

Problem Set 4

Name: Vivek Verma

Collaborators: None

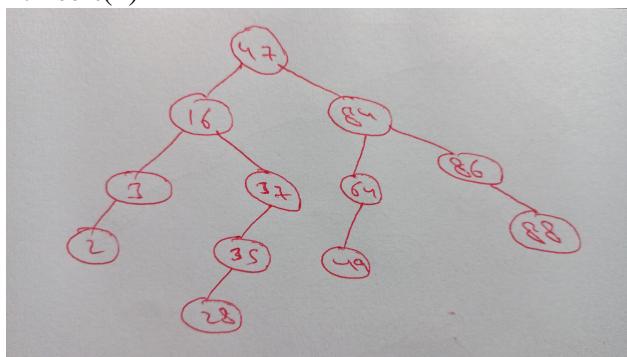
Problem 4-1.

- (a) Keys of nodes that are not height-balanced: 16, 37.

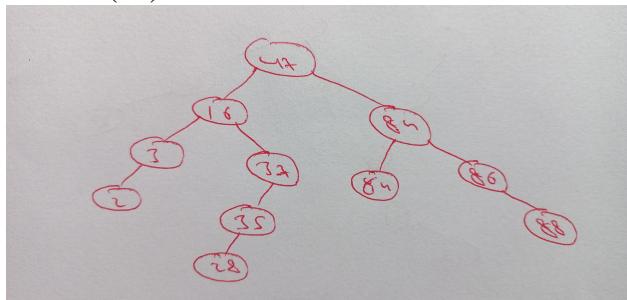
$$\text{skew}(16) = \text{height}(37) - \text{height}(3) = 2 - 0 = 2$$

$$\text{skew}(37) = \text{height}(\text{Nothing}) - \text{height}(35) = -1 - 1 = -2$$

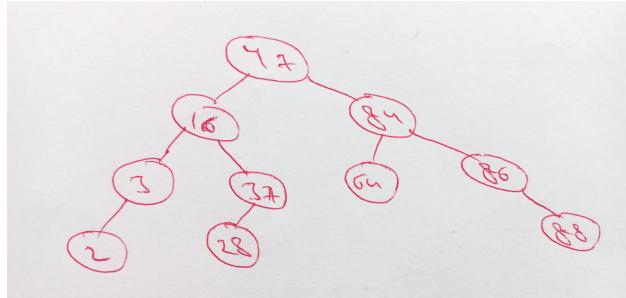
- (b) • T.insert(2)



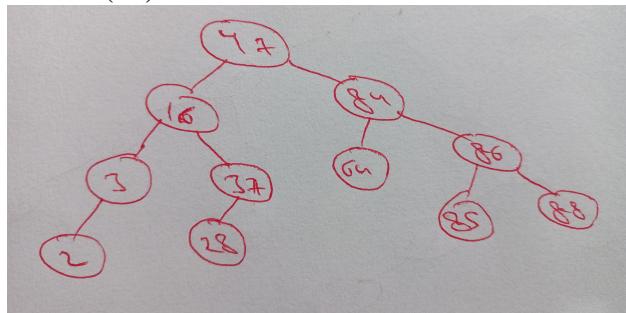
- T.delete(49)



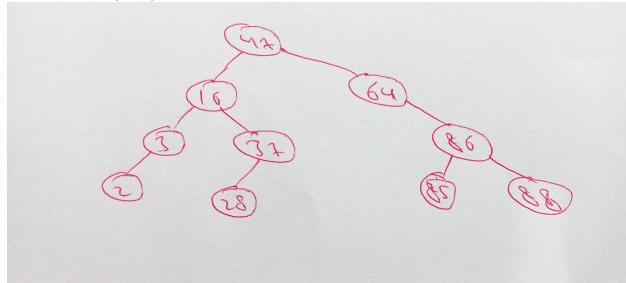
- T.delete(35)



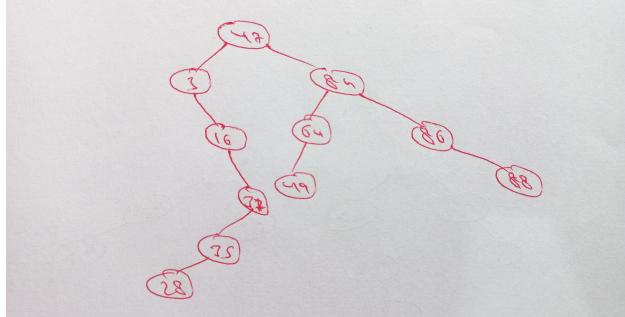
- T.insert(85)



