

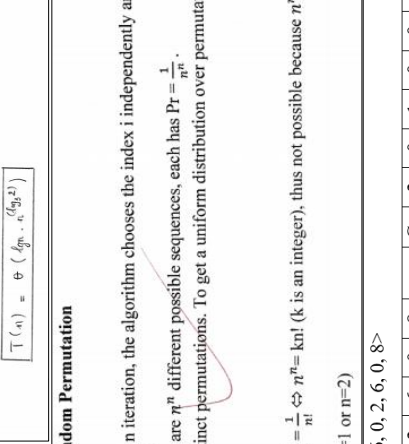
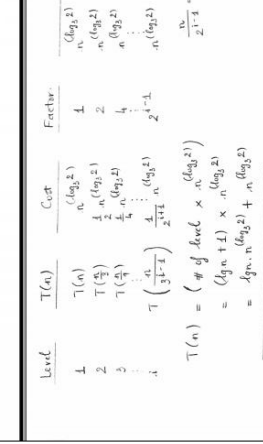
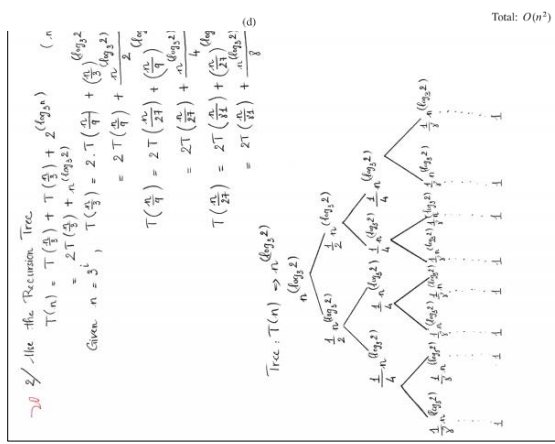
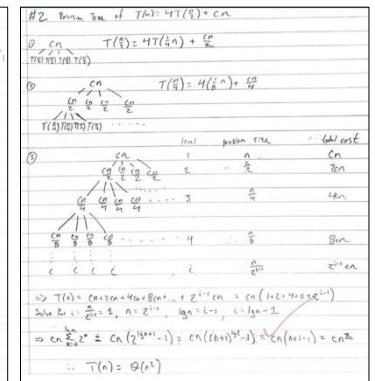
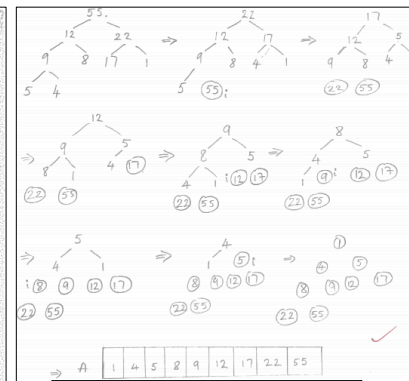
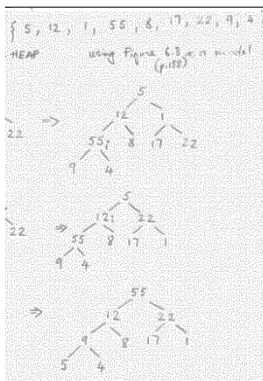
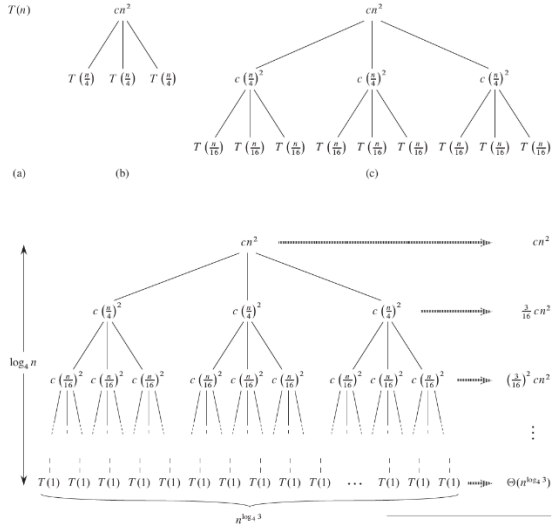
case 1, 1': $z.p.color = \text{BLACK}$ $y.color = \text{BLACK}$ $z.p.p.color = \text{RED}$ $z = z.p.p$ case 2: $z = z.p$ $\text{LEFT_ROTATE}(T, z)$ case 2': $z.p.color = \text{BLACK}$ $z.p.p.color = \text{RED}$ $\text{RIGHT_ROTATION}(T, z.p.p)$ case 3':	1. Every node is either red or black. 2. The root is black. 3. Every leaf (NIL) is black. 4. If a node is red, then both its children are black. 5. For each node, all simple paths from the node to descendant leaves contain the same number of black nodes. • The MAX-HEAPIFY procedure, which runs in $O(\lg n)$ time, is the key to maintaining the max-heap property. • The BUILD-MAX-HEAP procedure, which runs in linear time, produces a max-heap from an unordered input array. • The HEAPSORT procedure, which runs in $O(n \lg n)$ time, sorts an array in place. • The MAX-HEAP-INSERT, HEAP-EXTRACT-MAX, HEAP-INCREASE-KEY, and HEAP-MAXIMUM procedures, which run in $O(\lg n)$ time, allow the heap data structure to implement a priority queue.	RB-INSERT-FIXUP(T, z) 1 while $z.p.color == \text{RED}$ 2 if $z.p == z.p.p.left$ 3 $y = z.p.p.right$ 4 if $y.color == \text{RED}$ 5 $z.p.color = \text{BLACK}$ 6 $y.color = \text{BLACK}$ 7 $z.p.p.color = \text{RED}$ 8 $z = z.p.p$ 9 else if $z == z.p.right$ 10 $z = z.p$ 11 $\text{LEFT_ROTATE}(T, z)$ 12 $z.p.color = \text{BLACK}$ 13 $z.p.p.color = \text{RED}$ 14 $\text{RIGHT_ROTATE}(T, z.p.p)$ 15 else (same as then clause with "right" and "left" exchanged)
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Provide a tight bound for the running time of finding the biggest element in a binary min-heap with n elements. findBiggestElement(A, n) biggest = A[n] for i = $\frac{n}{2} + 1$ to (n - 1) if A[i] ≥ biggest biggest = A[i] return biggest $T(n) = C_1 * 1 + C_2 * (\frac{n}{2} - 1) + C_3 * 1 + C_4 * 1 + C_5 * 1 = O(\frac{n}{2}) + C = O(n)$	Provide a tight bound for the running time of finding the smallest element in a binary max-heap with n elements. findBiggestElement(A, n) smallest = A[n] for i = $\frac{n}{2} + 1$ to (n - 1) if A[i] < smallest smallest = A[i] return smallest $T(n) = C_1 * 1 + C_2 * (\frac{n}{2} - 1) + C_3 * 1 + C_4 * 1 + C_5 * 1 = O(\frac{n}{2}) + C = O(n)$	Root and NIL leaf: BLK R must have 2 BLK children Maintain BLK-height HEAP-INCREASE-KEY(A, i, key) 1 if key < A[i] 2 error "new key is smaller than current key" 3 A[i] = key 4 while i > 1 and A[PARENT(i)] < A[i] 5 exchange A[i] with A[PARENT(i)] 6 i = PARENT(i)
