

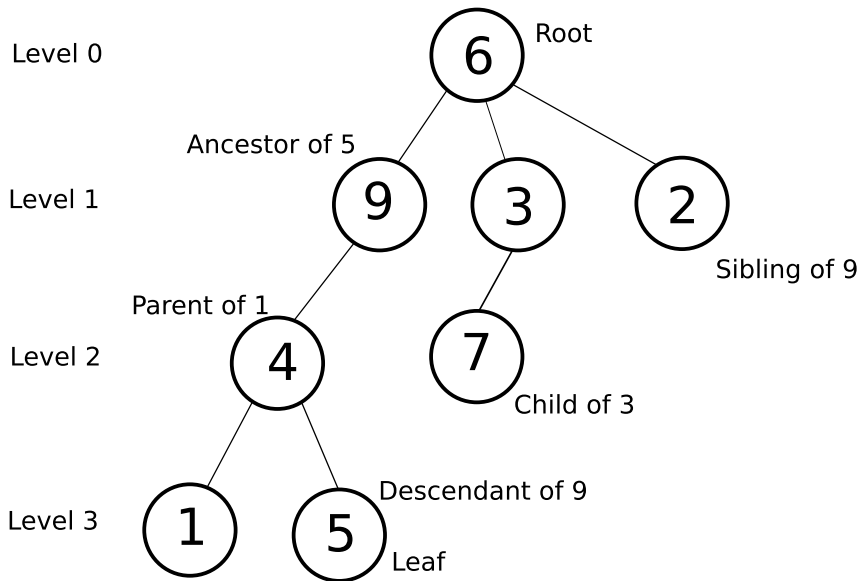
Programming (Econometrics)

Lecture 6: Nonlinear data structures

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Trees



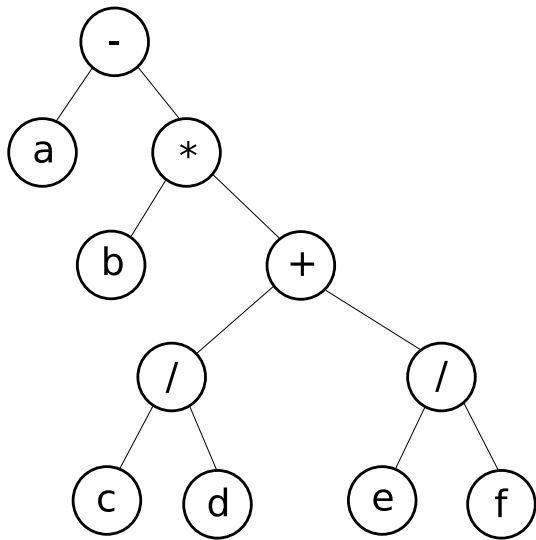
Trees: definition and implementation in Matlab

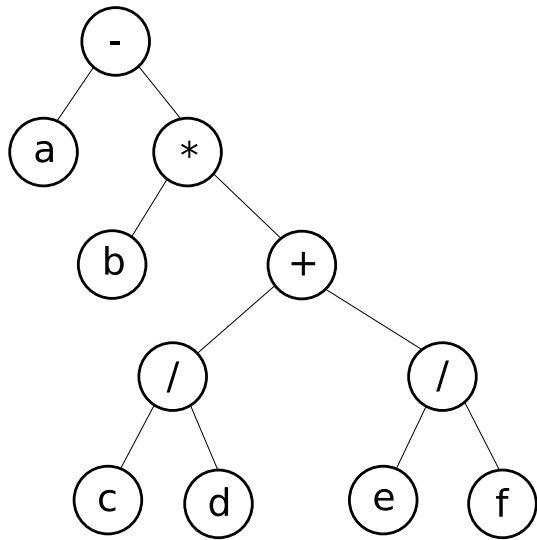
- 1 empty T is a tree
- 2 if T is not empty, a T has exactly one node designated as the root(T)
- 3 the remaining nodes ($T - \text{root}(T)$) of a tree are partitioned into m disjoint sets T_1, \dots, T_m . Each of these are in turn a tree, and are called subtrees of T .

