1. An AVL Tree is a special type of Binary Search Tree (BST) that it is height balanced. By height balanced I mean that the height of every node’s left and right subtrees differ by at most one. This is enough to guarantee that a AVL tree with n nodes has a height no worst than $O(1.44 \log_2 n)$. Therefore, insertions, deletions, and search are worst case $O(\log_2 n)$. An example of an AVL tree with integer keys is shown below. The height of each node is shown.

```
            50
           /   \\
          30     60
         / \  / \
        9   34 80
       /   /   \\
      32 47
```

Each AVL-tree node usually stores a balance factor in addition to its key and payload. The balance factor keeps track of the relative height difference between its left and right subtrees, i.e., height(left subtree) - height(right subtree).

a) Label each node in the above AVL tree with one of the following balance factors:
   - 0 if its left and right subtrees are the same height
   - 1 if its left subtree is one taller than its right subtree
   - -1 if its right subtree is one taller than its left subtree

b) We start a put operation by adding the new item into the AVL as a leaf just like we did for Binary Search Trees (BSTs). Add the key 90 to the above tree.

c) Identify the node “closest up the tree” from the inserted node (90) that no longer satisfies the height-balanced property of an AVL tree. This node is called the pivot node. Label the pivot node above.

d) Consider the subtree whose root is the pivot node. How could we rearrange this subtree to restore the AVL height balanced property? (Draw the rearranged tree below)
2. Typically, the addition of a new key into an AVL requires the following steps:
   - compare the new key with the current tree node’s key (as we did in the `put` function called by the `put` method in the BST) to determine whether to recursively add the new key into the left or right subtree
   - add the new key as a leaf as the base case(s) to the recursion
   - recursively (updateBalance method) adjust the balance factors of the nodes on the search path from the new node back up toward the root of the tree. If we encounter a pivot node (as in question (c) above) we perform one or two “rotations” to restore the AVL tree’s height-balanced property.

For example, consider the previous example of adding 90 to the AVL tree. Before the addition, the pivot node (60) was already -1 (“tall right” - right subtree had a height one greater than its left subtree). After inserting 90, the pivot’s right subtree had a height 2 more than its left subtree (balance factor -2) which violates the AVL tree’s height-balance property. This problem is handled with a left rotation about the pivot as shown in the following generalized diagram:

```
Before the addition:
    from parent
      
       B
        -1
       /
      /  
     D   T_A height n-1
    /
   /  
  T_C height n-1  T_E height n-1

After the addition, but before rotation:
    from parent
      
       B
        -2
       /
      /  
     D   T_A height n-1
    /
   /  
  T_C height n-1  T_E height n-1

Recursive updateBalance method finds the pivot and calls the rebalance method to perform proper rotation(s)

(D's balance factor was already adjusted before the pivot is found by the recursive updateBalance method which moves toward the root)

After left rotation at pivot:
    from parent
      
       D
        0
       /
      /  
     B   T_A height n-1
    /
   /  
  T_C height n-1  T_E height n-1
```

a) Assuming the same initial AVL tree (upper, left-hand of above diagram) if the new node would have increased the height of T_C (instead of T_E), would a left rotation about the node B have rebalanced the AVL tree?
b) Before the addition, if the pivot node was already -1 (all right) and if the new node is inserted into the left subtree of the pivot node's right child, then we must do two rotations to restore the AVL-tree's height-balance property.

Before the addition:

After the addition, but before first rotation:

After the left rotation at pivot and balance factors adjusted correctly:

After right rotation at F, but before left rotation at pivot:

b) Suppose that the new node was added in T_c instead of T_r, then the same two rotations would restore the AVL-tree's height-balance property. However, what should the balance factors of nodes B, D, and F be after the rotations?
Consider the AVLTreeNode class that inherits and extends the TreeNode class to include balance factors.

```python
from tree_node import TreeNode

class AVLTreeNode(TreeNode):
    def __init__(self, key, val, left=None, right=None, parent=None, balanceFactor=0):
        super().__init__(self, key, val, left, right, parent)
        self.balanceFactor = balanceFactor

Now let's consider the partial AVLTree class code that inherits from the BinarySearchTree class:

```python
from avl_tree_node import AVLTreeNode
from binary_search_tree import BinarySearchTree

class AVLTree(BinarySearchTree):
    def put(self, key, val):
        if self.root:
            self._put(key, val, self.root)
        else:
            self.root = AVLTreeNode(key, val)
            self.size = self.size + 1

    def _put(self, key, val, currentNode):
        if key < currentNode.key:
            if currentNode.hasLeftChild():
                self._put(key, val, currentNode.leftChild)
            else:
                currentNode.leftChild = AVLTreeNode(key, val, parent=currentNode)
                self.updateBalance(currentNode.leftChild)
        elif key > currentNode.key:
            if currentNode.hasRightChild():
                self._put(key, val, currentNode.rightChild)
            else:
                currentNode.rightChild = AVLTreeNode(key, val, parent=currentNode)
                self.updateBalance(currentNode.rightChild)
        else:
            currentNode.payload = val

    def updateBalance(self, node):
        if node.balanceFactor > 1 or node.balanceFactor < -1:
            self.rebalance(node)
            return

        if node.parent != None:
            if node.isLeftChild():
                node.parent.balanceFactor += 1
            elif node.isRightChild():
                node.parent.balanceFactor -= 1
            if node.parent.balanceFactor != 0:
                self.updateBalance(node.parent)

    def rotateLeft(self, self, rotRoot):
        newRoot = rotRoot.rightChild
        rotRoot.rightChild = newRoot.leftChild
        if newRoot.leftChild != None:
            newRoot.leftChild.parent = rotRoot
        newRoot.parent = rotRoot.parent
        if rotRoot.isRoot():
            self.root = newRoot
        else:
            if rotRoot.isLeftChild():
                rotRoot.parent.leftChild = newRoot
            else:
                rotRoot.parent.rightChild = newRoot

