Date 03-03-2 Homework O Linear Search on sorted list (in descending order) and ALO] >= ALI] >= 000 >= ALN-1] for and list index mostarts from 1 Linear Search (A, n, V) int Linear Search Cint ACJ, int n, int VDE tor (int i=0) ich; € i+1) € // for every element i if $(ACi) == V) \in //$ in the list of nelements return if the even if Acij == Vreturn i; "The elem. Vis fand Urn -1; "return V" stand Melse if Acij > V return -1 int A[] = £3,4,6,93 int n = A, size() -1 / ACO). Size @() -1; 110r try & int n = size of (A) / size of (ATOJ) int index = Linear Search (A, n, &v);
if Gindex = = -1) {
cout cc Value is not present in array A"; CKE & Cout ac "Value found at position

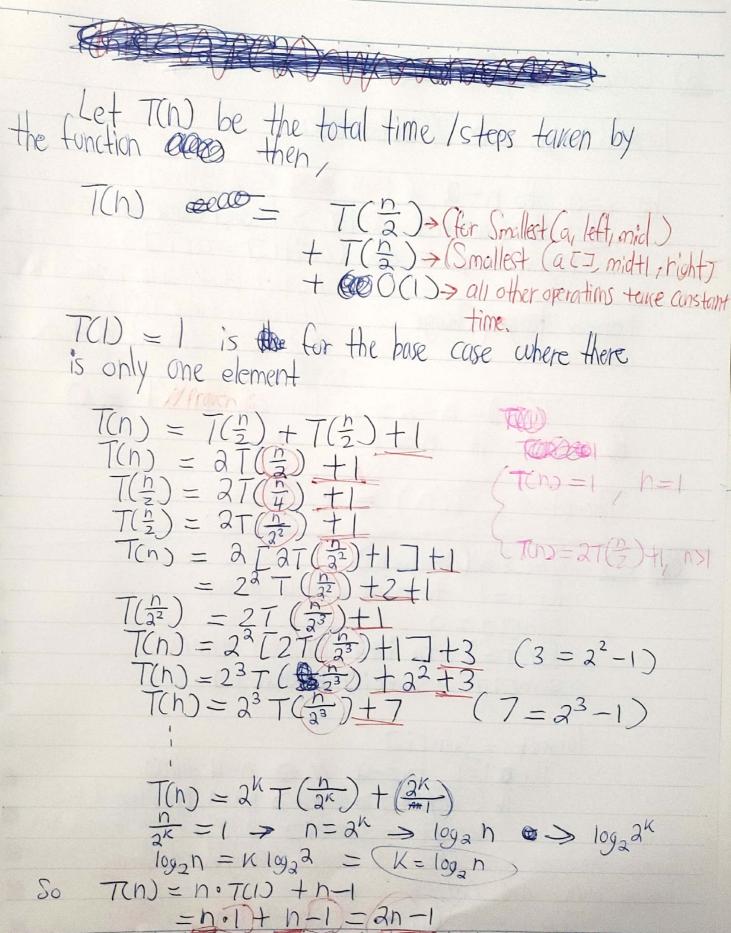
return o;

Bubble Sort [A] For J < 1 to length TA]

