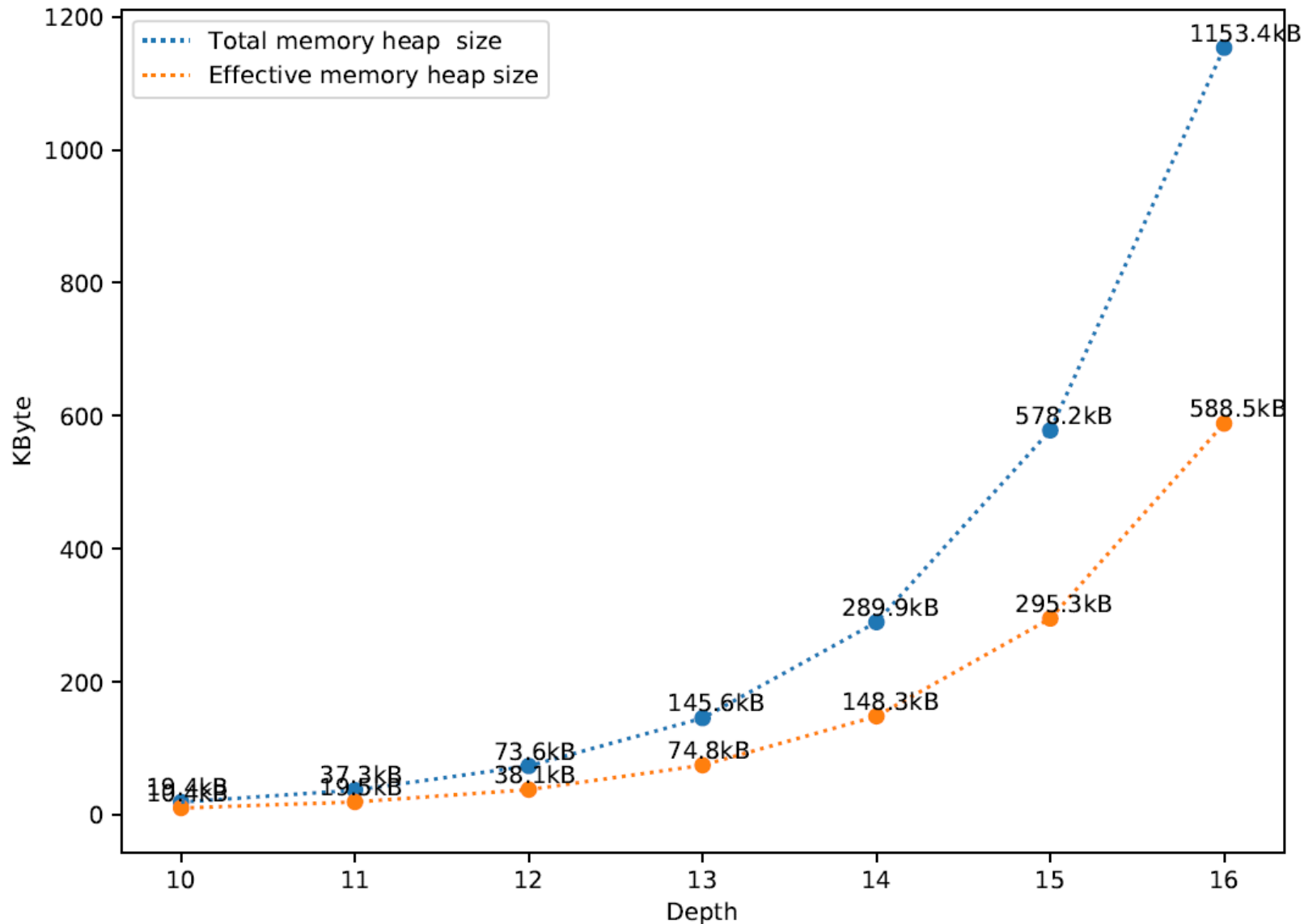


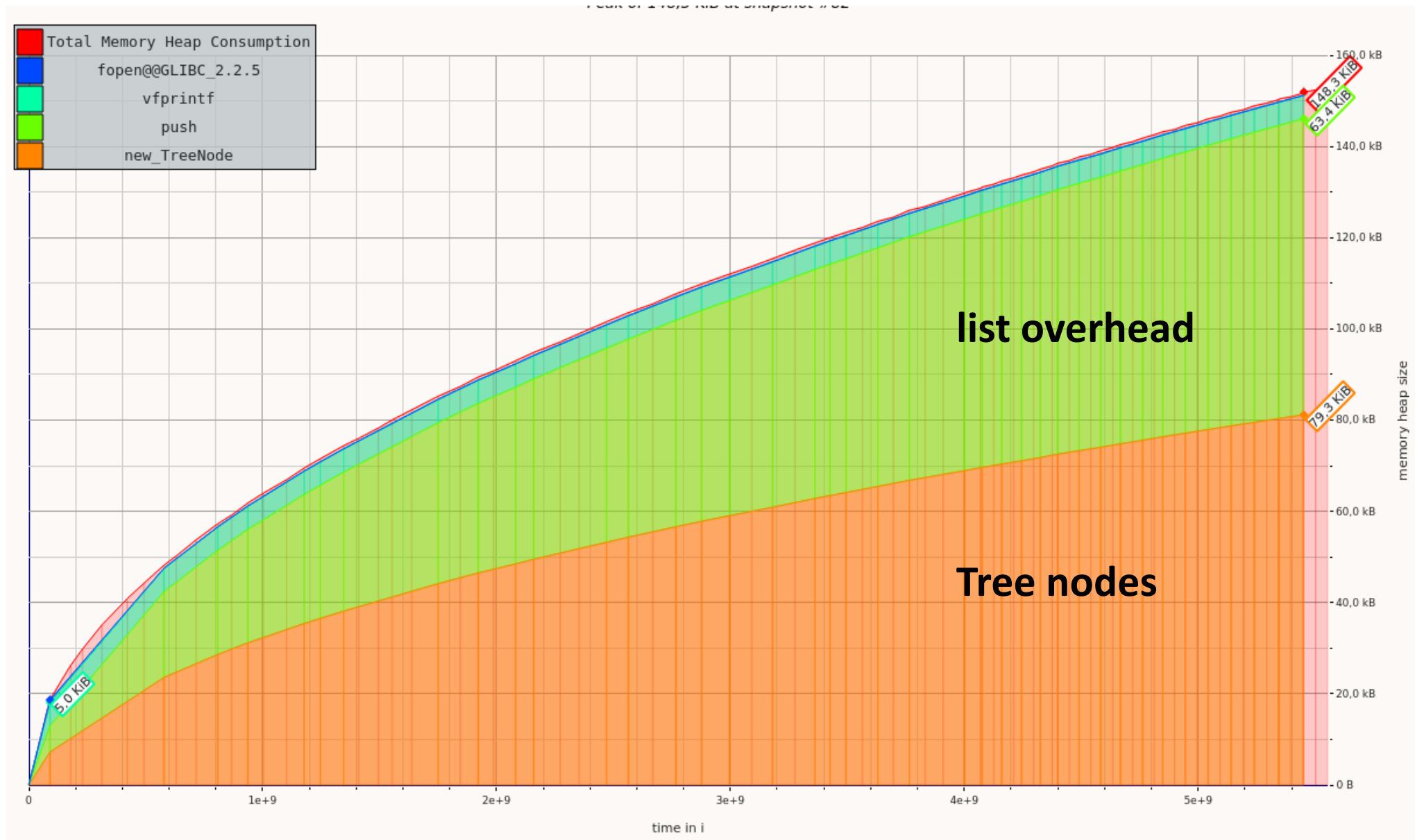
