

# CSE 326: Data Structures

## Lecture #5

### Political Heaps

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Summer Quarter 2001

## Today's Outline

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- Project comments & questions
- Things Bart Didn't Finish on Monday (Leftist Heaps)
- Skew Heaps
- Comparing Heaps

## Merging Heaps

How can we make it fast?

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- Array-based implementation:
- Pointer-based implementation:

## Leftist Heaps

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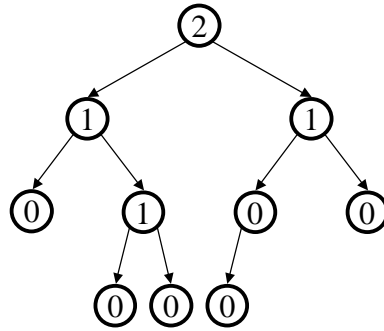
- Idea:
  - make it so that all the work you have to do in maintaining a heap is in one small part
- Leftist heap:
  - almost all nodes are on the left
  - all the merging work is on the right

## Not-so Random Definition: Null Path Length

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the *null path length (npl)* of a node is the number of nodes between it and a null in the tree

- $npl(\text{null}) = -1$
- $npl(\text{leaf}) = 0$
- $npl(\text{single-child node}) = 0$



another way of looking at it:  
 $npl$  is the height of complete subtree rooted at this node

## Leftist Heap Properties

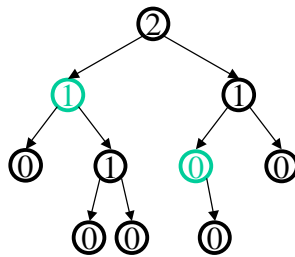
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- Heap-order property
  - parent's priority value is  $\leq$  to children's priority values
  - result: minimum element is at the root
- Leftist property
  - null path length of left subtree is  $\geq$  npl of right subtree
  - result: tree is at least as "heavy" on the left as the right

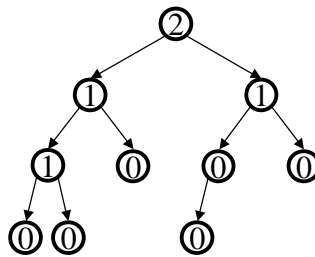
Are leftist trees complete? Balanced?

## Leftist tree examples

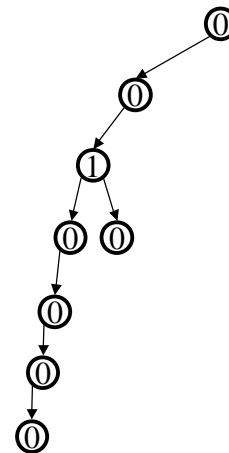
NOT leftist



leftist



leftist



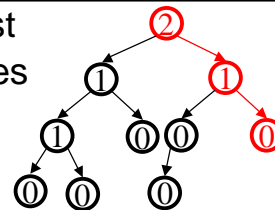
every subtree of a leftist tree is leftist, comrade!

## Right Path in a Leftist Tree is Short

- If the right path has length at least  $r$ , the tree has at least  $2^r - 1$  nodes

- Proof by induction

Basis:  $r = 1$ . Tree has at least one node:  $2^1 - 1 = 1$



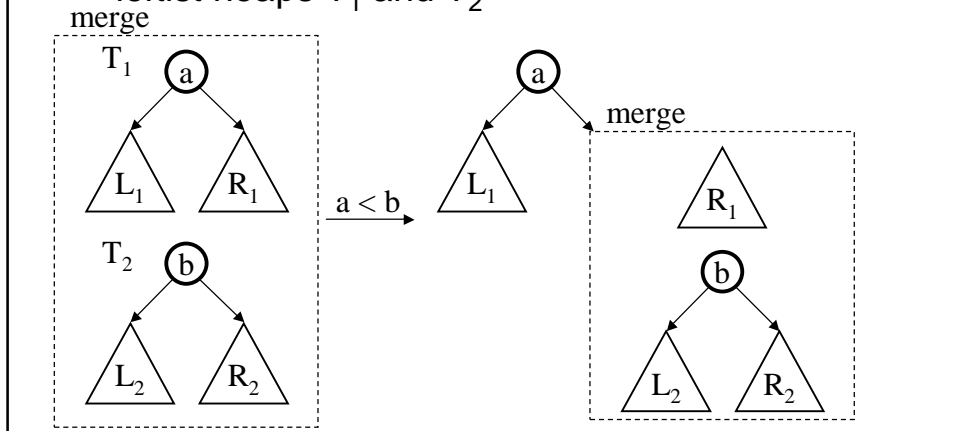
Inductive step: assume true for  $r' < r$ . The right subtree has a right path of at least  $r - 1$  nodes, so it has at least  $2^{r-1} - 1$  nodes. The left subtree must also have a right path of at least  $r - 1$  (otherwise, there is a null path of  $r - 3$ , less than the right subtree). Again, the left has  $2^{r-1} - 1$  nodes. All told then, there are at least:

