Problème 1.

Consider the following sequence of values S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51, 64]

Note

We can represent tree textually via the following representation

Where we use * as a placeholder for a missing child for those nodes that only have a single child.

? P1.1

Draw the min heap (as a tree) obtained by adding the values in S in sequence. Show each step

1. S = [3]. The root of the heap.

2. S = [3, 42]. Added to the left of the root.

```
3 (
42
*
```

3. S = [3, 42, 39]. Added to the right of the root.

```
3 (
42
39
```

4. S = [3, 42, 39, 86]. Added to the left of the left child of the root. (42 < 86)

```
3 (
42 (
86
*
)
39
```

5. S = [3, 42, 39, 86, 49]. Added to the right of 42.

```
3 (
42 (
86
49
)
39
```

6. S = [3, 42, 39, 86, 49, 89]. Added to the left of 39.

```
3 (
42 (
86
49
)
39 (
89
)
```

7. S = [3, 42, 39, 86, 49, 89, 99]. Added to the right of 39.

```
3 (
42 (
86
49
)
39 (
89
99
)
)
```

8. S = [3, 42, 39, 86, 49, 89, 99, 20]. 20 becomes left child of 86. (20 < 86) then swap. (20 < 42) then swap.

9. S = [3, 42, 39, 86, 49, 89, 99, 20, 88]. 88 becomes right of 42

```
3 (
20 (
42 (
86
88
)
49
)
39 (
89
99
)
)
```

10. S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51]. 51 becomes right of 49

```
3 (
20 (
42 (
86 88
)
49 (
51
*
)
)
39 (
89
99
)
)
```

11. S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51, 64]. 64 becomes right of 49

```
3 (
20 (
42 (
86
88
)
49 (
51
64
)
```

```
)
39 (
89
99
)
```

? P1.2

Draw the max heap (as a tree) obtained by adding the values in S in sequence. Show each step

1. S = [3]. The root of the heap.

```
3
```

2. S = [3, 42]. 42 becomes the root, 3 becomes left child.

3. S = [3, 42, 39]. 39 becomes right child.

```
42 (
3
39
```

4. S = [3, 42, 39, 86]. 86 becomes root. 42 becomes left child, 3 becomes left child of 42.

```
86 (
42 (
3
*
)
39
```

5. S = [3, 42, 39, 86, 49]. 49 becomes left child of 86, swap 42, 42 becomes right child of 49.

```
86 (

49 (

3

42

)

39
```

6. S = [3, 42, 39, 86, 49, 89]. 89 become routes, swap 86, 49.

```
89 (
49 (
3
42
)
86 (
39
*
)
```

7. S = [3, 42, 39, 86, 49, 89, 99]. 99 becomes root, swap 89, 49.

```
99 (
49 (
3
42
)
89 (
39
86
)
```

8. S = [3, 42, 39, 86, 49, 89, 99, 20]. 20 swap with 3, 3 becomes left child of 20.

```
99 (
49 (
20 (
```

```
3
*
)
42
)
89 (
39
86
)
)
```

9. S = [3, 42, 39, 86, 49, 89, 99, 20, 88]. 88 becomes left child of 99, swap 49, 20.

```
99 (
88 (
49 (
20 (
3
*
)
42
)
89 (
39
86
)
)
```

10. S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51]. 51 becomes right child of 88, swap 42, 20.

```
99 (
88 (
51 (
42 (
20 (
3
*
)
)
49
)
```

```
89 (
39
86
)
```

11. S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51, 64]. 64, pushes 49 down.

```
99 (
  88 (
    51 (
      42 (
         20 (
           3
         )
      )
    )
    64 (
      49
    )
  )
  89 (
    39
    86
  )
)
```

? P1.3

Draw the binary search tree obtained by adding the values in S in sequence. Show each step

1. S = [3]. The root of the tree.

```
3
```

2. S = [3, 42]. 42 becomes the right child of 3.

```
3 (

*
42
```

3. S = [3, 42, 39]. 39 becomes the left child of 42.

```
3 (
    *
    42 (
        39
        *
    )
)
```

4. S = [3, 42, 39, 86]. 86 becomes the right child of 42.

```
3 (
    *
    42 (
        39
        86
    )
```

5. S = [3, 42, 39, 86, 49]. 49 becomes the left child of 86.

6. S = [3, 42, 39, 86, 49, 89]. 89 becomes the right child of 86.

7. S = [3, 42, 39, 86, 49, 89, 99]. 99 becomes the right child of 89.

```
3 (

*

42 (

39

86 (

49

89 (

*

99

)

)

)
```

8. S = [3, 42, 39, 86, 49, 89, 99, 20]. 20 becomes the left child of 39.

```
)
```

9. S = [3, 42, 39, 86, 49, 89, 99, 20, 88]. 88 becomes the right child of 86.

10. S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51]. 51 becomes the right child of 49.

```
3 (
  42 (
    39 (
      20
    )
    86 (
      49 (
         51
      )
      89 (
        88
         99
      )
    )
  )
)
```

11. S = [3, 42, 39, 86, 49, 89, 99, 20, 88, 51, 64]. 64 becomes the left child of 51.

```
3 (
          42 (
                    39 (
                              20
                    )
                    86 (
                              49 (
                                        51 (
                                                   64
                                        )
                              )
                              89 (
                                        88
                                        99
                              )
                    )
          )
)
```

Problème 2.

