C Programming Basic – week 8

Content

1. How to use debugger tool (gdb)
2. Binary tree
3. Binary search tree
4. Recursive processing on Tree

1. gdb for debugging (1)

- **gdb**: the Gnu DeBugger
- http://www.cs.caltech.edu/courses/cs11/material/c/mike/misc/gdb.html
- Use when program core dumps
- or when want to walk through execution of program line-by-line

gdb for debugging (2)

- Before using **`gdb`**:
  - Must compile C code with additional flag:
    `-g`
  - This puts all the source code into the binary executable
- Then can execute as: **`gdb myprogram`**
- Brings up an interpreted environment

gdb for debugging (3)

```
gdb> run
```

- Program runs...
- If all is well, program exits successfully, returning you to prompt
- If there is (*e.g.*) a core dump, **gdb** will tell you and abort the program

gdb – basic commands (1)

- Stack backtrace ("**`where`**")
  - Your program core dumps
  - Where was the last line in the program that was executed before the core dump?
  - That's what the **`where`** command tells you

gdb – basic commands (2)

```
gdb> where
#0 0x4006cb26 in free () from /lib/libc.so.6
#1 0x4006ca0d in free () from /lib/libc.so.6
#2 0x8048951 in board_updater (array=0x8049bd0,
   ncells=2) at 1dCA2.c:148
#3 0x80486be in main (argc=3, argv=0xbffff7b4) at
   1dCA2.c:44
#4 0x40035a52 in __libc_start_main () from
   /lib/libc.so.6
```

last call

last call in your code

stack backtrace

gdb – basic commands (3)

- Look for topmost location in stack backtrace that corresponds to your code
- Watch out for
  - freeing memory you didn't allocate
  - accessing arrays beyond their maximum elements
  - dereferencing pointers that don't point to part of a `malloc()`ed block

gdb – basic commands (4)

- **`break`**, **`continue`**, **`next`**, **`step`** commands
- **`break`** causes execution to stop on a given line

  `gdb> break foo.c: 100` (setting a breakpoint)
- **`continue`** resumes execution from that point
- **`next`** executes the next line, then stops
- **`step`** executes the next statement
  - goes into functions if necessary (**`next`** doesn't)

gdb – basic commands (5)

- **print** and **display** commands
- **print** prints the value of any program expression

```
gdb> print i
$1 = 100
```

- **display** prints a particular value every time execution stops

```
gdb> display i
```

gdb – printing arrays (1)

- `print` will print arrays as well

```
int arr[] = { 1, 2, 3 };
```

```
gdb> print arr
$1 = {1, 2, 3}
```

- N.B. the `$1` is just a name for the result

```
print $1
$2 = {1, 2, 3}
```

gdb – printing arrays (2)

- `print` has problems with dynamically-allocated arrays

```
int *arr;
arr = (int *)malloc(3 * sizeof(int));
arr[0] = 1; arr[1] = 2; arr[2] = 3;
gdb> print arr
$1 = (int *) 0x8094610
```

- Not very useful...

gdb – printing arrays (3)

- Can print this array by using @ (**gdb** special syntax)

```
int *arr;

arr = (int *)malloc(3 * sizeof(int));

arr[0] = 1; arr[1] = 2; arr[2] = 3;


gdb> print *arr@3

$2 = {1, 2, 3}
```

gdb – abbreviations

- Common **gdb** commands have abbreviations

p (same as **print**)

c (same as **continue**)

n (same as **next**)

s (same as **step**)

- More convenient to use when interactively debugging

other instruction

- clear : delete break point of current file.
- delete [break position]: delete breakpoint at a specific file and position
- Conditional break

