

Longest common subsequence  
 Matrix Chain order  
 Rod cutting

Amortized Analysis

Data structure with basic operations  
 Each basic op may have a worst-case runtime bound, but this may not be appropriate.

Amortized analysis gives a bound on the time taken by a sequence of basic ops (some cheap, some expensive) but average time per op may be modest.

3 methods:

- Aggregate method - track work done on an item in the structure.

- Cost accounting method - put a surcharge on cheap operations to "pay" for future expensive operations. [practically indistinguishable from the ...]

- Potential Method - we will use this one almost exclusively. define a potential function  $\Phi$  which returns a real number given any particular state of the data structure. amortized cost = (actual cost) +  $\Delta \Phi$

Example: Stack with multipop:

Basic operations:  
 Push(x) - push an item on the stack  
 Pop(k) - pop k items off the stack (but stop if stack becomes empty)  
 Top() - return top item in stack (stack is unchanged)

Implement as simple linked list (front is the top)

Cost per operation:  
 Push -  $\Theta(1)$   
 Pop(k) -  $\Theta(k)$  [worst case]  
 Top -  $\Theta(1)$

Sequence of n operations:  
 Non-amortized analysis is  $\Theta(n^2)$  (worst case)  
 stack has  $\leq n$  items but Pop(k) takes time  $\Theta(k)$  (worst case)  
 Time = (# ops) \* (time for worst expensiv of these: Pop(k)) =  $\Theta(n^2)$

Actual upper bound (tight) is  $\Theta(n)$  for any sequence of ops. I.E.  $\Theta(1)$  time/op on average

Show using the potential method

Potential fun  
 $\Phi(\text{stack}) = \# \text{ items in stack}$   
 Let  $c_i$  be the actual cost of the  $i$ 'th op ( $1 \leq i \leq n$ )  
 Let  $\hat{c}_i$  be the amortized cost of the  $i$ 'th operation.  
 Let  $S_i$  be the stack after the  $i$ 'th operation. Then  
 $\hat{c}_i := c_i + \Phi(S_i) - \Phi(S_{i-1})$

Assume Push, Top take time 1 & Pop(k) takes time  $\min(k, \text{stack size})$  [or assume  $k \leq \text{stack size}$  always]

Determine  $\hat{c}_i$ :  
 If  $i$ 'th op is:  
 - Push(x):  $\hat{c}_i = 1 + 1 = 2$   
 - Top():  $\hat{c}_i = 1 + 0 = 1$   
 - Pop(k):  $\hat{c}_i = k - k = 0$  [ $k \leq \text{stack size}$ ]

In all cases:  $\hat{c}_i = \Theta(1)$   
 Letting  $S_0$  be the initial state of the structure (empty stack in this case)  
 The potential function must satisfy:

$\Phi(S_0) = 0$   
 $\forall i \Phi(S_i) \geq 0$

Given such a potential,  
 $\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i$

Prop:  $\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i$

Proof:

$$\begin{aligned} \sum_{i=1}^n \hat{c}_i &= \sum_{i=1}^n (c_i + \Phi(s_i) - \Phi(s_{i-1})) \\ &= \sum_{i=1}^n c_i + \sum_{i=1}^n (\Phi(s_i) - \Phi(s_{i-1})) \\ &= \sum_{i=1}^n c_i + \Phi(s_n) - \underbrace{\Phi(s_0)}_0 \\ &= \sum_{i=1}^n c_i + \underbrace{\Phi(s_n)}_{\geq 0} \geq \sum_{i=1}^n c_i \end{aligned}$$

Cost of any sequence of  $n$  ops starting with an empty stack is

$$\sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i = \sum_{i=1}^n O(1) = O(n)$$

Think of the potential function as a bank balance

- cheap ops can be surcharged to build up the potential
- when an expensive op is needed, potential is high enough so that it can drop to cover the cost of the expensive op without going negative.

Ex: (Resizeable) array Dynamic

Array of items supporting  
 InsertAtEnd(x) - insert at end  
 $O(1)$  Return(k) - return kth item in the array.

Let  $A$  be the array.  
 $A.size$  = the # of entries of the array  
 $A.num$  = the # of items in the array  
 $A.num \leq A.size$  always.

If  $A.num = A.size$ , then InsertAtEnd must trigger a resize: allocate an array twice the size; move everything into new array, then do insertion at end

InsertAtEnd(x) takes time  
 $\begin{cases} 1 & \text{if no resize} \\ A.size + c & \text{if resize} \\ c & \text{constant} \end{cases}$

Show that amortized cost per op is  $O(1)$ .

Potential function? Let  $A_i$  be the state of the structure after the  $i$ th op.  
 $A_0$  - initial state.  
 $A_0.size = 1, A_0.num = 0$

$$\Phi(A) := 2A.num - A.size + 1$$

Check:  
 $\Phi(A_0) = 2A_0.num - A_0.size + 1 = 2 \cdot 0 - 1 + 1 = 0$

$\forall i \geq 1$   
 $\Phi(A_i) = 2A_i.num - A_i.size + 1 \geq 0$  because

(except at beginning),  
 $A_i.num \geq \frac{1}{2} A_i.size$

$\therefore$  this is a legitimate potential fun.

Computing  $\hat{c}_i$ :

If  $i$ th op is Return(k):  
 $\hat{c}_i = c_i + \Delta \Phi = O(1) + 0 = O(1)$

If InsertAtEnd with no resize:  
 $\hat{c}_i = c_i + \Phi(A_i) - \Phi(A_{i-1}) = 1 + (2A_i.num - A_i.size + 1) - (2A_{i-1}.num - A_{i-1}.size + 1) = 1 + 2(A_i.num - A_{i-1}.num) - (A_i.size - A_{i-1}.size) = 1 + 2 = 3 = O(1)$

If InsertAtEnd with resize:  
 $\hat{c}_i = c + A_{(i-1)}.size + (2A_i.num - A_i.size + 1) - (2A_{(i-1)}.num - A_{(i-1)}.size + 1) = c + A_{(i-1)}.size + 2A_i.num - A_i.size + 1 - 2A_{(i-1)}.num + A_{(i-1)}.size + 1 = c + A_{(i-1)}.size + 2A_i.num - A_i.size + 2A_{(i-1)}.num - 2A_{(i-1)}.num + 2 = c + A_{(i-1)}.size + 2 = O(n)$