

20523403

1. a)	0	13	$h(17) = 19 \bmod 5 = 4$	2. $h(191) = \lfloor 191/16 \rfloor + (191 \bmod 16) = 26, (11010)$
	1		$h(10) = 12 \bmod 5 = 2$	$h(142) = \lfloor 142/16 \rfloor + (142 \bmod 16) = 22, (10110)$
	2	<del>20</del> → 10	$h(20) = 22 \bmod 5 = 2$	$h(192) = \lfloor 192/16 \rfloor + (192 \bmod 16) = 12, (01100)$
	3		$h(13) = 15 \bmod 5 = 0$	$h(248) = \lfloor 248/16 \rfloor + (248 \bmod 16) = 23, (10111)$
	4	17		$h(217) = \lfloor 217/16 \rfloor + (217 \bmod 16) = 22, (10110)$
				$h(95) = \lfloor 95/16 \rfloor + (95 \bmod 16) = 20, (10100)$

b)	0	13	$h(17) = 19 \bmod 5 = 4$
	1		$h(10) = 12 \bmod 5 = 2$
	2	10	$h(20) = 22 \bmod 5 = 2$
	3	20	2 filled, next empty block $2 \Rightarrow 3$
	4	17	$h(13) = 15 \bmod 5 = 0$

Initial:  $d=0$ 

□ → □

insert 191, 142, 192

□ →

0	(11010, 191)
1	(10110, 142)
01100	(192)

insert 248, block split (1) &amp; directory grow

0 → (01100, 192)

1 →

0	(11010, 191)
1	(10110, 142)
0111	(248)

insert 217, block split (1) &amp; directory grow

00 → (01100, 192)

01 →

10 →

0	(10110, 192)
1	(10111, 248)
0110	(217)

11 →

0	(11010, 191)
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insert 95, block split (10) &amp; directory grow

000 → (01100, 192)

001 →

010 →

011 →

100 →

101 →

0	(10110, 192)
1	(10111, 248)
0110	(217)
01100	(95)

110 →

0	(11010, 191)
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111 →

split (101) &amp; directory grow

0000 → (01100, 192)

0001 →

0010 →

0011 →

0100 →

0101 →

0110 →

0111 →

1000 →

1001 →

1010 →

1011 →

1100 →

1101 →

1110 →

1111 →

0	(10110, 192)
1	(10111, 248)
0110	(217)
01100	(95)

0	(11010, 191)
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d)	0	13	$h_1(17) = 19 \bmod 5 = 4$
	1		$h_1(10) = 12 \bmod 5 = 2$
	2	10	$h_1(20) = 22 \bmod 5 = 2$
	3	17	Kick 10 out
	4	20	$h_2(10) = \lfloor 10/5 \rfloor = 2$

Kick 20 out

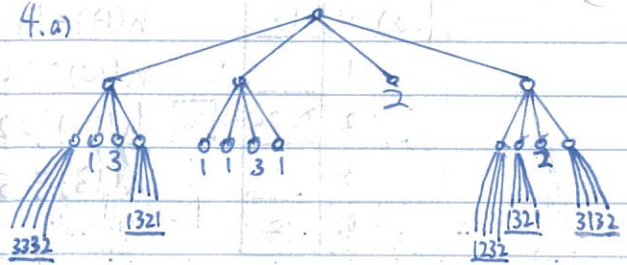
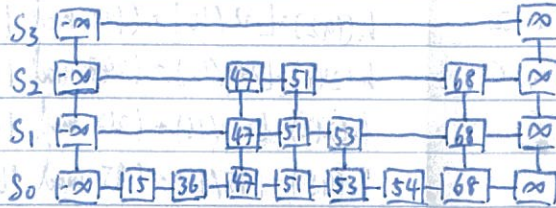
 $h_2(20) = \lfloor 20/5 \rfloor = 4$ 

Kick 17 out

 $h_2(17) = \lfloor 17/5 \rfloor = 3$  $h_1(13) = 15 \bmod 5 = 0$



3.a) T, T, H, H, T, H, T, H, H, T, H, H, T, T, H, T, H, H, ...  
 54 15 51 53 47 68 36



b) In  $S_2$ , there will be  $\lfloor n^{\frac{1}{3}} \rfloor + 2$  elements.  
 $\{-\infty, \lfloor n^{\frac{1}{3}} \rfloor, 2\lfloor n^{\frac{1}{3}} \rfloor, \dots, \lfloor n^{\frac{1}{3}} \rfloor \lfloor n^{\frac{1}{3}} \rfloor, \infty\}$

In  $S_1$ , there will be  $\lfloor n^{\frac{1}{3}} \rfloor + 2$  elements  
 $\{-\infty, \lfloor n^{\frac{1}{3}} \rfloor, 2\lfloor n^{\frac{1}{3}} \rfloor, \dots, \lfloor n^{\frac{1}{3}} \rfloor \lfloor n^{\frac{1}{3}} \rfloor, \infty\}$

In the worst case, the search will move  $n^{\frac{1}{3}}$  times in  $S_2$ , since there are  $n^{\frac{1}{3}}$  elements between  $\infty$  and  $-\infty$ . The search will move  $n^{\frac{1}{3}} - 1$  times at

$S_1$  since there are  $n^{\frac{1}{3}} - 1$  elements between adjacent elements in  $S_2$ . The search will move  $n^{\frac{1}{3}} - 1$  times at

$S_0$  since there are  $n^{\frac{1}{3}} - 1$  elements between adjacent elements in  $S_1$ .