Analysis

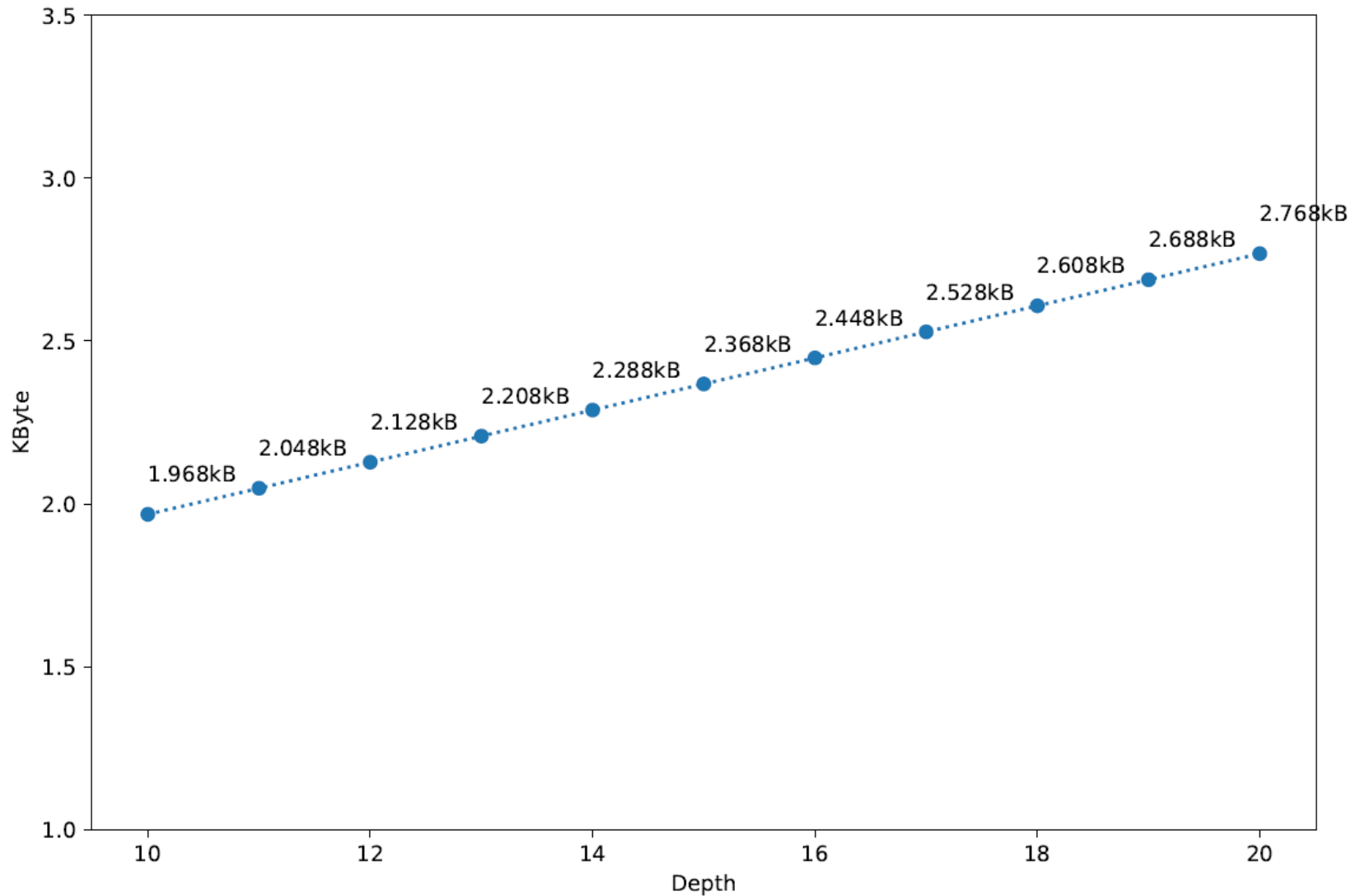
Memory – Worst Case



