pape	omise that I will complete this quiz independently and will not use or r-based materials during the quiz, nor will I communicate with other stall not violate the Honor Code during this quiz.	udents duri	ng this quiz.
		√ True	○ False
•	points) True or False ermine whether the following statements are true or false.		
	(1') The average-case running time for searching in a hash table is $\Theta(n)$). (True	e $\sqrt{\text{False}}$
	Solution: It depends on λ , but it can be considered $\Theta(1)$ if we regard	$rd \lambda as a co$	onstant.
(b)	(1') Given a hash function $h(\cdot)$, it satisfies: $h(x) = h(y) \Rightarrow x = y$	O True	$\sqrt{\text{False}}$
	Solution: Different x, y may map to the same hash value.		
(c)	(1') The worst-case running time for insertion in a hash table is $O(1)$.	○ True	$\sqrt{\text{False}}$
	Solution: $O(n)$ due to potential collisions that require chaining or op	en addressi	ng to resolve.
(d)	(1') Linear probing is equivalent to double hashing with a secondary h	ash functio	n of $h_2(k) = 1$
		√ True	○ False
(e)	(1') Quadratic probing is equivalent to double hashing with a seconda $h_2(k)=k^2$.	ry hash fun	$\begin{array}{c} \text{ction of} \\ \sqrt{\text{ False}} \end{array}$
(f)	(1') Given an array of n elements, where each element is at most ${\bf k}$ awa	y from its t	target position
	insertion sort can give a $O(kn)$ performance.	√ True	○ False
(g)	(1') Insertion sort is generally more efficient for small datasets compar	ed to large	datasets.
(h)	(1') In the worst case, bubble sort requires $(n-1)$ complete passes the	$\sqrt{\text{True}}$ rough the a	○ False rray.
		√ True	(False
(i)	(1') The space complexity of bubble sort, insertion sort, and merge so	t is all $O(1$.).
		O True	$\sqrt{\text{False}}$

(j) (1') In the implementation of merge sort, the counting of inversions can be achieved using a simple counter during the merging of two subarrays. $\sqrt{\text{True}}$ \bigcirc False

3. (10 points) Hash table insertion simulation

Given a hash table with M = 11 slots and hash function $h_1(x) = (3x + 6) \mod 11$. We want to insert integer keys A = [33, 20, 2, 16, 23, 48, 35, 6, 31, 44].

(a) (5') Linear probing hash table

i. Suppose that collisions are resolved through linear probing. The integer key values listed below will be inserted in the order given. Write down the index of the home slot (the slot to which the key hashes before any probing) and the probe sequence (do not write the home slot again) for each key. If there's no probing, leave the cell blank.

Key Value	33	20	2	16	23	48	35	6	31	44
Home Slot	6	0	1	10	9	7	1	2	0	6
Probe Seq.							2	3	1,2,3,4	7,8

ii. Write down the content of the hash table after all the insertions.

Index	0	1	2	3	4	5	6	7	8	9	10
Keys	20	2	35	6	31		33	48	44	23	16

(b) (5') Double hashing hash table

i. Suppose that collisions are resolved through double hashing. The probing function is described as

$$H_i(k) = (h_1(k) + i \cdot h_2(k)) \mod 11$$

for any give key value k in the i-th probing (i starts from 0). $h_2(k)$ is the second hash function defined as

$$h_2(k) = 7 - (k \bmod 7)$$

Write down the index of the probe sequence for each key.

Key Value	33	20	2	16	23	48	35	6	31	44
Probe Seq.							8		4	0,5

ii. Write down the content of the hash table after all the insertions.

4. (6 points) Sorting Implementation

The following is the implementation of a sorting algorithm.

```
Procedure Sort(A):
    for i=1 to A.length-1:
        for j=A.length-1 downto i:
        if A[j] < A[j-1]:
            key=A[j]
            A[j]=A[j-1]
            A[j-1]=key
            //Mark</pre>
```

Note: The array has its first item indexed as 1, and 'for a to b' means iterating every x where $x \in [a, b]$

(a) (2') Which sorting algorithm does it describe?

Index	0	1	2	3	4	5	6	7	8	9	10
Keys	20	2	6		31	44	33	48	35	23	16

Solution: Bubble sort.

(b) (4') Give a list as [1,3,2,8,5,7], we use the above procedure to sort it. Write down what will the list be like each time when the procedure meets the 'Mark'.

```
Solution: 1; 2; 3; 5; 8; 7
1; 2; 3; 5; 7; 8
1; 2; 3; 5; 7; 8
1; 2; 3; 5; 7; 8
1; 2; 3; 5; 7; 8
```