Algorithms Algorithm is a sequence of unambiguous instruc tions for solving a problem for obtaining the desided OIP for any legitimate I/P in a finite amount of time. - unambiguous - desired OIP - legitimate I/P - finite time problem algorithm I/P -> computer -> 0/P

- · No ambiguity in the instauctions. · Range of I/P has to be specified carefully.
- · Same algorithm can be expressed in
- · Several algorithms for solving same problem
- · Algorithms for a problem can be based might exist. on different ideas and can solve the problem

with dramatically different speeds.

$$30 = 20 \times 1 + 10$$

 $20 = 10 \times 2 + 0$

Find GCD (123, 36) 6 2 3 X 2 + 0 123 = 36 X 3 + 15 36 = 15 x 2 + 6 15 = 6 x 2 + 3

```
Euclide Algorithm for computing ged (m,n)
Step 1: If n = = 0 , return the value of m as
answer and stop; otherwise proceed to step ?
Step 2: Divide m by n and assign the value
of remainder to r.
Step 3: Assign the value of n to m and r to n.
Go to step 1.
Pseudocode:
 Euclid (m, n):
 // Input: two non-negetive. not both zero integers
         man
 Moutput: Greatest common divisor of m & n
  while n = 0
     r = m mod n
     n = r
 return m
 Example:
       m = 30 n = 35
       r = 30 % 35 = 30
   ()
        m = 35
        n = 30
    ii) x = 35 1/2 30 = 5 [ 30 ] = 0]
        m = 30
         n = 5
         8 = 30 % 5 = 0 [: 5! = 0]
    iii)
         n = 0
```

Consecutive Integer Checking Algorithm Step 1: Assign the value of min {m, ng to t Step 2: Divide m by t. If the remainder of this division is zero. Go to stip 3 otherwise go to step 4. Stap 3: Divide mby t. If the remainder of this division is zero, return the value of & as the answer and stop. Otherwise go to step 4. Stap 4: Decrement t by 1 and Go to stap 2. Find GCD (4,6): 》 大 = min (4,6) = 4 i) 4 = 41-4 = 0 6% 4 = 2!=0 £ = £ -1 = 3. 4 1.3 = 1 != 0 ii) 犬 = 犬 −1 = 2 4 % 2 = 0 iii) 61.2 =0 Hence GCD(4, 6) = 2. Middle School Procedure: Step 1: Find the prime factors of m. Stepa: Find the prime factors of n. Step 3: Identify all the common factors in the two prime expansions found in Step 1 and step 2. Step 4: compute the product of all the common factors and return it as GCD of the numbers given.

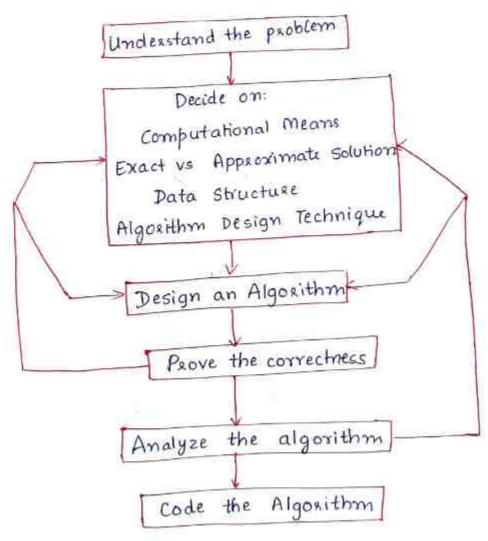
Compute GCD (60, 24):

$$2 \frac{60}{230}$$
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 $i \leftarrow 0$ for $p \leftarrow 2$ to n do if A[p]! = 0 $L[i] \leftarrow A[p]$

i ← i+1 retuan L

Fundamentals of Algorithm Problem Solving:



Understand the problem:

- ask doubts to clasiby
- clearly define range of I/P
- An algorithm must work correctly for all inputs and not just most of the IIPs.

