

CS 202

Fundamental Structures of Computer Science II

FALL 2021-2022

HOMEWORK 2

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SECTION: 01

ASSIGNMENT: Binary Search Trees

Question 1-)

- If we traverse the tree by using preorder traversal, we obtain the following prefix expression

$$-xxAB-+CDE/F+GH$$

- If we traverse the tree by using inorder traversal, we obtain the following infix expression

$$((A \times B) \times (C + D - E)) - F / (G + H)$$

- If we traverse the tree by using postorder traversal, we obtain the following postfix expression

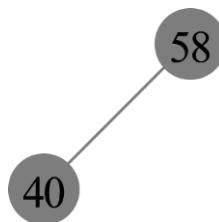
$$ABxCD+E-xFGH+/-$$

Question 2-)

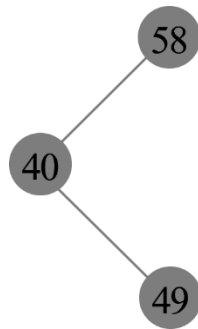
An empty BST



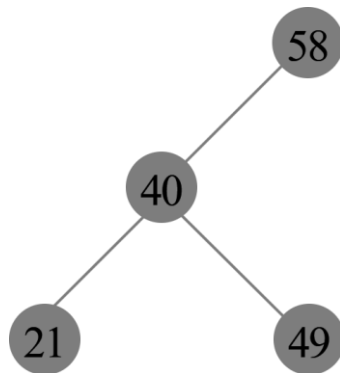
Inserting 58 to the root.



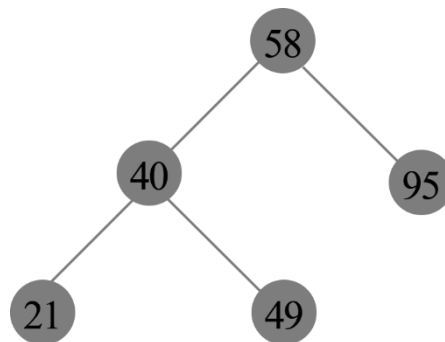
Inserting 40 to the left child of 58.



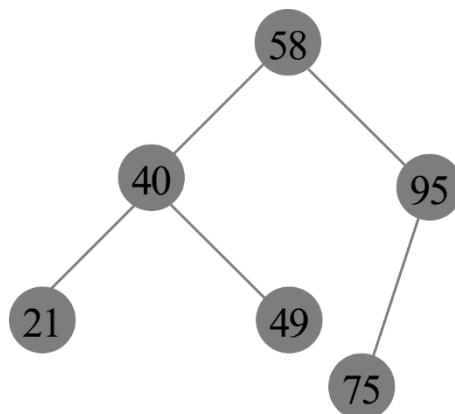
Inserting 49 to the right child of 40.



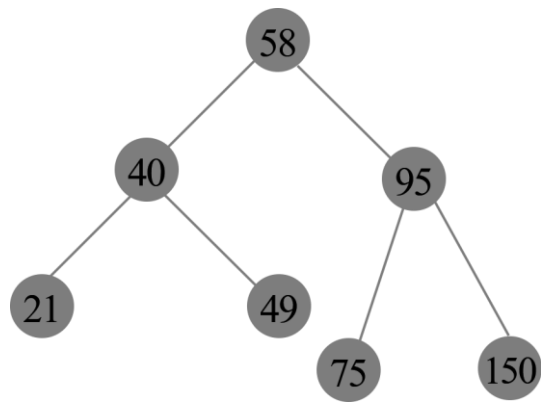
Inserting 21 to the left child of 40.



