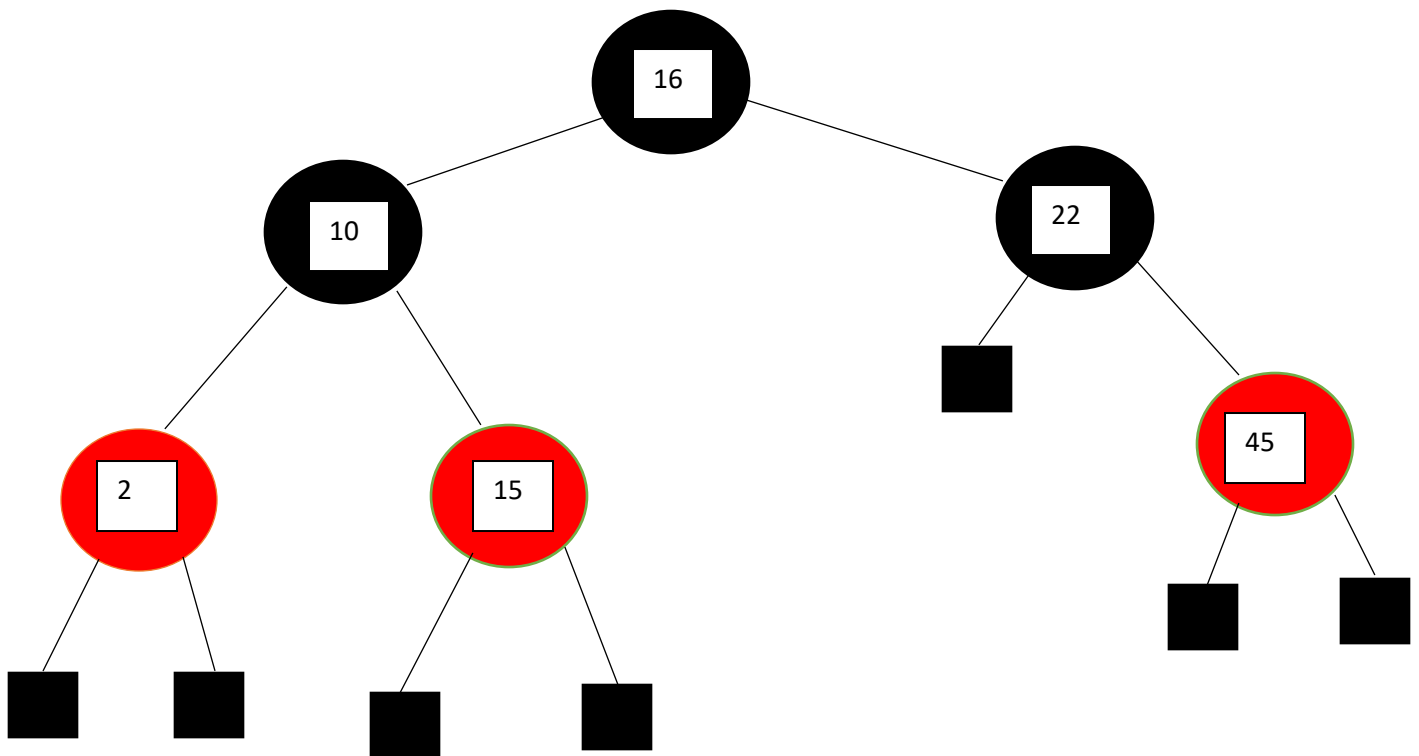
