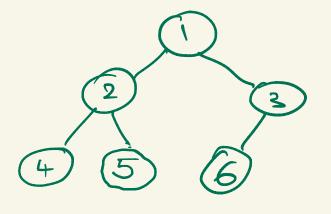
REVIEWED HEAP IMPLEMENTATION OF PRIDRITY QUEUE from last 3 slides of previous class

ARRAY IMPLEMENTATION OF

BALANCED BINARY TREE

parent 
$$(v) = \lfloor \frac{v}{2} \rfloor$$
  
left did $(v) = 2v$   
right did $(v) = 2v + 1$ 



n INSERTS

n log n

 $\log 1 + \dots + \log n = \log (n!) \sim n \cdot \log n$ 

Clain MAKE-HEAP

input: list of n data

O(n) companisons

fill tree bottom-up depth of tree: d

need to bubble-down each asked node node on level d-i requires

# Lodes on level d-i: \le 2 d-i

total # companisons  $\leq \sum_{i=0}^{d} 2^{d-i} \cdot 2^{i} = 2^{d} \sum_{i=1}^{\infty} \frac{i}{2^{i-1}} = 4 \cdot 2^{d} < \frac{4n}{n}$ 

lower bound on # compansons made by Dijkstre under "best" implementation of PRIORITY QUEUE "worst" input Yampl. Finget = Se (n. logn+m) claim cost > log(n!) ~ n logn 2-cost > m + leg(n!)

## FIBONACCI HEAP

FREDMAN-TARJAN mid 1980s

INSERT: O(1)

EXTR-MIN: O(log n) × n

DECREASE-KEY: O(1) \* × m

[INCR-KEY O(bja)]

 $O(n \log n + m)$ 

Xn

1+ 111000

amortised cost O(1)of INCREMENTING O...n

G = (V, E)

undirected

Subgraph H = (W, F) HCG if

WCV,FSE

Spanning subgraph W=V, FSE

Spanning tree H is a tree

G has a sp. tree (=> G is connected