# List of Transparencies

Chapter 1 Primitive Java 1

A simple first program 2 The eight primitve types in Java 3 Program that illustrates operators 4 Result of logical operators 5 Examples of conditional and looping constructs 6 Layout of a switch statement 7 Illustration of method declaration and calls 8

# Chapter 2 References 9

An illustration of a reference: The Point object stored at memory location 1000 is referenced by both point1 and point3. The Point object stored at memory location 1024 is referenced by point2. The memory locations where the variables are stored are arbitrary **10** 

The result of point3=point2: point3 now references the same object as point2 11 Simple demonstration of arrays 12

Array expansion: (a) starting point: a references 10 integers; (b) after step 1: original references the 10 integers; (c) after steps 2 and 3: a references 12 integers, the first 10 of which are copied from original; (d) after original exits scope, the original array is unreferenced and can be reclaimed 13

Common standard run-time exceptions 14 Common standard checked exceptions 15 Simple program to illustrate exceptions 16 Illustration of the throws clause 17 Program that demonstrates the string tokenizer 18 Program to list contents of a file 19

Chapter 3 Objects and Classes 20

A complete declaration of an IntCell class 21 IntCell members: read and write are accessible, but storedValue is hidden 22 A simple test routine to show how IntCell objects are accessed 23 IntCell declaration with *javadoc* comments 24 *javadoc* output for IntCell 25 A minimal Date class that illustrates constructors and the equals and toString methods 26 Packages defined in this text 27 A class Exiting with a single static method, which is part of the package Supporting 28 Aliasing example 29 Aliasing fixed 29 Example of a static initializer 30

#### Chapter 4 Inheritance 31

Part of the Exception hierarchy 32
General layout of public inheritance 33
Constructor for new exception class Underflow; uses super 34
Partial overriding 35
The hierarchy of shapes used in an inheritance example 36
Summary of final, static, abstract, and other methods 37
Programmer responsibilities for derived class 38
Basic action of insertion sort (shaded part is sorted) 39
Closer look at action of insertion sort (dark shading indicates sorted area; light shading is where new element was placed) 40
Basics of Interfaces 41
Generic MemoryCell class; implemented via inheritance 42
Using the generic MemoryCell class 43

## Chapter 5 Algorithm Analysis 44

Running times for small inputs 45

Running time for moderate inputs 46

Functions in order of increasing growth rate 47

The subsequences used in Theorem 5.2 48

The subsequences used in Theorem 5.3. The sequence from p to q has sum at most that of the subsequence from i to q. On the left, the sequence from i to q is itself not the maximum (by Theorem 5.2). On the right, the sequence from i to q has already been seen. 49Growth rates defined 50

Meanings of the various growth functions 51

Observed running times (in seconds) for various maximum contiguous subsequence sum algorithms **52** 

Empirical running time for *N* binary searches in an *N*-item array 53

## Chapter 6 Data Structures 54

Stack model: input to a stack is by push, output is by top, deletion is by pop 55

Sample stack program; output is

Contents: 4 3 2 1 0 **56** 

Queue model: input is by enqueue, output is by getFront, deletion is by dequeue 57 Sample queue program; output is

Contents:0 1 2 3 4 58

Link list model: inputs are arbitrary and ordered, any item may be output, and iteration is supported, but this data structure is not time-efficient **59** 

Sample list program; output is

Contents: 4 3 2 1 0 end 60

```
A simple linked list 61
```

A tree **62** 

Expression tree for (a+b)\*(c-d) 63

Binary search tree model; the binary search is extended to allow insertions and deletions 64 Sample search tree program;

output is Found Becky; Mark not found; 65

The hash table model: any named item can be accessed or deleted in essentially constant time **66** Sample hash table program;

```
output is Found Becky; 67
```

Priority queue model: only the minimum element is accessible **68** Sample program for priority queues;

output is Contents: 0 1 2 3 4 69

Summary of some data structures 70

## Chapter 7 Recursion 71

Stack of activation records 72
Ruler 73
Fractal star outline 74
Trace of the recursive calculation of the Fibonacci numbers 75
Divide-and-conquer algorithms 76
Dividing the maximum contiguous subsequence problem into halves 77
Trace of recursive calls for recursive maximum contiguous subsequence sum algorithm 78
Basic divide-and-conquer running time theorem 79
General divide-and-conquer running time theorem 80
Some of the subproblems that are solved recursively in Figure 7.15 81
Alternative recursive algorithm for coin-changing problem 82

