

1. (a) Yes. One way to see this is:  $n + \log n + \sqrt{n} \leq 3n$ , for all  $n \geq 1$ .  
(b) Yes. This follows because  $\sum_{i=1}^{\sqrt{n}} i = \sqrt{n}(\sqrt{n} + 1)/2 = (n + \sqrt{n})/2$ .
2. Since  $m$  is even, there are exactly  $m/2$  even-numbered and  $m/2$  odd-numbered slots. The prob. that a key hashes into an even-numbered slot is therefore  $1/2$ . The prob. that all  $n$  keys hash into even-numbered slots, and thus none in odd-numbered slots, is  $(1/2)^n$ .
3. We note that

$$\begin{aligned} E(X) &= \sum_x x Pr(X = x) = \sum_{x < a} x Pr(X = x) + \sum_{x \geq a} x Pr(X = x) \\ &\geq \sum_{x \geq a} x Pr(X = x) \geq a \sum_{x \geq a} Pr(X = x) \geq a Pr(X \geq a). \end{aligned}$$

4. (a) By the heap-ordering property, for all nodes  $x$ , we have  $key(parent(x)) < key(x)$ . So, the maximum cannot be at a non-leaf node because then the children of that node must have keys larger than the max, which is a contraction of the max.
- (b) Prove this by induction.
- (c) Suppose, for the sake of contradiction, that an algorithm does not check one of the leaf nodes, say,  $z$ . Suppose the max item has value  $L$ . Feed the algorithm two nearly identical instances, once with the original input, and once with the value at the leaf  $z$  changed to  $L + 1$ . Since only the value of  $z$  is changed and the algorithm did not even check  $z$ , the algorithm must return the same answer in both cases, but is clearly incorrect for one of them.
5. (a) PercolateUp in a  $d$ -heap takes  $O(\log_d N)$ , while PercolateDown takes  $O(d \log_d N)$ . So, the total running time is  $O(M \log_d N + dN \log_d N)$ .
- (b)  $O((M + N) \log_2 N)$ .
- (c)  $O(M + N^2)$ .
- (d) Starting at  $d = 2$ , increasing  $d$  makes PercolateUp cheap, but makes PercolateDown more expensive. So, we need a choice of  $d \geq 2$  for which the two balance out. This occurs when  $M = dN$ , or  $d = M/N$ . So, we choose  $d = \max(2, M/N)$ .