Tree arity m defines max amount of subtrees ($m = 1 \rightarrow$ linked list, $m = 2 \rightarrow$ binary tree)

```
classdef treeNode < handle
    properties
        key
        left
        right
    end
end
```

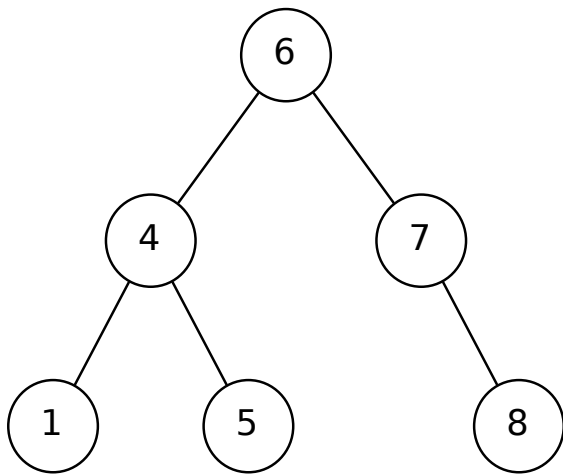
$$a - b * (c/d + e/f)$$





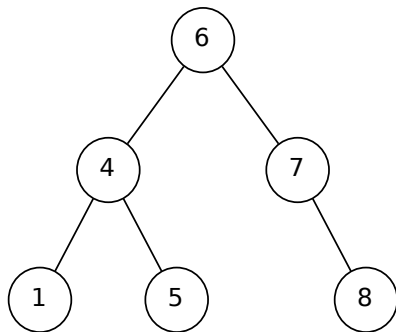
Example: tree traversal schemes; inorder, preorder and postorder

Binary search trees (BST)

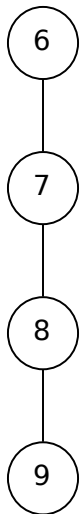


BST search time / balanced case

- Each level: 1 comparison \rightarrow 1/2 remaining nodes “discarded”
- Find complexity: $O(\log_2 n)$



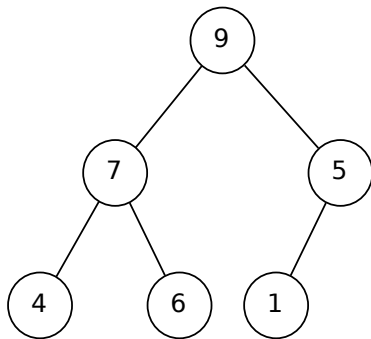
Extremely unbalanced tree



BST operation complexity

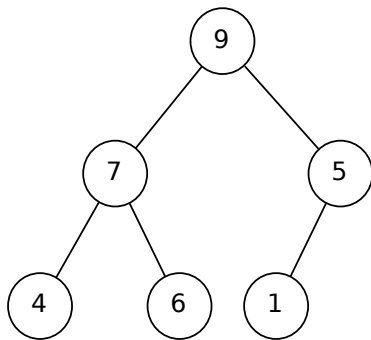
- Insert: $O(n)$ (can be lower in balanced case)
- Delete current node: $O(1)$
- Search / balanced case: $O(\log n)$
- Search / unbalanced case: $O(n)$

- Balanced tree: every level of depth x (except last) has exactly 2^x nodes
- Heap property: the key of each node is maximum that of its parent



Heap as an array

i^{th} element of j^{th} level is located in the index $2^j + (i - 1)$



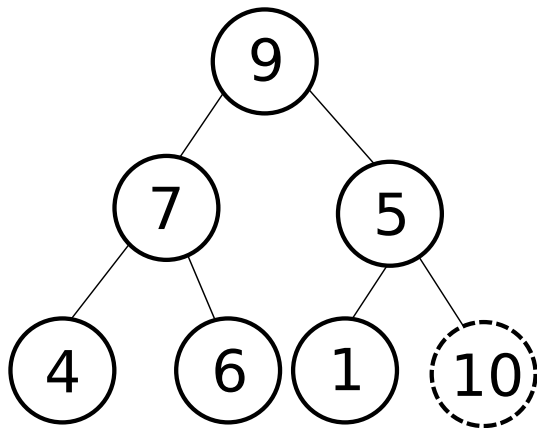
9	7	5	4	6	1
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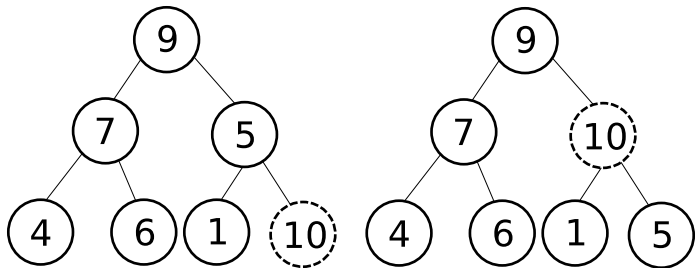
Constructing a heap

When inserting a new node, it becomes:

- Last node of the last layer, if there is space
- First node of a new layer (depth increases by 1)

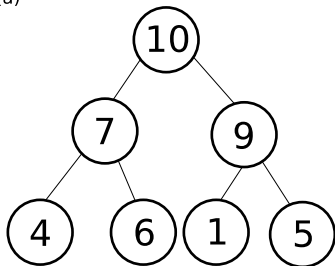
⇒ possible violation of the heap property





(a)

(b)



(c)

Complexity?

