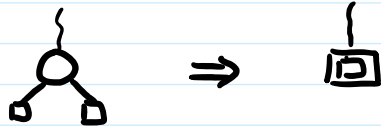
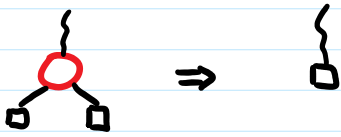
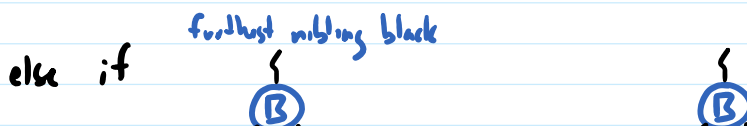
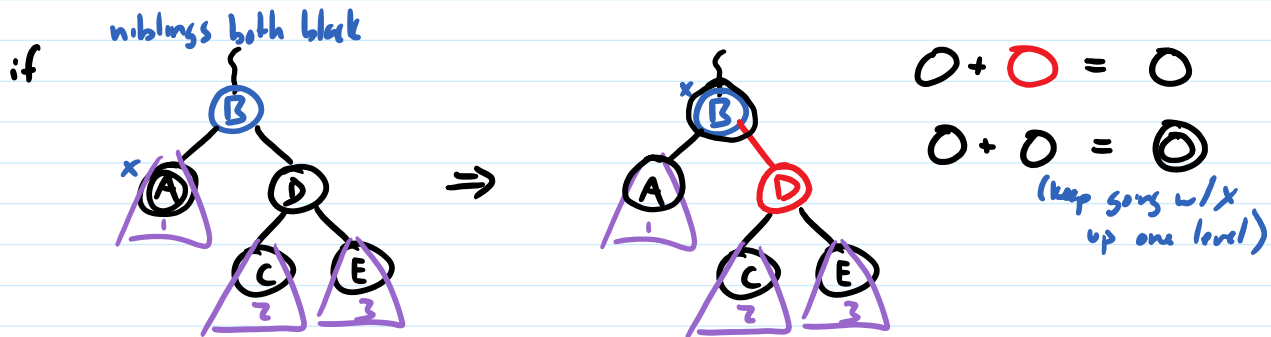
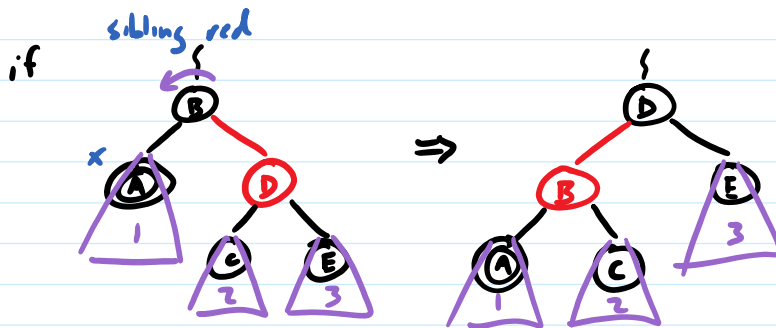
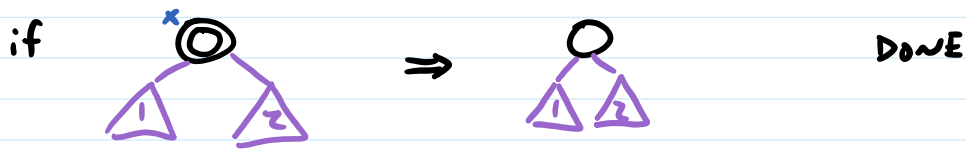


Red-Black Tree Delete

Do normal BST delete; if deleted node has 2 non-leaf children then moved node takes deleted's color do 1 non-leaf delete where moved node was

