

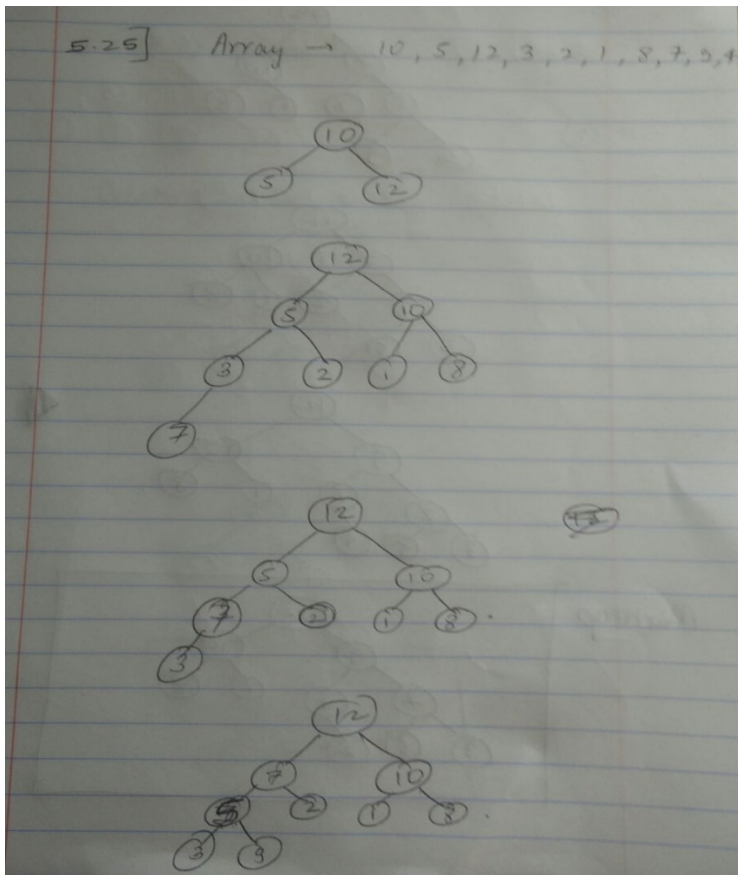
## Homework 4

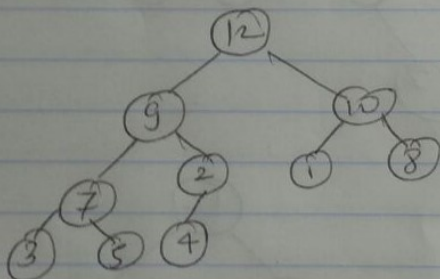
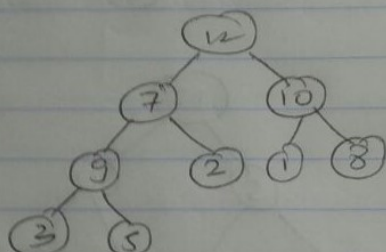
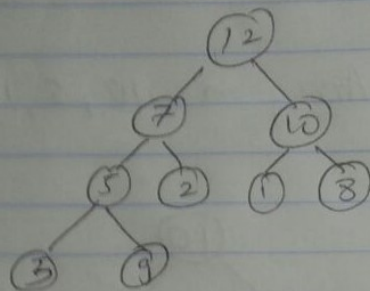
### Mohit Galvankar mgalvank

5.23 What are the minimum and maximum number of elements in a heap of height  $h$ ?

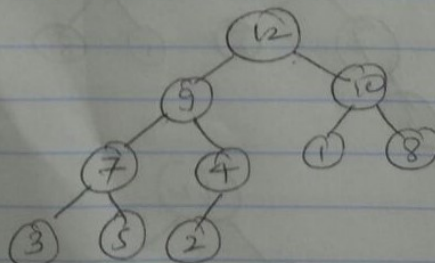
Since a heap is an almost-complete binary tree (complete at all levels except possibly the lowest), it has at most  $1+2+2^2+2^3+\dots+2^h=2^{h+1}-1$  elements (if it is complete) and at least  $2^{h-1}+1=2^h$  elements (if the lowest level has just 1 element and the other levels are complete).

