

A Calculus for Amortized Expected Runtimes

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Separation Logic-Style Reasoning for **Amortized Expected Runtimes**
of **Probabilistic Data Structures** à la Dijkstra and Tarjan

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- ▶ **compositionality**,
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- ▶ **invariant-based** analysis of (possibly unbounded) loops,
- ▶ **soundness** w.r.t. operational Markov Decision Process semantics.

Probabilistic operation C:

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if (c = s) {  
    { tick(2 · s) } [1/2] { skip };  
    s := 2 · s  
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tick(1); c := c + 1
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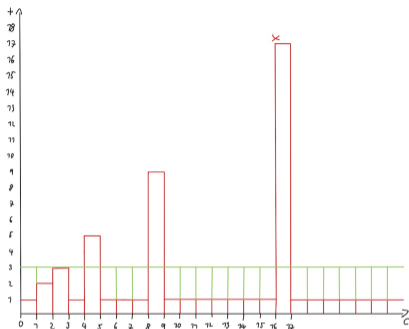
Amortized (= **average**) expected runtime of C in $\overbrace{C; \dots; C}^{n \text{ times}}$ is:

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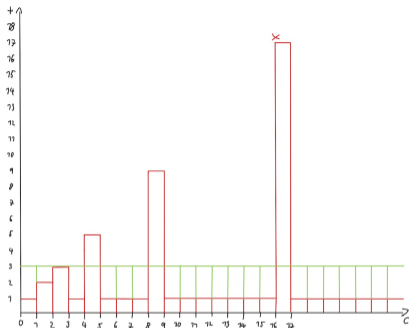
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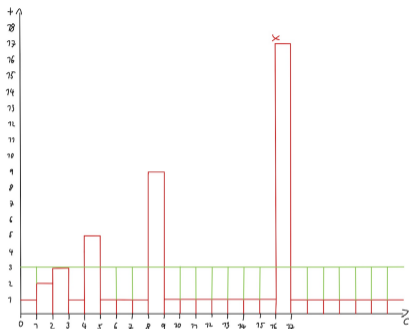
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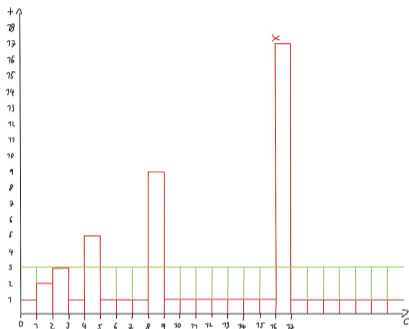


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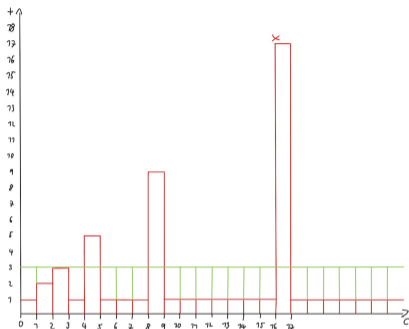
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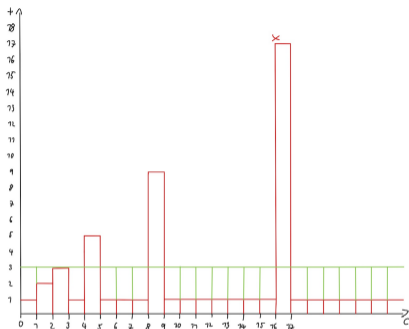
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If initially $\pi = 0$, then $\text{ert}(C; \dots; C) \leq \text{aert}_{\pi}(C; \dots; C) = 3 \cdot n$.