1. Effective Memory Consumption as expected
2. Additional overhead for padding
→ nearly doubles memory

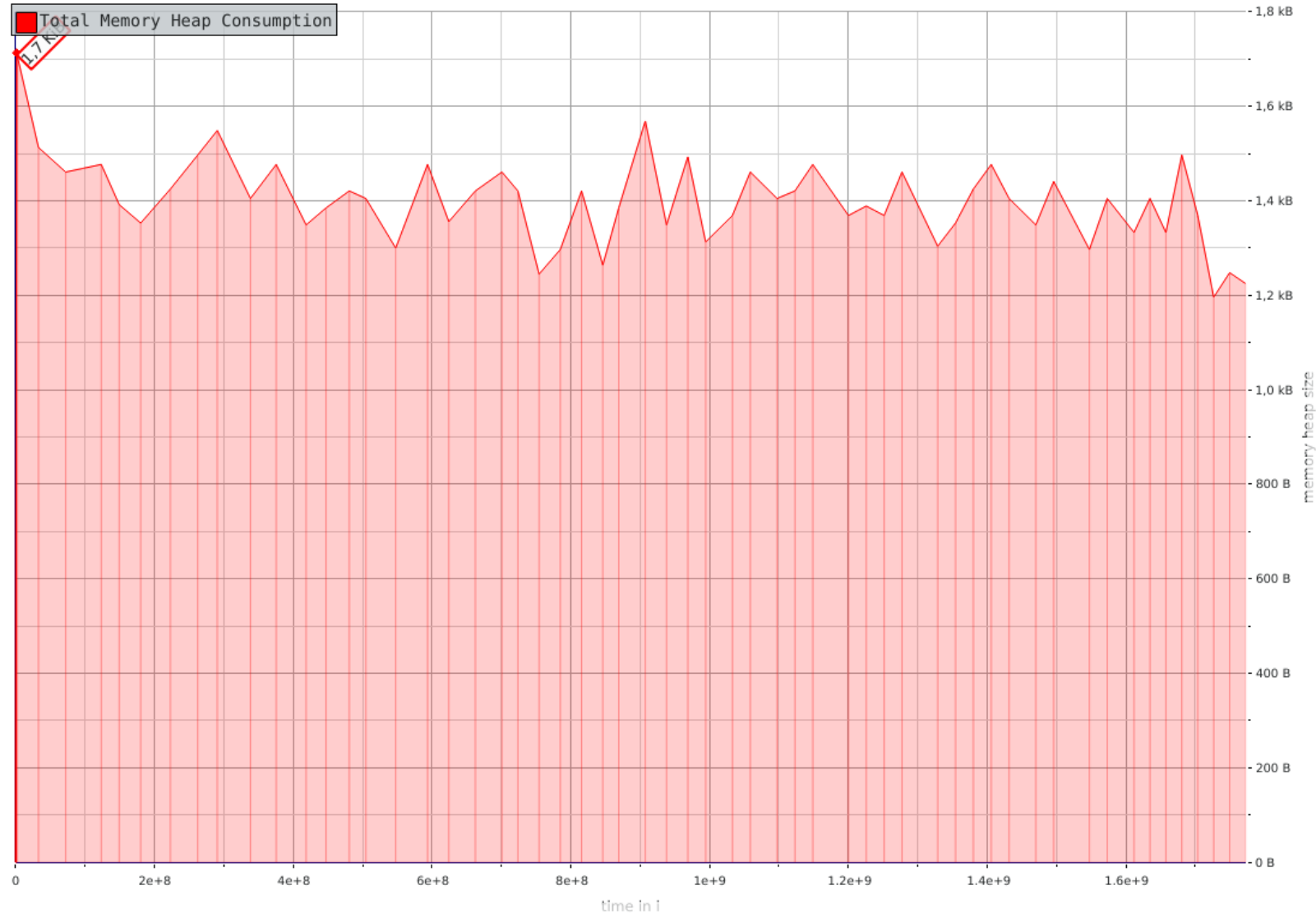
Memory – Worst Case (Depth 14)