# Chapter 8 Sorting Algorithms 83

Examples of sorting **84** 

Shellsort after each pass, if increment sequence is {1, 3, 5} 85
Running time (milliseconds) of the insertion sort and Shellsort with various increment sequences
86
View time in the fact the part of the insertion of the

Linear-time merging of sorted arrays (first four steps) **87** Linear-time merging of sorted arrays (last four steps) **88** Basic quicksort algorithm **89**  The steps of quicksort Correctness of quicksort Partitioning algorithm: pivot element 6 is placed at the end Partitioning algorithm: i stops at large element 8; j stops at small element 2 Partitioning algorithm: out-of-order elements 8 and 2 are swapped Partitioning algorithm: i stops at large element 9; j stops at small element 5 Partitioning algorithm: out-of-order elements 9 and 5 are swapped Partitioning algorithm: i stops at large element 9; j stops at small element 3 Partitioning algorithm: swap pivot and element in position i Original array Result of sorting three elements (first, middle, and last) Result of swapping the pivot with next-to-last element Median-of-three partitioning optimizations Quickselect algorithm

## Chapter 9 Randomization 96

Distribution of lottery winners if expected number of winners is 2 97 Poisson distribution 98

## Chapter 10 Fun and Games 99

Sample word search grid Brute-force algorithm for word search puzzle Alternate algorithm for word search puzzle Improved algorithm for word search puzzle; incorporates a prefix test Basic minimax algorithm Alpha-beta pruning: After  $H_{2A}$  is evaluated,  $C_2$ , which is the minimum of the  $H_2$ 's, is at best a draw. Consequently, it cannot be an improvement over  $C_1$ . We therefore do not need to evaluate  $H_{2B}$ ,  $H_{2C}$ , and  $H_{2D}$ , and can proceed directly to  $C_3$  Two searches that arrive at identical positions

## Chapter 11 Stacks and Compilers 107

Stack operations in balanced symbol algorithm 108 Steps in evaluation of a postfix expression 109 Associativity rules 110 Various cases in operator precedence parsing 111 Infix to postfix conversion 112 Expression tree for (a+b)\*(c-d) 113

#### Chapter 12 Utilities 114

A standard coding scheme 115 Representation of the original code by a tree 116 A slightly better tree 117 Optimal prefix code tree Optimal prefix code Huffman's algorithm after each of first three merges Huffman's algorithm after each of last three merges Encoding table (numbers on left are array indices)

#### Chapter 13 Simulation 123

The Josephus problem 124

Sample output for the modem bank simulation: 3 modems; a dial-in is attempted every minute; average connect time is 5 minutes; simulation is run for 19 minutes **125** 

Steps in the simulation 126

Priority queue for modem bank after each step 127

#### Chapter 14 Graphs and Paths 128

A directed graph 129 Adjacency list representation of graph in Figure 14.1; nodes in list *i* represent vertices adjacent to *i* and the cost of the connecting edge 130 Information maintained by the Graph table 131 Data structures used in a shortest path calculation, with input graph taken from a file: shortest weighted path from A to C is: A to B to E to D to C (cost 76) 132 If w is adjacent to v and there is a path to v, then there is a path to w 133 Graph after marking the start node as reachable in zero edges 134 Graph after finding all vertices whose path length from the start is 1 135 Graph after finding all vertices whose shortest path from the start is 2 136 Final shortest paths 137 How the graph is searched in unweighted shortest path computation 138 Eyeball is at v; w is adjacent;  $D_w$  should be lowered to 6 139 If  $D_{\nu}$  is minimal among all unseen vertices and all edge costs are nonnegative, then it represents the shortest path 140 Stages of Dijkstra's algorithm 141 Graph with negative cost cycle 142 Topological sort 143 Stages of acyclic graph algorithm 144 Activity-node graph 145 Top: Event node grap; Bottom: Earliest completion time, latest completion time, and slack (additional edge item) 146

#### Chapter 15 Stacks and Queues 147

How the stack routines work: empty stack, push(A), push(B), pop 148 Basic array implementation of the queue 149 Array implementation of the queue with wraparound 150 Linked list implementation of the stack 151 Linked list implementation of the queue 152 enqueue operation for linked-list-based implementation 153

#### Chapter 16 Linked Lists 154

Basic linked list 155
Insertion into a linked list: create new node (tmp), copy in x, set tmp's next reference, set current's next reference 156
Deletion from a linked list 157
Using a header node for the linked list 158
Empty list when header node is used 159
Doubly linked list 160
Empty doubly linked list 161
Insertion into a doubly linked list by getting new node and then changing references in order indicated 162
Circular doubly linked list 163