        newRoot.leftChild = rotRoot
        rotRoot.parent = newRoot
        rotRoot.balanceFactor = rotRoot.balanceFactor + 1 - min(newRoot.balanceFactor, 0)
        newRoot.balanceFactor = newRoot.balanceFactor + 1 + max(rotRoot.balanceFactor, 0)

    def rebalance(self, self, node):
        if node.balanceFactor < 0:
            if node.rightChild.balanceFactor < 0:
                self.rotateRight(node.rightChild)
                self.rotateLeft(node)
            elif node.rightChild.balanceFactor > 0:
                self.rotateLeft(node)
            self.rotateRight(node)
        elif node.balanceFactor > 0:
            if node.leftChild.balanceFactor < 0:
                self.rotateLeft(node.leftChild)
                self.rotateRight(node)
            elif node.leftChild.balanceFactor > 0:
                self.rotateRight(node.leftChild)
                self.rotateLeft(node)
            self.rotateLeft(node)
```
c) Trace the code for `myAVL.put(90, None)` by updating the below diagram:

Consider balance factor formulas for `rotateLeft`. We know: 
\[ \text{newBal}(B) = h_A - h_C \text{ and } \text{oldBal}(B) = h_A - (1+\max(h_C, h_E)) \]
\[ \text{newBal}(D) = 1+ \max(h_E, h_C) - h_E \text{ and } \text{oldBal}(D) = h_C - h_E \]

Before left rotation:
\[ \text{rotRoot} \]
\[ \begin{array}{c}
\text{B} \\
T_A \\
\text{height} \\
h_A \\
\text{D} \\
T_C \\
\text{height} \\
h_C \\
\text{newRoot} \\
\end{array} \]

After left rotation at pivot:
\[ \text{newRoot} \]
\[ \begin{array}{c}
\text{D} \\
T_E \\
\text{height} \\
h_E \\
\text{B} \\
T_A \\
\text{height} \\
h_A \\
\text{newRoot} \\
\end{array} \]

Consider: `newBal(B) - oldBal(B)`
\[ \text{newBal}(B) - \text{oldBal}(B) = h_A - h_C - h_A + (1+\max(h_C, h_E)) \]
\[ \text{newBal}(B) - \text{oldBal}(B) = 1 + \max(h_C, h_E) - h_C \]
\[ \text{newBal}(B) = \text{oldBal}(B) + 1 + \max(h_C, h_E) - h_C \]
\[ \text{newBal}(B) = \text{oldBal}(B) + 1 + \max(0, -\text{oldBal}(D)) \]
\[ \text{newBal}(B) = \text{oldBal}(B) + 1 - \min(0, \text{oldBal}(D)), \text{ so} \]

\[ \text{rotRoot.balanceFactor} = \text{rotRoot.balanceFactor} + 1 - \min(\text{newRoot.balanceFactor}, 0) \]
3. Complete the below figure which is a "mirror image" to the figure on page 2, i.e., inserting into the pivot’s left child’s left subtree. Include correct balance factors after the rotation.

b) Complete the below figure which is a "mirror image" to the figure on page 3, i.e., inserting into the pivot’s left child’s right subtree. Include correct balance factors after the rotation.
**Objectives:** You will gain experience with AVL put implementation

To start the lab: Download and unzip the file: [http://www.cs.uni.edu/~fienup/cs1520s16/labs/lab10.zip](http://www.cs.uni.edu/~fienup/cs1520s16/labs/lab10.zip)

**Part A:** In lecture 23 we discussed the AVL tree rotateLeft method. For this lab you need to implement the rotateRight method. The rotateRight method has two parts:
- updating the "pointers" to the nodes to do the rotation (look at the rotateLeft method code)
- updating the balanceFactors for the rotRoot and newRoot nodes (you need to use math similar to lecture 23) (See below too)

**Before right rotation:**

<table>
<thead>
<tr>
<th>Rotation Right at Pivot</th>
<th>B</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>newRoot</td>
<td>D</td>
<td>T_E</td>
</tr>
<tr>
<td></td>
<td>B</td>
<td>T_A</td>
</tr>
<tr>
<td></td>
<td></td>
<td>T_C</td>
</tr>
<tr>
<td>Rotating</td>
<td></td>
<td>Height</td>
</tr>
<tr>
<td>B</td>
<td>A</td>
<td>C</td>
</tr>
<tr>
<td>height</td>
<td>h_A</td>
<td>h_C</td>
</tr>
</tbody>
</table>

**After right rotation at pivot:**

<table>
<thead>
<tr>
<th>newRoot</th>
<th>B</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>D</td>
<td>T_E</td>
</tr>
<tr>
<td></td>
<td></td>
<td>T_A</td>
</tr>
<tr>
<td></td>
<td></td>
<td>T_C</td>
</tr>
<tr>
<td></td>
<td>height</td>
<td>height</td>
</tr>
<tr>
<td>rotRoot</td>
<td></td>
<td>h_A</td>
</tr>
<tr>
<td></td>
<td></td>
<td>h_C</td>
</tr>
<tr>
<td></td>
<td></td>
<td>h_E</td>
</tr>
</tbody>
</table>

Consider the balance factor formulas for rotateRight. We know from the above diagram:

- \( oldBal(B) = h_A - h_C \) and \( newBal(B) = h_A - (1 + \max(h_C, h_E)) \)
- \( oldBal(D) = (1+\max(h_A, h_C)) - h_E \) and \( newBal(D) = h_C - h_E \)

To determine \( newBal(D) \), consider:

\[
newBal(D) - oldBal(D) = 
\]

(See back for \( newBal(B) \) calculation)
Consider the balance factor formulas for `rotateRight`. We know from the above diagram:

\[ \text{oldBal}(B) = h_A - h_C \text{ and} \]
\[ \text{oldBal}(D) = (1 + \max(h_A, h_C)) - h_E \]

To determine `newBal(B)`, consider:

\[ \text{newBal}(B) - \text{oldBal}(B) = \]

After completing your implementation of `rotateRight`, test your code by running the `avl_tree.py` program. Once you think it is working, run the `timeAVLTree.py` program. The height of AVL tree after adding in sorted order should be 13, and the height of AVL tree after adding in shuffled order should be about 15.

When it is working, raise your hand and we will check you off.

(If you have extra time, consider working on previous labs or homeworks.)
1. BST, AVL trees, and hash tables can all be used to implement a dictionary ADT.

<table>
<thead>
<tr>
<th>Dictionary Successful Search Comparisons with 10,000 integer items (Time in seconds)</th>
<th>Items added in sorted order</th>
<th>Items added in random order</th>
<th>Order did not matter (Hash table sizes $2^{15} = 32K$)</th>
</tr>
</thead>
<tbody>
<tr>
<td>BST</td>
<td>AVL Tree</td>
<td>BST</td>
<td>AVL Tree</td>
</tr>
<tr>
<td>Total add/put time</td>
<td>47.785</td>
<td>0.205</td>
<td>0.119</td>
</tr>
<tr>
<td>Total search time</td>
<td>38.100</td>
<td>0.060</td>
<td>0.079</td>
</tr>
<tr>
<td>Height of resulting tree</td>
<td>9,999</td>
<td>13</td>
<td>30</td>
</tr>
</tbody>
</table>

a) The puts of these 10,000 randomly ordered items into the BST took 0.119 seconds and 0.195 seconds into the AVL tree. Why did the BST puts take less time eventhough the final height was 30 vs. a final AVL tree height of 15?

b) With a very, very poor hash function or very, very bad choice of keys all keys could hash to the same home address.
- What would be the worst-case big-oh of open-address hashing with quadratic probing?
- What would be the worst-case big-oh of chaining using a linked list at each home address (i.e., ChainingDict)?
- What would be the worst-case big-oh of chaining using an AVL tree at each home address?

