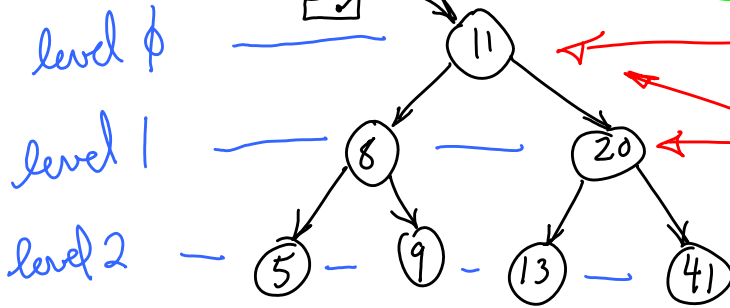


- get item with least value of (?)
- insert item

priority queue

binary tree (sorted, search tree)



root

internal node has children (1 or 2)

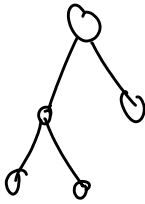
leaf has no children

```

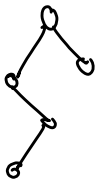
find(x, node)
  if (x == node -> x)
    done
  else if (x < node -> x)
    find(x, node -> left)
  else
    find(x, node -> right)
    
```

find(9, root)

full: level i has 2^i nodes



complete, every node is either a leaf or has 2 children



not complete + not full

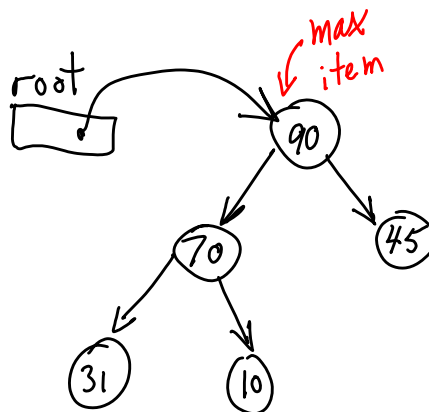
binary Heap

The (max) Heap Property

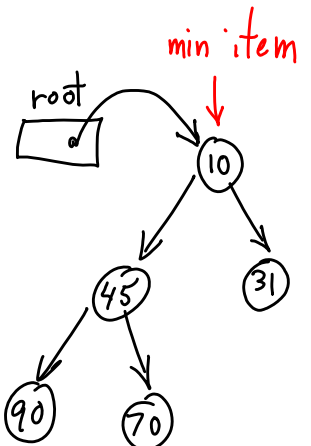
1. Tree is full, except lowest level
2. parent is GREATER than children
3. lowest level is complete to left

The (min) Heap Property

1. Tree is full, except lowest level
2. parent is LESS than children
3. lowest level is complete to left



max Heap



min Heap

Binary Search tree is completely ordered: more energy, less entropy
 Q. output content in increasing order?

⇒ suppose random placement of values in tree, what does it cost to order tree?

possible trees w/ n nodes = $n(n-1)\dots(1) = n!$

entropy = $\log(n!)$ ⇒ decreases to $\log(1) = 0$.

$H = -\sum p_i \log(1/p_i)$, suppose equally likely states, N

⇒ $p_i = 1/N$

$$= -\sum \left(\frac{1}{N}\right) \log\left(\frac{1}{N}\right)$$

$$= -\left(\frac{1}{N}\right) \sum \log\left(\frac{1}{N}\right)$$

$$= -\left(\frac{1}{N}\right) N \log\left(\frac{1}{N}\right)$$

$$= -\log\left(\frac{1}{N}\right) = \log(N)$$

recall $\frac{1}{e^x} = e^{-x}$
 $-\left(\ln\left(\frac{1}{e^x}\right) = \ln(e^{-x}) = -x\right)$
 $= x$
 $= \ln(e^x = N)$

↑ number of states possible (lack of knowledge)

Recall Stirling Approx.