#### Chapter 17 Trees 164

A tree 165 Tree viewed recursively 166 First child/next sibling representation of tree in Figure 17.1 167 Unix directory 168 The directory listing for tree in Figure 17.4 169 Unix directory with file sizes 170 Trace of the size method 171 Uses of binary trees: left is an expression tree and right is a Huffman coding tree 172 Result of a naive merge operation 173 Aliasing problems in the merge operation; T1 is also the current object 174 Recursive view used to calculate the size of a tree:  $S_T = S_L + S_R + 1$  175 Recursive view of node height calculation:  $H_T = \max(H_L + 1, H_R + 1)$  176 Preorder, postorder, and inorder visitation routes 177 Stack states during postorder traversal 178

#### Chapter 18 Binary Search Trees 179

Two binary trees (only the left tree is a search tree) 180
Binary search trees before and after inserting 6 181
Deletion of node 5 with one child, before and after 182
Deletion of node 2 with two children, before and after 183
Using the size data field to implement findKth 184
Balanced tree on the left has a depth of log N; unbalanced tree on the right has a depth of N-1 185
Binary search trees that can result from inserting a permutation 1, 2, and 3; the balanced tree in the middle is twice as likely as any other 186
Two binary search trees: the left tree is an AVL tree, but the right tree is not (unbalanced nodes are darkened) 187

Minimum tree of height H 188

- Single rotation to fix case 1 189
- Single rotation fixes AVL tree after insertion of 1 190
- Symmetric single rotation to fix case 4 191
- Single rotation does not fix case 2 192
- Left-right double rotation to fix case 2 193
- Double rotation fixes AVL tree after insertion of 5 194
- Left-right double rotation to fix case 3 195
- Red-black tree properties 196
- Example of a red-black tree; insertion sequence is 10, 85, 15, 70, 20, 60, 30, 50, 65, 80, 90, 40, 5, 55) **197**
- If S is black, then a single rotation between the parent and grandparent, with appropriate color changes, restores property 3 if X is an outside grandchild 198
- If S is black, then a double rotation involving X, the parent, and the grandparent, with appropriate color changes, restores property 3 if X is an inside grandchild 199
- If S is red, then a single rotation between the parent and grandparent, with appropriate color changes, restores property 3 between X and P 200
- Color flip; only if X's parent is red do we continue with a rotation 201
- Color flip at 50 induces a violation; because it is outside, a single rotation fixes it 202
- Result of single rotation that fixes violation at node 50 203
- Insertion of 45 as a red node 204

Deletion: X has two black children, and both of its sibling's children are black; do a color flip 205
Deletion: X has two black children, and the outer child of its sibling is red; do a single rotation 206
Deletion: X has two black children, and the inner child of its sibling is red; do a double rotation 207
X is black and at least one child is red; if we fall through to next level and land on a red child, ev-

erything is good; if not, we rotate a sibling and parent 208

AA-tree properties 209

AA-tree resulting from insertion of 10, 85, 15, 70, 20, 60, 30, 50, 65, 80, 90, 40, 5, 55, 35 **210** skew is a simple rotation between *X* and *P* **211** 

split is a simple rotation between X and R; note that R's level increases 212

After inserting 45 into sample tree; consecutive horizontal links are introduced starting at 35 **213** After split at 35; introduces a left horizontal link at 50 **213** 

After skew at 50; introduces consecutive horizontal nodes starting at 40 213

After split at 40; 50 is now on the same level as 70, thus inducing an illegal left horizontal link **214** 

After skew at 70; this introduces consecutive horizontal links at 30 214

After split at 30; insertion is complete 214

When 1 is deleted, all nodes become level 1, introducing horizontal left links 215

Five-ary tree of 31 nodes has only three levels 216

B-tree of order 5 **217** 

B-tree properties 218

B-tree after insertion of 57 into tree in Figure 18.70 219

Insertion of 55 in B-tree in Figure 18.71 causes a split into two leaves 220

Insertion of 40 in B-tree in Figure 18.72 causes a split into two leaves and then a split of the parent node **221** 

