



Assignment 3 (3% - 12 points)

CSI2110/CSI2510 (Fall 2021)

Due: Thursday Oct 7, 11:59PM

Late assignment policy : 1min-24hs late are accepted with 30%off; no assignments accepted after 24hs late.

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Question 1. [4 points = 2+2] Give the answers and justify.

- a) Give the last 4 digits your student number $sn = \dots$. How many **internal nodes** and **external nodes** are there in a **full binary search tree** with n nodes, where $n = sn$, if sn is odd, and $n = sn + 1$, if sn is even? $n = 2727$ (number of nodes)

$$n = 2e - 1 \quad (\text{where } e \text{ is no. of leaves})$$

$$e = \frac{n+1}{2} = \frac{2727+1}{2} = 1364 \text{ leaves}$$

$$e = i + 1 \quad (\text{where } i \text{ is no. of internal nodes})$$

$$i = e - 1 = 1364 - 1 = 1363 \text{ internal nodes}$$

$$2727 - 1363 = 1364 \text{ external nodes}$$

- b) Let $k \geq 2$. What is the height (as a function of k) of a **complete binary tree** with 3×2^k nodes?

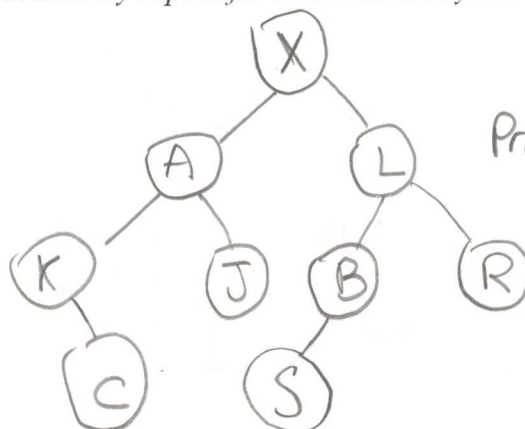
$$h = \lfloor \log_2 3 \times 2^k \rfloor \leftarrow \text{floor}$$

Question 2. [2 points]

For a binary tree, its inorder traversal gives (K, C, A, J, X, S, B, L, R) and its postorder traversal gives (C, K, J, A, S, B, R, L, X).

Draw the tree and give its preorder traversal.

Hint: Alternatively examine the postorder and inorder to go discovering root, elements on left and elements on right, and recursively repeat for subtrees until you build the whole tree.



Preorder (X, A, K, C, J, L, B, S, R)

Question 2

```
TreeNode DeepestAncestor(TreeNode P, TreeNode Q) {
    TreeNode ancestor;
    boolean found = false;
    if (P.parent == Q.parent)
        return P.parent;
```

```
    int pDepth = 0, qDepth = 0;
    while (P.parent != null) {
        pDepth++;
        P = P.parent;
    }
```

```
    while (Q.parent != null) {
        qDepth++;
        Q = Q.parent;
    }
```

```
    if (qDepth == pDepth) {
```

```
        for (int i = 0; i <= qDepth; i++) {
            if (P.parent == Q.parent) {
                ancestor = P.parent;
            } else {
                P = P.parent;
                Q = Q.parent;
            }
        }
```

```
    } else if (qDepth > pDepth) {
```

```
        for (int i = 0; i <= qDepth; i++) {
            if (Q.parent == P) {
                ancestor = P;
                found = true;
            } else {
                Q = Q.parent;
            }
        }
```

```
        if (found == false) {
            while (qDepth != pDepth) {
                Q = Q.parent;
                qDepth--;
            }
        }
```

```
        // same code goes here
    }
```

continue here

```
    else if (pDepth > qDepth) {
        for (int i = 0; i <= pDepth; i++) {
            if (P.parent == Q) {
                ancestor = Q;
                found = true;
            } else {
                P = P.parent;
            }
        }
```

```
        if (found == false) {
            while (pDepth != qDepth) {
                P = P.parent;
                pDepth--;
            }
        }
```

→ same code goes here

```
    }
    return ancestor;
}
```