The Insert-Delete-FindAny Problem [Brodal et al. '96]

Maintain a dictionary D of numbers providing operations:

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Randomization + Amortized Analysis + Pointers

Motivating Case Study

insert(y) :

add (y);

{

 any := H; Rank

} [1/len+1] {

 if (len ≥ 2) {

 v_{any} := ⟨any + 2⟩;

 tick(1);

 if (y < v_{any}) {rank := rank + 1 }

 } else {

 any := H; rank := 1

 }

}

delete(y) :

remove (x);

if (len = 0) {

 any := 0; rank := 0

} else {

 if (x = any) {

 Sample; Rank

 } else {

 v_x := ⟨x + 2⟩; v_{any} := ⟨any + 2⟩;

 tick(1);

 if (v_x < v_{any}) {rank := rank - 1 }

 }

}; free(x, x + 1, x + 2)

Motivating Case Study

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add (y);

```
{
  any := H; Rank
} [1/len+1] {
  if (len ≥ 2) {
    vany := ⟨any + 2⟩;
    tick(1);
    if (y < vany) {rank := rank + 1}
  } else {
    any := H; rank := 1
  }
}
```

delete(y) :

remove (x);

```
if (len = 0) {
  any := 0; rank := 0
} else {
  if (x = any) {
    Sample; Rank
  } else {
    vx := ⟨x + 2⟩; vany := ⟨any + 2⟩;
    tick(1);
    if (vx < vany) {rank := rank - 1}
  }
}; free(x, x + 1, x + 2)
```

insert(y) and *delete(x)* are **memory-safe** and run in **constant amortized expected time**.

The aert Calculus

C	\longrightarrow	$\text{tick}(e)$	time consumption
		$x := a$	assignment
		$\{C\} [p] \{C\}$	probabilistic choice
		$x := \text{alloc}(e)$	memory allocation
		$x := \langle e \rangle$	heap lookup
		$\langle e \rangle := e'$	heap mutation
		$\text{free}(e)$	memory deallocation
		$C; C$	
		$\text{if } (\varphi) \{C\} \text{ else } \{C\}$	
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Goal:

$$\text{aert}_\pi \llbracket C \rrbracket : \mathbb{A}_\pi \rightarrow \mathbb{A}_\pi, \quad \text{aert}_\pi \llbracket C \rrbracket (0) (\sigma) = \text{amortized expected runtime of } C \\ \text{w.r.t. } \pi \text{ on input } \sigma$$

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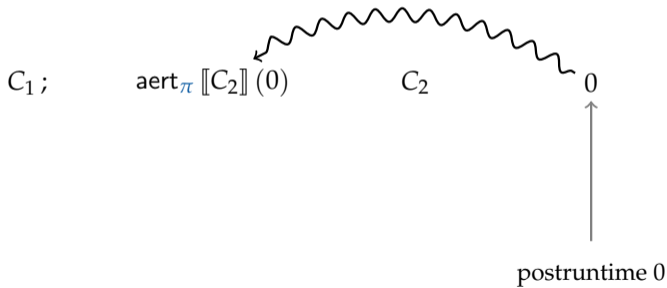