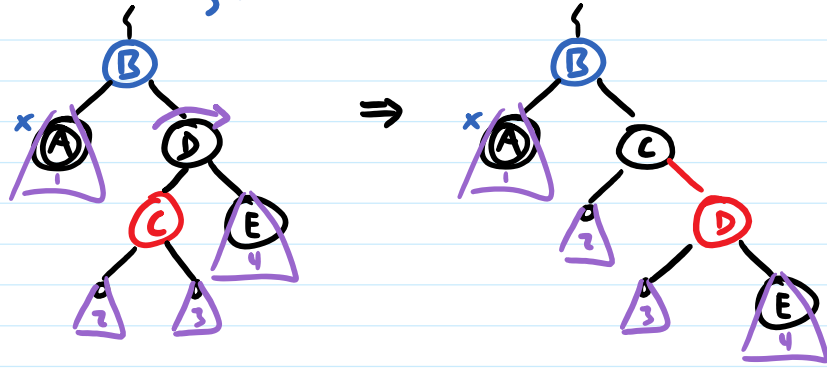


while x is doubly black



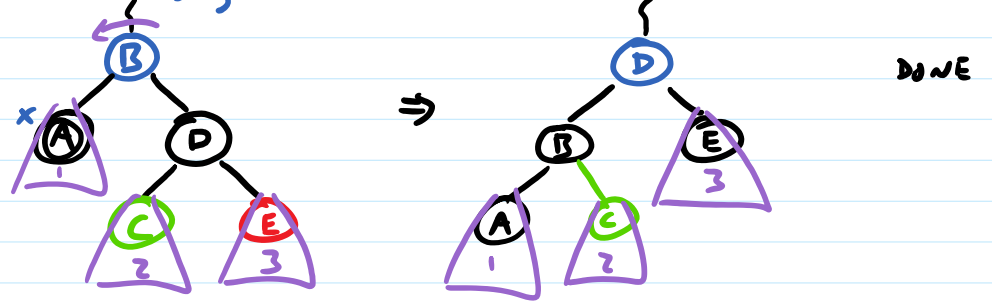
else if

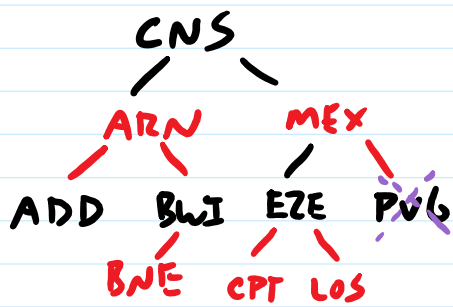
furthest nibbling black



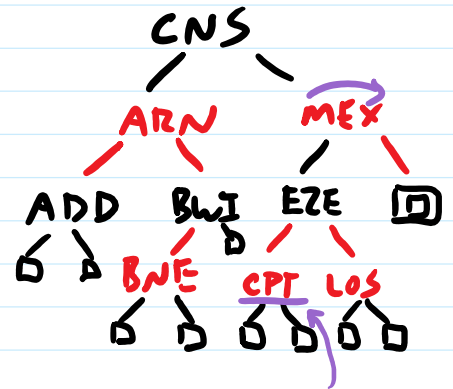
if

furthest nibbling red

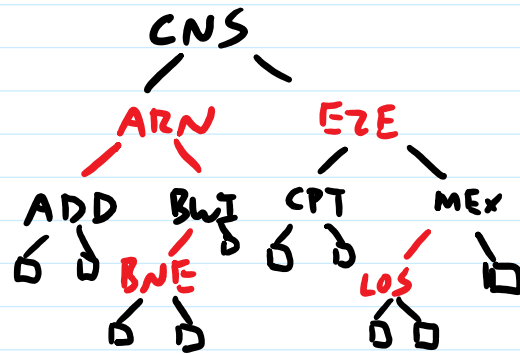


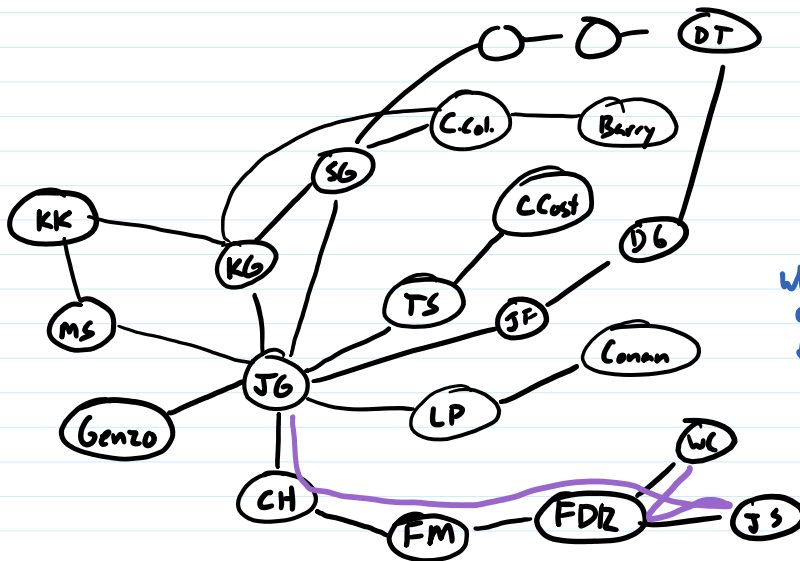


double-black leaf
=>



↓ furthest nibbling verb





What path has fewest edges from one person to another?

nodes/vertices

edges

Graph: represents things and relationships between them
people relationships

path: seq of verts s.t. adj. verts have edge in graph
JG, CH, FM, FDR, JS, FDR, WC

simple path: path w/ no repeats JG, CH, FM, FDR, JS

