

Due: December 16, 2025, 17:00 (Room R1102)

Important Notice: You must print this take-home quiz and write your answers by hand with a pen.

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| Q1 Figure | Q2 Figure |
|---|---|
| <pre> graph TD 0((0)) --- 1((1)) 0 --- 2((2)) 1 --- 4((4)) 1 --- 6((6)) 2 --- 3((3)) 4 --- 5((5)) 6 --- 7((7)) </pre> | <pre> graph TD -((−)) --- + - --- 3((3)) + --- x((x)) + --- div((÷)) x --- 3_1((3)) x --- 4((4)) div --- 10((10)) div --- 2((2)) </pre> |

Q1. (30 pts) Explain Breadth-First Search (BFS) on the graph and provide the BFS traversal order for the graph shown in Q1 Figure.

A1: Breadth-first search (BFS) 廣度優先搜尋是一種圖的搜尋方式

*特點：先將節點離起點最近的即所有節點，再一層一層向外擴展。(用 Queue)

①起點: 0 ②第一層: 1, 2, 3, 4 ③第二層: 5, 6, 7, 8

*BFS Traversal Order:

revisting

0 (起點) \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 6 \rightarrow 7 \rightarrow 8

Q2. (30 pts) In tree traversal, one common method is inorder traversal. Please use inorder traversal to print the arithmetic expression represented by the expression tree in Q2 Figure, and then evaluate it to compute the final result.

A2:

Inorder Traversal (中序遍歷): left subtree (左子樹) \rightarrow root (根節點) \rightarrow right subtree

*內部節點: 運算子 (+, -, ×, ÷), 葉節點: 數字。中序遍歷可以把 tree 轉換成中序運算式

$$\left\{ \begin{array}{l} \text{root: } - \\ \text{left subtree: } + \\ \text{right subtree: } 3 \end{array} \right. \quad \left\{ \begin{array}{l} \text{left: } \times \\ \text{right: } \div \end{array} \right. \quad \Rightarrow (3 \times 4) + (10 \div 2) - 3 = 14$$

Q3. (40 pts) A binary tree is a fascinating data structure with many variations, including binary search trees, AVL trees, red-black trees, complete binary trees, and max/min heaps. These variations can be classified as shape-based (structural constraints) or criteria-based (rules such as ordering). Choose one shape-based tree and one criteria-based tree, and provide a brief description of each.

A3:

(1) Shape-based tree (形状導向): Complete Binary Tree 完全二元樹
⇒ 重點在於「樹長得高樣」，不管數值大小順序
⇒ 除了最後一層，其他都滿，最後層節點由左到右填
⇒ 常見於 "Heap" 也是 criteria-based.

(2) Criteria-based tree (規則導向): Binary Search Tree (BST) 二元搜尋樹
⇒ 重點在「節點之間」必須遵守某些規則 (例: 加大小關係)
⇒ 有明確大小規則 (左 < 根 < 右)
⇒ 搜尋效率較高 (Average $O(\log n)$)