

# \* Data Structures and Algorithms (DSA) - Assignment Number - 4

Name:- Kaustubh Shrikant Khabra.

Class:- Second Year Engineering.

Div:- A

Roll Number:-

Batch:-

Department:- Computer Department

College:- AISSMS's IOIT.

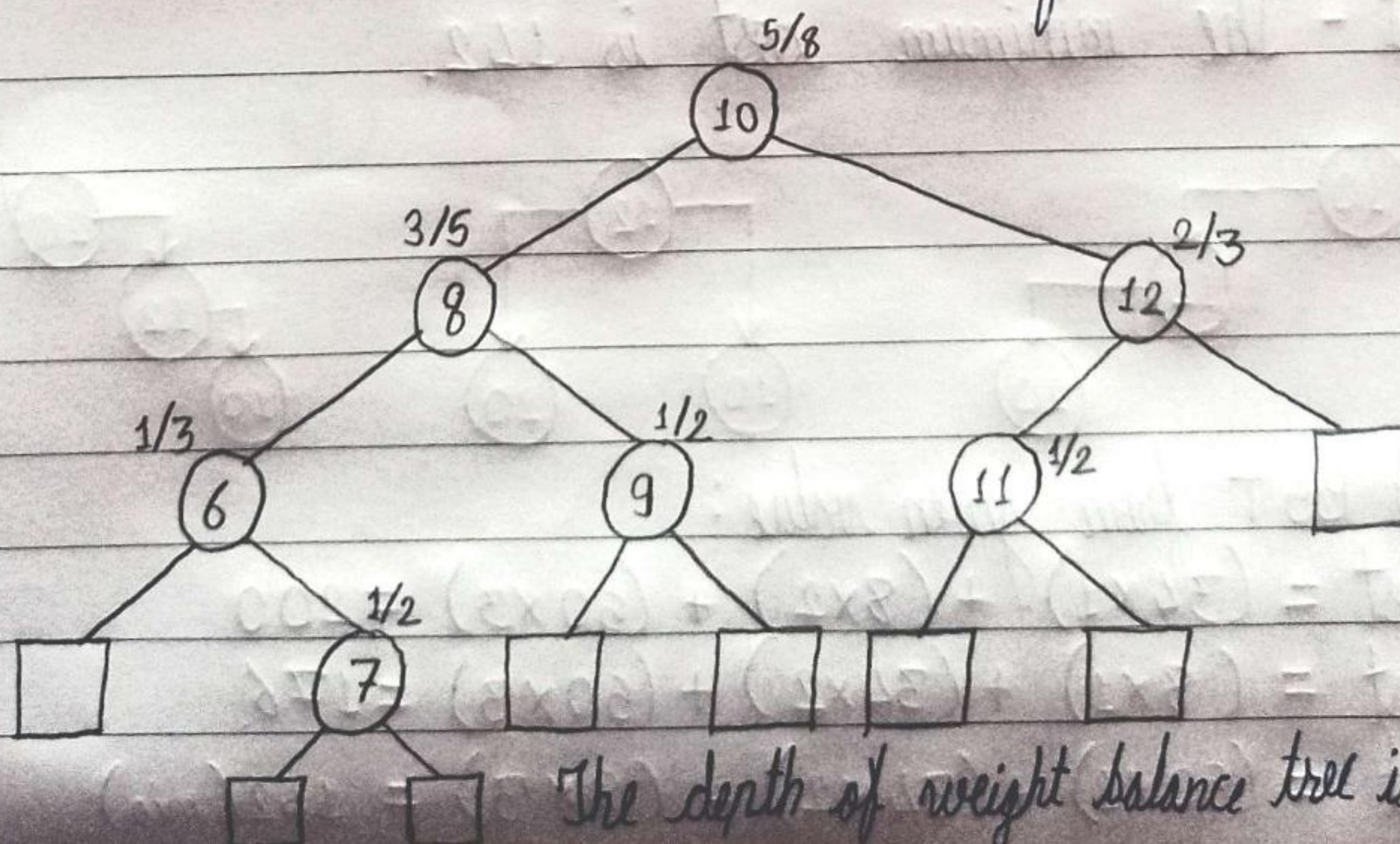
Q-1. Define weight balanced tree and optimal binary search tree with example

→ 1) The weight balance tree is a binary search tree, whose balance is based on the size of the subtrees, in each node.

