

Endterm Review

Week 13, AY 19/20 Sem 2

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BST/AVL

Heaps

UFDS

Graphs

Priority Queue

Insert: $O(\log n)$

Extract-Min: $O(\log n)$

Peek: $O(\log n)$

Heap Property

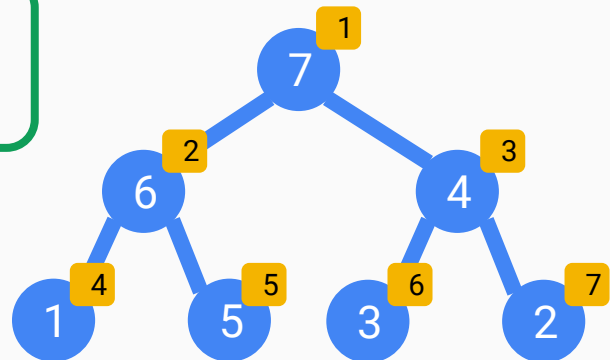
For every node, its left child and right child contain smaller values than itself.

Heapify

We can construct a priority queue from *any* array in $O(n)$ time.

Array Representation

Use 1-indexed array. For every node at index x , left child at index $2x$, right child at index $2x + 1$, parent at index $x / 2$.



| | | | | | | |
|---|---|---|---|---|---|---|
| 7 | 6 | 4 | 1 | 5 | 3 | 2 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Find: $O(\alpha(n))$
Merge: $O(\alpha(n))$

Path Compression. During a *find* operation, link nodes directly to representatives.
Union By Rank/Size. Merge 'shorter' or 'smaller' sets to bigger sets.

Representatives

Every set has a representative item. Sets are identified using their representatives.



Augmenting UFDS

Can store aggregate information for the entire set at the representative.
e.g. max of set, min of set, sum of set

**Insert, Find, Delete,
Predecessor,
Successor, Select,
Rank: $O(h)$**

Traversals: In-Order, Pre-Order, Post-Order

In-Order traversal allows you to obtain all the values in a BST/AVL tree in sorted order.

BST Property

For every node in a BST, all nodes in its left subtree are smaller, and all nodes in its right subtree are bigger.

AVL Trees

Balance Factor: Between -1 and 1
Uses **rotations** to maintain balance factor.

Rotations

After insert: $O(1)$ rotations required
After delete: $O(\log n)$ rotations required

Graphs Representations

Adjacency Matrix

Use $O(V^2)$ space

Check if two nodes are connected in $O(1)$ time

Enumerate neighbours of node v in $O(V)$ time

Good for dense graphs

Adjacency List

Use $O(V + E)$ space

Check if two nodes are connected in $O(V)$ time

Enumerate neighbours of node v in $O(\deg(v))$ time

Good for sparse graphs

Edge List

Use $O(E)$ space

Check if two nodes are connected in $O(E)$ time

Enumerate neighbours of node v in $O(E)$ time

Generally only used for Kruskal's Algorithm

Graph Traversals and Common Problems

Traversals. DFS and BFS

Problem: Counting Connected Components

Given a graph, count how many connected components there are in a graph

Solution: Run DFS/BFS from every vertex. $O(V + E)$

Problem: Bipartite Check

Given a graph, check if it is bipartite

Solution: Run DFS/BFS and try to 2-colour the graph. $O(V + E)$

Problem: Connectivity

Given a graph, check if two nodes are connected via a path

Solution: Run DFS/BFS from one vertex and see if it can reach the other vertex. $O(V + E)$

Problem: Cycle Detection

Given a graph, check if it contains a cycle

Solution: Run DFS, check if back edge exists. $O(V + E)$.

Problem: Topological Sorting

Given a **DAG**, find a topological ordering of the graph.

Solution: Run DFS or Kahn's algorithm using BFS. $O(V + E)$

Minimum Spanning Tree

Cut Property

For any partitioning of nodes into two sets (“cut”), the edge with the smallest weight across the cut is in the MST.

Cycle Property

For every cycle in the graph, the edge with the maximum weight in the cycle is not in the MST.

Algorithms

Prim's Algorithm: $O(E \log V)$

Kruskal's Algorithm: $O(E \log V)$

Shortest Path Algorithms

