

I. Amortized Anzeysis

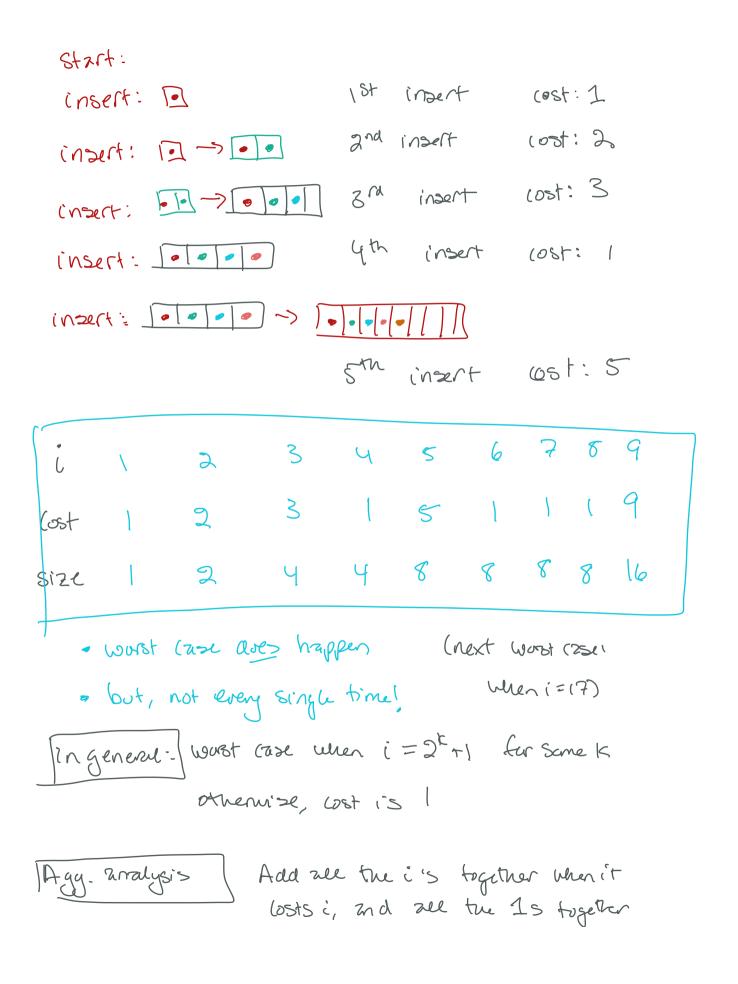
$$T(n) = \#$$
 steps on inpt of size n
Sequence of operations is wooden (and
 ex $B(n)$
Traditional
 $w.c.$
 ex $B(n)$
Traditional
 $w.c.$
 ex $B(n)$
 ex $aperations$
 ex $approximations$
 ex $approximations$

- · sequence of operations
- · worst case can't possibly happen every time
- · count the # times the worst case happens arer & Seguence of a operations
- · get a new total run-time, and per-aperation in time

Traditional w.c. analysis:
()(n) in worst case for one insert
A sequence of a insert operations:
$$\Theta(n^2)$$

2. Aggregate Analysis

- · Simplification: don't wany about cost of allocation/devaluation
- zggregate: look at cost at all n. operations, not just wast case at a time

