

R-2.8 Illustrate the performance of the selection-sort algorithm on the following input sequence (22, 15, 26, 44, 10, 3, 9, 13, 29, 25).



- Selection Sort finds the minimum element & swap it with the first element of the unsorted section.
- The time Complexity for each operation is $O(n)$, so the total time complexity is $O(n^2)$

R-2.10 Give an example of a worst-case sequence with n elements for insertion-sort runs in $\Omega(n^2)$ time on such a sequence.

- The worst-case sequence for Insertion sort occurs when the sequence is sorted in reverse order.
[10, 8, 7, 5, 3, 2]

In this case, every new element needs to be compared with all previously sorted elements resulting in $\Omega(n^2)$ time complexity

R-2.9 Illustrate the performance of the insertion-sort algorithm on the input sequence of the previous problem.



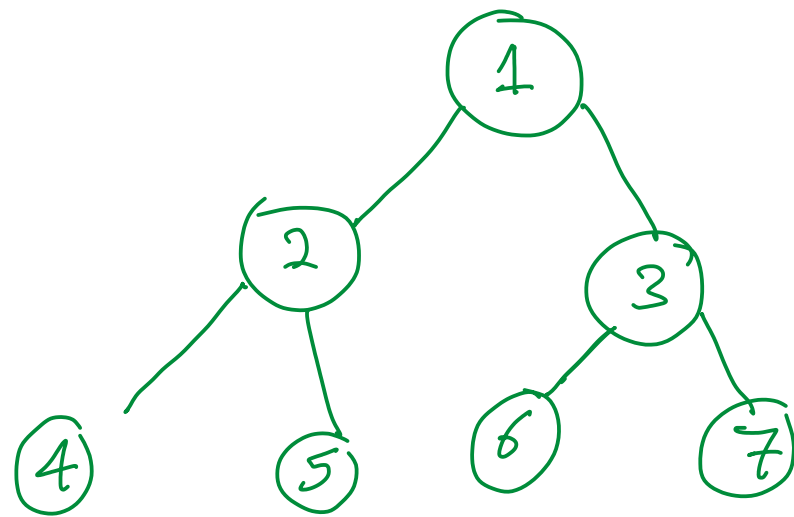
- In insertion sort we take element by element and insert it in the correct order.
- And this takes $O(n)$ per operation, it means it takes $O(n^2)$ for the entire course.

R-2.13 Suppose a binary tree T is implemented using a vector S , as described in Section 2.3.4. If n items are stored in S in sorted order, starting with index 1, is the tree T a heap? Justify your answer.

Yes. the tree is Heap.

Suppose vector S which consists of n elements with sorted order from index 1

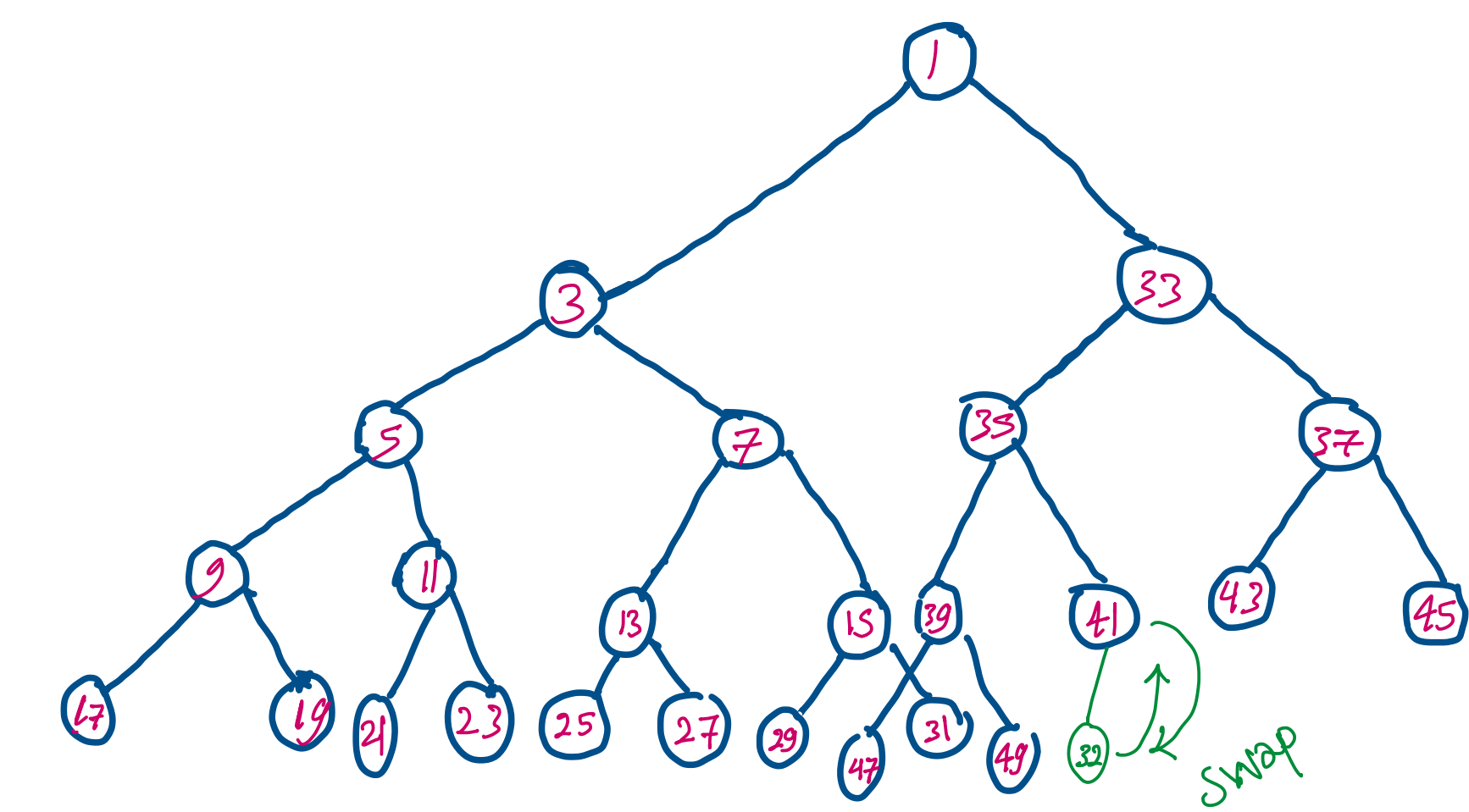
1 2 3 4 5 6 7
[0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]