· computational means / sequential algorithms Decideon: · Exact vs Approximate solutions. seasching sosting · Data structure - Appropriate Data Structure Algorithms + Data Structure = Program · Algorithm Design Technique - Brute Force - Divide and Conques - Decrease and Conques -Transform and conquex ... Design an Algorithm: - In terms of natural language statements, pseudocode or flowchast. Prove the correctness: Proving the algorithm's wrongness can be done just by using one invalid input but proving the correctness should be done to show that the algorithm works for all inputs in decided range. (Mathematical Induction) Analyze the Algorithm: 4 In terms of efficiency Time Time - time taken for algorithm to complete execution space - extra memory required for running algorithm. Code the algorithm: Develop the code for the algorithm using any specified programming language

Important Problem Types: - sorting - stable in place - Searching - String Problems - Graph Problems - Combinatorial problems - Geometrical problems - Numerical Problems Fundamental Data Structuses: - Linear Data Structure / Linked Liste Stack Queue - Graphs — Directed and undirected graph. Paths and cycles Connectivity Repusentation - adjacency mateix adjacency list weighted matrix Trees - Free Trees Foxest ordered Trees - Binasy Search Trees multiset key value paiss. - Sets & Dictionaries. Abstract Data Type. (DT). - its an abstraction of data items with associated operations.

FUNDAMENTALS OF THE ANALYSIS OF ALGORITHM EFFICIENCY

Analysis Framework:

Time Efficiency Speed of computer

Size of I/P

choice of algorithm

Type of compiler being used.

Space Efficiency < Program space

Program space

Program space

Stack space

Measuring of I/P size:

Seasching, Sosting → n'
Polynomial Function → highest order'
malin → 'No. of elements'

String -> string ungth or word count.

Number > No. of bits or digit in number

Units of Measuring Running Time

- Basic operation - most Important openation in the algorithm.

Seasching algorithm - 'compasison'
matrix multiplication - 'multiplication'

Let cop - time for execution of basic operation on some computer.

C(n) - no . of times basic operation is executed

$$C(n) = \frac{1}{a}n(n-1)$$

$$= \frac{1}{a}n^2 - \frac{1}{a}n$$

$$\approx \frac{1}{a}n^2$$

$$T(n) \approx c_{op} \cdot \frac{1}{2}n^{2}$$

$$T(2n) \approx \frac{c_{op} \times \frac{1}{2}(2n)^{2}}{c_{op} \times \frac{1}{2}(2n)^{2}}$$

$$\approx \frac{4n^{2}}{n^{2}}$$

$$\approx 4$$
Orders of Growth:
$$1 < \log_{2} n < n < n \log_{2} n < n^{2} < n^{3} < 2^{N} < n!$$

$$\text{Sequential Seasch}(A so ... n-iJ, k)$$

$$i \leftarrow 0$$
while $i < n$ and $A[iJ \neq k]$ do
$$i \leftarrow i + 1$$
if $i < n$ setuan i
close setuan -1

$$\text{Best Case}$$

$$C_{best}(n) = 1$$

$$\frac{woast case}{Cwoosst(n)} = n$$

$$\text{Avesage Case:}$$

$$C_{avg}(n) = [1 \cdot \frac{1}{n} + 2 \cdot \frac{1}{n} + \dots + \frac{1}{n} + n \cdot \frac{1}{n}] + n(1-p)$$

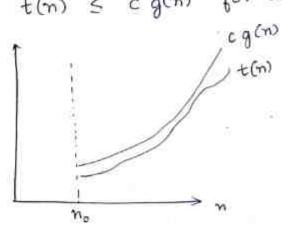
$$= \frac{1}{n} [1 + 2 + 3 + \dots + n] + n(1-p)$$

$$= \frac{1}{n} [n + 1] + n(1-p)$$

```
If p=0, then Carg(n) = n
Order of growth:
    n(Input n logn nlogn n' n' 2" ni
         sice)
             10 3.3 33 10 10 10 10
       10
               10<sup>2</sup> 6.6 660 10<sup>4</sup> 10<sup>6</sup> 2 1001
       102
  Slowest growing (above) - login
 Order: logarithmic linearithmic cubic Factorial
    1 < log_m < n < n log_m < n2 < n3 < 2 < n1
                          quadratic Exponential
  constant
                  lineas
Asymptotic Notations:
Informal:
   O(g(n)) is set of all junction with smaller or
 same order of growth as g(m).
          n \in O(n^2)
                            m3 $ 0(g(n))
          \frac{n^2}{2} \in O(n^2)
  \Omega(g(n)) is set of all functions that have larger
  or same order of growth as g(n)
           n^3 \in \Omega(n^2) n \notin \Omega(n^2)
          \frac{1}{2}n^2 - n \in \Omega(n^2)
 O(g(n)) is a set of all junctions that have the
 same order of growth as q(n)
        an^2 + bn + c \in \Theta(n^2)
            n^2 + \log(n) \in \Theta(n^2)
```