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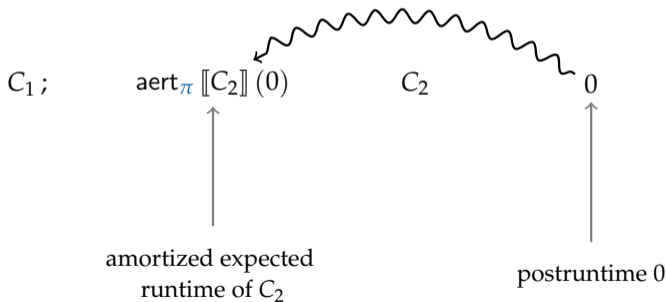
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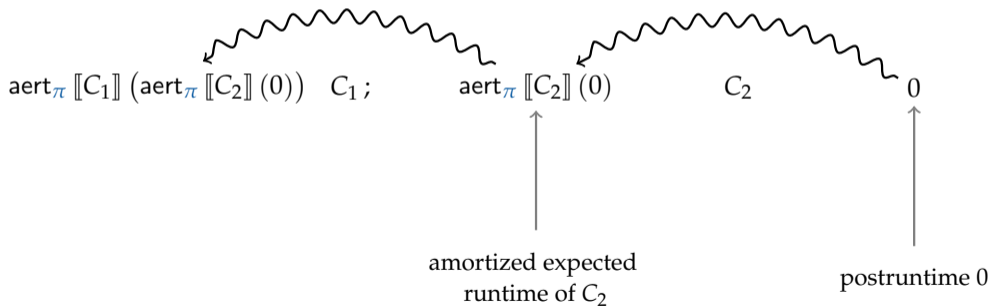
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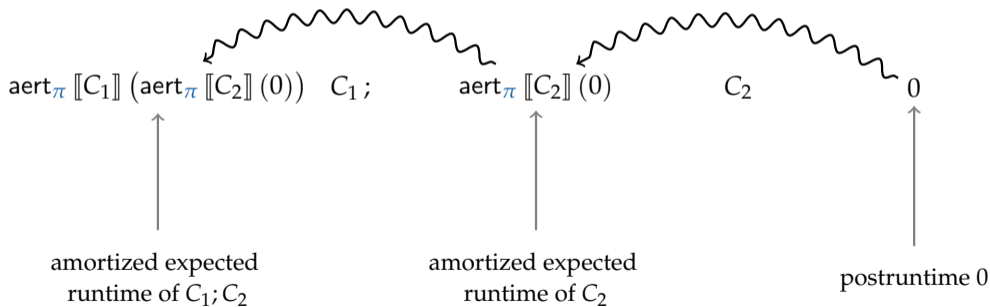
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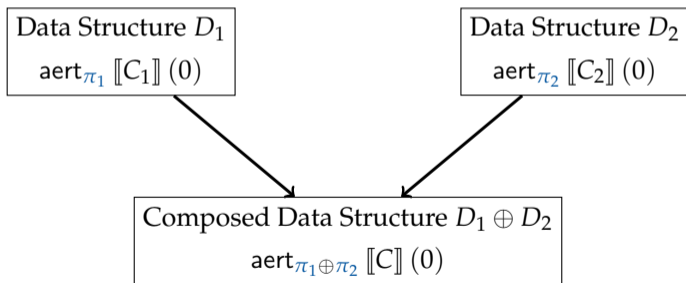
Data Structure D_1
 $\text{aert}_{\pi_1} \llbracket C_1 \rrbracket (0)$

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C

$\text{aert}_{\pi} \llbracket C \rrbracket (X)$

$\text{tick}(e)$

$x := a$

$\{C_1\} [p] \{C_2\}$

$C_1; C_2$

$\text{if } (\varphi) \{C_1\} \text{ else } \{C_2\}$

$\text{while}(\varphi) \{C'\}$

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Fix a *potential function* $\pi: \text{States} \rightarrow \mathbb{R}_{\geq 0}$.

C	$\mathbf{aert}_{\pi} \llbracket C \rrbracket (X)$
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$\text{while } (\varphi) \{C'\}$	$\text{lfp } Y. [\neg\varphi] \cdot X + [\varphi] \cdot \mathbf{aert}_{\pi} \llbracket C' \rrbracket (Y)$

The lfp is taken w.r.t. \leq on π -runtimes.

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Analysis of loops is tackled by **quantitative runtime invariants**.

Let $\pi = x$.

{

tick(x)

} [1/2] {

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}

$x := x + 1$

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/// 0

0 is the postruntime

The aert Calculus

Let $\pi = x$.

{

tick(x)

} [1/2] {

$x := 0$

}

$\lll 0 [x/x + 1] + (x + 1 - x)$

$x := x + 1$

$\lll 0$

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Let $\pi = x$.

{

tick(x)

} [1/2] {

$x := 0$

}

/// 1

$x := x + 1$

/// 0

0 is the postruntime

The aert Calculus

Let $\pi = x$.

```
{  
  
    tick(x)  
    /// 1  
} [1/2] {  
  
    x := 0  
    /// 1  
}  
/// 1  
x := x + 1  
/// 0
```

0 is the postruntime

The aert Calculus

Let $\pi = x$.