2) It is a binary tree in which the number of nodes in the left subtree is at least half and at most twice the number of nodes in right subtree.

3) Balance factor at each node =  $\frac{\text{no. of ext node in left subtree}}{\text{Total no. of ext. node of tree}}$

4) Example:



The depth of weight balance tree is  $O(\log n)$ .



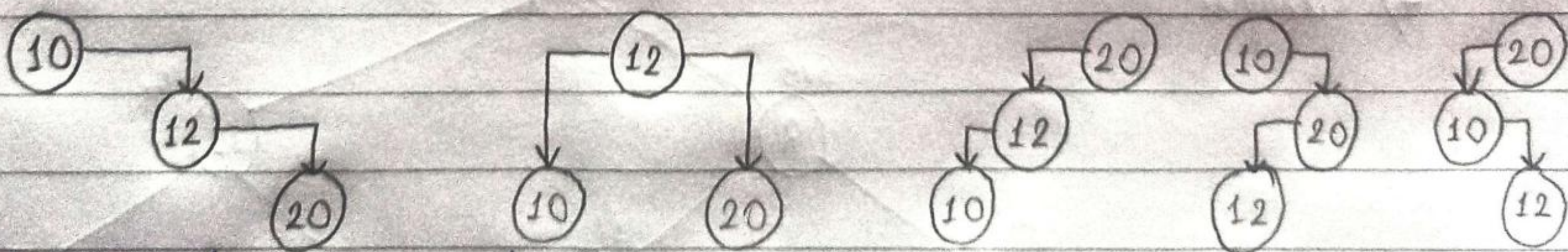
## Optimal Binary Search Tree (OBST):

- 1) The element having more probability of appearance should be placed nearer to the root of binary search tree and the element that appears for atleast no. of time i.e. the element with lesser probability should be placed away from roots.
- 2) The BST created with such kind of arrangement is called OBST.
- 3) A set of integers are given in sorted order and another array 'freq' for frequency count. Our task is to find minimum cost of all searches.
- 4) An auxiliary array cost[n] is created to solve and store solution of sub problems. cost matrix will hold data to solve problem in bottom up.

Input - key value as node and freq.

key = {10, 12, 20}      freq = {34, 8, 50}

Output - The minimum cost is 142.



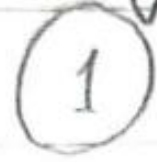
Possible BST from given value:

- a) cost =  $(34 \times 1) + (8 \times 2) + (50 \times 3) = 200$
- b) cost =  $(8 \times 1) + (34 \times 2) + (50 \times 3) = 176$
- c) cost =  $(50 \times 1) + (34 \times 2) + (8 \times 3) = 142 \text{ (min)}$

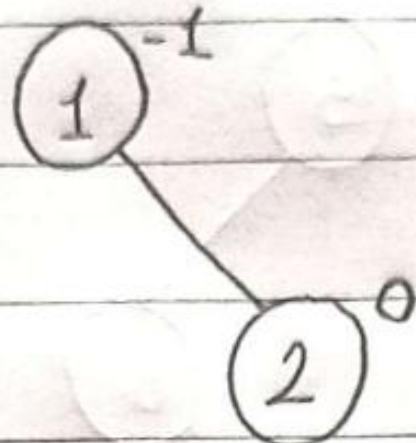


Q-2. Construct an AVL tree by inserting numbers from 1 to 8.

