1. System configuration:

CPU used: unkown.

Clock rate: 2.6 GHz

RAM: 16 G

Cache size: 12 MB

1. Construction performance:

Run time(MISSISSIPPI): 159ms

1. Justification:

Yes, so far. According to classes and notes, it should be running in linear time, and yes my code did run in linear time.

1. Implementation constant:

My structure includes

struct nodes{  
 int id; // suffix id for leaf  
 int parent\_edge\_label\_start; // start and end  
 int parent\_edge\_label\_end;  
 // child ptr  
 struct nodes \*child[MAX];  
 struct nodes \*parent;  
 struct nodes \*SL;  
};

Integer type will usually be 4 bytes, in my case, we have three integers defined which is 12 bytes.

A structure pointer will be whatever the size it points to, in this case, it is 12 for each pointer. However, with respect to how many link has established size of whole structure will change upon pointers.

Therefore, the estimated size of my struct will be from 24 bytes(12(three integers)+12(parent must exist with every child linked)) up to 96 bytes((three integers)+12(parent must exist with every child linked)+12\*5(each child pointer)+12(SL)).

1. BWT index:

View BWT.txt file.