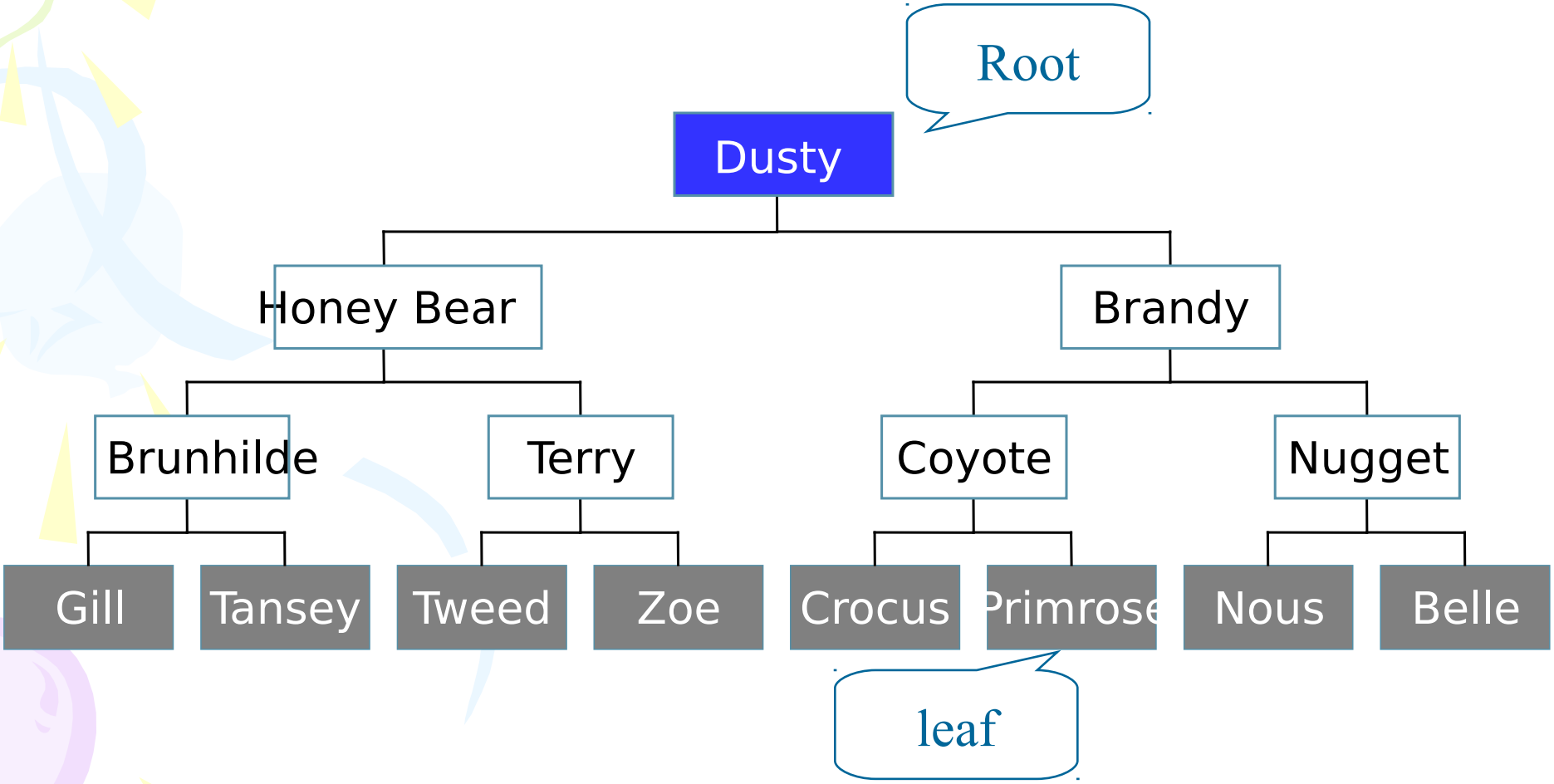
```
gdb> break foo.c: 100 if i==-1
```

- quit
- run: restart from beginning.

2. Binary tree

- Linked lists are **linear structures** and it is difficult to use them to organize an **hierarchical** representation of objects
- Although stacks and queues reflect some hierarchy, they are limited to only **one dimension**
- To overcome this limitation, we create a new data type called a **tree** that consists of **nodes** and **arcs**. Unlike natural trees, these trees are **depicted upside down** with the **root** at the top and the **leaves** at the bottom.

