#### **Insertion sort**

- //1. pick one element (second element) of the array
- //2. compare picked element with all its left neighbours one by one
- //3. if left neighbour is greater than picked element then move left neighbour one position adead

0 1 2 3 4 5

- //4. insert picked element at its appropriate position
- //5. repeat above steps untill array is sorted

#### Algorithm analysis / Efficiency measurement / Complexities

- finding time and space required to execute an algorithm
  - time time required to execute on machine (CPU)

(nS, uS, mS, S)

- space - space required to execute algorithm inside memory

(bytes, Kb, Mb,...)

#### 1. Exact analysis

- finding exact time and space requirement of an algorithm
- exact time and space of the algorithm is dependent on some external factors
- time is dependent on type of matchine, number of processes running on the system
- space is dependent on type of machine (architecture), data types

## 2. Approximate analysis

- finding time and soace requirement approximately
- asymptotic analysis mathematical way of finding time and space complexity of the algorithm
- it also tell about the behavior of an algorithm for different inputs or for different sequence of input
- behaviour of an algorithm can be of three types
  - 1. Best case
  - 2. Average case
  - 3. Worst case

## **Time Complexity**

- count the number of iterations for the loop which is used inside the algorithm
- timp required is directly proportional to the iterations of the loop

# 1. print 1D array on console void print1D Array(int arri

```
void print1DArray(int arr[], int n){
   for(int i = 0; i < n; i++)
      sysout(arr[i]);
}</pre>
```

no. of iterations = n

Time < no. of iteration

Time < n

Time < n

# 1. print 2D array on console

```
void print2DArray(int arr[][], int m, int n){
    for(int i = 0 ; i < m ; i++)
        for(int j = 0 ; j < n ; j++)
        sysout(arr[i]);</pre>
```

no. of iterations = m

(outer 100P)

no. of iterations = n

(inner loop)

Total no. of = m\*n

iteration

Time & m\*n

IT(n) = 0 (m\*n)

W = V

iterations =  $n^2 n = n^2$ Time  $\propto n^2 (Tcn) = O(n^2)$ 

#### 3. add two numbers

```
int addition(int num1, int num2){
    return num1 + num2;
}
```

# 4. print table of given number

```
void printTable(int num){
   for(int i = 1; i <= 10; i++)
      sysout(i * num);
}</pre>
```

-time required is constant
because it will not varry
according to the values of
variable.
-constant time requirement
can be denoted as

T(n) = O(1)

- luop is going to iterate on stant number of times always - constant time requirement (T(n) = O(1)

# 5. print binary of decimal number

void printBinary(int num) {

$$\frac{2}{4}$$
 $\frac{4}{9}$ 
 $\frac{4}{$ 

num num > 0 num % 2

9

T

1

T

0

T

1

F

T

$$\frac{1}{1}$$

T

 $\frac{1}{1}$ 

Time complexities: O(1), O(log n), O(n), O(n log n), O(n^2), O(n^3), ... O(2^n), ...

modification: '+' / '-' --> T(n) will be in terms of n modification: '\*' / '/' --> T(n) will be in terms of log n

for (i=0; i< n; i+1) 
$$\rightarrow$$
 Q(n)

for (i=n; i>0; i-1)  $\rightarrow$  Q(n)

for (i=0; i<20; i+1)  $\rightarrow$  Q(n)

for (i=0; i<20; i+1)  $\rightarrow$  Q(n)

for (i=n; i>0; i=2)  $\rightarrow$  Q(n)

for (i=n; i>0; i=2)  $\rightarrow$  Q(log n)

for (i=1; i\rightarrow Q(n)

for (i=0; i\rightarrow Q(n log n)

#### **Searching Algorithms Analysis**

- for searching and sorting algorithms, we count number of comparisions
- time is directly proportinal to number of comparision

#### **Linear Search**

Best case: key is found in first few comparision: O(1)

Avg case: key is found in middle positions: O(n)

Worst case: key is found in last few comparitions: O(n)

key is not found

#### **Binary Search**

Best case: key is found in first few comparision: O(1)

Avg case: key is found in middle positions : O( log n)

Worst case: key is found in last few comparitions: O(log n)

key is not found

Iterative: count no. of iterations  $\rightarrow 0(\log n)$ Recursive: count no. of recursive calls  $\rightarrow 0(\log n)$ 

# **Sorting Algorithms Analysis**

Array length = n (G) No. OF passes = n-1

Total comparisions = 1+2+3+---+(n-2)+(n-1)
= (+2+3+---+N

comps =  $\frac{n^2+n}{2}$ Time  $\frac{2}{n^2+n}$ 

Time of n

 $T(n) = O(n^2)$ 

-modhematical polynomial

Degree of polynomial

Linighest power

- consider only degree

term in time complexity
because it is highest

doning term.

pass 1:5

pass 2 : 4

pas 19:2

pass 3.3

N-2

n - 3

## **Basic Sorting Algorithms Analysis and Comparisions**

worst Arg Best case case case selection sort  $-0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$   $0(n^2)$ 

## **Space Complexity**

+

Input space

(space of actual input (data)) find sum of array elements int findSum(int arr[], int size){ int sum = 0; for(int i = 0; i < size; i++) sum+=arr[i]; return sum; Auxillary space analysis Ausullary variables = size, sum, ? Avoullary space = 8 units AS(h)=0(1)

**Total space** 

Input variables = are Auxillar variable = size, sum, i input space = n units Avoullary space = 8 units Total space = n+3 units space of n+3 S(n) = O(n)

Auxillary space

actual data)

(space required to process

#### **Linear Queue**

- linear data structure
- insertion of data is allowed from one end (rear)
- removal of data is allowed from another end (front)
- work on principle of "First In First Out"



#### **Conditions**

1. isFull

2. is Empty

# **Operations:**

- 1. Add/Insert/Push/Enqueue:

  - i. reposition rear (inc)
    ii. add value/data at rear index and even bead even
- 2. Delete/Remove/Pop/Dequeue:
  - i. reposition front (inc)
- 3. Peek: (collect)
  - i. read data/value from front end

Time complexities of array implementation of queue are **push - O(1)** 

peek - O(1)

## Circular Queue - front and rear repositioning

$$size = 4$$
 $rear = front = -1$ 
 $rear = (rear + 1)$  %  $size$ 
 $front = (front + 1)$  %  $size$ 
 $front = rear = -1$ 
 $= (-1+1)$  %  $4 = 0$ 
 $= (1+1)$  %  $4 = 0$ 
 $= (2+1)$  %  $4 = 0$ 
 $= (3+1)$  %  $4 = 0$