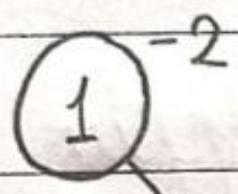
→ Insert 1 →



Insert 2 →

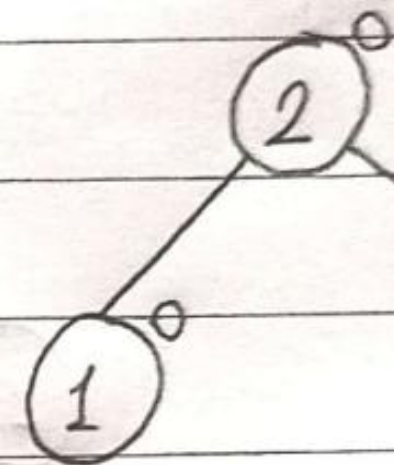
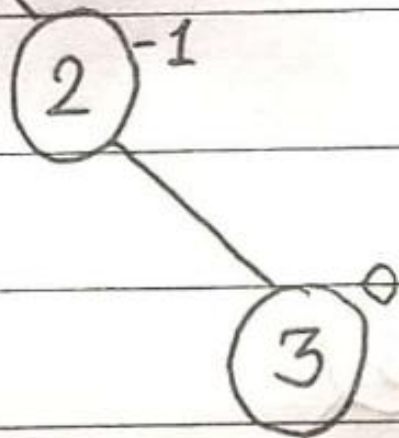