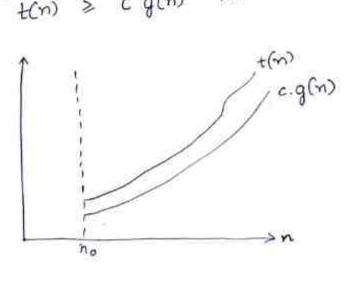
0 - Notation: A function t(n) is said to be in O(q(n)), denoted by t(m) & O(g(m)) if t(m) is bounded by some

constant multiple of g(n) for all large n, i-e there exists some positive constant c and some non-negetive integer no such that t(n) < cg(n) for all n > no



1 - Notation:

A junction +(n) is said to be in s2(g(n)) denote by $t(n) \in \Omega(g(n))$, if t(n) is bounded below by some positive constant multiple of g(n) for all large m. i.e if there exists some positive constant c and some non-negative integer no such that, $t(n) \ge c g(n)$ for all $n \ge n_0$



O Notation:

A function t(n) is said to be in O(g(n)) denoted by t(n) ∈ O(g(n)), if t(n) is bounded both above and below by some positive constant multiple of g(n) for all large n, i.e if there

exists same positive constant c, and c, and some non-negative integer no such that.

$$c_2 g(n) \le t(n) \le c_1 g(n)$$
 for all $n \ge n_0$

$$c_{1}g(n)$$

$$c_{2}g(n)$$

$$c_{3}g(n)$$

Problems

Express f(m) = 100n + 5 in terms of Big Oh.

Big Omega and Big Theta.

$$f(n) = 100n + 5$$

 $f(n) \le c \cdot g(n)$, $\forall n \ge n_0$

$$c \cdot g(n) = 100n + m$$
= 101m

f(n) & c.g(n)

Big oh:

$$f(m) = 100m + 5$$

 $f(m) \ge c \cdot g(m)$

$$100n + 5 \ge 100n \quad n \ge 0$$
 $c = 100 \quad n = 0$

g(n) = n

```
Big Theta.
         c_2 g(n) \leq f(n) \leq c_1 g(n) \quad \forall n \geq n_0
            100n ≤ 100n+5 ≤ 101m , n ≥ 5
        C2 = 100
        C, = 101
        q(n) = n
         no = 5
a) f(n) = 6 \cdot a^n + n^2
  Big oh:
          f(n) ≤ c·g(n)
                                 , n ≥ 0
          6 \cdot 2^m + n^2 \leq 7 \cdot 2^m
      n. = 0, c = 7, g(n) = 2"
 Big omega:
          f(n) ≥ c.g(n)
           6.2" + n2 > 6.2" n > 0
       no =0, q(n) = 2", c=6
 Big Theta:
 c_2 g(n) \leq f(n) \leq c_1 g(n)
     6.2^n \leq 6.2^n + n^2 \leq 7.2^n, n \geq 0
        c2 = 6, c, = 7, g(n) = 2, n, = 0
 HM:
   f(n) = 10n3+5.
    Oh: c = 11. g(n) = n3. no=2
    omega. c = 10, q(m) = n3, n0=0
    Theta: c2 =10, c,=11, g(n) = n3. n>2
```

* useful property involving asymptotic notation. Theorem If $f_{i}(n) \in O(g_{i}(n))$ and $f_a(n) \in O(g_a(n))$ Then $f_1(n) + f_2(n) \in O(\max\{g_1(n), g_2(n)\})$ Proof: het a, b, , a2 and b2 be four arbitrary real numbers. such that $a_1 \leq b_1$ and $a_2 \leq b_2$ $a_1 + a_2 \leq b_1 + b_2$ a, + az < 2 max {b, b2} f, (m) ≤ c, g, (m) since f, (m) ∈ O(g, (m)) ¥n≥n, Since fa(n) & O(g2(n)), $f_2(n) \leq c_2 g_2(n) \quad \forall \quad n \geq n_2$ Let us denote $c_3 = \max\{c_1, c_2\}$ and consider n > mar {n, 1 n2 } so that we can compare both inequalities. Adding both inequalities, $f_1(n) + f_2(n) \leq c_1 g_1(n) + c_2 g_2(n)$ < 9 g,(m) + c3 g2(m) $\leq c_3 (g_1(n) + g_2(n))$ < 2c3 max {g,(n), g2(n)} $\Rightarrow f_1(n) + f_2(n) \in O(\max\{g_1(n), g_2(n)\})$ where c = 2c3 = 2 max {c, ,c2} and n > max {n, n2} => Hence the proof. Average case - 0 Best Case - D worst case - 0