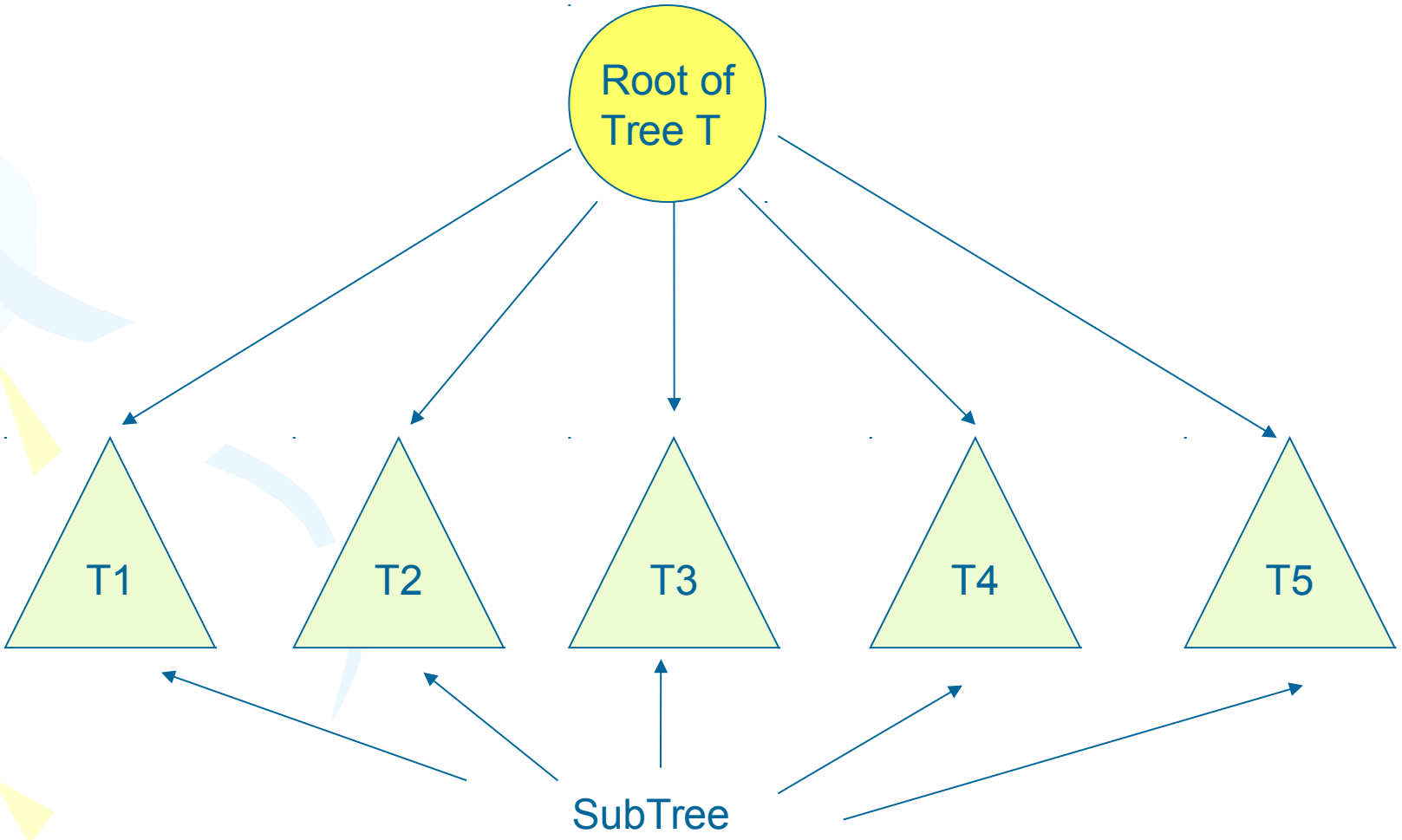
Family Tree


Root
Dusty
Honey Bear
Brandy
Brunhilde
Terry
Coyote
Nugget
Gill
Tansey
Tweed
Zoe
Crocus
Primrose
Nous
Belle
leaf

Definition of tree

- A tree is a finite set of one or more nodes such that:
- There is a specially designated node called the root.
- The remaining nodes are partitioned into $n>=0$ disjoint sets $T_1, \ldots, T_n$, where each of these sets is a tree.
- We call $T_1, \ldots, T_n$ the subtrees of the root.

Recursive definition



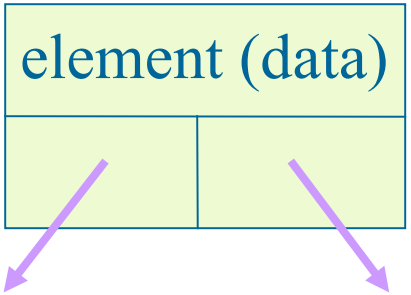
Binary Tree

- A binary tree is a tree in which no node can have more than two children.
- Each node has 0, 1, or 2 children