```
<table>
<thead>
<tr>
<th>Hash Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
</tbody>
</table>
```

2. The data structures we have discussed so far are all in-memory, i.e., data is stored in main/RAM memory. Data can also be stored on secondary storage in a file (e.g., moiveData.txt file). Currently, most secondary storage consists of hard-disks.

a) Complete the following table comparing main/RAM memory vs. hard-disk:

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Main/RAM memory</th>
<th>Hard-disk Drive</th>
<th>Solid-State Drive</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size on a typical desktop computer</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Average access time</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

b) Which criterion seems to be the most important difference between the main and secondary memories?
3. Disk-access time = (seek time) + (rotational delay) + (date transfer time). How is each component of the disk-access time effected by increasing the disk's RPMs (revolutions per minute)?

b) If we want fast access to a collection of sectors, where can we place them to minimize seek time and rotational delay?
User Program - HLL programming language make system calls to OS to:
1. open file - establish a link between file variable and file for either reading, writing, or both
2. access file - read or write one piece of data at a time (e.g., char., record, etc.)
3. close file - flush changes to disk

Operating System - manage and control access to secondary storage through its file system which contains information about every file: location on disk, ownership and security/permission
- OS views disk as linear sequence of blocks (block 0, block 1, etc.), but assumes closeness in block # means close with respect to access time.
- OS buffers some blocks in memory to improve efficiency
- OS maintains free disk space "list"

Secondary Storage - accepts R/W requests from OS for block# and maps block# to internals physical address
Device (e.g., (track #, surface #, sector #) - more complex than above picture!)

Kinds of File Access:
- serial/sequential files - open at the beginning and read sequentially from beginning to end linearly
- random-access files - "seek" to any position by specifying a byte-offset from the beginning of the file, record #, etc.
- random-access of a record by key

Implementation of Files on Disk- how are blocks allocated?
4. non-contiguous - scattered across linear address space of OS and disk

File system meta-data for file linked-list of blocks on disk

a) What types of file access are supported efficiently?

b) How easy is it for the file to grow in size?

5. contiguous - sequential collection of blocks from OS linear view of disk

File system meta-data for file

| 10 |

10 11 12 13 14 15 16 17 18

a) What types of file access are supported efficiently?

b) How easy is it for the file to grow in size?
6. File descriptor blocks - list of blocks hold the address of the physical location of data blocks

```
<table>
<thead>
<tr>
<th>File system meta-data for file</th>
</tr>
</thead>
<tbody>
<tr>
<td>file descriptor block(s)</td>
</tr>
<tr>
<td>pointer to next file descriptor block</td>
</tr>
<tr>
<td>2nd data block in file</td>
</tr>
<tr>
<td>1st data block in file</td>
</tr>
<tr>
<td>0th data block in file</td>
</tr>
<tr>
<td>3rd data block in file</td>
</tr>
</tbody>
</table>
```

a) What types of file access are supported efficiently?

b) How easy is it for the file to grow in size?

7. To implement "random-access of a record by key" in a file how might we use hashing?

8. To implement "random-access of a record by key" in a file why would an AVL tree not work well?
9. A B+ Tree is a multi-way tree (typically in the order of 100s children per node) used primarily as a file-index structure to allow fast search (as well as insertions and deletions) for a target key on disk. Two types of pages (B+ tree "nodes") exist:
- **Data pages** - which always appear as leaves on the same level of a B+ tree (usually a doubly-linked list too)
- **Index pages** - the root and other interior nodes above the data page leaves. Index nodes contain some minimum and maximum number of keys and pointers bases on the B+ tree’s branching factor (b) and fill factor. A 50% fill factor would be the minimum for any B+ tree. All index pages must have \( \lceil b/2 \rceil \leq \# \text{ child} \leq b \), except the root which must have at least two children.

Consider a B+ tree example with \( b = 5 \).

![B+ Tree Example]

a) How would you find 88?

b) The insert algorithm for a B+ tree is summarized by the below table. Where would you insert 50, 100, 105, 110, 180, 200, 210?

<table>
<thead>
<tr>
<th>Situation</th>
<th>insertion Algorithm</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Data Page Full?</strong></td>
<td><strong>Parent Index Page Full?</strong></td>
</tr>
<tr>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
c) For a B+ tree with a branch factor 201, what would be the worst case height of the tree if the number of keys was 1,000,000,000,000?

10. The deletion algorithm for a B+ tree is summarized by the below table.

<table>
<thead>
<tr>
<th>Situation</th>
<th>deletion Algorithm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data Page Below Fill Factor?</td>
<td>Parent Index Page Below Fill Factor?</td>
</tr>
<tr>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Consider an B+ tree example with b = 5 and 50% fill factor. Delete 89, 65, and 88. What is the resulting B+ tree?