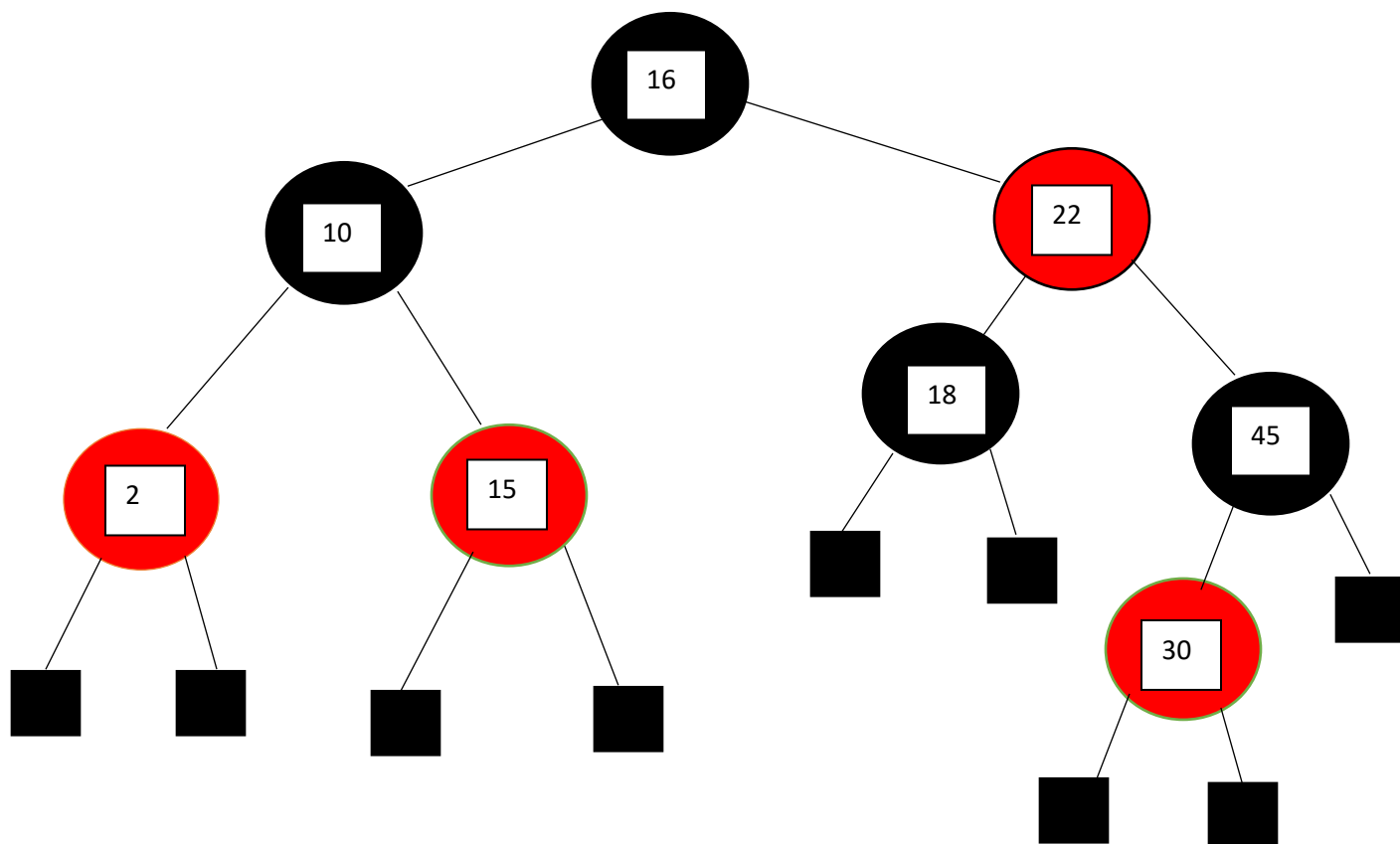
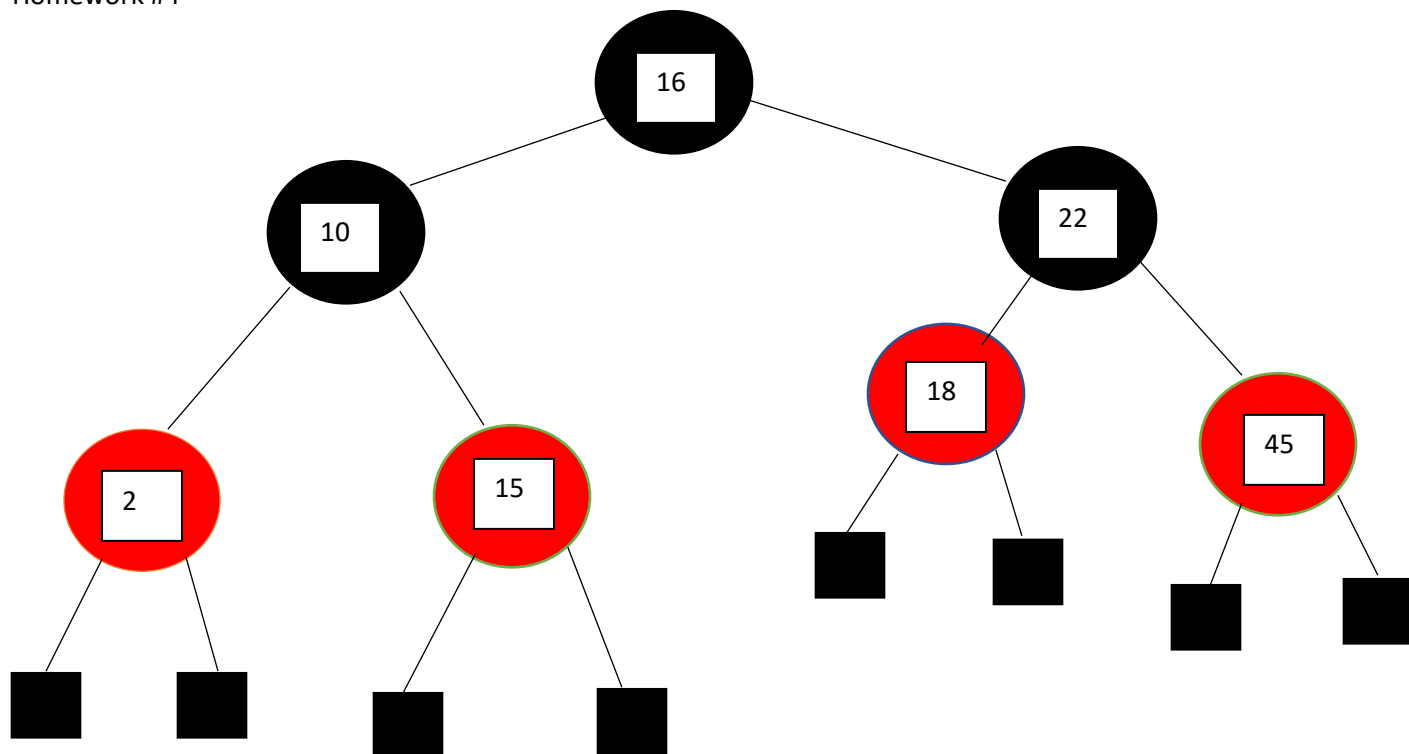
