

# CSE222-HW#4

## 1) MyHeap Methods

$n$  = size of this heap. Size of the  $o$  is not important because a) it is equal to  $n$  and b) if it is different then complexity is  $\theta(1)$

```

public int compareTo(MyHeap<E> o) {
    if(data.size() == o.size()){
        Iterator<E> iter = data.iterator(); → O(1)
        Iterator<E> iter2 = o.data.iterator(); → O(1)
        while(iter.hasNext()){ → O(1)
            if(iter.next() != iter2.next()) → O(1) + O(1) = O(2)
                return -1; O(1)
            }
            return 0; O(1)
        }
        return 1; O(1)
    }
}

```

Handwritten annotations for complexity analysis:

- $O(n)$  is written next to the `if(data.size() == o.size())` block.
- $O(1)$  is written next to `data.iterator()`.
- $O(1)$  is written next to `o.data.iterator()`.
- $O(1)$  is written next to `while(iter.hasNext())`.
- $O(1) + O(1) = O(2)$  is written next to `if(iter.next() != iter2.next())`.
- $O(1)$  is written next to `return -1;`.
- $O(1)$  is written next to `return 0;`.
- $O(1)$  is written next to `return 1;`.

best case (data size  $|| = 0$  size())

$$T_B(n) = \mathcal{O}(1)$$

worst case (data size  $=$  `o.size()` and all elements of heap are equal)

$$T_w(n) = Q(n)$$

$$T(n) = O(1) + O(n) = \underline{O(n)}$$

```
public void merge(MyHeap<E> other){
```

```
    PriorityQueue<E> temp;
```

$n = \text{smaller heap's size.}$

```
    //for efficiency, smaller heap's elements should be appended to larger one.
```

```
    if(other.size() > size()) { //swap
```

```
        temp = this.data;  $\rightarrow O(1)$ 
```

```
        this.data = other.data;  $\rightarrow O(1)$ 
```

```
        other.data = temp;  $\rightarrow O(1)$ 
```

```
    }
```

```
    while(!other.data.isEmpty()){
```

```
        data.add(other.data.poll());
```

```
    }
```

```
}
```

$\rightarrow O(1)$   $\rightarrow O(1)$

$O(1)$

$O(n)$

$$T(n) = O(n)$$

```
public E search(E element){
```

```
    for(E x : data){
```

```
        if(x.equals(element))  $\rightarrow O(1)$ 
```

```
            return x;  $\rightarrow O(1)$ 
```

```
    }
```

```
    return null;  $\rightarrow O(1)$ 
```

```
}
```

$n = \text{size of the heap.}$

$O(n)$

Worst case (element doesn't exist.):

$$T_w(n) = O(n)$$

Best case (element is in the first index.):

$$T_b(n) = O(1)$$

$$T(n) = O(n) + O(1) = O(n)$$

```

public boolean removeIthLargest(int i){
    PriorityQueue<E> temp = new PriorityQueue<>( new Comparator<>() { // transform min heap to max heap.
        public int compare(E lhs, E rhs) {  $\rightarrow$  Sort the priority queue in descending order.
            if (lhs.compareTo(rhs) < 0) return +1;  $\rightarrow O(1)$ 
            if (lhs.equals(rhs)) return 0;  $\rightarrow O(1)$ 
            return -1;  $\rightarrow O(1)$ 
        }
    });

    int j;  $\rightarrow O(1)$ 

    if(i < 0 || i >= data.size())  $\rightarrow O(1)$ 
        return false;  $\rightarrow O(1)$ 
    for(j = 0; j < i; j++){
        temp.add(data.poll());
    }  $\hookrightarrow O(1) \hookrightarrow O(1)$ 

    data.poll();  $\rightarrow O(1)$ 

    for(j=0; j < data.size(); j++){
        temp.add(data.poll());
    }  $\hookrightarrow O(1) \hookrightarrow O(1)$ 

    data = temp;  $\rightarrow O(1)$ 
    return true;  $\rightarrow O(1)$ 
}

```

$n = \text{Size of the heap.}$

$O(n)$  Create an empty temp heap (theta(1))  
Poll all elements one by one and add all to temp except the given one (theta(n))  
data = temp (theta(1))

$T(n) = O(n)$

```

public String toString(){  $n = \text{Size of heap}$ 
    StringBuilder returnString = new StringBuilder();  $\rightarrow O(1)$ 
    for(E i : data){  $\rightarrow O(n)$ 
        returnString.append(i).append("\n");  $\rightarrow O(1)$ 
    }
    returnString.append("\n");  $\rightarrow O(1)$ 
    return returnString.toString();  $\rightarrow O(1)$ 
}

```

$T(n) = O(n)$

Other methods of the MyHeap class and methods of the private inner class HeapIterator has theta(1) complexity.

