

CSCI 200: Foundational Programming Concepts & Design

Lecture 41



Trees & Graphs

Previously in CSCI 200



- BFS and DFS -- $O(n^2)$
 - Same pseudocode except for Queue or Stack implementation
 - Explore neighbors recursively via iterative implementation
 - Reach same conclusion, potentially at varying speeds
 - “Graph” algorithms to discover paths between connected nodes

On Tap For Today



- Trees
- Graphs
- Practice

On Tap For Today



- Trees
- Graphs
- Practice

Data Structure Operations



Operation		Array	Doubly-Linked List
Element Access		$O(1)$	$O(n)$
Traversal	Forwards	$O(n)$	$O(n)$
	Backwards		
Add	Front	$O(n)$	$O(1)$
	Middle		$O(n)$
	Back		$O(1)$
Delete	Front	$O(n)$	$O(1)$
	Middle		$O(n)$
	Back		$O(1)$
Search		$O(n)$	$O(n)$
Min / Max		$O(n)$	$O(n)$
Memory		$n * \text{sizeof}(T)$ contiguous	$n * (\text{sizeof}(T) + 16)$ fragmented

Algorithm Complexities



Algorithm	Worst Case	Best Case	Average Case
Selection Sort	$O(n^2)$	$O(n^2)$	$O(n^2)$
Insertion Sort	$O(n^2)$	$O(n)$	$O(n^2)$
Bubble Sort	$O(n^2)$	$O(n)$	$O(n^2)$
Merge Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$

Algorithm	Worst Case	Best Case	Average Case
Linear Search	$O(n)$	$O(1)$	$O(n)$
Binary Search	$O(\log n)$	$O(1)$	$O(\log n)$

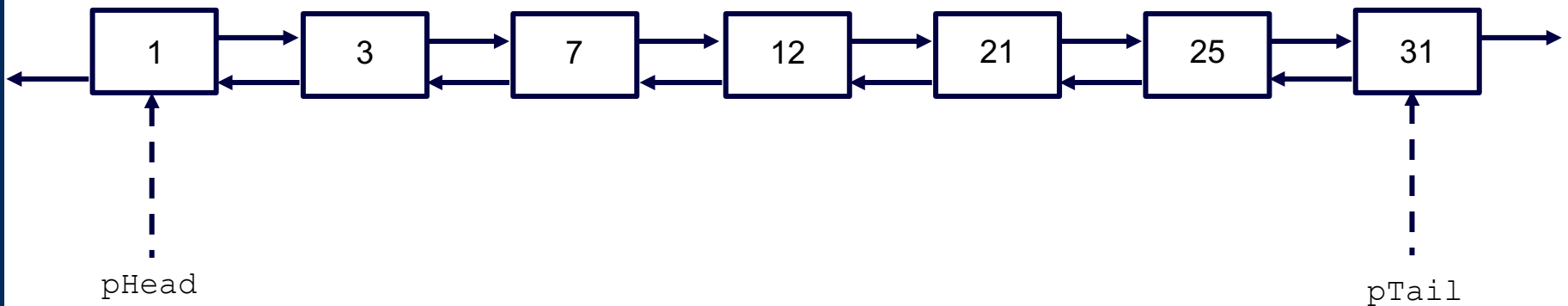
Data Structure Operations

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Delete	Front	$O(n)$	$O(1)$
	Middle		$O(n)$
	Back		$O(1)$
Sort		$O(n \log n)$	$O(n \log n)$
Search	Linear	$O(n)$	$O(n)$
	Binary		
Min / Max	Unsorted	$O(n)$	$O(n)$
	Sorted	$O(1)$	$O(1)$
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	Binary	$O(\log n)$	$O(n \log n)$
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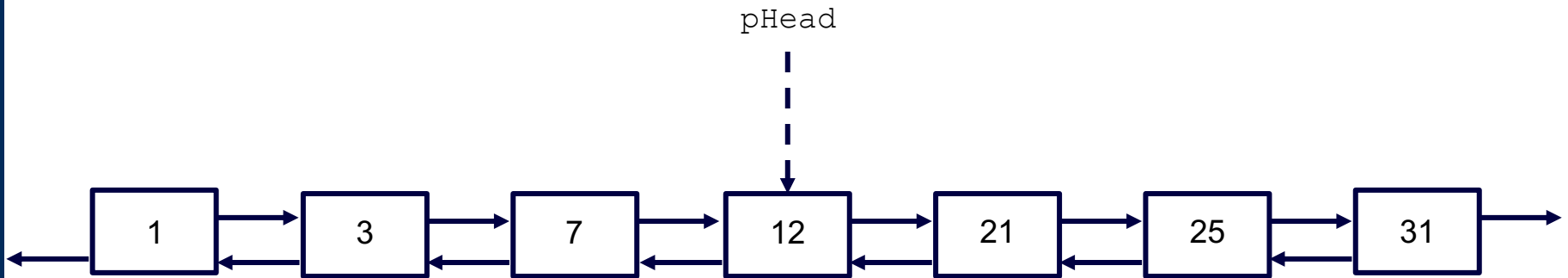
Doubly Linked List