$$n! \sim \sqrt{2\pi n} \left(\frac{n}{e}\right)^n = \mathcal{O}(n^n)$$

$$= \Omega(n^n)$$

$$\Rightarrow \log(N) = \log(n!) \sim \log(n^n)$$

let $n = 2^k$

$$= \log(2^{kn})$$

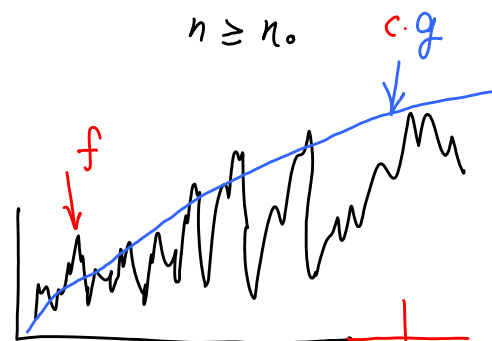
$$= kn$$

$$= (\log n) \cdot n \text{ bits}$$

$$f(n) = \mathcal{O}(g(n))$$

$$\exists c, n_0 \quad f(n) \leq c g(n)$$

$$n \geq n_0$$



f isn't worse than g

n_0

Bits become known = energy

\Rightarrow decrease Entropy $\Rightarrow n \log n$
sort

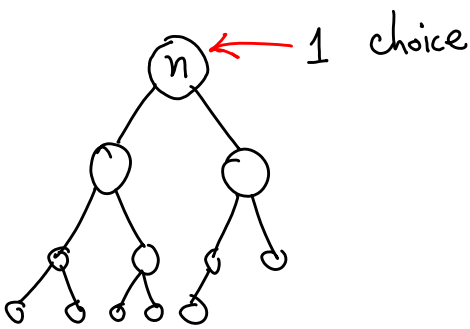
(min sorting Complexity)

$\Rightarrow \Omega(n \log n)$

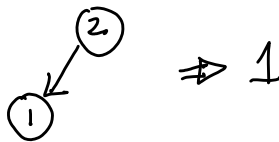
what about Heapify?

How many trees have heap property?

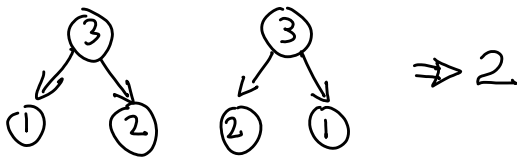
$\{1, 2, 3, \dots, n\}$



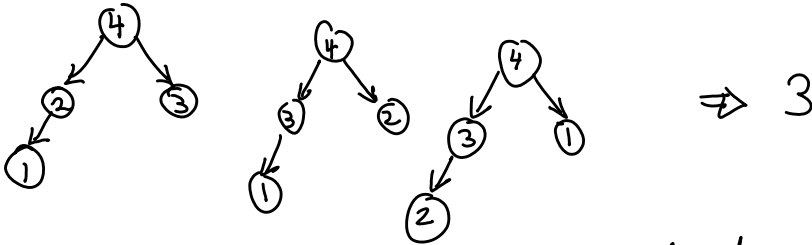
① \Rightarrow 1



\Rightarrow 1



\Rightarrow 2



\Rightarrow 3

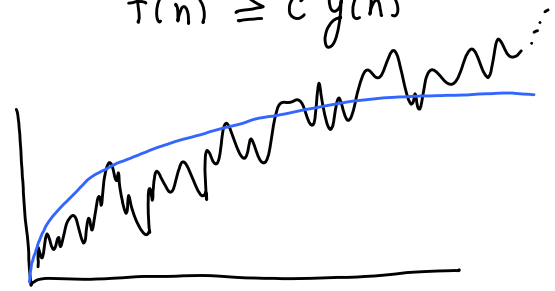
...