## 2) BSTHeapTree methods

```

public int add(E data, int amount) {
    if (tree.isEmpty()) { // if BST is empty create a new heap and append to BST
        tree.add(new MyHeap<>());
    }

    MyHeap<Node<E>> availableHeap = null;

    for (MyHeap<Node<E>> i : tree) {
        MyIterator<Node<E>> iter = i.heapIter();
        while (iter.hasNext()) {
            Node<E> temp = iter.next();
            if (temp.getData().equals(data)) { // if the node already exists
                temp.insert(amount);
                if (temp.getOccurrence() > mode.getOccurrence())
                    mode = temp;
                return temp.getOccurrence();
            }
        }
        if (i.size() < 7) {
            availableHeap = i;
        }
    }

    Node<E> newNode = new Node<>(data, amount);
    if (availableHeap == null) {
        availableHeap = new MyHeap<>();
        tree.add(availableHeap);
    }

    availableHeap.add(newNode);
    if (newNode.getOccurrence() > mode.getOccurrence())
        mode = newNode;

    return newNode.getOccurrence();
}

```

```
public int add(E data) { return add(data, amount: 1); }
```

Best Case: data is the first element of the first heap

$$T_B(n) = \mathcal{O}(1)$$

Worst Case: data doesn't exist

$$T_u(n) = \mathcal{O}(n)$$

$$T(n) = \mathcal{O}(1) + \mathcal{O}(n) = \mathcal{O}(n)$$

```

public int remove(E data) throws NoSuchElementException, IllegalStateException{
    if(tree.isEmpty()){ //if BST is empty create a new heap and append to BST  $\rightarrow O(1)$ 
        throw new IllegalStateException("BSTHeapTree is empty.");  $\rightarrow O(1)$ 
    }
    MyIterator<Node<E>> iter;  $\rightarrow O(1)$ 
    for(MyHeap<Node<E>> i : tree){
        iter = i.heapIter();  $\rightarrow O(1)$ 
        while(iter.hasNext()){  $\rightarrow O(1)$ 
            Node<E> temp = iter.next();  $\rightarrow O(1)$ 
            if(temp.getData().equals(data)) { //if the node exists
                temp.remove();  $\rightarrow O(1)$   $\rightarrow O(1)$ 
                if(temp.getOccurrence()==0){
                    i.remove(temp);  $\rightarrow O(1)$   $\rightarrow$  heap amount is at max 7.
                    if(i.size()==0){  $\rightarrow O(1)$ 
                        tree.remove(i);  $\rightarrow O(\log n)$ 
                    }
                }
            }
            if(mode.equals(temp))  $\rightarrow O(1)$ 
            update_mode();  $\rightarrow O(n)$ 
            return temp.getOccurrence();  $\rightarrow O(1)$ 
        }
    }
    throw new NoSuchElementException("There is no such element in MyContainers.BSTHeapTree.");
}

```

$O(n) + O(\log n) = O(n)$   
 $O(n) [ \text{if mode.equals(temp)} \rightarrow O(1)$   
 $\text{update\_mode(); } \rightarrow O(n)$   
 $\text{return temp.getOccurrence(); } \rightarrow O(1)$

$n = \text{Amount of Heaps}$   
 Amount of Nodes in a heap is at max 7. (const.)

Inner while will iterate 7 times at max. ( $O(1)$ )  
 So:  $O(n) \cdot (O(n) + O(\log n)) = O(n)$

Outer for loop:

$T_w(n)$  (element doesn't exist.):

$$T_w(n) = O(n) \cdot O(n) = O(n^2)$$

$$T_b(n) = O(1) \cdot O(n) = O(n)$$

$$T(n) = O(n^2)$$

```

private void update_mode() {
    MyIterator<Node<E>> iter;  $\rightarrow O(1)$ 
    Node<E> temp;  $\rightarrow O(1)$ 
    for (MyHeap<Node<E>> i : tree) {
        iter = i.heapIter();  $\rightarrow O(1)$ 
        while (iter.hasNext()) {
            temp = iter.next();  $\rightarrow O(1)$ 
            if (temp.getOccurrence() > mode.getOccurrence()) {
                mode = temp;  $\rightarrow O(1)$ 
            }
        }
    }
}

```

$O(n)$

$O(1)$

$\rightarrow O(1)$

$\rightarrow O(1)$

$$T(n) = O(n)$$

$n$  = Amount of Heaps

Amount of Nodes in a heap is at max 7. ( $\leftarrow$  const.)

```

public int find(E item) throws NoSuchElementException{
    for(MyHeap<Node<E>> i : tree) {
        MyIterator<Node<E>> iter = i.heapIter();  $\rightarrow O(1)$ 
        while (iter.hasNext()) {  $\rightarrow O(1)$ 
            Node<E> temp = iter.next();  $\rightarrow O(1)$ 
            if (temp.getData().equals(item)) { //if the node already exists
                return temp.getOccurrence();  $\rightarrow O(1)$ 
            }
        }
    }
    throw new NoSuchElementException("There is no such element in MyContainers.BSTHeapTree");
}

```

$O(n)$

$$T_w(n) = O(n) \text{ (item doesn't exist.)}$$

$$T_b(n) = O(1) \text{ (item is in the first index of the first heap.)}$$

$$T(n) = O(n) + O(1) = \underline{O(n)}$$

```

public String toString(){
    StringBuilder returnString = new StringBuilder();  $n$  = Amount of heaps
    int amount=0;
    for(MyHeap<Node<E>> x : tree){
        returnString.append(x.toString());
        amount++;  $\rightarrow 7$  elements
    }
    returnString.append("Mode:").append(mode()).append(" Occurrence:").append(mode.occurrence).append("\n").append("Amount of heaps:").append(amount);
    return returnString.toString();
}

```

$$T(n) = O(n)$$