11912074 AYUSHI CUIPTA _IT PAGE NO.
DATE: 1 1 Assignment -Qu(1) 0(02) for 1=10 -9 5 800 2500 - 5 x2500 = 125 sec $T_{A(n)} = n^3$ Qu. (2) $T_{\mathcal{G}(n)} = 2n^2$ $n^2(n-2) = 0$ 1 Qu (3) +(n) = n29 0(47) 2(1) = 40 lin Eln) 2(0) กลา lin lin 1 > lin =0 n +00 gn n +00 0(+(n)) < 0(+(n))

lo the n2 12 in 0(4")

PAGE NO. DATE: / / 001(4) Ol lotan) depends on its input sezero). ex. log 27 is 3 logareithy Runction gets slightly slower as n grows when n double the logan Du (5x9) Norst cases (0) 1°s the gunction which of steps on input data of sirer n Antibogs wall Andready in oscending ouder then
The subject case would be that access
is already souted in desenceling oudey. Dienge care (0) is used when we lufer to greenege munber of input to

DATE: / / test the algorithm. It is the groupe suspurces used taking into all possible inputs Qu (5) (b) 00 - big ob nortation is on drympodie notation nordation four the worst was. It provides us with an asympatic upper bound gove the growth reate of the eumner of an algorithm F(n) is o(gn) Bour the best care. It provides us the growth water of the sunning of an algorithm Fun) > (g(n) Bow (n>no) Qu (6) n + 10g(n) +17 growth leate of constant 0104) > 0(1084) > 0(1) = ny 60(ny)

PAGE NO. DATE: / / ou we inclease the input size the growth water of lognathing functions ensew than the polynomial function N=5 number of time of corping freu (i=1 +0 0 -1) -1 0(0) Seuap - 9 e (n-1) 6(1) 40(11) + ((1) Time 0(0)

PAGE NO. DATE: / / Qu(8) quandelic algorithm I we see the growth of mate 01021 > 0(0) > 0(1) f(n) ≈ o(n²) thus the energy time will become) or the graph show as the input of incus the time also incleas Du (9) TA = 1000 TO = 04 lim TA
noto TB = 100 $=\frac{(10)^{20}}{0^4}$

PAGE NO. TB(n) < TA(n) lien 100° (hospital rule 9 (10010+ = 0) Thus #(n) is in o(g(n))

thus ny is a upper bound of (100) as n + 0 To will grow Baster then To function. nlogn collegin!)) W. (10) as n=inwall log(n!) = log(1) + log(2)+ -logen -1) + logen) log(n!) = log(nx(n-9)!) = logn + log(n-1)!) n Jogn + Jog1 + 2 Jog2 + 3 Jog3

