

Binary Trees, Heaps

Κ08 Δομές Δεδομένων και Τεχνικές Προγραμματισμού

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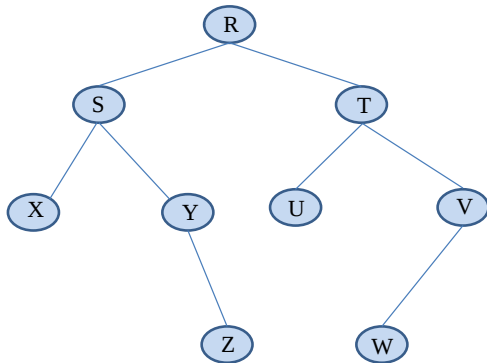
Binary trees

A **binary tree (δυναμικό δέντρο)** is a set of nodes such that:

- Exactly one node is called the **root**
- All nodes except the root have **exactly one parent**
- Each node has **at most two children**
 - and they are **ordered**: called **left** and **right**

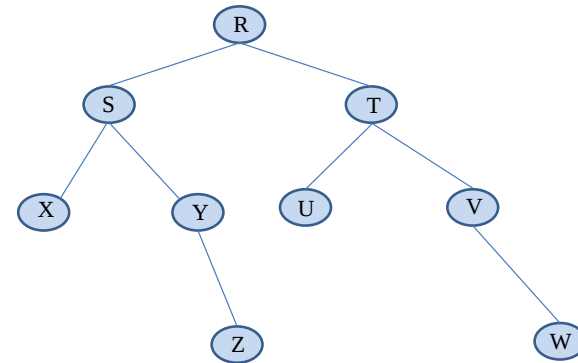
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Example: a binary tree



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Example: a different binary tree



Whether a child is left or right matters.

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Terminology

- **path**: sequence of nodes traversing from parent to child (or vice-versa)
- **length** of a path: number of nodes -1 (= number of “moves” it contains)
- **siblings**: children of the same parent
- **descendants**: nodes reached by travelling downwards along any path
- **ancestors**: nodes reached by travelling upwards towards the root
- **leaf / external node**: a node without children
- **internal node**: a node with children

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Terminology

- Nodes tree can be arranged in **levels / depths**:
 - The root is at **level 0**
 - Its children are at **level 1**, their children are at **level 2**, etc.
- Note: node level = length of the (unique) path from the root to that node
- **height** of the tree: the largest depth of any node
- **subtree** rooted at a node: the tree consisting of that node and its descendants

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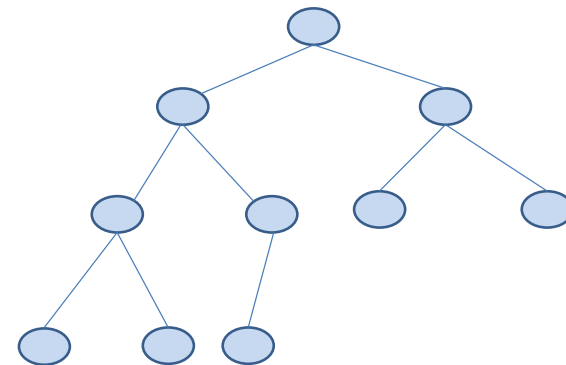
Complete binary trees

A binary tree is called **complete** (πλήρης) if

- All levels except the last are “**full**” (have the maximum number of nodes)
- The nodes at the last level fill the level “from left to right”

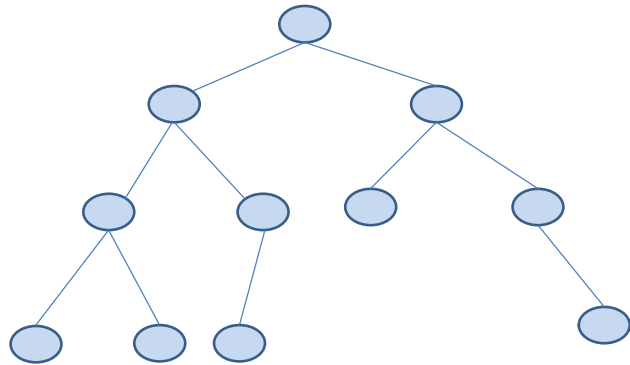
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Example: complete binary tree



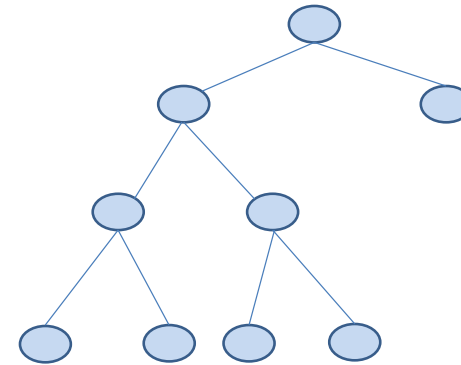
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Example: not complete binary tree