1. Total memory consumption as expected
→ Very low

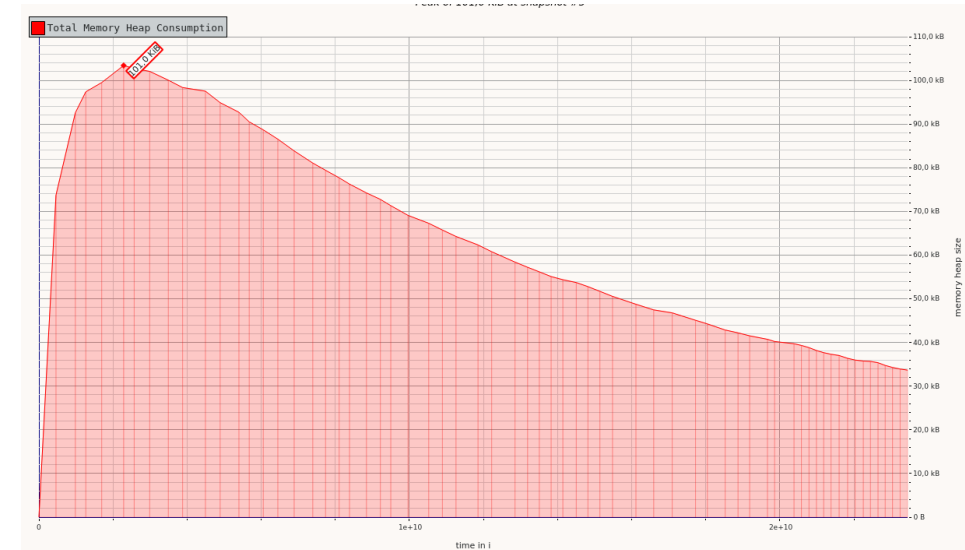
Memory – Best Case



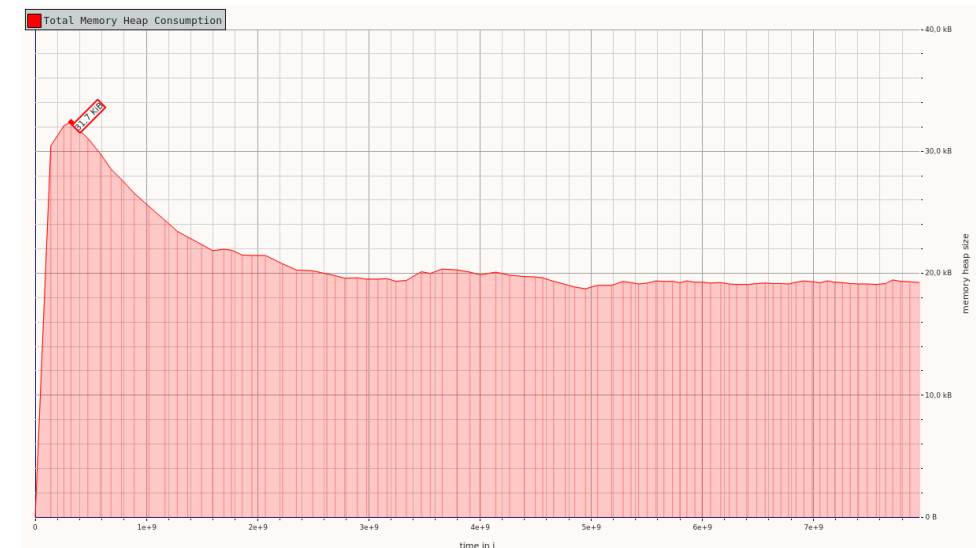
Maximal memory heap
size:
After first punctering

Memory – Normal distribution – Example Depth 14

- Standard deviation: $\frac{NumberTickets}{5} = \frac{2^{12}}{5}$
- Maximum effective heap: 104 *kB*
(Worst-Case 150 *kB*)

