

Tutorial 04 - Amortized analysis & dictionaries  
CS 240E Winter 2023  
University of Waterloo  
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1. **Aggregate analysis.** Suppose any sequence of  $n$  operations on a data structure has the property that the  $i$ -th operation costs  $i \log i$  if  $i$  is an exact power of 2, and 1 otherwise. Show the amortized cost per operation of  $O(\log n)$ .
2. **Binary counter.** A *binary  $n$ -bit counter* counts upward from zero as an array  $n$  bits (the leftmost bit is least significant). It supports the operation *increment*, which adds 1 to the counter:

```
increment(A[0..n-1]):  
  i = 0  
  while (A[i] != 0):  
    A[i] = 0  
    ++i  
  A[i] = 1
```

The running time for *increment* is  $\Theta(k)$ , where  $k$  is the final value of variable  $i$ , which is  $\Theta(n)$  in the worst case. Show the amortized cost per *increment* of  $\Theta(1)$ .

3. **Stars.** We have a data structure to maintain collection of stars (height-1 trees).



Every child knows its parent. It supports three operations:

- $new\text{-}star(x)$  : creates a new star whose only member is  $x$
- $find\text{-}star(x)$  : returns a handle to the root of the star containing  $x$
- $merge(x, y)$  : merges the stars that contain  $x$  and  $y$

$new\text{-}star(x)$  is implemented in constant worst-case time by simply creating a new star with  $x$  as its only element. Similarly,  $find\text{-}star(x)$  is implemented in constant worst-case time by returning  $x$ 's parent pointer.

The operation  $merge(x, y)$ , however, can be slow: it sets the parent pointer of all elements of  $y$ 's star to  $find\text{-}star(x)$ , in time proportional to the size of  $y$ 's star (i.e. the number of element's in  $y$ 's star).

Let  $n$  be the number of objects currently stored.

- (a) Construct a sequence of  $\Theta(n)$  operations that requires  $\Theta(n^2)$  time. Hence, conclude that the amortized cost of all operations is  $\Theta(n)$ .
- (b) We may *augment* this data structure with a *size* field at the root: now every root knows the size of its star. Now rather than breaking ties arbitrarily during *merge*, we always set the parent pointers of a smaller star.

Show using the aggregate method that the amortized runtime of all operations is  $O(\log n)$ .

**Hint:** argue that any sequence of  $m$  *new-star*, *find-star*, and *merge* operations,  $n$  of which are *new-star* operations take  $O(m + n \log n)$  time.

4. **A lower bound.** Show that any comparison-based sorting algorithm uses  $\Omega(n \log n)$  comparisons in the average case.
5. **2-AVL tree.** Let a 2-AVL tree be a binary search tree where for every node, the difference of heights of its left and right subtree is at most 2. Prove that a 2-AVL tree has height at most  $3 \log n$  where  $n$  is the number of nodes in the tree.
6. **Balanced BST.** Recall that a binary search tree is called *perfectly balanced* if for every node  $v$  we have

$$|v.\text{left.size} - v.\text{right.size}| \leq 1,$$

i.e., the size-difference between the left and right is as small as possible. Show that in any perfectly balanced binary search tree  $T$ , the leaves are only on the bottom two levels.

Hint: First consider the case where  $n = 2^k - 1$  for some integer  $k$ . Then consider the case where  $n = 2^k$  for some integer  $k$ . Finally for arbitrary  $n$ , let  $k$  be the integer with  $2^k \leq n < 2^{k+1}$ . In all three cases, what are the sizes of the subtrees, and hence where are the leaves, relative to  $k$ ?