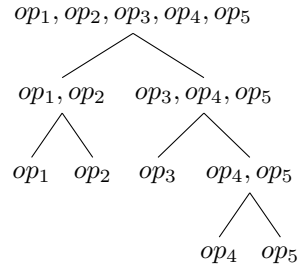

Introduction

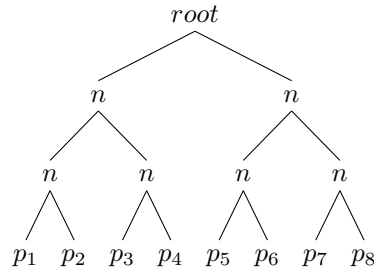
Queue (Q): We are going to implement a MEMD Queue using T.

CAT Tree (CAT): A tree for storing some operation on Q by order. Every leaf In each node there is a tuple stores ($\#enqueues$, $\#dequeues$, $\#null$ response dequeues) of the node's subtree.

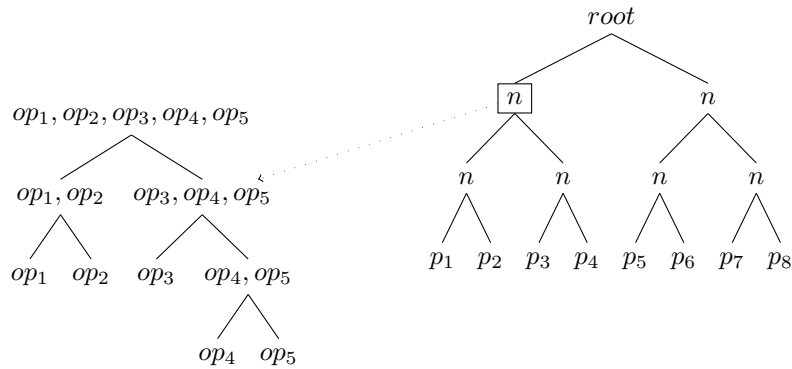


In order to compute deg_i faster we augment the tree with these parameters. At each node we store

Tournament Tree (T): Each process is assigned to one of the Tournament Tree leaves. Every node contains a pointer to a node of the CAT Tree.



Each node in the Tournament Tree points to a node in the CAT tree.

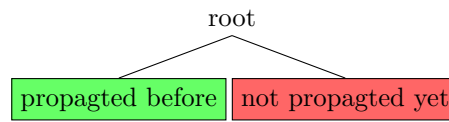


Algorithm

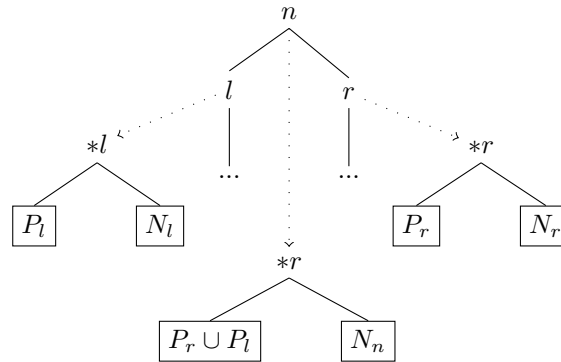
Our idea is to replace the strings in our universal construction with trees in order to make $\text{DO}()$ operations faster. Since for *dequeue* queries you only have to know that earliest element added (if it exists). We told earlier the ordering of operations in the CAT tree before.

Merging children of node n

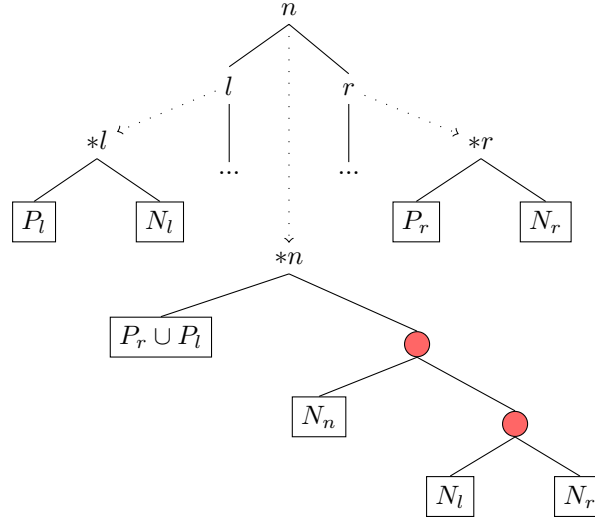
In each node of CAT tree all the propagated operations are descendants of its left child and all not propagated operations are descendants of the right child.



Initial Configuration:



After Merging:

**Algorithm 1** Main Algorithm

Shared Objects
Tournament Tree
CAT Tree
Local Objects

```

1: function DO(operation op)
2:   l = p's assigned leaf in tree
3:   ADDl(op)
4:   PROPAGATE(l.parent)
5:   return COMPUTE(op)
6: end function

7: function PROPAGATE(node n)
   ▷ Propagates  $n$  operations
8:   if n==root then return
9:   else
10:    d=MERGE(n)
11:   end if
12:   PROPAGATE(n.parent)
13: end function

14: function MERGE(node n)
   ▷ Merges two children of  $n$  & updates  $n^*$ ,
   augmented values
15: end function

16: function COMPUTE(op)
17:   if op.type=enq then
18:     return
19:   elsereturn  $enq_{\#enqs(op.l) - \#effective-deqs(op.l)}$ 
20:   end if
21: end function

22: function ENQS(l)
   ▷ Returns  $\#enqs$  before l
23: end function

24: function ENQ(i)
   ▷ Returns  $enq_i$ 
25: end function

```

Correctness

TODO