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CST- SPL-2

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Tutorial 3

1) Psuedo code for Linear Search.

```
for (i=0 to n)
    { if (arr[i] == value)
            //element found
    }
```

2)

```
void insertion (int arr[], int n)
{   if (n<=1)
        return;
    insertion (arr, n-1);
    int nth = arr [n-1];
    int j = n-2;
    while (j>=0 && arr[j] > nth)
    {   arr[j+1] = arr[j];
        j--;
    }
    arr [j+1] = nth;
}
```

```
for (i=1 to n)
    key ← A[i];
    j ← i-1;
    while (j>=0 and A[j] > key)
    {   A[j+1] ← A[j];
        j ← j-1;
    } A [j+1] ← key
}
```

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"Insertion sort is online sorting [illegible] it doesn't know the whole input, more input can be inserted with the insertion sorting is running.

3) Complexity

Name	Best	Worse	Average
Selection Sorting	$O(n^2)$	$O(n^2)$	$O(n^2)$
Bubble Sorting	$O(n)$	$O(n^2)$	$O(n^2)$
Insertion Sorting	$O(n)$	$O(n^2)$	$O(n^2)$
Heap Sorting	$O(n\log(n))$	$O(n\log(n))$	$O(n\log(n))$
Quick Sorting	$O(n\log(n))$	$O(n^2)$	$O(n\log(n))$
Merge Sorting	$O(n\log(n))$	$O(n\log(n))$	$O(n\log(n))$

4)

Inplace Sorting	Stable Sorting	Online Sorting
Bubble	Merge	Insertion
Selection	Bubble	
Insertion	Insertion	
Quick	Count	
Heap		

5)

```
int binary (int arr[] ,int l , int r, int x)
{ if (r>=l)
    { int mid=l +(r-l)/2 ;
      if (arr[mid] ==x)
           return mid ;
      else if (arr[mid] >x)
           return binary (arr, l, m-1 ,x);
      else
        return binary (arr, m+1 ,r,x);
```

Answer

```
    }
    return -1;
}
int binary (int arr[], int l, int r, int x)
{  while (l<=r)
   {  int m = l+(r-l)/2;
      if (arr[m]==x)
          return m;
      else if (arr[m]>x)
          r=m-1;
      else
          l=m+1;
   } return-1;
}
```

Time complexity of

Binary Search => O (log n)

Linear Search => O (n)

6) Recurrence relation for binary recursive search

$$T(n) = T(n/2) + 1$$

where $T(n)$ is the time required for binary search in an array of size 'n'.

7)

```
int find (A[], n, k)
{ sort (A, n)
   for (i=0 to n-1)
   { x = binary Search (A, 0, n-1, k-A[i])
       if (n)
        return 1
   } return -1
```

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Time complexity $= O(n\log(n)) + n.O(\log(n))$
$= O(n\log(n))$

8) → Quick Sort is the fastest general purpose sort.
→ In most practical situations, quick sort is the method of choice. If stability is important & space is available, merge sort might be best.

9) A pair $(a[i], a[j])$ is said to be inversion of $a[i] > a[j]$

In $arr[\,] = \{7, 21, 31, 8, 10, 1, 20, 6, 4, 5\}$ total no. of inversion are 31, using merge sort.

10) Worst case Time complexity of quick sort is $O(n^2)$, this case occurs when the picked pivot is always an extreme (smallest or largest) element. This happens when input array is sorted or reverse sorted.
The best case of quick sort is when we will select pivot as a mean element.

11) Recurrence relation of
Merge Sort → $T(n) = 2T(n/2) + n$
Quick Sort → $T(n) = 2T(n/2) + n$

- Merge sort is more efficient and works faster than quick sort in case of larger array size or datasets.
- Worst case complexity for quick sort is $O(n^2)$ whereas $O(n\log(n))$ for merge sort.

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12) Stable Selection Sorting

```
void stableselection (int arr[], int n)
{ for (int i=0; i<n-1; i++)
  { int min = i;
    for (int j=i+1; j<n; j++)
    { if (arr[min] >arr [j])
        min=j;
    }
  int key = arr [min];
    while (min>i)
    {arr [min]= arr [min-1];
      min--;
    }
      arr [i] = key;
  }
}
```

13) Modified Bubble sorting

```
void bubble (int a[], int n)
{ for (int i=0; i<n ; i ++)
  { int swaps =0;
    for (int j=0; j<n-1-i; j++)
    { if (a[j] > a[j+1])
      { int t = a[j];
        a[j] = a[j+1];
        a[j+1] = t;
        swaps ++;
      }
    }
  if (swaps ==0)
      break;
  }
}
```

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