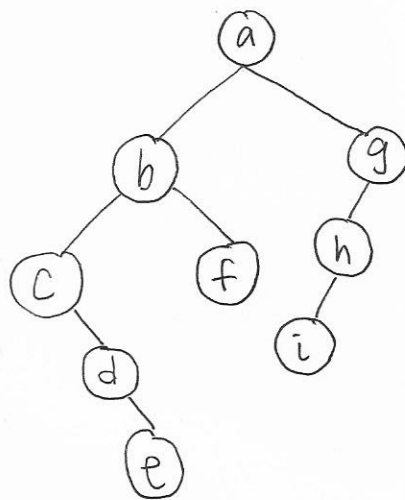


Problem 3.1



Problem 3.2

Fan-out = f , height = h , number of nodes = n

$$a) \quad n = f^0 + f^1 + f^2 + \dots + f^h = \sum_{i=0}^h f^i = \frac{f^{h+1} - 1}{f - 1}$$

b)

$$n \leq \frac{f^{h+1} - 1}{f - 1} \Rightarrow n(f - 1) \leq f^{h+1} - 1 \Rightarrow n(f - 1) + 1 \leq f^{h+1}$$

$$\Rightarrow \log(n(f - 1) + 1) \leq \log f^{h+1} \Rightarrow \frac{\log(n(f - 1) + 1)}{\log f} \leq h + 1$$

$$\Rightarrow \log_f(n(f - 1) + 1) - 1 \leq h$$

Problem 3.3

a)

$$B(1) = 1$$

$$B(2) = 2$$

$$B(3) = 5$$

$$B(4) = 14$$

b)

$$a_n = a_{n-1} + 3^{n-2}$$

$$a_1 = 1$$

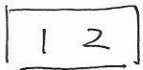
The recurrence start from 1 and each is growing by a factor of 3.

Problem 3.4

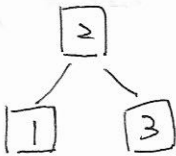
①



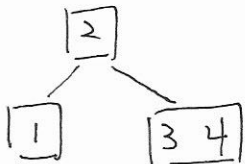
②



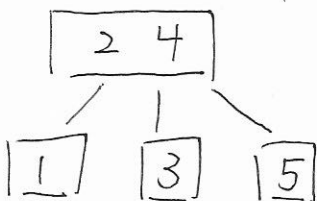
③



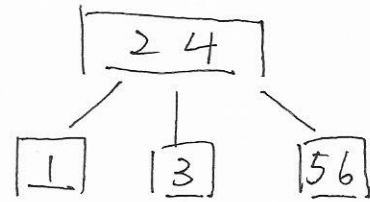
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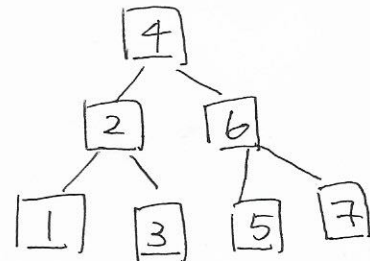
⑤



