

Introduction to Computer Science

HW #5

Due: 2014/05/28

Review Problems (7.5% each):

Chapter 6: Problem 40.

Chapter 8: Problems 20, 21, 28.

M1. (5%) Draw the BST (10 nodes) whose post-order traversal is 0,1,2,4,6,8,7,9,5,3.

M2. (5%) Draw the BST after 1.5 is inserted from the above tree in M1.

M3. (5%) Draw the BST after 9 is deleted from the above tree in M2.

M4. (5%) By replacing with its predecessor, draw the BST after 3 is deleted from the above tree in M3.

Programming Problem I (20%):

Write a **prolog** program to compute \sqrt{a} by the following iteration:

$$x_m \leftarrow \frac{x_{m-1} \cdot x_{m-1} + a}{2 \cdot x_{m-1}}$$

You need to write the function:

- **sroot(X,M,SX):** *sroot(X, m, SX)* to compute square root (SX) of X up to m iterations. Initial guess is 1. In other words, *sroot(X, 1, 1)* is true for any X.

Some more examples are listed below:

<i>sroot(2,1,X)</i>	X=1
<i>sroot(2,2,X)</i>	X=1.5
<i>sroot(2,3,X)</i>	X=1.4166666666666667
<i>sroot(2,4,X)</i>	X=1.4142156862745099
<i>sroot(2,5,X)</i>	X=1.4142135623746899

Programming Problem II (30%):

Write a class **MinHeap** which is derived from **AbsHeap** (in "absheap.h").

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Implement the two virtual functions in `AbsHeap`. This is a binary min heap, so `pop()` always returns the element with the minimum key. You may assume all keys are distinct.

BONUS (5%) Tracking Medians:

Given that integers are read from a data stream. Sometimes we need to track the median of elements read so far.

The task can be accomplished by a “median heap”, which pops the element with the median key (when the number of the elements is even, pop the one with the smaller key).

Write a class **MedianHeap** derived from **AbsHeap** which accomplish the above task.

Hint: Store the smaller half elements in a maxHeap and the others in a minHeap.

How to submit:

Compress all your files into one single file and then submit electronically via Ceiba by the due date.