

CSE 548: Analysis of Algorithms

Lectures 10 & 11 (Amortized Analysis)

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A Binary Counter

counter value	counter	#bit flips	#bit resets (1 → 0)	#bit sets (0 → 1)	total #bit flips
0	0 0 0 0 0 0 0 0				
1	0 0 0 0 0 0 0 1	1	0	1	1
2	0 0 0 0 0 0 1 0	2	1	1	3
3	0 0 0 0 0 0 1 1	1	0	1	4
4	0 0 0 0 0 1 0 0	3	2	1	7
5	0 0 0 0 0 1 0 1	1	0	1	8
6	0 0 0 0 0 1 1 0	2	1	1	10
7	0 0 0 0 0 1 1 1	1	0	1	11
8	0 0 0 0 1 0 0 0	4	3	1	15
9	0 0 0 0 1 0 0 1	1	0	1	16
10	0 0 0 0 1 0 1 0	2	1	1	18
11	0 0 0 0 1 0 1 1	1	0	1	19
12	0 0 0 0 1 1 0 0	3	2	1	22
13	0 0 0 0 1 1 0 1	1	0	1	23
14	0 0 0 0 1 1 1 0	2	1	1	25
15	0 0 0 0 1 1 1 1	1	0	1	26
16	0 0 0 1 0 0 0 0	5	4	1	31

A Binary Counter

Consider a k -bit counter initialized to 0 (i.e., all bits are 0's).

Suppose we increment the counter n times.

and cost of an increment = #bits flipped

Question: What is the worst-case total cost of n increments?

Worst-case cost of a single increment:

#bit sets ($0 \rightarrow 1$), $b_1 \leq 1$

#bit resets ($1 \rightarrow 0$), $b_0 \leq k - b_1$

#bit flips $= b_1 + b_0 \leq k$

Worst-case cost of n increments:

#bit flips $\leq nk$

This turns out to be a loose upper bound!

Aggregate Analysis

A better upper bound can be obtained as follows.

Each increment sets ($0 \rightarrow 1$) at most one bit, i.e., $b_1 \leq 1$

So, total number of bits set by n increments, $B_1 = b_1 n \leq n$

Since at most n bits are set, there cannot be more than n bit resets ($1 \rightarrow 0$), i.e., $B_0 \leq B_1 \leq n$

So, total number of bit flips = $B_1 + B_0 \leq n + n = 2n$

Thus worst-case cost of a sequence of n increments, $T(n) \leq 2n$

Hence, in the worst case, average cost of an increment = $\frac{T(n)}{n} \leq 2$

This *worst-case average cost* is called the *amortized cost* of an increment in a sequence of n increments.

Amortized Analysis

- often obtains a tighter worst-case upper bound on the cost of a sequence of operations on a data structure by reasoning about the interactions among those operations
- the actual cost of any given operation may be very high, but that operations may change the state of the data structure in such a way that similar high-cost operations cannot appear for a while
- tries to show that there must be enough low-cost operations in the sequence to average out the impact of high-cost operations
- unlike average case analysis proves a worst-case upper bound on the total cost of the sequence of operations
- unlike expected case analysis no probabilities are involved

Accounting Method (Banker's View)

Consider a k -bit counter initialized to 0 (i.e., all bits are 0's).

Worst-case cost of a single increment:

$$\text{\#bit sets (} 0 \rightarrow 1 \text{), } b_1 \leq 1$$

$$\text{\#bit resets (} 1 \rightarrow 0 \text{), } b_0 \leq k - b_1$$

$$\text{\#bit flips} = b_1 + b_0 \leq k$$

Thus each increment is paying for the bit it sets (fair).

But also paying for resetting bits set by prior increments (unfair)!

A fairer cost accounting for each increment:

(1) Pay for the bit it sets.

(2) Pay in advance for resetting this bit (by some other increment) in the future. Store this advanced payment as a *credit* associated with that bit position.

(3) When resetting a bit use the credit stored in that bit position.