1 - constant , n - linear, logn - logaeithmic nlog_n - lineasithmic, n2 - Quadratic, n3 - cubic, 2n - Exponential, n1 - Factorial Mathematical Analysis of Non-Recursive Algorithms ALGORITAM Max Element (ACO ... n-1]) 11 Input: Array of n elements 1100tput: The value of largest element in the array. maxval - A[0] for i ← 1 to n-1 do if A[i] > maxval marval (A[i] return maxval → measure of I/P size - n -> Basic operation - compasison - Best case, worst case and average case is same $C(n) = \sum_{i=1}^{n-1} 1$ = n-1 € 0 (m) Plan for analysing Time Efficiency of Non-Recus sive Algorithms: 1. Decide on parameters indicating I/P size. a. Identify the algorithm's basic operation 3. Check if the no. of times the basic operation is executed depends only on size of input. If it depends on additional property, best case. worst case and average case have to be in vestigated. 4 Set up the sum indicating the no of times the basic operation is executed.

Basic Efficiency classes:

5. Use standard formulas of sum manipulation to established order of growth

= n2 = 0 (m2)

Element Uniqueness Problem.

ALGORITHM Unique Elements (A [o. n-1])

// Input : An array of n elements

11 output: Returns true if all elements in A lare distinct and false if all elements are not

// distinct

for i ←o to n-2 do for j ← i+1 to n-1 do (f Ali] = Ali] return jalse

return true

- Measure of ITP size: n

- Basic Operation : comparison

- worst case

when fast two elements when no elements are are only pair of equal equal elements

$$= \frac{N^{-2}}{1 = 0} n - \sum_{i=0}^{N-2} i - \sum_{i=0}^{N-2} 1$$

$$= n \sum_{i=0}^{N-2} 1 - \frac{(n-2)(n-1)}{2} - [n-2-0+1]$$

$$= n [n-2-0+1] - \frac{(n-2)(n-1)}{2} - (n-1)$$

$$= n (n-1) - (n-1) - \frac{(n-2)(n-1)}{2}$$

$$= (n-1) \left[\frac{(n-1) - \frac{(n-2)}{2}}{2} \right]$$

$$= (n-1) \left(\frac{2n-2-n+2}{2} \right)$$

$$= \frac{n (n-1)}{2}$$

$$= 0 (n^{2})$$

$$C_{best}(n) = 1 \in \Omega(1)$$

$$Matrix Moltiplication: B
$$A = 0$$

$$C_{i,j} = A[i,0] \times B[0,j] + A[i,1] \times B[1,j]$$

$$+ A[i,2] \times B[2,j] + A[i,1] \times B[1,j]$$$$

 $= \sum_{i=0}^{m-2} [n-i-(i+i)+1]$

= 5 n - i - 1

 $C_{\text{worst}}(n) = \sum_{i=0}^{n-2} \sum_{j=i+1}^{m-1} 1$

```
Algorithm Matrix Multiplication (Alo. n-1), 810. n-1).
 // Input two n by n matrices
 Matrix Product C = AB
   for i \leftarrow 0 to n-1 do
      for jeo to n-1 do
          c[i, i] < 0.0
          for k ← 0 to n-1 do
               C[i,j] \leftarrow A[i,k] * B[k,j] + C[i,j]
  return C
- Size of Input - mxn
-Basic Operation C[i,j] \leftarrow C[i,j] + A[i,k] \times B[k,j]
    Hence multiplication is basic.
    No. of multiplications.
         m(m) = \sum_{j=0}^{n-1} \frac{m-1}{j} \sum_{k=0}^{m-1} \frac{1}{k}
                  = \sum_{i=0}^{m-1} \sum_{j=0}^{m-1} (n-x-0+x)
                  = 5 5 n
                  = \sum_{i=0}^{n-1} \times n \ge 1
                 = \left\{ \times n \left( n = 1 - 0 + 1 \right)}
                  = \sum_{n=1}^{\infty} n^2
                  = n^{1} \sum_{i=0}^{n-1} 1
                   = n2 (n-x=0+x)
                   = m3
            f(n) E O(n3)
```