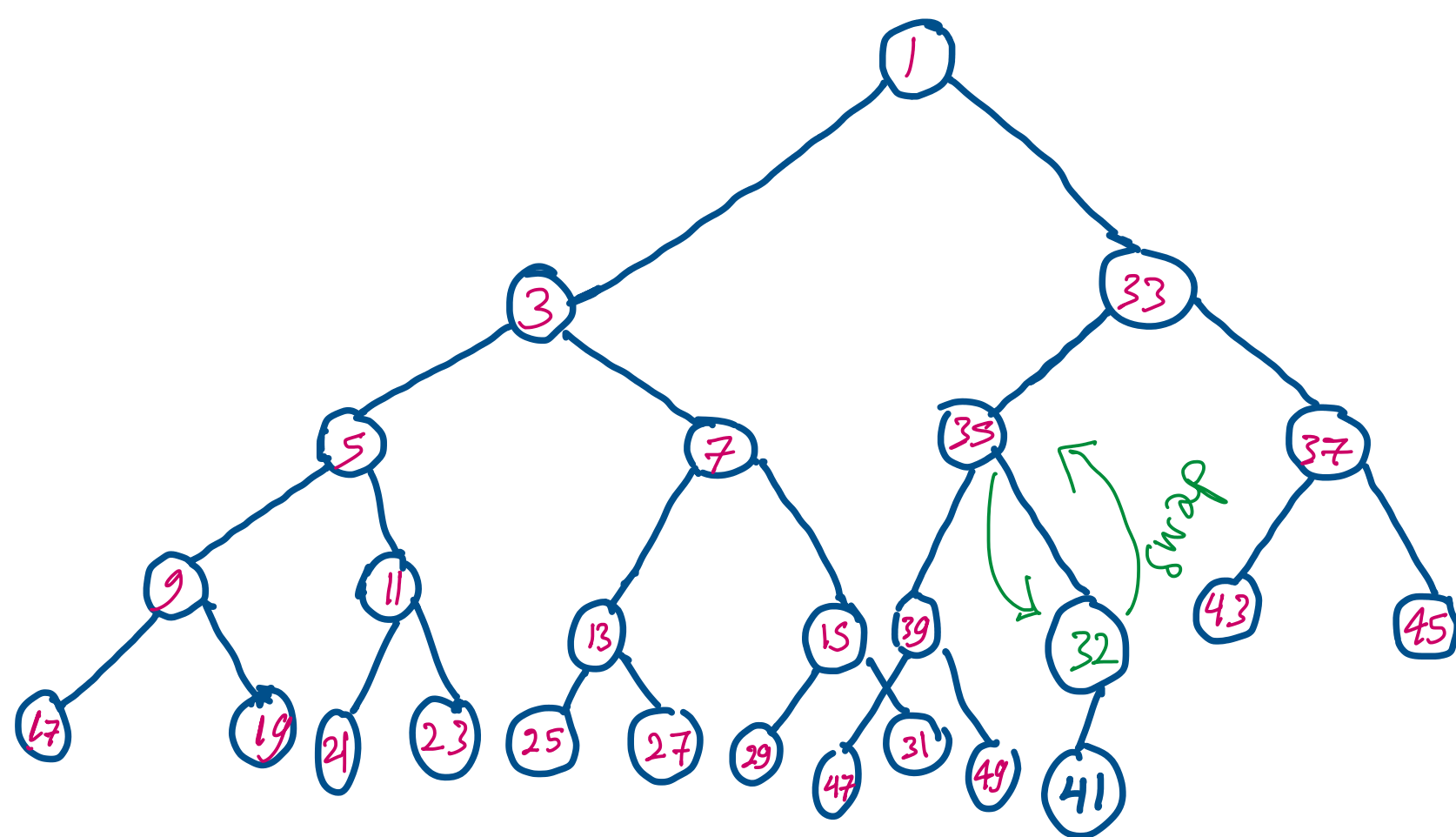
We know for heap order, for every Internal node v
 $K(v) \geq \text{Key}(\text{parent}(v))$
This means child will be always greater than parent.