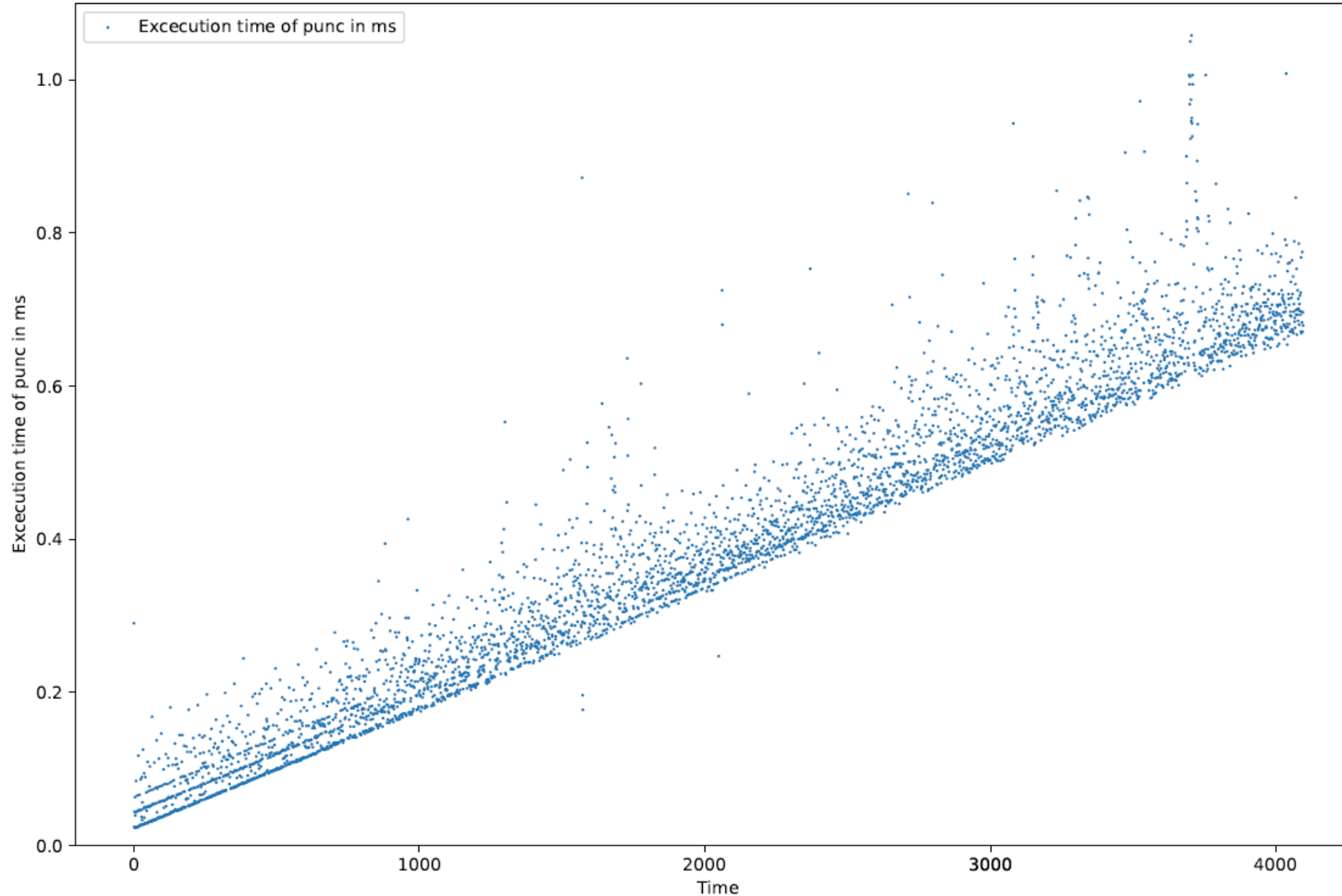


- Standard deviation: $\frac{NumberTickets}{20} = \frac{2^{12}}{20}$
- Maximum effective heap: 32 *kB*
(Worst-Case 150 *kB*)