Doubly Linked List



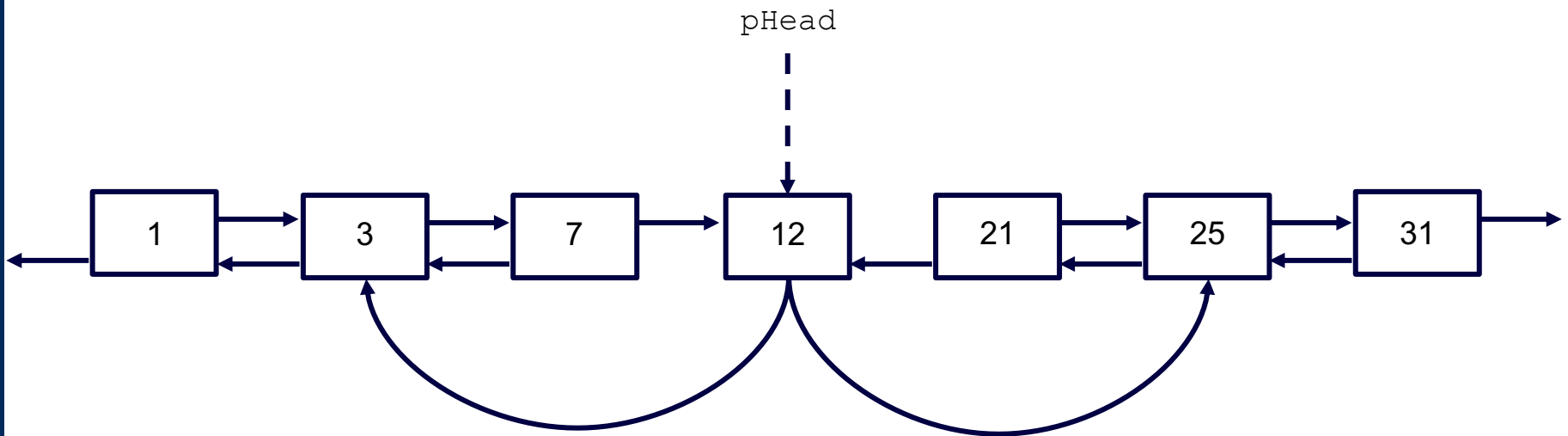
- Point to midpoint



Doubly Linked List



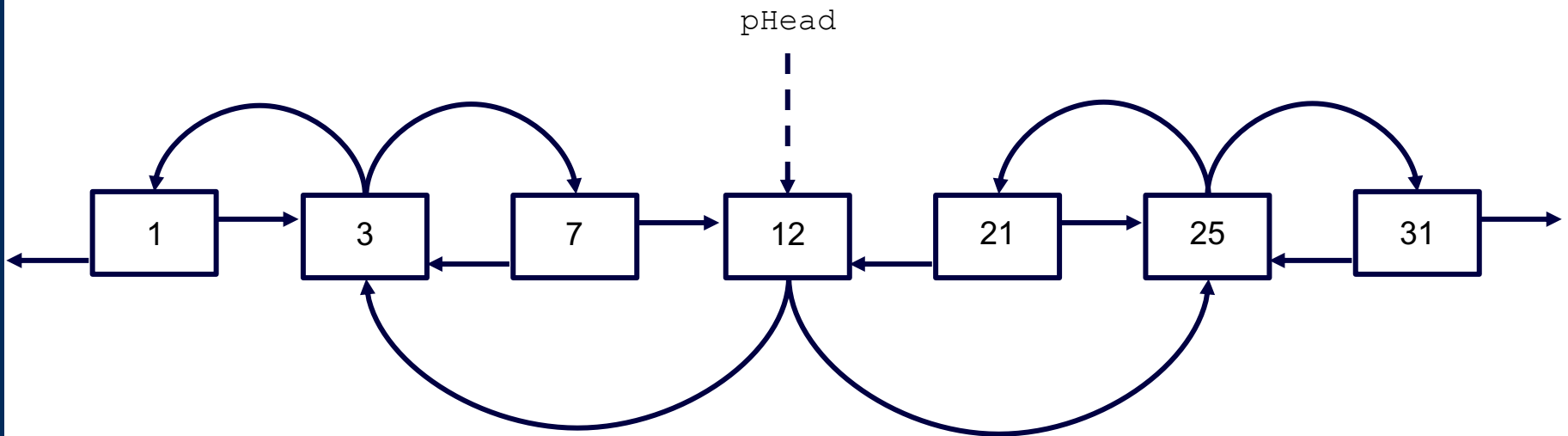
- Point to midpoint
 - Have that point to midpoints



