



(iii) Tree 3

Food for thought

6. AVL trees

(a) 1

(b) 2

(c) 4

```
7. Algorithm Design
 (a) Given a binary search tree, describe how you could convert it into an AVL tree with worst-case time O(n \log(n)).
     What is the best case runtime of your algorithm?
 (b) Given an AVL tree, describe how would you do a level order tree traversal. What is the worst-case runtime of
     your algorithm?
                                                     5
Challenge Problems
8. Recurrences
 (a) For the following recurrence, use the unfolding method to first convert the recurrence into a summation.
     Then, find a big-\Theta bound on the function in terms of n. Assume all division operations are integer division.
             \int 2T(n/3) + n otherwise
9. Modeling recursive functions
Consider the following recursive function. You may assume that the input will be a multiple of 3.
   public int test(int n) {
       if (n <= 6) {
           return 2;
           int curr = 0;
           for (int i = 0; i < n * n; i++) {
           return curr + test(n - 3);
 (a) Write a recurrence modeling the worst-case runtime of test.
 (b) Unfold the recurrence into a summation (for n \ge 6).
 (c) Simplify the summation into a closed form (for n \ge 6).
```

What is the minimum number of nodes in an AVL tree, given the following heights? Draw a picture of such a tree.

(**Reminder**: an AVL tree's height is 0 for a tree with only 1 node in it!)

```
(a) Is there a relationship between an AVL tree's height, and its minimum or maximum number of nodes? If so,
   what is it?
(b) Write a method is AVLTree to check if a given tree (which is guaranteed to be a valid BST) is a valid AVL tree.
    If it helps, you may write this method for this tree class, HeightTree, which keeps track of the height of a tree
    at each node:
      public class HeightTree {
           private IntHeightNode overallRoot;
           \ensuremath{//} constructors and other methods omitted for clarity
           private class IntHeightNode {
               public int data;
               public int height;
               public IntHeightNode left;
               public IntHeightNode right;
               // constructors omitted for clarity
(c) Now write is AVLTree without assuming that the tree is a valid BST.
(d) Now write isAVLTree for the IntTree class (you may assume again that the tree is guaranteed to be a valid
```

7

6

10. AVL Trees