I don't know. $\Theta()$? anyway, it's much

more than 1. $\Delta H = H_{\text{Tree}}(n) - H_{\text{Heap}}(n) \ll H_{\text{Tree}}(n) - H_{\text{Search Tree}}(n)$
 \uparrow knowledge gained
 $= H_{\text{Tree}}(n) - 0$
 $= n \log n$

$f(n) = \Omega(g(n))$

$f(n) \geq c g(n)$

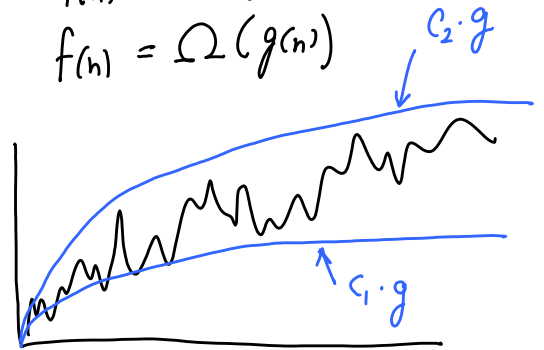


f is at least g

$f(n) = \Theta(g(n))$

$f(n) = \mathcal{O}(g(n))$

$f(n) = \Omega(g(n))$



f is just like g

- log plot

- $n \rightarrow \infty$

insert in Heap

1. add new leaf (left-to-right)

if ($lastP \rightarrow left == NULL$)

$lastP \rightarrow left = newPtr$
done

else

$lastP \rightarrow right = newPtr$

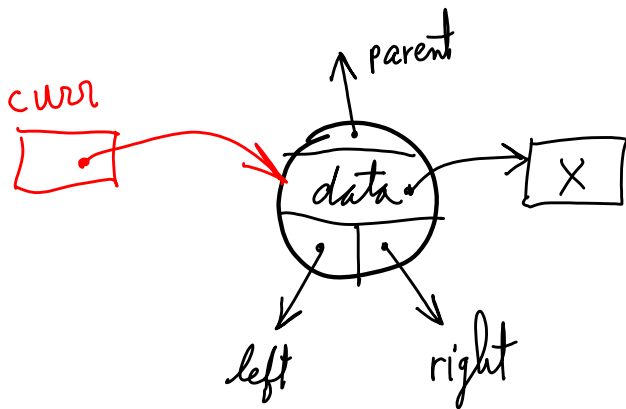
$curr = findLeftmostLeaf()$

$lastP = curr \rightarrow parent$
done

2. Fix heap

if ($parent \rightarrow x < newPtr \rightarrow x$)

swap

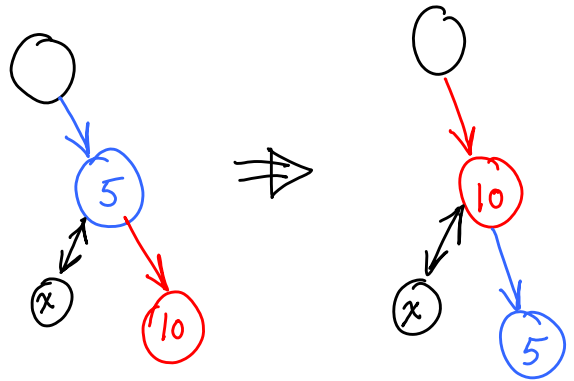
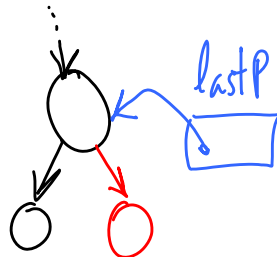
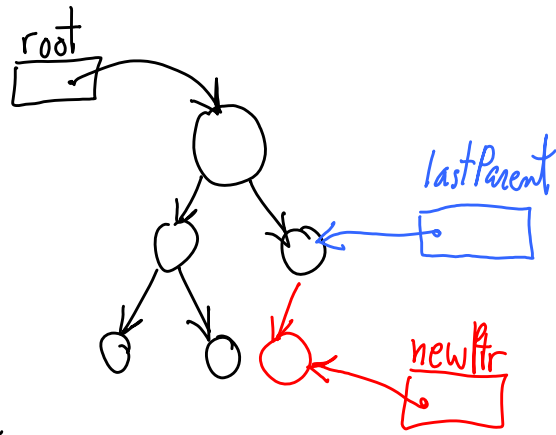


loop until ($curr \rightarrow parent \rightarrow data \rightarrow x \geq curr \rightarrow data \rightarrow x$)

OR

$curr \rightarrow parent == NULL$

↖ we are root



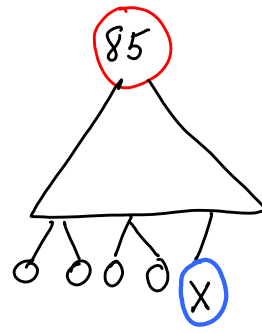
heap property?

