Data Structures

A Supplement (Based on [Manber 1989])

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Heaps

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  the key of every node is greater than or equal to the key of any of its children.
- It supports the two basic operations of a priority queue:

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  the key of every node is greater than or equal to the key of any of its children.
- It supports the two basic operations of a priority queue:
  - *Insert*(x): insert the key x into the heap.
  - *Remove*(): remove and return the largest key from the heap.

Heaps (cont.)

- A binary tree can be represented implicitly by an array A as follows:
    1. The root is stored in $A[1]$.
    2. The left child of $A[i]$ is stored in $A[2i]$ and the right child is stored in $A[2i+1]$.

Heaps (cont.)

```
Algorithm Remove_Max_from_Heap (A, n);
begin
    if n = 0 then print "the heap is empty"
    else Top_of_the_Heap := A[1];
        A[1] := A[n]; n := n − 1;
        parent := 1; child := 2;
        while child ≤ n − 1 do
                if A[child] < A[child + 1] then
                    child := child + 1;
                if A[child] > A[parent] then
                    swap(A[parent], A[child]);
                    parent := child;
                    child := 2 ∗ child
                else child := n
end
```

Heaps (cont.)

```
Algorithm Insert_to_Heap (A, n, x);
begin
        n := n + 1;
        A[n] := x;
        child := n;
        parent := n div 2;
        while parent ≥ 1 do
                if A[parent] < A[child] then
                   swap(A[parent], A[child]);
                   child := parent;
                   parent := parent div 2
                else parent := 0
end
```

AVL Trees

Definition

An AVL tree is a binary search tree such that, for every node, the difference between the heights of its left and right subtrees is at most 1 (the height of an empty tree is defined as 0).

This definition guarantees a maximal height of $O(\log n)$ for any AVL tree of n nodes.

AVL Trees (cont.)

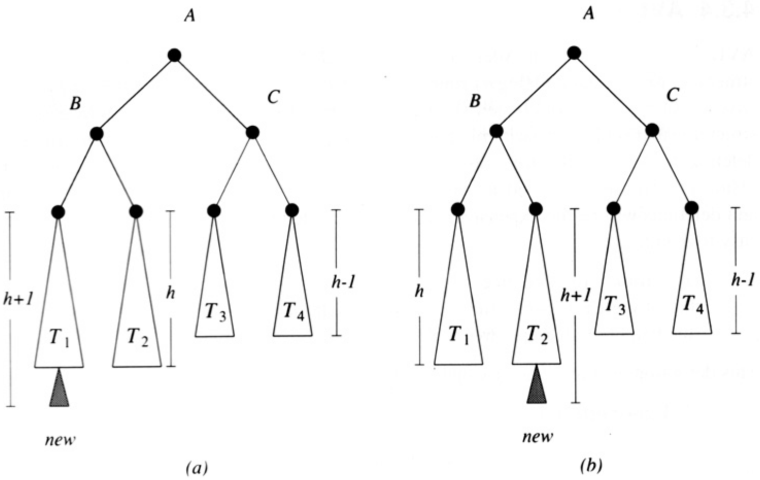

Figure 4.13 Insertions that invalidate the AVL property.

Source: [Manber 1989].

AVL Trees (cont.)

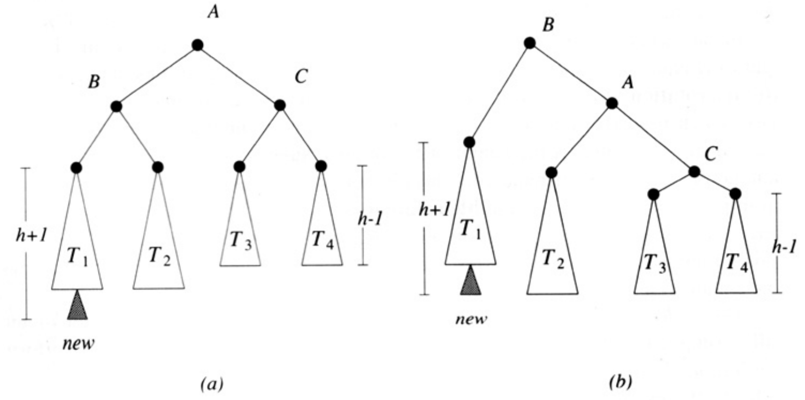

Figure 4.14 A single rotation: (a) Before. (b) After.

Source: [Manber 1989].

AVL Trees (cont.)