Insert 3 →



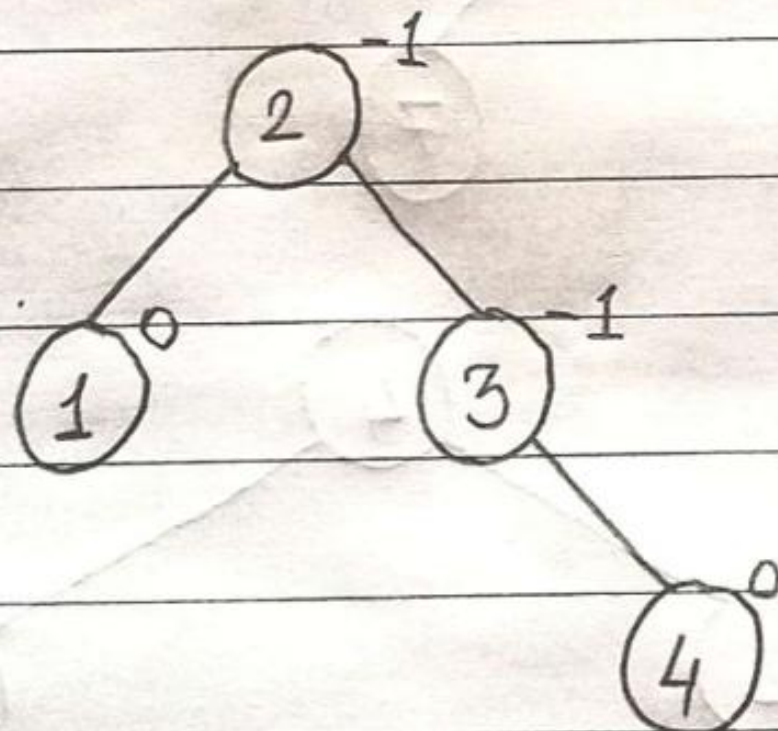
Apply RR rotation

Unbalanced tree ←

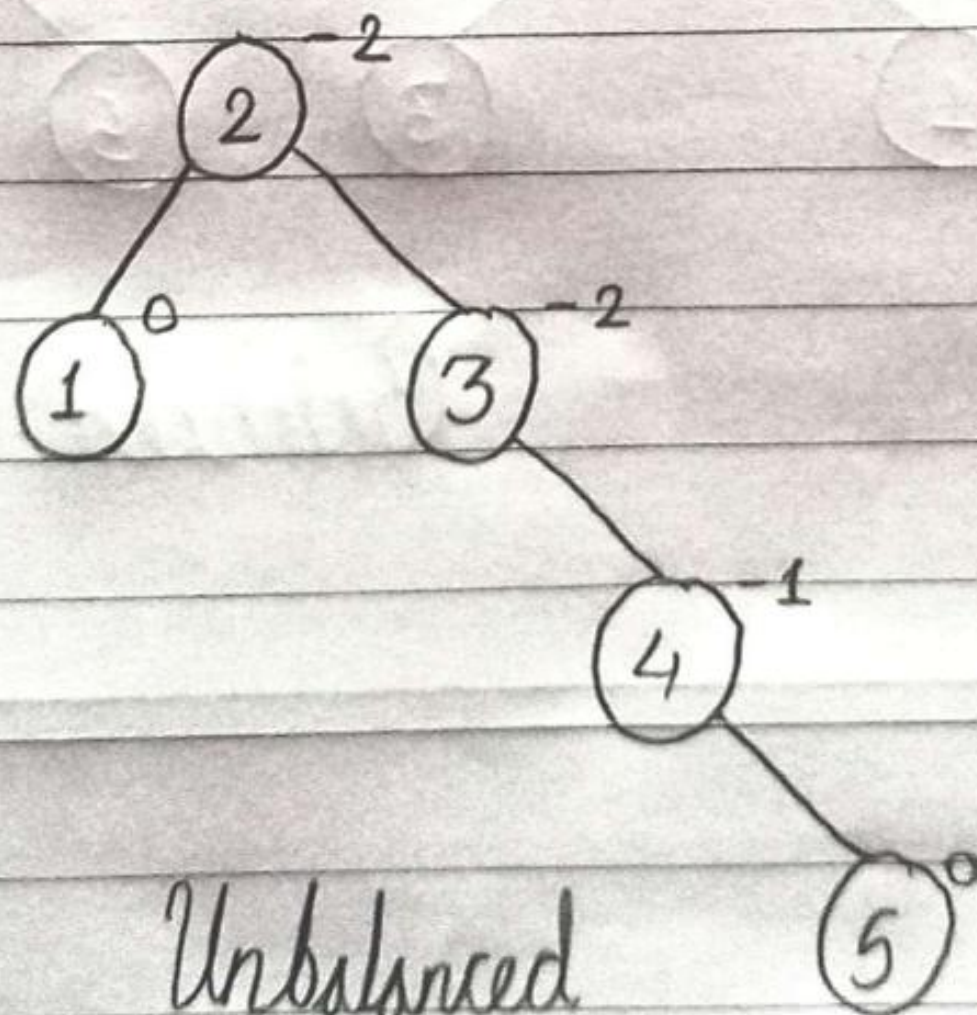


→ balanced