{

tick(x)

$\lll 1$

} $^{1/2}$ {

$\lll 1 [x/0] + (0 - x)$

$x := 0$

$\lll 1$

}

$\lll 1$

$x := x + 1$

$\lll 0$

0 is the postruntime

The aert Calculus

Let $\pi = x$.

{

tick(x)

/// 1

} [1/2] {

/// 1 - x

possibly negative

$x := 0$

/// 1

}

/// 1

$x := x + 1$

/// 0

0 is the postruntime

The aert Calculus

Let $\pi = x$.

```
{
  /// x + 1
  tick(x)
  /// 1
} [1/2] {
  /// 1 - x
  x := 0
  /// 1
}
/// 1
x := x + 1
/// 0
```

possibly negative

0 is the postruntime

The aert Calculus

Let $\pi = x$.

$\lll 1/2 \cdot (x + 1) + 1/2 \cdot (1 - x)$

this is aert $_{\pi}$ $\lll C \rrr$ (0)

{

$\lll x + 1$

tick(x)

$\lll 1$

} $\lll 1/2 \rrr$ {

$\lll 1 - x$

$x := 0$

$\lll 1$

}

$\lll 1$

$x := x + 1$

$\lll 0$

possibly negative

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The aert Calculus

Let $\pi = x$.

$\lll 1$

this is aert $_{\pi}$ $\lll C \rrr$ (0)

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possibly negative

$x := 0$

$\lll 1$

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0 is the postruntime

Incorporating Dynamic Memory

by utilizing **Runtime Separation Logic** [Matheja 2020, Haslbeck 2021]

Incorporating Dynamic Memory

C	\longrightarrow	$\text{tick}(e)$	time consumption
		$x := a$	assignment
		$x := \text{alloc}(e)$	memory allocation
		$x := \langle e \rangle$	heap lookup
		$\langle e \rangle := e'$	heap mutation
		$\text{free}(e)$	memory deallocation
		$C; C \mid \{C\} [p] \{C\} \mid$	
		$\text{if}(\varphi) \{C\} \text{ else } \{C\} \mid \text{while}(\varphi) \{C'\}$	

Incorporating Dynamic Memory

C	\longrightarrow	<code>tick(e)</code>	time consumption
		<code>x := a</code>	assignment
		<code>x := alloc(e)</code>	memory allocation
		<code>x := <e></code>	heap lookup
		<code><e> := e'</code>	heap mutation
		<code>free(e)</code>	memory deallocation
		<code>C; C</code> <code>{ C } [p] { C }</code>	
		<code>if(φ) { C } else { C }</code> <code>while(φ) { C' }</code>	

$$\text{States} = \{ (s, h) \mid s: \text{Vars} \rightarrow \mathbb{N}, h: \text{Loc} \rightarrow_{\text{fin}} \mathbb{N} \}$$

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States = $\{(s, h) \mid s: \text{Vars} \rightarrow \mathbb{N}, h: \text{Loc} \rightarrow_{\text{fin}} \mathbb{N}\}$

Memory faults cause an *infinite* runtime

Define **separating connectives** on runtimes $f, g: \text{States} \rightarrow \mathbb{R}_{\geq 0}^{\infty}$:

$$f \oplus g = \lambda(\mathfrak{s}, \mathfrak{h}). \min \{f(\mathfrak{s}, \mathfrak{h}_1) + g(\mathfrak{s}, \mathfrak{h}_2) \mid \mathfrak{h} = \mathfrak{h}_1 \star \mathfrak{h}_2\}$$

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Typical **runtime specification**:

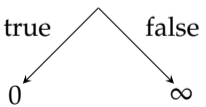
$$\text{aert}_{\pi} \llbracket C \rrbracket (0) \leq \{x \mapsto 1\} \oplus \{y \mapsto 2\} \oplus \underline{3}$$

