1. Consider the function f(x,n) where x is assumed to be an object of a number type and n is assumed to be a nonnegative integer.

```
1 def f(x, n):
2    if n == 0:
3        return 1
4    elif n%2 == 0:
5        return f(x, n//2) * f(x, n//2) -> return f(x, n//2) ***2
6    else:
7    return x*f(x, n-1)
```

- (a) What is this function doing?
- (b) What is the asymptotic running time of this function?
- (c) Suggest a simple improvement to this function that guarantees an asymptotic running time of $O(\log n)$.

(a) It's computing integer power of x: $f(x, n) = x^n$

via: • brese case: $X^0 = 1$ • n odd: $X^n = X \times^{n-1}$ and n-1 is even
• n even: $X^n = \left(X^{\frac{n}{2}}\right)^2$

(b) The way it is implemented, the recursion is calling $f(x, \frac{n}{2})$ twice, nother than storing the result: Set c(n) be the number of function callo when f(x,n) is evaluated (as a measure of total running time as each function call adds o(i) running time). Vearly, c(i) = 1, c(2) = 2 $c(\frac{2}{2}) = 2$, $c(2^2) = 2$ $c(2) = 2^2$... $c(2^i) = 2$ $c(2^{i-1})$ $c(2^i) = 2^i$. If n is not a power of two, we can bound from above by the nearest power 2 of two, so in general c(n) = O(n).

2. Sketch, using Python or Python-like pseudocode, the implementation of a function that computes the height of a tree. (10)

def height (T, V):

Computes height of subtree of T rooted at V

h = 0

for c in T. children (V):

h = max (h, height (T, c))

return h+1

def height (T):
return height (T, T. root())

- 3. (a) Suppose you have array that is sorted in increasing order. Is it a valid array representation of a min-heap?
 - (b) You have a valid array representation of a min-heap. Then you reverse the array. Do you get a valid array representation of a max-heap?

Justify your answer in each case.

(5+5)

(a) Yes, because the children of any node are located after the node in the array representation. Is heap order is satisfied.

(b) No. Countertxample:

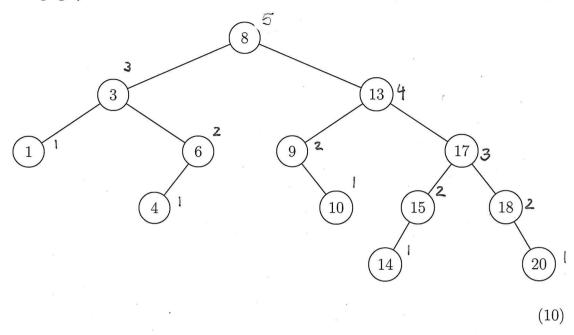
2'4 is a min-heap

1243 is its array representation
3421 is the reversed array representation, which

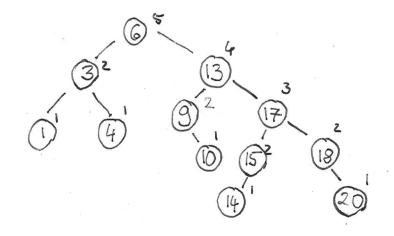
encodes the binary tree

4 2 This is not a (mex)-heap!

4. Delete the key 8 from the following AVL tree. Indicate all subtree heights before the deletion, and show the changes introduced by the deletion and subsequent rebalancing step-by-step. (You may consult the summary of tree roations on the front page.)

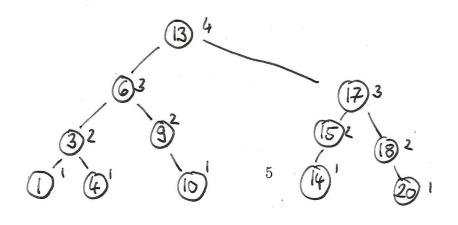


Convention 1: Move largest element from left subtree into deleted position:



Root node is out of balance!

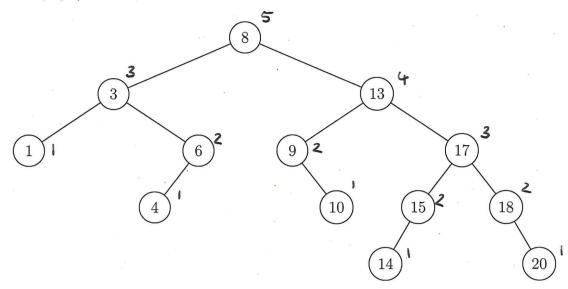
Dingle Tolation



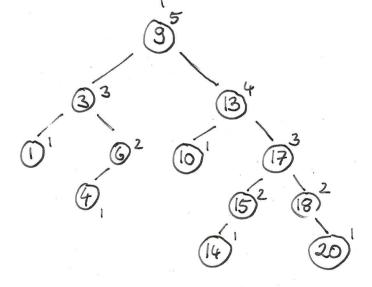
Tree is now in balance.

ALTERNATIVE SOLUTION

4. Delete the key 8 from the following AVL tree. Indicate all subtree heights before the deletion, and show the changes introduced by the deletion and subsequent rebalancing step-by-step. (You may consult the summary of tree roations on the front page.)



Convention2: More smallest element from right subtree indo delated position:



Node 13 is

(10)

2 ingle 3 3 17 4 7 Totation 3 3 18 2 5 20 1

tree is now in balance

5. We noted in class that every implementation of a sorted map can be turned into a sort algorithm as follows: Given a list L to be sorted, take an initially empty sorted map M and move the elements of L one-by-one into the sorted list. Then traverse M in-order, moving the elements back into L.

For each of the following data structures that can be used to implement a sorted map, state the asymptotic running time in two cases: worst case, and L already sorted. (10)

Implementation	Worst case	L already sorted
Sorted linked list	B(n²)	$\Theta(n^2)$
Reverse sorted linked list	$\Theta(v^2)$	
Skip list	(n²) but O(nlogn) expected	(n²) but O(nlogn) expected
AVL tree	A(n log n)	A (n logn)
Splay tree	(H)(nlogn)	0(2)

- 6. (a) Show that every rooted tree has at least one leaf.
 - (b) For a graph G = (V, E), let v = |V| denote the number of vertices and e = |E| denote the number of edges. Show that G is a tree if and only if

v = e + 1.

(c) How many connected components does a forest with v=20 vertices and e=15 edges have?

(5+5+5)

- (a) Set v be any vertex. If it is not already a leaf, it has at least one child. Set v then be one of the children, and repeat. If this process does not terminate with finding a leaf in a finite number of steps, the graph is not a tree, or it is in finite (which we do not corridor!).
- (b) To long as G has a leaf, iteratively remove the leaf and its connecting edge. This leaves the remaining graph connected, and the difference V-e does not change. Eventually, one of two cases occurs:
 - (i) There is only one vertex left. Then G is a tree and V-e=1.
 - (ii) There is no leaf \Rightarrow G is connected but not a tree \Rightarrow G has a cycle. Within the cycle, there are as many edges as vertices, for every additional vertex, there is at least one edge connecting it. \Rightarrow $e \geqslant v \Rightarrow v e \leqslant 0$.

This proves that G is a tree iff V-e=1.

 1 A connected component of a graph G is a maximal connected subgraph of G.

(c) For every "missing" edge relative to the balance V-e=1, there is one additional connected component. Here: V-e=5, i.e. the forest has 5 trees.

²A graph G is a forest if it contains no cycles. (So every connected subgraph of a forest is a tree.)