Insert 4 →

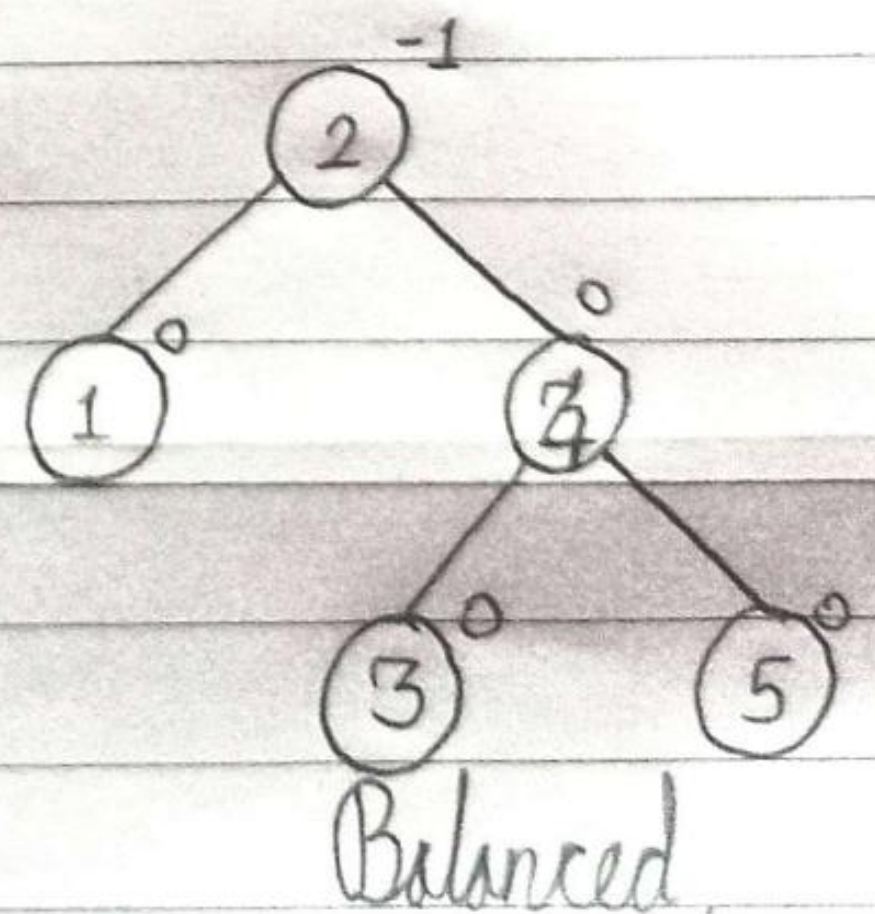


Insert 5 →



Unbalanced

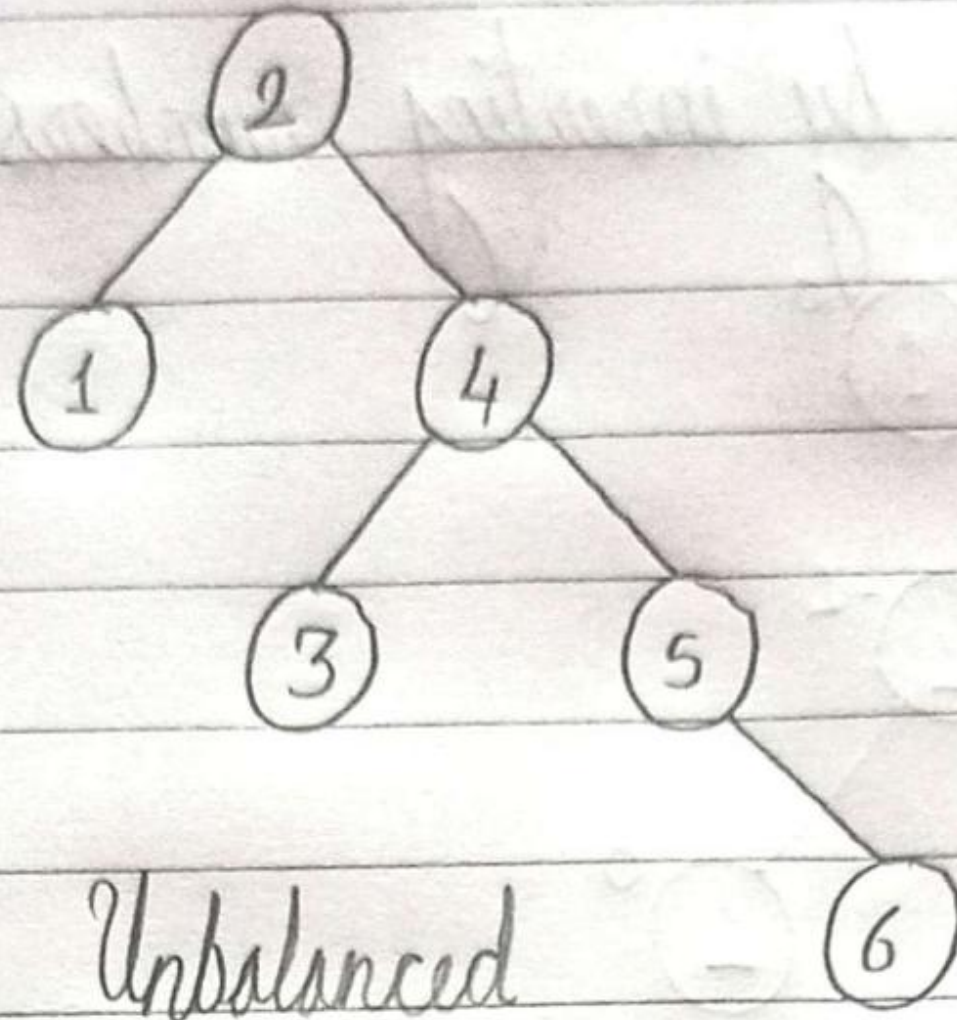
RR rotation on 3.