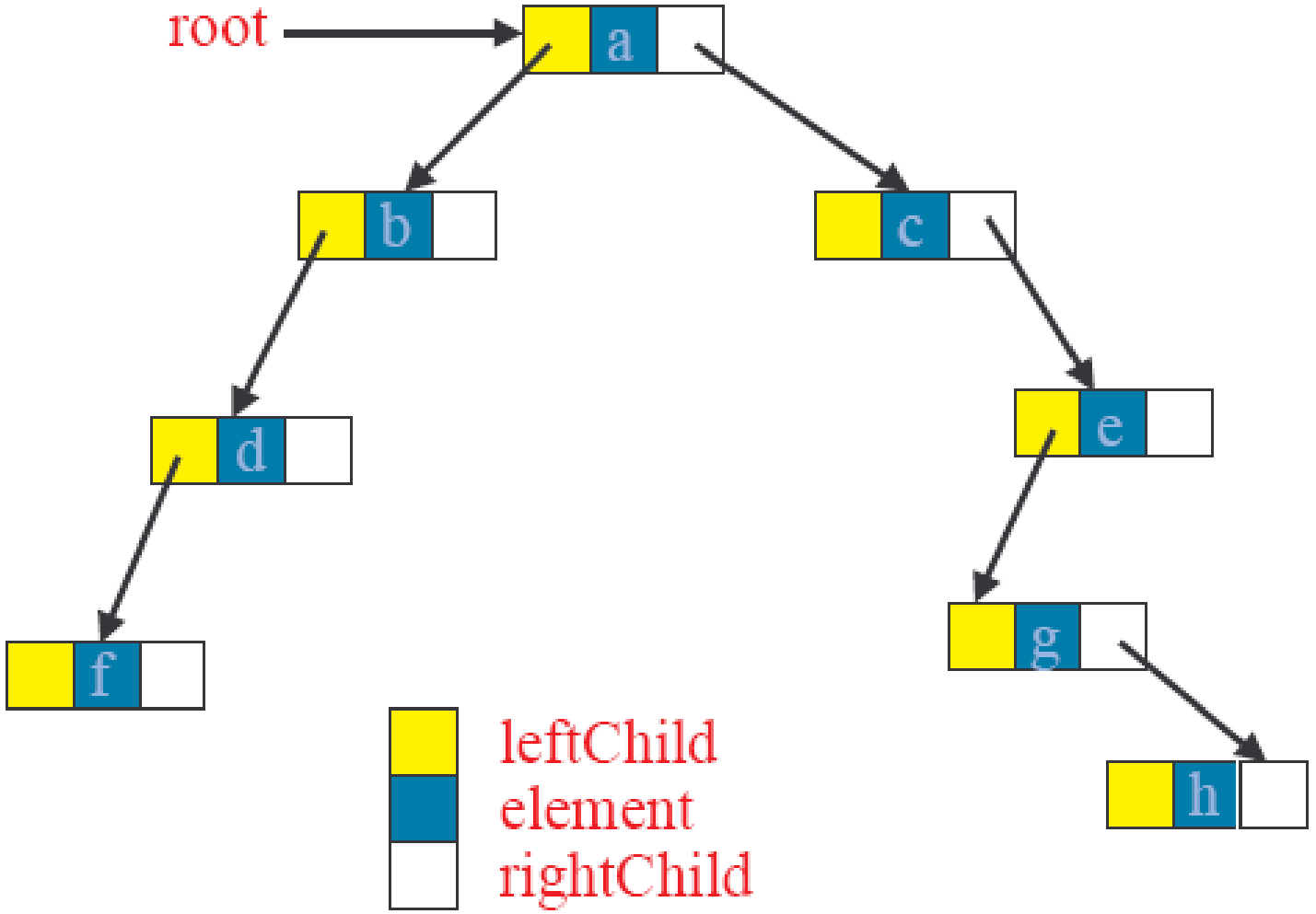
Linked Representation

- Each tree node is represented as an object whose data type is
- The space required by an n node binary tree is n * (space required by one node)

```
typedef ... elmType;
//whatever type of element
typedef struct nodeType {
   elmType element;
   struct nodeType *left, *right;
};
typedef struct nodeType *treeType;
```



A linked binary tree



Binary Tree ADT

- makeNullTree(treeType *t)
- creatNewNode()
- isEmpty()

Tree initialization and verification

```
typedef  …  elmType;
typedef struct nodeType {
   elmType element;
   struct nodeType *left, *right;
} node_Type;

typedef struct nodeType *treeType;

void makeNullTree(treeType *T){
(*T)=NULL;
}
int emptyTree(treetype T){
  return T==NULL;
}
```

Access left and right child

```
treeType leftChild(treeType n)
{
  if (n!=NULL) return n->left;
  else return NULL;
}
treeType rightChild(treeType n)
{
  if (n!=NULL) return n->right;
  else return NULL;
}
```

Create a new node

```
nodeType *createNode(elmType NewData)
{
   nodeType *N;
   N=(nodeType*)malloc(sizeof(nodeType));
   if (N != NULL)
   {
      N->left = NULL;
      N->right = NULL;
      N->element = NewData;
   }
   return N;
}
```