$$2^{r-1} - 1 + 2^{r-1} - 1 + 1 = 2^r - 1$$

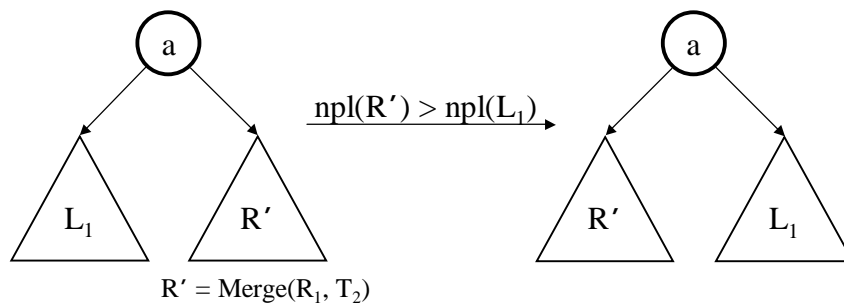
- So, a leftist tree with at least  $n$  nodes has a right path of at most  $\log n$  nodes

## Merging Two Leftist Heaps

- $\text{merge}(T_1, T_2)$  returns one leftist heap containing all elements of the two (distinct) leftist heaps  $T_1$  and  $T_2$



## Merge Continued



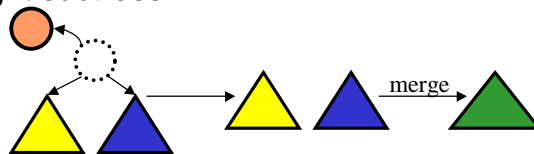
runtime:

# Operations on Leftist Heaps

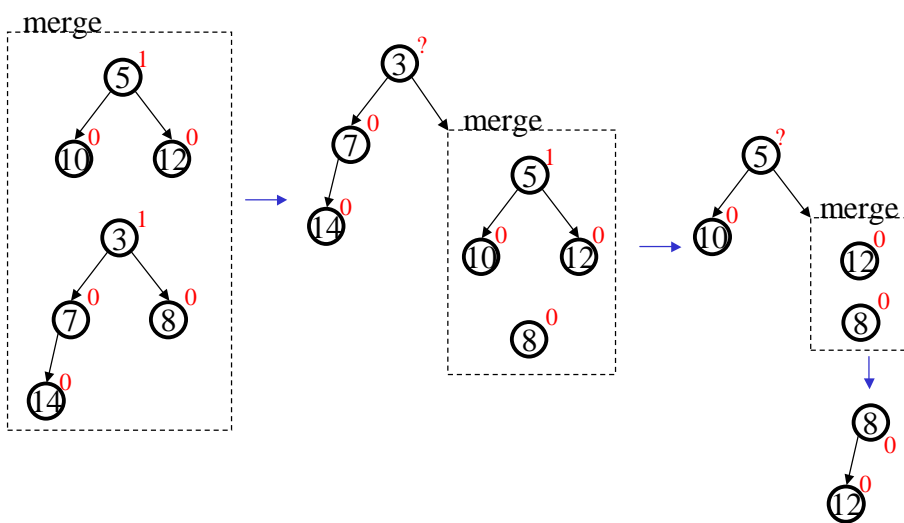
- merge with two trees of total size  $n$ :  $O(\log n)$
- insert with heap size  $n$ :  $O(\log n)$ 
  - pretend node is a size 1 leftist heap
  - insert by merging original heap with one node heap