```
  80
 /   \
40    65
|   40 60 65 70 72 80 88 89 90 95 120 125
```

Lecture 24 Page 6
1. Consider the following directed graph (diagraph) \( G = (V, E) \):

![Directed Graph Diagram]

a) What is the set of vertices? \( V = \) 

b) An edge can be represented by a tuple (from vertex, to vertex [, weight]). What is the set of edges? \( E = \) 

c) A path is a sequence of vertices that are connected by edges. In the graph \( G \) above, list two different paths from \( v_0 \) to \( v_5 \).

d) A cycle in a directed graph is a path that starts and ends at the same vertex. Find a cycle in the above graph.

2. Like most data structures, a graph can be represented using an array, or as a linked list of nodes.
a) The array representation is called an adjacency matrix which consists of a two-dimensional array (matrix) whose elements contain information about the edges and the vertices corresponding to the indices.

Complete the following adjacency matrix for the above graph.

<table>
<thead>
<tr>
<th></th>
<th>( v_0 )</th>
<th>( v_1 )</th>
<th>( v_2 )</th>
<th>( v_3 )</th>
<th>( v_4 )</th>
</tr>
</thead>
<tbody>
<tr>
<td>( v_0 )</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>( v_1 )</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>( v_2 )</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>( v_3 )</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>( v_4 )</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

3. The linked representation maintains a array/Python list (or Python dictionary) of vertices with each vertex maintaining a linked list of other vertices that it connects to. Draw the adjacency list representation below:
4. Graphs can be used to solve many problems by modeling the problem as a graph and using "known" graph algorithm(s). For example, consider the word-ladder puzzle where you transform one word into another by changing one letter at a time, e.g., transform FOOL into SAGE by FOOL → FOIL → FAIL → FALL → PALL → PALE → SALE → SAGE.

We can use a graph algorithm to solve this problem by constructing a graph such that
- a word represents a vertex
- an edge represents?

- a word ladder transformation from one word to another represents?

5. For the words listed below, draw the graph of question 4

![Graph Diagram]

a) List a different transformation from FOOL to SAGE

b) If we wanted to find the shortest transformation from FOOL to SAGE, what does that represent in the graph?

c) There are two general approaches for traversing a graph from some starting vertex s:
- Breadth First Search (BFS) where you find all vertices a distance 1 (directly connected) from s, before finding all vertices a distance 2 from s, etc.
- Depth First Search (DFS) where you explore as deeply into the graph as possible. If you reach a "dead end," we backtrack to the deepest vertex that allows us to try a different path.

Which of these traversals would be helpful for finding the shortest solution to the word-ladder puzzle?
Data Structures  Lab 11 Graphs

Objectives: To understand how a graph can be represented and traversed.

To start the lab: Download and unzip the file http://www.cs.uni.edu/~fienup/cs1520s16/labs/lab11.zip

Part A: In a word-ladder puzzle (discussed in class) transforms one word into another by changing one letter at a time, e.g., transform FOOL into SAGE by FOOL → FOIL → FAIL → FALL → PALL → PALE → SALE → SAGE. We used a graph algorithm to solve this problem by constructing a graph such that
- words are represented by the vertices, and
- edges connect vertices containing words that differ by only one letter

a) For the words listed below, complete the graph by adding edges as defined above.

![Graph Diagram]

b) To find the shortest transformation from FOOL to SAGE, why did we decide on using a Breadth First Search (BFS) traversal (i.e., where you find all vertices a distance 1 (directly connected) from FOOL, before finding all vertices a distance 2 from FOOL, etc) instead of a Depth-First Search (DFS) traversal?

c) Run the lab11/word_ladder_BFS.py program. Examine the “enqueue” and “dequeue” lines of output produced by the bfs(g, g.getVertex("fool")). Does this output match the expected “enqueues” and “dequeues” performed during a bfs of the above graph starting at “fool”?

d) The bfs algorithm sets the value of each vertex’s predecessor to point to the vertex object that enqueued it. Add code to the end of the word_ladder_BFS.py program that traverses the “linked list” of predecessor references from “sage” to “fool” and prints the corresponding word ladder from “fool” to “sage.”

After you have answered the above questions and completed the code, raise your hand and explain your answers.
Data Structures

Part B: Section 7.5 uses recursion and the run-time stack to implement a DFS traversal. The DFSGraph uses a time attribute to note when a vertex is first encountered (discovery attribute) in the depth-first search and when a vertex in backtracked through (finish attribute). Consider the graph for making pancakes where vertices are steps and edges represent the partial order among the steps.

