

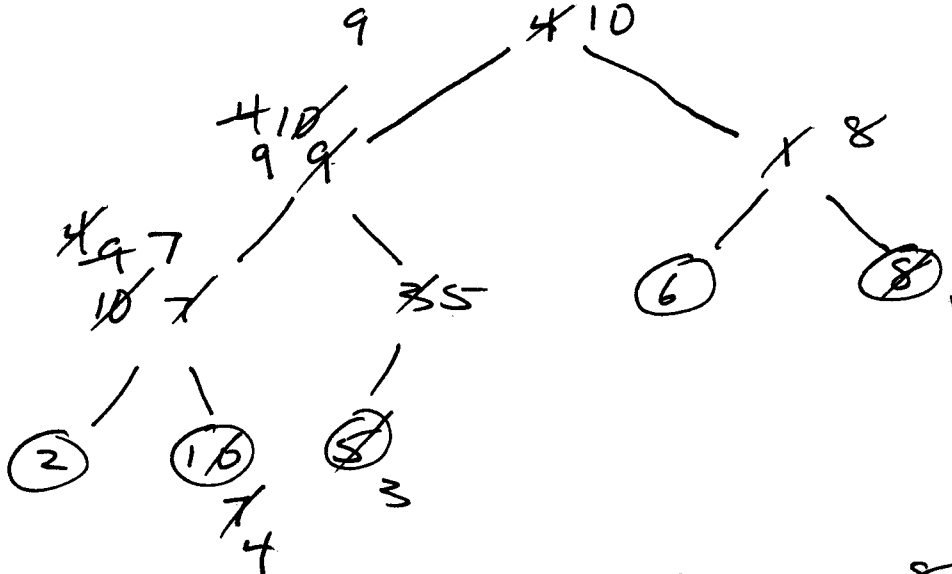
Pa 6: ext 2 more days (no more!!)

Build Heap

Ex.

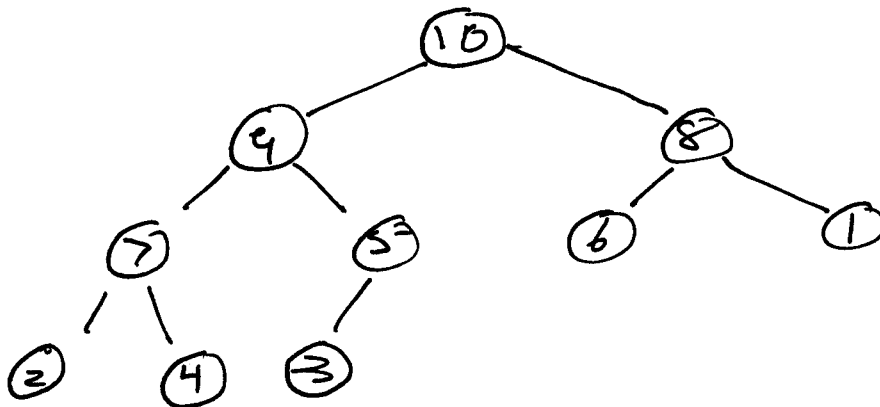
Δ

1	2	3	4	5	6	7	8	9	10
4	9	8	7	5	6	1	2	10	3
10	10	8	10	5		1		7	3
	4		7	4				4	
	9		4	10					



