

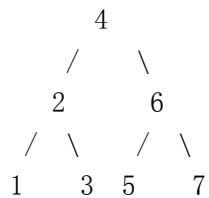
Sample solution

Final Exam, Fall 2002

1.

(a) B_tree of order 4

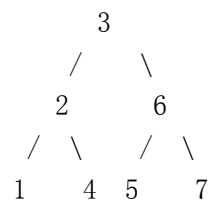
$2 \leq \text{degree} \leq 4$ $1 \leq \text{key} \leq 3$



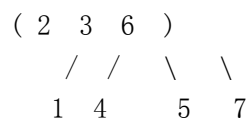
(b)

Using Top-down method.

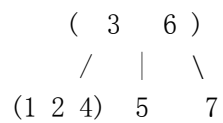
transform to leaf deletion



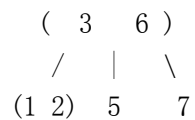
merge nodes 2 3 6



merge element 1 2 4



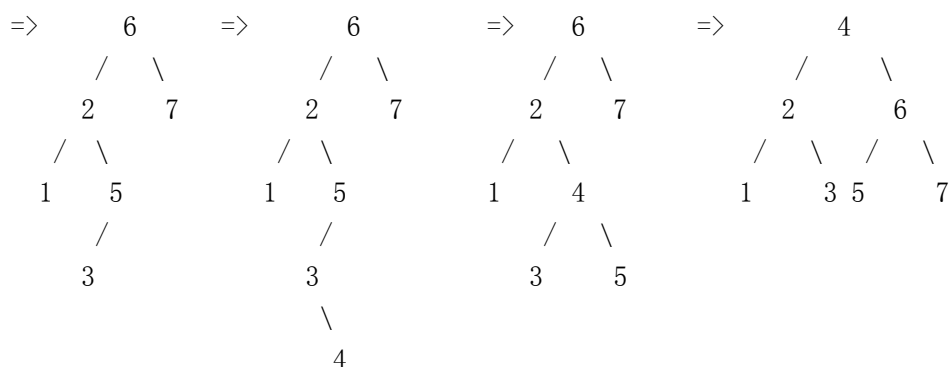
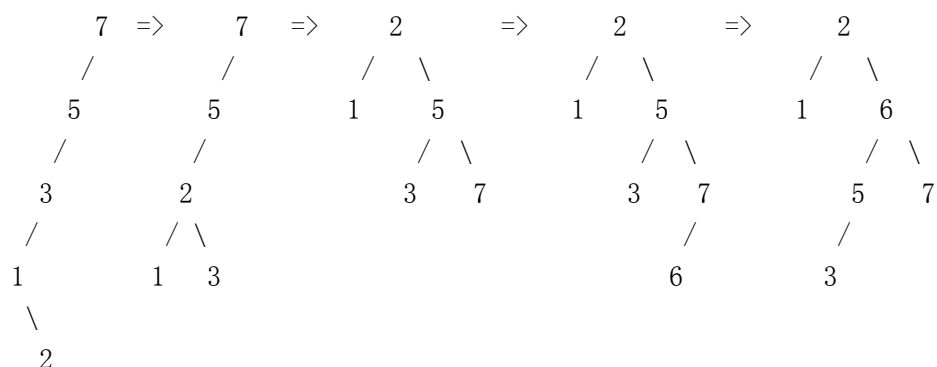
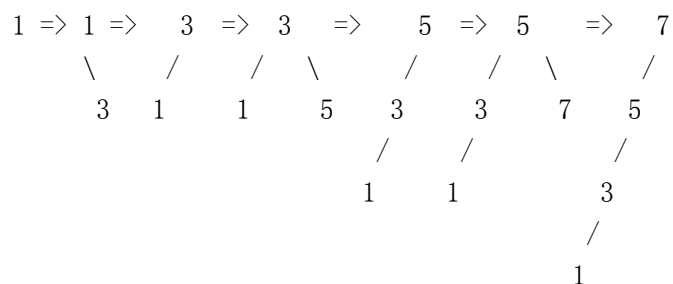
delete 4



2.

Part A:

Answer: 1 3 5 7 2 6 4



Part B:

Splay tree is better when the insertion to the b. s. t results in a highly unbalanced tree.

amortized cost of splay tre : $O(\log n)$

amortized cost of binary search tree : $O(n)$

Splay is better when the temporial-locality property holds

=> splay operation put frequently used element on upper part of tree but binary search tree doesn't.

Splay operation makes split easy.

3.

node: <label>:<bitnumber>:<key>.