```
from graph import Graph
class DFSGraph(Graph):
    def __init__(self):
        super().__init__()
        self.time = 0

    def dfs(self):
        for aVertex in self:
            aVertex.setColor('white')
            aVertex.setPred(-1)
        for aVertex in self:
            if aVertex.getColor() == 'white':
                self.dfsvisit(aVertex)

    def dfsVisit(self, self, startVertex):
        startVertex.setColor('gray')
        self.time += 1
        startVertex.setDiscovery(self.time)
        for nextVertex in startVertex.getConnections():
            if nextVertex.getColor() == 'white':
                nextVertex.setPred(startVertex)
                self.dfsVisit(nextVertex)
        startVertex.setColor('black')
        self.time += 1
        startVertex.setFinish(self.time)
```

a) Run the `lab11/make_pancake_DFS.py` program. Write on the above graph the discovery and finish attributes (e.g., 1/12 of "oil") assigned to each vertex by executing the dfs method.

b) A topological sort algorithm can use the dfs finish attributes to determine a proper order to avoid putting the "cart before the horse." For example, we don’t want to "pour ½ cup of batter" before we "mix the batter", and we don't want to "mix the batter" until all the ingredients have been added. Outline the steps to perform a topological sort from the finish attributes.

After you have answered the above questions, raise your hand and explain your answers.

EXTRA CREDIT:
Add code to the end of the `made_pancake_DFS.py` program to print the topological sort for making pancakes.
1. There are two general approaches for traversing a graph from some starting vertex \( s \):

- **Depth First Search (DFS)** where you explore as deeply into the graph as possible. If you reach a "dead end," we backtrack to the deepest vertex that allows us to try a different path.

- **Breadth First Search (BFS)** where you find all vertices a distance 1 (directly connected) from \( s \), before finding all vertices a distance 2 from \( s \), etc.

What data structure would be helpful in each type of search? Why?

a) **Breadth First Search (BFS)**:

b) **Depth First Search (DFS)**:

2. On the next page is the textbook’s edge, vertex, and graph implementations.

a) How does this graph implementation maintain its set of vertices?

b) How does this graph implementation maintain its set of edges?

3. Assuming a graph \( G \) containing the word-ladder graph from lecture 26, on the diagram trace the \texttt{bfs} algorithm by showing the value of each vertex’s color, predecessor, and distance attributes?
Data Structures (CS 1520)   Lecture 26   Name:

""" File: vertex.py """

class Vertex:
def __init__(self, key, color = 'white',
    dist = 0, pred = None):
    self.id = key
    self.connectedTo = {}
    self.color = color
    self.predecessor = pred
    self.distance = dist
    self.discovery = 0
    self.finish = 0

def addNeighbor(self, nbr, weight=0):
    self.connectedTo[nbr] = weight

    def __str__(self):
        return str(self.id) + ' connectedTo: ' + str([x.id for x in self.connectedTo])

def getConnections(self):
    return self.connectedTo.keys()

def getId(self):
    return self.id

def getWeight(self, nbr):
    return self.connectedTo[nbr]

def getColor(self):
    return self.color

def setColor(self, newColor):
    self.color = newColor

def getPred(self):
    return self.predecessor

def setPred(self, newPred):
    self.predecessor = newPred

def getDiscovery(self):
    return self.discovery

def setDiscovery(self, newDiscovery):
    self.discovery = newDiscovery

def getFinish(self):
    return self.Finish

def setFinish(self, newFinish):
    self.finish = newFinish

def getDistance(self):
    return self.distance

def setDistance(self, newDistance):
    self.distance = newDistance

""" File: graph.py """

from vertex import Vertex

class Graph:
def __init__(self):
    self.vertList = {}
    self.numVertices = 0

def addVertex(self, key):
    self.numVertices = self.numVertices + 1
    newVertex = Vertex(key)
    self.vertList[key] = newVertex
    return newVertex

def getVertex(self, n):
    if n in self.vertList:
        return self.vertList[n]
    else:
        return None

def __contains__(self, n):
    return n in self.vertList

def addEdge(self, f, t, cost=0):
    if f not in self.vertList:
        nv = self.addVertex(f)
    else:
        nv = self.vertList[f]
    self.vertList[t].addNeighbor \  
    (self.vertList[t], cost)

    def getVertices(self):
        return self.vertList.keys()

    def __iter__(self):
        return iter(self.vertList.values())

""" File: graph_algorithms.py """

from graph import Graph
from vertex import Vertex
from linked_queue import LinkedQueue

def bfs(g, start):
    start.setDistance(0)
    start.setPred(None)
    vertQueue = LinkedQueue()
    vertQueue.enqueue(start)
    while (vertQueue.size() > 0):
        currentVert = vertQueue.dequeue()
        for nbr in currentVert.getConnections():
            if (nbr.getColor() == 'white'):
                nbr.setColor('gray')
                nbr.setDistance(currentVert.getDistance() + 1)
                nbr.setPred(currentVert)
                vertQueue.enqueue(nbr)
        currentVert.setColor('black')

    def setDistance(self, newDistance):
        self.distance = newDistance

Lecture 26 Page 2
4. Section 7.5 uses recursion and the run-time stack to implement a DFS traversal. The DFSGraph uses a time attribute to note when a vertex if first encountered (discovery attribute) in the depth-first search and when a vertex in backtracked through (finish attribute). Consider the graph for making pancakes where vertices are steps and edges represents the partial order among the steps.

```
from graph import Graph
class DFSGraph(Graph):
    def __init__(self):
        super().__init__()
        self.time = 0

def dfs(self):
    for aVertex in self:
        aVertex.setColor('white')
        aVertex.setPred(-1)
        for aVertex in self:
            if aVertex.getColor() == 'white':
                self.dfsvisit(aVertex)

