

# HW #5

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Looking at p. 466 in CLRS, <sup>suppose</sup> the amortized cost of TABLE\_DELETE depends on if the table resizes.

insertion & deletion have similar time complexities, hence we can aggregate the insert function to get the following:

$$\begin{aligned} \text{if no resize is triggered: } \hat{c}_i &= c_i + \Phi_i - \Phi_{i-1} \\ &= 1 + |2 \cdot \text{num}_i - \text{size}_i| - |2(\text{num}_i - 1) - \text{size}_i| \\ &= 3 \end{aligned}$$

With no resize, the amortized cost is bound by a constant of 3.

$$\begin{aligned} \text{if the load factor is } < \frac{1}{3}, \text{ a } \hat{c}_i &= c_i + \Phi_i - \Phi_{i-1} \\ \text{resize is triggered such that: } &\leq \text{num}_i + 1 + \frac{2}{3} \text{size}_{i-1} - 2\text{num}_i - \text{size}_{i-1} - 2\text{num}_i - 2 \end{aligned}$$

note

$c_i$  is 1 if  $i-1$  is an exact power of 2

# see page 465

$$\begin{aligned} &= \text{num}_i + 1 + 2\text{num}_i + 2 - 2\text{num}_i - 3\text{num}_i - 3 + 2\text{num}_i \\ &= 2 \end{aligned}$$

with the load factor drops below  $\frac{1}{3}$  and its size <sup>compresses</sup> to  $\frac{2}{3}$ , the function is bound by a constant of 2

2) (a) A deque is essentially a set of two stacks:

- a head stack which allows  $\text{push}()$  and  $\text{pop}()$  from the head of the head stack
- a tail stack which allows  $\text{push}()$  and  $\text{pop}()$  from the head of the tail stack.

This takes  $O(1)$  time since the operations only index one var.

(b) If a stack is empty pop half the elements from the non empty stack and push them to the temp stack.

The elements in the Temp stack are in reverse order.

Then pop the remaining elements and push them into the other (non-Temp) stack. This reverses the order and empties the original stack.

Then, pop all elements from temp and push them onto the non-empty stack, which will transfer the remaining elements. Delete the necessary element by not pushing it in this, or the above step.

(c) Insert ~~delete~~ from the front of the head or tail stack is  $O(1)$ . if one of the two stacks is empty, and the last element needs to be deleted or ~~inserted at~~, the time complexity is  $O(n)$ .

(d) Based on the above case, insert operations will take  $O(1)$  time delete operations with non-identical head & tail stacks take  $O(|\text{Head}| - |\text{Tail}|)$  time in the worst case

$$\hat{C} = \frac{1}{n} \sum_{i=1}^n \text{cost}(o_i) = \begin{cases} O(1) & \text{for insert} \\ O(|\text{Head}| - |\text{Tail}|) & \text{for delete} \end{cases}$$