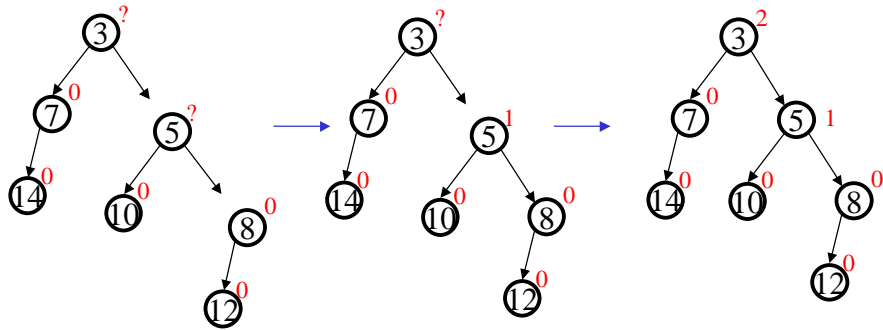
- deleteMin with heap size  $n$ :  $O(\log n)$ 
  - remove and return root
  - merge left and right subtrees



## Example

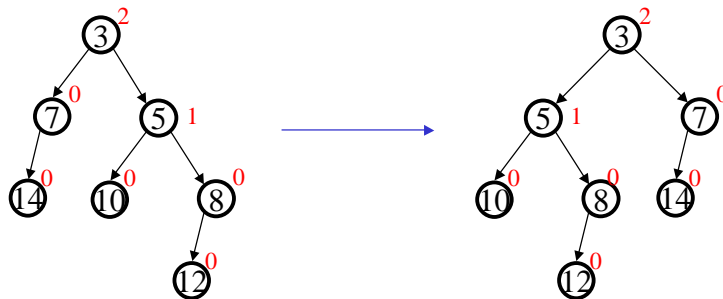


## Sewing Up the Example



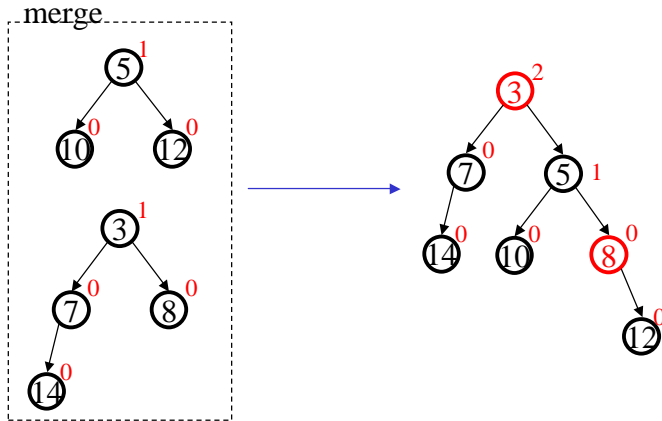
Done?

## Finally...



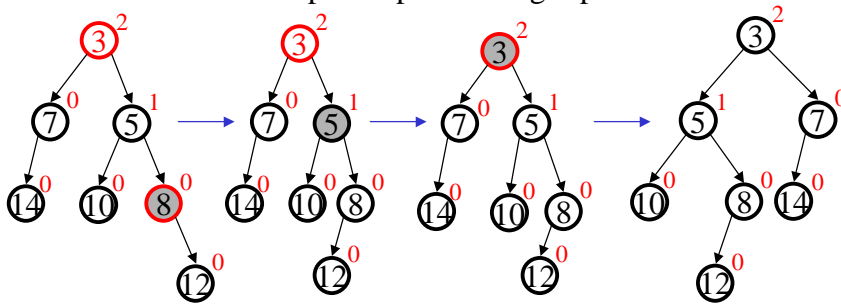
# Iterative Leftist Merging

downward pass: merge right paths



# Iterative Leftist Merging

upward pass: fix right path



What do we need to do this iteratively?