- Analyse execution time of punc operation

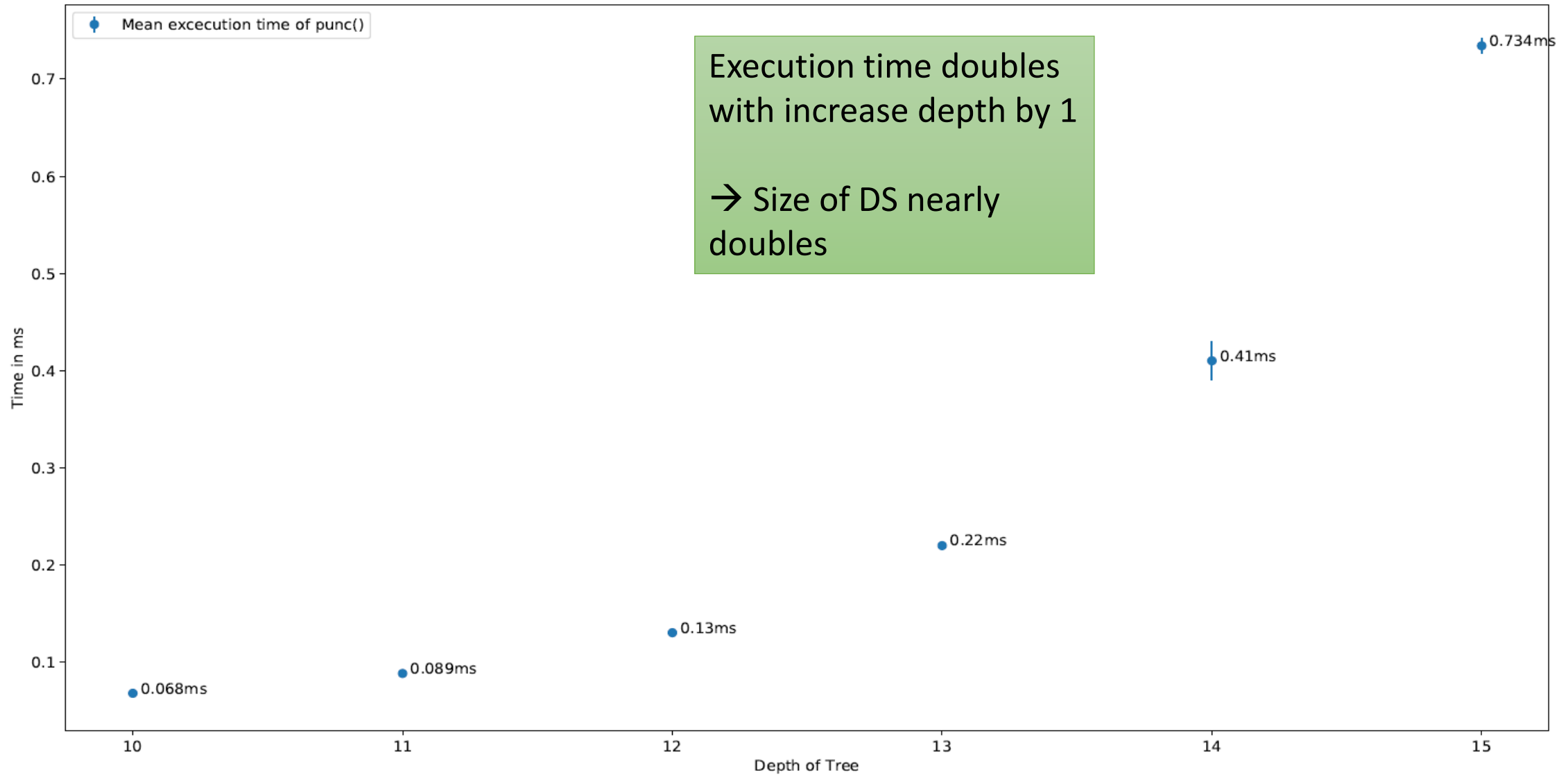
Time of punc operation – Worst Case (depth 14)



Greater size of
datastructure

→ Linear increasing
excec. Time of punc
operation

Mean execution time for punctering (worst case)



Mean exec. time for punctering – Worst Case Scenario