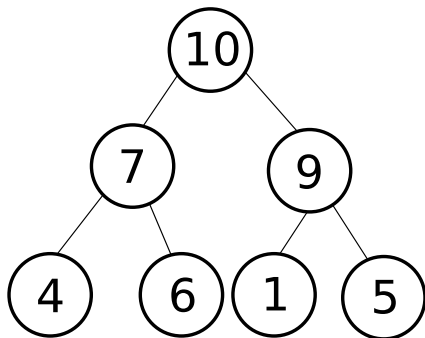
- *Only* the root node can be deleted
 - ⇒ *priority queue* semantics that is very useful in various cases (e.g. queueing elements that some have always priority over others)
- Elegant data structure with many applications, e.g. Dijkstra's shortest path algorithm and Heapsort

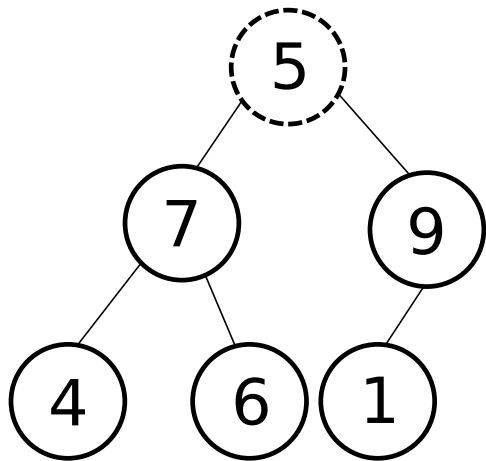
Deleting from the heap

The root node is deleted and replaced with the last node

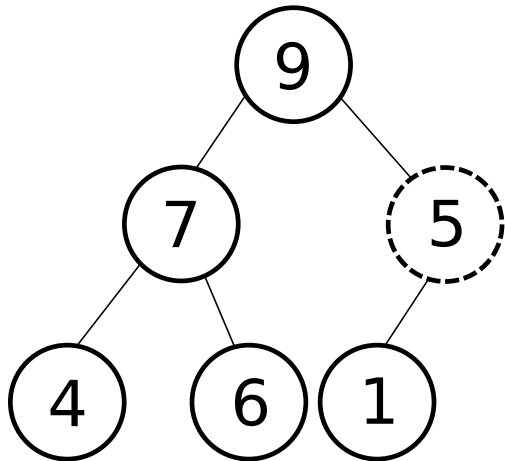
→ heap balanced, but heap property violated

→ `heapify(root)`





(a)

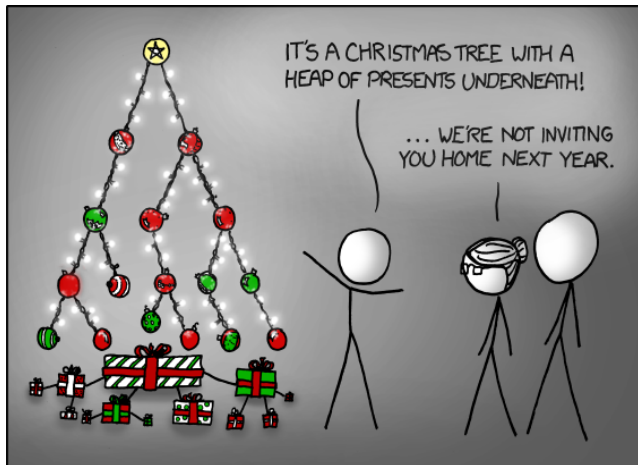


(b)


```
function H = heapify(H, n, endIndex)
    largest = 0;
    l = left(n)
    r = right(n)
    if (l <= endIndex && H(l) > H(n))
        largest = l;
    else
        largest = n;
    end
    if (r <= endIndex && H(r) > H(largest))
        largest = r;
    end
    if (largest != n)
        H = swap(H, largest, n); % pseudo-code
        H = heapify(H, largest, endIndex);
    end
end
```

Complexity of heap operations

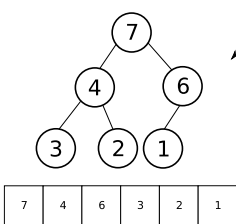
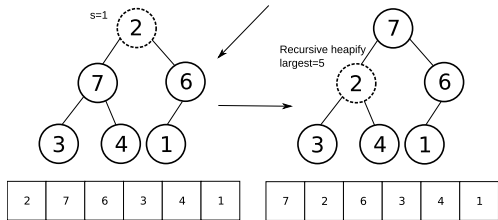
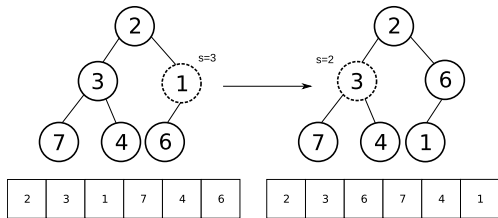
- Insert/delete: $O(\log n)$
- Search max: $O(1)$



