

4.
a) function Insert And Update Sum (T, Z)

TreeInsert (T,Z);

Z. Sum <-Z;

y <- Z. parent;

while (y ≠ NIL) do

y. Sum <- y. sum + Z. sum

y <- y. parent

end

Assuming Z is an int, record that value in the sum field then work way up the tree updating all the parents sum fields

- b) The precondition for this algorithm is that the previous sum freeze are correct, and the instition is correct. Given this, the sum of Z can be found, at that's the attribute of the element, and the parent sums care tupdated as the algorithm iteratively goes through and adds the value of Z on top of the current sum, with the last update being at the root.
- () The first part of the function is constant, and the white loop is contingent on the height of the tree, so the running time is $E\Theta(h)$

5. a) function Right Rotate Sum (T, x) y - X. left; b C- y right; Transplant (T, Y, y); X. lef+ <-b if (b & NIL) then b. parente X; y. right - X X. parent 4- 9 X.svm - X.svm - y.sum + b.sum; y.sum - y.sum + 1 + X, fight, sum; ena The modification is to make the rotation then Update the sum fields for both X and y b) This algorithm correctly rotaties x and y and updates their Child and parent nodes. Then it updates the sum of by subtracting y's sum field, and adding 15.5 sum as bis Still a child of X. It then updates y by adding the risht child sum of x, or < from the slides. c) The worst owe is that the notations have transplants up to the root for a runtime of E O(h)

FUNCTION TREESUMLE (X,K) 6. a) SUMLE CO 11 4- X while (V + NIL) do if (Vikey < K) then If (V. 1 eft # NIC) + HEA SUMLE - SUMLE + V. 1 eft. sum V - Viright else VC-Vileft end end return (SUMLE) B) This function goes down from the root, and with sum +m left side of the post if the key is loss than K. then preforming the same onesh on the right Child, or going to tou lest child. This everes that it will copitate all Valves less than K C) The worst car is that It travers all the down the longest path, or E O(h)