

## CS112 Data Structures

Recitation 08

Yu Yang

vy388@cs.rutgers.edu

Office: CoRE 331

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2. Two binary trees are *isomorphic* if they have the same shape (i.e. they have identical structures.) Implement the following **recursive** method:

```
public static <T> boolean isomorphic(BTNode<T> T1, BTNode<T> T2) {
  /* your code here */
}
```

that returns **true** if the trees rooted at T1 and T2 are isomorphic, and false otherwise. **BTNode** is defined as follows:

```
public class BTNode<T> {
    T data;
    BTNode<T> left, right;
    BTNode(T data, BTNode<T> left, BTNode<T> right) {
        this.data = data;
        this.left = left;
        this.right = right;
    }
}
```

## **SOLUTION**

```
public static <T> boolean isomorphic(BTNode<T> T1, BTNode<T> T2) {
   if (T1 == null && T2 == null) return true;
   if (T1 == null || T2 == null) return false;
   if (!isomorphic(T1.left, T2.left)) return false;
   return isomorphic(T1.right, T2.right);
}
```



and

6. \* Suppose you are given the following binary tree class definition, which uses the BTNode<T> class of the previous exercise.

```
public class BinaryTree<T> {
    private BTNode<T> root;
    ...
}
```

Add the following methods to this class so that applications can do an inorder traversal one node at a time:

```
// returns the first node that would be visited in an inorder traversal
// null if tree is empty
public BTNode<T> firstInorder() {
    /* COMPLETE THIS METHOD */
}

// returns the next node that would be visited in an inorder traversal;
// returns null if there is no next node
public BTNode<T> nextInorder(BTNode<T> currentNode) {
    /* COMPLETE THIS METHOD */
}
```

For instance, an application would call these methods like this to do the inorder traversal:

```
BinaryTree<String> strBT = new BinaryTree<String>();
// insert a bunch of strings into strBST
...
// do inorder traversal, one node at a time
BTNode<String> node = strBST.firstInorder();
while (node != null) {
   node = strBST.nextInorder(node);
}
```

```
// returns the first node that would be visited in an inorder traversal;
// returns null if tree is empty
public BTNode<T> firstInorder() {
   if (root == null) {
      return null;
   // left most node in tree is the first node in inorder
   BTNode<T> prev=root, ptr=root.left;
   while (ptr != null) {
      prev = ptr;
      ptr = ptr.left;
   return prev;
// returns the next node that would be visited in an inorder traversal;
// returns null if there is no next node
public BTNode<T> nextInorder(BTNode<T> currentNode) {
   if (currentNode == null) { // playing defense here
      return null;
  // if there is a right subtree, then right turn, and left all the way to bottom
   if (currentNode.right != null) {
     BTNode<T> ptr=currentNode.right;
     while (ptr.left != null) {
         ptr = ptr.left;
      return ptr;
   // no right subtree
   BTNode<T> p = currentNode.parent;
  while (p != null && p.right == currentNode) {
      currentNode = p;
      p = p.parent;
   return p;
```



- 7. Exercise 9.4, page 295 of the textbook.
  - 1. Build a Huffman tree for the following set of characters, given their frequencies:

R C L B H A E 6 6 6 10 15 20 37

2. Using this Huffman tree, encode the following text:

## **CLEARHEARBARE**

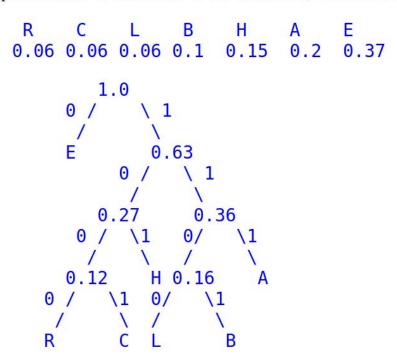
- 3. What is the average code length?
- 4. If it takes 7 bits to represent a character without encoding, then for the above text, what is the ratio of the encoded length to the unencoded?
- 5. Decode the following (the string has been broken up into 7-bit chunks for readability):

1111011 1010111 1101110 0010011 111000



## SOLUTION

1. The probabilities of occurence of the characters, listed in ascending order:



$$3.1*0.37 + 4*0.06 + 4*0.06 + 3*0.15 + 4*0.06 + 4*0.10 + 3*0.20 = 2.54$$

4. Length of unencoded representation using 7 bits per character is 7\*13=91, while length of representation using Huffman codes is 39. The ratio of encoded to unencoded is 39/91.