Theory Problem 5. Basic Data Structuress

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1 Computing Tree Height

1.1 Algorithm

1.1.1 Pseudo Code

Algorithm 1 computing tree height

```
parent_1, parent_2, ..., parent_{n1}, A sequence of nodes.
Output:
    height
1: index \leftarrow 0, root \leftarrow NULL
2: for i from 1 to n-1 do
      if parent_i = -1 then
3:
4:
         root \leftarrow nodes[index]
5:
         nodes[index].setParent(parent_i)
6:
7:
      end if
8: end for
9: height \leftarrow INT\_MIN
10: compute(root, height, 1)
11: return height
```

Algorithm 2 compute(root, height, cur)

```
1: if root.empty() then
2:  height = max(height; cur)
3:  return
4: end if
5: for child in children do
6:  compute(child, height, cur + 1)
7: end for
8: return
```

1.1.2 description

The algorithm first iterates through all the nodes to get their parents' index, and set the parent nodes' index to the corresponding child. (This is done by calling setParent() function) If a node has no parent, then it is said to be the root node and we thus set the root node index to it.

Then we call the *compute()* function to recursively find the maximum depth of the tree, and return.

1.2 correctness

The key to the solution is the compute() function. It recursively traverse the tree by depth. Once it reaches the bottom of the tree(this is done in Alg. 2 line 1-4), it compares the height to the global height and records the bigger one.

1.3 time complexity

Line 2-8 runs n-1 time and has O(n) time complexity. Line 10 runs at most n time and thus has O(n) time complexity. together the algorithm has O(n) + O(n) = O(n) time complexity.