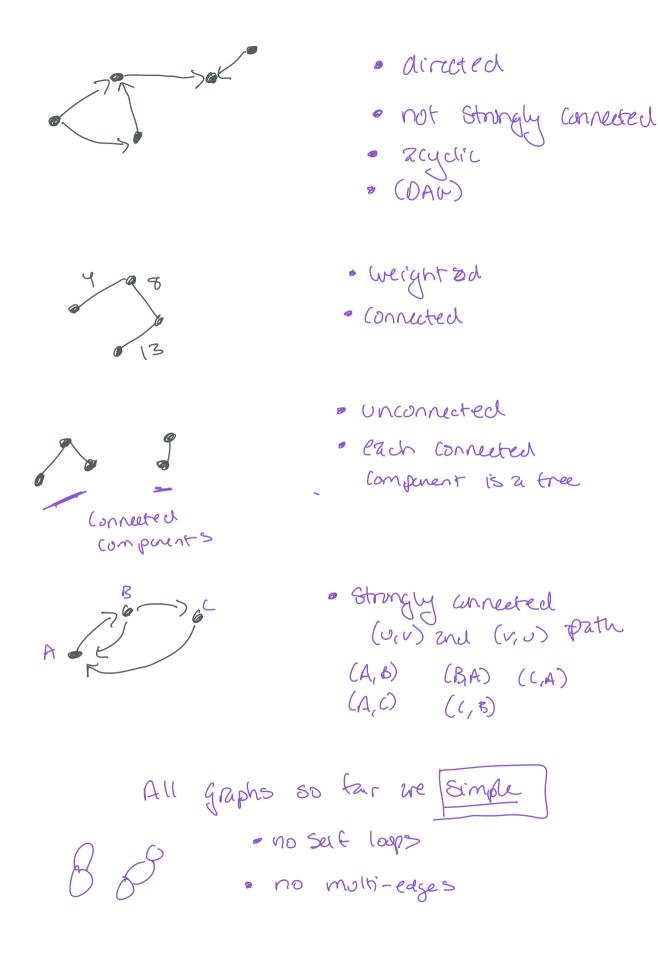


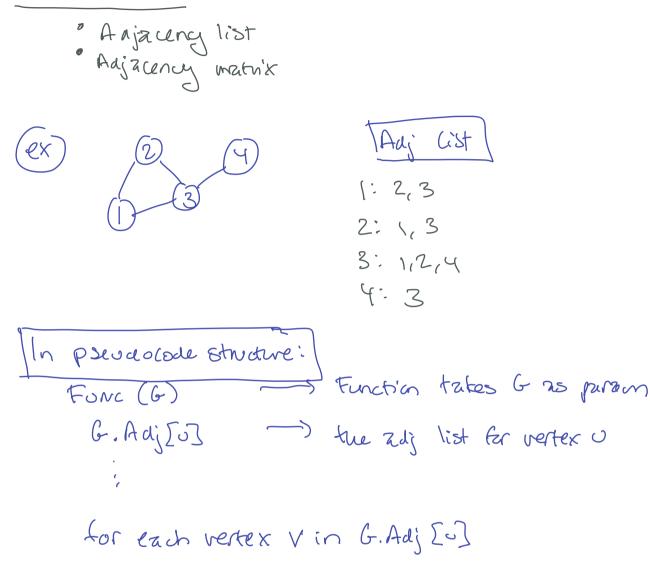
· beneralization? Sequence of a operations in which the its aperation costs i if i is a power of 2, and 2 otherwise



2. Graph Intro Assumptions. · we know graphs are important · we know some stuff zbout graphs Is focus on how we implement graph regultions. no-time, space, etc. What do we know about this graph? · has a cycle · Unweighted · Undirected B · + verties/nodes · 7 edges · connected (putr from u to v) · breat ties zepha benicely • deg (B) = 4

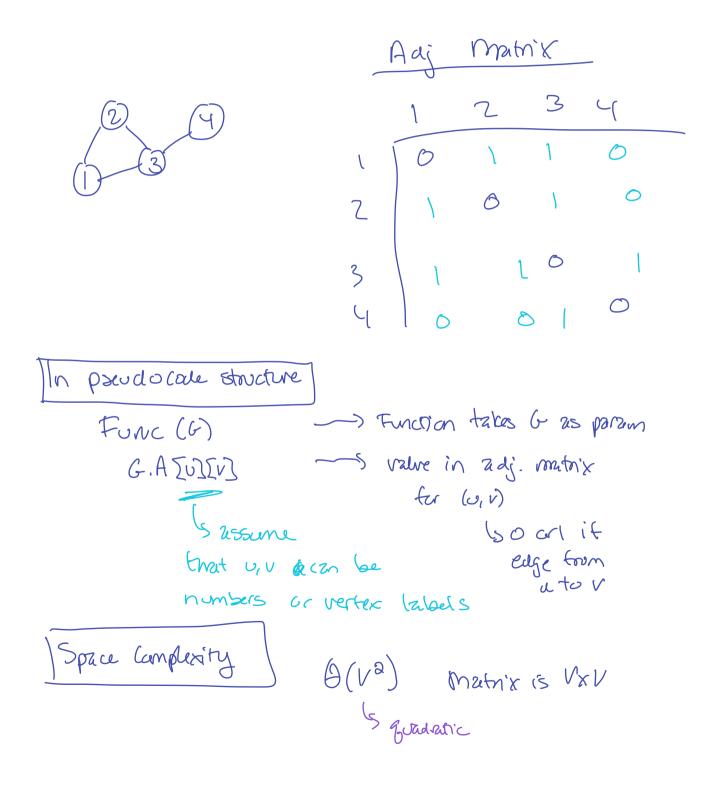
What new can we say about these?





LS explore zer of u's neighbors

Space complexity V = # vertices $V + 2 \cdot E$ firear = $\Theta(V + E)$ E = # edges



Pros/ cons		
· space complexity in	(unless der	U
	(unless small)	
· is there an edge from	(0, 2? :	G.A [U][v] O(1)