Session 41: Complexity Analyses

- Linear Search
- Binary Search
- Bubble Sort
- Insertion Sort

How much detail is needed?

```
procedure max(a_1, a_2, ...., a_n):
integers)
max := a_1
for i := 2 to n
if max < a_i then max := a_i
return max
```

Worst Case Complexity of Linear Search

```
procedure linearsearch(x: integer,

a_1, a_2, ..., a_n: distinct integers)

i := 1

while (i \le n \text{ and } x \ne a_i)

i := i + 1

if i \le n then location := i

else location := 0

return location
```

Worst Case Complexity of Binary Search

```
a_1, a_2, ..., a_n: increasing integers)
i := 1
j := n
while i < j
       m := \lfloor (i+j)/2 \rfloor
       if x > a_m then i := m + 1
         else j := m
if x = a_i then location := i
         else location := 0
return location
```

procedure binary search(x: integer,

Worst Case Complexity of Bubble Sort

```
procedure bubblesort(a_1,...,a_n: real numbers with n \ge 2)

for i := 1 to n - 1

for j := 1 to n - i

if a_j > a_{j+1}

then interchange a_j and a_{j+1}
```

Worst Case Complexity of Insertion Sort

```
procedure insertion sort(a_1,...,a_n):
          real numbers with n \ge 2)
   for j := 2 to n
     i := 1
      while a_i > a_i and i < j
         i := i + 1
      m := a_i
      for k := 0 to j - i - 1
          a_{j-k} := a_{j-k-1}
       a_i := m
```

Summary

Worst case complexities

- Linear Search: Θ(n)
- Binary Search: Θ(log(n))
- Bubble Sort: Θ(n²)
- Insertion Sort: Θ(n²)