

21. Sorting with heaps.

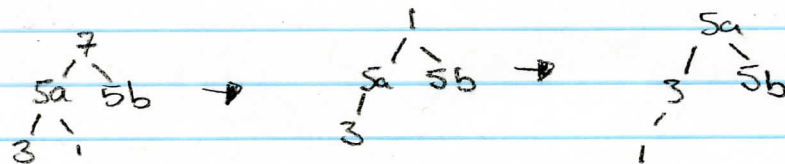
- 1) Build a heap from an array
- 2) The min-element should be at the root of the heap.
- 3) Swap the root with the last element (Extract min)
- 4) Decrease the heap by 1
- 5) Call heapify on the root.
Heapify for min: Find the min element of the 2 children node and swap if needed.
- 6) repeat steps 2-5
- 7) Since min-heap will be from descending order, we need to swap the array.

This will take $O(n \log n)$ time (n) from the array and $O(\log n)$ for heapifying \uparrow element.

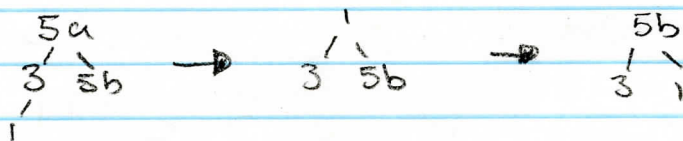
Heapify is not stable:

Ex) Max-heapSort

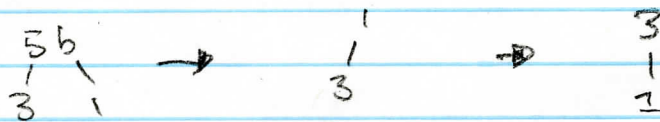
7, 5a, 5b, 3, 1



5a | 3 | 5b | 1



5b | 3 | 1



3 | 1



Sorted = 1 | 3 | 5b | 5a | 7

Thus unstable, the 5's changed places



HW2

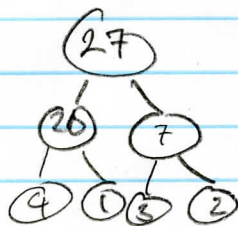
Q2.

- 1) We build a heap from the array, this heap is read only. $O(n)$ →
- 2) We create another heap called p.
- 3) Add the root of the original heap
- 4) pop it from p and add its children
- 5) Call heapify $O(\log k)$
- 6) Pop the root of p and add the children of the popped element in the original heap.
- 7) repeat 5-6 $(k-1)$ times $O(k)$

This should take $O(n + k \log k)$ time because n for building a heap and we call heapify k times on p, so it will be $k \log k$.

Since we add 2 and pop 1 we only grow the tree by 1 after a call, so k calls will get us $\log k$ rows

Ex) $k=4$

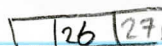


This always works because we have a pointer to the original heap and add its children. We never lose the greatest element

1) ~~27~~

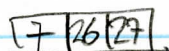


2) ~~26~~



7

3) ~~7~~



4 1

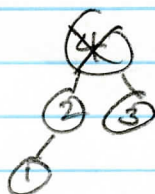


↓

4) 1

4 3

2



Q3. Proving $\Omega(2^n)$

Assume every node will have 1 element

Base Case (2^1) $h=1$ $2^1=2$

By definition $f(n) \geq c \cdot g(n)$ if $c = \frac{1}{2}$ $1 \geq \frac{1}{2}(2) = 1 \leq 1 \checkmark$
 $\exists c > 0 \forall n > n_0, f(n) \geq c \cdot g(n)$

Inductive hypothesis: Assume 2^k is the number of keys in a 2-3 tree for k height

Inductive Step: prove 2^{k+1} for $k+1$ height.

Since the total number of nodes in level k is 2^{k-1} , the level after 2^k will have 2^{k-1+1} nodes. $2^k + 2^k$ elements is 2^{k+1} , thus proven.

Lemma: Total number of nodes at level k is 2^{k-1}

Base Case ($k=1$) $\square \leftarrow 1$ node at level k $2^{1-1} = 2^0 = 1 \checkmark$


Inductive hyp.: Assume at level k , there are 2^{k-1} nodes at level k

prove 2^k
Inductive step: At level 2^{k-1} there will be 2 children nodes for every parent node, therefore $2^{k-1} \cdot 2 = 2^{k-1} \cdot 2^1 = 2^{k-1+1} = 2^k$ nodes thus proven

At every level there will be $2^h - 1$ nodes and we have to prove $\Omega(2^h)$, but since $2^h - 1 \geq .5(2^h)$ for every n after n_0 , $\Omega(2^h)$ holds



Q3. $O(3^h)$ Assuming every Node has 2 keys


Base : $h=1$ $3^1 = 3$  $2 < 3$
base case holds

Inductive : Assume 3^h is the total number of keys for h
hypothesis

Inductive : prove 3^{h+1} is the total number of keys for $h+1$
Step

Since the total amount of nodes on each level is 3^{h-1}
if we add a level to the last level it will be 3^{h-1+1}
or 3^h and since every node has 2 elements
the next level will have $3^h \cdot 2$ nodes. If we add
the last level of element with the previous element
it will be $3^h \cdot 2 + 3^h = 3^h(2+1)$
 $= 3^h \cdot 3$
 $= 3^{h+1}$ as proven.

Lemma: Total amount of nodes on each level is 3^{h-1}
assuming every node has 2 elements.

base Case $h=1$  $3^{1-1} = 1$ 1 node = 1 node ✓

Inductive hypothesis: Assume 3^{k-1} is true



Inductive Step: Prove 3^{k-1+1} or 3^k for next level.

Since every parent will have 3 children the
next row will have, $3^{k-1} \cdot 3 = 3^{k-1+1}$
 $= 3^k$ as proven



Q4.) Assuming $T_1 < T_2$ Given x ^{size}

then we find the height of the difference between $|T_1$ and $T_2|$
 $T_2 - T_1 = h$

Go to the leftmost part of T_2 at h and insert x there. Insert T_1 on the left side of that node. If the node has 2 elements, done.

If the node has 3 elements call heapify.

This will take $O(h)$ time since fixOverflow will push things up.

Case 2: Assume $T_1 > T_2$ Given $T_1 < x < T_2$ ^{size}

Variation of Case 1

$$T_1 - T_2 = h$$

Go to the rightmost part of T_1 and insert x into the node.

Add T_2 tree into the right part of the x node.

Call fixOverflow (taking $O(h)$ time).

Case 3: $T_1 == T_2$ ^{size}

Insert x into the root and place T_1 to the left on T_2 on the right.

This will take $O(1)$ time.

In total this will take $O(|T_1.size - T_2.size|)$ and $\Omega(1)$ time.

Q5. Augment the tree such that nodes hold Subtree Sizes.

Insert (Node n) {

- Traverse the tree as usual to see when n should be inserted.

$O(D)$ time.

- Increment the size of each node that it passes by 1 on its path to a leaf.

}

Delete (Node n) {

- Traverse the tree to find n
- Decrement the size of each node it passes by 1 to the n node.

$O(D)$ time.

}

Range (node a , node b) {

Int total = root.size;

traverse to find a and if a goes right
total - left subtree of that node.

Traverse to find B and if B goes left
Total - right subtree of that node

} $O(D)$ time

takes $O(D)$ to find a and $O(D)$ to find b .

$O(1)$ time to find range of a and b .

So $O(D)$.