ALGORITHM Binaxy (m) // Input Positive decimal integer n 11 output: The no of binary digits in n's representation in binaxy count < 1 while n > 1 do count < count + 1 n - [n/2] return count - Basic operation - while condition checking ox no. of additions f(n) ∈ O((og,n) Mathematical Analysis of Recursive Algorithms: Algorithm Factorial (n) // computes n! // I/p: non-negative integer n 11 0/P: The value of n! if n = 0 actuan 1 else setuan n * factorial (n-1) F(n) = n * F(n-1) , n > 0Let m(n) be the no of multiplications required to compute n! . Then $M(n) = \begin{cases} 0 & n = 0 \\ 1 + M(n-1) & n > 0 \end{cases}$ Ly to compute F(n-1) To mulhply n * F(n-1) 5] = 5 x 4! $4! = 4 \times 3!$ 5 multiplications 31 = 3 × 2! al : 2 × 11 = 1 × 0! 0 = 1

m(n) = 1 + m(n-1)= 1 + (1 + m(n-a))= 2 + m(n-2) = 3 + m(n-3) = i + m (n-i)

Let n-i = 0 ⇒ i = n M(n) = n + M(n-n)

= n + m(0)

= n + 0 M(n) = n

 $M(n) \in \Theta(n)$

Recursive Algorithms

1) Decide on parameter indicating input size.

General Plan for Analyzing Time Efficiency of

a) Identify the algorithm's basic operation. 3) Check whether the no of times basic operation is executed varies based on different inputs of same

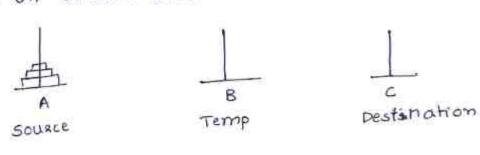
size; if so, worst case, best case and average case efficiency most be investigated separately. 4) Set up a recurrence relation, with an appropriat

initial condition, for no of times basic operation is executed.

s) Solve the recurrence relation or atleast ascertain order of growth of its solution.

Tower of Hanoi: - Problem of moving n disks of different sizes using 3 rods from one rod to another such

that, at a time only one disk is moved, and only upper disk can be moved and no disk can be placed on smaller disk.



Solution: D Recursively move n-1 disks from sousce to Temp using Destination as auxiliary.

a) move largest disk from source to destination

rod. 3) Recursively move n-1 disks from temp rod to destination rod using source rod as

auxiliasy. Algorithm Tower of Hanoi (n, S, D, T) if n = 0

return

print Move Disk 1 from 5 to D if n = 1Tower Of Hanoi (m-1, 5, T, D)

print Move Disk n from S to D

Tower Of Hanoi (n-1, T, D, S)

Recurrence Relation:

 $m(n) = \begin{cases} 1 & n = 1 \\ 2m(n-1)+1 & n > 1 \end{cases}$

Solution by backward substitution: m(m) = 2 m (m-1) + 1

= 2 [2m(n-2)+1] + 1

= 2 m(n-2) + 2 + 1

 $= 2^3 \text{ m(n-3)} + 2^2 + 2 + 1$

$$M(n) = 2^{i} M(n-i) + 2^{i-1} + 2^{i-2} + \cdots + 2^{k} + 2 + 1$$
 $A = 1$
 $A = 1$
 $A = 2^{k} + \cdots + 2^{k-1} + 2^{k-1}$

$$f(n) = \begin{cases} 0 & n = 0 \\ 1 & n = 1 \\ F(n-1) + F(n-2) & n > 1 \end{cases}$$

$$F(n) = F(n-1) + F(n-2)$$
Backward Substitution fails

using solution for linear recurrence relations of second ordea.

$$ar^2 + br + c = 0 \rightarrow characteristic$$
equation

$$ar^2 + br + c = 0 \rightarrow characteristic equation$$

$$F(m) - F(m-1) - F(m-2) = 0$$

$$F(n) - F(n-1) - F(n-2)$$
can be weithen as,

$$\chi^2 - \chi - 1 = 0$$

Roots of the above equation axe:

$$x = +1 \pm \sqrt{(-1)^{2} - 4 \times 1 \times -1}$$

$$\geq (1)$$

$$= 1 \pm \sqrt{1 + 4} = 1 \pm \sqrt{5}$$

$$= 2$$

$$\chi_1 = \frac{1+\sqrt{5}}{2}$$
, $\chi_2 = \frac{1-\sqrt{5}}{2}$

The solution can be represented in the F(n) = & (x1) + B(x2) form of,

$$F(n) = \alpha (x_1)^n + \beta (x_2)$$

$$F(n) = \alpha \left(\frac{1+\sqrt{5}}{2}\right)^n + \beta \left(\frac{1-\sqrt{5}}{2}\right)^n$$