Doubly Linked List



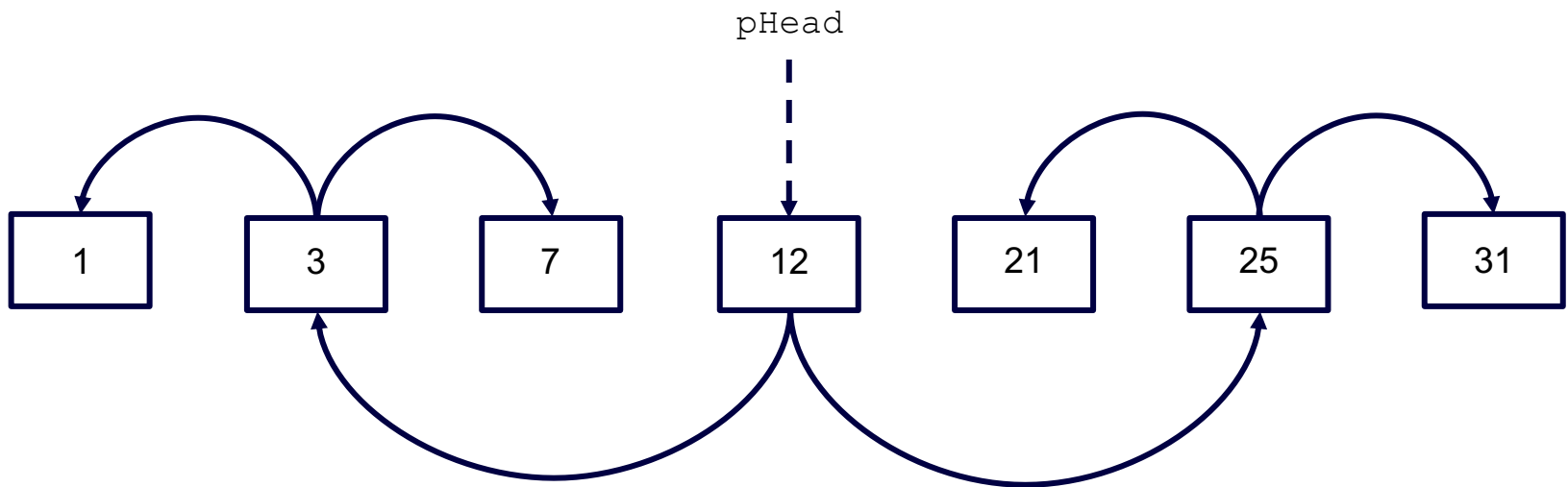
- Point to midpoint
 - Have that point to midpoints
 - And so on



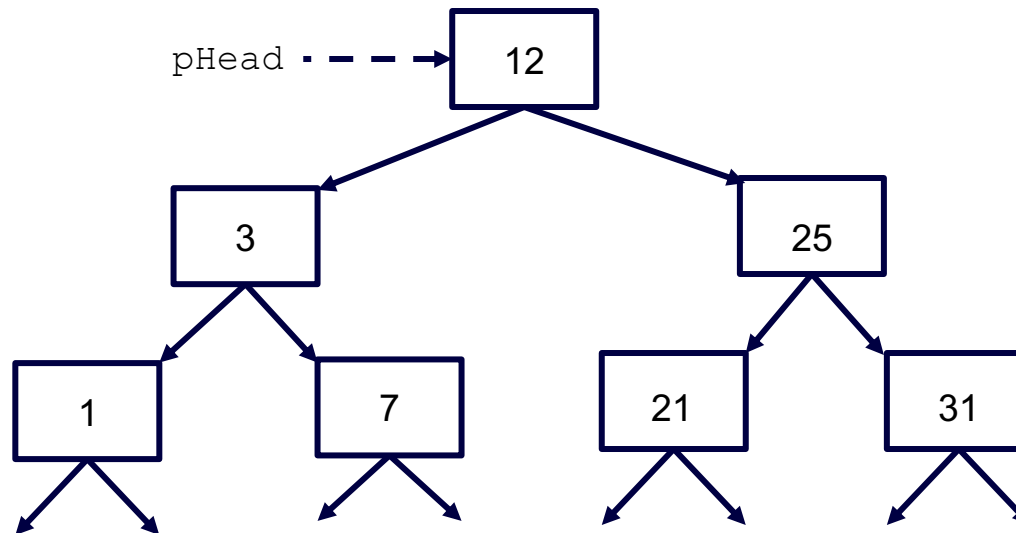
Doubly Linked List



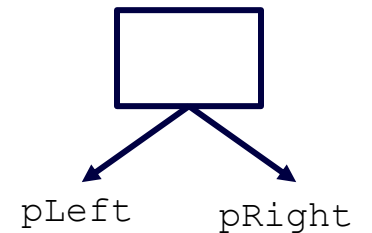
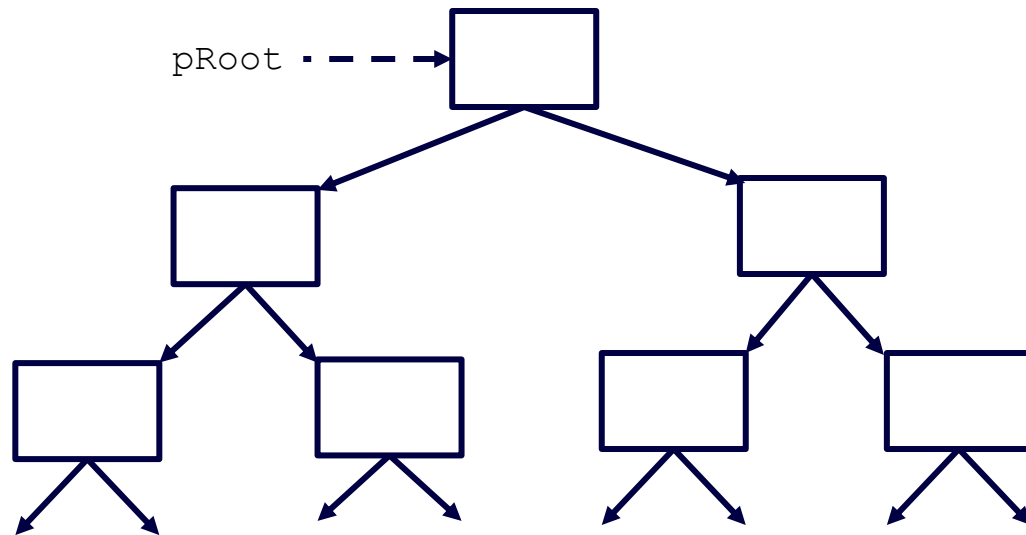
- Cost of “Binary Search”?



