

# Amortized Analysis of `vector::push_back`

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# Vector

In C++, a vector is a sequence of elements that can be accessed by an index, but - unlike an array - it does not have a fixed size.

```
vector<int> v; // start with an empty vector
```

```
v.push_back(1); // v = [1] and capacity = 1
```

```
v.push_back(2); // v = [1,2] and capacity = 2
```

```
v.push_back(3); // v = [1,2,3] and capacity = 4
```

# Simplified C++ Vector

```
template<class T>
void vector<T>::push_back(const T& val) {

    if (capac == 0) reserve(1);
    else if (sz==capac) reserve(2*capac); // grow
    alloc.construct(&elem[sz], val); // add val at end
    ++sz; // increase size
}
```

```
template<class T>
void vector<T>::reserve(int newalloc) {

    if(newalloc <= capac) return;

    T* p = alloc.allocate(newalloc);
    for(int i=0; i<sz; ++i)
        alloc.construct(&p[i],elem[i]); // copy
    // deallocation omitted ...
    elem = p;
    capac = newalloc;

}
```



# Costs

Operation	Capacity	Cost
push_back(1)	1	1
push_back(2)	2	1 + 1
push_back(3)	4	2 + 1
push_back(4)	4	1
push_back(5)	8	4 + 1
push_back(6)	8	1
push_back(7)	8	1
push_back(8)	8	1
push_back(9)	16	8 + 1

The diagram illustrates the state of an array after each push\_back operation. The array grows in size and capacity as needed. The first four operations result in an array of size 4 and capacity 4. The next three operations result in an array of size 8 and capacity 8. The final operation results in an array of size 9 and capacity 16. The array elements are numbered 1 through 9, and the capacity is indicated by the number of cells in the array.

# Aggregate Analysis

Cost for the  $i$ -th push\_back

$$c_i = \begin{cases} 1 + 2^k & \text{if } i - 1 = 2^k \text{ for some } k \\ 1 & \text{otherwise} \end{cases}$$

Thus,  $n$  push\_back operations cost

$$T(n) = \sum_{i=1}^n c_i \leq n + \sum_{i=0}^{\lfloor \lg n \rfloor} 2^i = n + 2n - 1 = 3n - 1.$$

Amortized costs:  $T(n)/n = (3n - 1)/n < 3$ .

# Accounting Analysis

Suppose we charge an amortized cost of 3.

- Adding the value at the end of the vector costs 1,
- and 2 are left over to pay for future copy operations.

If the table doubles, the stored credit pays for the move of

- an old item (in the lower half of the vector)
- the item itself (in the upper half of the vector)



# Example

We assume that the lower half of the vector has used up all stored credit (which is a tiny bit too pessimistic).

1	2	3	4	5	6	7	8	←	9
\$1	\$0	\$0	\$0	\$2	\$2	\$2	\$2		\$3

Since the elements in the upper half of the vector can pay for the move of every element in the lower half, we never go into the red!

# Potential Method

We can define a function  $\Phi$  from the set of vectors to the real numbers by defining

$$\Phi(v) = 2 * v.size() - v.capacity()$$

We have

- Initially:  $v.capacity() = 0$  and  $v.size() = 0$ .
- $c_i' = 1 + \Phi_i - \Phi_{i-1} = 1 + 2$  if  $i^{\text{th}}$  operation doesn't cause growth



# Potential Method

If the  $i^{\text{th}}$  operation does cause growth, then

$$\text{capac}_i = 2 * \text{capac}_{i-1}, \text{sz}_{i-1} = \text{capac}_{i-1}, \text{sz}_i = \text{capac}_{i-1} + 1$$

Therefore,

$$c_i' = \text{capac}_{i-1} + 1 + \Phi_i - \Phi_{i-1}$$

$$= \text{capac}_{i-1} + 1 + (2 * (\text{capac}_{i-1} + 1) - 2 * \text{capac}_{i-1}) - (2 * \text{capac}_{i-1} - \text{capac}_{i-1})$$

$$= 3$$

# Summary

The amortized time of `vector::push_back` is constant.

# References

B. Stroustrup: Programming - Principles and Practice Using C++, Addison Wesley, 2009.

Cormen, Leiserson, Rivest, Stein: Introduction to Algorithms, 3rd edition, MIT press, 2009.