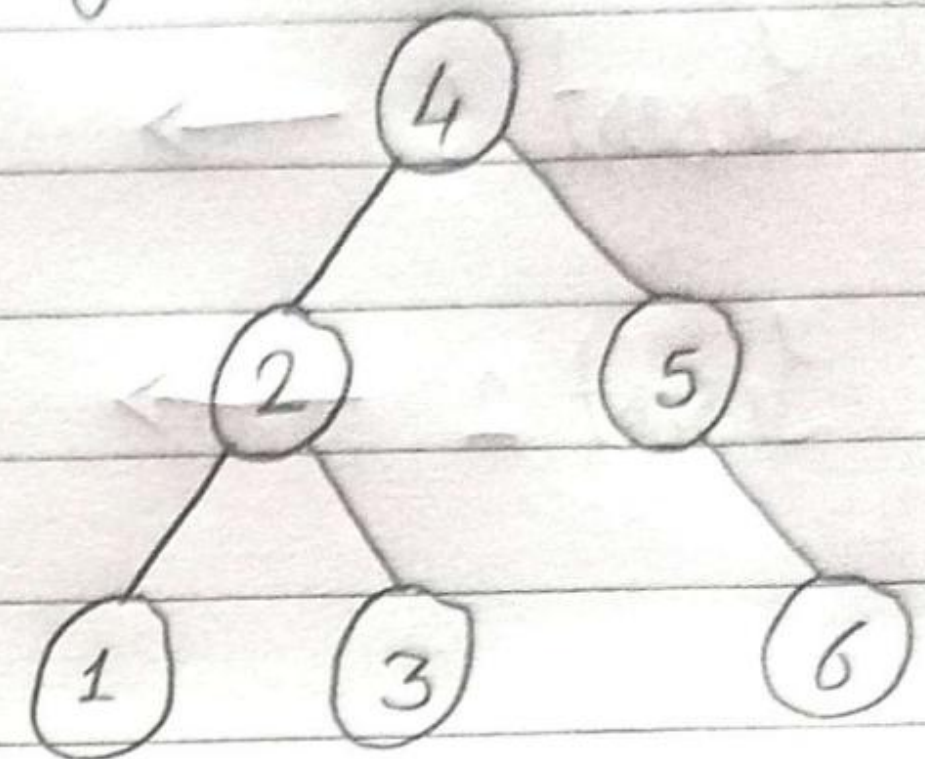
Balanced.