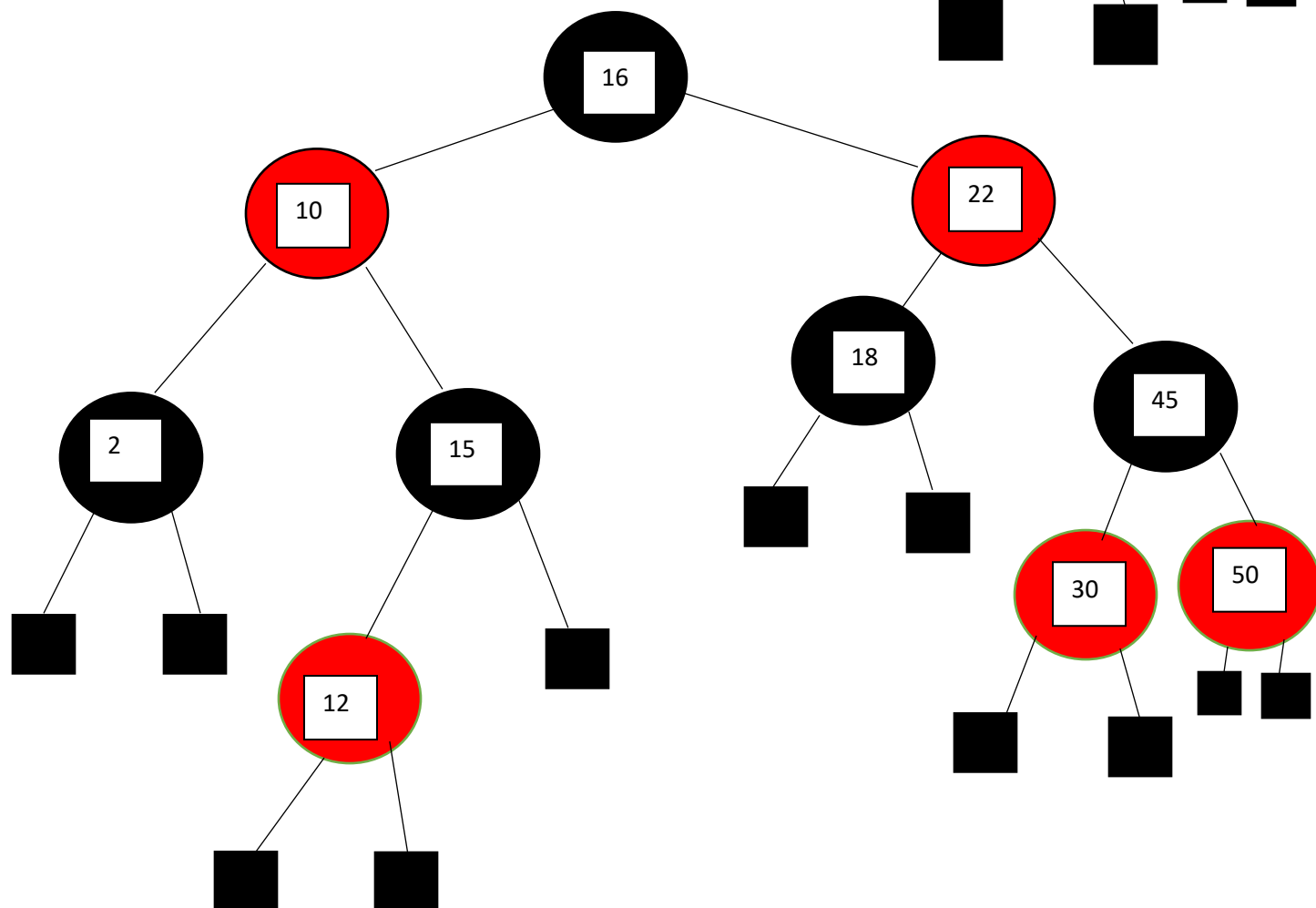