cycle: cycle starting/ending at same place JG, K6, KK, MS, JG, K6, SG, JG

simple cycle: cycle w/ no repeats except start, end JG, K6, SG, JG

```

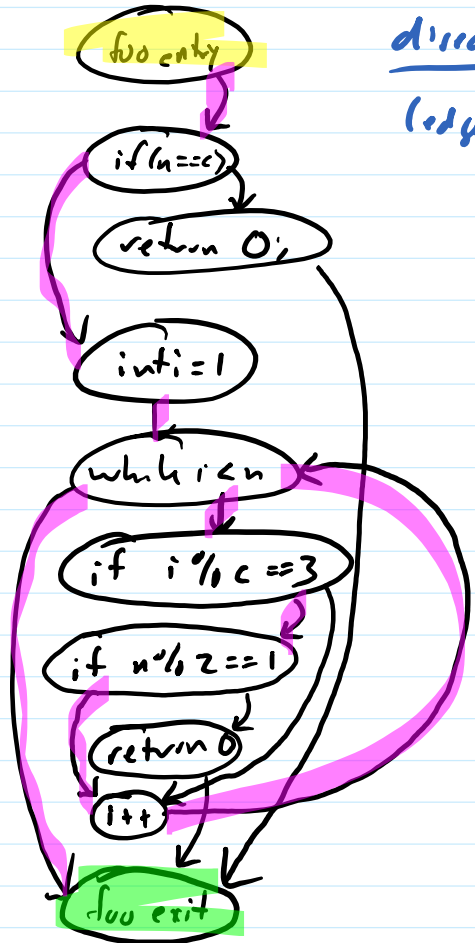
int foo(int n, int c)
{
  if (n == c)
  {
    return 0;
  }
  int i = 1;
  while (i < n)
  {
    if (i % c == 3)
    {
      if (n % 2 == 1)
      {
        return 0;
      }
    }
    i++;
  }
}

```

vertices: lines of code
edges: control flow

is there a path
entry \rightarrow exit
that doesn't
go through a return?

directed graph
(edges have direction)



vertices: lines of code
edges: control flow

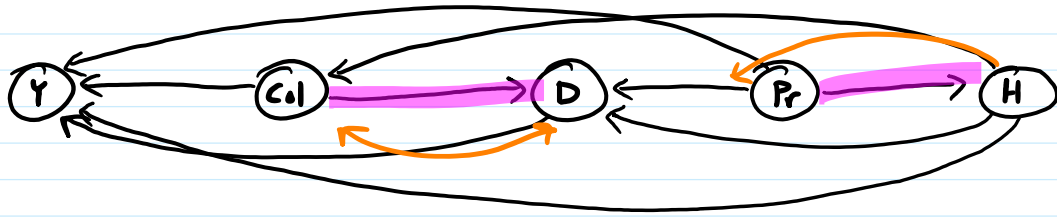
```

while (x > 1)
  x--
foo()