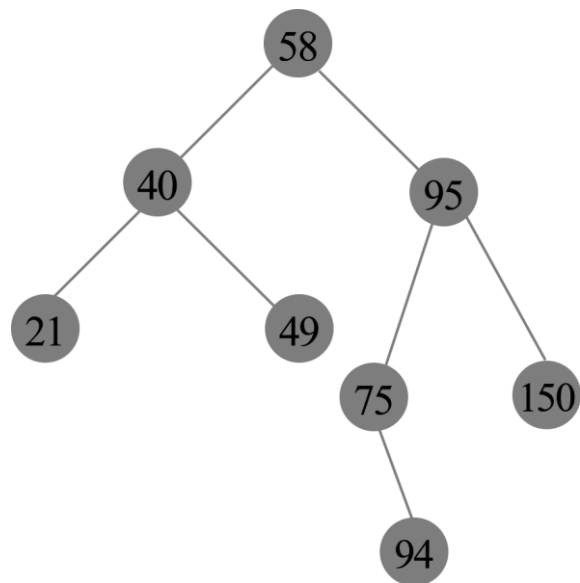
Inserting 95 to the right child of 58.



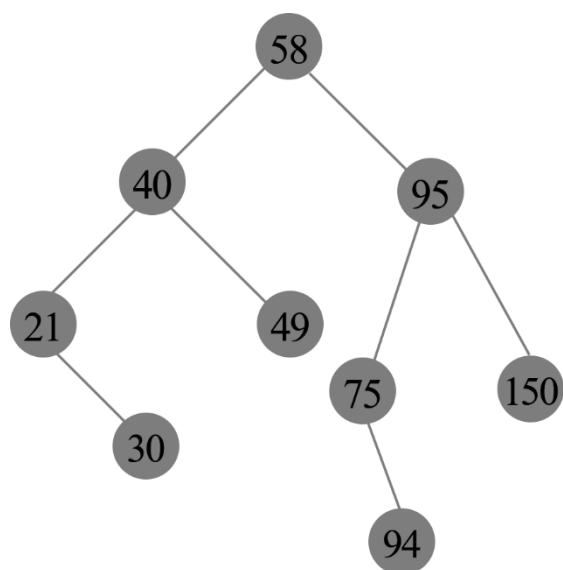
Inserting 75 to the left child of 95.



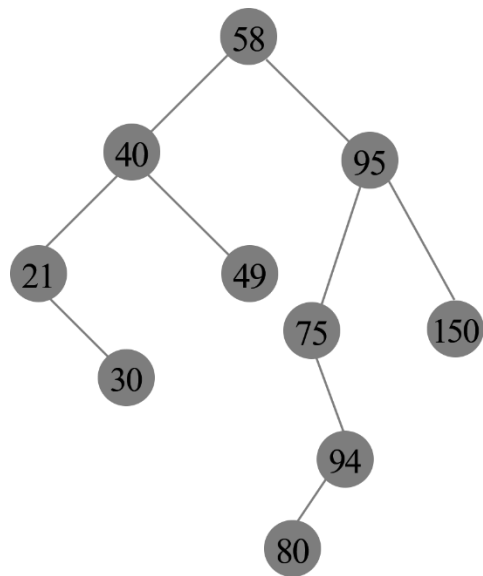
Inserting 150 to the right child of 95.



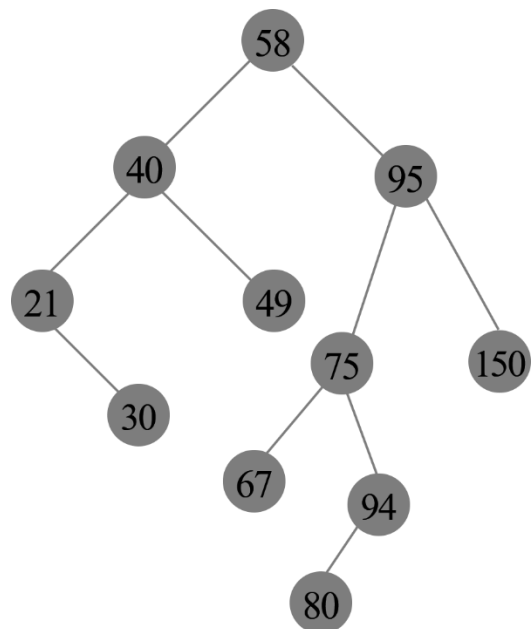
Inserting 94 to the right child of 75.