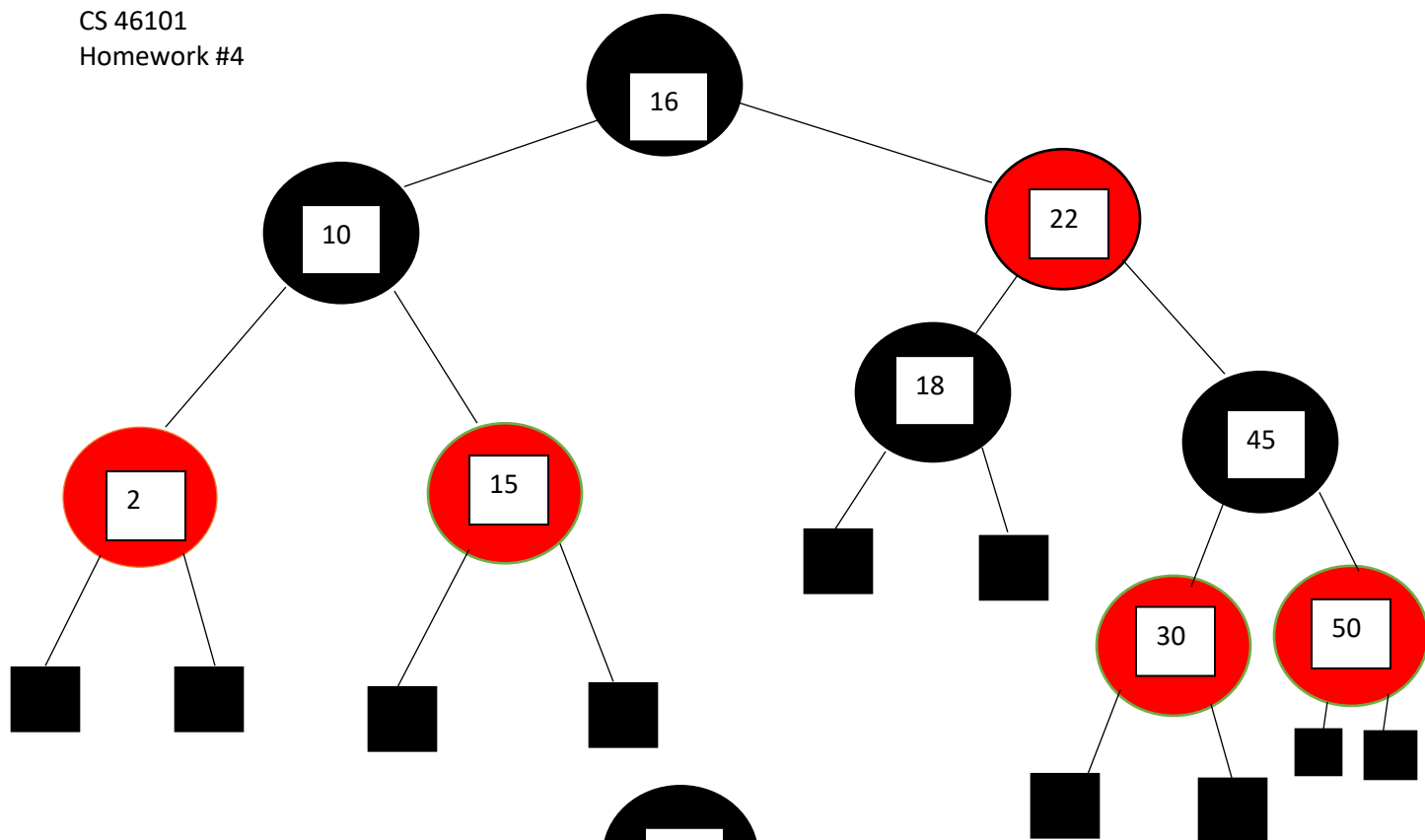