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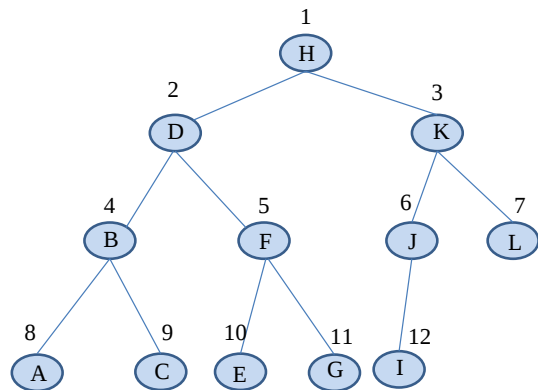
Example: not complete binary tree



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Level order

Ordering the nodes of a tree **level-by-level** (and left-to-right in each level).



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Nodes of a complete binary tree

- How many nodes does a complete binary tree have at each level?
- At most
 - 1 at level 0.
 - 2 at level 1.
 - 4 at level 2.
 - ...
 - 2^k at level k .

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Properties of binary trees

- The following hold:
 - $h + 1 \leq n \leq 2^{h+1} - 1$
 - $1 \leq n_E \leq 2^h$
 - $h \leq n_I \leq 2^h - 1$
 - $\log(n + 1) - 1 \leq h \leq n - 1$
- Where
 - n : number of all nodes
 - n_I : number of internal nodes
 - n_E : number of external nodes (leaves)
 - h : height

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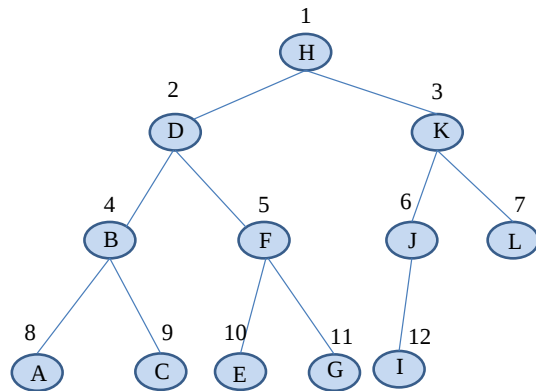
Properties of complete binary trees

$$h \leq \log n$$

- Very important property, the tree cannot be too "tall"!
- Why?
 - Any level $l < h$ contains exactly 2^l nodes
 - Level h contains at least one node
 - So $1 + 2 + \dots + 2^{h-1} + 1 = 2^h \leq n$
 - And take logarithms on both sides

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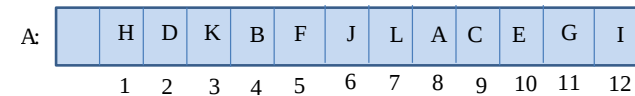
How do we represent a binary tree?



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Sequential representation

Store the entries in an **array** at **level order**.



- Common for **complete trees**
- A lot of **space** is wasted for non-complete trees
 - missing nodes will have empty slots in the array

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How to find nodes

To Find:	Use	Provided
The left child of $A[i]$	$A[2i]$	$2i \leq n$
The right child of $A[i]$	$A[2i + 1]$	$2i + 1 \leq n$
The parent of $A[i]$	$A[i/2]$	$i > 1$
The root	$A[1]$	A is nonempty
Whether $A[i]$ is a leaf		$2i > n$

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Heaps

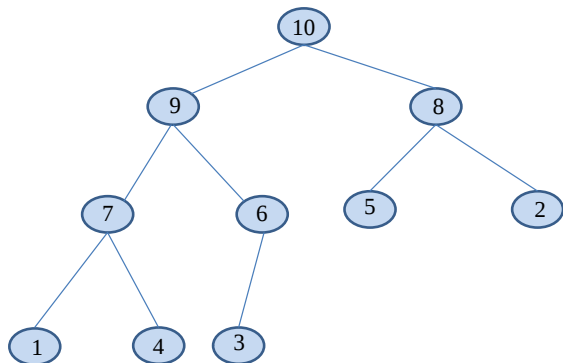
A binary tree is called a **heap** (σωρός) if

- It is **complete**, and
- each node is **greater or equal than its children**

(Sometimes this is called a **max-heap**, we can similarly define a min-heap)

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Example



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Heaps and priority queues

- Heaps are a common data structure for implementing **Priority Queues**
- The following operations are needed
 - find max
 - insert
 - remove max
 - create with data
- We need to **preserve the heap property** in each operation!

