CSE 373

APRIL 7TH – FLOYD'S ALGORITHM

ASSORTED MINUTIAE

- HW1P2 due tonight
- HW2 out
 - No java libraries

TODAY'S SCHEDULE

- buildHeap()
- Floyd's algorithm
- Analysis

• Heaps

- Properties
 - Completeness
 - Heap property







Is this a heap?



- Is this a heap?
- No. Why

Is this a heap?



• Heaps

- Properties
 - Completeness
 - Heap property
- Implementation
 - Array (0 v 1 indexing)







- 0 indexing:
 - left = 2*i+1
 - right: 2*i+2
 - parent: (i-1)/2
- 1 indexing:
 - left = 2*i
 - right = 2*i +1
 - parent: i/2



Operations

• Insert: adds a data, priority pair into the heap

HEAPS

Operations

- Insert: adds a data, priority pair into the heap
- deleteMin: returns and removes the item of smallest priority from the heap
- changePriority: changes the priority of a particular item in the heap
- What are the (worst-case) runtimes for these operations?

HEAPS

Insert:

- Add the element at the bottom of the tree
- "Percolate up" that element to its correct place
- Adding to the end of a tree? O(1)
- Percolating up? O(height) O(log n)
 - What is the height of a heap? log₂ n

HEAPS

• deleteMin:

- Move the last element up to the top of the tree
- Percolate that element down
- Return the original root of the tree.
- Copying element? O(1)
- Percolating down? O(log n)
- Returning element? O(1)



• changePriority:

- Find the element
- Percolate up/down
- Finding in a heap? O(n) Why?
 - Heap property does not give us the divide and conquer benefit
- Percolate up/down? O(log n)
- On average, is it faster to percolate up or down?



Facts of binary trees

- Increasing the height by one doubles the number of possible nodes
- Therefore, a complete binary tree has half of its nodes in the leaves
- A new piece of data is much more likely to have to percolate down to the bottom than be the smallest item in the heap

BUILDHEAP

- Back to the problem from Wednesday
- Given an arbitrary array of size n, form the array into a heap
 - Naïve approach(es):
 - Sort the array: O(n log n)
 - Insert each element into a new heap.
 log n operation performed n times: O(n log n)

FUN FACTS!

Is it really O(n log n)?

- Early insertions are into empty trees **O(1)**!
- Consider a simpler example, creating a sorted linked list.
- Adding at the end of a linked list with k items takes O(k) operations.

1+2+3+4+5...

What is this summation?

FUN FACTS!

$$\sum_{k=1}^{n} k = \frac{1}{2} n (n+1)$$

- What does this mean?
- Summing k from 1 to n is still $O(n^2)$
- Similarly, summing log(k) from 1 to n is
 O(n log n)

BUILDHEAP

• So a naïve buildheap takes O(n log n)

- Why implement at all?
- If we can get it O(n)!

- Traverse the tree from bottom to top
 - Reverse order in the array
- Start with the last node that has children.
 - How to find? Size / 2
- Percolate down each node as necessary
 - Wait! Percolate down is O(log n)!
 - This is an O(n log n) approach!

- It is O(n log n), because big O is an upper bound, but there is a tighter analysis possible!
- How far does each node travel (at worst)
 - 1/2 of the nodes don't move:
 - These are leaves Height = 0
 - 1/4 can move at most one
 - 1/8 can move at most two ...

$$\sum_{i=0}^{n} \frac{i}{2^{i+1}} = \frac{2^{-n-1} \left(-n + 2^{n+1} - 2\right)}{2^{n+1} \left(-n + 2^{n+1} - 2\right)}$$

- Thanks Wolfram Alpha!
- Does this look like an easier summation?

$$\sum_{i=0}^{\infty} \frac{1}{2^{i+1}} = 1$$

- This is a must know summation!
- 1/2 + 1/4 + 1/8 + ... = 1
- How do we use this to prove our complicated summation?

- Vertical columns sum to: i/2ⁱ, which is what we want
- What is the right summation?
 - Our original summation plus 1

$$\sum_{i=1}^{\infty} \frac{i}{2^i} = 2$$

 This means that the number of swaps we perform in Floyd's method is 2 times the size... So Floyd's method is O(n)

NEXT WEEK

- Guest lecturer!
- Proof of Floyd's method correctness
- Introducing the Dictionary ADT