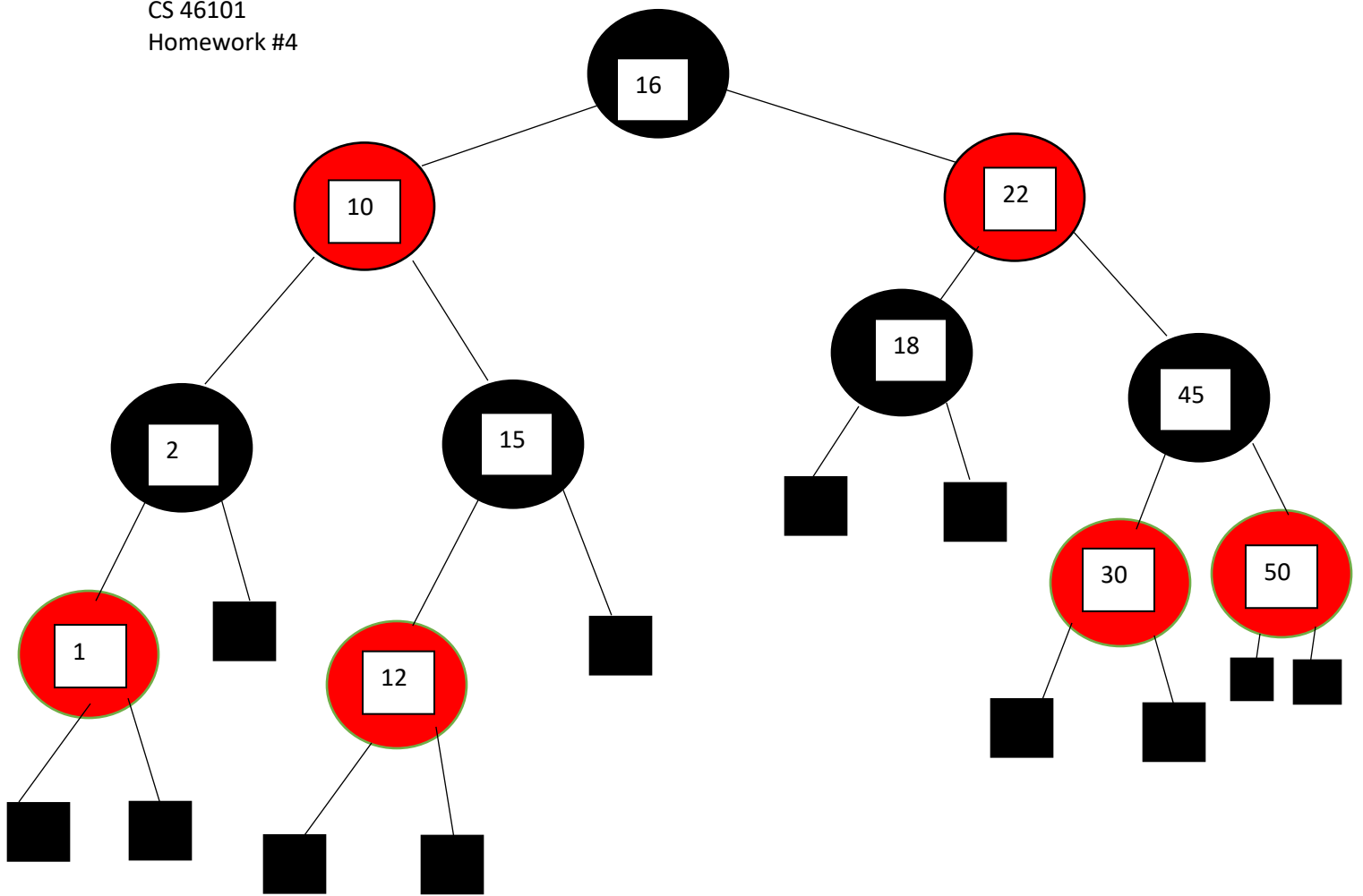
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Homework #4