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Find max

- Trivial, the max is always **at the root**
 - remember: we always preserve the heap property
- Complexity?

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Inserting a new element

- The new element can only be inserted at the **end**
 - because a heap must be a **complete** tree
- Now all nodes **except the last** satisfy the heap property
 - to restore it: apply the `bubble_up` algorithm on the last node

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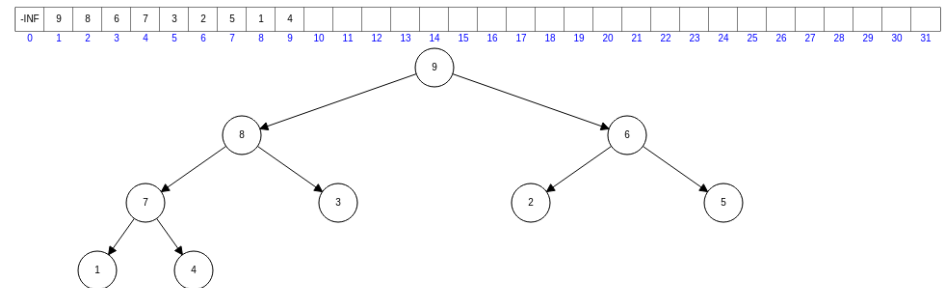
Inserting a new element

`bubble_up(node)`

- **Before**
 - `node` might be **larger** than its parent
 - all other nodes satisfy the heap property
- **After**
 - all nodes satisfy the heap property
- **Algorithm**
 - if `node > parent`
 - **swap them** and call `bubble_up(parent)`

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Example insertion



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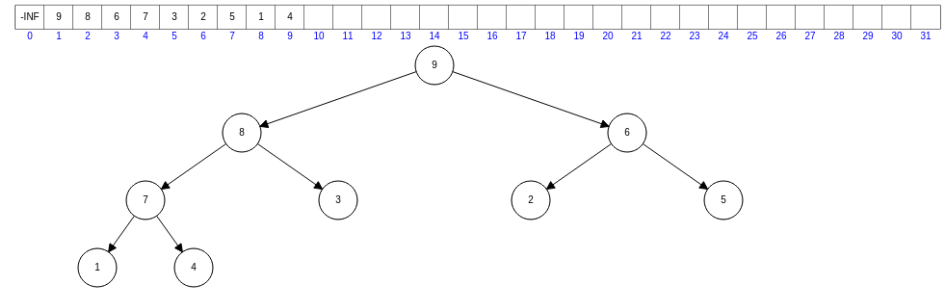
Removing the max element

bubble_down(node)

- **Before**
 - node might be **smaller** than any of its children
 - all other nodes satisfy the heap property
- **After**
 - all nodes satisfy the heap property
- **Algorithm**
 - max_child = the **largest child** of node
 - If node < max_child
 - **swap them** and call bubble_down(max_child)

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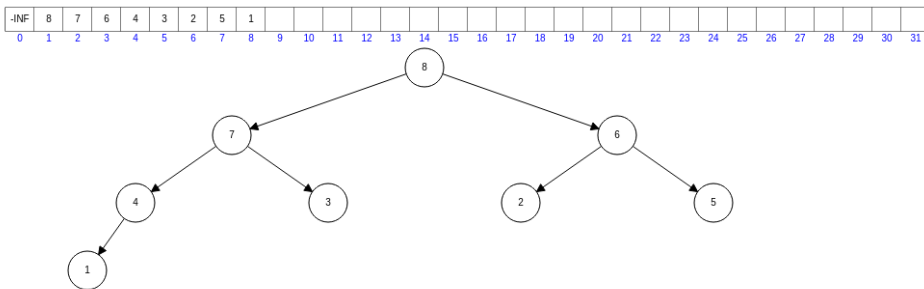
Example removal



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Example removal

Removing element: 9



Removing 9 and restoring the heap property

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Complexity of removal

- We travel a single path from the root to a leaf
- So we need at most $O(h)$ steps
 - h is the height of the tree
- Again $O(\log n)$
 - again, having a complete tree is crucial

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Complexity of heapify

- We call `bubble_down` $\frac{n}{2}$ times
 - So $O(n \log n)$?
- But this is only an **upper-bound**
 - `bubble_down` is faster **closer to the leaves**
 - and **most nodes** live there!
 - we might be over-approximating the number of steps

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Complexity of heapify

- More careful calculation of the number of steps:
 - If `node` is at level l , `bubble_down` takes at most $h - l$ steps
 - At most 2^l nodes at this level, so $(h - l)2^l$ steps for level l
 - For the whole tree: $\sum_{l=0}^{h-1} (h - l)2^l$
 - This can be shown to be less than $2n$ (exercise if you're curious)
- So we get worst-case $O(n)$ complexity