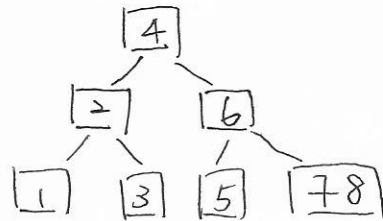
⑥



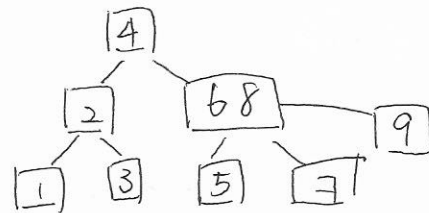
⑦



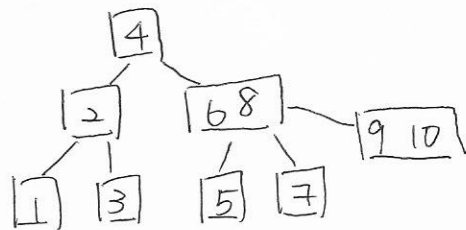
⑧



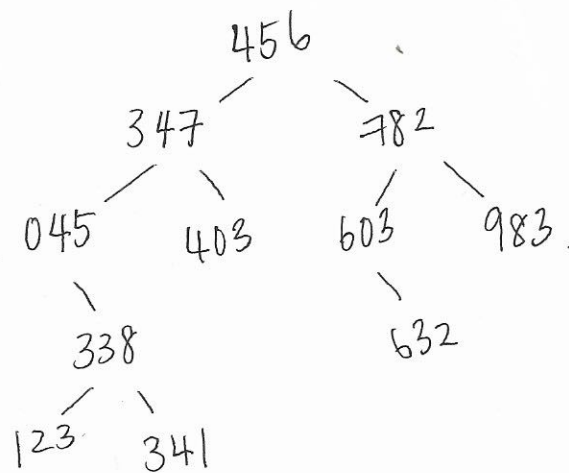
⑨



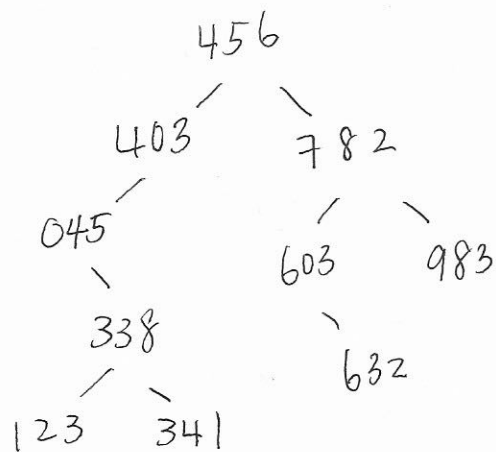
⑩



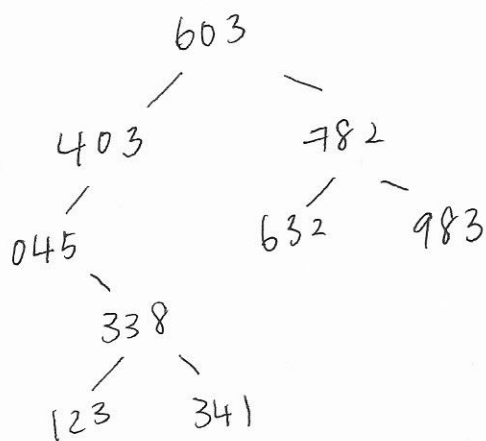
Problem 3.5



delete (347)



delete (456)



Problem 3.6

```
fan-out (node p) {
```

```
    if (p is null) return 0
```

```
    // array to store the fan out of child nodes
```

```
    int fan-out_array[order]
```

```
    // find the number of children of root
```

```
    int rootFanOut = p → numOfChild
```

```
    for (int i = 0; i < order; i++) {
```

```
        fan-out_array[i] = fan_out(p → i)
```

```
    }
```

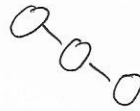
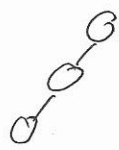
```
    int fanOutSub = Max(fan-out_array)
```

```
    return Max(fanOutSub, rootFanOut)
```

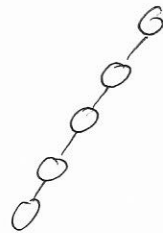
```
}
```

Problem 3.7

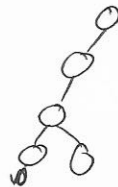
a) Three node tree of loneliness 3



Five node tree of loneliness 5



Five node tree of loneliness 3



b)

//root p, c is the counter

loneliness (node p, int c) {

if (p is null) return 0

if (left and right child is not null)

loneliness (left child, c)

loneliness (right child, c)

else if (only right child is not null)

c++

loneliness (right child, c)

else if (only left child is not null)

c++

loneliness (left child, c)

}

c)

2^{n-1} , since each node could have either left or right child and the root will always be one loneliness.