Check if a node is a leaf

```
int isLeaf(treeType n){
  if(n!=NULL)
    return(leftChild(n)==NULL)&&
          (rightChild(n)==NULL);
   else return -1;
}
```

Recursive processing: Number of nodes

- As tree is a recursive data structure, recursive algorithms are usefuls when they are applied on tree.

```
int nb_nodes(treetype T){
if(EmptyTree(T)) return 0;
   else return 1+nb_nodes(LeftChild(T))+
      nb_nodes(RightChild(T));
}
```

Creat a tree from two sub-trees

```
treetype createfrom2(elmtype v,
  treetype l, treetype r){
  treetype N;
  N=(node_type*)malloc(sizeof(node_typ
  e));
  N->element=v;
  N->left=l;
  N->right=r;
   return N;
}
```

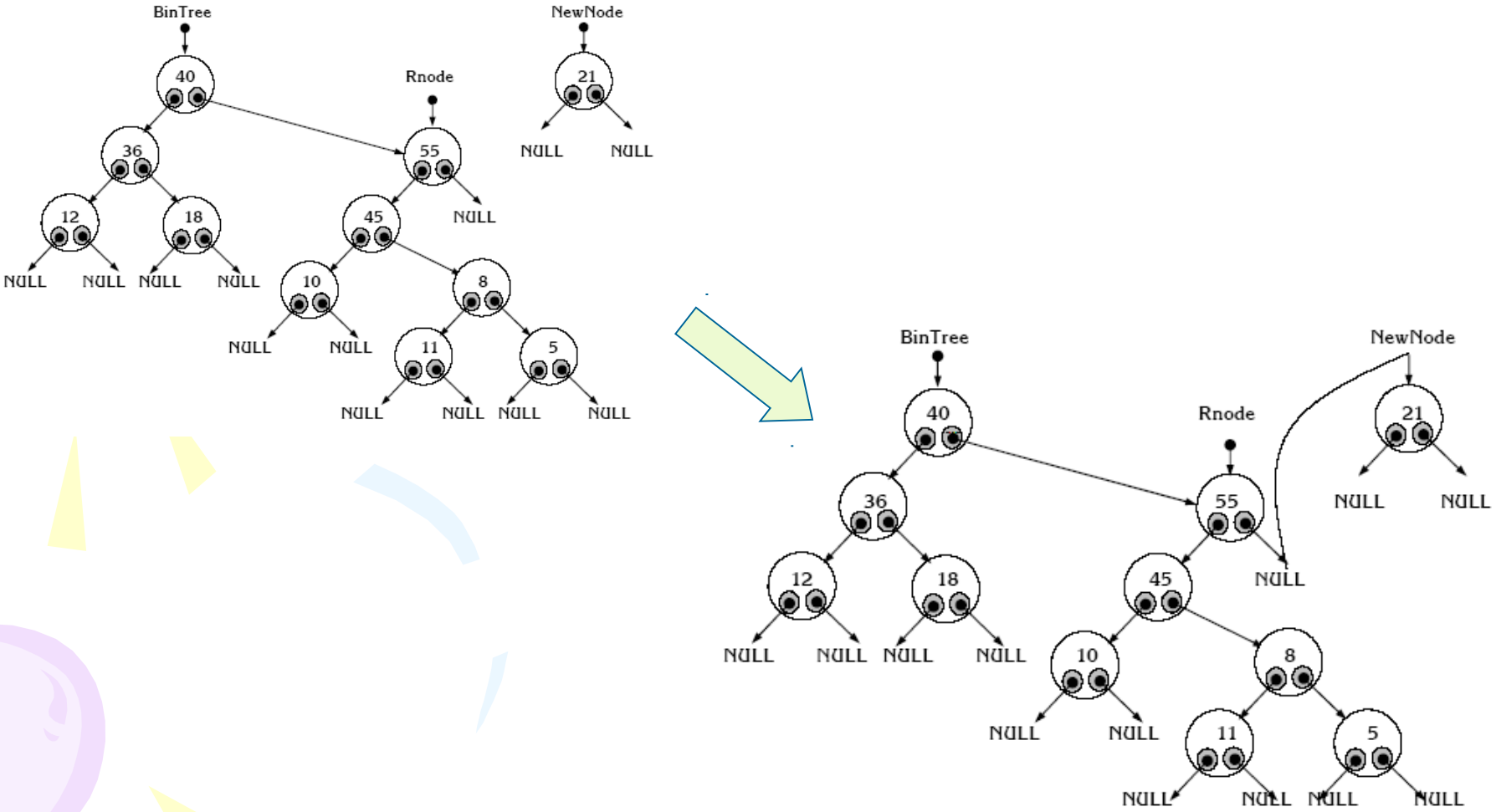
Adding a new node to the left most position

```
treetype Add_Left(treetype *Tree, elmtype NewData)
   { node_type *NewNode = Create_Node(NewData);
   if (NewNode == NULL) return (NewNode);
   if (*Tree == NULL)
      *Tree = NewNode;
   else{
      node_type *Lnode = *Tree;
      while (Lnode->left != NULL)
         Lnode = Lnode->left;
      Lnode->left = NewNode;
   }
   return (NewNode);
}
```

