



Map can only be based on time

Data Structures:

Map - Time

PQ - velocity

Map is Unordered Map

Load data:

$O: O(n \log n)$

$U: O(n)$

Local/Range Max/Min (Time)

$O: O(r \log(r))$

$U: O(r)$

Ang Velocity Range (Time)

$O: O(r + \log(n))$

$U: O(r)$

Velocity @ time (Time)

$O: O(\log n)$

$U: O(1)$

Constant Global /Range (Time)

$O: O(n)$

$U: O(n)$

param(vel)

out file/vector

Output → range, amount

Time index: 10 ms

20

30

40