1. (5 points) Consider the following sequence of keys: (18, 30, 50, 12, 1). Insert the items with this set of keys in the order given into the red-black tree in the figure below. Draw the tree after each insertion.









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2. (10 points) Design and give the pseudocode for an  $O(\log n)$  algorithm that determines whether a red-black tree with  $n$  keys stores any keys within a certain (closed) interval. That is, the input to the algorithm is a red-black tree  $T$  and two keys,  $l$  and  $r$ , where  $l \leq r$ . If  $T$  has at least one key  $k$  such that  $l \leq k \leq r$ , then the algorithm returns true, otherwise it returns false. Hint: You can use the `TreeSearch` algorithm (page 146) as a subroutine.

Algorithm `findRange(T, l, r)`

Input: a tree  $T$ , a lower value  $l$ , an upper value  $r$

Output: Boolean value true if said tree has at least one key between the values  $l$  and  $r$

if(  $\text{root} \leq r$  &&  $\text{root} \geq l$  )

    return true

else if (root has a left child)

    if( $\text{root} \geq r$ )

        findRange(left child,  $l$ ,  $r$ )

else if (root has a right child)

    if( $\text{root} \leq l$ )

        findRange(left child,  $l$ ,  $r$ )

else

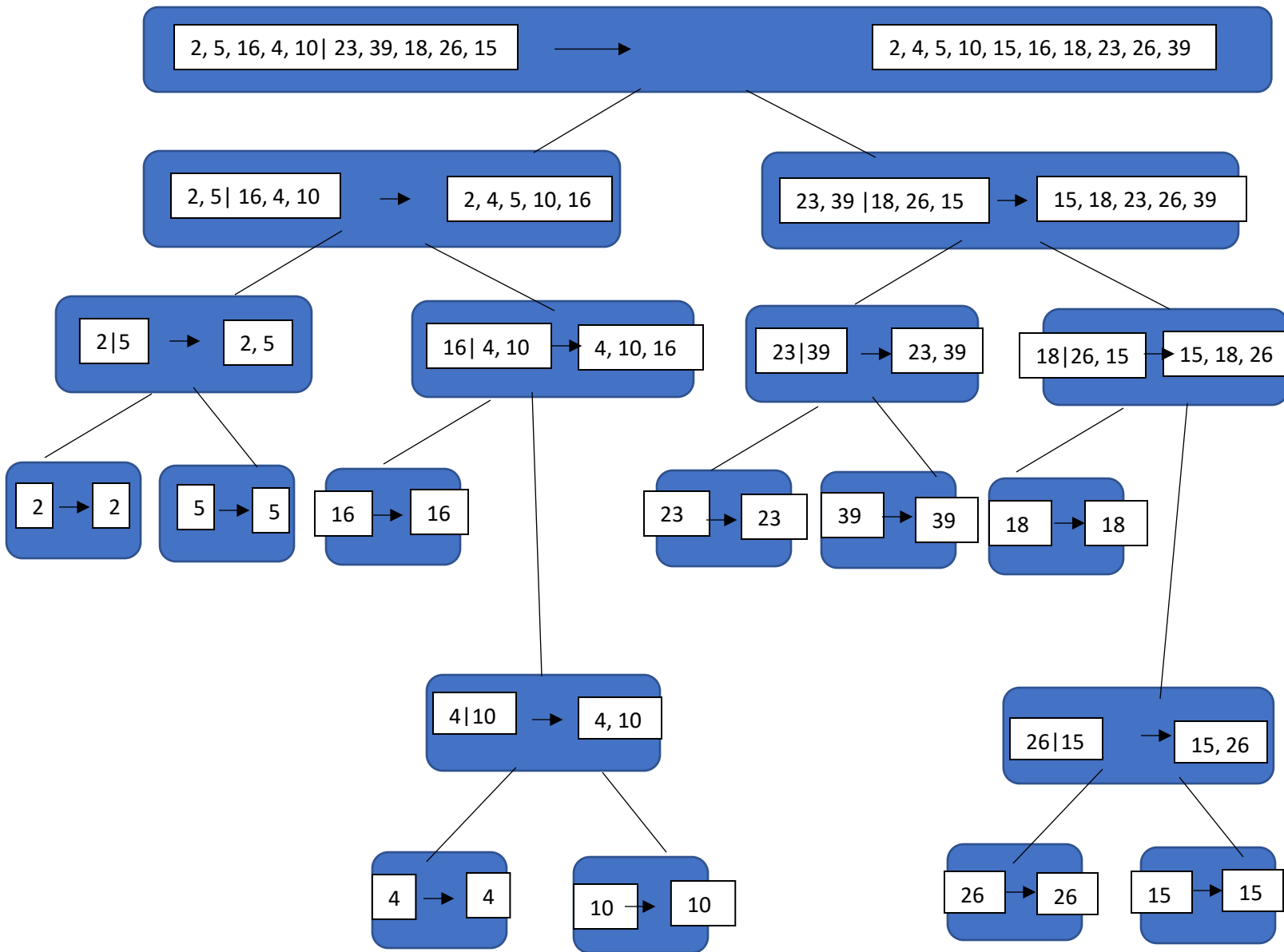
    return false

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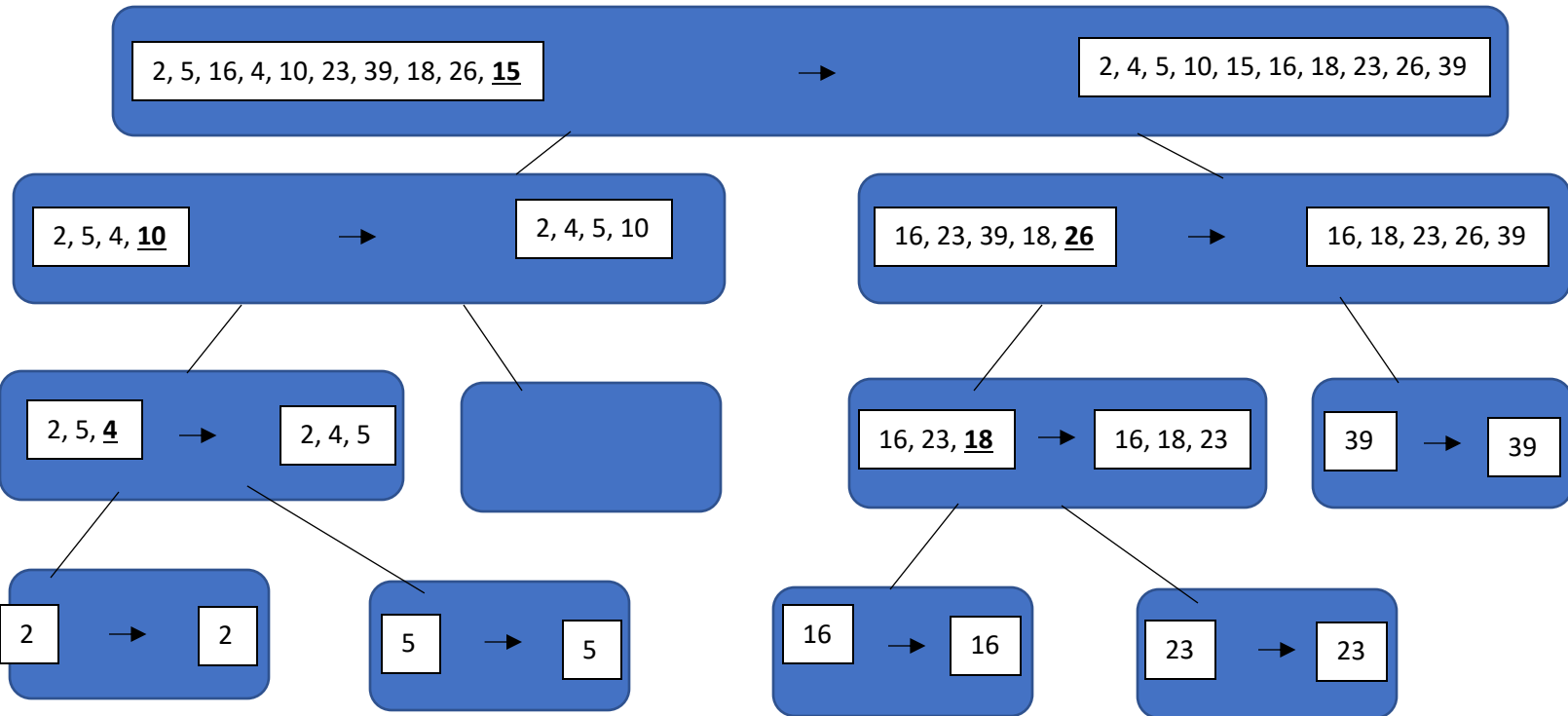
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Homework #4