Adding a new node to the right most position

```
treetype Add_Left(treetype *Tree, elmtype NewData)
   { node_type *NewNode = Create_Node(NewData);
   if (NewNode == NULL) return (NewNode);
   if (*Tree == NULL)
      *Tree = NewNode;
   else{
      node_type *Rnode = *Tree;
      while (Rnode->right != NULL)
         Rnode = Rnode->right;
      Rnode->right = NewNode;
   }
   return (NewNode);
}
```

Illustration



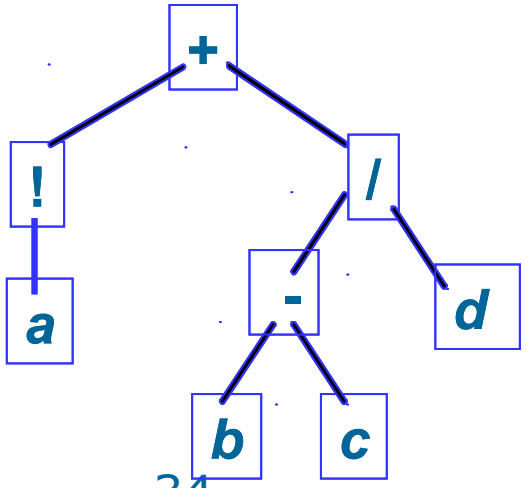
Homework 1

- Develop the following helper functions for a tree:
  - return the height of a binary tree.
  - return the number of leafs
  - return the number of internal nodes
  - count the number of right children.

Exercise 8.1

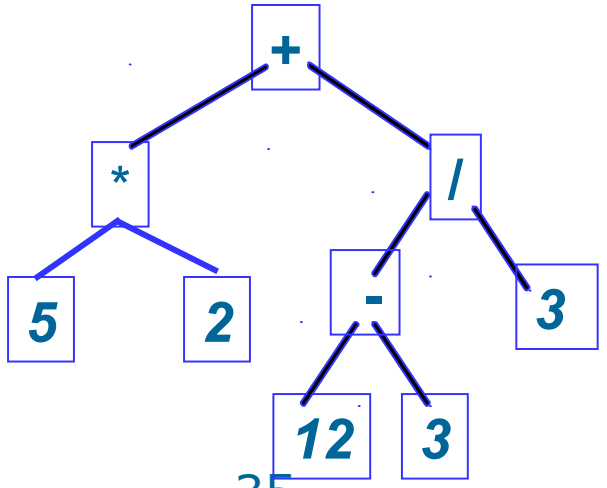
- A binary tree can represent an arithmetic expression: The leaves are operands and the other nodes are operators.
- The left and right subtrees of an operator node represent subexpressions that must be evaluated before applying the operator at the root of the subtree.
- For example

  !a + (b – c)/d
- Write a program to create a tree representing this expression



Homework 2

- Write an menu program that take a valid arithmetic expression as input and:
  - Store and represent it in a tree
  - Evaluate the expression.