Doubly Linked List



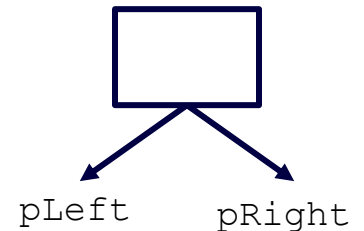
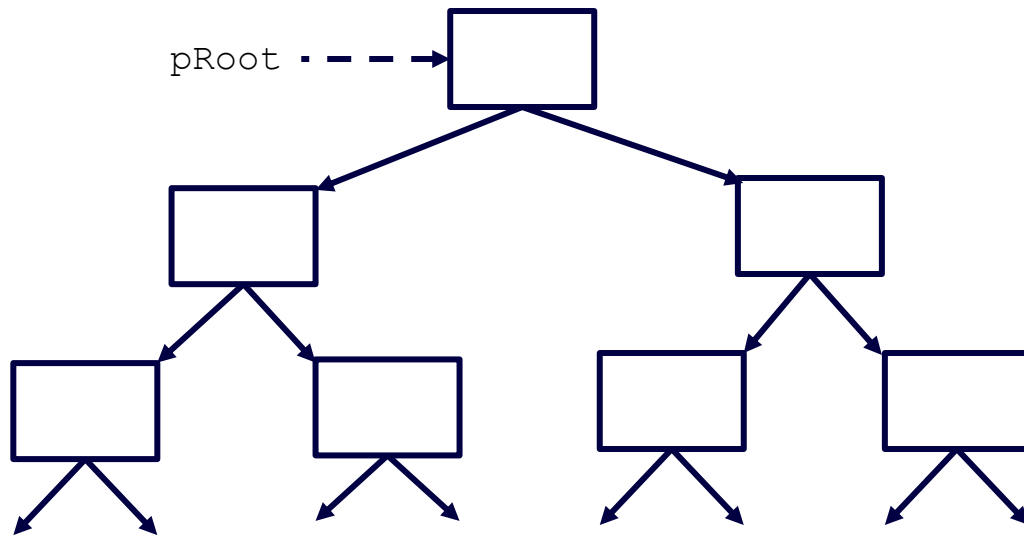
Binary Tree



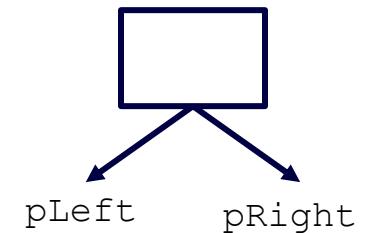
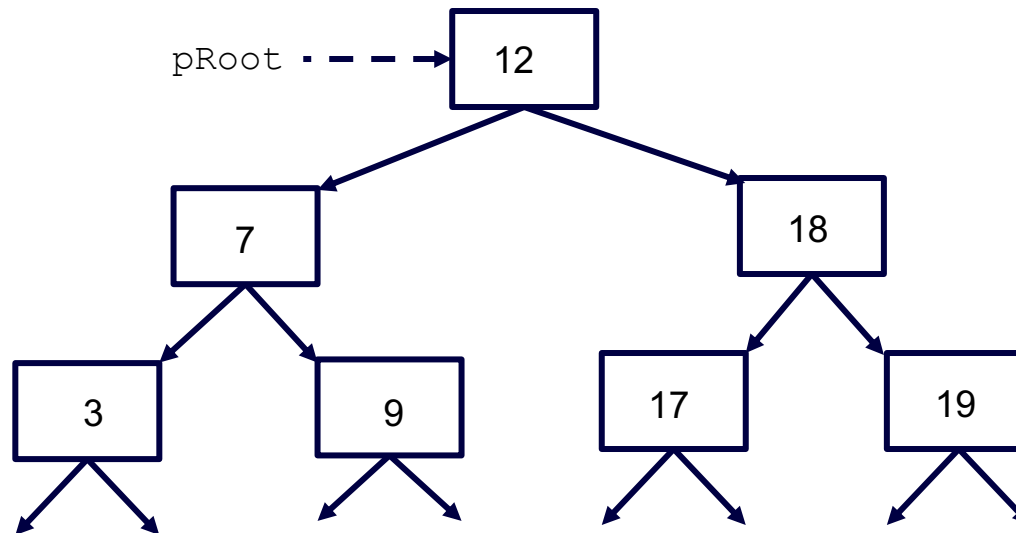
Binary Tree



