Prob. 1	Prob. 2	Prob. 3

Problem 1.

1. In the worst case, we insert the smallest number into tree, so we need to swap from the leaf to the root in *bubble-up* way. That results in $\lfloor \log(n) \rfloor$. In the worst case after the delete, we replace the root with the largest value then we need to swap from the root to the leaf in *bubble-down* way. That results in $\lfloor \log(n) \rfloor$.

2. For amortized analysis, we can sum depths of all nodes as a potential function. Therefore, since tree is balanced, we sum *logarithms* of all nodes and we have the following for *n* items of a heap:

$$\Phi = \sum_{i=2}^{n} \log i$$

insert operation has a logarithmic amortized cost:

$$amortized\ cost = actual\ cost + \Delta\Phi = \log(n) + \log(n+1) \equiv O(\log n)$$

However, *delete* operation has better amortized cost:

$$amortized\ cost = actual\ cost + \Delta\Phi = \log(n) - \log(n) \equiv O(1)$$

Problem 2.

1. Suppose there are no u and v satisfying $w(u) > c \cdot w(v)$. Given that $^1/_2 < c < 1$ implies that there is no child-node having more than half of the nodes of its parent-node. Thus, there are two cases:

   - the subtree will be heavier on the other direction which we aren't coming on but this will satisfy the above equation in one up level.
   - all siblings should have equal weights and tree should be balanced. As we have seen in the first question, the depth of a *balanced* tree is $\log n$. Therefore, it is also impossible because $d(x) > b \cdot \log n$ where $b > 1$.

   From these two cases, the tree is unbalanced. Therefore, in the path from x to *root*, we will find a point where that unbalance comes from. Since tree is binary, if tree was balanced, each child would equally share the nodes of its parent, that means each child can have at most half of weight of its parent. However, it is unbalanced so one child will certainly have nodes under its subtrees more than half of weight of its parent.

2. Since we rearrange the tree to make it balanced again when a node has a degree larger than $b \cdot \log n$, the height of tree will be bounded by the bound we do the rearrangement, which is $b \cdot \log n$, here.

3.
   - *find* operation can take the longest path in the worst case such as unsuccessful search. From point 2, we know that the height of tree is bounded by $b \cdot \log n$ so the longest path is bounded by $O(\log n)$.
   - *add* operation is more complex compared with *find*. Its cost is composed of executing find and then checking weights from the node, where the *find* took us, to root (here we assume that each node knows to answer its weight) and doing rearrangement. In the worst case, we will rearrange the whole tree so we have the following n items of tree and T denotes the whole tree:

$$
\begin{aligned}
add &= find + weight\ check + rearrangement \\
&= O(\log n) + O(\log n) + sort(T) + create(T) \\
&= O(\log n) + O(\log n) + O(n) + (2T(^n/_2) + O(1)) \\
&= O(\log n) + O(\log n) + O(n) + O(n) \\
&= O(n)
\end{aligned}
$$

4.
   - *find* operation isn't modified so it has $O(\log n)$ worst case complexity.
   - *add* operation involves two cases:
     - if $d(x) \leq b \cdot \log n$, then only *find* operation is performed, which is $O(\log n)$.
     - unless above equation is satisfied, we do the rearrangement.

To make analysis of these two cases, we define potential function to be

$$\Phi(v) = \max(left(v) - right(v) - 1, 0)$$

Let's think we are doing rearrangement at node v and its corresponding after rearrangement node is v_0. Before rearrangement this node has $\Phi(v) = O(|v|)$ and after rearrangement, $\Phi(v) = 0$. After rebuild, height of the tree rooted at v_0 is $h(v_0) = \log(|v_0| + 1)$. Moreover, if there are $O(|v_0|)$ *degenerate* insertions, $\Phi(v) = O(|v_0|)$, $\log(|v|) \leq \log(|v_0| + 1) + 1$ and $h(v) = h(v_0) + O(|v_0|)$ where each *degenerate* insertion increased height by 1. Since $\Phi(v) = O(|v|)$ before rebuild, there were $O(|v|)$ insertions that didn't require a rebuild. Each one of them involves first case and is done in $O(\log n)$. The final insertion causes rebuild which is done in $O(|v|)$ that is analyzed in part 3. If we aggregate all of them, we have:

$$\frac{|v| \cdot \log n + O(|v|)}{|v|} = O(\log n)$$

As a result, each *non-rebuild add* increases potential by 1 and one *rebuild add* resets potential to zero. As a result, $O(\log n)$ cost is seen in the long run.

Problem 3.

1. In a *delete-min* operation, the worst case is when nodes are deleted in breadth-first style and bottom nodes still exist, not marked as deleted. This will result in $k+1$ different trees but in addition, we also need to delete the min of the remaining nodes and this also can divide one of the trees into two so increases the number of trees to be melded by 1. Thus, we have $k+2$ subtrees to meld.

   The sum of all nodes in the trees that are going to be melded is $n-k-1$. Since all trees are going to be melded together, the sequence of melding and the number of nodes of each tree is not of great importance to the final cost because only total number of nodes matters. Thus, we can assume that the total number of nodes is equally divided upon each tree. So every tree has $\frac{n-k-1}{k+2}$ nodes. That can be simplified to $\frac{n}{k}$ for sufficiently large values.

   Now all we have to do is to calculate the cost of melding for all trees:

$$\text{Melding of the two trees} = \log(2 \cdot (^n/_k))$$
$$\text{Melding of the three trees} = \log(3 \cdot (^n/_k))$$
$$\cdots$$
$$\text{Melding the k trees} = \log(k \cdot (^n/_k))$$

   that gives us:

$$\sum_{i=2}^{k} \log(i \cdot (^n/_k))$$

   by using *logarithmic* property:

$$\log a + \log b = \log a \cdot b$$

   above sum becomes:

$$\log(2 \cdot 3 \cdot 4 \cdots k \cdot (^n/_k)^k) = k \cdot \log(k! \cdot (^n/_k))$$
$$= O(k \cdot (\log 2 + \log 3 + \cdots + \log(^n/_k)))$$
$$= O(k \cdot \log(^n/_k))$$

2. For amortized analysis of *insert*, *delete* and *delete-min* operations, we can delegate analysis and use *meld* operation. Therefore, potential function is:

$$\Phi = \text{Required meld operations}$$

   - For *delete*, we just need to search for the element to be deleted and no *meld* is required.

$$\text{amortized cost} = \text{actual cost} + \Delta\Phi$$
$$= \log n + 0 \cdot meld \leq O(\log n)$$

- For *insert*, we create a new tree that is composed of only 1 node and meld it with actual tree so this operation required one *meld*.

$$\text{amortized cost} = \text{actual cost} + \Delta\Phi$$
$$= \log n + 1 \cdot \log n \leq O(\log n)$$

- For *delete-min*, we create multiple trees in the range of $t_k = [2, k+2]$ where k is the number of nodes to be deleted physically without actual interested node of *delete-min*.

$$\text{amortized cost} = \text{actual cost} + \Delta\Phi$$
$$= \log n + t_k \cdot \log n \leq O(\log n)$$

This is a bit tricky potential function but it enables us to prove that all operations can be done in $O(\log n)$.