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Efficient vs naive heapify

- For `naive_heapify` we found $O(n \log n)$
 - maybe we are also over-approximating?
- No: in the worst-case (sorted elements) we really need $n \log n$ steps
 - try to compute the exact number of steps
- The difference:
 - `bubble_up` is faster closer to the **root**, but **few** nodes live there
 - `bubble_down` is faster closer to the **leaves**, and **most** nodes live there
- Note: in the **average-case**, the naive version is also $O(n)$

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Implementing ADTPriorityQueue

Types

```
// Eva PriorityQueue είναι pointer σε αυτό το struct
struct priority_queue {
    Vector vector;           // Τα δεδομένα, σε Vector για μεταβλη
    CompareFunc compare;    // Η διάταξη
    DestroyFunc destroy_value; // Συνάρτηση που καταστρέφει ένα στοι
};
```

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ADTPriorityQueue implementation

Types.

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};
```

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ADTPriorityQueue implementation

Finding the max is trivial.

```
Pointer pqueue_max(PriorityQueue pqueue) {
    return node_value(pqueue, 1); // root
}
```

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ADTPriorityQueue implementation

For `pqueue_insert`, the non-trivial part is `bubble_up`.

```
// Αποκαθιστά την ιδιότητα του σωρού.
// Πριν: όλοι οι κόμβοι ικανοποιούν την ιδιότητα του σωρού, εκτός από
// τον node που μπορεί να είναι _μεγαλύτερος_ από τον πατέρα το
// Μετά: όλοι οι κόμβοι ικανοποιούν την ιδιότητα του σωρού.
static void bubble_up(PriorityQueue pqueue, int node) {
    // Αν φτάσαμε στη ρίζα, σταματάμε
    if (node == 1)
        return;

    int parent = node / 2; // 0 πατέρας του κόμβου. Τα node ids

    // Αν ο πατέρας έχει μικρότερη τιμή από τον κόμβο, swap και συνεχ
    if (pqueue->compare(node_value(pqueue, parent), node_value(pqueue,
        node_swap(pqueue, parent, node);
        bubble_up(pqueue, parent);
    }
}
```

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ADTPriorityQueue implementation

```
// Πριν: όλοι οι κόμβοι ικανοποιούν την ιδιότητα του σωρού, εκτός από
// node που μπορεί να είναι _μικρότερος_ από κάποιο από τα παιδ
// Μετά: όλοι οι κόμβοι ικανοποιούν την ιδιότητα του σωρού.
```

```
static void bubble_down(PriorityQueue pqueue, int node) {
    // βρίσκουμε τα παιδιά του κόμβου (αν δεν υπάρχουν σταματάμε)
    int left_child = 2 * node;
    int right_child = left_child + 1;
    int size = pqueue_size(pqueue);
    if (left_child > size)
        return;

    // βρίσκουμε το μέγιστο από τα 2 παιδιά
    int max_child = left_child;
    if (right_child <= size && pqueue->compare(node_value(pqueue, left_
        max_child = right_child;

    // Αν ο κόμβος είναι μικρότερος από το μέγιστο παιδί, swap και συ
    if (pqueue->compare(node_value(pqueue, node), node_value(pqueue,
        node_swap(pqueue, node, max_child);
        bubble_down(pqueue, max_child);
    }
}
```

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Other possible representations

Operation	Heap	Sorted List	Unsorted Vector
pqueue_create (with data)	$O(n)$	$O(n \log n)$	$O(1)$
pqueue_remove	$O(\log n)$	$O(1)$	$O(n)$
pqueue_insert	$O(\log n)$	$O(n)$	$O(1)$

All of them have **some** advantage

- Heaps provide a great compromise between insertions and removals

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Using ADTPriorityQueue for sorting

- We can easily sort data using ADTPriorityQueue
 - create a priority queue with the data
 - remove elements in sorted order
- When ADTPriorityQueue is implemented by a **heap**
 - this algorithm is called **heapsort**
 - and runs in time $O(n \log n)$

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Readings

- T. A. Standish. *Data Structures, Algorithms and Software Principles in C*. Chapter 9. Sections 9.1 to 9.6.
- R. Sedgwick. *Αλγόριθμοι σε C*. Κεφ. 5 και 9.

Proofs of given statements can be found in the following book:

- M. T. Goodrich, R. Tamassia and D. Mount. *Data Structures and Algorithms in C++*. 2nd edition. John Wiley and Sons, 2011.

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