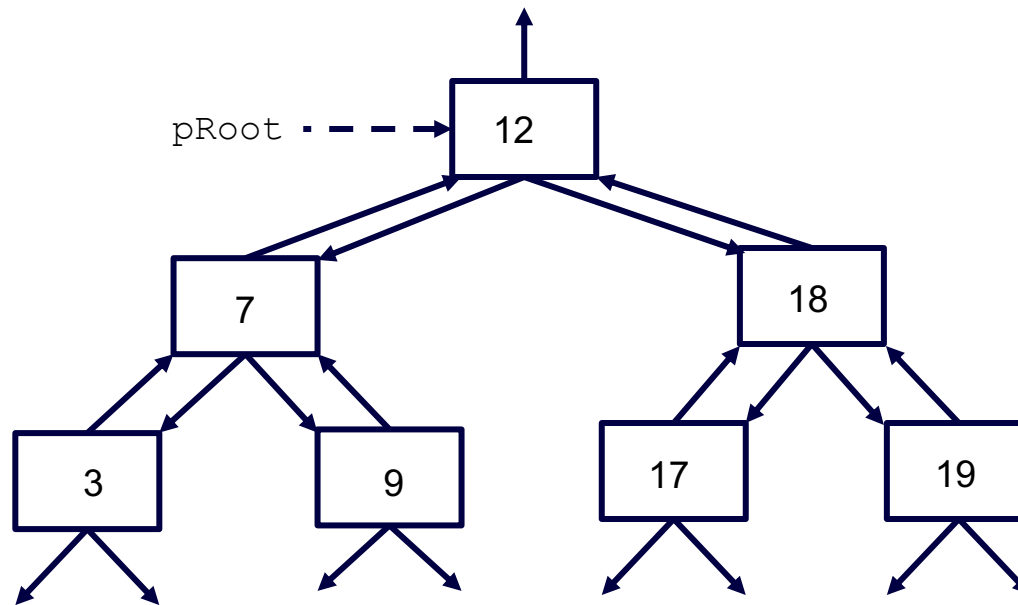
- When adding – apply insertion sort



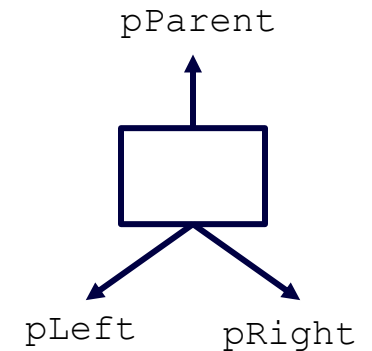
Binary Search Tree



Binary Search Tree



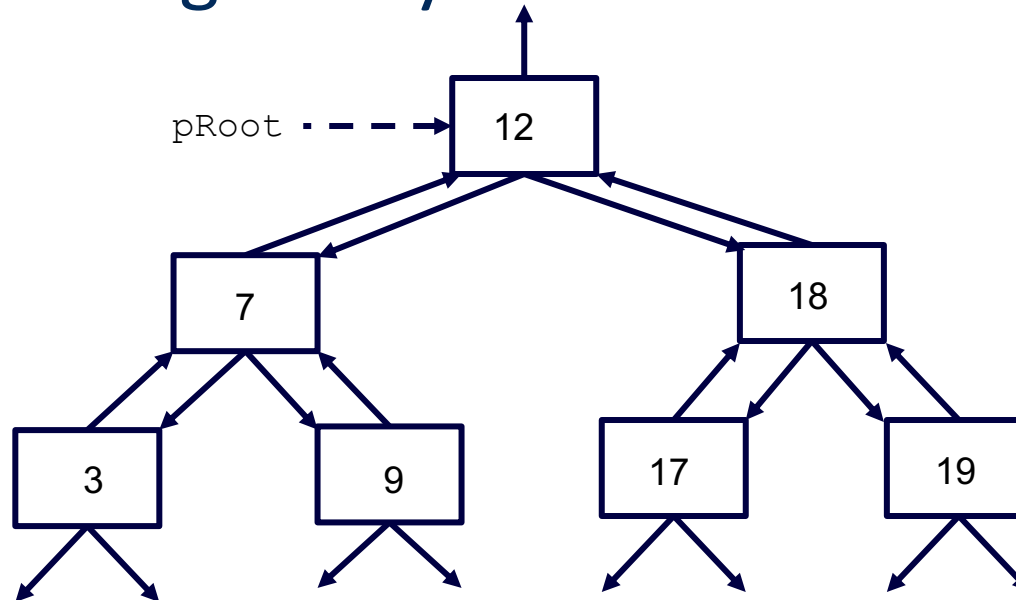
pRoot



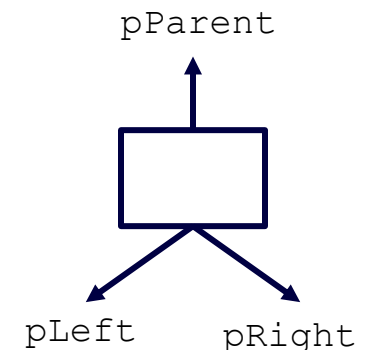
Binary Search Tree



- When adding – may need to rebalance



- Note: For AXC - not doing a self-balancing tree



Tree Traversal

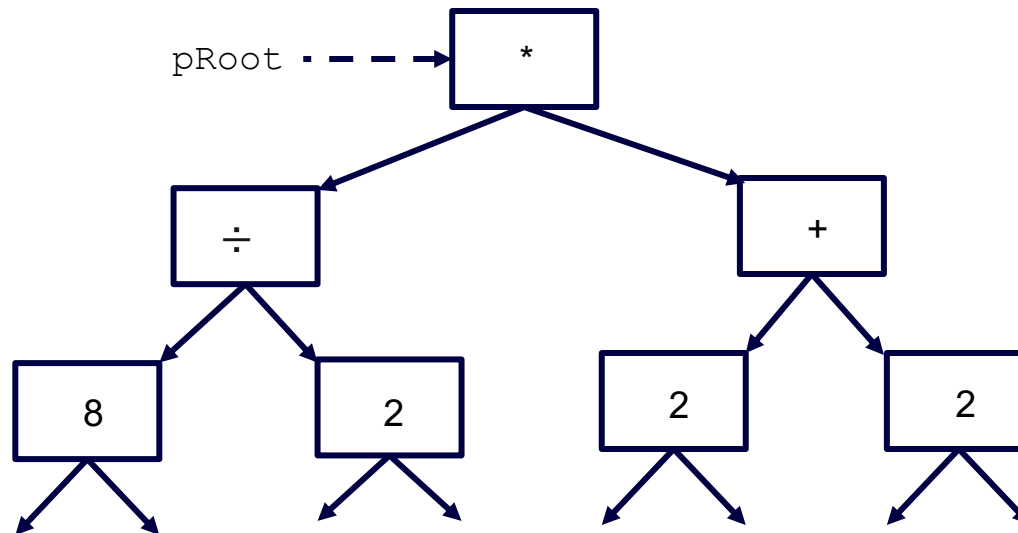


- Solve: $8 \div 2(2+2)$
 - BODMAS / PEMDAS

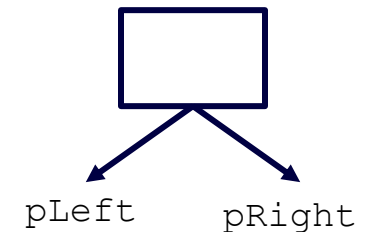
Tree Traversal



- Infix
- Prefix
- Postfix



- Solve: $8 \div 2(2+2)$
 - BODMAS / PEMDAS



Data Structure Operations

Operation		Array	Doubly-Linked List	Balanced BST
Element Access		$O(1)$	$O(n)$	$O(\log n)$
Traversal	Forwards	$O(n)$	$O(n)$	$O(n)$
	Backwards			
Add	Front	$O(n)$	$O(1)$	$O(\log n)$
	Middle		$O(n)$	
	Back		$O(1)$	
Delete	Front	$O(n)$	$O(1)$	$O(\log n)$
	Middle		$O(n)$	
	Back		$O(1)$	
Sort		$O(n \log n)$	$O(n \log n)$	N/A
Search	Linear	$O(n)$	$O(n)$	N/A
	Binary	$O(\log n)$	$O(n \log n)$	$O(\log n)$
Min / Max	Unsorted	$O(n)$	$O(n)$	$O(\log n)$
	Sorted	$O(1)$	$O(1)$	
Memory		$n \cdot \text{sizeof}(T)$ contiguous	$n \cdot (\text{sizeof}(T) + 16)$ fragmented	$n \cdot (\text{sizeof}(T) + 16)$ fragmented