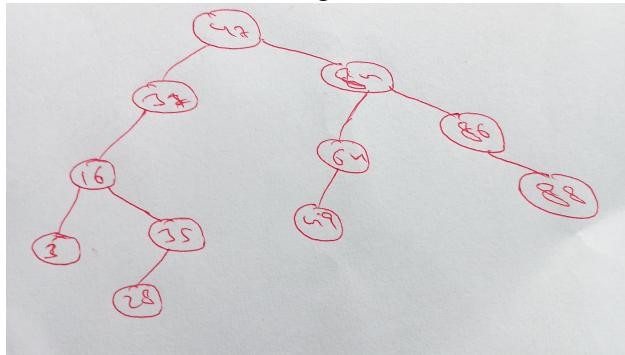
- T.delete(84)



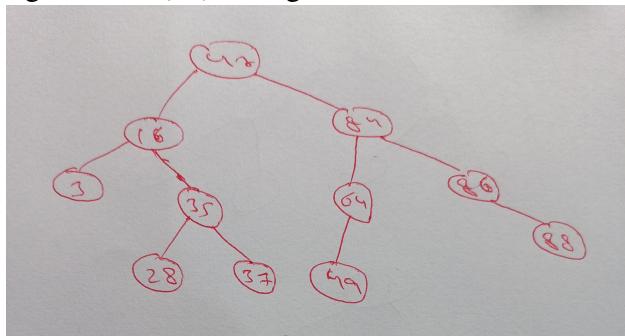
- (c) • right_rotate(16) : Not height-balanced.



- left_rotate(16) : Not height-balanced.



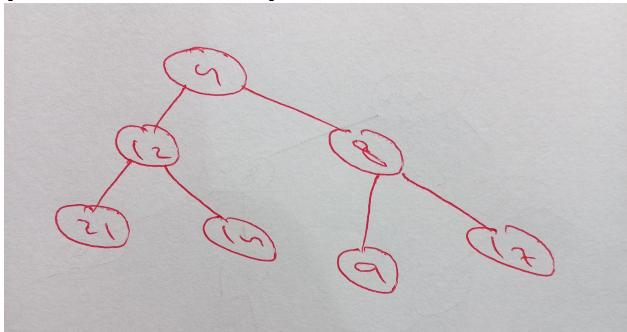
- right_rotate(37) : Height-balanced.



- left_rotate(37) : Not possible

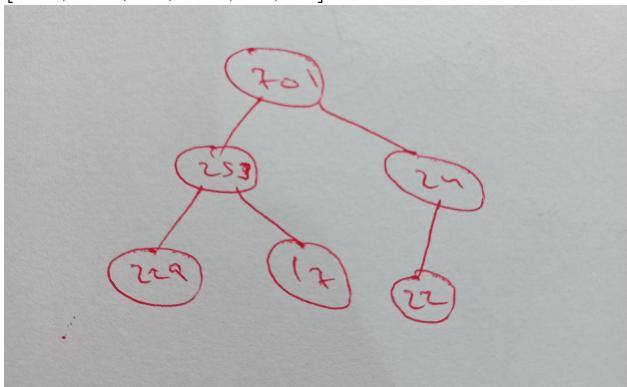
Problem 4-2.

- (a) [4, 12, 8, 21, 14, 9, 17]



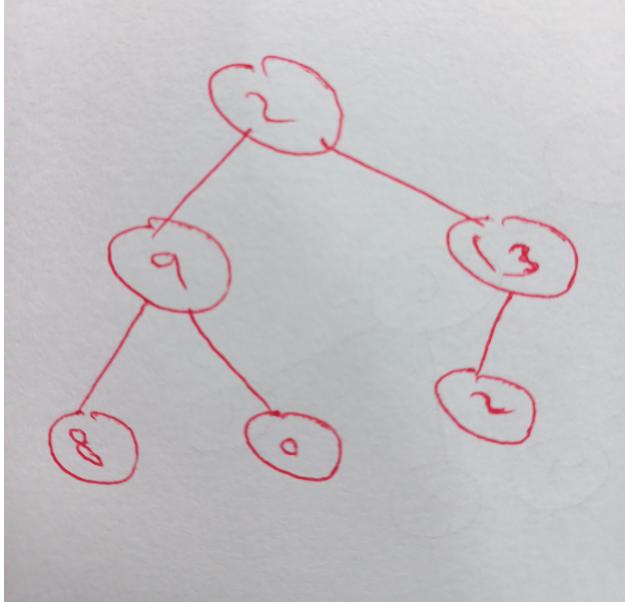
Min-heap.

- (b) [701, 253, 24, 229, 17, 22]



Max-heap.