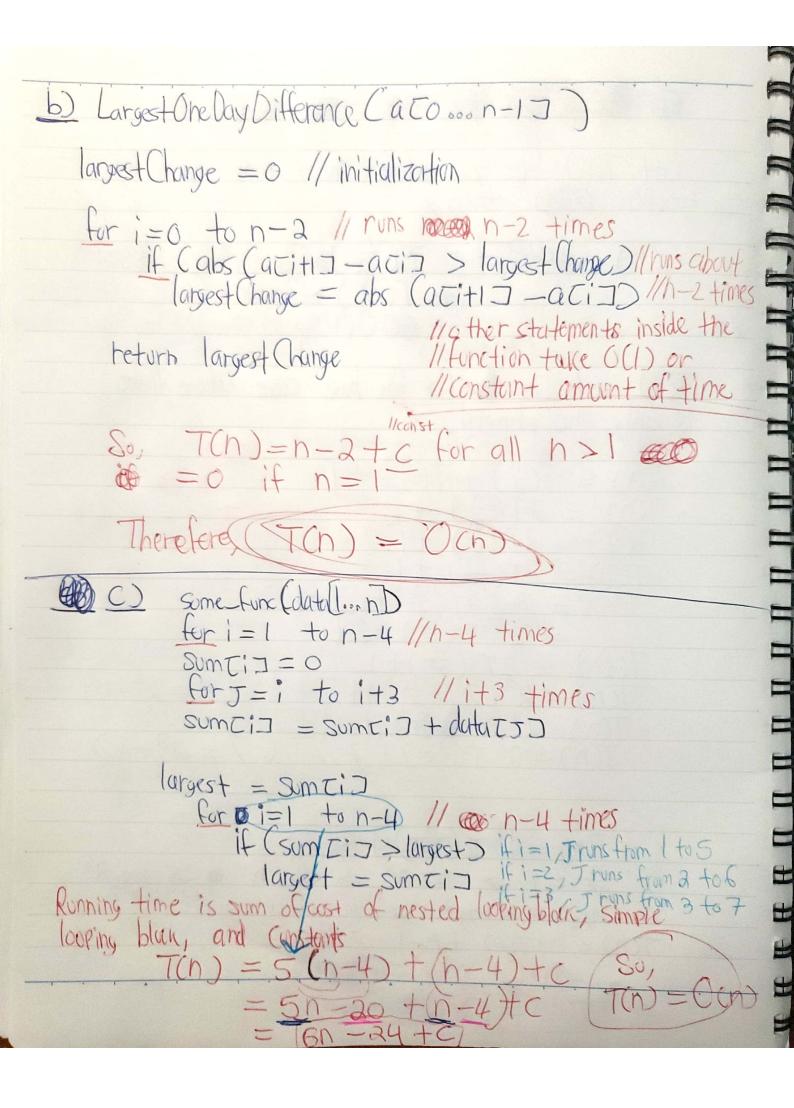
E for i < length TA D dawn to it1; IF A CIJL ACI-13 3 SWAP CACIT, ALICE IT example: A= for JEI to length TA] ClenythTAJ = 6) for J=1, for in length CAD down to J+1 i=6 down to (I+1) w/ J=1 For i=6, if Aci] L Aci-1] Value of Ace] is q

AC6] L AC6-1] 8 ACS) 10 is 6 ACGILACSI faise from the array 3) (e) analyze the running time of the prvedocate Smallest Cazz, left, right) if left = right return a [left] > O(1) takes const. mid = Cleft tright) /2 > OCD

11 = Smallest (a [left ... mid]) > T(h) time only comparison 12 = Smallest (a Tmid+1 000 right) > TC) if (11>12) -> OCD



7(h) = ()(n)



tomework contd.

Solve the following recursive relations using method of iteration, given that T(1) = 1

(a) $T(h) = T(\frac{h}{3}) + 1$

TCOOLOGE $\{T(n)=1, n=1 \}$

 $T(n) = T(\frac{h}{3}) + 1$

 $T(h) = T(\frac{h}{2}) + 1$ $T(\frac{h}{2}) = T(\frac{h}{2}) + 1$ $T(h) = T(\frac{h}{2}) + 1$

 $T(n) = [T(\frac{n}{2})]+2$

 $T(n) = T\left(\frac{n}{2^{\kappa}}\right) + K$

if $\frac{h}{ak} = 1$ and $n = a^k$ and $k = \log_a n$

Then T(n) = T(1) + logn T(n) = 1 + logn

() (log n)

b) T(n) = T(n-1) + 3nST(h)=1, n=1PROBER TIN-1)+3n, n> T(n) = T(n-1) + 3nT(n+1) = T(n-1-1)T(n) = (T(n-2)+3n-3)+3n T(n) = f(n-2)+3n-3)+3n T(n) = (T(n-3)+3n-6)+6n-3T(n) = T(n-3) + 9n - 9 $T(n) = T(n-3) + 3^{2}(n-1)$ $T(n) = T(n-\kappa) + (n-(\kappa-1)) + (n+(\kappa-2)\cos(n-1)th$ if h-k=1 and n-1=kT(n) = T(n - n + 1) + (n - n + 2) + (n - n + 3) + ... (n - n + 2) + (n - n + 3) + ... (n - n + 3) +T(n) = T(1) +1 +2+3+4+ 000+00h $T(n) = 1 + \frac{a}{a}(n+1)$

