



# Algorithms and Datastructures

## Winter Term 2022

### Sample Solution Exercise Sheet 6

Due: Wednesday, November 30rd, 2pm

#### Exercise 1: Binary Search Tree - Range Queries (10 Points)

- (a) Implement the binary search tree (BST) data structure and the `insert` operation. You can use the template `BST.py`. (4 Points)
- (b) Implement the operation `getrange( $x_{min}, x_{max}$ )` efficiently on binary search trees which returns all keys  $x$  in the tree with  $x_{min} \leq x < x_{max}$  (cf. lecture notes week 6 slide 21). (4 Points)
- (c) Use your implementation of BST and your `insert` function to insert all words from the file `inputs.txt` into a BST with respect to the lexicographic ordering on words over the alphabet  $\{a, \dots, z\}$ <sup>1</sup>. Use your data structure to output all words from the BST beginning with a certain prefix.<sup>2</sup> Output all words with prefix “qw”. Copy the result into your `experiences.txt` file. (2 Points)

#### Sample Solution

Cf. `BST.py` for part (a) and (b). For part (c) it was sufficient to run `getrange('qw', 'qx')` on the BST filled with the words from `input.py`. The correct output is `['qwb', 'qwdjbcsm', 'qweli', 'qwgconj', 'qwgzykg', 'qwivkay', 'qwlybcn', 'qwmwwi', 'qwo', 'qwohudf', 'qwpoh', 'qwqrn', 'qwrmd', 'qwtq', 'qwxpyjl', 'qwxrm', 'qwyiwh']`.

#### Exercise 2: Binary Search Tree - Operations (10 Points)

- (a) Describe a function which returns the depth of a binary search tree and analyze the runtime. (2 Points)
- (b) Describe a function that for a given binary search tree with  $n$  nodes and a given  $k \leq n$  returns a list with the  $k$  smallest keys from the tree. Analyze the runtime in dependence of  $k$  and the depth of the tree  $d$ . (4 Points)
- (c) Describe a function that takes a binary search tree  $B$  and a key  $x$  as input and generates the following output:
- If there is an element  $v$  in  $B$  with  $v.key = x$ , return  $v$ .
  - Otherwise, return the pair  $(u, w)$  where  $u$  is the tree element with the next smaller key and  $w$  is the element with the next larger key. It should be  $u = \text{None}$  if  $x$  is smaller than any key in the tree and  $w = \text{None}$  if  $x$  is larger than any key in the tree.

<sup>1</sup>Python supports the comparison of strings with respect to the lexicographic ordering, i.e., you can use “<”, “<=”.

<sup>2</sup>If you enter `Python3` and `from BST import BST` into the command prompt you can use the class `BST` from the command line. We provided a method for inserting the content of `inputs.txt`.

For your description you can use pseudo code or a sufficiently detailed description in English. You can use the methods of the lecture as a black box.

Analyze the runtime of your function.

(4 Points)

## Sample Solution

- (a) We can do a recursive traversal of the tree where we keep track of the current recursion depth. Then a call of `depth(r)` on the root  $r$  of the BST returns its depth.

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**Algorithm 1** `depth(v,R)`

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```
if v = None then
    return -1  $\triangleright$  depth of a childless node must be 0, hence we define the depth of None as -1
else return max(depth(v.left)+1, depth(v.right)+1)
```

---

The runtime corresponds to the runtime of the traversal of the whole tree which is  $\mathcal{O}(n)$  as we have just one recursive call for each node and each recursive call costs  $\mathcal{O}(1)$  (c.f., pre-, in-, post-order traversal algorithms given in the lecture).

As an alternative solution, we can run a BFS which takes  $\mathcal{O}(n)$ . If  $v$  is the node visited last by the BFS, do

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**Algorithm 2** `traverse-up(v)`

---

```
d ← 0
while v.parent ≠ None do
    d ← d + 1
    v ← v.parent
return d
```

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This takes  $\mathcal{O}(d)$  where  $d$  is the depth of the tree. Since  $d \leq n$  the overall runtime is  $\mathcal{O}(n+d) = \mathcal{O}(n)$ .

- (b) Initialize an empty list  $K$ . We roughly do the following. Make an in-order traversal of the tree and each time visiting a node, add it to  $K$ . Stop if  $|K| \geq k$ . The following pseudocode formalizes this.

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**Algorithm 3** `inorder_variant(node)`  $\triangleright$  Assume list  $K$  is given globally, initially empty

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```
if node ≠ None then
    inorder_variant(node.left)
    if |K| ≥ k then
        return
    K.append(v.key)
    inorder_variant(node.right)
```

---

The runtime is  $\mathcal{O}(d+k)$  where  $d$  is the depth of the tree. We prove this in the following.

Let  $K$  be the set of  $k$  nodes representing the  $k$  smallest keys in the BST. Obviously, the in-order traversal must visit all nodes in  $K$  once. In accordance with the lecture a call of `inorder_variant(root)` adds all keys in ascending order to  $K$ .

Let  $A$  be the set of nodes in the BST on which are not in  $K$  but in which a recursive call will be made. Since the recursion is aborted (with the `return` statement) after reporting  $k$  nodes, the set  $A$  contains exactly the nodes which are ancestors of a node in  $K$ , but are not in  $K$  themselves. Since the runtime of a single recursive call (neglecting subcalls) is (1) the total runtime is  $\mathcal{O}(|A| + |K|)$ .

By definition we have  $|K| = k$ , so it remains to determine the size of  $A$ . We claim that all nodes in a  $A$  are on a path from the root to a leaf, that is,  $|A| \leq d$ . This is the case if there do not exist two nodes in  $A$  so that neither is an ancestor of the other.

For a contradiction, suppose that two such nodes  $u, v$  exist so that neither  $u$  is ancestor of  $v$  nor vice versa. Assume (without loss of generality) that  $\text{key}(u) \leq \text{key}(v)$ . That means  $u$  is in the left and  $v$  is in the right subtree of some common ancestor  $a$  of  $u$  and  $v$ .

By definition  $v$  has a node  $w \in K$  in its subtree. Since  $v$  is in the right subtree and  $u$  is in the left subtree of  $a$ , we have  $\text{key}(w) \geq \text{key}(u)$  and  $w$  has a higher in-order-position. But then we would have  $u \in K$  as well, a contradiction to  $u \in A$ .

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(c) **Algorithm 4** `return-closest( $x$ )`

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```
     $v \leftarrow \text{find}(x)$ 
    if  $v \neq \text{None}$  then
        return  $v$ 
    else
        insert( $x$ )
         $(p, s) \leftarrow (\text{pred}(x), \text{succ}(x))$ 
        delete( $x$ )
        return  $(p, s)$ 
```

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All subprocedures that we call (`find`, `insert`, `pred`, `succ`) are known from the lecture and take  $\mathcal{O}(d)$  with  $d$  being the depth of the tree. So the overall runtime is  $\mathcal{O}(d)$ .