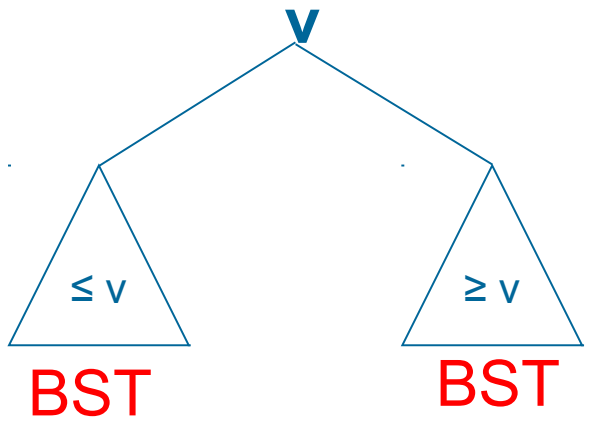


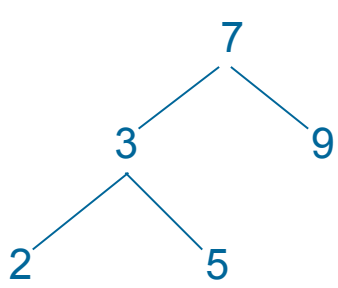
Homework 3

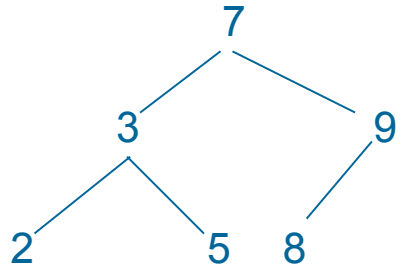
- Create file USopen.txt with the following content
  - Line 1 contains 16 players
- Build binary tree representation match results until the final match. At first, 16 players are leaf nodes.
- Choose randomly a winner in a match.
- Print result to file treegame.txt

3. Binary Search Tree

- Every element has a unique key.
- The keys in a nonempty left subtree (right subtree) are smaller (larger) than the key in the root of subtree.
- The left and right subtrees are also binary search trees.







Binary Search Tree Implementation

```
#include <stdio.h>
#include <stdlib.h>
typedef . . . KeyType; // specify a type
  for the data
typedef struct Node{
  KeyType key;
   struct Node* left,right;
   } NodeType;
typedef Node* TreeType;
```

Search on BST

```
TreeType Search(KeyType x,TreeType Root){
   if (Root == NULL) return NULL; // not found
   else if (Root->key == x) /* found x */
      return Root;
   else if (Root->key < x)
   //continue searching in the right sub tree
      return Search(x,Root->right);
   else {
   // continue searching in the left sub tree
   return Search(x,Root->left);
   }
}
```

Insert a node to BST

- In a binary, there are not two nodes with the same key.

```
void InsertNode(KeyType x,TreeType *Root ){
if (*Root == NULL){
    /* Create a new node for key x */
    *Root=(NodeType*)malloc(sizeof(NodeType));
    (*Root)->key = x;
    (*Root)->left = NULL;
    (*Root)->right = NULL;
}
else if (x < (*Root)->key) InsertNode(x,
  &(*Root)->left);
else if (x> Root->key) InsertNode(x, &(*Root)-
  >right);
}
```

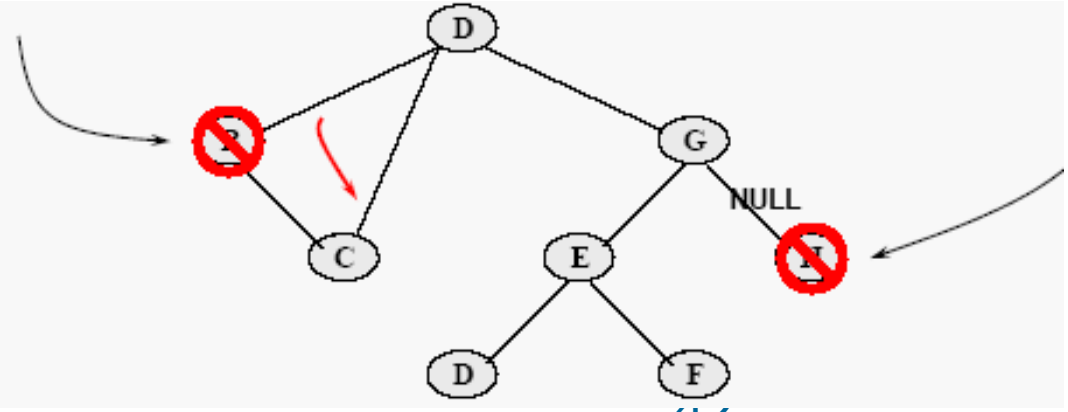
Insert a node to BST

- Version with the return type

```
TreeType InsertNode(KeyType x,TreeType Root ){
if (Root == NULL){
    /* Create a new node for key x */
    Root=(NodeType*)malloc(sizeof(NodeType));
    Root->key = x;
    Root->left = NULL;
    Root->right = NULL;
    Return Root;
}
else if (x < Root->key) return InsertNode(x, Root->left);
else if (x> Root->key) return InsertNode(x, Root->right);
}
```

