DSC 190 - Homework 02

Due: Wednesday, January 27

Write your solutions to the following problems by either typing them up or handwriting them on another piece of paper. Unless otherwise noted by the problem's instructions, show your work or provide some justification for your answer. Homeworks are due via Gradescope on Wednesday at 11:59 p.m.

Programming Problem 1.

In a file named augmented_treap.py, create a class named AugmentedTreap which is a treap modified to perform order statistic queries, range queries, and several other useful operations, along with a class named TreapNode which represents a node in a treap. Your AugmentedTreap should have the following methods:

- .insert(key, priority): insert a new node with the given key and priority. Should take O(h) time. If the key is a duplicate, raise a ValueError. This method should return a TreapNode object representing the node.
- .delete(node): remove the given TreapNode from the treap. Should take O(h) time.
- .query(key): return the TreapNode object with the given key, if it exists; otherwise raise ValueError. Should take O(h) time.
- .__len__(): Returns the number of nodes in the treap.
- .floor(key): return the TreapNode with the largest key which is \leq the given key. If there is no such key, raise ValueError. Should take O(h) time.
- .ceil(key): return the TreapNode with the smallest key which is \geq the given key. If there is no such key, raise ValueError. Should take O(h) time.
- .successor(node): return the TreapNode which is the successor of the given node. If there is no such node, raise ValueError. Should take O(h) time.
- .query_order_statistic(k): Returns the node which has the kth smallest key among all keys in the tree. Note that k = 1 corresponds to the minimum. Should take O(h) expected time.
- .range_query(a, b): return a list of all TreapNode objects in the tree whose keys are in the closed interval [a, b]. Should take O(kh) expected time, where k is the number of keys in the interval [a, b].

Hint: this is a complex problem! But it is similar to what you might need to do in practice to implement an augmented data structure. You can find starter code for this problem on the course webpage.

Note that in practice you probably wouldn't use AugmentedTreap directly. Instead, you'd create a class DynamicSet which wraps the treap, abstracts away all of its details, and assigns random priorities to nodes, making it a randomized binary search tree.

Problem 1.

Let's see how efficient our treap implementation is. Create a treap by generating 100,001 random keys from a normal distribution using keys = np.random.normal(0, 10, 100_001). Generate 100,001 associated random priorities with priorities = np.random.uniform(size=100_001). Initialize an AugmentedTreap (the data structure you implemented above) and insert each key and priority one-by-one.

We will time how long it takes to find the median with a treap as compared to np.median. Using the time module or the timeit magic function of Jupyter Notebooks, time how long it takes to compute the median using your treap and .query_order_statistic(). If you are using the time module, repeat your timing 100 times and record the average of the timings (timeit automatically runs multiple times and averages

for you). Nextiming code.	kt, time np .r	nedian(keys)	using the sam	e procedure.	Report the both	n times, and include	your