

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

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

4. (a) By the heap-ordering property, for all nodes x , we have $key(\text{parent}(x)) < key(x)$. 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 $d = \max(2, M/N)$.