

## Design and Analysis of Algorithms

### UNIT-I: Sorting

1. Selection Sort: Iteratively selects the smallest element from the unsorted part and places it at the beginning.

Example: Sorting [3, 1, 4, 2] results in [1, 2, 3, 4].

Time Complexity:  $O(n^2)$ , Space Complexity:  $O(1)$

2. Insertion Sort: Builds the sorted array one element at a time.

Example: Sorting [3, 1, 4, 2] results in [1, 2, 3, 4].

Time Complexity:  $O(n^2)$ , Space Complexity:  $O(1)$

3. Bubble Sort: Repeatedly swaps adjacent elements if they are in the wrong order.

Time Complexity:  $O(n^2)$ , Space Complexity:  $O(1)$

4. Heap Sort: Builds a max-heap from the array and repeatedly extracts the maximum element.

Time Complexity:  $O(n \log n)$ , Space Complexity:  $O(1)$

5. Linear Time Sorting: Algorithms like Counting Sort sort integers in  $O(n)$ .

Time Complexity:  $O(n + k)$ , Space Complexity:  $O(k)$

### UNIT-II: Graphs

1. Graph Traversals: Includes Depth-First Search (DFS) and Breadth-First Search (BFS).

Time Complexity:  $O(V + E)$ , Space Complexity:  $O(V)$

2. Testing Bipartiteness: Check if a graph can be colored using 2 colors without conflicts.

Time Complexity:  $O(V + E)$ , Space Complexity:  $O(V)$

3. Directed Acyclic Graphs (DAGs): Useful for task dependencies like Topological Ordering.

Time Complexity:  $O(V + E)$ , Space Complexity:  $O(V)$

### UNIT-III: Divide and Conquer

1. Merge Sort: Divides the array into halves, sorts, and merges.

Time Complexity:  $O(n \log n)$ , Space Complexity:  $O(n)$

2. Quick Sort: Picks a pivot, partitions, and sorts recursively.

Time Complexity:  $O(n \log n)$ , worst-case  $O(n^2)$ . Space Complexity:  $O(\log n)$

3. Maximum Subarray Problem: Finds the subarray with the maximum sum.

Time Complexity:  $O(n \log n)$

4. NP-Completeness: Hard-to-solve problems like Traveling Salesman Problem (TSP).

#### UNIT-IV: Greedy and Dynamic Programming

1. Greedy Algorithms: Make locally optimal choices at each step.

Example: Fractional Knapsack Problem.

Time Complexity:  $O(n \log n)$

2. Minimum Spanning Tree: Finds edges connecting all vertices with minimum weight.

Time Complexity:  $O(E \log V)$

3. Dynamic Programming: Solves problems by breaking into overlapping subproblems.

Example: Fibonacci sequence.

Time Complexity:  $O(n)$ , Space Complexity:  $O(n)$

4. Subset Sum Problem: Determines if a subset sums to a target.

Time Complexity:  $O(n * W)$ , Space Complexity:  $O(W)$