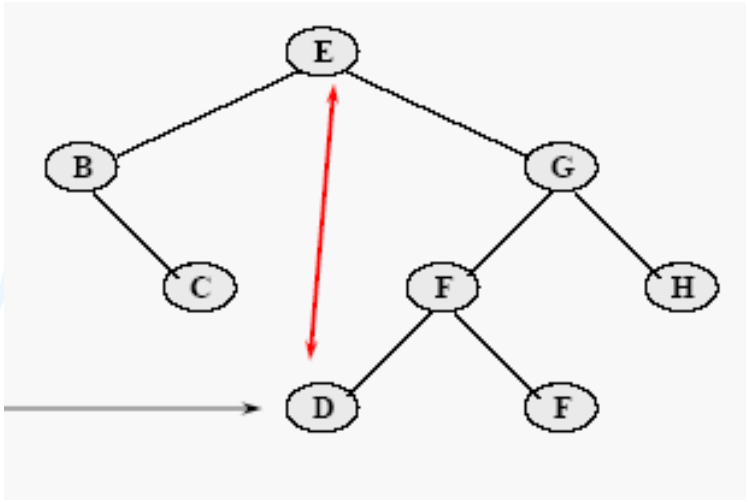
Delete a node from a BST

- Removing a leaf node is trivial, just set the relevant child pointer in the parent node to NULL.
- Removing an internal node which has only one subtree is also trivial, just set the relevant child pointer in the parent node to target the root of the subtree.



Delete a node from a BST

- Removing an internal node which has two subtrees is more complex
  - Find the left-most node of the right subtree, and then swap data values between it and the targeted node.
  - Delete the swapped value from the right subtree.



Find the left-most node of right sub tree

- This function find the leftmost node then delete it.

```
KeyType DeleteMin (TreeType *Root ){
  KeyType k;
  if ((*Root)->left == NULL){
    k=(*Root)->key;
    (*Root) = (*Root)->right;
    return k;
  }
  else return DeleteMin(&(*Root)->left);
}
```

Delete a node from a BST

```
void DeleteNode(key X,TreeType *Root){
  if (*Root!=NULL)
     if (x < (*Root)->Key) DeleteNode(x, &(*Root)-
  >left)
     else if (x > (*Root)->Key)
        DeleteNode(x, &(*Root)->right)
     else if
     ((*Root)->left==NULL)&&((*Root)->right==NULL)
        *Root=NULL;
     else if ((*Root)->left == NULL)
        *Root = (*Root)->right
     else if ((*Root)->right==NULL)
        *Root = (*Root)->left
      else (*Root)->Key = DeleteMin(&(*Root)->right);
}
```

Pretty print a BST

```
void prettyprint(TreeType tree,char *prefix){
   char *prefixend=prefix+strlen(prefix);
   if (tree!=NULL){
       printf("%04d",tree->key);
       if (tree->left!=NULL) if (tree->right==NULL){
           printf("\304");strcat(prefix,"     ");
       }
       else {
           printf("\302");strcat(prefix,"\263    ");
       }
       prettyprint(tree->left,prefix);
       *prefixend='\0';
       if (tree->right!=NULL) if (tree->left!=NULL){
           printf("\n%s",prefix);printf("\300");
       } else printf("\304");
       strcat(prefix,"     ");
       prettyprint(tree->right,prefix);
   }
}
```

Exercise 8.2

- Write a function to delete all node of a tree. This function must be called before terminating program.

Exercise 8.3

- Create a binary search tree with 10 nodes. Each node contains a random integer.
- Ask user to input a number and search for it.
- Print the content of the trees.

Exercise 8.4

- Write functions FindMin and FindMax for BST library
- Argument: root pointer
- Return: pointer to the min/max node.

Exercise 8.5

- We assume that you make a mobile phone’s address book.
- Declare a structure which can store at least "name", "telephone number", "e-mail address.”.
- Read 10 addresses from an input file to a BST in increasing order of email address
- (1) Find a specified e-mail address print to a file if found.
- (2) Output all the data stored in the binary tree in ascending order for the e-mail address.

Homework 4

- Write an program for looking up English-Vietnamese information technology dictionary. Vietnamese without diacritic.

- Instruction: An entry contains English workd – Vietnamese meaning.
- Use BST to store.
- Basic functions: search word, add word, delete word and write to file.
- Advance: Each word has a list of synonym

Homework 5

- Check search speed of a BST.
- Generate 1 million random integers and insert to BST.
- Print tree height.
- The program allows to:
  - Create a new tree (remember to free memory for the last tree).
  - Search and print out the number of comparisons

Homework 6

- Continue the program for NokiaDB.
- Search a mobile model using BST.
- Functions: Import, Insert, Delete, Update, Search, Print the list.

Instruction

- Separate data structure library (e.g BST) and the main program