

COMP 250 Fall 2015 - Solution - Homework #4

1)

```
// Evaluates a single operation
static public double apply(String op, double x1, double x2) {
    if (op.equals("add")) return x1+x2;
    if (op.equals("mult")) return x1*x2;
    if (op.equals("minus")) return x1-x2;
    if (op.equals("sin")) return Math.sin(x1);
    if (op.equals("cos")) return Math.cos(x1);
    if (op.equals("exp")) return Math.exp(x1);
    else return 0; // should probably throw an exception instead
}

// Returns the value of the expression rooted at a given node
// when x has a certain value
double evaluate(double x) {
    if (getLeftChild()==null) {
        // this is a leaf
        if (getValue().equals("x")) return x;
        else return Double.parseDouble(getValue());
    }
    else {
        if (getRightChild()!=null) {
            return apply(getValue(),
                getLeftChild().evaluate(x),
                getRightChild().evaluate(x));
        }
        else {
            return apply(getValue(),
                getLeftChild().evaluate(x),
                0);
        }
    }
}

/* returns the root of a new expression tree representing the derivative of the
original expression */
treeNode differentiate() {
    if (getLeftChild()==null) {
        // this is a leaf
        if (getValue().equals("x")) return new treeNode("1");
        else return new treeNode("0");
    }

    if (getValue().equals("add") || getValue().equals("minus")) {
        return new treeNode(getValue(),
            getLeftChild().differentiate(),
            getRightChild().differentiate());
    }

    if (getValue().equals("mult")) {
        // build three new nodes: "add" with two children "mult"
        treeNode l,r;
        l=new treeNode("mult", getLeftChild().differentiate(),
            getRightChild().deepCopy() );
        r=new treeNode("mult", getLeftChild().deepCopy(),
            getRightChild().differentiate() );
        return new treeNode("add", l, r);
    }

    if (getValue().equals("sin")) {
        // build three new nodes: "mult" with two children "cos" and diff.
        treeNode l,r;
        l=new treeNode("cos", getLeftChild().deepCopy(),null);
        r=getLeftChild().differentiate();
    }
}
```

```

    return new treeNode("mult",l,r);
}

if (getValue().equals("cos")) {
    // build three new nodes: "minus" with children 0 and ("mult" with two
children "sin" and diff).
    treeNode r;
    r=new treeNode("mult", new treeNode("sin",getLeftChild().deepCopy(), null),
        getLeftChild().differentiate());

    return new treeNode("minus", new treeNode("0",null,null), r);
}
if (getValue().equals("exp")) {
    return new treeNode("mult", deepCopy(), getLeftChild().differentiate());
}

return null;
}

```

2) (10 points) Binary search trees

Consider a binary search tree that contains n nodes with keys $1, 2, 3, \dots, n$.

The shape of the tree depends on the order in which the keys have been inserted in the tree.

- a) In what order should the keys be inserted into the binary search tree to obtain a tree with minimal height?

There are several possible answers. One possible answer, assuming that $n=2^k-1$ is: $1/2*(n+1), 1/4*(n+1), 3/4*(n+1), 1/8*(n+1), 3/8*(n+1), 5/8*(n+1), 7/8*(n+1)...$

This actually fills the binary search tree layer by layer, resulting in a balanced tree of minimal height $\lfloor \log(n) \rfloor$.

- b) On the tree obtained in (a), what would be the worst-case running time of a find, insert, or remove operation? Use the big-Oh notation.

Since the worst-case running time for all these operations is $O(h)$, where h is the height of tree, and $h = \lfloor \log(n) \rfloor$, we get a worst-case running time that is $O(\log(n))$. This means that having a binary search tree that is balanced is a good thing!

- c) In what order should the keys be inserted into the binary search tree to obtain a tree with maximal height?

One possible answer is: $1, 2, 3, \dots, n-1, n$. This would result in a very high tree, where nodes only have a right child. The height of the tree would be $n-1$.

- d) On the tree obtained in (c), what would be the worst-case running time of a find, insert, or remove operation? Use the big-Oh notation.

The running time would be $O(n)$, because the height is $O(n)$.

1) (15 points) Finding the k-th element

Consider the following problem: Given an **unsorted** array $A[0\dots n-1]$ of distinct integers, find the k-th smallest element (with $k=0$ giving the smallest element).