On Tap For Today

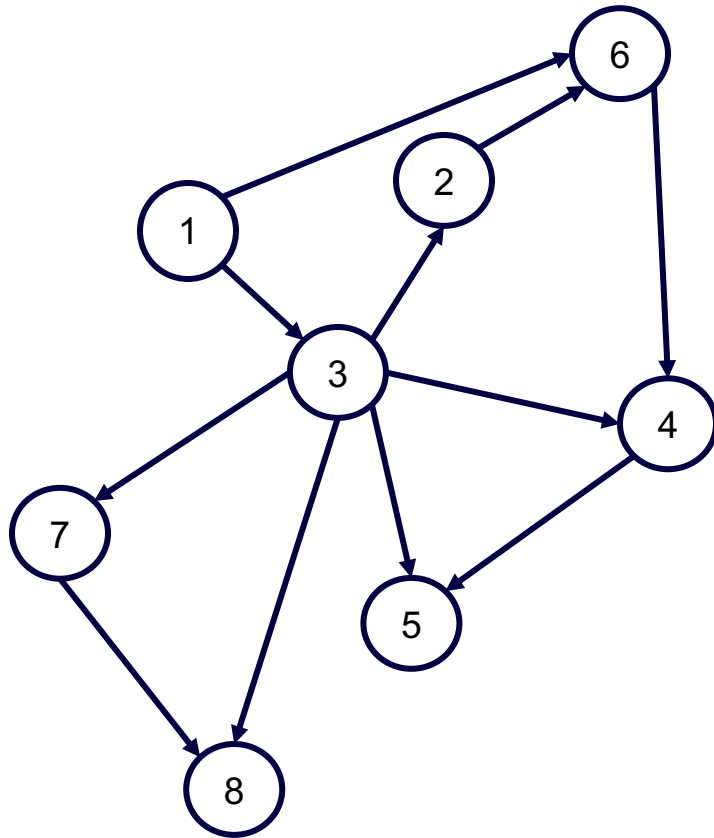


- Trees
- Graphs
- Practice

Nodes with n Pointers



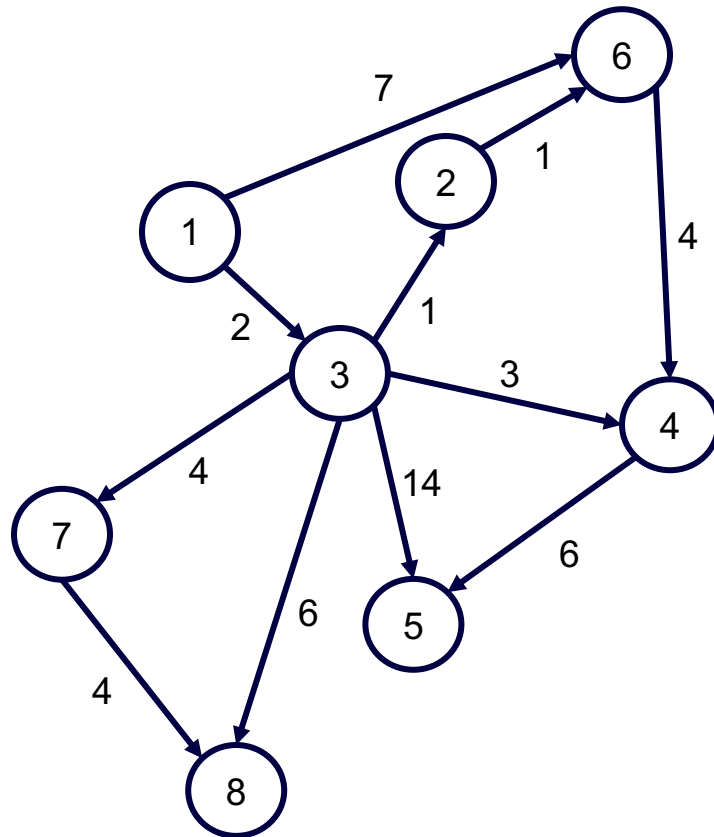
- Directed Acyclic Graph (DAG)



Nodes with n Pointers



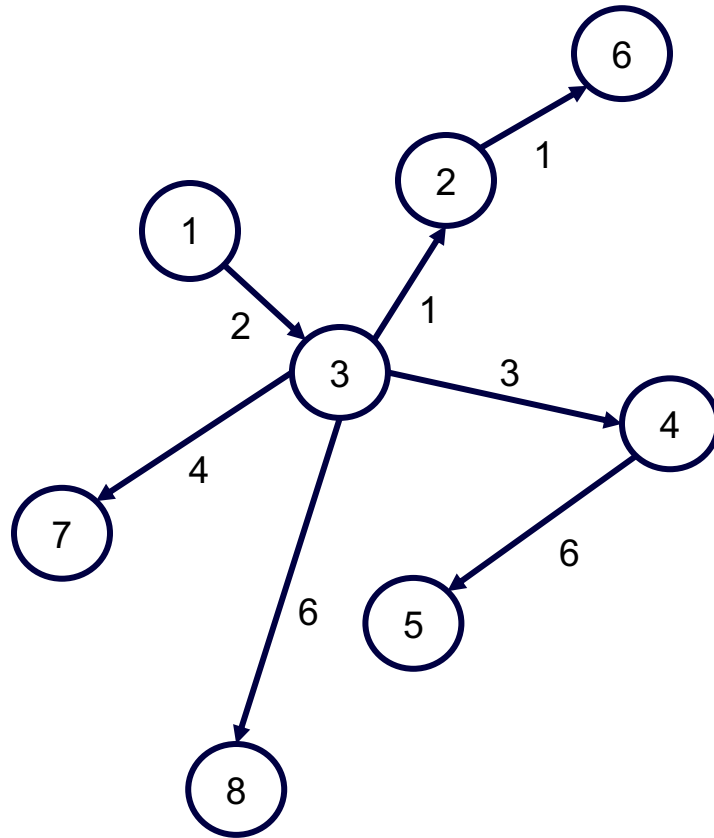
- Weighted Directed Acyclic Graph



Nodes with n Pointers



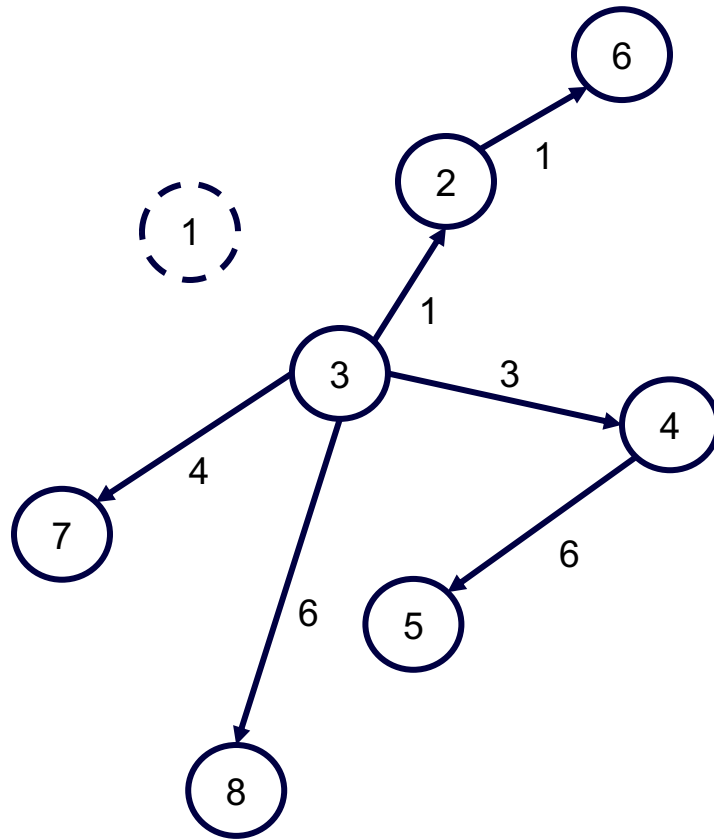
- Shortest Path Tree from 1 to ? (Dijkstra's)