# Random Definition: Amortized Time

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am-or-tize

To write off an expenditure for (office equipment, for example) by prorating over a certain period.

time

A nonspatial continuum in which events occur in apparently irreversible succession from the past through the present to the future.

am-or-tized time

**Running time limit resulting from writing off expensive runs of an algorithm over multiple cheap runs of the algorithm, usually resulting in a lower overall running time than indicated by the worst possible case.**

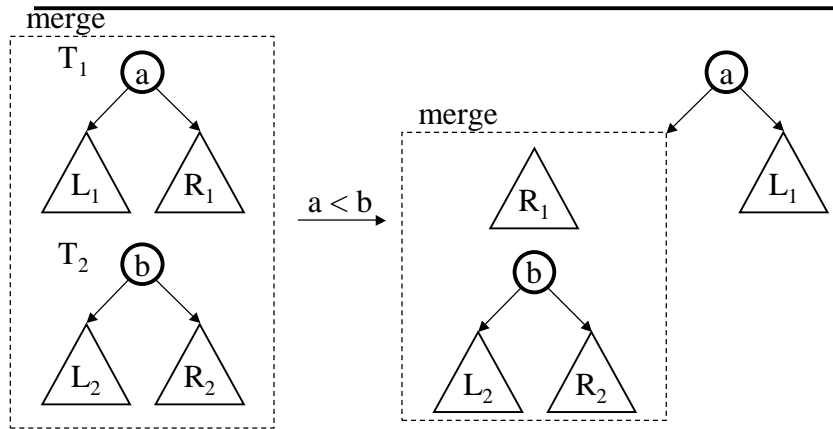
If  $M$  operations take total  $O(M \log N)$  time, amortized time per operation is  $O(\log N)$

# Skew Heaps

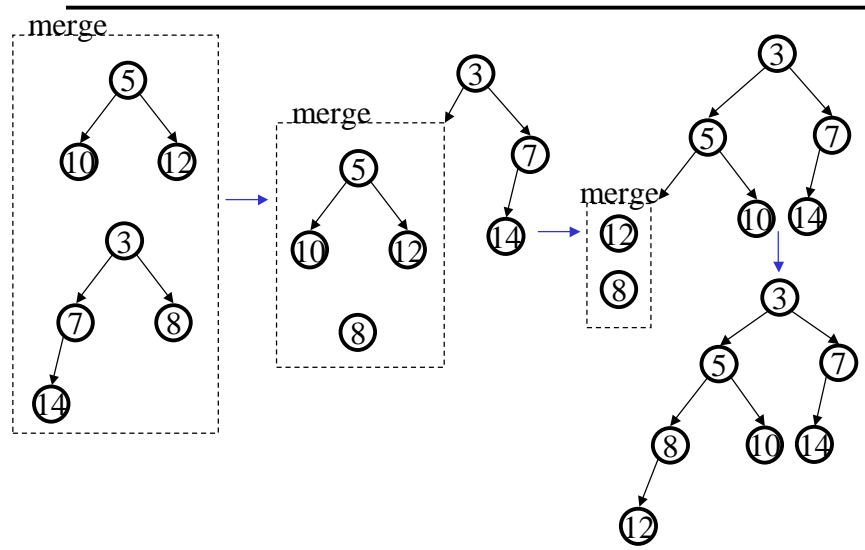
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- Problems with leftist heaps
  - extra storage for  $n \log n$
  - two pass merge (with stack!)
  - extra complexity/logic to maintain and check  $n \log n$
- Solution: skew heaps
  - blind adjusting version of leftist heaps
  - amortized time for merge, insert, and deleteMin is  $O(\log n)$
  - worst case time for all three is  $O(n)$
  - merge *always* switches children when fixing right path
  - iterative method has only one pass

# Merging Two Skew Heaps



# Example



## Skew Heap Code

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```
void merge(heap1, heap2) {
  case {
    heap1 == NULL: return heap2;
    heap2 == NULL: return heap1;
    heap1.findMin() < heap2.findMin():
      temp = heap1.right;
      heap1.right = heap1.left;
      heap1.left = merge(heap2, temp);
      return heap1;
    otherwise:
      return merge(heap2, heap1);
  }
}
```

## Comparing Heaps

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- Binary Heaps
- Leftist Heaps
- d-Heaps
- Skew Heaps
- Binomial Queues

## To Do

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- Project I due tonight @ 10pm
  - Please email me if you are going to be late
  - Groups were due Monday
- Homework due tomorrow @ **START** of section

## Coming Up

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- Section
  - tomorrow: The Ashish Experience
- Project II
- Asymptotic Complexity!