

CSC263 – Problem Set 2

Remember to write your **full name** and **student number** prominently on your submission. To avoid suspicions of plagiarism: at the beginning of your submission, **clearly state any resources (people, print, electronic) outside of your group, the course notes, and the course staff, that you consulted.**

Remember that you are required to submit your problem sets as both LaTeX .tex source files and .pdf files. There is a 10% penalty on the assignment for failing to submit both the .tex and .pdf.

Due Feb. 6, 2025, 22:00; required files: ps2.pdf, ps2.tex, ps2.py

Answer each question completely, always justifying your claims and reasoning. Your solution will be graded not only on correctness, but also on clarity. Answers that are technically correct but are hard to understand will not receive full marks. Mark values for each question are contained in the [square brackets].

You may work in groups of up to TWO to complete these questions.

1. [6] You are given a binary search tree and two values, **low** and **high**. Your task is to write a function that calculates the sum of all the values in the BST that fall within this range, inclusive of low and high. Assume that the BST does not contain duplicates. Your algorithm should efficiently traverse the BST, avoiding unnecessary visits to nodes outside the [low, high] range. Your algorithm must have $O(n)$ worst-case running time. Write your algorithm in pseudocode and justify why your algorithm is correct and why it runs in $O(n)$ time. Please also complete the programming question at the end.

Below is the pseudocode for the algorithm:

```
def range_sum(node, int low, int high):
    if node is NULL return 0
    if node.value < low return range_sum(node.right, low, high)
    else if node.value > high return range_sum(node.left, low, high)
    count = node.value
    count += range_sum(node.left, low, high) + range_sum(node.right, low, high)
    return count
```

2. [12] Consider the following abstract data type that we will call a “LandUse.”

Objects: A GIS (geographical information systems) analyst is classifying the land use in Mississauga. The land use map is represented in the form of a pixel-based raster image. A set S of “land use pixels” that are represented by triples (x, y, u) , where x and y are positive integers denoting a position of a pixel on the map, and $u \in \{ 'Agriculture', 'Residential', 'Recreational', 'Commercial', 'Industrial', 'Transportation' \}$ denotes a land use type being classified. Note that each position can be assigned up to one land use type, e.g., $(5, 3, 'Agriculture')$. In other words, $(5, 3, 'Agriculture')$ and $(5, 3, 'Industrial')$ cannot coexist.

Operations:

- **ReadType** (S, x, y) : Return the land use type at position (x, y) , i.e., the value of $u \mid (x, y, u) \in S$.
- **WriteType** (S, x, y, u) : Assign the land use type u to position (x, y) , i.e., add the triple (x, y, u) to S . If position (x, y) already has a land use type u , then do nothing.
- **NextInRow** (S, x, y) : Return the position of the next classified pixel that appears after (x, y) and in the same row as (x, y) , i.e., return $(x, \min\{y' \mid y' > y \text{ and } (x, y', u) \in S \text{ for some } u\})$. Return $(0, 0)$ if no such pixel exists. **Assumption on input values:** You can assume that a pixel at (x, y) **exists** in the LandUse.
- **NextInColumn** (S, x, y) : Similar to **NextInRow**, return the position of the next classified pixel that appears after (x, y) and in the same column as (x, y) . **Assumption on input values:** You can assume that a pixel at (x, y) **exists** in the LandUse.
- **RowEmpty** (S, x) : Return whether Row x is empty, i.e., return **True** if and only if there does not exist a triple (x, y, u) with the given x in S .
- **ColumnEmpty** (S, y) : Similar to **RowEmpty**, return whether Column y is empty.

Requirements: All above operations must have worst-case runtime $O(\log n)$, where n is the total number of pixels in the `LandUse S`.

Give a *detailed* description of how to use AVL trees to implement `LandUse`. In particular, answer the following questions.

- How many AVL trees are you using? What does each node correspond to? What information is stored in each node?
- What are the keys that you use for sorting each of the AVL trees? For each AVL tree, define **carefully and precisely** how you compare two pixels positioned at (x, y) and (x', y') .
- For each of the above operations, describe in detail how it works, and argue why it works correctly and why its worst-case runtime is $O(\log n)$.

Hint: Try to make use of textbook algorithms for BST and AVL trees, and please do **not** repeat algorithms or runtime analyses from class or the textbook—just refer to known results as needed.

Programming Question

The best way to learn a data structure or an algorithm is to code it up. In each problem set, we will have a programming exercise for which you will be asked to write some code and submit it. You may also be asked to include a write-up about your code in the PDF/TeXfile that you submit. Make sure to **maintain your academic integrity** carefully, and protect your own work. The code you submit will be checked for plagiarism. It is much better to take the hit on a lower mark than risking much worse consequences by committing an academic offence.

- (6 points)** Please implement the `range_sum_bst` function for Question 1 following the guidelines below. A starter code `ps2.py` is provided to you on Quercus.

Requirements:

- Your code must be written in Python 3, and the filename must be `ps2.py`.
- We will grade only the `range_sum_bst` function; please do not change its signature in the starter code. Include as many helper functions as you wish.
- All code that you submit must be your own, including any helper functions.
- Your code must compile and otherwise be testable in order to earn credit for the auto-graded portion of this question.
- Your coding components should be based on your written explanation and runtime analyses in Question 1.
- For each test-case that your code is tested on, your code must run within 10x the time taken by our solution. Otherwise, your code will be considered to have timed out.