Nodes with n Pointers



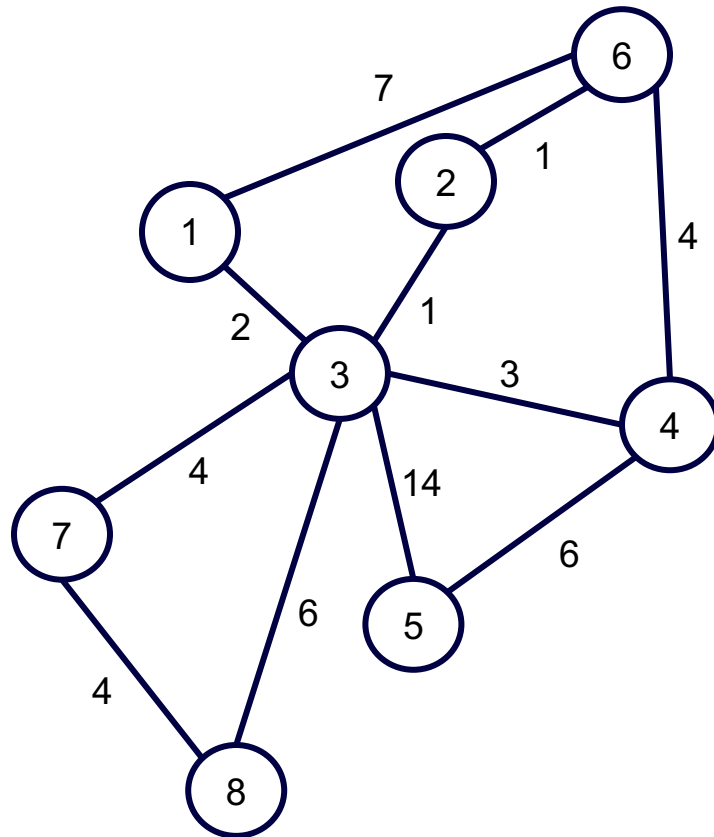
- Shortest Path Tree from 3 to ? (Dijkstra's)



Nodes with n Pointers



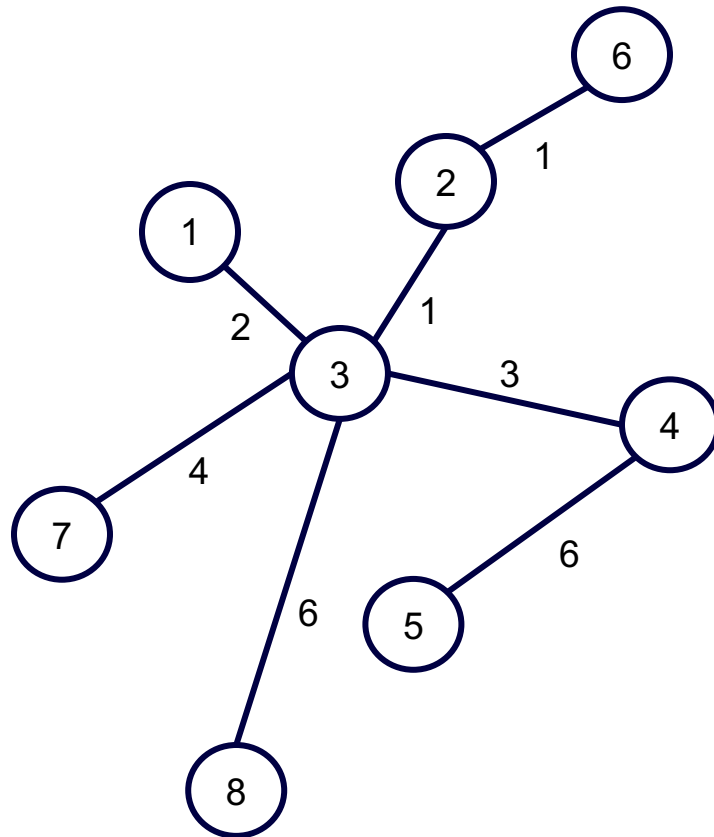
- Weighted Undirected Graph



Nodes with n Pointers



- Minimum Spanning Tree



On Tap For Today



- Trees
- Graphs
- Practice

To Do For Next Time



- Rest of semester
 - W 12/06: Exam Review
 - R 12/07: Set6, SetXP, Final Project due
 - M 12/11: Final Exam

List Quiz



- Make Canvas Full Screen
- Access Code:
- 12 Minutes

