \text{for all } n$$

our banking game should always exaggerate true costs.

i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size _{i}	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•		•					
bank _{i}	1	2	2	4	2	4	6	8		

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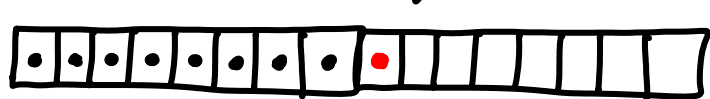
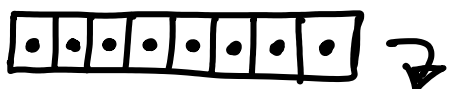
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BANK (savings per iteration)



use all savings
to
copy 8 items



insert item 9

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i	1	2	3	4	5	6	7	8	9	10
c_i	1	2	3	1	5	1	1	1	9	1
		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
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BANK (savings per iteration)



restore the condition:

after doubling we have \$2 in bank

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i	1	2	3	4	5	6	7	8	9	10
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		•	•		•				•	
	1	1	1	1	1	1	1	1	1	1
	-	1	2	-	4	-	-	-	8	-
		•	•		•				•	
size _{i}	1	2	4	4	8	8	8	8	16	16
\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•		•				•	
bank _{i}	1	2	2	4	2	4	6	8	2	

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When table doubles, use 1 to copy each item.

BANK (savings per iteration)



insert 10th etc

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i	1	2	3	4	5	6	7	8	9	10
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		•	•		•				•	
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		•	•		•				•	
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\hat{c}_i	2	3	3	3	3	3	3	3	3	3
		•	•		•				•	
bank $_i$	1	2	2	4	2	4	6	8	2	4

Summary of accounting method

Estimate a cost: \hat{c}_i ... higher than what you think
average real cost $\frac{1}{n} \sum c_i$ will be

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Estimate a cost: \hat{c}_i ... higher than what you think
average real cost $\frac{1}{n} \sum c_i$ will be

Prove that \hat{c}_i is an overestimate of average c_i

↳ get bounds on how much you
"save" & "spend"

Really does involve already having intuition.

POTENTIAL METHOD

Start with data structure D_0

Operation i : $D_{i-1} \rightarrow D_i$ cost : c_i

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Let $\hat{c}_i = c_i + \Phi_i - \Phi_{i-1}$
 $= c_i + \Delta\Phi_i$ $\left\{ \begin{array}{l} \text{If } \Delta\Phi_i > 0, \hat{c}_i > c_i : \text{storing potential} \\ \dots \text{ "work" in } D_i \end{array} \right.$

POTENTIAL METHOD

aka Physicist's method

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Let $\hat{c}_i = c_i + \Phi_i - \Phi_{i-1}$ $\left\{ \begin{array}{l} \text{If } \Delta\Phi_i > 0, \hat{c}_i > c_i : \text{storing potential} \\ \text{... "work" in } D_i \\ \Delta\Phi_i < 0, \hat{c}_i < c_i : \text{release work.} \end{array} \right.$

$= c_i + \Delta\Phi_i$

$$\hat{c}_i = c_i + \Delta\Phi_i \quad \Rightarrow \quad \sum \hat{c}_i = \sum_{i=1}^n (c_i + \Delta\Phi_i) = ?$$

$$\hat{c}_i = c_i + \Delta\phi_i \quad \Rightarrow \quad \sum \hat{c}_i = \sum_{i=1}^n (c_i + \Delta\phi_i) \quad \text{telescoping series}$$
$$= \phi_n - \phi_0 + \sum_1^n c_i$$

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so we know that the amortized cost will not underestimate real cost.

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$$= \underbrace{\Phi_n - \Phi_0}_{\geq 0 - 0} + \sum_i c_i \geq \sum_i c_i$$

now figure out
worst case for any
individual \hat{c}_i



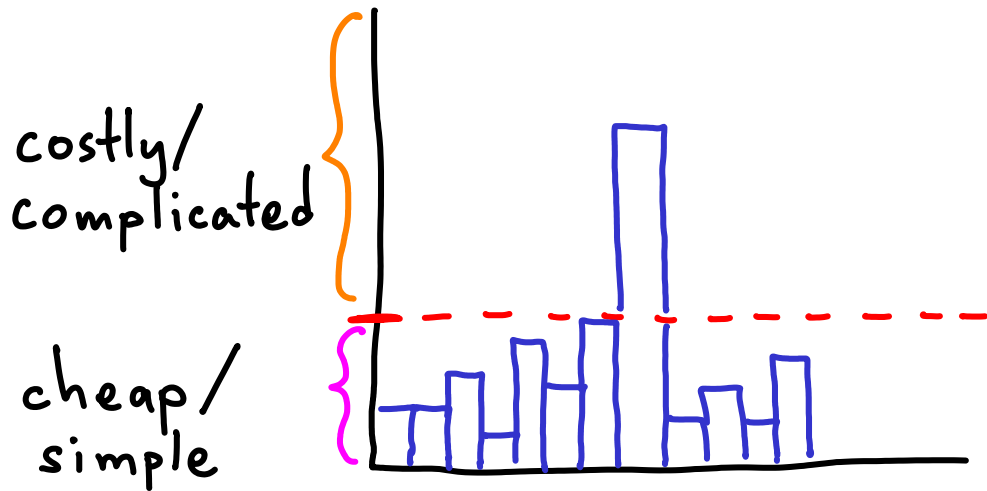
so we know that the amortized cost
will not underestimate real cost.