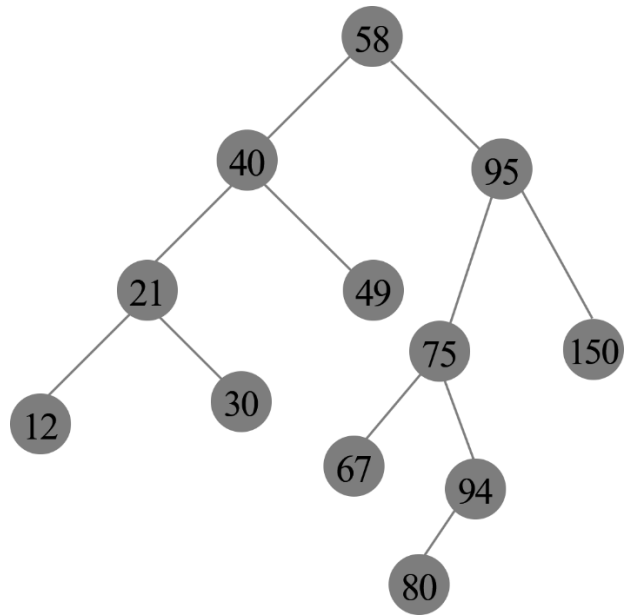
Inserting 30 to the right child of 21.