```



verts: teams edge $u \rightarrow v$: u lost to v at least once

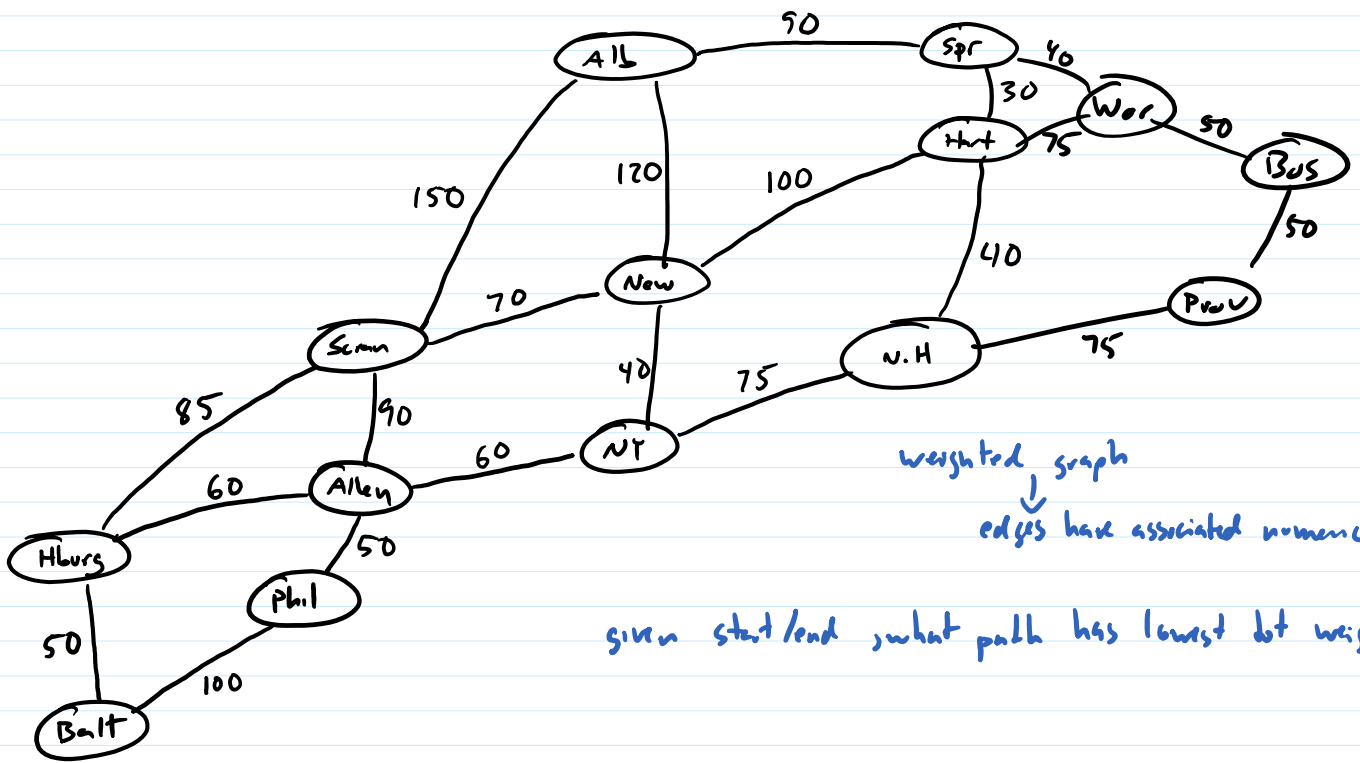


what ordering of verts minimizes edges in "wrong" direction

vertices

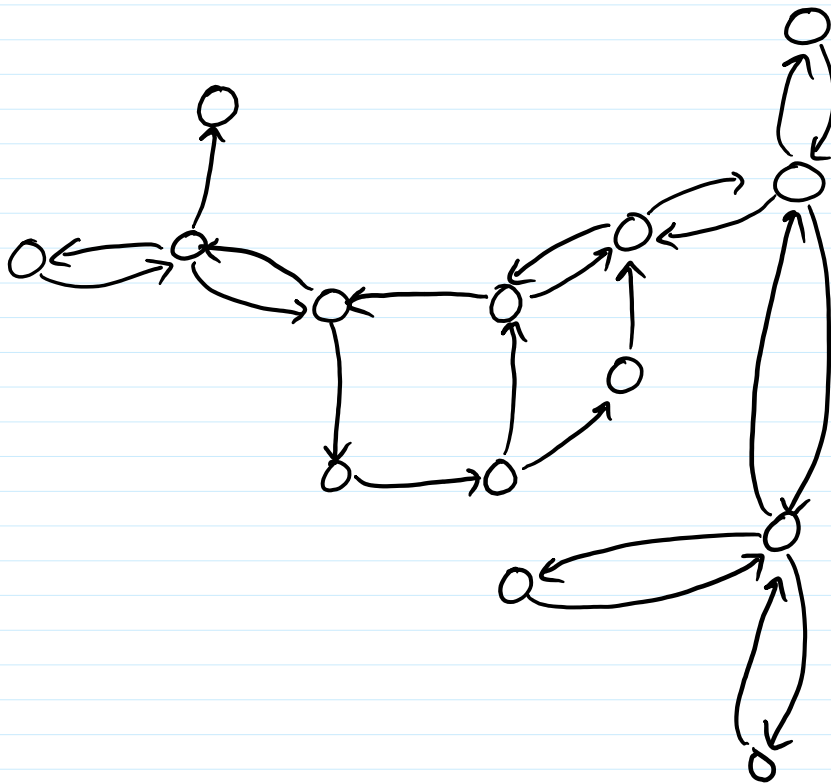
FEEDBACK-ARC-SET
(NP-complete)

edges

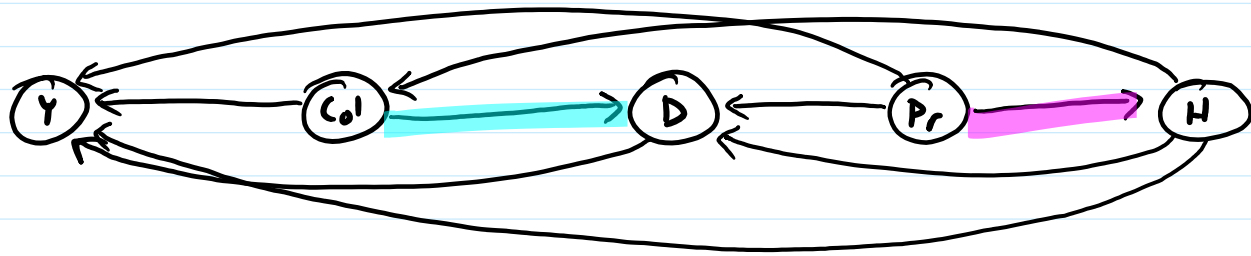


weighted graph
 ↓