↳ Ideally this will give a good (and easy) bound for total cost

$$\sum c_i \leq \sum \hat{c}_i \leq n \cdot \max \hat{c}_i$$

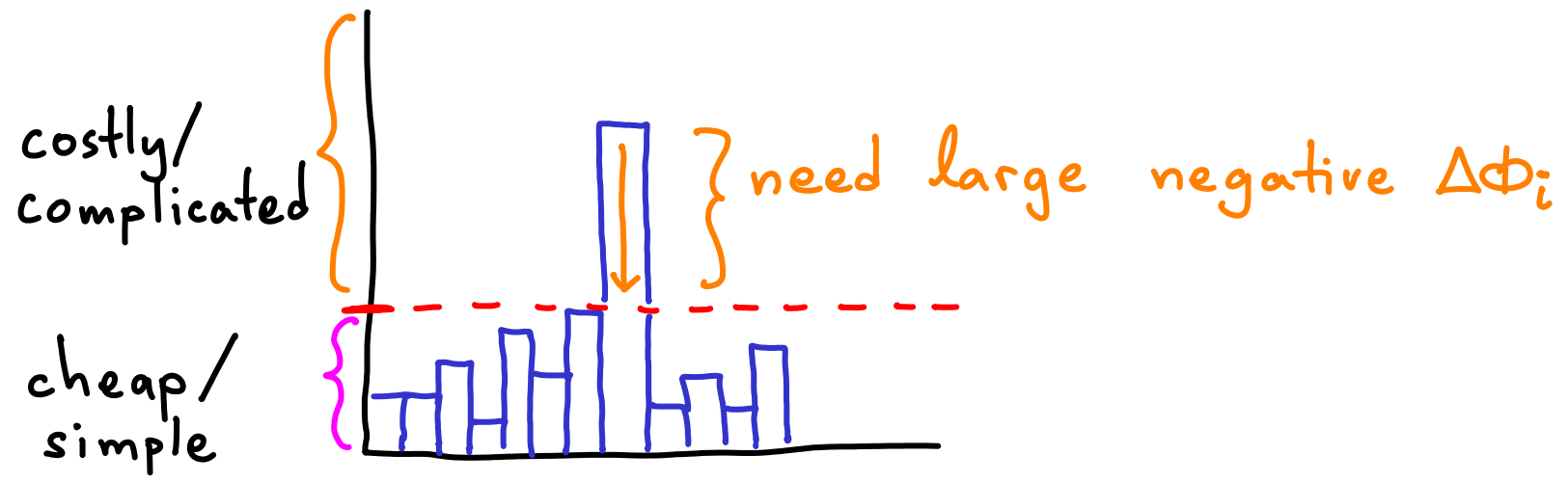
How this works

- (Subjectively) define what a complicated / costly operation (c_i) is.



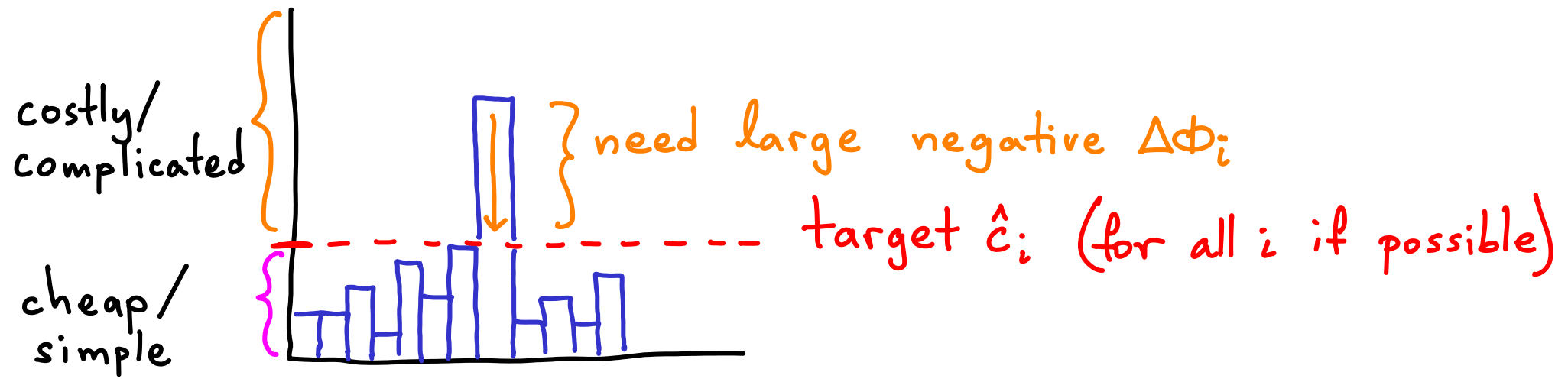
How this works

- (Subjectively) define what a complicated / costly operation (c_i) is.
- Find something that changes a lot in the data structure in such cases.
 - ↳ Quantify this change as $\Delta\Phi_i$: let it "kill" c_i : $\hat{c}_i = c_i + \Delta\Phi_i$
 - ↳ obtain low \hat{c}_i