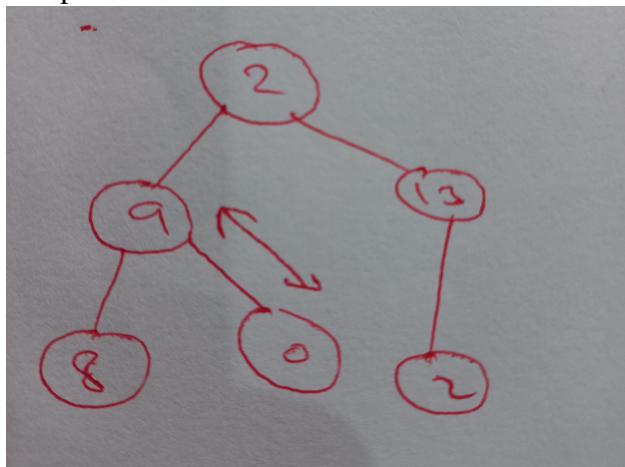
(c) [2, 9, 13, 8, 0, 2]



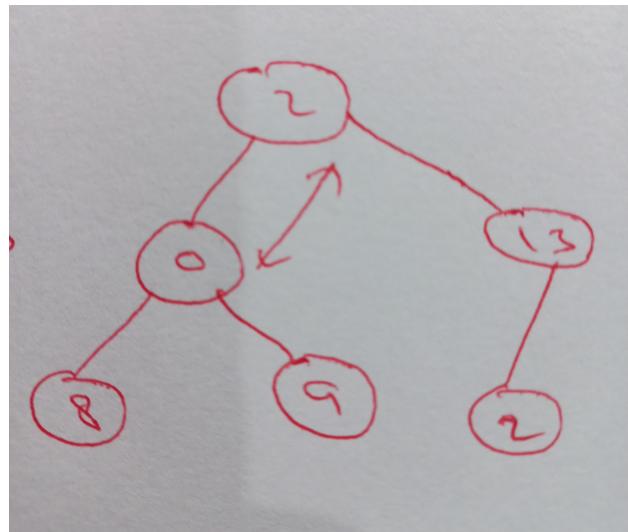
Neither.

3 swaps need to be performed to convert to min-heap:

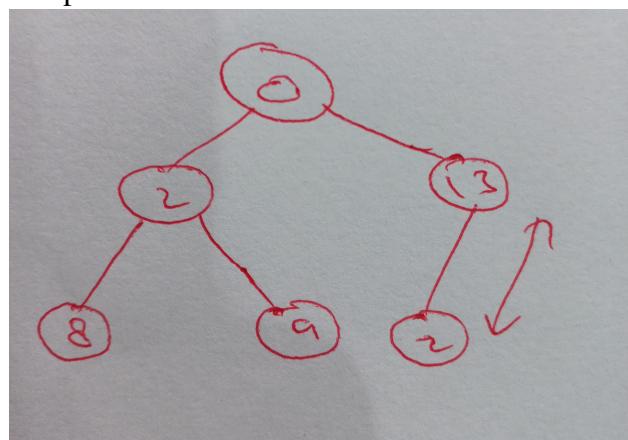
- Swap 1:



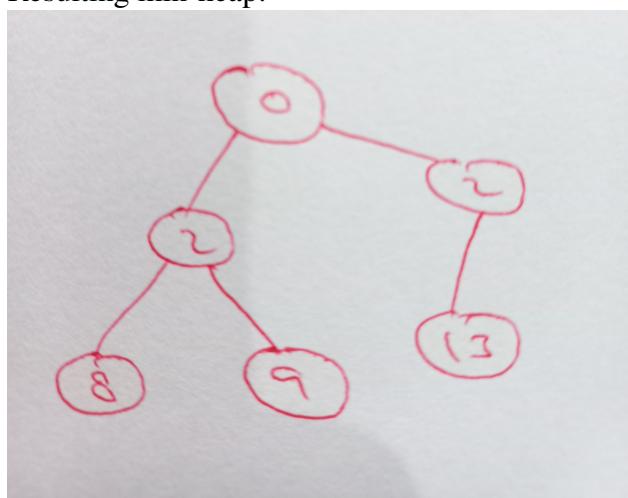
- Swap 2:



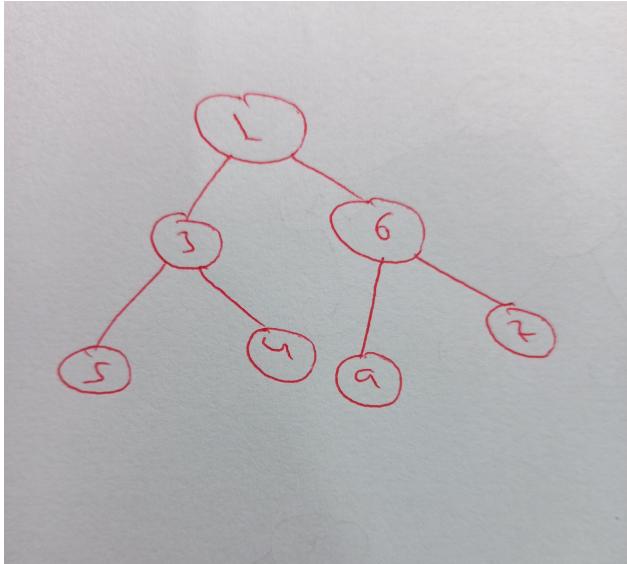
- Swap 3:



Resulting min-heap:



(d) [1, 3, 6, 5, 4, 9, 7]



Problem 4-3.