def dfsvisit(self, startVertex):
    startVertex.setColor('gray')
    self.time += 1
    startVertex.setDiscovery(self.time)
    for nextVertex in startVertex.getConnections():
        if nextVertex.getColor() == 'white':
            nextVertex.setPred(startVertex)
            self.dfsvisit(nextVertex)
    startVertex.setColor('black')
    self.time += 1
    startVertex.setFinish(self.time)
```

a) Assume (why is this a bad assumption???) that the for-loops always iterate through the vertexes alphabetically (e.g., "cat", "egg", "flour", ...) by their id. Write on the above graph the discovery and finish attributes assigned to each vertex by executing the dfs method.

b) A topological sort algorithm can use the dfs discovery and finish attributes to determine a proper order to avoid putting the "cart before the horse." For example, we don't want to "pour ½ cup of batter" before we "mix the batter", and we don't want to "mix the batter" until all the ingredients have been added. Outline the steps to perform a topological sort.
5. Consider the following directed graph (diagraph).

Dijkstra's Algorithm is a *greedy algorithm* that finds the shortest path from some vertex, say \( v_0 \), to all other vertices. A *greedy algorithm*, unlike divide-and-conquer and dynamic programming algorithms, DOES NOT divide a problem into smaller subproblems. Instead a greedy algorithm builds a solution by making a sequence of choices that look best ("locally" optimal) at the moment without regard for past or future choices (no backtracking to fix bad choices). Dijkstra's algorithm builds a subgraph by repeatedly selecting the next closest vertex to \( v_0 \) that is not already in the subgraph. Initially, only vertex \( v_0 \) is in the subgraph with a distance of 0 from itself.

a) What would be the order of vertices added to the subgraph during Dijkstra's algorithm? \( v_0 \),

b) What *greedy criteria* did you use to select the next vertex to add to the subgraph?

c) What data structure could be used to efficiently determine that selection?

d) How might this data structure need to be modified?
1. Suppose you had a map of settlements on the planet X
(Assume edges could connecting all vertices with their Euclidean distances as their costs)

![Diagram of a grid with labeled vertices a, b, c, d, e, f, g, h]

We want to build roads that allow us to travel between any pair of cities. Because resources are scarce, we want the total length of all roads build to be minimal. Since all cities will be connected anyway, it does not matter where we start, but assume we start at "a".

a) Assuming we start at city "a" which city would you connect first? Why this city?

b) What city would you connect next to expand your partial road network?

c) What would be some characteristics of the resulting "graph" after all the cities are connected?

d) Does your algorithm come up with the overall best (globally optimal) result?
2. Prim’s algorithm for determining the minimum-spanning tree (MST) of a graph is another example of a greedy algorithm. Unlike divide-and-conquer and dynamic programming algorithms, greedy algorithms DO NOT divide a problem into smaller subproblems. Instead a greedy algorithm builds a solution by making a sequence of choices that look best ("locally" optimal) at the moment without regard for past or future choices (no backtracking to fix bad choices).

a) What greedy criteria does Prim’s algorithm use to select the next vertex and edge to the partial minimum spanning tree?

b) Consider the textbook’s Prim’s Algorithm code (Listing 7.12 p. 346) which is incorrect.

```python
def prim(G,start):
pq = PriorityQueue()
for v in G:
    v.setDistance(sys.maxsize)
    v.setPred(None)
start.setDistance(0)
pq.buildHeap([(v.getDistance(),v) for v in G])
while not pq.isEmpty():
currentVert = pq.delMin()
for nextVert in currentVert.getConnections():
    newCost = currentVert.getWeight(nextVert) + currentVert.getDistance()
    if v in pq and newCost<nextVert.getDistance():
        nextVert.setPred(currentVert)
        nextVert.setDistance(newCost)
pq.decreaseKey(nextVert,newCost).
```

c) What is wrong with the code? (Fix the above code.)

3. To avoid “massive” changes to the binHeap class, it can store PriorityQueueEntry objects:

