## Data Structures - Assignment no. 4, March 21, 2007

**Remarks:** 

- Write both your name and your ID number very clearly on the top of the exercise. Write your exercises in pen, or in clearly visible pencil. Please write *very* clearly.
- Recall that 80% of the theoretical exercises must be submitted. The exercises can and must be worked on and submitted alone.
- Give correctness and complexity proofs for every algorithm you write.
- For every question where you are required to write pseudo-code, also explain your solution in words.
- 1. Insert the keys 25, 33, 9 and 35 to the 2-4+ tree depicted in Figure 1. Then delete keys 10 and 20. Now draw the resulting tree.
- 2. (a) Give an algorithm that is given a binary tree T of n vertices with keys at the nodes, and determines whether T is a binary search tree. The algorithm should run in time O(n). Give: (i) pseudo-code; (ii) an explanation of the algorithm; (iii) an explanation why it is correct; and (iv) an explanation why the running time is indeed O(n).
  - (b) Describe an algorithm that given a sorted array of size n builds a 2-4+ tree that contains the same keys as the array. The algorithm should run in time O(n). Give: (i) a description of the algorithm; (ii) an explanation why it is correct; and (iii) an explanation why the running time is indeed O(n).
- 3. Consider a 2-4 search tree, where instead of having up to 4 children for every node, you have up to  $\log n$  children for every node. Suppose that each node is kept by a small data structure that can do whichever manipulations you like, in constant time.
  - (a) What is the depth of this tree?
  - (b) What are the running times of the usual operations (insert, delete, find) for this tree?

<u>Note 1:</u> The assumption that a node can do whichever manipulations you like in O(1) time is not very realistic. One way to justify it is considering the case where you have a very fast subprocessor, capable of handling small amounts of data, but very quickly. You program it in advance to perform all the manipulations you like on log *n*-sized nodes.

<u>Note 2:</u> You might want to use the fact that  $\log_a b = \frac{\log a}{\log b}$ , so  $\log_{\log n} n = \frac{\log n}{\log \log n}$ .

- 4. (a) You are given a 2-4+ search tree where the root has exactly two children, u and v. Let X be the number of descendants of v, and Y be the number of descendants of u. (In other words, X is the size of the subtree of v, and Y is the size of the subtree of u). Is it necessarily true that  $X \leq 2006 \cdot Y$ ? Explain your answer.
  - (b) Solve the same question for an R-B tree

## 5. Challange Question. Not to be Submitted.

**Bounded-Balance Trees.** In a binary tree, define the *size* of a vertex v, denoted by  $S_v$ , as the number of vertices in v's subtree. A binary search tree is called a *bounded-balance (BB)* tree, if for every vertex v, it holds that  $S_{v.left} \ge \lfloor \frac{S_v}{10} \rfloor$  and  $S_{v.right} \ge \lfloor \frac{S_v}{10} \rfloor$ , where v.left is v's left child, and v.right is v's right child.

- (a) Prove that if T is a BB tree containing n nodes, then the depth of T is  $O(\log n)$ .
- (b) We define a BB tree data structure as follows: The data structure is a normal binary search tree, with an additional field *size* at each vertex. The field *v.size* holds  $S_v$ .

Consider a sub-tree with root v, where v.left and v.right are both BB trees, and also  $S_v = 10x, S_v.right = x - 1, S_v.left = 9x$ . Thus, v's subtree is not a BB tree, but there is just one small violation. Show how to perform rotations that will correct this violation. (Note: a little case-analysis is needed. In a certain case, you may need to perform two rotations, not just one).

(c) Conclude from the last section that you can perform lookup, insertion and deletion in a BB tree, all in time  $O(\log n)$ .

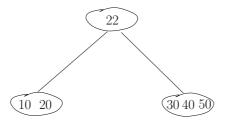


Figure 1: A 2-4+ tree. (Recall that a 2-4+ tree is a 2-4 tree where the real set elements are only the keys that are at the leaves, and the rest of the elements are just pivot elements to aid in searching.)