DSnP HW5

Implementation of some ADT

- Dynamic Array
  Just an normal STL-vector-like container.
  Uses <algorithm>::sort().
  Time complexties:
  Insert random place: O(n), since we may need to move all our data to other place.
  Delete random place: O(1), since we just swap it with back(), and then pop_back().
  Sort: O(ln(n)), since we use STL sort, and didn't utilize the mutable variable is_sorted.
  (which shall not be used, since we have functions that return non-const iterators, and thus our data could be modified even when there's no element deleted/inserted – they are modified through these iterators.)
  Size: O(1), since dynamic arrays itself have to maintain its size and capacity, and we could just return them.
- Doubly Linked List
  Basically it's a ring. Contains a dummy node.
  Uses merge-sort variant for linked lists.
  Push Back: O(1), since we just need to modify fixed amount of pointers.
  Delete random place: O(n), since we have to find where to delete. After the item was found, it's constant time operation.
  Sort: O(ln(n)), since we used merge sort. BTW we just modify the pointers to sort the list, so there's no copy or move (c++11 or later) constructor used when sort. Which I think is handy.
  Size: O(n), since I didn't maintain the size, I have to traverse the whole list.
- Binary Search Tree
  A Red-Black tree variant. Uses nullptr instead of NIL, that is, there's no dummy tree node.
  Shall not be very stable actually, but at least it passed do1 to do4.
  Insert: O(ln(n)), since R-B tree is balanced, so insert time complexity for trees O(height) is just O(ln(n)).
  Delete random index: O(n), since I used in-order traversal.
  Delete random key: O(ln(n)), since R-B tree is balanced, so delete time complexity for trees O(height) degenerates to O(ln(n)).
  Sort: O(1), since R-B tree itself is a binary search tree, which is sorted.
  Size: O(1), since I have an size data field for the whole tree.
- Some Experiments: (uses g++ -g –O2)
  - Doubly linked list, random add, sort, quit. String length is 6.

Item #	1000000	2000000	3000000	4000000
Period Time (ms)	1320	2780	4410	5900

- Binary Search tree, random add. String length is 6.

Item #	100w	200w	300w	400w
Period Time (ms)	1690	3770	6130	8660