```python
class PriorityQueueEntry:
def __init__(self,x,y):
    self.key = x
    self.val = y
def getKey(self):
    return self.key
def getValue(self):
    return self.val
def setValue(self, newValue):
    self.val = newValue
def __lt__(self,other):
    return self.key < other.key
def __gt__(self,other):
    return self.key > other.key
def __eq__(self,other):
    return self.val == other.val
def __hash__(self):
    return hash(self.key)
```

a) Update the above Prim’s algorithm code to use PriorityQueueEntry objects.
b) Why do the __lt__ and __gt__ methods compare key attributes, but __eq__ compare val attributes?
c) When used for Prim's algorithm what type of objects are the `vals` compared by `__eq__`?

d) What changes to the Graph and Vertex classes need to be made?

e) Complete the `__contains__` and `decreaseKey` methods.

class BinHeap:
    def __init__(self):
        self.heapList = [0]
        self.currentSize = 0
    
def buildHeap(self, list):
        i = len(list) // 2
        self.currentSize = len(list)
        self.heapList = [0] + list[:]
        while (i > 0):
            self._percdown(i)
            i = i - 1
    
def _percdown(self, i):
        while (i * 2) <= self.currentSize:
            mc = self._minChild(i)
            if self.heapList[i] > self.heapList[mc]:
                tmp = self.heapList[i]
                self.heapList[i] = self.heapList[mc]
                self.heapList[mc] = tmp
                i = mc
    
def _minChild(self, i):
        if i * 2 + 1 > self.currentSize:
            return i * 2
        else:
            if self.heapList[i*2] < self.heapList[i*2+1):
                return i * 2
            else:
                return i * 2 + 1
    
def _percup(self, i):
        while i // 2 > 0:
            if self.heapList[i] < self.heapList[i//2]:
                tmp = self.heapList[i // 2]
                self.heapList[i//2] = self.heapList[i]
                self.heapList[i] = tmp
                i = i // 2
    
def insert(self, k):
        self.heapList.append(k)
        self.heapList[0] = self.heapList[0] + 1
        self._percup(self.heapList)
    
def _dclMin(self):
        retval = self.heapList[1]
        self.currentSize = self.heapList[0] - 1
        self.heapList.pop()
        self._percdown(1)
        return retval
    
def isEmpty(self):
        return self.currentSize == 0
    
def size(self):
        return self.currentSize
    
def __str__(self):
        return str(self.heapList[1:])

def __contains__(self, value):
    def decreaseKey(self, decreasedValue):
        """Precondition: decreasedValue in heap already"""
**Data Structures**

**Lab 12 Graphs 2**

**Objectives:** To understand how a graph can be used to solve graph algorithms.

**To start the lab:** Download and unzip the file lab12.zip

**Part A:** In IDLE open the binary heap class file: lab12/binheap.py. The changes discussed in lecture are included:
- PriorityQueueEntry class, and
- additional BinHeap methods: _contains_ and _decreaseKey_.

a) Look at the _buildHeap_ method. Explain how it takes a list of values and builds them into a heap.

b) Run the lab12/make_min_spanning_tree.py program which uses Prim’s algorithm on the graph from lecture. Does it give the expected output?

c) Predict the order of edges added by Prim’s algorithm if we start at vertex “e”:

![Graph Diagram]

d) Modify the lab12/make_min_spanning_tree.py program to verify your prediction. NOTE: This is a very easy modification. You just need to start Prim’s algorithm starting at the vertex labeled “e”.

After you have answered the above questions and completed the code, raise your hand and explain your answers.
Data Structures  Lab 12 Graphs 2  Name: ________________

Part B: The textbook’s Dijkstra’s Algorithm code (Listing 7.11 p. 341) needs to be updated similarly to Prim’s algorithm.

a) Modify the dijkstra method in the lab12/graph_algorithms.py file similar to Prim’s so that it uses PriorityQueueEntry objects among other corrections.

b) Run the lab12/test_dijkstra.py program which uses Dijkstra’s algorithm on the graph from lecture. Does it give the expected output?

After you have fixed the dijkstra method in lab12/graph_algorithms.py, raise your hand and demonstrate your code.

EXTRA CREDIT Opportunities:
1. Add code to the end of the test_dijkstra.py program to print the shortest paths from v0 to each of the other vertices. One line of output might look something like:
   “Shortest path from v0 to v4 is v0 > v3 > v4 with a total distance of 4”

2. As implemented the decreaseKey method must do a O(n) search for the item whose value is being decreased. To avoid this search, modify the PriorityQueueEntry object to maintain an “index” data attribute indicating its index in the BinHeap’s heapList. Several of the BinHeap methods must also be modified to keep this index data attribute up to date.
1. **Traveling Salesperson Problem (TSP)** -- Find an optimal (i.e., minimum length) tour when at least one tour exists. A tour (or Hamiltonian circuit) is a path from a vertex back to itself that passes through each of the other vertices exactly once. (Since a tour visits every vertice, it does not matter where you start, so we will generally start at \(v_0\).)

What are the length of the following tours?

a) \([v_0, v_3, v_4, v_6, v_2, v_0]\)

b) List another tour starting at \(v_0\) and its length.

c) For a graph with "n" vertices \((v_0, v_1, v_2, \ldots, v_n)\), one possible approach to solving TSP would be to brute-force generate all possible tours to find the minimum length tour. "Complete" the following decision tree to determine the number of possible tours.

Unfortunately, TSP is an "NP-hard" problem, i.e., no known polynomial-time algorithm.
2. **Handling "Hard" Problems**: For many optimization problems (e.g., TSP, knapsack, job-scheduling), the best known algorithms have run-time's that grow exponentially ($O(2^n)$ or worse). Thus, you could wait centuries for the solution of all but the smallest problems!

Ways to handle these "hard" problems:

- Find the best (or a good) solution "quickly" to avoid considering the vast majority of the $2^n$ worse solutions, e.g., Backtracking (section 4.6) and Best-first-search-branch-and-bound
- See if a restricted version of the problem meets your needed that might have a tractable (polynomial, e.g., $O(n^3)$) solution. e.g., TSP problem satisfying the triangle inequality, Fractional Knapsack problem
- Use an approximation algorithm to find a good, but not necessarily optimal solution

**Backtracking** general idea: (Recall the coin-change problem from lectures 10 and 13)

- Search the "state-space tree" using depth-first search to find a suboptimal solution quickly
- Use the best solution found so far to prune partial solutions that are not "promising," i.e., cannot lead to a better solution than one already found.

The goal is to prune enough of the state-space tree (exponential is size) that the optimal solution can be found in a reasonable amount of time. However, in the worst case, the algorithm is still exponential.

My simple backtracking solution for the coin-change problem **without pruning**:

```python
def rec(x, coinValueList):
    global backtrackingNodes
    backtrackingNodes += 1
    minCoins = x
    if x in coinValueList:
        return 1
    else:
        for i in coinValueList:
            if x <= i:
                numCoins = 1 + rec(x - i, coinValueList)
                if numCoins < minCoins:
                    minCoins = numCoins
        return minCoins
```

**Results of running this code:**

- Change Amount: 63 Coin types: [1, 5, 10, 25]
- Run-time: 45.815 seconds
- Fewest number of coins: 6
- Number of Backtracking Nodes: 67,716,925

Consider the output of running the backtracking code **with pruning** twice with a change amount of 63 cents.

<table>
<thead>
<tr>
<th>Change Amount: 63 Coin types: [1, 5, 10, 25]</th>
<th>Change Amount: 63 Coin types: [25, 10, 5, 1]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run-time: 0.036 seconds</td>
<td>Run-time: 0.003 seconds</td>
</tr>
<tr>
<td>Fewest number of coins: 6</td>
<td>Fewest number of coins: 6</td>
</tr>
<tr>
<td>The number of each type of coins is:</td>
<td>The number of each type of coins is:</td>
</tr>
<tr>
<td>number of 1-cent coins is 3</td>
<td>number of 25-cent coins is 2</td>
</tr>
<tr>
<td>number of 5-cent coins is 0</td>
<td>number of 10-cent coins is 1</td>
</tr>
<tr>
<td>number of 10-cent coins is 1</td>
<td>number of 5-cent coins is 0</td>
</tr>
<tr>
<td>number of 25-cent coins is 2</td>
<td>number of 1-cent coins is 3</td>
</tr>
<tr>
<td>Number of Backtracking Nodes: 4831</td>
<td>Number of Backtracking Nodes: 310</td>
</tr>
</tbody>
</table>

a) With the coin types sorted in ascending order what is the first solution found?

b) How useful is the solution found in (a) for pruning?

c) With the coin types sorted in descending order what is the first solution found?

d) How useful is the solution found in (c) for pruning?
e) For the coin-change problem, backtracking is not the best problem-solving technique. What technique was better?

3. a) For the TSP problem, why is backtracking the best problem-solving technique?

b) To prune a node in the search-tree, we need to be certain that it cannot lead to the best solution. How can we calculate a "bound" on the best solution possible from a node (e.g., say node with partial tour: \([v_0, v_4, v_1]\))? 

best tour so far = 26
Approximation Algorithm for TSP with Triangular Inequality

Restrictions on the weighted, undirected graph $G=(V, E)$:
1. There is an edge connecting every two distinct vertices.
2. Triangular Inequality: If $W(u, v)$ denotes the weight on the edge connecting vertex $u$ to vertex $v$, then for every other vertex $y$,
   $$W(u, v) \leq W(u, y) + W(y, v).$$

NOTES:
- These conditions satisfy automatically by a lot of natural graph problems, e.g., cities on a planar map with weights being as-the-crow-fly (Euclidean distances).
- Even with these restrictions, the problem is still NP-hard.

A simple TSP approximation algorithm:
1. Determine a Minimum Spanning Tree (MST) for $G$ (e.g., Prim's Algorithm section 4.1)
2. Construct a path that visits every node by performing a preorder walk of the MST. (A preorder walk lists a tree node every time the node is encountered including when it is first visited and "backtracked" through.)
3. Create a tour by removing vertices from the path in step 2 by taking shortcuts.

Determine a Minimum Spanning Tree (MST) for $G$ (e.g., Prim's Algorithm) if we start with vertex 1 in the MST. (Assume edges connecting all vertices with their Euclidean distances)

Prim's algorithm is a greedy algorithm that performs the following:

a) Select a vertex at random to be in the MST.

b) Until all the vertices are in the MST:
   - Find the closest vertex not in the MST, i.e., vertex closest to any vertex in the MST
   - Add this vertex using this edge to the MST
What is the relationship between the tour obtained from the preorder-walk of the MST and the optimal TSP tour?

What is the relationship between the distance of the preorder-walk of the MST and the tour obtained from the preorder-walk of the MST?

What is the relationship between the distance of the preorder-walk of the MST and the distance of the preorder-walk of the MST?

If we take the optimal TSP tour and remove an edge, what do we have?

When scanning the above path, how did you know which vertices to eliminate to take a shortcut?

Finish removing vertices from the preorder-walk path to create a tour by taking shortcuts.

Complete a tour by removing vertices from the path in step 2 by taking shortcuts.

Name: ___________________________
Data Structures (CS 1520)  
Lecture 29  
Name: __________________

Handling "Hard" Problems: For many optimization problems (e.g., TSP, knapsack, job-scheduling), the best known algorithms have run-time's that grow exponentially ($O(2^n)$ or worse). Thus, you could wait centuries for the solution of all but the smallest problems!

Backtracking general idea: (Recall the coin-change problem from lectures 10 and 13)
- Search the "state-space tree" using depth-first search to find a suboptimal solution quickly
- Use the best solution found so far to prune partial solutions that are not "promising," i.e., cannot lead to a better solution than one already found.

2. To prune a node in the search-tree, we need to be certain that it cannot lead to the best solution. We can calculate a "bound" on the best solution possible from a node (e.g., say node with partial tour: $[v_0, v_4, v_1]$) by summing the partial tour with the minimum edges leaving the remaining nodes. Complete the backtracking state-space tree with pruning.
(b) Complete the best-first search with branch-and-bound state-space tree with pruning. Indicate the order of nodes expanded.

(a) What type of data structure would we use to find the most promising node to expand next?

- Expands the most promising ("best") node first by visiting its children
- "Best" node, i.e., lowest bounding following that node might be node, i.e., lowest bounding following that node might be
- Calculates a "bounding" estimate for each node that indicates the "best" possible solution that could be obtained from any node in the subtree rooted at that node does not limit us to any particular search pattern in the state-space tree

3. In the best-first search with branch-and-bound approach:

Name: ___________________________

Lecture 29

Data Structures (CS 1520)
The Final exam is Tuesday (May 3) from 8:00 - 9:50 AM in ITT 328. It will be closed-book and notes, except for three 8” x 11” sheets of paper containing any notes that you want. (Plus, the Python Summary Handout) About 75% of the test will cover the following topics (and maybe more) since the second mid-term test, and the remaining 25% will be comprehensive (mostly big-oh analysis and general questions about stacks, queues, priority queues/heaps, lists, and recursion).

Chapter 6: Trees
Terminology: node, edge, root, child, parent, siblings, leaf, interior node, branch, descendant, ancestor, path, path length, depth/level, height, subtree
General and binary tree recursive definitions
Tree shapes and their heights: full binary tree, balanced binary tree, complete binary tree
Applications: parse tree, heaps, binary search trees, expression trees
Traversals: inorder, preorder, postorder
Binary search tree ADT: interface, implementation, big-oh of operations
Balanced binary search trees: AVL tree ADT: interface, implementation, big-oh of operations

File Structures - Lecture 25 handout:
   http://www.cs.unl.edu/~fienup/cs1520s16/lectures/lec24_questions.pdf
We talked about how the in memory data structures need to be adapted for slow disks.
From this discussion you should understand the general concepts of Magnetic disks:
   • layout (surfaces, tracks/cylinders, sectors, R/W heads)
   • access time components (seek time - moving the R/W heads over the correct track, rotational delay - disk spins to R/W head, data transfer time - reading/writing of sector as it spins under the R/W head)
Hash Table as a useful file structure
B+ trees as a useful file structure - see web resources:
   http://www.sci.unich.it/~acchiaro/bpiutrees.pdf

Chapter 7: Graphs
Terminology: vertex/vertices, edge, path, cycle, directed graph, undirected graph
Graph implementations: adjacency matrix and adjacency list
Graph traversals/searches: Depth-First Search (DFS) and Breadth-First Search (BFS)
General Idea of the following algorithms: topological sort, Dijkstra’s algorithm (single-source, shortest path), Prim’s algorithm (determines the minimum-spanning tree), TSP (Traveling-Salesperson Problem) Approximation algorithm to solve TSP, general idea of backtracking and best-first search branch-and-bound.
You should understand the graph implementations and algorithms listed above. You should be able to trace the algorithms on a given graph.