

**Topics Covered** 

Divide and Conqueror approach

Linear Search

**Binary Search** 

Naive Divide and Conqueror Algorithm

Karatsuba approach

	# Devide And Congruence Page
	· Bucak mor non- overtopping subpenblence of the some type
	· Solve Subpreablence
	· Compine results.
	hinter Bearth)
	Inputs An array A with n elements. A key k
	Output: An index, i where A[i] = k. If there is no such
	i, then NOT FOUND
	Keausive Solution!
- t	if high & low: Beautisting defining
4	heren NOT FOUND woulf cose-time
~	if Allow] = key: (m) = Ten-1) +c
-	return low.
~	return broomsearch (A, low +1; high skey)
<b>*</b>	Liner Search (A, low, high, key)
7	For e from low to tigh:
	if A[i] = key:
	netwon i
7	herein 100t Found
	(Binary Search).
V.	Input: A souted array A[ low high]
\	( + 10w &i < high: A[i] < A[i+1]).
~	A key k.
\	Cutput: An index, i, (low & ix high) where Alist
1	otherwise, the quotest index i, where Alijah.
1	otherwise (KKALIOWI), the healt is low -1
\	
V	

	Browy Sweets (A, low, high, hay)
1	
/	houses 1005 -1
-	mid + flow + high -low]
	& Runfine & Briary Scarch
	Herring mid & Co G(logs n)
	else if key & A (mid):
	return Binary Search (As low, mid - 1, key)
	else:
	return Brown Search (A, mid + 1, high, hey)
4	Herakon Version (Binary Clarich (A, 10w, Eugh, key)
	while low & high
	mid + [10w + high-10w]
	If key = A[mid]: return mid
	else if key 1 Almid]:
	thigh = mid - I
	else are area and a second so and
	10ω = mid + 1 mb ( and ) ( and ) ( and ) ( and )
	return town - 1
#	ver of multiplying Polynomial
	ex Acus 3x2+Dn+5
	Bon: 92+2+2
	Ax) B(x) = 15x++13x++33x++99+10
Tubrt.	Two n-1 deguce polynomials
	an 1 xn-1 - an 2 x n-2 1 aix + ao
	bn + xn-1 + bn-2xn-2+ b+ x + bo
ombor.	The public polynomial Can-2 = an-1 bn-1 Can-2 x 2n-3-1 Cin+co Can-3 can-1 bn-2 +
	an-1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1

<b>A</b>	() Debi()
bonnele	
4nout	7=3 A: [3,2,5] B: (511)
	C- (15, 13, 33, 9, 10)
	Some Algebration Multiply (A, B.T)
	product + Auray Jan - 17
	for i from 0 to 29-2! Purious 3 O(n2)
	puctual [i] + 0
	for i from 0 to n-1!
_	for j from 0 to not :
	product [iti] + product [iti] + A[i] * B[j]
~	tetrisy product
_	
	James devide and Conquer Physicistry
	Acx) - 4x3 +3n2 +2n+1
	B(n) = x8 + 2x2 + 3x+4
THE RESERVE OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TW	Dy (n): 4n+3 Do (n): 2n+1
	E(x) = 4+2 DE = 4x2+11x+6 DE = 12x2+25x +12
	D. E. = 242 +54+2 DE: 6x2+11x+4
	48 = ( D, E,) x4 + ( D, E0 + D0 E1) X1 + D0 E0
	= 4x6 +11K5 +20x+ +30x3 +20x+ +11x+4
- Pseudoco	de Function Meutra (A,B,n,a,b)
4	As alway To 2n-11 Screpping of funt a
~	tp = 1
~	RIOJ = RIOJ & B[b,]; Hereby R Time!
~ +	R[0 n-2] = Multa (A,B, N2, ay, by)
-	R[n 2n-2] - Mult 2 (A, B, 7/2, 10, +7/2, 6, +7/2)
<b>Y</b>	Do E1 = Must 2 (A, B, 7/2, a1, b1 + 7/2)
	Dr Eo = Mult & (A, B, 7, , a, +7, , b,) Rushing schu as
1	RIM n+2-2] += DIEO + DO EL O OING
	netur R

