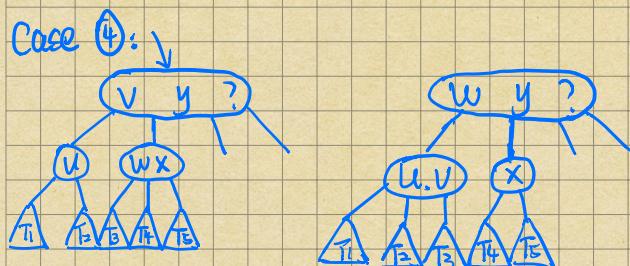
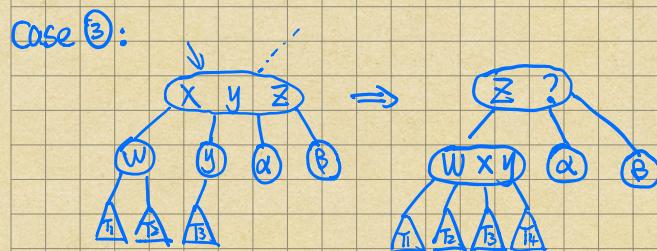
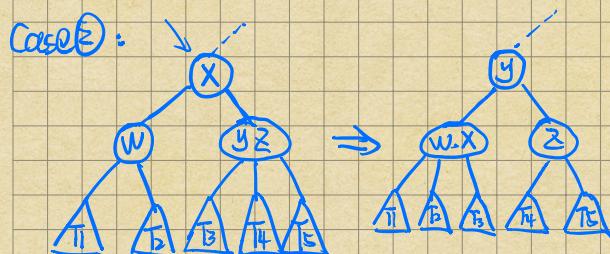
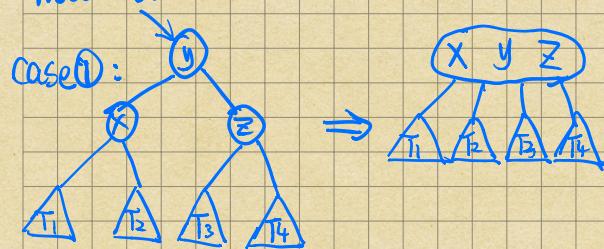


- 2-3 trees:



- Delete mtn:

• Rule: If the left child of the current node is a 2-node, somehow turn it into 3-node (or a 4-node)



- Red Black Tree : (figure out the problems of 2-3 trees)

1. A Binary Search Tree

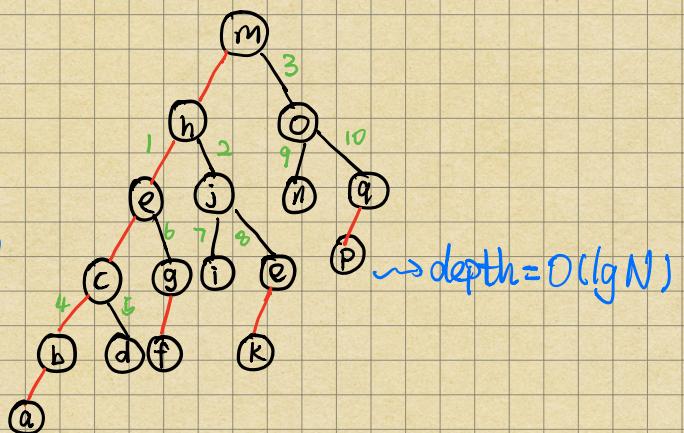
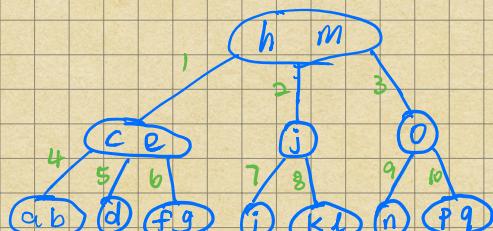
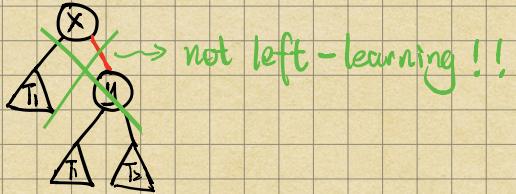
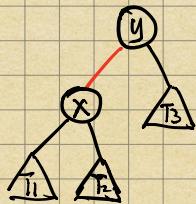
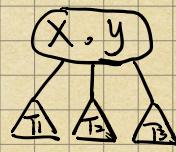
a ... search and on Disk

2. Links are colored red or black.

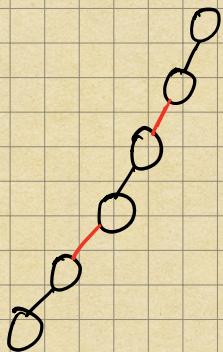
3. "Black-depth": the # of black links from the root to any leaf are the same.

