Homework #2

(3 points) Motivation: In functional languages, we can think of data structures as directed acyclic graphs (DAGs), where each node (representing a struct) can contain only O(1) data and O(1) pointers to other nodes. We cannot change any nodes, we can only create new nodes. How can we implement a double ended queue a.k.a. deque in such languages?

One way is to represent the deque using two stacks (which are easy to implement). For example, a double ended queue with elements

can be represented using 2 stacks:

front:
$$\vdash 3, 2, 1$$

rear: $\vdash 4, 5, 6, 7, 8, 9$

 $(\vdash$ is the bottom of the stack, the top is on the right).

If we want to add/remove an element from the beginning of the queue, we add/remove it from front, if we want to add/remove an element from the end, we add/remove it from rear. The only problem is if one of the stacks gets empty. For example, if we remove elements 1, 2, 3 from the beginning, we get an empty front:

front:
$$\vdash$$

rear: $\vdash 4, 5, 6, 7, 8, 9$

What if we now want to take the element from the beginning again?

- a) One idea is to take all elements from **rear** and insert them in reverse order into front. We solve the removal and insertion at the other end symmetrically. Show that this is not a good implementation and there is a sequence of O(n) operations (starting from empty deque) which takes $\Omega(n^2)$ time.
- b) Better idea¹ is to maintain the invariant that
 - size(front) < 4 size(rear) + 1 and
 - size(rear) < 4 size(front) + 1.

If the invariant is violated during any operation, we rearrange the stacks so that both stacks have the same size (± 1 if the number of elements is odd).

Prove that this algorithm runs in O(1) amortized time for each operation.

¹see e.g. Data.Deque library in Haskell, which works exactly like this: https://hackage.haskell.org/package/dequeue-0.1.12/docs/src/Data-Dequeue.html#check