- (a) Build a max-heap keyed on the score of garden. This takes $O(|A|)$ time.

Call `delete_max()` function on the max-heap k times.

Each call to `delete_max()` takes $\log |A|$ time, Hence k calls requires $k \log |A|$ time.

\therefore Total time complexity is $O(|A| + k \log |A|)$

- (b) Initialize an empty linked list L .

Start at the root of the max-heap A . If root is greater than x , add the root to L , otherwise, return.

Recursively call function on `root.left` and `root.right`.

There will be total $\theta(n_x)$ recursive calls and adding an element to linked list costs $O(1)$ time.

\therefore Total time complexity is $O(n_x)$.

Problem 4-4.

Data structures:

- **Max-heap (M)** of solar farms stored as tuples $(s_i, a_i) \in S$ keyed by available capacity (a_i) .
- **Hash table (H_1)** to map buildings to solar farm i.e b_j to s_i .
- One more **Hash table (H_2)** to map solar farms (s_i) to Set of buildings connected to it. With each s_i the pointer to node corresponding to it is also stored.

Operations:

• $initialize(S)$

Initializing a Max-heap with solar $S = ((s_0, c_0), \dots, (s_{n-1}, c_{n-1}))$ requires $O(n)$ time.

Building empty H_1 and H_2 requires $O(1)$ time.

\therefore Total time to initialize database requires $O(n)$ worst-case time.

• $power_on(b_j, d_j)$

Call $delete_max()$ on M , to get the solar farm with maximum available capacity.

If the farm's available capacity minus building's demand is less than zero, then insert the farm back into M and return "*No such solar farm exists.*"

Otherwise, add the building's name and solar farm's ID $<key = b_j, value = s_i>$ to H_1 . subtract the building's demand d_j from the farm's available capacity a_i and insert the tuple (s_i, a_i) back into M . Get the pointer at which the tuple is stored in max-heap. Update the pointer of s_i in H_2 and add the building b_j to Set corresponding to s_i in H_2 .

Deleting the max. element and inserting an element in max-heap both requires $O(\log(n))$ time.

Updating an entry in hash-table H_2 requires $O(1)$ time.

Adding an element to set corresponding to s_i also requires $O(1)$ time.

\therefore Total time complexity is $O(\log(n))$.

• $power_off(b_j)$

Remove building b_j from H_1 and Get the value of s_i corresponding to it. $O(1)$ time.

Remove b_j from the Set corresponding to s_i in H_2 in $O(1)$ time . Get the pointer to s_i 's location in max-heap.

Find s_i in max-heap and increase it's available capacity by d_j in $O(1)$ time. Max-heapify $O(\log(n))$ to maintain the invariant.

\therefore Total time complexity is $O(\log(n))$ time.

• $customers(s_i)$

Get the set corresponding to s_i from H_2 in $O(1)$ time.

Iterate over the set and output all the buildings' names in $O(k)$ time, where k is the size of the set.

\therefore Total time complexity is $O(k)$.

Problem 4-5.

Data structure:

* A Sequence AVL tree can be used to store the transformation matrices $\mathcal{M} = (M_0, \dots, M_{n-1})$.

Each *node* can be augmented with two entries:

- m_l : Matrix multiplication of subtree rooted at *node.left*.
- m_r : Matrix multiplication of subtree rooted at *node.right*.

Operations:

- *initialize*(\mathcal{M})

Building a Sequence AVL tree requires $O(n)$ time. And augmentation entries can be added to each node in $O(1)$ time.

\therefore Total time complexity is $O(n)$.

- *update_joint*(k, M)

Find the node at index k in $O(\log(n))$ time.

Update the matrix stored at the node in $O(1)$ time.

Update the augmentations of the parents repeatedly until the root of the tree in $O(\log(n))$ time.

\therefore Total time complexity is $O(\log(n))$.

- *full_transformation*()

Get the matrix m stored at root node of the tree in $O(1)$ time.

Compute $m_l \times m \times m_r$ in $O(1)$ time and return.

Total time complexity is $O(1)$.

Problem 4-6.

(a)

(b)

(c)

(d) Submit your implementation to `alg.mit.edu`.