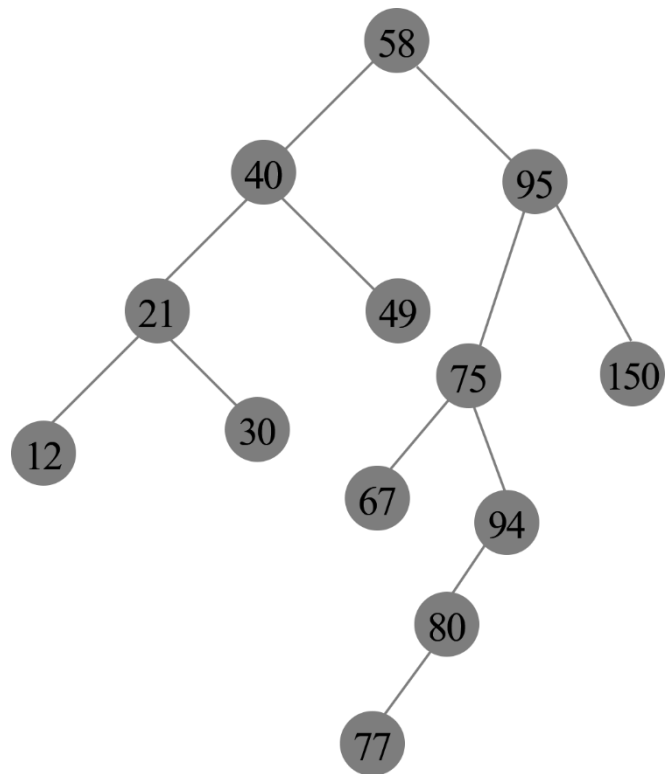
Inserting 80 to the left child of 94



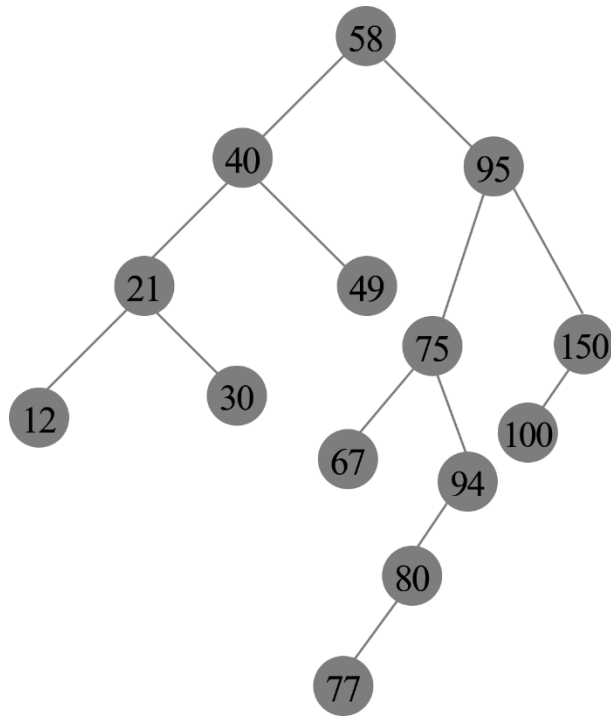
Inserting 67 to the left child of 75.



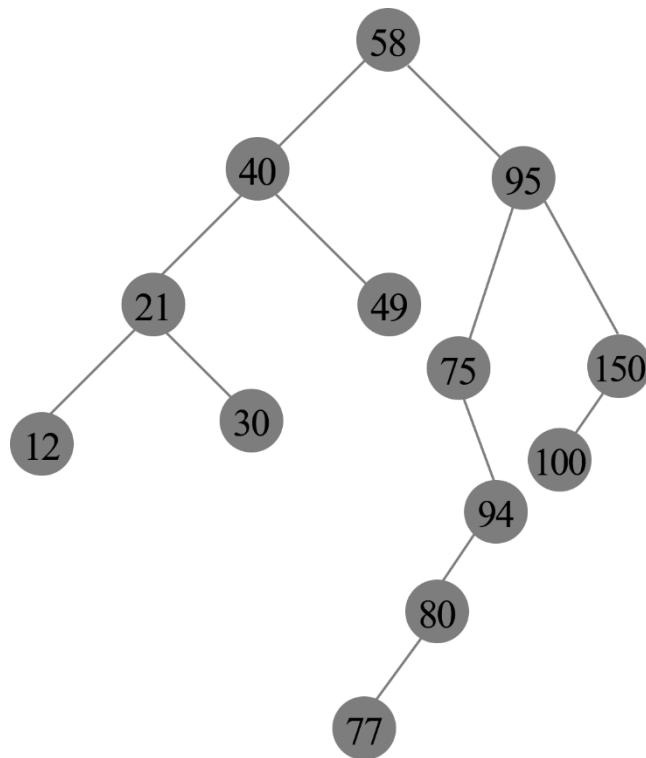
Inserting 12 to the left child of 21.



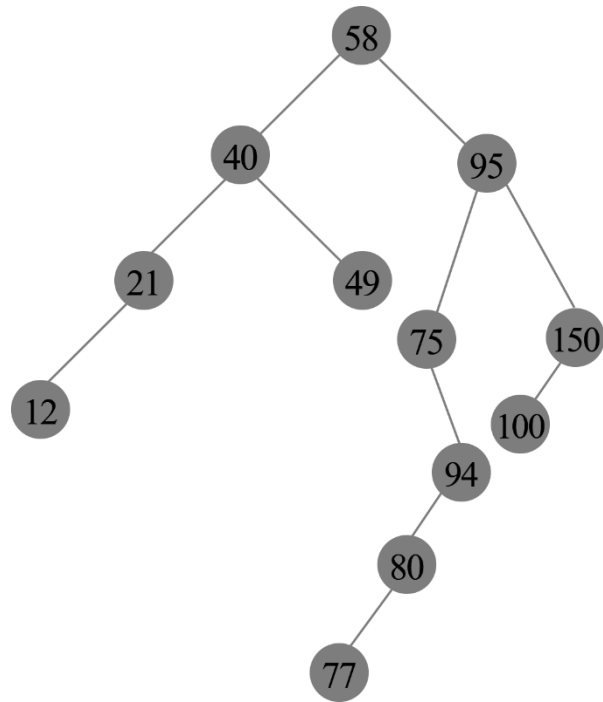
Inserting 77 to the left child of 80.



