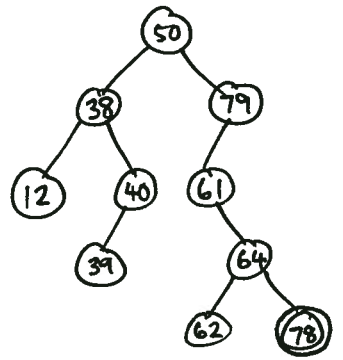
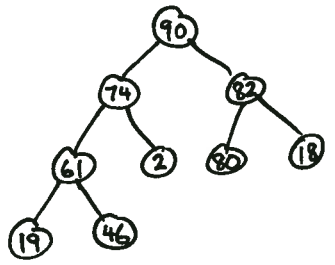


TREES/BSTs



- A. INSERT(78) $\Theta(h)$
 - B. DELETE(50) — swap with 61 and delete $\Theta(h)$
 - C. SUCCESSOR $\Theta(h)$
 - D. IN-ORDER WALK $\Theta(n)$
- AND: CONSTRUCTING A BST FROM A SORTED LIST... (ALSO $\Theta(n)$)

HEAPS



NEARLY-COMPLETE BINARY TREE

← MAX-HEAP... OF COURSE, MIN-HEAPS EXIST, TOO.

- A. EXTRACT-MIN* $\Theta(\lg n)$
 - B. HEAPIFY $\Theta(\lg n)$
 - C. BUILD-HEAP $\Theta(n)$
 - D. PRIORITY QUEUE — DECREASE-KEY*
- *for min-heaps.

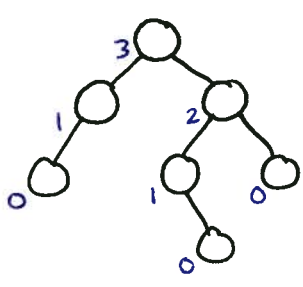
ARRAY REPRESENTATION:

90	74	82	61	2	...
0	1	2	3	4	...

PARENT[j] = $\lfloor \frac{j-1}{2} \rfloor$

CHILD[i]: LEFT[i] = 2i + 1 RIGHT[i] = 2i + 2

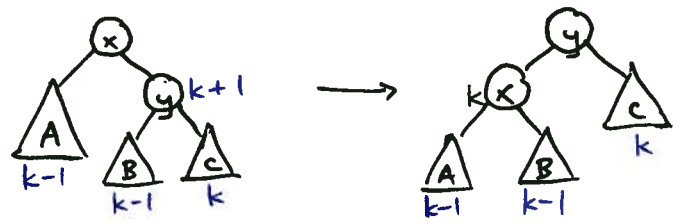
AVL TREES: BALANCED BSTs



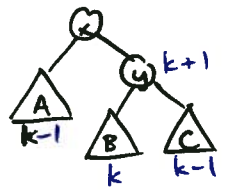
$1 \geq |h(\text{LEFT}) - h(\text{RIGHT})|$

REBALANCING ONLY REQUIRES ROTATIONS

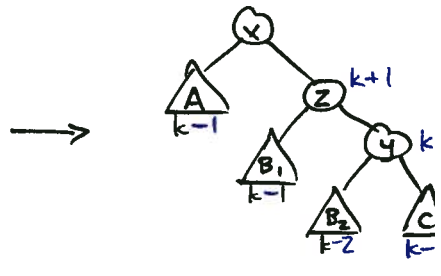
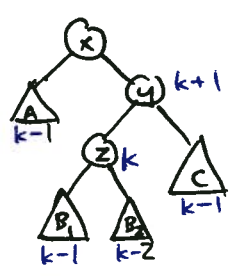
EASY CASE:



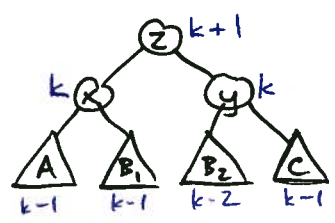
HARD CASE:



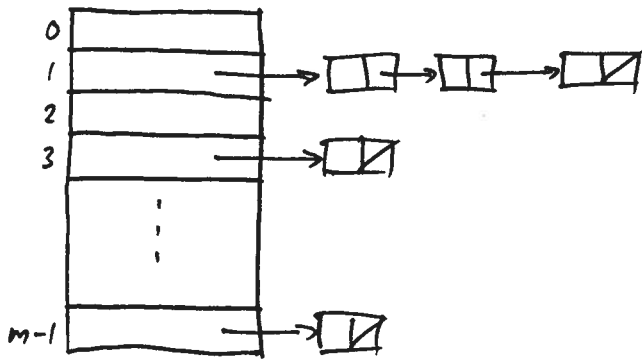
THE ABOVE WON'T WORK... WE NEED TWO ROTATIONS



THEN IT BECOMES THE EASY CASE...



HASHING / HASH TABLES



A. COLLISION RESOLUTION

B. INSERT

C. DELETE

D. LOOKUP

E. ROLLING HASHES

EXPECTED $\Theta(1)$
WORST CASE $\Theta(n)$

LOAD FACTOR $\alpha = \frac{n}{m}$
(n ELTS. INSERTED)

AMORTIZED ANALYSIS

HASH TABLE (IGNORE DELETIONS) → WANT TO KEEP $\alpha < 4/5$

ON INSERT, IF $\alpha \geq 4/5$, ALLOCATE A NEW TABLE OF $2m$ SIZE AND REHASH EVERYTHING
→ $O(m+n) = O(m)$ TIME TO RESIZE
 $O(1)$ OTHERWISE

IN A SERIES OF n INSERTIONS:

- suppose resizes occur at $k, 2k, 4k, \dots$

- then cost of insertions is $O(n + (k + 2k + \dots + n)) = O(n + (\frac{n}{2^i} + \frac{n}{2^{i-1}} + \dots + n))$
 $= O(n + (2n))$
 $= O(3n) = O(n)$

Thus each insert is $\frac{O(n)}{n} = O(1)$ time