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DAA Assignment -3

Goal: Comparing the number of times the values of max and min are over written

Without using divide and conquer method

Function:

```
▼ Without divide and conquer
  [ ] time_without_divide = []
       updates_without = []
       def without(time_without_divide,updates_without,input_cases):
         for i in input_cases:
           start = time.time()
           min = i[0]
           max = i[0]
           update_min = 0
           update_max = 0
           for q in i:
             if min > q:
               min = q
               update_min+=1
             if q > max:
               max = q
               update_max+=1
             end = time.time()
           lis = [update_min,update_max]
           time_taken = end-start
           updates_without.append(lis)
           time_without_divide.append(time_taken)
         return time_without_divide,updates_without
```

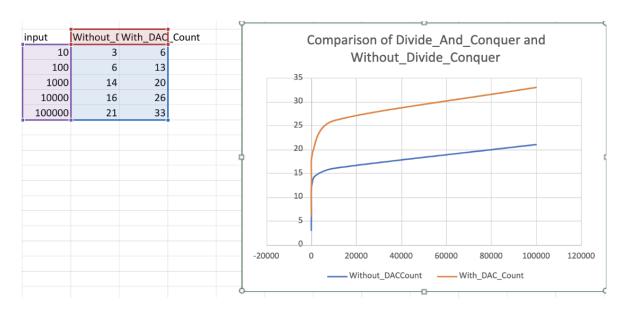
With using divide and conquer method

```
def findMinAndMax(nums, left, right, min=float("inf"), max=float("-inf"),min_count=0,max_count = 0):
    if left == right:
        if min > nums[right]:
            min = nums[right]
        if max < nums[left]:</pre>
            max_count+=1
        return min, max,min_count,max_count
    if right - left == 1:
        if nums[left] < nums[right]:</pre>
            if min > nums[left]:
                min = nums[left]
                 min_count+=1
             if max < nums[right]:</pre>
                max = nums[right]
max_count +=1
        else:

if min > nums[right]:

nums[right]
                 min_count+=1
            if max < nums[left]:</pre>
                 max = nums[left]
        return min, max,min_count,max_count
    mid = (left + right) // 2
    min, max,min_count,max_count = findMinAndMax(nums, left, mid, min, max,min_count,max_count)
    min, max,min_count,max_count = findMinAndMax(nums, mid + 1, right, min_count, max_count)
```

Results:



Conclusion

Seeing the number of updates, using without divide and conquer approach is much feasible and optimal than with using divide and conquer.

Considering space complexity, without_divide_and_conquer is much feasible than the with_divide_and_conquer, because with_divide_and_conquer using much more space than the without_divide_and_conquer.