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The operation HEAP-DELETE(A, i) deletes the item in node i from heap A. Give an implementation of HEAP-DELETE that runs in $O(\log n)$ time for an n-element max-heap. (1) Pseudocode HEAP-DELETE(A, A.heap-size, i) (1) A[i] = A[A.heap-size] /* overwrites the value of A[i] by the value of the smallest leaf */ (2) A.heap-size = 1 (3) while (i > 1 and parent of i < A[i]) (4) swap (A[parent(i)] with A[i]) (5) i = parent(i) (6) MAX-HEAPIFY(A, i) (2) correctness justification Done in the answer (1) (2) provide an upper bound of your procedure and give an explanation <u>Explanation:</u> as of A[i] has been removed and replaced by the smallest leaf, A[i] must be iteratively compared with its parent then swap if the parent is ≤ A[i] to ensure A[parent(i)] ≥ A[i] (line 3, 4, 5). In case of A[i] is small, thus it recursively swaps with its child and traverses the longest path until it becomes a leaf. $T(n) = C_1 * 1 + C_2 * 1 + C_3 * \sum_{h=1}^h 1 + C_4 * \sum_{h=1}^h 1 + C_5 * \sum_{h=1}^h 1 + C_6 * 1$ $= C_1 + C_2 + (C_3 + C_4 + C_5) * (h-2+1) + C_6$ $= C * (h-1) + D$ (C and D are positive constants) $= O(h) + D$ (provided $h = \lg n$) $= O(\lg n) \Rightarrow$ proved	RB_INSERT_FIXUP(T, z) while (z.p is RED) and (z ≠ T.root) if z.p is a LEFT child y is an RIGHT uncle if y is RED <case 1> else if z is a RIGHT child <case 2> then continue to <case 3> <case 3> else // z.p is a RIGHT child // same as above but RIGHT ⇔ LEFT y is an LEFT uncle if y is RED <case 1'> else if z is a LEFT child <case 2'> then continue to <case 3'> <case 3'> T.root = BLACK	Running time of Quicksort $T(n) = \Theta(n) + T(q-1) + T(n-q)$ $= T(n-1) + cn = \Theta(n^2)$ $T(n) = T(n/2) + c$ $\therefore \Theta(\lg n)$ $T(n) = 4T(n/2) + cn$ $\therefore \Theta(n^2 \cdot n) = \Theta(n^3)$ $T(n) = T(n/4) + T(3n/4) + cn$ $\therefore \Theta(n \lg n)$
