

# Data Structures and Algorithms COMP-251 A

## Problem Assignment #4

### 1. Balanced Search Trees

Consider the following sequence of keys: (5, 16, 22, 45, 2, 10, 18, 30, 50, 12, 1).

(a) Consider the insertion of items with this set of keys (in the order given) into an initially-empty (2,4) tree  $T$ . Draw  $T$  after each insertion.

(b) Show that a (2,4) tree can have a different structure when the order of the items inserted is changed. Use the keys used in (a) in a different order of insertion.

(c) Prove that the height of a (2,4) tree storing  $n$  items is  $\Theta(\log n)$ , i.e., prove that it is both  $O(\log n)$  and  $\Omega(\log n)$ .

### 2. Element Uniqueness *(Problem 6.21 in Udi Manber text)*

The input is a set  $S$  of  $n$  real numbers. Design an  $O(n)$  worst-case time algorithm to construct a number that is guaranteed **not** to be in  $S$ . Prove that  $\Omega(n)$  is a lower bound on the worst-case complexity of this problem under the *comparison-based* model of computation.

### 3. Non-collinearity of Points

The input is a set  $S$  of  $n$  points in the plane in general position, i.e., no three points lie on a line. Invent an  $O(n \log n)$  worst-case time algorithm to construct a new point  $X$  such that  $X$  is not collinear with any pair of points in  $S$ . Prove the **correctness** of your algorithm. Prove the **complexity** of your algorithm.

### 4. Maximal Points of a Set *(Problem 8.18(a) in Udi Manber text)*

The input is a set  $S$  of  $n$  points in the plane given by their  $x$  and  $y$  coordinates (real numbers). A point  $p$  in the plane is said to **dominate** another point  $q$  if **both** the  $x$  and  $y$  coordinates of  $p$  are greater than or equal to those of  $q$ . A point  $p$  is a **maximal** point of  $S$  if no other point of  $S$  dominates it. Invent an  $O(n \log n)$  worst-case time algorithm for finding **all** the maximal points of a given set  $S$ . Prove the **correctness** of your algorithm. Prove the **complexity** of your algorithm.