B-tree after deletion of 99 from Figure 18.73 222

## Chapter 19 Hash Tables 223

Linear probing hash table after each insertion 224 Illustration of primary clustering in linear probing (middle) versus no clustering (top) and the less significant secondary clustering in quadratic probing (bottom); long lines represent occupied cells; Load factor is 0.7 225 Quadratic probing hash table after each insertion (note that the table size is poorly chosen because it is not a prime number) 226 Chapter 20 A Priority Queue: The Binary Heap 227 A complete binary tree and its array representation 228 Heap-order property 229 Two complete trees (only the left tree is a heap) 230 Attempt to insert 14, creating the hole and bubbling the hole up 231 The remaining two steps to insert 14 in previous heap 232 Creation of the hole at the root 233 Next two steps in deleteMin 234 Last two steps in deleteMin 235 Recursive view of the heap 236 Initial heap (left); after percolateDown(7) (right) 237 After percolateDown(6) (left); after percolateDown(5) (right) 237 After percolateDown(4) (left); after percolateDown(3) (right) 238 After percolateDown(2) (left); after percolateDown(1) and fixHeap terminates (right) 238 Marking of left edges for height-one nodes 239 Marking of first left and subsequent right edge for height-two nodes 239 Marking of first left and subsequent two right edges for height-three nodes 240 Marking of first left and subsequent right edges for height-four node 240 (Max) Heap after fixHeap phase 241 Heapsort algorithm (in principle) 242 Heap after first deleteMax 243 Heap after second deleteMax 243 Initial tape configuration 244 Distribution of length 3 runs onto two tapes 245 Tapes after first round of merging (run length = 6) 245Tapes after second round of merging (run length = 12) **245** Tapes after third round of merging 245 Initial distribution of length 3 runs onto three tapes 246 After one round of three-way merging (run length = 9) 246After two rounds of three-way merging 246 Number of runs using polyphase merge 247 Example of run construction 248

## Chapter 21 Splay Trees 249

Rotate-to-root strategy applied when node 3 is accessed 250

Insertion of 4 using rotate-to-root 251 Sequential access of items takes quadratic time 252 Zig case (normal single rotation) 253 Zig-zag case (same as a double rotation); symmetric case omitted 253 Zig-zig case (this is unique to the splay tree); symmetric case omitted 253 Result of splaying at node 1 (three zig-zigs and a zig) 254 The remove operation applied to node 6: First 6 is splayed to the root, leaving two subtrees; a findMax on the left subtree is performed, raising 5 to the root of the left subtree; then the right subtree can be attached (not shown) 255 Top-down splay rotations: zig (top), zig-zig (middle), and zig-zag (bottom) 256 Simplified top-down zig-zag 257 Final arrangement for top-down splaying 258 Steps in top-down splay (accessing 19 in top tree) 259

## Chapter 22 Merging Priority Queues 260

Simplistic merging of heap-ordered trees; right paths are merged 261

- Merging of skew heap; right paths are merged, and the result is made a left path 262
- Skew heap algorithm (recursive viewpoint) 263

Change in heavy/light status after a merge 264

- Abstract representation of sample pairing heap 265
- Actual representation of above pairing heap; dark line represents a pair of references that connect nodes in both directions 265
- Recombination of siblings after a deleteMin; in each merge the larger root tree is made the left child of the smaller root tree: (a) the resulting trees; (b) after the first pass; (c) after the first merge of the second pass; (d) after the second merge of the second pass 266

compareAndLink merges two trees 267

## Chapter 23 The Disjoint Set Class 268

Definition of equivalence relation **269** 

A graph G (left) and its minimum spanning tree **270** 

Kruskal's algorithm after each edge is considered 271

The nearest common ancestor for each request in the pair sequence (x,y), (u,z), (w,x), (z,w), (w,y),

is A, C, A, B, and y, respectively 272

- The sets immediately prior to the return from the recursive call to D; D is marked as visited and NCA(D, v) is v's anchor to the current path **273**
- After the recursive call from *D* returns, we merge the set anchored by *D* into the set anchored by *C* and then compute all NCA(C, v) for nodes *v* that are marked prior to completing *C*'s recursive call **274**

Forest and its eight elements, initially in different sets 275

Forest after union of trees with roots 4 and 5 275

Forest after union of trees with roots 6 and 7 276

Forest after union of trees with roots 4 and 6 276

Forest formed by union-by-size, with size encoded as a negative number 277

Worst-case tree for N = 16 **278** 

Forest formed by union-by-height, with height encoded as a negative number 279 Path compression resulting from a find(14) on the tree in Figure 23.12 280 Ackermann's function and its inverse 281 Accounting used in union-find proof 282 Actual partitioning of ranks into groups used in the union-find proof 283