

Problem 1

enqueue 1: $S1: 1$
 $S2: 2$

enqueue 2: $S1: 1, 2$
 $S2: 3$

dequeue: $S1: 1$
 $S2: 2$

enqueue 3: $S1: 3$
 $S2: 2$

enqueue 4: $S1: 3, 4$
 $S2: 2$

dequeue: $S1: 3, 4$
 $S2: 1$

enqueue 5: 3, 4, 5

enqueue 6: $S1: 3, 4, 5, 6$
 $S2: 1$

Amort F.

bottom
↓
top

Part b:

The worst-case scenario for enqueue is $O(1)$ b/c push takes $O(1)$ and enqueue only pushes one item.

The worst case scenario for dequeue is when stack 2 is empty and you have to pop and push item from stack 1 to stack two.

If you have n items in stack one it'll take $2 \cdot O(1)$ to push to stack 2 and pop from stack 1. If you are doing $2 \cdot O(1)$ n times, it'll take $2n = O(n)$.

Part c

For enqueue, pushing and popping will always be done at constant time.

For dequeue you will only get n when it is empty. So say if you have a really large size n in stack 1 until the point where stack 2 is empty, popping stack 2 will be $O(1)$ n times. When you get the empty stack, it will take $O(n)$ to push and pop items from stack 1 to stack 2 but then you'll also have $O(1)$ pop on stack 2. Eventually, $O(1)$ will dominate the price of $O(n)$ making the amortized runtime of enqueue and dequeue $O(1)$.

Problem 1

April F.

Part 1

The worst case scenario for enqueue would still be $O(1)$, because push takes $O(1)$ time. For dequeue the worst case scenario would be when there is an empty stack 2 and you need to pop and push everything from stack 1. From part (b) we know that if we push $O(1)$ n times we get $O(n)$, now if the price of popping stack 1 is $O(n)$, we have to run $O(n)$ n times making the worst case runtime be $O(n^2)$.

Now for amortized, we only pay the price of $O(n^2)$ when stack 2 is empty, however when it is not, we have n objects that we have to pop at $O(n)$

$$A_i = \frac{\overset{\text{empty stack}}{O(n^2)} + \overset{\text{not empty}}{O(n)}}{n_{\text{total}}} = \frac{A_i}{n} = \boxed{O(n)}$$

Problem 2

Angel Ploay

def if $((r * (int) sqrt(n)) == 0) \{$

for $(int i = 1; i \leq n; i++) \{$

for $(int j = 0; j \leq i; j++) \{$

$$\sum_{j=0}^i 1 = i = \sum_{i=1}^n i = \frac{n(n+1)}{2} = n^2$$

$\}$

$\}$

$\}$

$n=100$

$m=10$

$100 \cdot 10 = 1000$

$90 \cdot 10 = 900$

$80 \cdot 10 = 800$

$70 \cdot 10 = 700$

$60 \cdot 10 = 600$

$50 \cdot 10 = 500$

$40 \cdot 10 = 400$

$30 \cdot 10 = 300$

$20 \cdot 10 = 200$

$10 \cdot 10 = 100$

$0 \cdot 10 = 0$

$1000ms$

$n=1000 \quad m=12$

$1000 \cdot 12 = 12000$

$132 \cdot 12 = 1584$

\downarrow
12ms

$\therefore r * (int) sqrt(n)$

$$m \cdot \sum_{j=0}^i 1 = \sqrt{n}$$

\therefore

$$\sum_{k=0}^{\sqrt{n}} \sum_{i=0}^n \sum_{j=0}^i 1 = \sum_{k=0}^{\sqrt{n}} k^2 = \frac{(\sqrt{n})(\sqrt{n}+1)(2\sqrt{n}+1)}{6}$$

$$= n \cdot m = O(n^{\frac{3}{2}})$$

From here, I saw that the
else if will run at most
 m times