Since $5 > x$, then $10 > x$

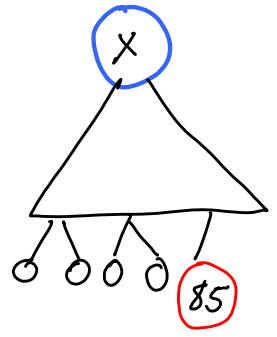
OK

getRoot

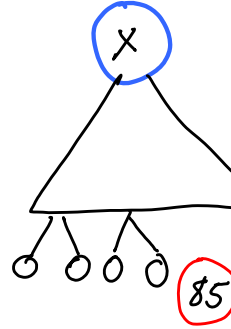
1. swap(root, lastLeaf)
2. Delete Last Leaf
3. fix heapDown



1. \Rightarrow



2. \Rightarrow



if $curr \rightarrow data \rightarrow x < curr \rightarrow left \rightarrow data \rightarrow x$

swap

else if $curr \rightarrow data \rightarrow x < curr \rightarrow right \rightarrow x$

swap

recurse until both tests fail

OR

at leaf

insert
 $O(\log n)$

delete
 $O(\log n)$

NOTES

1. Array implementations are not hard, take less space, and are a bit faster.
2. See projects2/CourseDocuments/Readings:
Wayne-BinaryAndBinomialHeaps-2002.pdf
Carrano-HeapImplementation-chp18-.pdf

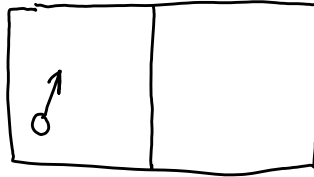
ball in box system



ball can be anywhere, N states*
 entropy = $H = \log(N)$

* volume of phase space

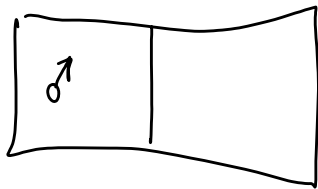
H is unknown information



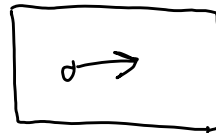
ball trapped in $\frac{1}{2}$ space
 $H' = \log(\frac{N}{2})$ ($\frac{1}{2}$ as many states)
 $= \log(N) + \log(\frac{1}{2}) = H - 1$

Suppose ball is in left $\frac{1}{2}$.

ball is in left half = 1
 " " " right half = 0 } 1 bit of information



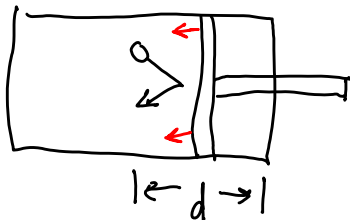
Remove barrier



$H \rightarrow H + 1$

lose 1 bit of info

How to get more info? Get knowledge?



Work = Pressure \cdot d
 $= \frac{1}{2} k_B T$ (or 1 bit of energy)
 $H \rightarrow H - 1$

change in Entropy is info bits. Tree Problem, again.

$\{d_1, d_2, \dots, d_n\}$ n values chosen from $\{1, 2, \dots, W\}$

Number of states = (~~*~~ways to choose n values) \cdot (~~*~~ways to put n values in tree)
 $N = W^n \cdot n!$

choose 1 tree, e.g., sorted $\Rightarrow N' = W^n \cdot (1)$

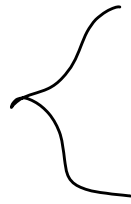
Entropy difference is $\log(N) - \log(N')$

$$\sim (\log(W^n) + \log(n^n)) - (\log(W^n) + \log(1))$$

$$\sim \log(n^n) - \log(1)$$

$$\sim n \log(n) - 0$$

$$= n \log(n)$$



= Change (loss) of Entropy

= bits of info gained by sorting

= energy lost in doing sorting