4. There are no more than one red link attached to a node.

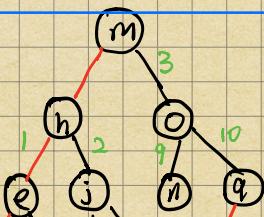
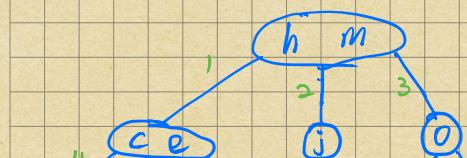
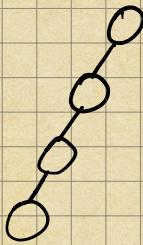
5. All red links are left-leaning

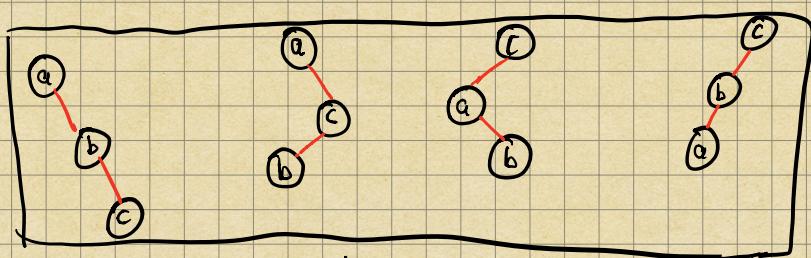
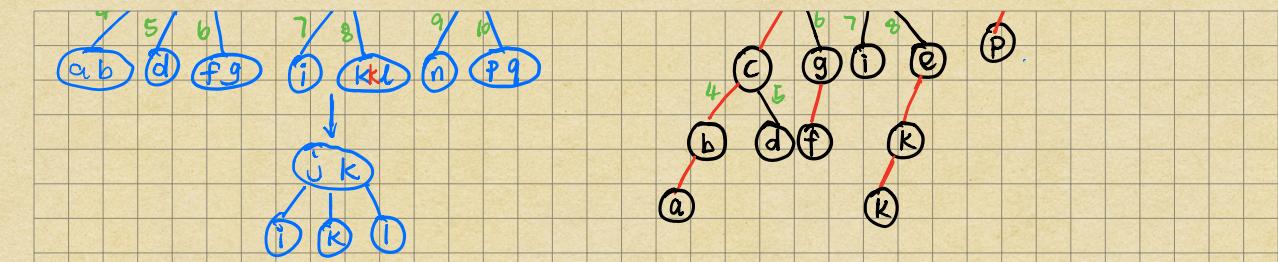


• Worst case scenario:

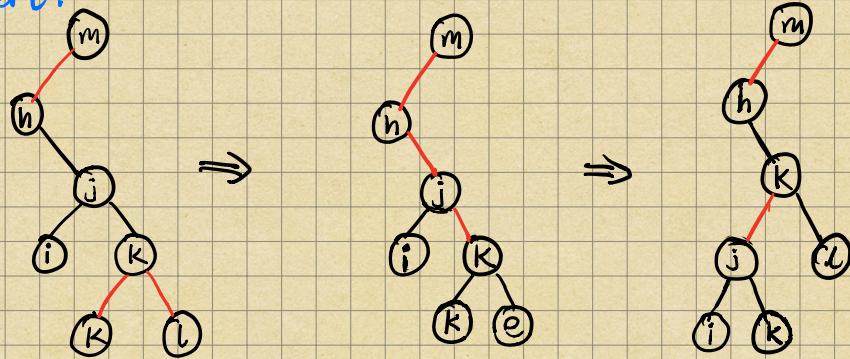


• Best case scenario:

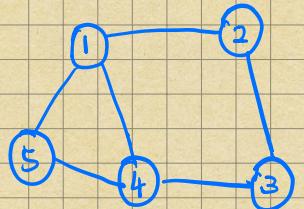




- insert:



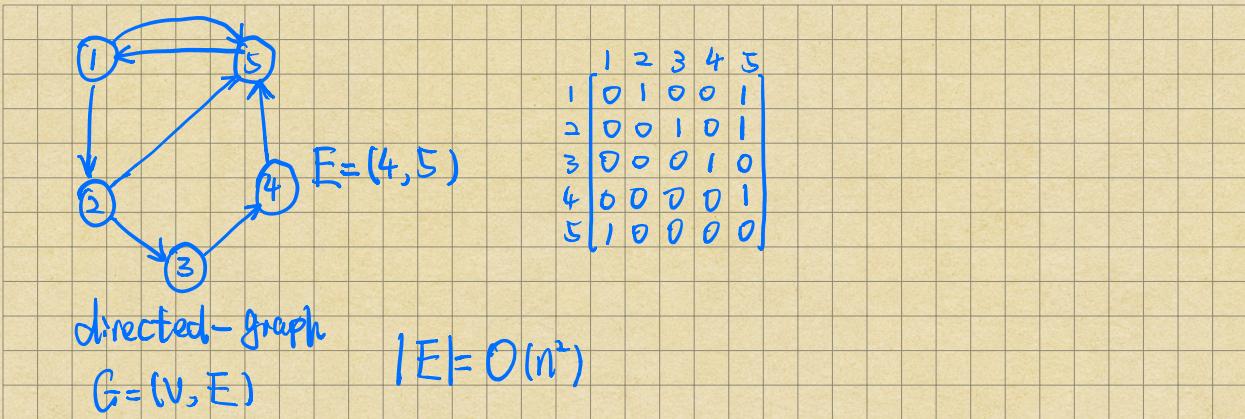
Graph and networks



undirected-graph
 $G = (V, E)$

vertex/node
 Edge/arc/link
 $\{2, 3\}$

	1	2	3	4	5
1	0	1	0	1	1
2	1	0	1	0	0
3	0	1	0	1	0
4	1	0	0	0	1
5	1	0	0	1	0

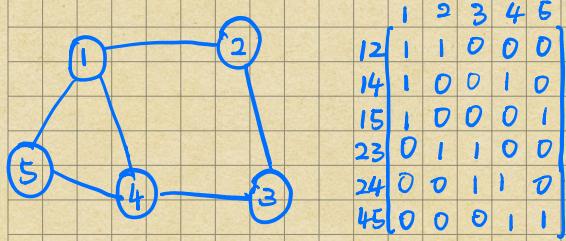


- Adjacency Matrix:

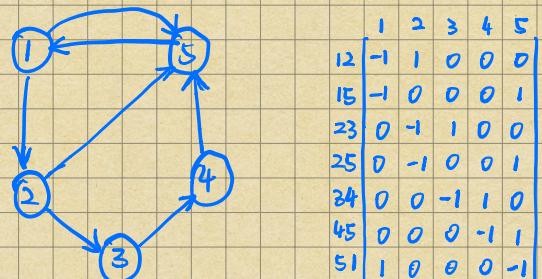
$$G = (V, E) \quad |V| = n$$

$$\begin{array}{c|cccc} & 1 & 2 & \dots & n \\ \hline 1 & 1 & & & \\ 2 & 2 & & & \\ \vdots & \vdots & & & \\ n & n & & & \end{array}$$

- Incidence Matrix:

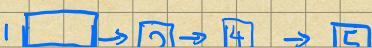
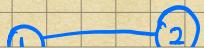


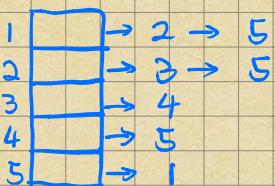
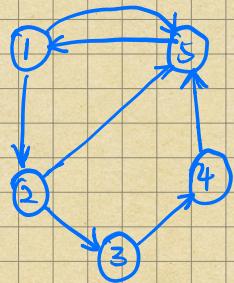
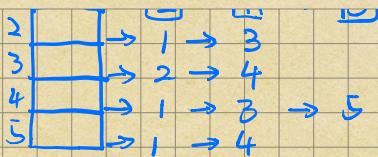
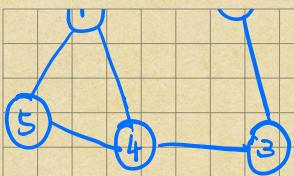
$$|E| \times |V|$$



$$|E| \times |V|$$

- Adjacency list:





- Undirected : degree(v)

directed :
 $\begin{cases} \text{indegree}(v) = \text{row sum (adj matrix)} \\ \text{outdegree}(v) = \text{column (adj matrix)} \end{cases}$

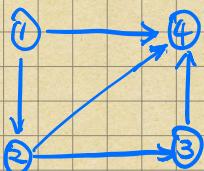
- { Path / Walks — lengths
 Cycles / Circuits — length

- Undirected : connected / unconnected / connected components

• Connected : If there is a path from any node to any other node

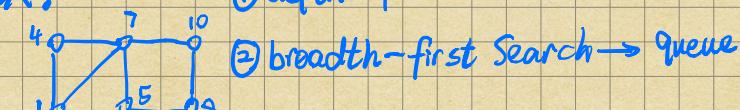
- Directed :

- strongly connected : for each pair of vertices (i, j), there is a directed path from i to j .
- weakly connected : connected if direction of edges are disregarded

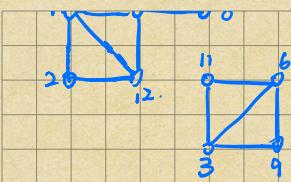


ex.

① depth-first Search → stack



② breadth-first Search → queue



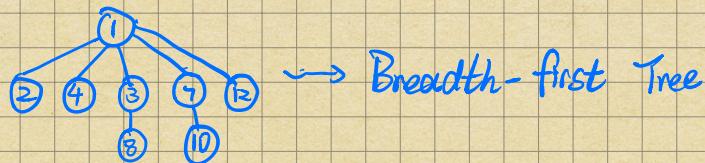
• nodes: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

• breadth-first Search:

1	2	3	4	5	6	7	8	9	10	11	12
1	1	0	1	1	0	1	1	0	1	0	1

→ X 8 X X 5 X X →

1-2-4-5-7-12-8-10



1	2	3	4	5	6	7	8	9	10	11	12
1	1	0	1	1	0	1	1	1	0	1	0

→ 1 1 9 X X →