After inserting 0100:

```

a:0:0100
  /
  a

```

After inserting 1011:

```

a:0:0100
  /
b:1:1011
 /  \
a    b

```

After inserting 1001:

```

a:0:0100
  /
b:1:1011
 /  \
a    c:3:1001
      /  \
      c    b

```

After inserting 0111:

```

a:0:0100
  /
b:1:1011
 /  \
d:3:0111  c:3:1001
 /  \    /  \
a    d  c    b

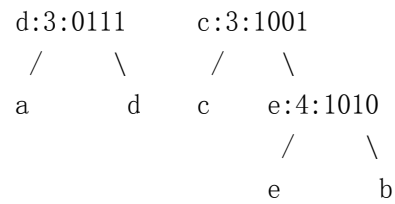
```

After inserting 1010:

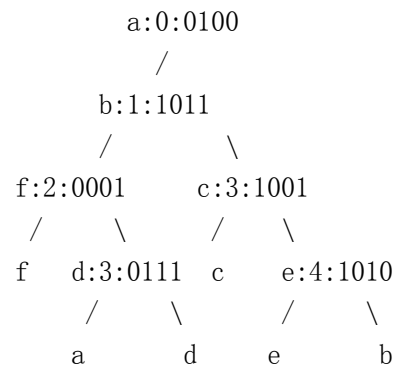
```

a:0:0100
  /
b:1:1011
 /      \

```

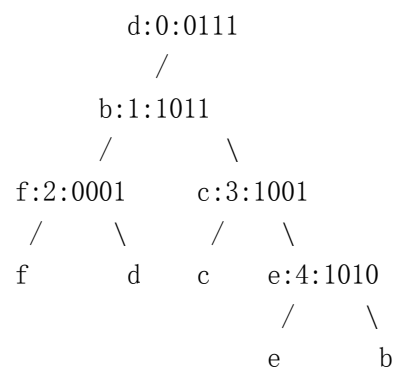


After inserting 0001:



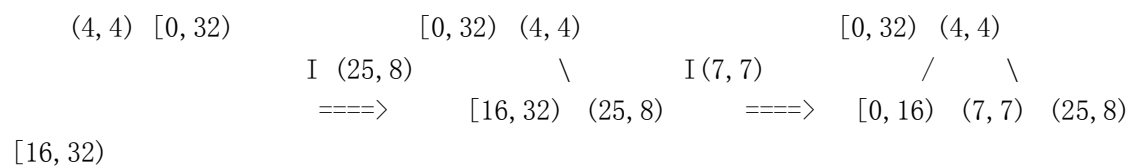
part b:

After deleting 0100

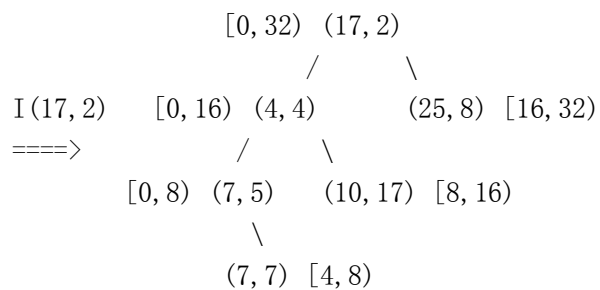
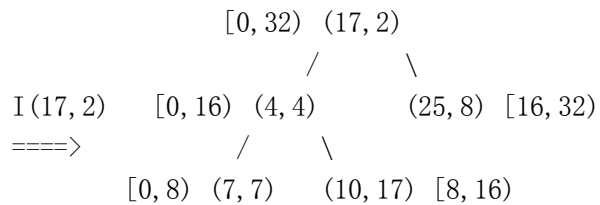
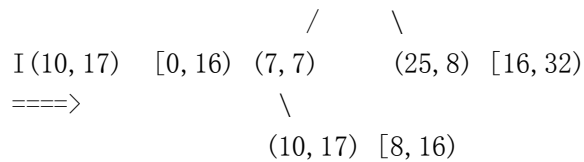


4. Remember that RPST is min tree on y and search tree on x for (x, y)

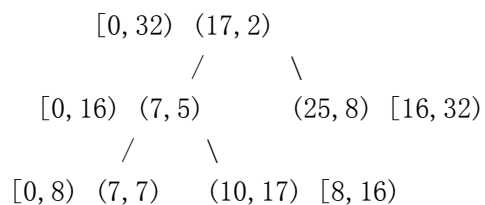
(a)



[0, 32) (4, 4)



(b) Similar to delete min of min heap



5.

(a) A quad-tree is a degree 4 tree, i.e., each node has up to 4 children and

- Each node represents a portion of an image
- Root node represents entire image
- The children of a node that represents a $2^q \times 2^q$ region represents its $4 \times 2^{(q-1)} \times 2^{(q-1)}$ subregions.
- Each node has one of the colors white, black, and gray
- White and black nodes have no children
- Gray nodes have 4 children each

A quad-tree can be used to represent a black and white image.

(b)

Suppose that we have N records with 2 keys, x and y .

A 2-D range tree is a binary tree using the range of x , while in each node we keep a sorted list based on y . The tree always splits the records in half, using a median x key value as the discriminator.

Searching (x, y) can be done as follows:

If $x = x\text{-value}$ in the root, search sorted array at the root to search $y=y\text{-value}$.

If $x \leq x\text{-value}$ in the root, recursively search left subtree

Else if $x > x\text{-value}$ in the root, recursively search right subtree