Design an algorithm, **isPermutation(A,B)** that takes two sequences A and B and determines whether or not they are permutations of each other, i.e., same elements but possibly occurring in a different order. **Hint:** A and B may contain duplicates.

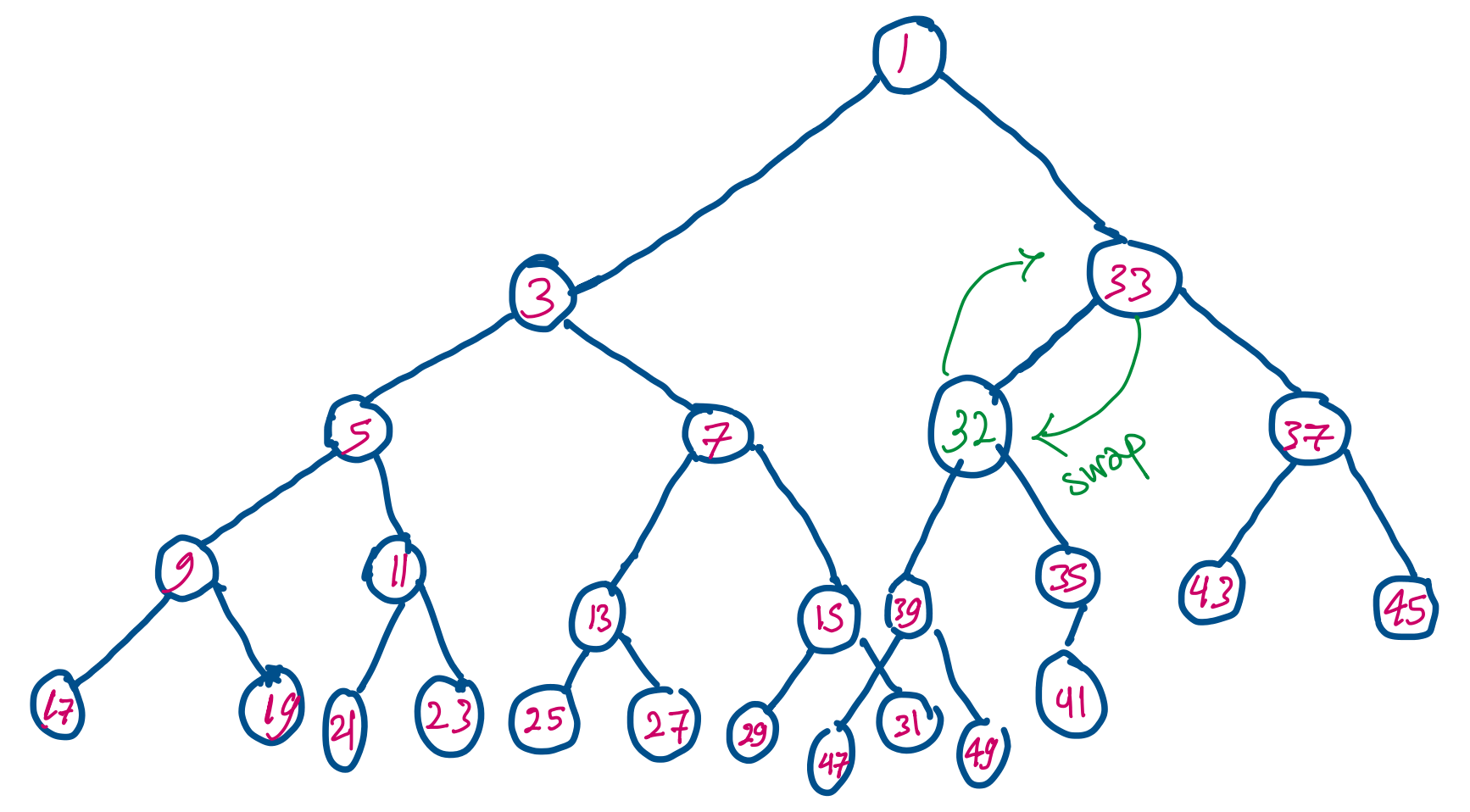
What is the worst case time complexity of your algorithm? Justify your answer.