5.25 Show the max-heap that results from running buildHeap on the following values stored in an array:  
10 5 12 3 2 1 8 7 9 4



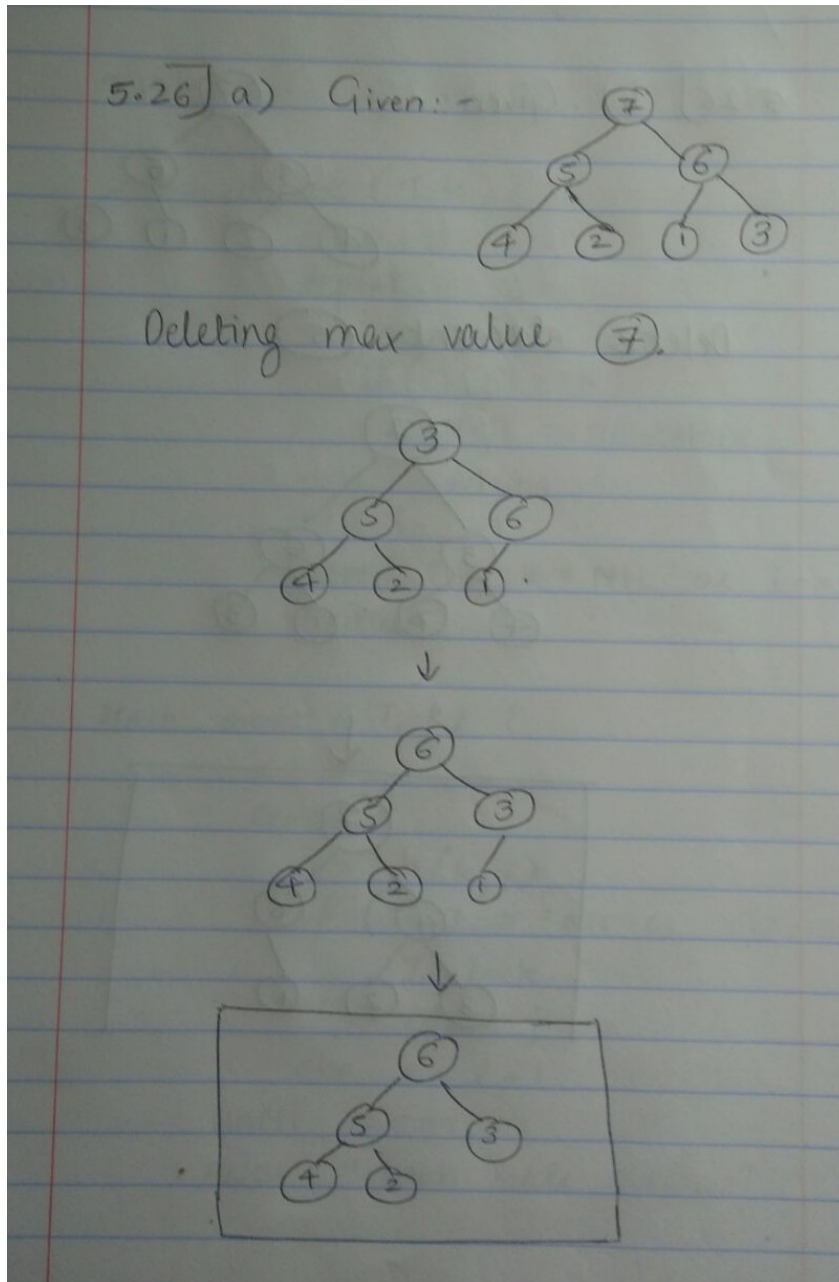


Max Heap

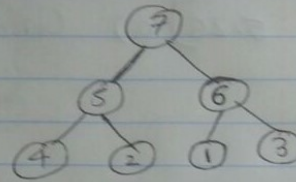


5.26 (a) Show the heap that results from deleting the maximum value from the max-heap of Figure 5.20b.