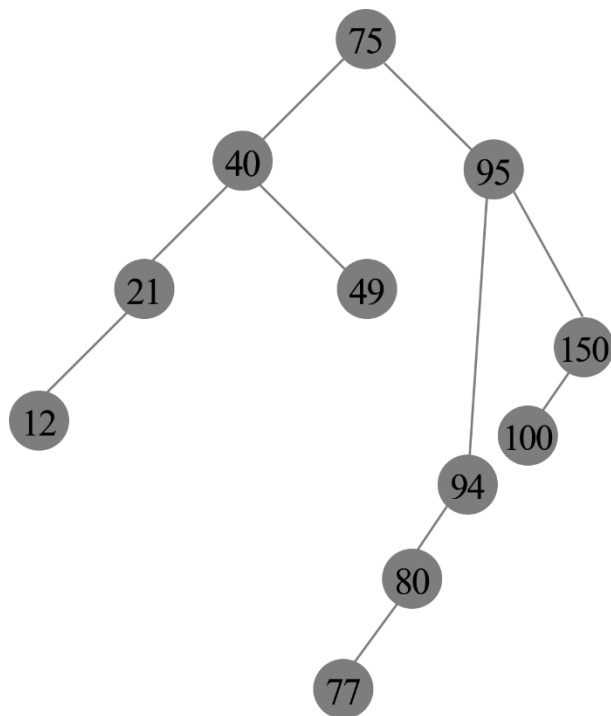
Inserting 100 to the left child of 150.



Deleting 67 from the tree. 67 was a leaf so we just removed it.



Deleting 30 from the tree. 30 was a leaf so we just removed it.



Deleting 58 from the tree. Since 58 had two children, we had to find inorder successor of 58. Inorder successor is found in the following way: find left-most of the right subtree of the root that is going to be deleted. Therefore, 75 was the inorder successor of the node containing 58. Inorder successor is transferred into the 58's location and 95 is connected directly to the node containing 94 since the node containing 75 had only one child, which is 94.

Question 4-)

Part 1-) Analyzing worst case running time complexity of addNgram() function

```
42 void NgramTree::addNgram(string ngram)
43 {
44     NgramNode *current = root;
45     NgramNode **currentsParent = NULL;
46     bool alreadyExist = false;
47
48     //cout << "Currently Adding: " << ngram << endl;
49     if (current == NULL)
50     {
51         root = new NgramNode();
52         (root->item) = ngram;
53         root->visited = false;
54         root->occurrence = 1;
55     } else
56     {
57         while (current != NULL)
58         {
59             if (ngram.compare(current->item) > 0) // if it is alphabetically greater than the current node's string
60             {
61                 currentsParent = &(current->rightChild);
62                 current = current->rightChild;
63             } else if (ngram.compare(current->item) <
64                       0) // if it is alphabetically smaller than the current node's string
65             {
66                 currentsParent = &(current->leftChild);
67                 current = current->leftChild;
68             } else // if it already exists
69             {
70                 (current->occurrence)++;
71                 alreadyExist = true;
72                 break;
73             }
74         }
75         if (!alreadyExist)
76         {
77             *currentsParent = new NgramNode();
78             (*currentsParent)->item = ngram;
79             (*currentsParent)->occurrence = 1;
80         }
81     }
82 }
83 }
```

Figure 1: My addNgram() function

For this function, worst case occurs when the string argument that is inserted to binary search tree has the lexicographically highest value and the tree is already sorted in lexicographic order, like an linear 1D array. For that case, the string argument will be inserted in the last position of the tree whose length is n . So the time complexity will be denoted in $O(n)$ for the worst case of addNgram() function.