Step 1: turning an arbitrary array into a heap

```
function A = buildHeap(A)
    s = floor(length(A)/2);
    while (s > 0)
        A = heapify(A, s, length(A));
        s = s - 1;
    end
end
```

Let's heapsort [2 3 1 7 4 6]



Complexity of buildHeap

```
function A = buildHeap(A)
    s = floor(length(A)/2);
    while (s > 0)
        A = heapify(A, s, length(A));
        s = s - 1;
    end
end
```

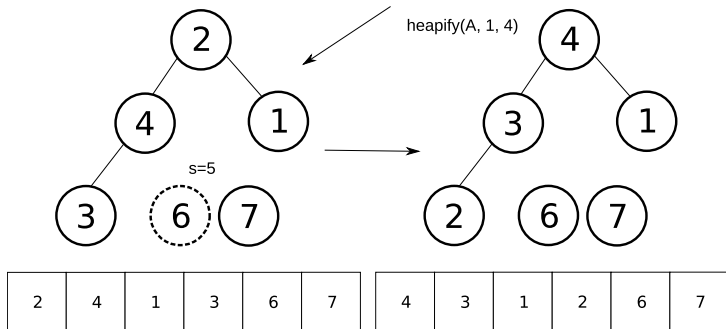
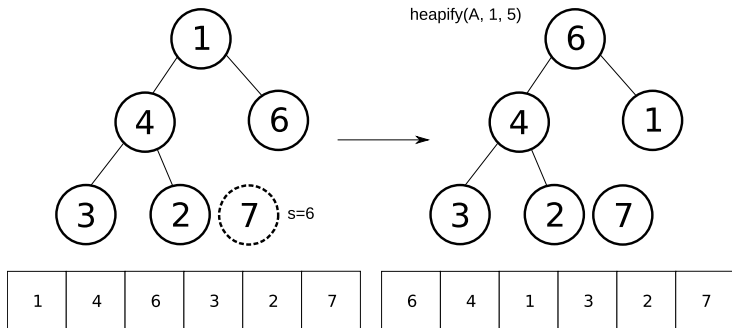
Assuming procedures (which we do not have in Matlab):

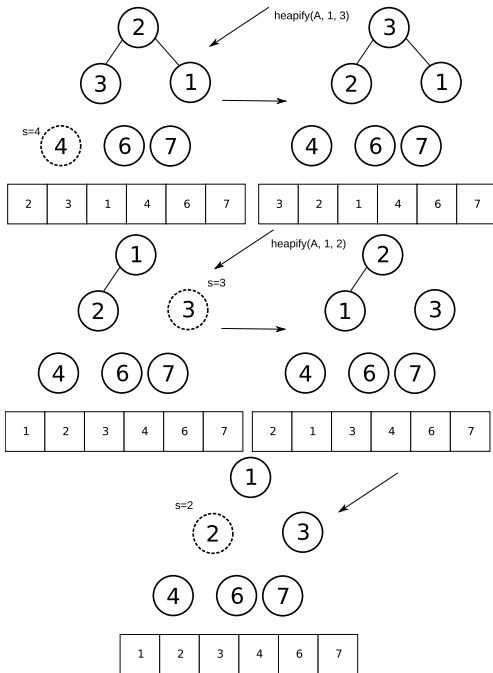
- $n/2$ iterations of while-loop
- n -node heap has at most $\lceil n/2^{h+1} \rceil$ nodes of height h
- heapify with heap of height h is $O(h)$

$$\Rightarrow \sum_{h=0}^{\lceil \log_2 n \rceil} \lceil \frac{n}{2^{h+1}} \rceil O(h) = O\left(n \sum_{h=0}^{\lceil \log_2 n \rceil} \frac{h}{2^h}\right) = O(n2) = O(n)$$

Full heapsort

```
function A = heapSort(A)
    s = length(A);
    % until s == 2, but this is a safer condition
    while (s > 1)
        % pseudo-code
        A = swap(A, 1, s);
        A = heapify(A, 1, s);
        s = s - 1;
    end
end
```





Complexity of heapsort

- Initial build heap: $O(n)$
- heapSort: n iterations of heapify, each $O(\log n)$
- Total: $O(n) + O(n \log n) = O(n \log n)$
- And does the sorting in place!