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Assignment 2
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 Question 1.
  Atgorithm Bo uversions (A[o.. u-1])
      Il Counts number of inversions in an array
     11 Suput: Alo. n-1] array of integers
     11 Output: number & Inversions
     counte &
      for it $ to u-2
           dor je & to n-1
                  if A[i] > A[i]
                        count + count + 1
       return count
  Audysis: Basic Operation: Comparison A[i] > A[j]
      C(u) = Zi=0 Zj=0 (1) = Zi=0 (u-1-i)
          = 5 10 (4-1) - 5 10 (i)
          = u2-2u+1- = (u2-3u+2) & + (u2)
  Algorithm MergeSorthwersions (A[o. u-1])
       11 Counts number of inversions recursively
       11 August: A [o.. n-1] Array of Integers
      11 Output: number of Inversions
       if n== 1
            return
        court 6 $
        Copy A[o., Lu/2] to B[o., Lu/2]-1]
        Copy A[Lu/2].. u-[u/2]-1] to C[0.. 1u-Lu/2]-1]
         x & MergeSort Awarsions (B)
         y & Meige Soit newersions (c)
          return Mergerwersions (B, c, A) + x + y
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Algorithm Merge Inversions (B[o., p-1], C[o., q-1], A[o., prq-1])
    11 Coaculates the number of inversions between two sorted sets
    11 Auput: Blo. p] and clo. q]: both soited arrays of integers
    11 Output: number of inversions
     ied; jed; ked; inversioned
      while itp and jeq do
                if B[i] 4 e[j]
                       A[k] & B[i]
                       if ic p-1
                              inversions & inversions + ;
                ase A[k]-CA[j]
                      if Bli] + cli]
                             inversions = inversions + 1
                      je j+1
                   KE K+1
      if i=k
          Copy C[j. q-1] to A[k. p+q-1]
      Ase Copy Bli., p-17 to A[k., p+q-1]
            for index = i to p-1 do
                    imersions - inversions + j
       return inversions
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as HETHER'S PLAT

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Analysis:
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mitical Condition for Best Case
   C(u) = 2C(u/2) + Cuerge (u)
                                         and Worst case:
   Chest = 20 (4/2) + 4/2
                                          C_{best}(1) = C_{worst}(1) = \emptyset
   a=2, b=2, d=1 = f(u)= 1/2 & 0(u)
   50, Chest (n) & O (n log (u))
   Cworst (n) = 2C(u/2) + u-1 : 8(u) = u-1 & (u)
    a=2, b=2, d=41
                                        Comparison: Theory:
   So, a = 2' = b^d and
                                     Brute Force: ((50,000) = 2.5.109
    Cworst (u) & + (u hog (u))
                                     @ Merge Soit Based : C(80,000) = 284,949
Question 2.
Algorithm B5 Convex Hell (P[o.. u-1])
    11 Finds at points that make up the convex Eusa
   11 Suput: Allay of Points Plon 4-1]
   11 Output: Array of Points that make up the convex Envel
    it $; je $; ke $; side $ $; hull + $;
    for it & to u-1 do
        for je & to u-1 do
             C= (P[i].x * P[j].y) - (P[i].y * P[j].x)
             ac Pli]. y - Pli].y
             be Plil.x - Plil.x
             for Kto to n-1
                   q = a * P[x].x + b * P[x].y
                   if 4 , c varid organ of side scare
                         is side charge
break
                   Ore if side Aunge
                    And copy Hull [mas] & P[K]
                       ma - hura +1
                        break
```

return Yusa [o. 2499-17

Analysis: Basic Operation: Comparison: if q > c $C(u) = \sum_{i=0}^{n-1} \sum_{j=0}^{n-1} \sum_{k=0}^{n-1} (1)$ $= \sum_{i=0}^{n-1} \sum_{i=0}^{n-1} (n) = u(n)(n) = u^{3} \underbrace{e-o-(u^{3})}_{=0}$

Atgorithm Divide Conquer Convex Hull (P[0.-1-1]) 11 Finds and points that make up the convex mill 11 August: Array of Points Plo. 4-1] 11 Output: Array of Points on Courses HUS tre 9; 1; for it 0 to u-1 if PLil.x & leftwest. 1.x 16 P[i] else if Plilx > 1 CE PLII UE SAITHUR (DU VARA (DD) 1,1, upper) 1+ Sprit Hull Tayar (Ta) 1,1, Tower) Upper Hull + Quick Hull (U& [0.1 p] 3, 9,1) Lower Has & Quick Hasa (1[0.. 9] 4, 1,1) Convex Hull Erlaps [0] + 1 Copy Upper Hust [o. m-]] to Convex Husta [1. n. girrana] Convex Husa [m+1] & r Copy Lower Huss [o.. u] to Convex Huss [m+2+ u 2-1] return Convex Huss

Algorithm QuickHuse (Plo... u-1], p1, p2 2, 9ust)

// Peccusivety finds the points that make up the convex hise

// Suput: Array of Points Plo... u-1], and two points that are on the convex buse

// Output: Array of Points that make up the specified side of the Sust

if n = 0

return []

Sorry buffeest < P[0]

bot i=0 to u-1 do

if P[i] is the buffeest point

buffeest < P[i]

Hose points

Hose Me Sprithese (Plo...u-1], p1 buffeet)

Hose i < Sprithese (Plo...u-1], p2, furthert)

Hose i < Sprithese (Plo...u-1], p2, furthert)

Hose CauckHose (Me Hose points, p1, buffeest, susse)

Hose CauckHose (Hose points [0...q], p2, furthert, susse)

Hust [p. pigus];

Copy Husel [0... # 1 to Huse [0... m-1]

Husel [m] - Surflust

Copy Husel [0... m] to Husel [m+1... m+n]

return Husel [0... m+n]

Analysis:

Muitical Condition for Best Case and worst Case: Cout (0) = Cworst (0) = Ø

Best and worst case for Spathway is Con (n) = n-1 e + (u)

Best and worst case for finding furthest point $C(u): n-1 \in \Theta(u)$ In the best case scenario, the points are not all along the convex huld. This way more points can be diminated from consideration. Moreover, in the best case, there will be an equal number of points on both sides of the split (u/2)

Chest = 2 Chest(u/2) + u + 1 + u + 1 = 2 Chest(u/2) + 2u + 1Here, $f(u) = 2u + 1 \in \Theta(u)$. So, a = 2, b = 2, d = 1Hence, According to the master theorem: Chest $(u) \in \Theta(u \log(u))$

in such a way that most points fall into one of the Array.

Cworst (u) & O(u2)

In the best case, we have that the Quick Hold Algorithme is much faster (u Log(u)) than the brute force Agorithm (u3).

We also see this in the time the inflementation takes to complete.

The Quicklus Agorithme is also furter in the worst case. (n2)

Wheorgi

Thory: Quick Huss

Best: C(30,000) = 30,000 Log (50,000) = 134,813

Worst: 900,000,000

Theory Brute Force: 2.7.10'3