Part 2-) Analyzing worst case running time complexity of operator<< function

```

183 void NgramTree::leftShiftOperatorHelper(NgramNode *root,
184                                         string &result) //Recursive call happens here. With inorder traversal
185 {
186     if (root != NULL)
187     {
188         leftShiftOperatorHelper(root->leftChild, result);
189         result.append("\n");
190         result.append(root->item);
191         result.append("\n appears ");
192         stringstream temp;
193         string tempStr;
194         temp << root->occurrence;
195         temp >> tempStr;
196         result.append(tempStr);
197         result.append(" time(s)");
198         result.append("\n");
199         leftShiftOperatorHelper(root->rightChild, result);
200     }
201 }
202
203 ostream &operator<<(ostream &out, NgramTree tree)
204 {
205     string result = "";
206     NgramTree *temp = new NgramTree(tree); // Copy Constructor: O(n)
207     tree.leftShiftOperatorHelper(temp->root, result); // Inorder traversal: O(n)
208     out << result;
209     //NgramTree::destroyTree(temp->root);
210     delete temp; // Destructor: O(n)
211     return out;
212 }

```

Figure 2: My operator<< override and its helper method.

In this part, I needed a helper method in order to operate my traversal easier. My helper method will visit, no matter what, every node once since it is using in order traversal. Also, I am calling copy constructor and destructor here but it does not matter since they are all in $O(n)$. Also, I want to show that Inorder traversal has the Big-O notation $O(n)$ by solving a recursion tree.

$$T(n) = 2T\left(\frac{n}{2}\right) + c, \text{ where } c \text{ is a constant.}$$

Similarly,
$$T\left(\frac{n}{2}\right) = 2T\left(\frac{n}{4}\right) + c \rightarrow T(n) = 4T\left(\frac{n}{4}\right) + 2c + c$$

...

...

$$T(n) = nT(1) + c \sum_{i=0}^{\text{height}(h)} 2^i$$

So, complexity of inorder traversal is $O(2^{h+1} - 1)$.

Note that $h = \log(n)$.

Therefore, the actual Big-O notation of operator<< is $O(2n - 1) \cong O(n)$.

```

[ferhat.korkmaz@dijkstra ~]$ cd CS202_HW2
[ferhat.korkmaz@dijkstra CS202_HW2]$ ls
input.txt  main.cpp  NgramTree.cpp  NgramTree.h
[ferhat.korkmaz@dijkstra CS202_HW2]$ g++ -o hw2 *.cpp
[ferhat.korkmaz@dijkstra CS202_HW2]$ valgrind ./hw2 input.txt 4
==28905== Memcheck, a memory error detector
==28905== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==28905== Using Valgrind-3.15.0 and LibVEX; rerun with -h for copyright info
==28905== Command: ./hw2 input.txt 4
==28905==

Total 4-gram count: 6
"ampl" appears 1 time(s)
"hise" appears 1 time(s)
"mple" appears 1 time(s)
"samp" appears 1 time(s)
"text" appears 1 time(s)
"this" appears 2 time(s)

4-gram tree is complete: No
4-gram tree is full: No

Total 4-gram count: 6

Total 4-gram count: 8
"aatt" appears 1 time(s)
"ampl" appears 1 time(s)
"hise" appears 1 time(s)
"mple" appears 1 time(s)
"samp" appears 3 time(s)
"text" appears 1 time(s)
"this" appears 2 time(s)
"zinc" appears 1 time(s)

4-gram tree is complete: No
4-gram tree is full: No
==28905==
==28905== HEAP SUMMARY:
==28905==    in use at exit: 0 bytes in 0 blocks
==28905==   total heap usage: 96 allocs, 96 frees, 19,517 bytes allocated
==28905==
==28905== All heap blocks were freed -- no leaks are possible
==28905==
==28905== For lists of detected and suppressed errors, rerun with: -s
==28905== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)

```

Figure 3: Sample output of my program in BCC Linux machine.