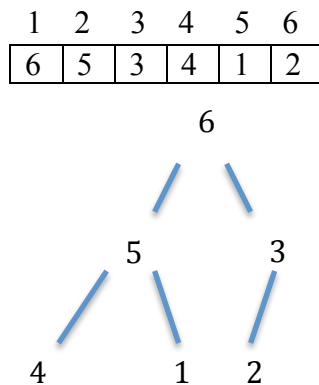
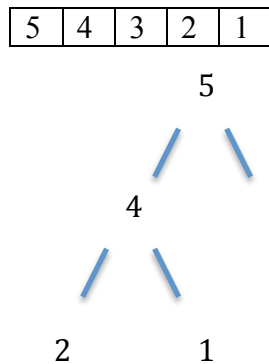


Question 2: Operation of Heapsort

Step 1: Max heap data structure after Build Max Heap

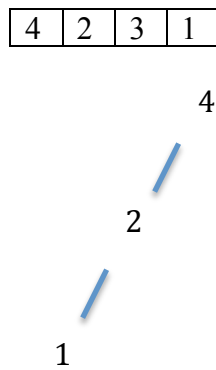


Step 2: Max heap data structure after first iteration of Max-Heapify



Discarded: 6

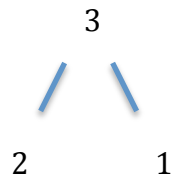
Step 3: Max heap data structure after second iteration of Max-Heapify



Discarded: 5, 6

Step 4: Max heap data structure after third iteration of Max-Heapify

3	2	1
---	---	---



Discarded: 4, 5, 6

Step 5: Max heap data structure after fourth iteration of Max-Heapify

2	1
---	---



Discarded: 3, 4, 5, 6

Step 6: Max heap data structure after fifth iteration of Max-Heapify

1

Discarded: 2, 3, 4, 5, 6

Final Result:

1	2	3	4	5	6
---	---	---	---	---	---

Question 3: Hash Function Collision

Load factor, $\alpha = n/m$, represents the average number of elements stored in a chain.

For each pair of keys a, b where $a \neq b$, $\Pr\{h(a)=h(b)\} = 1/m$ because hash values are chosen randomly and independently from the array. Expected value of indicator random variable $E[X_{ab}] = 1/m$.

Let Y be the total number of collisions so that $Y = \sum X_{ab}$.

Thus, expected number of collisions is

$$\begin{aligned}
 E[Y] &= E[\sum X_{ab}] \\
 &= \sum E[X_{ab}] \\
 &= \binom{n}{2} 1/m
 \end{aligned}$$

$$\begin{aligned}
&= (n(n-1))/2 * 1/m \\
&= (n(n-1))/2m \\
&= (n/m) * (n-1)/2 \\
&\geq \frac{n}{m} \quad \text{if } n \geq 3 \\
&\geq \alpha \quad \text{if } n \geq 3
\end{aligned}$$

Thus, expected number of collision is greater than or equal to the load factor if $n \geq 3$.
The big oh is n^2 .

Question 4: Binary Tree

```

RotateLeft(B, x) {
    if right[x] and left [x] ≠ nil
        father[x] = right[x] //right child of x is now parent of x
        right[x] = left[(father[x])] //left child of right child is now right child of x
        left[(father[x])] = x //x is now left child of parent
        return father[x]
    else
        return x //if x is a leaf we can't rotate anything so return x
}

```

Question 5: Binary Tree

Let $T(n)$ be number of binary search tree with n nodes.

We consider all possible binary search tree with each key at the root.

If there are n keys, for each n choices of the key at the root, there are $n-1$ non-root nodes that are partitioned into two that are less than the key of the root and that are greater than the key of the root.

Let i be the key of the root.

Then there are $i-1$ keys smaller than i and $n-i$ keys greater than i .

With i -th at root, $T(n) = T(i-1) * T(n-i)$ because left and right subtrees are independent.

Base cases are $T(0) = 1$ (when tree is empty) and $T(1) = 1$ (when tree has one node).

Question 1:

For a small number of inputs, I would say that multiplication method is better because I get less number of collisions. However, the number of inputs increase division method seems to be better because it produces less number of collisions.