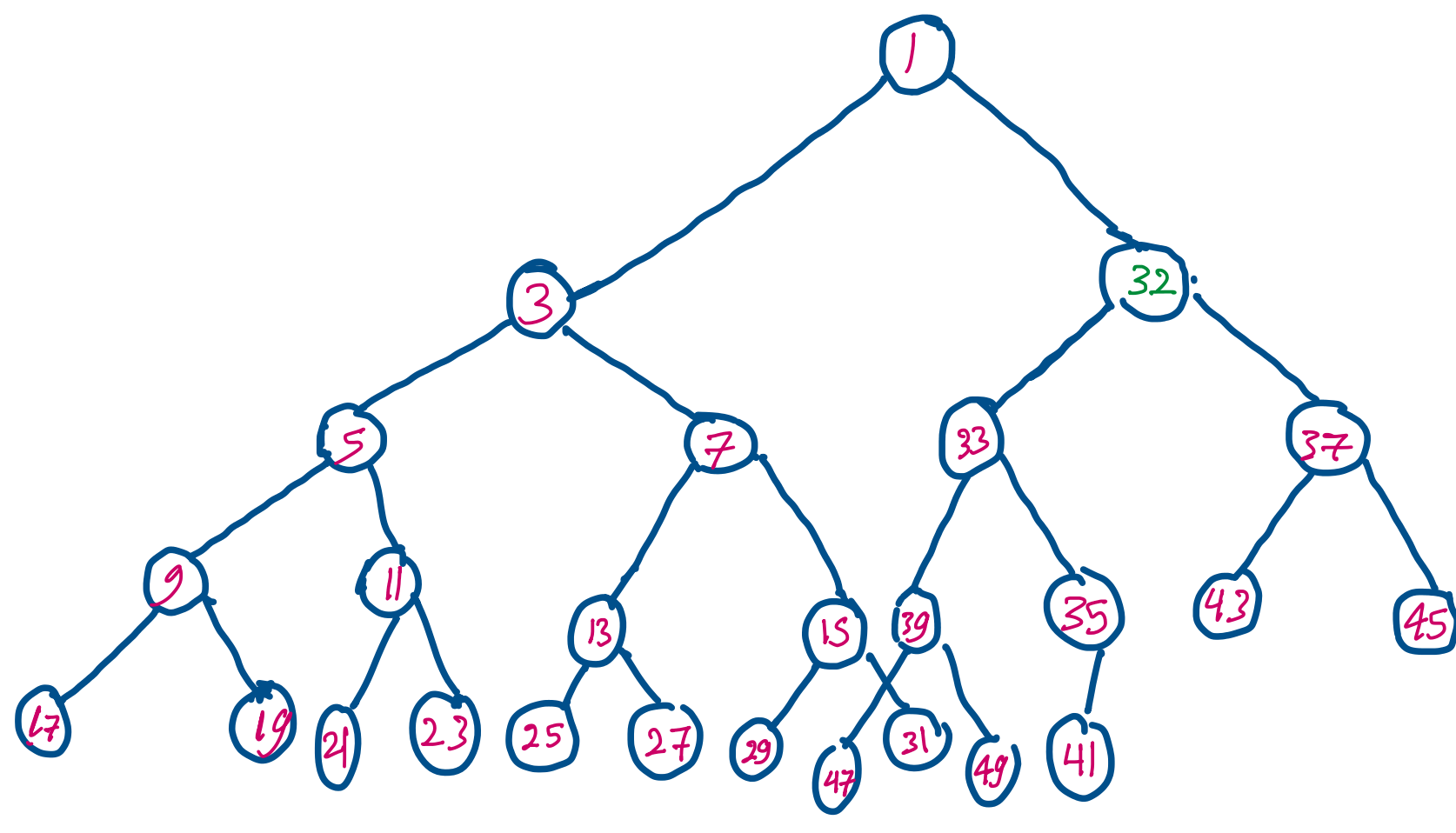
STEP-I



STEP-II



STEP-III



STEP-IV

Algorithm **isPermutation(A,B)**

```
if length(A) != length(B)
    return false
Count-map = new empty hash map

for element in A:
    if element in Count-map
        Count-map[element] = Count-map[element] + 1
    else
        Count-map[element] = 1

for element in B:
    if element not in Count-map or Count-map[element] == 0
        return 0
    else
        Count-map[element] = Count-map[element] - 1

return true
```