 edges have associated numeric weight

given start/end, what path has lowest tot weight

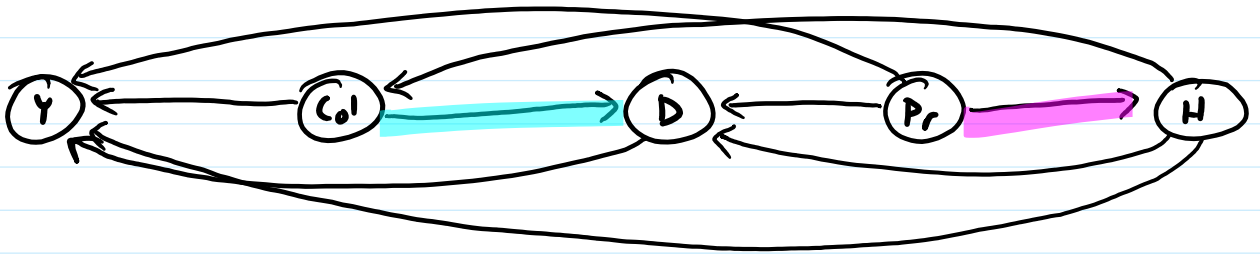


Graph Representation



Adjacency Matrix

	to					
from	Y	Col	D	Pr	H	
Y	F	F	F	F	F	F
Col	T	F	T	F	F	F
D	T	F	F	F	F	F
Pr	T	T	T	F	T	F
H	T	T	T	F	F	F



Adjacency List

- Y :
- Col : Y D
- D : Y

Pr : Y D H
H : Y Col D