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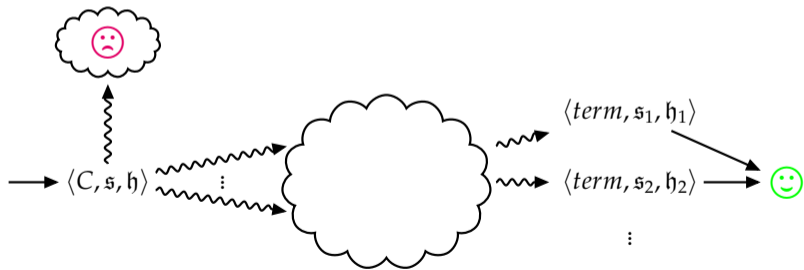
$$\text{aert}_{\pi} \llbracket C \rrbracket (0) \leq \langle x \mapsto 1 \rangle \oplus \langle y \mapsto 2 \rangle \oplus \underline{3} = \lambda(\mathfrak{s}, \mathfrak{h}). \begin{cases} 3, & \text{if } (\mathfrak{s}, \mathfrak{h}) \models x \mapsto 1 \star y \mapsto 2 \\ \infty, & \text{otherwise.} \end{cases}$$


C	$\mathbf{aert}_\pi \llbracket C \rrbracket (X)$
$x := \mathbf{alloc}(e)$	$\sup v: \left(\bigoplus_{i=1}^e \lambda v + i - 1 \mapsto 0 \right) \text{---}\ominus (X[x/v] + \pi[x/v]) \quad - \pi$
$x := \langle e \rangle$	$\inf v: \lambda e \mapsto v \text{---}\oplus \left(\lambda e \mapsto v \text{---}\ominus (X[x/v] + \pi[x/v]) \right) \quad - \pi$
$\langle e \rangle := e'$	$\lambda e \mapsto - \text{---}\oplus \left(\lambda e \mapsto e' \text{---}\ominus (X + \pi) \right) \quad - \pi$
$\mathbf{free}(e)$	$\lambda e \mapsto - \text{---}\oplus (X + \pi) \quad - \pi$

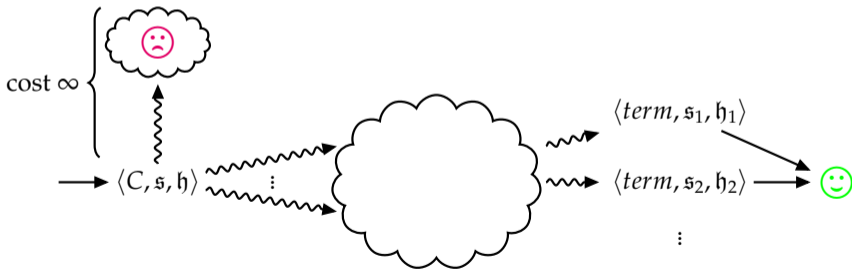
C	$\mathbf{aert}_\pi \llbracket C \rrbracket (X)$
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$\mathbf{free}(e)$	$\lambda e \mapsto - \text{---} \oplus (X + \pi) \text{---} \pi$

$$\mathbf{aert}_\pi \llbracket C \rrbracket (0) (\mathfrak{s}, \mathfrak{h}) = \begin{cases} \text{amort. exp. runtime of } C \text{ on } (\mathfrak{s}, \mathfrak{h}), & \text{if } C \text{ memory-safe on } (\mathfrak{s}, \mathfrak{h}) \\ \infty, & \text{otherwise} \end{cases}$$

