

## Homework Assignment #3

(Due: 12/3/20)

[100 points]

### Part 1: Written Exercises

1. [15 points] (*The Selection Problem & Algorithms and Computational Complexity: The Searching Problem*) Chapter 8:
  - a. What is the **average-case** time complexity of **QuickSelect**? Explain.
  - b. What is the **worst-case** time complexity of the **median-of-medians MMSelect algorithm**? Explain.
  - c. What is the **lower bound for searching** on a sorted array of  $n$  items only by comparison of keys? Explain.
2. [10 points] (*Intractability: P, NP & NP-Complete problems*) Chapter 9: Exercise #1, #6 & #15.
3. [10 points] (*Advanced Binary Search Trees*)
  - a. Draw the **AVL tree** that results when you insert items with the keys 4, 10, 3, 6, 5 and 25 in that order into an initially empty AVL tree.
  - b. Draw the **splay tree** that results when you insert items with the keys 4, 9, 3, 7, 5 and 6 in that order into an initially empty splay tree.
4. [15 points] (*Advanced M-way Search Trees*)
  - a. Draw the **2-3 tree** that results when you insert items with the keys 5, 21, 8, 63, 69, 32, 7, 19 and 25 in that order into an initially empty 2-3 tree.
  - b. Draw the **2-3-4 tree** that results when you insert (*one-pass insertion using preemptive splitting*) items with the keys 1, 12, 8, 2, 25, 6, 14, 28, 17, 7 and 52 in that order into an initially empty 2-3-4 tree.
  - c. Draw the **2-3-4 tree** that results when you insert (*two-pass insertion similar to the 2-3 tree insertion*) items with the keys 1, 12, 8, 2, 25, 6, 14, 28, 17, 7 and 52 in that order into an initially empty 2-3-4 tree.

### Part 2: Programming Exercises\*

1. [20 points] (*Divide-and-Conquer*) **Average-Case Linear Time Divide-and-Conquer-based Algorithm for the k-th Smallest Selection Problem** (Chapter 8: QuickSelect Algorithm 8.5 in Exercise #28) & **QuickSort using the median as the pivot** (Chapter 2: Algorithm2.6).

Test your implementation using (1) the test case given in class and (2) your own test cases including best-cases and worst-cases.

2. [30 points] (*Advanced Binary Search Trees*) **The AVL Search Tree**

Design and implement the AVL Search Tree (AvlST) ADT. You should include *insert*, *search*, *showAvlST* and *showBF*.

The operation *showAvlST* prints the *keys* in the AVL search tree as rotated counterclockwise 90 degrees from its conventional orientation using a "reverse" inorder tree traversal.

The operation *showBF* prints the *balance factors* in the AVL search tree as rotated counterclockwise 90 degrees from its conventional orientation using a "reverse" inorder tree traversal.

Test your implementation using (1) the test case given in class and (2) your own test cases via *showAvlST* and *showBF*.

**\* NOTE:**

- Programming in C++ using Visual Studio
- **Pair Programming**
- Deliverables:
  - ✓ **The screenshots of test results for all test cases.**
  - ✓ **The Visual Studio project folder.**

\*\*\* End of Homework Assignment #3 \*\*\*