To find value of & & B. we use base condition F(0) & F(1),

$$F(0) = 0$$

$$2\left(\frac{1+\sqrt{5}}{2}\right)^{0} + \beta\left(\frac{1-\sqrt{5}}{2}\right)^{0} = 0$$

$$2\left(\frac{1+\sqrt{5}}{2}\right)^{0} + \beta\left(\frac{1-\sqrt{5}}{2}\right)^{0} = 0$$

$$2\left(\frac{1+\sqrt{5}}{2}\right)^{0} + \beta\left(\frac{1-\sqrt{5}}{2}\right)^{0} = 0$$

$$F(1) = 1$$

$$2\left(\frac{1+\sqrt{5}}{2}\right) + \beta\left(\frac{1-\sqrt{5}}{2}\right) = 1$$

$$2\left(\frac{1+\sqrt{5}}{2}\right) - 2\left(\frac{1-\sqrt{5}}{2}\right) = 1$$

$$2\left(\frac{1+\sqrt{5}}{2}\right) - 2\left(\frac{1-\sqrt{5}}{2}\right) = 1$$

$$2\left(\frac{5}{2}\right) - 2\left(\frac{1-\sqrt{5}}{2}\right) = 1$$

$$F(m) = \frac{1}{\sqrt{s}} \left(\frac{1+\sqrt{5}}{2} \right)^{n} - \frac{1}{\sqrt{s}} \left(\frac{1-\sqrt{5}}{2} \right)^{n}$$

$$= \frac{1}{\sqrt{5}} \left(\Phi^{n} - \hat{\Phi}^{n} \right)$$

where
$$\phi = 1+\sqrt{5}$$
, $\hat{\phi} = 1-\sqrt{5}$

$$F(n) \in \Theta(\phi^n)$$

Fibonacci Addition Recoverence Relation:

$$A(n) = \begin{cases} 0 & n = 0 \\ 0 & n = 1 \end{cases}$$

$$A(n-1) + A(n-2) + A(n-2) + A(n-1) + A(n-2) + A(n-2) + A(n-1) - A(n-2) + A(n-2$$

Let
$$B(n) = A(n) + 1$$

 $B(n-1) = A(n-1) + 1$
 $B(n-2) = A(n-2) + 1$
 $B(n) - B(n-1) - B(n-2) = 0$
 $B(0) = 1$
 $B(1) = 1$
 $B(n) = F(n+1)$
 $A(n) = F(n+1) - 1$
 $A(n) = F(n+1) - 1$
 $A(n) = A(n) =$

```
Algorithm Bin Rec (n)
 1/I/P: Positive Decimal Integer n
 110/p: Number of digits in binary representation
        of n
 if n = 1
       seturn 1
 else return 1 + BinRec (L 1/2])
Recurrence Relation:
          F(n) = \begin{cases} D & n = 1 \\ 1 + F(n_2) & n > 1 \end{cases}
         F(m) = 1 + F(m/2)
                 = 1 + (1 + F(^{9}/_{4}))
                 = 2 + F(\gamma_{2}^{2})
                 = 2 + (F(\frac{\eta_{23}}{2^3}) + 1)
```

$$= 3 + F(\frac{\eta_{23}}{2^3})$$

$$= i + F(\frac{\eta_{23}}{2^i})$$

Let $\frac{n}{2^i} = 1$ $\Rightarrow n = 2^i$ or $i = \log_2 n$

$$F(n) = \log_2 n + F(1)$$

$$= \log_2 n + \Omega = \log_2 n$$

$$F(n) \in \Theta(\log_2 n)$$

for
$$i \leftarrow 2$$
 to n do
$$F[i] \leftarrow F[i-1] + F[i-2]$$
return $F[n]$

Homework:

ALGORITHM Sum(n)

- a) what does this algorithm compute?
- b) what is the basic operation?
- e) How many times is the basic operation excecuted?
- d) What is the efficiency class of this algorithm