For example, $\text{findKth}([9\ 10\ 6\ 7\ 4\ 12], 0) = 4$ and $\text{findKth}([1\ 7\ 6\ 4\ 15\ 10], 4) = 10$.

a) (10 points). Complete the following pseudocode for the `findKth` algorithm. Your algorithm should have similarities to `quickSort` and to `binarySearch` and should call the partition algorithm described in class and used by the `quickSort` method. You can call the partition without redefining it. Your algorithm should have the running time described in (b).

Algorithm `findKth(A, start, stop, k)`

Input: An unsorted array $A[\text{start}\dots\text{stop}]$ of numbers, and a number k between 0 and $\text{stop}-\text{start}-1$

Output: Returns the k-th smallest element of $A[\text{start}\dots\text{stop}]$

/ Complete this pseudocode */*

```
if ( k > stop-start ) print "Illegal value of k"; return;      // not really needed
else
  if ( start == stop ) return A[start];
  pivot <- partition(A,start,stop) // now all the elements in A[start... pivot-1] are smaller
                                  // or equal to A[pivot], and the elements in
                                  // A[pivot+1...stop] are larger or equal A[pivot]
  if (pivot = k) return A[k];
  if (pivot > k) return findKth(A, start, pivot-1, k);
  if (pivot < k) return findKth(A, pivot+1, stop, k );
```

b) (5 points) Assuming that n is a power of two and that we are always lucky enough that the pivot chosen by the partition method always splits $A[\text{start}\dots\text{stop}]$ into two equal halves, show that your algorithm runs in time $O(n)$. You can assume that executing `partition(start,stop)` takes $O(\text{stop}-\text{start}+1)$ time.

The running time of this recursive algorithm is, assuming the pivot always splits the array in two:

$$T(n) = T(n/2) + c n + d \quad \text{if } n > 1 \\ e \qquad \qquad \qquad \text{if } n = 1$$

This is because partition takes time $c n$ (for some constant c), other primitive operations take time d (for some constant d), and the recursive call takes time $T(n/2)$. Solving the recursion, we obtain that $T(n)$ is $\Theta(n)$.

(16 points) Tree traversals

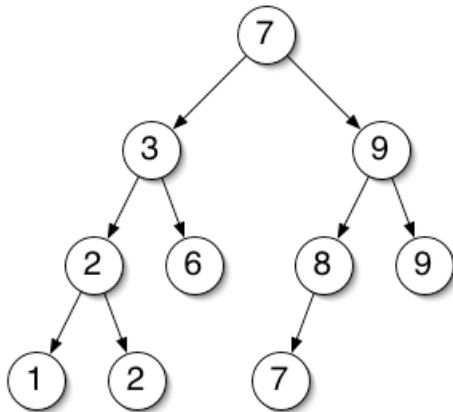
Consider the following pair of recursive algorithms calling each other to traverse a binary tree.

```

Algorithm weirdPreOrder(treeNode n)
  if (n != null) then
    print n.getValue()
    weirdPostOrder( n.getRightChild() )
    weirdPreOrder( n.getLeftChild() )
  
```

```

Algorithm weirdPostOrder(treeNode n)
  if (n != null) then
    weirdPreOrder( n.getRightChild() )
    weirdPostOrder( n.getLeftChild() )
    print n.getValue()
  
```



- a) (4 points) Write the output being printed when weirdPreOrder(root) is executed on the following binary tree.

Method executed	Result printed
Pre(7)	
Print 7	7
Post(9)	
Pre(9)	
Print 9	9
Post(null)	
Post(null)	
Post(8)	
Pre(null)	
Post(7)	
Pre(null)	
Post(null)	
Print 7	7
Print 8	8
Print 9	9
Pre(3)	
Print 3	3
Post(6)	
Pre(null)	

	Post(null)	
	Print 6	6
Pre(2)	Print 2	2
	Post(2)	
	Pre(null)	
	Post(null)	
	Print 2	2
Pre(1)	Print 1	1
	Post(null)	
	Pre(null)	

Conclusion: The order is : 7 9 7 8 9 3 6 2 2 1

b) (4 points) Write the output being printed when weirdPostOrder(root) is executed.

Method executed	Result printed
Post(7)	
Pre(9)	
Print 9	9
Post(9)	
Pre(null)	
Post(null)	
Print 9	9
Pre(8)	
Print 8	8
Post(null)	
Pre(7)	
Print 7	7
Post(null)	
Pre(null)	
Post(3)	
Pre(6)	
Print 6	6
Post(null)	
Pre(null)	
Post(2)	
Pre(2)	
Print 2	2

	Post(null)	
	Pre(null)	
	Post(1)	
	Post(null)	
	Pre(null)	
	Print 1	1
	Print 2	2
	Print 3	3
Print 7		7

Conclusion: The order is : 9 9 8 7 6 2 1 2 3 7

c) (4 points) Consider the binary tree traversal algorithm below.

