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Project 1 Analysis Questions

Part 1

1.)

a.) The worst case running time/computation for the enqueue operation when no resizing of the array occurs is **O(c)** where “c” is an arbitrary constant value. This operation occurs in constant time because the array is never traversed. The only operations that occur in this function (without resizing) are placing the patient into the array at a known index, modularly incrementing the tail index, and incrementing the counter for the patients. All of these operations run in O(c) time. Therefore, the enqueue operation runs a worst case of O(c) time.

b.) The worst case running time for the dequeue operation without resizing the array is **O(c)** where “c” is an arbitrary constant. Similar to the enqueue operation, dequeue runs in constant time because the array is never traversed and the internal computations/assignments occur in O(c) time (see above for examples of internal operations running in constant time).

c.) The worst case running time for the size() operation regardless of the array resizing or not is **O(c)** where “c” is an arbitrary constant. First, the array is never traversed. Second, this function only returns the value of a counter variable, which runs in O(c) time. Third, the increment/decrement of this counter runs in O(c) time and occurs during the enqueue/dequeue operation. Therefore, the worst case running time of the size operation is O(c).

Furthermore, because only a variable is returned during a call to the size() function and the counter variable is updated before any potential array resizing in the enqueue and dequeue operations (in fact, the counter variable is used as a loop bound in array resizing), the running time of the size operation/function is independent of array resizing. Therefore, the worst case running time in all situations for the size operation is O(c).

2.)

a.) The worst case running time for the enqueue operation with array resizing is **O(n)** where “n” is the number of elements in the queue. During array resizing, all of the elements in the old array must be copied to the new array, resulting in “n” number of assignment operations. Because the memory allocation and the computations in the array resizing run in O(c) and the other computations of the enqueue method run in O(c) time (as shown in part “a” above), the “n” assignments used to copy the elements becomes the determining factor. Because the worst case running time for copying the array runs in O(n), the overall worst case running time for the enqueue operation with array resizing is O(n).

b.) Similar to the enqueue operation, the dequeue operation with array resizing is **O(n)** where “n” is the number of elements in the queue. With the same reasoning as with enqueue, during array resizing, copying the elements into the new array will cost “n” assignments and therefore run in O(n) time while all other computations will cost O(c) time. Therefore, copying the array elements becomes the determining factor of running time, resulting in the dequeue operation with array resizing to run in O(n) time.

c.) As proven above in question 1.c, the size operation will run in O(c) time, where “c” is an arbitrary constant, in the worst case even with array resizing. Because the size function's only action is to return a counter variable and the counter variable is updated before array resizing occurs, the size operation is independent of array resizing and its O(n) running time. Therefore, the O(n) time of array resizing is not included when calculating running time for the size operation. For this reason, the answer is the same as in question 1.c: the worst case running time of the size operation is O(c), even with array resizing.

3.)

The length of the queue can mathematically be calculated from the array length and head & tail indices using modulus arithmetic to accounting for wrapping around the end of the array. The equation for the queue length using Java modulus logic is

qLength = ((tail – head) % arrayLength + arrayLength) % arrayLength

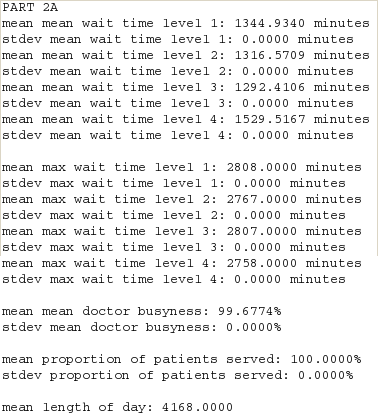
where “qLength” is the length of the queue, “tail” is the tail index (i.e. index to insert a new element during the enqueue operation), “head” is the head index (i.e. index of element at the front of the queue), and “arrayLength” is the length of the physical array.

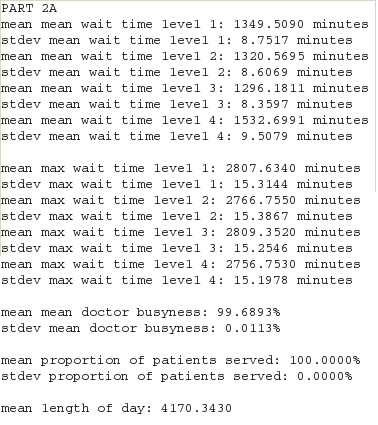
In regards to running time, this calculation takes O(c) time. Because retrieving the length of an array occurs in O(1) or O(c) time due to the Java implementation and basic math operations run in O(c) time, the computation shown above will run in O(c) time. Because this calculation runs in constant time, this cost is negligible.

Part 2A

1.)

The output for Part 2A when the simulation runs with default parameters is





a.) The mean and max wait times for each urgency level is

Level 1: mean = 1344.9 minutes, max = 2808.0 minutes

Level 2: mean = 1316.6 minutes, max = 2767.0 minutes

Level 3: mean = 1292.4 minutes, max = 2807.0 minutes

Level 4: mean = 1529.5 minutes, max = 2758.0 minutes

b.) The doctors are very busy, as the mean doctor busyness is 99.7%.

c.) This data shows that the distribution of mean wait times across the urgency levels is relatively flat (i.e. the wait times are about the same) except for level 4, which has a significantly larger mean wait time than the other levels. This distribution of mean wait times is likely formed due to the nature of the queuing system. Because no preference is given to patients with higher urgency levels (i.e. everyone is placed in a single queue), the level 4 patients that

This distribution of mean wait times is likely due to the relationship between each urgency level's proportion of patients and its treatment time. First, the proportion of patients for an urgency level is negatively associated with mean wait time. Essentially, increasing the percentage of patients seen for an urgency level decreases the wait time. This relationship can be explained by the fact that because patients of all urgency are chosen from a single queue, urgency levels with more patients are statistically more likely to appear at the front of the queue and be seen by a doctor. More patients of a single urgency level seen by a doctor indicates that their mean wait time will be lower. This reasoning helps explains why urgency levels 2 and 3, who have significantly the largest percentages of the population, have the lowest mean wait times.

Second, the results show that the relationship between each urgency level's average treatment time and mean wait time is a function of the urgency level's percentage of population and doctor busyness. Urgency levels with low treatment times (e.g. levels 1 & 2) use less of the doctor's time and therefore decrease doctor busyness while urgency levels with high treatment times (e.g. levels 3 & 4) increase doctor busyness. When doctor busyness decreases, it means that the patients waiting in the queue will be seen faster. This fact is advantageous for urgency levels with high population percentages, as they will statistically be seen more and their

Second, there is a relationship between each urgency level's average treatment time and mean wait times which is related to a combination of the proportion of patients and doctor busyness. Urgency levels with low treatment times (e.g. levels 1 & 2) use less of the doctor's time and therefore decrease doctor busyness while urgency levels with high treatment times (e.g. levels 3 & 4) increase doctor busyness. Furthermore, the relationship between average treatment times and mean wait times is a function the urgency level's percentage of population and doctor busyness.

When doctor busyness decreases, patients will be seen faster. This fact is an advantage for urgency levels with a relatively high percentage of the population, as more patients of that urgency level will be seen and the mean wait time will decrease. Conversely, when doctor busyness increases, patients will be seen slower. Because fewer patients are being seen, urgency levels with a relatively lower proportion of the population