

1 Fill in the Blanks

Fill in the following blanks related to min-heaps. Let N is the number of elements in the min-heap. For the entirety of this question, assume the elements in the min-heap are **distinct**.

1. `removeMin` has a best case runtime of $\Theta(1)$ and a worst case runtime of $\Theta(\lg n)$.
2. `insert` has a best case runtime of $\Theta(1)$ and a worst case runtime of $\Theta(\lg n)$.
3. A pre-order or level-order traversal on a min-heap *may* output the elements in sorted order. Assume there are at least 3 elements in the min-heap.
4. The fourth smallest element in a min-heap with 1000 elements can appear in 14 places in the heap.
5. Given a min-heap with $2^n - 1$ elements, for an element
 - to be on the second level it must be less than $2^{n-1} - 2$ element(s) and greater than 1 element(s).
 - to be on the bottommost level it must be less than 0 element(s) and greater than $n-1$ element(s).

可以出现在第2-4层

$$2+4+8=14$$

2 Heap Mystery

We are given the following array representing a min-heap where each letter represents a **unique** number. Assume the root of the min-heap is at index zero, i.e. A is the root. Note that there is **no** significance of the alphabetical ordering, i.e. just because B precedes C in the alphabet, we do not know if B is less than or greater than C.

Array: [A, B, C, D, E, F, G]

Four unknown operations are then executed on the min-heap. An operation is either a `removeMin` or an `insert`. The resulting state of the min-heap is shown below.

Array: [A, E, B, D, X, F, G]

- (a) Determine the operations executed and their appropriate order. The first operation has already been filled in for you!

1. `removeMin()`
2. `insert(X)`
3. `removeMin()`
4. `insert(A)`

- (b) Fill in the following comparisons with either $>$, $<$, or $?$ if unknown. Note that this question does not assume a specific ordering of operations from the previous part, i.e. we don't know which of the two possible

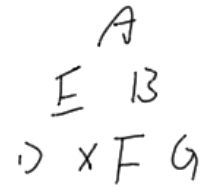
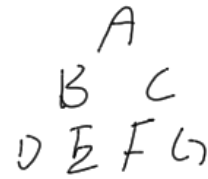
1. $X \text{ ? } D$
2. $X \text{ ? } C$
3. $B \text{ ? } C$
4. $G \text{ ? } X$

Insert X 之后

怎么让 X 在 E 下面

X 从顶端下沉

X 在右下角时，删除 Min 再删除 Min
X 上浮，X 下沉



① Insert X

② Delete Min

③ Insert A

$A < B, C$

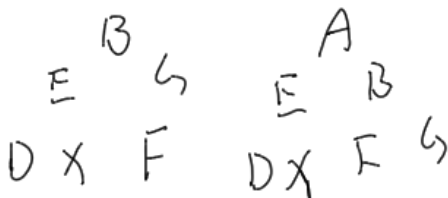
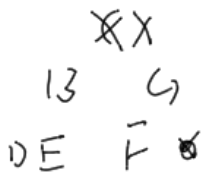
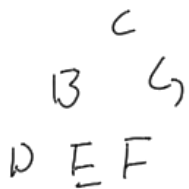
$B < D, E$

$C < F, G$

$E < D, X$

$B < F, G$

$A < C < \text{其他}$



3 Graph Conceptuals

Answer the following questions as either **True** or **False** and provide a brief explanation:

1. If a graph with n vertices has $n - 1$ edges, it **must** be a tree.

X

2. The adjacency matrix representation is **typically** better than the adjacency list representation when the graph is very connected.

✓

3. Every edge is looked at exactly twice in **every** iteration of DFS on a connected, undirected graph.

✓

4. In BFS, let $d(v)$ be the minimum number of edges between a vertex v and the start vertex. For any two vertices u, v in the fringe, $|d(u) - d(v)|$ is **always less than 2**.

✓

4 Cycle Detection

Given an undirected graph, provide an algorithm that returns true if a cycle exists in the graph, and false otherwise. Also, provide a Θ bound for the worst case runtime of your algorithm. You may use either an adjacency list or an adjacency matrix to represent your graph. (We are looking for an answer in plain English, not code).