Algorithm queueTraversal(treeNode n)

Input: a treeNode n

Output: Prints the value of each node in the binary tree rooted at n

Queue q ← new Queue();

q.enqueue(n);

while (! q.empty()) **do**

x ← q.dequeue();

print x.getValue();

if (x.getLeftChild() != null) **then** q.enqueue(x.getLeftChild());

if (x.getRightChild() != null) **then** q.enqueue(x.getRightChild());

Question: Write the output being printed when queueTraversal(root) is executed.

This produces a breadth-first search of the tree:

7 3 9 2 6 8 9 1 2 7

d) (4 points) Consider the binary tree traversal algorithm below.

Algorithm stackTraversal(treeNode n)

Input: a treeNode n

Output: Prints the value of each node in the binary tree rooted at n

Stack s ← new Stack();

s.push(n);

while (! s.empty()) **do**

x ← s.pop();

```
print x.getValue();  
if (x.getLeftChild() != null) then s.push(x.getLeftChild());  
if (x.getRightChild() != null) then s.push(x.getRightChild());
```

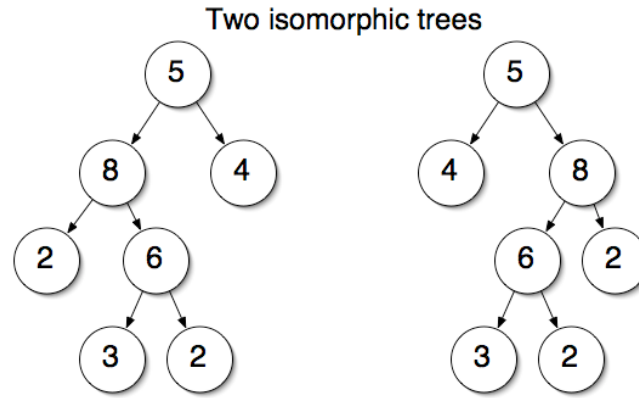
Question: Write the output being printed when `stackTraversal(root)` is executed. This is the equivalent of what traversal method seen previously in class?

This produces a depth-first search of the tree, but one that always starts with the right child instead of the left child:

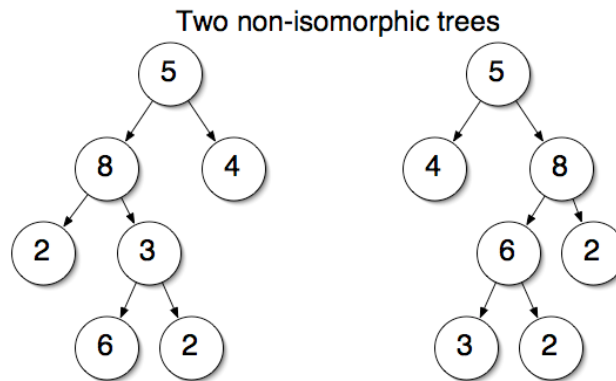
7 9 9 8 7 3 6 2 2 1

2) (12 points) Tree isomorphism

Two unordered binary trees A and B are said to be *isomorphic* if, by swapping the left and right subtrees of certain nodes of A, one can obtain a tree identical to B. For example, the following two trees are isomorphic:



because starting from the first tree and exchanging the left and right subtrees of node 5 and of node 8, one obtains the second tree. On the other hand, the following two trees are not isomorphic, because it is impossible to rearrange one into the other:



Question: Write a recursive algorithm that tests if the trees rooted at two given treeNodes are isomorphic. Hint: if your algorithm takes more than 10 lines to write, you're probably not doing the right thing.

Algorithm isIsomorphic(treeNode A, treeNode B)

Input: Two treeNodes A and B

Output: Returns true if the trees rooted at A and B are isomorphic

/* Complete this pseudocode */

if (A = null and B = null) then return true;

if ((A = null and B !=null) or (A != null and B = null)) then return false;

if (A.getKey() != B.getKey()) return false;

boolean isoLL = isIsomorphic(A.getLeftChild(), B.getLeftChild());

```
boolean isoLR = isIsomorphic(A.getLeftChild(), B.getRightChild() );  
boolean isoRL = isIsomorphic(A.getRightChild(), B.getLeftChild() );  
boolean isoRR = isIsomorphic(A.getRightChild(), B.getRightChild() );  
return ((isoLL and isoRR) or (isoLR and isoRL));
```