Δ

1	2	3	4	5	6	7	8	9	10
10	9	8	7	5	6	1	2	4	3



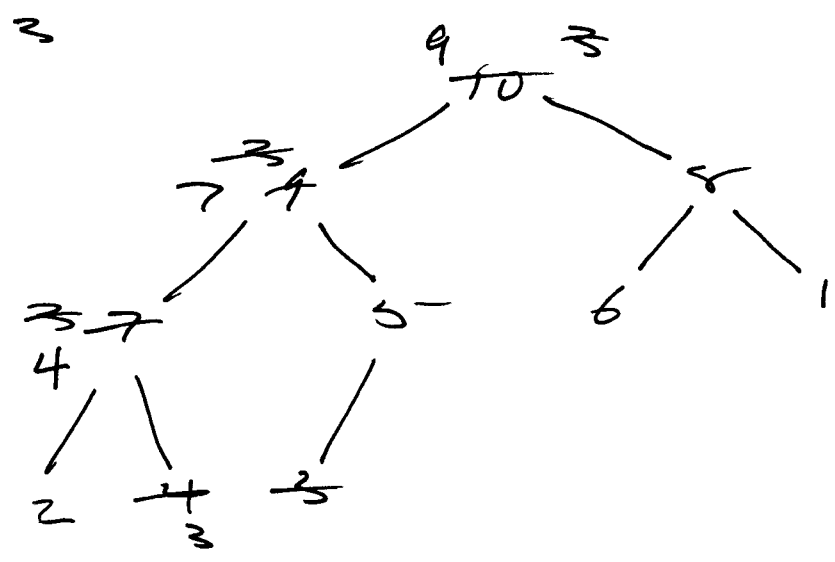
Runtime of Build Heap :

$$O(n)$$

6.4 Heapsort : Same example.

A

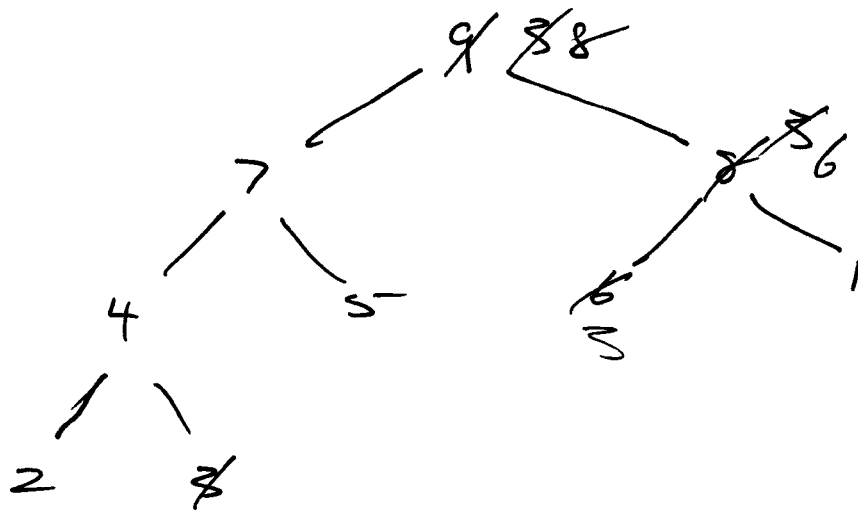
1	2	3	4	5	6	7	8	9	10
10	9	8	7	5	6	1	2	4	3
									10



3

1	2	3	4	5	6	7	8	9	10
9	7	8	4	5	6	1	2	3	10

~~3~~ 9



1	2	3	4	5	6	7	8	9	10
8	7	6	4	5	3	1	2	9	10

Exercise continue this.

$$\begin{aligned} \text{Runtime} &= (n-1) \cdot \Theta(\log n) \\ &= \Theta(n \log n). \end{aligned}$$

note: $\log_2(n!) = \Theta(n \log n)$

6.5 Priority Queues

max

A ^{max} Priority Queue is an ADT that maintains a set S of records, each with a field called key.

$$x = (\cdot, \cdot, \cdot, \text{key}) \in S$$

$$S = \{ \cdot, \cdot, \cdot, x, \cdot, \cdot \}$$

• a state is a particular set S .

• Operations.

Insert(S, x): adds new record

Max(S): returns record w/ max key.

ExtractMax(S): returns and ~~deletes~~ S [↖]

DeleteMax(S): deletes rec. w/ max key

~~IncreaseKey(S, x ,~~

IncreaseKey(S, x, K):

change $key[x]$ to $K > key[x]$

Implementing ^{max}P.Q. as ^{max}heap:

see Pseudo-code on webpage.

