

**Answer Pages**

Question 21 (pushAll) answer:

```
void Tree::pushAll (Treenode *n) {  
    if (n == NULL) {  
        return ;  
    }  
    st.push(n);  
    pushAll (n->left);  
}
```



Question 22 (KStep) answer:

```
KStep::KStep() {  
    pushAll(root);  
}
```

Question 23 (hasMore) answer:

```
bool KStep::hasMore() {  
    if (st.isEmpty())  
        return false;  
    else  
        return true;  
}
```



Question 24 (step1) answer:

```
int KStep::step1() {  
    Treenode* temp = st.pop();  
    if (temp->right != NULL) {  
        pushAll(temp->right);  
    }  
    return temp->data;  
}
```

}

Question 25 (step 1 running time) answer:

```

    step(k)
int Kstep :: step(int k) {
    int temp = st.peep() → data;
    int t = 0
    for (int i = 0; i < k; i++) {
        if (!hasMore())
            {return temp;}
        t = step 1();
    }
    return temp;
}

```



Question 26 answer:

Lower Bound	$O(1)$
Average	$O(\log n)$
Upper Bound Case	$O(\log n)$

Assuming there is constructor for QuadtreeNode

Question 27 (buildPerfectTree) answer:

```

QuadtreeNode* Quadtree::buildPerfectTree(int k, RGBAPixel p){
    QuadtreeNode* seed = new QuadtreeNode();
    if (root == NULL) { root = seed; }
    if (k == 1) {
        seed->element = p;
    }
    else {
        seed->nwChild = buildPerfectTree(k-1, p);
        seed->swChild = buildPerfectTree(k-1, p);
        seed->neChild = buildPerfectTree(k-1, p);
        seed->seChild = buildPerfectTree(k-1, p);
        seed->element = p;
    }
    return seed;
}

```



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Question 28 (perfectify) answer:

TA said I can use helper functions!!

```

void Quadtree::perfectify(int levels) {
    RGBAPixel temp = root->element;
    perfectify(root, levels, temp);
}

```

```

if (lvl == 0) return;
void Quadtree::perfectify(QuadtreeNode* node, int lvl, RGBAPixel p) {
    if (node == NULL) {
        node = buildPerfectTree(lvl, p);
    }
    else {
        perfectify(node->nwChild, lvl-1, p);
        perfectify(node->neChild, lvl-1, p);
        perfectify(node->swChild, lvl-1, p);
        perfectify(node->seChild, lvl-1, p);
    }
}

```

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(TA approved)

Question 29 (perfectify running time) answer:

$$n = 4^{(h-1)} + 1 = 2^{2(h-1)} = O(h \log h)$$

$$(\log_2 n = h-1)$$

$$h = \log_2 n$$

Question 30 answer:

You may answer this question by filling in these blanks, or use the blank space for your own proof/disproof.



**Preliminaries** Let  $H(n)$  denote the maximum height of an  $n$ -node AVL tree, and let  $N(h)$  denote the minimum number of nodes in an AVL tree of height  $h$ . To prove (or disprove!) that  $H(n) = \mathcal{O}(\log n)$ , we attempt to argue that

$$H(n) \leq 3 \log_2 n, \text{ for all } n$$

Rather than prove this directly, we'll show equivalently that

a)  $N(h) \geq 2^{h/3}, (1pt)$

**Proof** For an arbitrary value of  $h$ , the following recurrence holds for all AVL Trees:

b)  $N(h) = 1 + N(h-1) + N(h-2), (2pt)$

c) and  $N(0) = 1, N(1) = 2, N(2) = 4, (2pt)$

We can simplify this expression to the following inequality, which is a function of  $N(h-3)$ :

d)  $N(h) \geq N(h-1) \times 2^{h/3}, (1pt)$

By an inductive hypothesis, which states:

e) for  $k \geq h$   $N(k) = 2^{(k-1)/3} \cdot 2^{1/3} = 2^{k/3}, (1pt)$

we now have

f)  $N(h) \geq 2^{h/3} = \text{part (a) answer}, (1pt)$

which is what we wanted to show.

Given that  $2^0 = 1$ ,  $2^{1/3} \approx 1.25$ , and  $2^{2/3} \approx 1.58$ , what is your conclusion?

Is an AVL tree  $\mathcal{O}(\log n)$  or not? (Circle one): (2pt)

YES

NO

**Overflow Page**

Use this space if you need more room for your answers.

