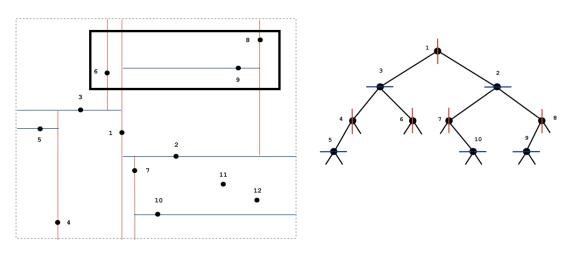
COS 226 Data Structures and Algorithms Computer Science Department Princeton University Spring 2016

Week 7 Activity

1. Kd-Trees

The figures below illustrate the results of inserting points 1 through 10 into a 2d-tree.



(a) Circle all of the points below in the 2d-tree that are examined (not necessarily just those inside the query rectangle) during the range search for the query rectangle specified above.

1 2 3 4 5 6 7 8 9 10

(b) Draw the result of inserting point 11, then point 12 in the two figures above.

2. Undirected Graphs

(a) Code Tracing

Consider the following Graph processing code.

```
private void foo(Graph G, int s) {
       Queue<Integer> q = new Queue<Integer>();
       for (int v = 0; v < G.V(); v++)
           distTo[v] = INFINITY;
       distTo[s] = 0;
       marked[s] = true;
       q.enqueue(s);
       while (!q.isEmpty()) {
           int v = q.dequeue();
           for (int w : G.adj(v)) {
               if (!marked[w]) {
                   edgeTo[w] = v;
                   distTo[w] = distTo[v] + 1; /* line 1 */
                                                /* line 2 */
                   marked[w] = true;
                   q.enqueue(w);
               }
           }
       }
   }
```

- i. What is the purpose of line 1?
- ii. What if marked array is not updated (i.e line 2 removed)
- (b) Given the following algorithms, identify them as in one of the following categories.
 - Any programmer could do it.
 - Typical diligent algorithms student could do it.
 - Hire an expert.
 - Intractable.
 - No one knows.

Algorithm 1: Find a cycle in a graph

Algorithm 2: Identify connected components in a graph

Algorithm 3: Is a graph bipartite?

Algorithm 4: Is there a cycle that contains every vertex exactly once?

Algorithm 5: Are two graphs identical except for the names of the vertices?

- 3. Design Problem (Bonus) The 1D nearest neighbour data structure has the following API.
 - constructor: create an empty data structure.
 - insert(x): insert the real number x into the data structure.
 - query(y): return the real number in the data structure that is closest to y (or null if no such number).

Design a data structure that performs each operation in logarithmic time in the worst-case. Your answer will be graded on correctness, efficiency, clarity, and succinctness. You may use any of the data structures discussed in this course provided you clearly specify it.