

1. Binary Search Property

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```
function findPoint(X, low, high) Implementation  
    if low < high  
        return false  
    mid = (low + high) / 2  
    if X[mid] == mid  
        return true  
    else if X[mid] > mid  
        return findPoint(X, low, mid - 1)  
    else  
        return findPoint(X, mid + 1, high)
```

Time is $O(\log h)$

$\mathcal{O}(\log n)$ recursive, $\mathcal{O}(3)$ iterative

2. A \cup B in $O(\log \max(n, m))$ time

```
function findSmallest(A[1..n], B[1..m], x)  
    if y == 0, return BCy]  
    if z == 0, return ACx]  
    if x == 1, return min(A[1], B[1])  
    i = min(y, x/2)  
    j = x - i  
    if ACi] < BCj]  
        return findSmallest(A[1..i], B, x - i)  
    else  
        return findSmallest(A, B[1..j], x - j)  
Complexity is  $O(\log y + \log z)$ 
```