Runtimes:

Heap-Maximum(): $\Theta(1)$

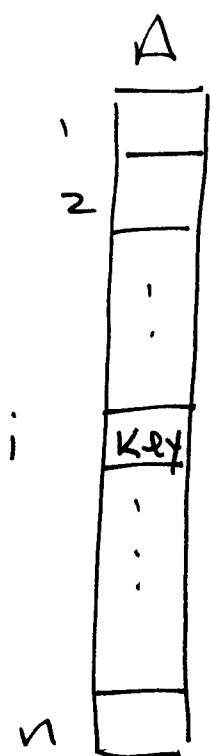
Heap-Delete-Max(): $\Theta(\log n)$

Heap-Extract-Max(): $\Theta(\log n)$

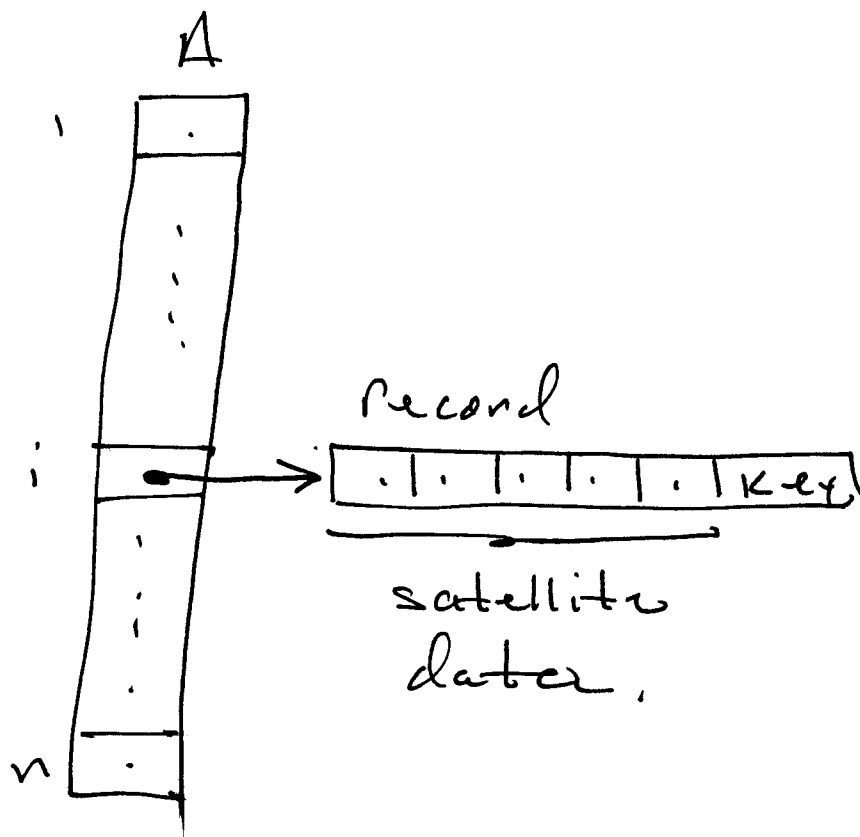
Heap-Increase-Key(): $\Theta(\log n)$

Heap-Insert(): $\Theta(\log n)$

our Picture



general Picture



Exercise. re-write P.Q. algorithms
in the general Picture
max heap Property:

$$key[A[i]] \leq key[A[Parent(i)]]$$

Exercise

re-write everything for a
min-heap and min-Priority Queue

Exercise

Implement the P.Q. ADT

(both min & max) in both C and C++.

Next time: Chap 24

- weighted graphs
- Path weight
- min Path weight
- shortest (lightest) Path
- SSSP in a weighted graph.

Quiz #4 Prob. 1e

Keys: 5, 9, 7, 2, 6, 4, 8, 3, 1, 10