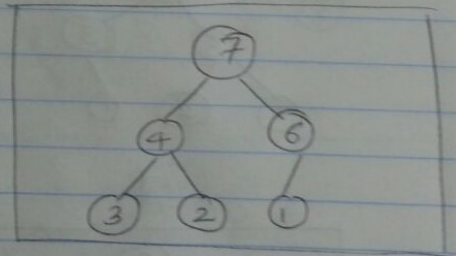
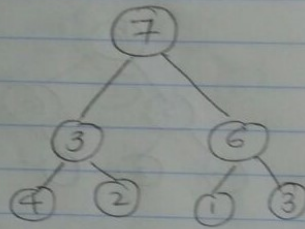
(b) Show the heap that results from deleting the element with value 5 from the max-heap of Figure 5.20b.



5.26] b). Given: -



Delete element (5).



**5.28 Build the Huffman coding tree and determine the codes for the following set of letters and weights:**

**Letter A B C D E F G H I J K L**

**Frequency 2 3 5 7 11 13 17 19 23 31 37 41**

**What is the expected length in bits of a message containing n characters for this frequency distribution?**

L 00

H 010

I 011

E 1000

F 1001

J 101

D 11000

A 1100100

B 1100101

C 110011

G 1101

K 111

The average code length of a word of length n is 3.23445n.

**9.13 Assume that you are hashing key K to a hash table of n slots (indexed from 0 to  $n - 1$ ). For each of the following functions  $h(K)$ , is the function acceptable as a hash function (i.e., would the hash program work correctly for both insertions and searches), and if so, is it a good hash function? Function  $\text{Random}(n)$  returns a random integer between 0 and  $n - 1$ , inclusive.**

(a)  $h(k) = k \bmod n$  where k and n are integers. No : hash value will be greater than largest index in HT when  $k > n^2$ .

(b)  $h(k) = 1$ . Yes : It would work correctly, but it is a very bad hash function because any two items will have a collision.

(c)  $h(k) = (k + \text{Random}(n)) \bmod n$ . No : A hash function must return the same value each time.

(d)  $h(k) = k \bmod n$  where n is a prime number. Yes : In fact, this is often used in practice if not much is known about the distribution of key values.



9.16 Assume that you have a ten-slot closed hash table (the slots are numbered 0 through 9). Show the final hash table that would result if you used the hash function  $h(k) = k \bmod 10$  and pseudo-random probing on this list of numbers: 3, 12, 9, 2, 79, 44. The permutation of offsets to be used by the pseudo-random probing will be: 5, 9, 2, 1, 4, 8, 6, 3, 7. After inserting the record with key value 44, list for each empty slot the probability that it will be the next one filled.

9.16] Given: - 3, 12, 9, 2, 79, 44.

pseudo-random probing list  $\rightarrow 5, 9, 2, 1, 4, 8, 6, 3, 7$

Hash function  $h(k) = k \bmod 10$ .

0	
1	
2	12
3	3
4	44
5	79
6	
7	2
8	
9	9

Steps

$3 \bmod 10 \rightarrow 3$  insert at index 3.

$12 \bmod 10 \rightarrow 2$  insert at index 2.

$9 \bmod 10 \rightarrow 9$  insert at index 9.

$2 \bmod 10 \rightarrow 2$  collision ~~insert at 2~~  $(2+5) \bmod 10$

$79 \bmod 10 \rightarrow 9$  collision  $(79+4) \bmod 10 \rightarrow 3$   
collision

$(79+6) \bmod 10 \rightarrow 5$

insert at index 5.

$44 \bmod 10 \rightarrow 4$  insert at index 4.

9.19 Write an algorithm for a deletion function for hash tables that replaces the record with a special value indicating a tombstone. Modify the functions hashInsert and hashSearch to work correctly with tombstones.

9.19]

Hash-delete ( $T, k$ ) {

$i = 0$

repeat

$j = h(k, i)$

if ( $T[j] == k$ )

$T[j] = \text{Tombstone}$

return

$i = i + 1$

until  $T[j] == \text{NIL}$  or  $i = m$

return

Hash-insert ( $T, k$ ) {

$i = 0$

repeat

$j = h(k, i)$

if ( $T[j] == \text{NIL}$  or  $T[j] = \text{Tombstone}$ )

$T[j] = k$

return  $j$

else  $i = i + 1$

until  $i = m$

error "hash table overflow".