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HEAPSORT(A) $T(n) = O(n \lg n)$ 1 BUILD-MAX-HEAP(A) 2 for i = A.length downto 2 3 exchange A[i] with A[i] 4 A.heap-size = A.heap-size - 1 5 MAX-HEAPIFY(A, 1) Slower than Quicksort MAX-HEAPIFY(A, i) Maintaining the heap property 1 l = LEFT(i) heap property 2 r = RIGHT(i) $T(n) = O(\lg n)$ 3 if l ≤ A.heap-size and A[l] > A[i] 4 largest = l 5 else largest = i 6 if r ≤ A.heap-size and A[r] > A[largest] 7 largest = r 8 if largest ≠ i 9 exchange A[i] with A[largest] 10 MAX-HEAPIFY(A, largest)	$T(n) = \text{const time} + \text{time of M-H}$ HEAP-EXTRACT-MAX(A) 1 if A.heap-size < 1 = $T(1) + O(\lg n)$ 2 error "heap underflow" = $O(\lg n)$ 3 max = A[1] 4 A[1] = A[A.heap-size] 5 A.heap-size = A.heap-size - 1 6 MAX-HEAPIFY(A, 1) 7 return max	$T(n) = a.T(n/b) + f(n)$ $a \geq 1, b > 1, f(n) > 0, \neq 0$ as $n \rightarrow \infty$ Compare $n^{\log_b a}$ vs. $f(n)$ Case 1: $n^{\log_b a} > f(n)$ $T(n) = \Theta(n^{\log_b a})$ Case 2: $n^{\log_b a} = f(n)$ $T(n) = \Theta(n^{\log_b a} \cdot \lg n)$ Case 3: $n^{\log_b a} < f(n)$ $T(n) = \Theta(f(n))$
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$T(n) = 2T(\frac{n}{2}) + \Theta(n) = \Theta(n \lg n)$ Lower bound: Guess $T(n) = \Omega(n \lg n)$ $T(n) \geq dn \lg n$ (d: pos. const.) $T(\frac{n}{2}) \geq d \frac{n}{2} \lg \frac{n}{2}$ Substitute: $T(n) \geq 2d(\frac{n}{2}) \lg \frac{n}{2} + cn$ $= dn \lg \frac{n}{2} + cn$ $= dn(\lg n - 1) + cn$ $\geq dn \lg n$ if $(-dn + cn \geq 0)$ $\Rightarrow c \geq d$ $\therefore T(n) = \Omega(n \lg n)$ $\therefore T(n) = \Theta(n \lg n)$	$T(n) = 8T(\frac{n}{2}) + \Theta(n^2)$ $= 8T(\frac{n}{2}) + cn^2$ Lower bound: Guess: $T(n) = \Omega(n^3)$ $T(n) \geq dn^3$ (d > 0) $T(\frac{n}{2}) \geq d(\frac{n}{2})^3$ Substitute: $T(n) \geq 8(dn^3/8) + cn^2 = dn^3 + cn^2$ $\geq dn^3$ if $cn^2 \geq 0$ \Rightarrow always happens $\therefore T(n) = \Omega(n^3) \therefore T(n) = \Theta(n^3)$ $T(n) = 4T(\frac{n}{4}) + n \Rightarrow O(n \lg n)$	MAX-HEAP-INSERT(A, key) 1 A.heap-size = A.heap-size + 1 2 A[A.heap-size] = -∞ 3 HEAP-INCREASE-KEY(A, A.heap-size, key) $T(n) = 8T(\frac{n}{2}) + \Theta(n^2) = 8T(\frac{n}{2}) + cn^2$ Upper bound: Guess: $T(n) = O(n^3)$ $T(n) \leq dn^3$ (d > 0) $T(\frac{n}{2}) \leq d(\frac{n}{2})^3$ Substitute: $T(n) \leq 8(dn^3/8) + cn^2 = dn^3 + cn^2$ $\leq dn^3$ if $cn^2 \leq 0 \Rightarrow$ no c and n exist New guess (–a lower-order term) $T(n) \leq dn^3 - d'n^2$ (d, d' > 0) $T(\frac{n}{2}) \leq d(\frac{n}{2})^3 - d'(\frac{n}{2})^2$ $= dn^3/8 - d'n^2/4$ Substitute: $T(n) \leq 8T(\frac{n}{2}) + cn^2$ $\leq 8(dn^3/8 - d'n^2/4) + cn^2$ $= dn^3 - 2d'n^2 + cn^2$ $\leq dn^3 - d'n^2$ if $(-d'n^2 + cn^2 \leq 0)$ $\Rightarrow c \leq d' \therefore T(n) = O(n^3)$
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Building a heap: BUILD-MAX-HEAP(A)