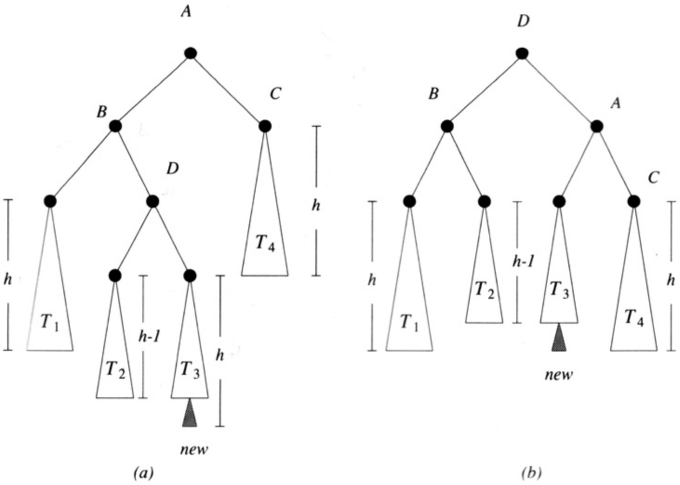

Figure 4.15 A double rotation: (a) Before. (b) After.

Source: [Manber 1989].

Union-Find

- There are n elements $x_1, x_2, \cdots, x_n$ divided into groups. Initially, each element is in a group by itself.
- Two operations on the elements and groups:
  - $find(A)$: returns the name of A's group.
  - $union(A, B)$: combines A's and B's groups to form a new group with a unique name.
- To tell if two elements are in the same group, one may issue a find operation for each element and see if the returned names are the same.

Union-Find (cont.)

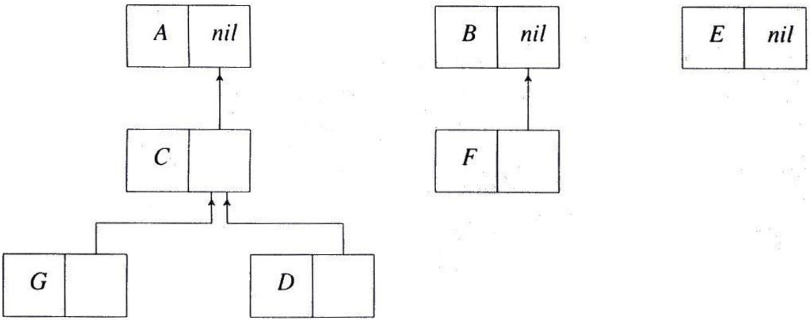

Figure 4.16 The representation for the union-find problem.

Source: [Manber 1989].

Balancing

- The root also stores the number of elements in (i.e., the size of) its group.
- To *balance* the tree resulted from a union operation, *let the smaller group join the larger group* and update the size of the larger group accordingly.

Theorem (Theorem 4.2)

If balancing is used, then any tree of height h must contain at least 2^h elements.

- Any sequence of m find or union operations (where $m \geq n$) takes $O(m \log n)$ steps.

Union-Find (cont.)

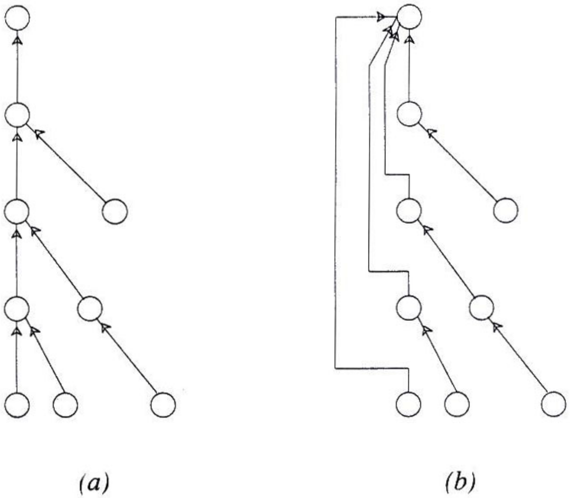

Figure 4.17 Path compression: (a) Before. (b) After.

Source: [Manber 1989].

Effect of Path Compression

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Theorem (Theorem 4.3)

If both balancing and path compression are used, any sequence of m find or union operations (where $m \geq n$) takes $O(m \log^* n)$ steps.

The value of $\log^* n$ intuitively equals the number of times that one has to apply log to n to bring its value down to 1.

Code for Union-Find

```
Algorithm Union_Find_Init(A,n);
begin
  for i := 1 to n do
      A[i].parent := nil;
      A[i].size := 1
end

Algorithm Find(a);
begin
  if A[a].parent <> nil then
     A[a].parent := Find(A[a].parent);
     Find := A[a].parent;
  else
     Find := a
end
```

Code for Union-Find (cont.)

```
Algorithm Union(a,b);
begin
  x := Find(a);
  y := Find(b);
  if x <> y then
     if A[x].size > A[y].size then
        A[y].parent := x;
        A[x].size := A[x].size + A[y].size;
     else
        A[x].parent := y;
        A[y].size := A[y].size + A[x].size
end
```