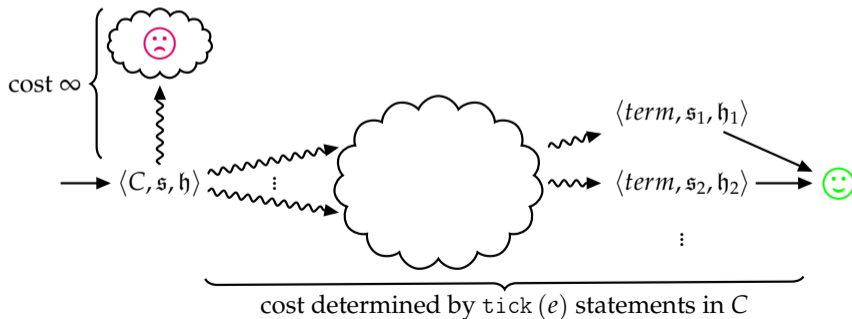
Incorporating Dynamic Memory



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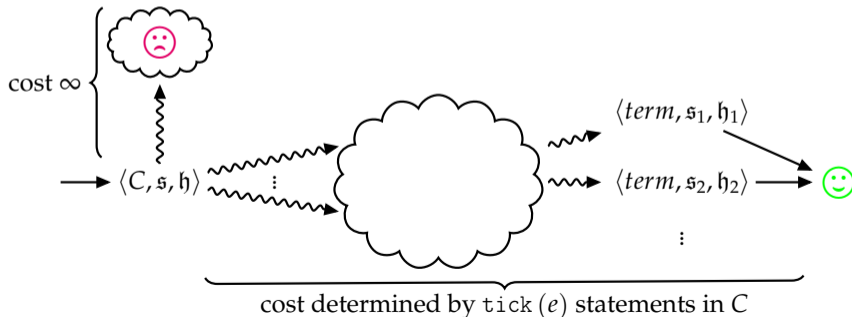


Incorporating Dynamic Memory

Theorem (Soundness of aert)

For every C and initial state (s, h) ,

$$\text{ExpectedCost}(\text{MDP}[[C, s, h]]) \leq \text{aert}_{\pi}[[C]](0)(s, h) + \pi(s, h).$$



Case Study

The Insert-Delete-FindAny Problem [Brodal et al. '96]

Case Study: The Insert-Delete-FindAny Problem [Brodal et al. '96]

insert(y) :

add(y);

{

 any := H; Rank

} [1/len+1] {

 if (len ≥ 2) {

 v_{any} := ⟨any + 2⟩;

 tick(1);

 if (y < v_{any}) {rank := rank + 1 }

 } else {

 any := H; rank := 1

 }

}

delete(y) :

remove(x);

if (len = 0) {

 any := 0; rank := 0

} else {

 if (x = any) {

 Sample; Rank

 } else {

 v_x := ⟨x + 2⟩; v_{any} := ⟨any + 2⟩;

 tick(1);

 if (v_x < v_{any}) {rank := rank - 1 }

 }

}; free(x, x + 1, x + 2)

Case Study: The Insert-Delete-FindAny Problem [Brodal et al. '96]

Theorem

insert (y) and *delete* (x) are *memory-safe* and run in *constant amortized expected time*.

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Ingredients:

- ▶ **Inductive runtime invariants** for loops:

$$\mathcal{L} v, end, len_1, len_2: \text{dll}(H, v, 0, len_1, c) \oplus \text{dll}(c, end, v, len_2, 0) \oplus \underline{len_2}$$

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- ▶ The aert **frame rule**:

$$\text{aert}_\pi \llbracket C \rrbracket (f \oplus g) \stackrel{\text{morally}}{\leq} \text{aert}_\pi \llbracket C \rrbracket (f) \oplus g$$

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insert (y) and *delete* (x) are **memory-safe** and run in **constant amortized expected time**.

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Thank you!

Theorem (aert Frame Rule)

$\text{Mod}(C) \cap \text{Vars}(g) = \emptyset$ *implies*

$$\text{aert}_{\pi} \llbracket C \rrbracket ((f \oplus g) - \pi) \leq ((\text{aert}_{\pi} \llbracket C \rrbracket (f - \pi) + \pi) \oplus g) - \pi.$$

Theorem (Compositionality w.r.t. π)

Let π_1, π_2 be potentials with $\pi_1 \preceq \pi_1 \oplus \pi_2$.

$\text{Mod}(C) \cap \text{Vars}(\pi_2) = \emptyset$ *and* $X + (\pi_1 \oplus \pi_2) \leq (X + \pi_1) \oplus \pi_2$

implies $\text{aert}_{\pi_1 \oplus \pi_2} \llbracket C \rrbracket (X) \leq (\text{aert}_{\pi_1} \llbracket C \rrbracket (X) + \pi_1) \oplus \pi_2 - \pi_1 \oplus \pi_2.$