

June 6th 2017

CSC 226 Assignment #2


000786970
Jordan (Yu-Lin) Wang

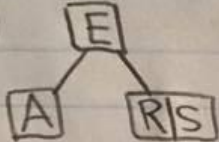
#1) Draw 2-3 Tree

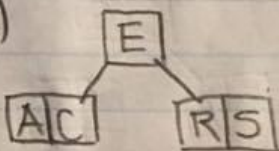
{~~X~~, ~~X~~, ~~X~~, ~~X~~, ~~X~~, ~~X~~, X, M, ~~X~~, ~~X~~, ~~X~~}

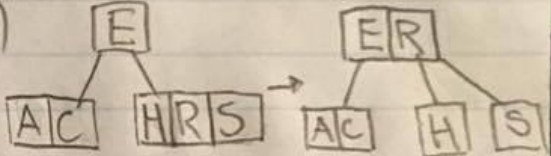
1) Start [S]

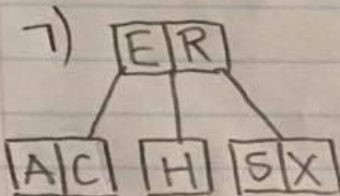
2) [ES]


3) [AES] → 

4) 

5) 

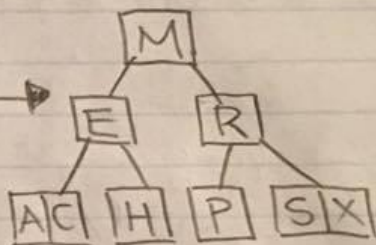
6) 

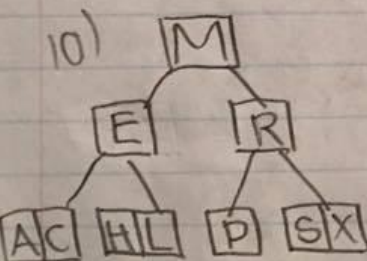
7) 

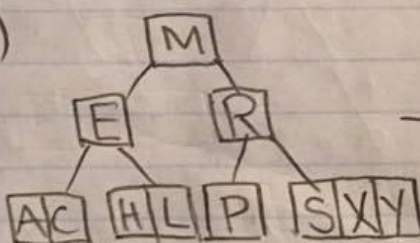
8) 

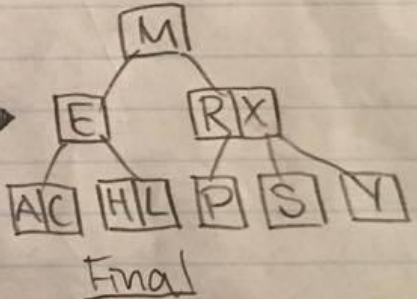
9) 

→ 

→ 

10) 

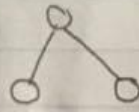
11) 

→ 
Final

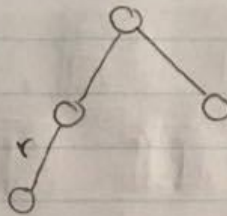
#2) $n=2$



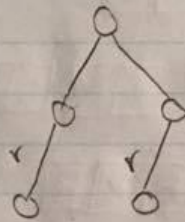
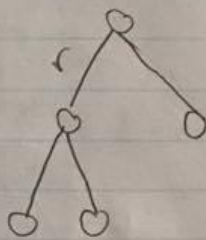
$n=3$



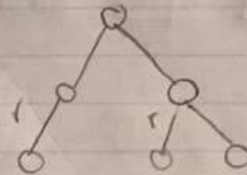
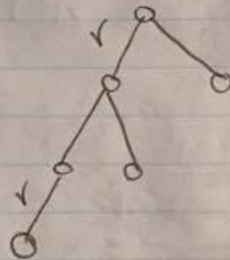
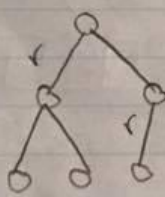
$n=4$