3. (a) (5 points) Draw the merge-sort tree for an execution of the merge-sort algorithm on the input sequence: (2, 5, 16, 4, 10, 23, 39, 18, 26, 15) (like in Figure. 4.2).



(b) (5 points) Draw the quick-sort tree for an execution of the quick-sort algorithm on the input sequence from part (a) (2, 5, 16, 4, 10, 23, 39, 18, 26, 15) (like in Figure 4.12). Use the last element as the pivot.



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(c) (3 points) What is the running time of the version of quick-sort that uses the element at rank floor of  $n/2$  as the pivot, provided that the input sequence is already sorted? Explain.

If we are given a sorted sequence and we are to use the floor of  $n/2$  as the pivot for quick-sort the expected run time should be  $O(n \log(n))$  because our pivot will always give us two sequences of similar size and thus we will never have an empty, or nearly empty, sequence and a sequence with  $\frac{3}{4}$  more elements.



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4. (10 points) Suppose we are given a sequence  $S$  of  $n$  elements, each of which is colored red or blue. Assuming  $S$  is represented by an array, give a linear-time in-place algorithm for ordering  $S$  so that all the blue elements are listed before all the red elements. What is the running time of your method?

Algorithm sortRvsB( $S$ )

Input: a sequence  $S$

Output: a sequence in which all the blue elements are listed before the red elements

pointer  $low \leftarrow S[0]$

pointer  $high \leftarrow S[\text{size of } S - 1]$

while( $low < high$  &&  $low < \text{the last element of } S$ )

    while( $low \neq \text{red element}$ )

$++low$

    while( $low = \text{red element}$ )

        if( $low = \text{red element}$  &&  $high = \text{blue element}$  &&  $low < high$ )

            swap( $low, high$ )

        else if( $low < high$ )

$--high$

return  $S$

The worst case running time of this algorithm is  $O(n)$  where  $n$  is the number of elements.

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5. (10 points) Let A and B be two sequences of n integers each. Give an integer m, describe an  $O(n \log n)$  time algorithm for determining if there is an integer a in A and an integer b in B such that  $m = a + b$ .

Algorithm findSum(A, B, m)

Input: an integer m and two sequences A and B

Output: return 1 if there is one integer from each sequence that sums to m, if no pair is found return -1

Sort(sequence A in ascending order)

Sort(sequence B in descending order)

pointer a ← A[0]

pointer b ← B[0]

while(a ≤ the last element in A && b ≤ the last element in B)

if(\*a + \*b > m)

++b

else if(\*a + \*b < m)

++a

else if(\*a + \*b = m)

return 1

return -1