Therefore In the worst case, the runtime will be

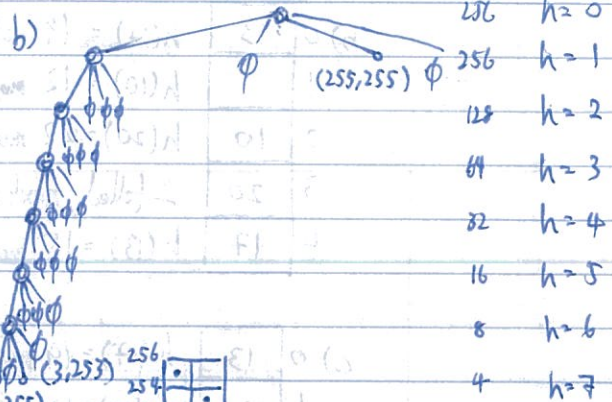
$$n^{\frac{1}{3}} + (n^{\frac{1}{3}} - 1) + (n^{\frac{1}{3}} - 1) = 3n^{\frac{1}{3}} - 2 \in \Theta(n^{\frac{1}{3}}) \quad \text{Proved}$$

c) Expected height =  $\sum_{i=1}^{\infty} \text{height } i \times \text{probability at height } i$   
 $= \sum_{i=1}^{\infty} i \times \left(\frac{3}{4}\right) \left(\frac{1}{4}\right)^{i-1}$   
 $= \left(\frac{3}{4}\right) \sum_{i=1}^{\infty} i \left(\frac{1}{4}\right)^{i-1}$   
 $= \frac{3}{4} (1 \cdot 0.25^0 + 2 \cdot 0.25^1 + 3 \cdot 0.25^2 + \dots)$

Let  $\sum_{i=1}^{\infty} i \left(\frac{1}{4}\right)^{i-1} = S$   
 $S - S \cdot 0.25 = \frac{3}{4} (1 \cdot 0.25^0 + 2 \cdot 0.25^1 + 3 \cdot 0.25^2 + \dots)$   
 $\frac{3}{4} S = \frac{3}{4} (1 \cdot 0.25^0 + 2 \cdot 0.25^1 + 3 \cdot 0.25^2 + \dots)$

$0.75S = \frac{3}{4} (0.25^0 + 0.25^1 + 0.25^2 + \dots)$   
 $S = 1 + 0.25^1 + 0.25^2 + 0.25^3 + \dots$   
 $= \frac{1}{1 - 0.25}$   
 $= \frac{4}{3}$

Therefore the expected height is  $\frac{4}{3}$ .



Three points are  $\{(1, 255), (3, 253), (255, 255)\}$

5. b) Pseudo Code:

```

printTree
    for i from 0 to n/2
        map insert
    printTree(n/2)
    for i from n/2+1 to n
        map insert
    printTree(n/2)

main
    for i from 1 to n
        map insert
    printTree(n/2)
  
```

256	$h=0$
256	$h=1$
128	$h=2$
64	$h=3$
32	$h=4$
16	$h=5$
8	$h=6$
4	$h=7$

Three points are  $\{(1, 255), (3, 253), (255, 255)\}$

S.b) According to the pseudocode, The runtime for this program will be  $O(1) + O(n \log n) + T(n)$ .  
Where  $T(n) = \begin{cases} \frac{1}{2}n \log n + T(\frac{n}{2}) + \frac{1}{2}n \log n + T(\frac{n}{2}) = 2T(\frac{n}{2}) + n \log n, & \text{if } n > 1 \\ 1, & \text{if } n = 1 \end{cases}$

$\therefore T(n) \in \Theta(n \log^2 n) \in O(n)$  // reference from piazza post @328.

Therefore the total runtime will be  $O(1) + O(n \log n) + O(n)$  which will be  $O(n \log n)$ .  
The running time is  $O(n \log n)$ !



$u + Cu_{\text{ext}} = 0$  is the energy left in a body at temperature  $T$  of particles  $N$ .  
 $u = \frac{3}{2} N k_B T$  and  $Cu_{\text{ext}} = \frac{3}{2} N k_B T$  is the energy left in a body at temperature  $T$  of particles  $N$ .  
 $u = \frac{3}{2} N k_B T$

Second law of thermodynamics:  $dS \geq \frac{dQ}{T}$  for a process at temperature  $T$ .  
 Change in the entropy  $dS = \frac{dQ}{T}$  for a reversible process at temperature  $T$ .  
 Change in the entropy  $dS = \frac{dQ}{T}$  for a reversible process at temperature  $T$ .