Burt Rosenberg

MATH 220/317: PROGRAMMING II/DATA STRUCTURES _____1

Problem Set 7

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Goals

Practice with trees and heaps. Exercise in algorithm implementation.

Reading Assignment

Read Chapters 6–9, 11 and 12 from Algorithms.

Programming Assignment

You are to implement a *heap* using a pointer-based implementation of ordered binary trees. Implement heap operations *insert* and *delete-min*. Two versions of your program are required: a *test* and a *run* version. Switching between versions should be accomplished by changing the value of a CONST variable and recompiling the program.

Use the following TYPE definitions as a model for your heap:

```
type
TreeNodeP = ^ TreeNodeR ;
TreeNodeR = record
    data : DataType ;
    { perhaps some more fields }
    l, r : TreeNodeP ;
    end ;
HeapR = record
    h : TreeNodeP ;
    { perhaps some more fields }
    end ;
Heap = ^ HeapR ;
```

The heap operations you are to implement are:

```
function HeapCreate : Heap ;
{ Returns a pointer to a newly created, empty heap.}
```

function HeapEmpty(h : Heap) : Boolean ;
{ Returns True if h is empty. }
procedure HeapInsert(h : Heap ; d : DataType) ;
{ Given a heap h, and a datum d, mutates h into a new heap
which is the elements of h with d inserted. }
function HeapDeleteMin(h : Heap) : DataType ;
{ Given a heap h, returns the minimum datum of the heap,
 and mutates h to be h with the minimum deleted. }

Here is a description of the two versions of the program:

- 1. The *test version* begins with an empty heap and accepts text from the keyboard. Any word not beginning with a "-" is inserted into the heap. Words beginning with a "-" signal that a delete-min operation is to be performed. After each insert or delete-min the tree is printed pre-order in the fashion of the previous homework.
- 2. The *run version* begins with an empty heap and accepts text from a file. Words in the file are inserted into the heap or a delete-min is performed, according to whether or not the word does not begin with a "-", as in the test version. However, no pre-order output is given between words. Instead, at end-of-file, the words are printed in ascending dictionary order using repeated applications of delete-min. (Essentially accomplishing heap-sort!)

Algorithmic Notes

You will have to find the rightmost leaf of the bottom level of the tree. How can this be done? Here is a hint for one possible approach. Suppose the heap knowns how big it is, perhaps a field is included in HeapR which records this. Mentally number the tree nodes according to the following pattern:

On the left the nodes are numbered in decimal, on the right, they are numbered in binary. Note that the number of a node, when written in binary, describes the path from the root to the node. Reading the binary representation from left to right, discarding the initial 1, read a 0 as "descend left" and a 1 as "descend right."

Let n be the number of the leaf node you are trying to find. Find the integer k such that,

$$2^k \le n < 2^{k+1}$$

Then node n is in level k, where level 0 is the level of the root. Repeat the following,

1. If the leftmost bit of n is 1, strip it off,

if $n \ge 2^k$ then $n \leftarrow n - 2^k$

2. Shift all the bits in n to the left one place,

 $n \gets 2n$

3. Test the leftmost bit for one or zero, and descend in the tree accordingly,

if $n \ge 2^k$ then go right, else go left

4. Termination conditions: Since you are searching for a leaf, you do not have to count bits. When further progress would mean following a nil pointer, you have arrived. Else repeat from Step 1.

Extra Credit

Implement a linear-time build-heap. A possible approach is,

- Build a complete tree on nodes carrying all the elements, not worrying about heap order.
- Traverse the tree, bottommost rightmost node first, moving leftwards and upwards, to slowly establish heap order everywhere.

You might make use of the Breadth-First tree search algorithm described by Sedgewick, page 48, to organize both the build and "heapify" traversals.