Given an ordered list L and value v, the LowerBound algorithm provide the position p in list L such that p is the first offset in L of a value larger-equal to v. Hence, $v \leq L[p]$ (or, if no such offset exists, p = |L|). The LowerBound algorithm does so in $\Theta(\log_2(|L|))$ comparisons. Argue that LowerBound is worst-case optimal: any algorithm that finds the correct position p for any inputs L and v using only comparisons will require $\Theta(\log_2(|L|))$ comparisons.

Solution

For a list of size |L| there are |L|+1 possible outcomes for the position p in the list. The minimum height of a binary tree needed for |L|+1 outcomes is $\log_2(|L|+1)$ (at most 2^h leaves or $2^h \ge |L|+1 \to h \ge \log_2(|L|+1)$

From Stirling's approximation, comparison-based sorting algorithm lower bound is $\Omega(n \log(n))$. Given that the algorithm operates in $\Theta(\log_2(|L|))$ comparisons, it matches with the theoretical lower bound for the search algorithm. Therefore, no comparison-based

algorithm can guarantee a better worst-case performance for position p, making LowerBound the worst-case optimal.

Problème 3.

Min heaps and max heaps allow one to efficiently store values and efficiently look up and remove the *smallest values* and *largest values*, respectively. One cannot easily remove the largest value from a min heap or the smallest value from a max heap, however.

? P3.1

Assume a value v is a part of a min heap of at-most n values and that we know v is stored at position p in that heap. Provide an algorithm that can remove v from the heap in worst-case $\mathcal{O}(\log_2(n))$

Algorithm RemoveValue(heap, p)

```
\begin{aligned} \textbf{procedure} & \text{RemoveValue}(heap, i) \\ & n \leftarrow heap.length \\ & temp \leftarrow heap[p] \\ & heap[p] \leftarrow heap[n] \\ & heap[n] \leftarrow temp \\ & heap \leftarrow heap[:n] \\ & \text{HeapifyDown}(heap, p) \\ & \textbf{end procedure} \end{aligned}
```

Algorithm HeapifyDown(heap, p)

```
procedure HeapifyDown(heap, i)
   n \leftarrow \text{size of } heap
    while lchild(i) \leq n do
       left \leftarrow lchild(i)
       \operatorname{right} \leftarrow \operatorname{rchild}(i)
       \mathrm{smallest} \leftarrow i
       if left \leq n and heap[left] < heap[smallest] then
           smallest \leftarrow left
       end if
       if right \leq n and heap[right] < heap[smallest] then
           smallest \leftarrow right
       end if
       if smallest = i then
           break
       else
           Swap heap[i] with heap[smallest]
           i \leftarrow \text{smallest}
       end if
   end while
```

```
? P3.2
```

Provide a data structure that allows one to efficiently store values and efficiently look up and remove *both* the smallest and the largest values: all three of these operations should be supported in $\Theta(\log_2(n))$

We will implement a Double-ended Priority Queue (DEPQ), which is a min-max heap.

Algorithm RemoveMin(heap)

```
egin{aligned} \mathbf{procedure} & \operatorname{RemoveMin}(heap) \ n \leftarrow \operatorname{size}(heap) \ temp \leftarrow heap[1] \ heap[1] \leftarrow heap[\operatorname{size}(heap)] \ heap[n] \leftarrow temp \ heap \leftarrow heap[:n] \ \operatorname{Sink}(heap,1) \end{aligned}
```

Algorithm RemoveMax(heap)

```
egin{aligned} \mathbf{procedure} & \operatorname{RemoveMax}(heap) \ & maxPos \leftarrow \operatorname{argmax}\{heap[2], heap[3]\} \ & heap[maxPos] \leftarrow heap[\operatorname{size}(heap)] \ & \operatorname{remove} & \operatorname{last} & \operatorname{el} & \operatorname{from} heap \ & \operatorname{Sink}(heap, maxPos) \end{aligned} end egin{aligned} \mathbf{procedure} \end{aligned}
```

Algorithm Swim(heap, i)

```
 \begin{array}{l} \textbf{while } i > 1 \textbf{ do} \\ parent \leftarrow \lfloor i/2 \rfloor \\ grandParent \leftarrow \lfloor parent/2 \rfloor \\ \textbf{ if } (i \mod 2 = 0 \text{ and } heap[i] < heap[parent]) \text{ or } (i \mod 2 \neq 0 \text{ and } heap[i] > heap[parent]) \textbf{ then} \\ \text{Swap}(heap[i], heap[parent]) \\ \textbf{ end if} \\ \textbf{ if } grandParent \geq 1 \text{ and } (heap[i] < heap[grandParent] \text{ or } heap[i] > heap[grandParent]) \textbf{ then} \\ \text{Swap}(heap[i], heap[grandParent]) \end{array}
```

```
egin{aligned} & \mathbf{end} \ i \leftarrow parent \ & \mathbf{end} \ \mathbf{while} \ & \mathbf{end} \ \mathbf{procedure} \end{aligned}
```

Algorithm Sink(heap, i)

```
procedure Sink(heap, i)
   n \leftarrow \text{size}(heap)
   while lchild(i) \leq n do
      left \leftarrow \text{lchild}(i)
      right \leftarrow \text{rchild}(i)
      target \leftarrow i
      if on min level and heap[left] < heap[target] then
         target \leftarrow left
      else if on max level and heap[left] > heap[target] then
         target \leftarrow left
      end if
      if right \leq size(heap) then
         if on min level and heap[right] < heap[target] then
             target \leftarrow right
         else if on max level and heap[right] > heap[target] then
             target \leftarrow right
         end if
      end if
      if target = i then
         break
      else
         Swap(heap[i], heap[target])
         i \leftarrow target
      end if
   end while
end procedure
```