Accounting Method (Banker's View)

counter value	counter	actual cost (c_i)	amortized cost (\hat{c}_i)		$\sum c_i$	\leq	$\sum \hat{c}_i$
0	0 0 0 0 0 0 0 0						
1	0 0 0 0 0 0 0 1	1	2 (overcharged)	1 coin	1	\leq	2
2	0 0 0 0 0 0 1 0	2	2	2 coins	3	\leq	4
3	0 0 0 0 0 0 1 1	1	2 (overcharged)	3 coins	4	\leq	6
4	0 0 0 0 0 1 0 0	3	2 (undercharged)	4 coins	7	\leq	8
5	0 0 0 0 0 1 0 1	1	2 (overcharged)	5 coins	8	\leq	10
6	0 0 0 0 0 1 1 0	2	2	6 coins	10	\leq	12
7	0 0 0 0 0 1 1 1	1	2 (overcharged)	7 coins	11	\leq	14
8	0 0 0 0 1 0 0 0	4	2 (undercharged)	8 coins	15	\leq	16
9	0 0 0 0 1 0 0 1	1	2 (overcharged)	9 coins	16	\leq	18

Accounting Method (Banker's View)

counter value	counter	actual cost (c_i)	amortized cost (\hat{c}_i)		$\sum c_i \leq \sum \hat{c}_i$
0	0 0 0 0 0 0 0 0				
1	0 0 0 0 0 0 0 1	1	2 (overcharged)	1	≤ 2
2	0 0 0 0 0 0 1 0	2	2	3	≤ 4
3	0 0 0 0 0 0 1 1	1	2 (overcharged)	4	≤ 6
4	0 0 0 0 0 1 0 0	3	2 (undercharged)	7	≤ 8

Total credits remaining after n increments, $\Delta_n = \sum_{i=1}^n \hat{c}_i - \sum_{i=1}^n c_i$

We must make sure that for all n , $\Delta_n \geq 0$

$$\Rightarrow \sum_{i=1}^n \hat{c}_i \geq \sum_{i=1}^n c_i$$

This will ensure that *the total amortized cost is always an upper bound on the total actual cost.*

Potential Method (Physicist's View)

Banker's View: Store prepaid work as credit with specific objects in the data structure.

Physicist's View: Represent total remaining credit in the data structure as a single potential function.

Suppose: state of the initial data structure = D_0

state of the data structure after the i -th operation = D_i

potential associated with D_i is = $\Phi(D_i)$

Then amortized cost of the i -th operation,

$$\begin{aligned}\hat{c}_i &= \text{actual cost} + \text{potential change due to that operation} \\ &= c_i + \Phi(D_i) - \Phi(D_{i-1})\end{aligned}$$

Potential Method (Physicist's View)

Then amortized cost of the i -th operation,

$$\begin{aligned}\hat{c}_i &= \text{actual cost} + \text{potential change due to that operation} \\ &= c_i + \Phi(D_i) - \Phi(D_{i-1})\end{aligned}$$

$$\sum_{i=1}^n \hat{c}_i = \sum_{i=1}^n (c_i + \Phi(D_i) - \Phi(D_{i-1})) = \sum_{i=1}^n c_i + \Phi(D_n) - \Phi(D_0)$$

Since we do not know n in advance, if we make sure that for all n , $\Phi(D_n) \geq \Phi(D_0)$, we ensure that always $\sum_{i=1}^n \hat{c}_i \geq \sum_{i=1}^n c_i$.

In other words, in that case, *the total amortized cost will always be an upper bound on the total actual cost.*

One way of achieving that is to find a Φ such that $\Phi(D_0) = 0$ and for all n , $\Phi(D_n) \geq 0$.

Potential Method (Physicist's View)

For the binary counter,

$\Phi(D_i)$ = number of set bits (i.e., 1 bits) after the i -th operation

counter value	counter	actual cost (c_i)	$\Phi(D_i)$	amortized cost (\hat{c}_i)		$\sum c_i \leq \sum \hat{c}_i$
0	0 0 0 0 0 0 0 0		0			
1	0 0 0 0 0 0 0 1	1	1	2 (overcharged)	1	≤ 2
2	0 0 0 0 0 0 1 0	2	1	2	3	≤ 4
3	0 0 0 0 0 0 1 1	1	2	2 (overcharged)	4	≤ 6
4	0 0 0 0 0 1 0 0	3	1	2 (undercharged)	7	≤ 8
5	0 0 0 0 0 1 0 1	1	2	2 (overcharged)	8	≤ 10
6	0 0 0 0 0 1 1 0	2	2	2	10	≤ 12
7	0 0 0 0 0 1 1 1	1	3	2 (overcharged)	11	≤ 14
8	0 0 0 0 1 0 0 0	4	1	2 (undercharged)	15	≤ 16