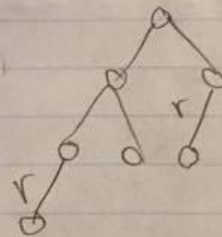
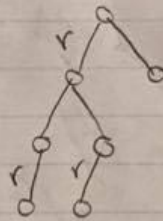
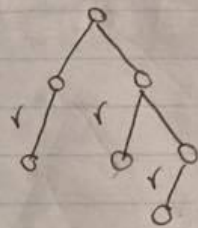
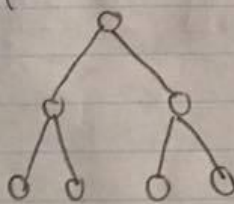
$n=5$



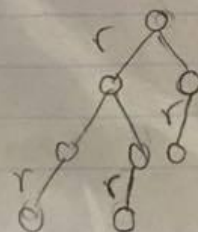
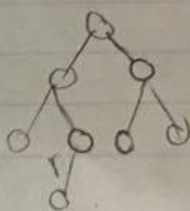
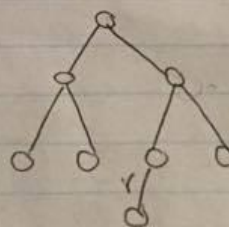
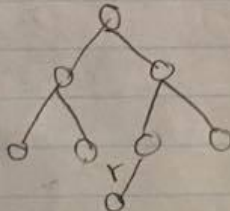
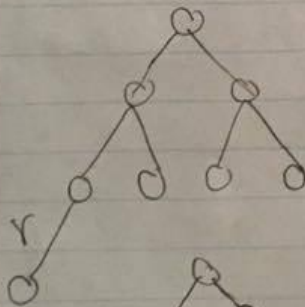
$n=6$



$n=7$



$n=8$



#3) The Red Black Tree can be used to compute inversions in permutation by keeping track of a sum of inversions. All items in sequence are added into tree. When a node is entered to left of tree after its necessary rotations, we add amount of nodes to the right of it into sum. After tree is built, the sum should equal to the number of inversions. Because we are adding n items to tree, the `put()` gets called n times. Thus, `put()` run is $O(\log n)$ since it is a balanced binary tree. The modification to `put` function so it will result in $O(n \log n)$ is

```

if (cmp < 0) {
    h.left = put(h.left, key, val);
    inversions += size(h.right) + 1;
}

```

#4)	edges	weight	Profile
1)	$(a,b), (a,d), (b,c), (b,e)$ 2 1 1 3	= 7	1, 1, 2, 3
2)	$(a,b), (a,d), (b,c), (c,e)$ 2 1 1 3	= 7	1, 1, 2, 3
3)	$(a,b), (a,d), (b,c), (d,e)$ 2 1 1 3	= 7	1, 1, 2, 3
4)	$(a,d), (b,c), (b,e), (c,d)$ 1 1 3 2	= 7	1, 1, 2, 3
5)	$(a,d), (b,c), (c,e), (c,d)$ 1 1 3 2	= 7	1, 1, 2, 3
6)	$(a,d), (b,c), (c,d), (d,e)$ 1 1 2 3	= 7	1, 1, 2, 3

∴ can have multiple rates of MST as long as they all have the same minimum weight and profile.

#5) Left Leaning Red Black BST Results

Test files.txt	nanosecond	Percentage
test10.txt	3,795,281	20%
test100.txt	2,600,079	3%
test1000.txt	2,796,922	0.6%
Random Generator {	10^4	25.286316%
	10^5	25.382332%
	10^6	25.332478%
	10^3	26.626625%

Based on our result, we can observe the phenomena of having 25-26% of Red nodes within RedBlackBST from the random generator. However, when running test file, we result in various range of Red node percentage. This could be caused by the sequence of number from the test file having values that are already in some what an order, this will result in minimum Red. Therefore, from the results can draw hypothesis of RedBlack Tree contains 25-26% of Red nodes within the tree on average.