1 A.heap-size = A.length
2 for i = floor(A.length/2) downto 1
3 MAX-HEAPIFY(A, i)

Running time of Quicksort
T(n) = O(n) + T(n/2) + O(n) = 2T(n/2) + O(n)
Mergesort T(n) = 2T(n/2) + O(n)

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Counting sort

A = [0.67, 0.82, 0.12, 0.46, 0.88, 0.64]

Answer: 0.12, 0.46, 0.64, 0.67, 0.82, 0.88

The operation HEAP-DELETE (A, i) deletes the item in node i from heap A. Give an implementation of HEAP-DELETE that runs in O(log n) time for an n-element max-heap.

(1) Pseudocode
HEAP-DELETE (A, A.heap-size, i)
(1) A[i] = A[A.heap-size]
/* overwrites the value of A[i] by the value of the smallest leaf */
(2) A.heap-size := 1
(3) while (i > 1 and parent of i < A[i])
(4) swap (A[parent(i)] with A[i]
(5) i = parent(i)
(6) MAX-HEAPIFY(A, i)

(2) provide an upper bound of your procedure and give an explanation
Explanation: as of A[i] has been removed and replaced by the smallest leaf, A[i] must be iteratively compared with its parent then swap if the parent is < A[i] to ensure A[parent(i)] >= A[i] (line 3, 4, 5).
In case of A[i] is small, thus it recursively swaps with its child and traverses the longest path until it becomes a leaf.
T(n) = C1*1 + C2*1 + C3*sum(1/2^i) + C4*sum(1/2^i) + C5*sum(1/2^i) + C6*1
= C1 + C2 + (C3 + C4 + C5)*(h-2+1) + C6
= C*(h-1) + D (C and D are positive constants)
= O(h) + D (provided h = lg n)
= O(log n) => proved

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= C*(h-1) + D (C and D are positive constants)
= O(h) + D (provided h = lg n)
= O(log n) => proved

Using chaining

h(k) = h'(k) mod m
h(k) = k^2 mod 5

h(3) = (3^2 mod 5) = 4
h(4) = (4^2 mod 5) = 1
h(2) = (2^2 mod 5) = 4 (collision)
h(5) = (5^2 mod 5) = 0
h(1) = (1^2 mod 5) = 1

alpha = n/m = 5/5 = 1

(2) Using h(k) as the primary hash function, illustrate the result of inserting these keys using open addressing with linear probing.

h(k, i) = (h'(k) + i) mod m
h(k, i) = (k^2 + i) mod 5

h(3,0) = [(3^2 + 0) mod 5] = 4
h(4,0) = [(4^2 + 0) mod 5] = 1
h(2,0) = [(2^2 + 0) mod 5] = 4 (collision)
h(2,1) = [(2^2 + 1) mod 5] = 0
h(5,0) = [(5^2 + 0) mod 5] = 0 (collision)
h(5,1) = [(5^2 + 1) mod 5] = 1 (collision)
h(5,2) = [(5^2 + 2) mod 5] = 2
h(1,0) = [(1^2 + 0) mod 5] = 1 (collision)
h(1,1) = [(1^2 + 1) mod 5] = 2 (collision)
h(1,2) = [(1^2 + 2) mod 5] = 3