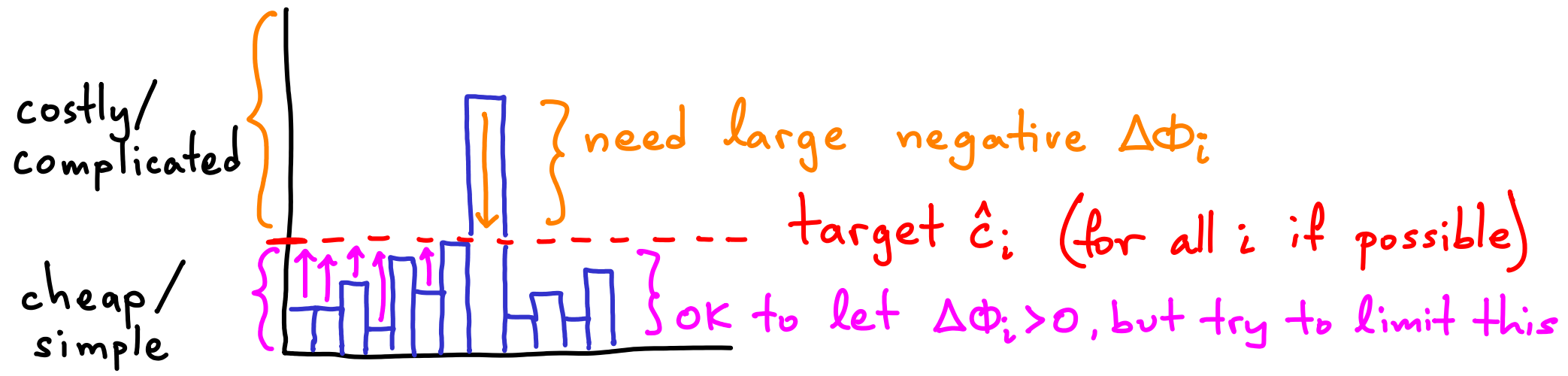
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 - ↳ Invent your Φ accordingly ↳ obtain low \hat{c}_i
 - ↳ Make sure $\Delta\Phi_i$ doesn't add much to c_i , when c_i is cheap. ↗



Back to dynamic tables:

$$\hat{c}_i = c_i + \Delta\Phi_i$$

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$\Phi_i \leq 0$ ☹

$$\hat{c}_i = c_i + \Delta\Phi_i \quad \Rightarrow \quad \sum \hat{c}_i = \sum_{i=1}^n (c_i + \Delta\Phi_i) \quad \text{telescoping series}$$
$$= \Phi_n - \Phi_0 + \sum_1^n c_i \quad \gg \quad \sum_1^n c_i$$

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$$\hat{c}_i = \begin{array}{ccc} ? & ? & ? \\ c_i + \Phi_i & - & \Phi_{i-1} \end{array}$$

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↓
?

↓
?

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$$\begin{aligned} \hat{c}_i &= i + [2i - \text{Size}_i] - [2(i-1) - \text{Size}_{i-1}] \\ &= i + [2i - 2(i-1)] - [2(i-1) - (i-1)] \end{aligned}$$

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dynamic tables: $\Phi_i = 2 \cdot (\underbrace{\# \text{ items in table}}_{\text{always } \geq \frac{1}{2} \text{ table}}) - (\text{size of table})$ $\left. \begin{array}{l} \Phi_0 = 0 \\ \Phi_i \geq 0 \end{array} \right\}$
 (and doesn't change rapidly) ←

type 1 : $c_i = 1$ (when element i doesn't trigger a doubling)

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type 2 : $c_i = i$ (when element i does trigger a doubling)

$$\begin{aligned} \hat{c}_i &= i + [2i - \text{Size}_i] - [2(i-1) - \text{Size}_{i-1}] \\ &= i + [2i - 2(i-1)] - [2(i-1) - (i-1)] = 3i - 3(i-1) \end{aligned}$$

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$\sum \hat{c}_i = 3n$

Never needed to know how many of each type, or order of operations

Summary of potential method

Amortized cost is calculated for each operation.

↳ or at least each "type" of operation

} Conclude
n. worst type
OR
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Once you have Φ , the rest can be easy.

Find $\Delta\Phi$ once
for each "type"