

Fall CS 145 Final Review Guide.

📧 Prof: Gordon Cormack

📧 ISA: Ashish Mahto

📧 Author: Teresa Kang

📧 Edit: David Duan - j32duan@edu.uwaterloo.ca

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Topic. AVL-SET

Note.

Given avl-cs145.rkt (implementation of AVL tree), define set ADT.

Implementation. avl-cs145.rkt

```
<rkt>
  empty                ;; an empty tree
  (node-left t)        ;; left subtree of t
  (node-right t)       ;; right subtree of t
  (node-key t)         ;; number labeling the root of t
  (insertavl t n)      ;; insert n to t, if not present
  (deleteavl t n)      ;; delete n from t, if present
  (listavl t)          ;; ordered list of elements in t
  (sizeavl t)          ;; the number of elements in t

  node-left, node-right, node-key, sizeavl: O(1)
  insertavl, deleteavl: O(log N)
  listavl: O(N)
</rkt>
```

Implementation. Set

```
<rkt>
  (require "avl-cs145.rkt")
  (provide emptyset emptyset? singleton union intersection difference size nth)

  ;; First, define a wrapper struct called "set"
  (define-struct set (data size))

  ;; Now, define basic functions
  (define emptyset (make-set empty 0))
  (define (emptyset? s) (empty? (set-data s)))
  (define (singleton n) (make-set (insertavl empty n) 1))
  (define (size s) (if (emptyset? s) 0 (set-size s)))

  ;; Union
  ;;  $O(N \log(M))$ , where  $N = (\min (\text{size } s1) (\text{size } s2))$ ,  $M = (\max (\text{size } s1) (\text{size } s2))$ 
  ;; Strategy: compare the sizes of two sets, then insert every elements from the smaller
  ;; set to the larger set.
  ;; Running time: set traversal  $O(N)$ ; set insertion  $O(\log(M))$ . Thus overall  $O(N \log(M))$ .

  ;; Consumes two trees, return a tree with elements from both trees
  ;; Recall that (insertavl t n) inserts n into t.
  ;; Pretty standard recursion.
  (define (union-helper t1 t2)
    (if (empty? t1)
        t2
        (insertavl
```

```

    (union-helper (node-left t1) (union-helper (node-right t1) t2)) (node-key t1))))

;; Consumes two sets, use union-helper to merge two trees
;; The program can be optimized by using local helper to compute union-helper only once and
;; thus runs faster but I'm too lazy to do it so I'll stick with the way I did my assignment.
(define (union s1 s2)
  (if (> (set-size s1) (set-size s2))
      (make-set (union-helper (set-data s2) (set-data s1))
                (sizeavl (union-helper (set-data s2) (set-data s1))))
      (make-set (union-helper (set-data s1) (set-data s2))
                (sizeavl (union-helper (set-data s1) (set-data s2))))))

;; Difference
;; Literally change insertavl to deleteavl and you are done.

(define (difference-helper t1 t2)
  (if (empty? t1)
      t2
      (deleteavl
       (difference-helper (node-left t1) (difference-helper (node-right t1) t2)) (node-key t1))))

(define (difference s2 s1)
  (make-set (difference-helper (set-data s1) (set-data s2))
            (sizeavl (difference-helper (set-data s1) (set-data s2)))))

;; Intersection
;; Property of set:  $s1 \cap s2 = s1 \setminus (s1 \setminus s2)$ 

(define (intersection s1 s2)
  (difference s1 (difference s1 s2)))

;; Finding ith smallest element in the set
;; Remark: since size starts at 1 but ith starts at 0 (e.g. if we are looking for the smallest
;;         node in the tree, we pass in i=0, but in the tree we are finding the "1st" node), to
;;         avoid confusion, when we pass in i to the helper, we add 1 to it.
;; Strategy:
;; Case 1. When  $k \leq$  size of left subtree, we know our target is in the left subtree, so
;;         we apply the function to the left subtree.
;; Case 2. When  $k =$  size of left subtree plus 1, we return the root node. (This is actually the
;;         base case).
;; Case 3. When  $k >$  size of left subtree, and the difference is more than one (so Case 2 fails),
;;         we apply the function to the right subtree. Note that k must subtract the size of
;;         left subtree, and also the root node (so  $k = k - \text{left\_size} - 1$ )

(define (kth t k)
  (cond
    [(<= k (size-avl (node-left t))) (kth (node-left t) k)]
    [(= 1 (- k (sizeavl (node-left t)))) (node-key t)]
    [else (kth (node-right t) (sub1 (- k (sizeavl (node-left t))))))]))

```

```
(define (nth s i)
  (kth (set-tree s) (add1 i)))
</rkt>
```

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END