Growable Array-based Stack

- In a push operation, when the array is full, instead of throwing an exception, we can replace the array with a larger one.
- How large should the new array be?
  - Incremental strategy: increase the size by a constant $c$.
  - Doubling strategy: double the size.

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Algorithm push(o)
if $t = S.length - 1$ then
    $A \leftarrow$ new array of size ...
    for $i \leftarrow 0$ to $t$ do
        $A[i] \leftarrow S[i]$
    $S \leftarrow A$
    $t \leftarrow t + 1$
    $S[t] \leftarrow o$
```

Comparison of the Strategies

- We compare the incremental strategy and the doubling strategy by analyzing the total time $T(n)$ needed to perform a series of $n$ push operations.
- We assume that we start with an empty stack represented by an array of size 1.
- We call amortized time of a push operation the average time taken by a push over the series of operations, i.e., $T(n)/n$.

Incremental Strategy Analysis

- We replace the array $k = n/c$ times.
- The total time $T(n)$ of a series of $n$ push operations is proportional to:
  \[ n + c + 2c + 3c + 4c + \ldots + kc = n + c(1 + 2 + 3 + \ldots + k) = n + ck(k + 1)/2 \]
- Since $c$ is a constant, $T(n)$ is $O(n + k^2)$, i.e., $O(n^2)$.
- The amortized time of a push operation is $O(n)$.

Doubling Strategy Analysis

- We replace the array $k = \log_2 n$ times.
- The total time $T(n)$ of a series of $n$ push operations is proportional to:
  \[ n + 1 + 2 + 4 + 8 + \ldots + 2^k = n + 2^k + 1 - 1 = 2n - 1 \]
- $T(n)$ is $O(n)$.
- The amortized time of a push operation is $O(1)$. 