

# Computer Science 222: Succincter

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Final Project

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## 1 Abstract

Using Mihai Patrascu's 2008 paper "Succincter", we implement a way to store trits (trinary values) within 1.05% of the ideal space of  $n * \log_2(3)$  while having lookup in  $O(t)$  time, where  $t$  is the depth of our data structure. We find that this is both a fast and space efficient data structure with room for extension past simply storing trits.

## 2 Introduction

There are few effective methods for storing trits

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## 3 Implementation

## 4 Results and Analysis

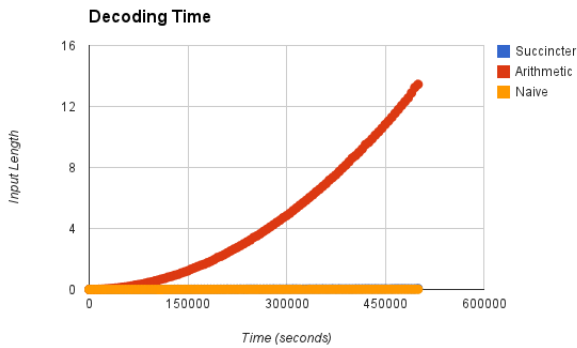


Figure 1: A figure

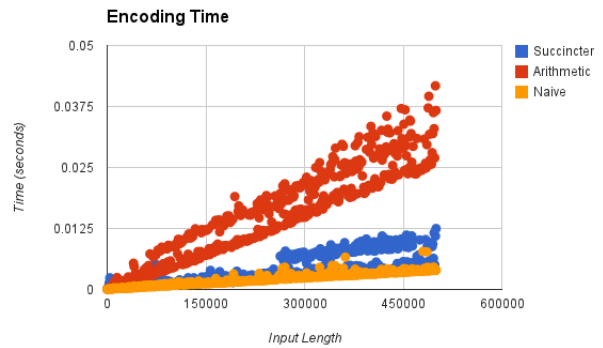


Figure 2: Another figure

## Conclusion

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## Appendix