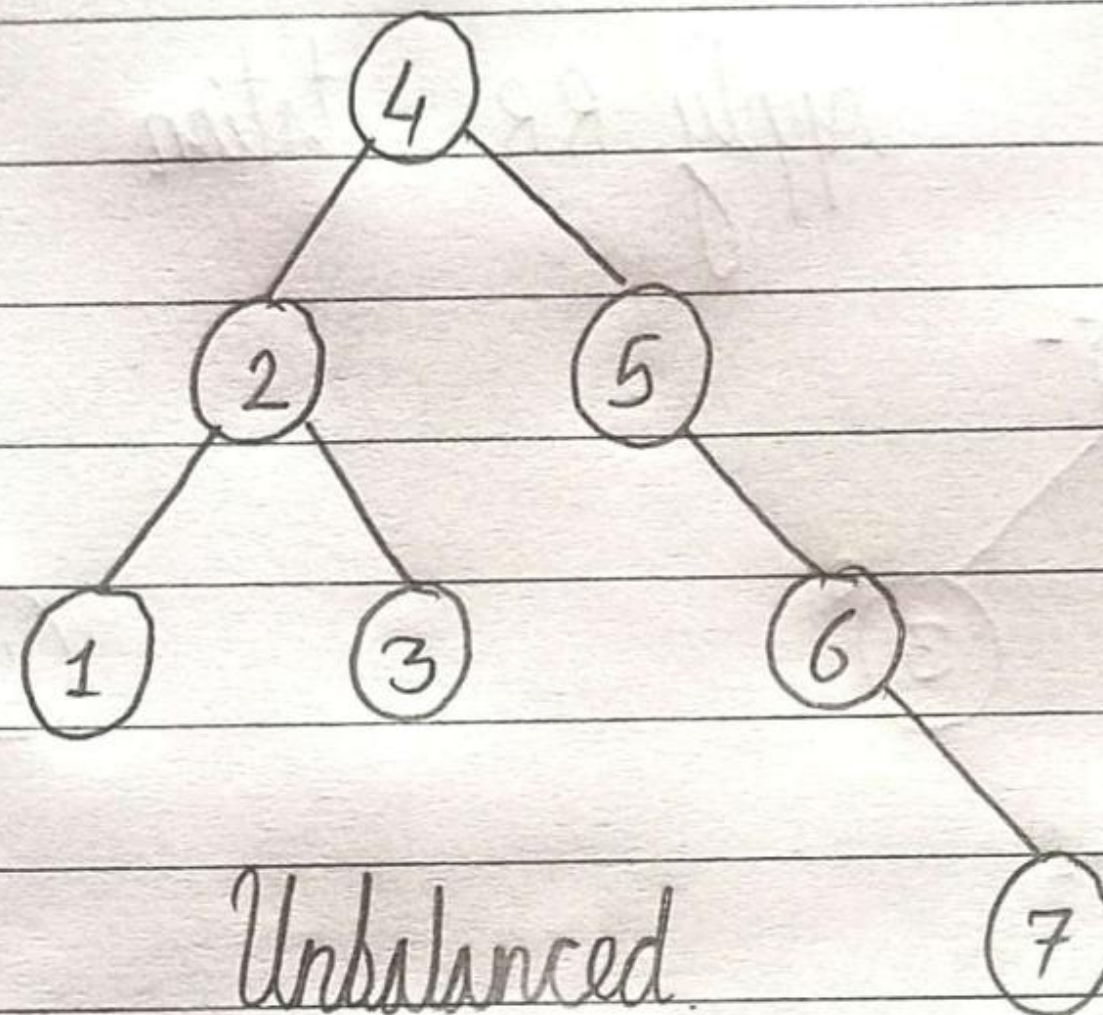
Insert 6 →



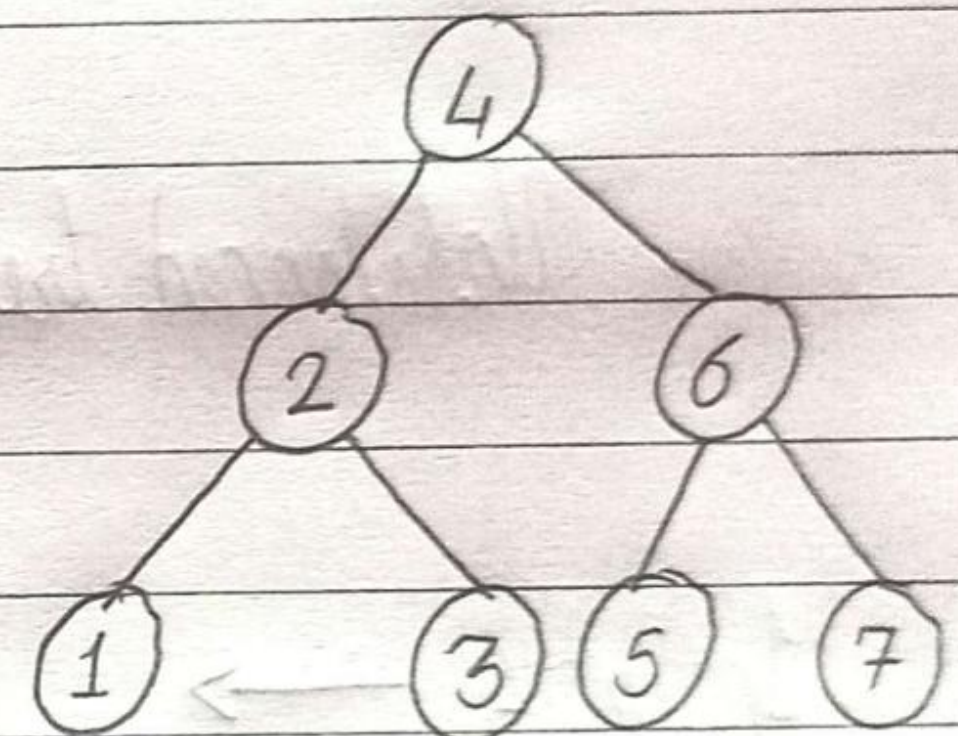
- Apply RR rotation on 2 -



Insert 7 →



Apply RR rotation on 5



Insert 8 →