C)
$$T(n) = aT(n-1)$$
 $T(n) = 1$
 $T(n) = aT(n-1)$
 $T(n) = aT(n-1)$
 $T(n) = aT(n-1)$
 $T(n) = aT(n-1)$
 $T(n) = aT(n-2)$
 $T(n) = a(a(aT(n-3)))$

for $x^{(n)} = a^{k} T(n-k)$

if $x^{(n)} = a^{k} T(n-k)$
 $T(n) = a^{n-1} T(n-n+1)$
 $T(n) = a^{n-1} T(n-n+1)$

$$T(n) = a^{n-1}$$

$$S_0(O(a^n))$$

the exponent function recursive algorithm to calculate $a^n = 1$, if n = 0= a, if n = 1= a^k , if n is even, n = ak= $a^k \times a$, if n is add, n = ak+1// Return an In is a natural number, n=0,1,2,000 Exp(a,n) // Return an // n is a natural number, n = 0,1,2, ... int Exp Cinta a, inth) & // Base Case if (n = =0) € return !; // general case wif h >= 1int K; if (n%) = 0 = =0) ε // $\alpha' = \alpha'$ if n is even, where n=2K K = -n/2; return a X Exp(a,(2xK)-1); 3 else E // $a^h = a^h \times a$ if h is odd, where $n = 2\kappa + 1$ return $a \times Exp(a, (2x\kappa))$;

Simplified Version int Exp Cinta, int n) &

// base case

if (n == 0)

return l; Man == axan-1 return a x Exp(a, n-1); trace the execution of Exp (2,7) draw the recursion tree Exp (2,7) 2 x Exp (2,7-1)=2 x Exp(2,6)=2 x64 = 128 2 x Exp(2,6-1) = 2 x Exp(2,5) = 2 x 32 = 04 $3 \times E \times P$, $(2,5-1) = 2 \times E \times P(2,4) = 2 \times 6 = 0$ $3 \times E \times P$, $(2,4-1) = 2 \times E \times P(2,3) = 2 \times 8 = 6$ $3 \times E \times P$, $(2,3-1) = 2 \times E \times P(2,2) = 2 \times 4 = 8$ $2 \times E \times P(2, 2-1) = 2 \times E \times P(2,1) = 2 \times 2 = 4$ $2 \times E \times P(2, 2-1) = 2 \times E \times P(2,0) = 2 \times 1 = 2$ EXP(2,7) = 128 Fill in the blank in the following binary search algorithm

Let red color be answer to the Toif Cleft+1 == right) E if (Atleft] = = V) heturn left else if CACright] == V) return right else if (V > AT left)

// V is larger than ACleft), so V should appear before it
return -1 × left else if CV L ATRIGHT J)
// V is smaller than Atright I, so V should appear return -1 x (right +1) else // v > Atright], but v < Atleft] so it would take return - 1 × night //general case, length of list >= 3
mid = Cleft + right > / 2 if (A[mid] == Value) else if (Acmid] > V)

// V L Acmid], So search right half since descending order

neturn Binary Search (A, V, mid+1, right) // V> Atmid) so search left half since incloseding order heturn Binary Search (A, V, left, mid-1)

(d) use the three question rule to verify

is lor or For n = 1, if the valve exists in the list, it will have to be A [left]. If the valve is not in the list, it must be greater or smaller than the existing element, to which the proper would be index will be returned. For n=2, if the valve exists in the list, it will have to be A [left] or A [right]. If the valve is not in the list, it must be greater than A [left] smaller than A [left] and greater than A [left] and greater than A [left] and greater than A [left]. If this is the case, the proper would be index will be returned. The proper would be index will be returned. The base cases will ensure that we are able to exit the algorithm non - recursively.

Smaller Caller: Each recursive call to the algorithm involves a smaller case of the original problem, leading involves a smaller case of the original problem, leading inexagoibly to the base cases. The call to Binary Search decreases the range by half which will lead to the base cases as it pets smaller. The algorithm gets the base cases as it pets smaller. The algorithm gets the base cases as it pets smaller. The algorithm gets the base cases as it pets smaller. The algorithm gets the base cases as it pets smaller. The algorithm gets the base cases as it pets smaller as the base cases as it pets smaller. The algorithm gets the base cases as it pets smaller is called with a smaller for the value is gracher than the base cases as it pets smaller for a smaller range to search only the high half with a smaller range to search only the righthalf with a smaller range to search only the ri

No.

· General Cases



There is a general case for when the input size is greater than or easal to 3. The algorithm tirst finds a middle index by adding the left and right indicies and dividing them by 2. If the middle valve is easily alent to the valve we are searching tov, the algorithm will be called recursively if the valve being searched for is less than or greater than the middle valve. If so, the algorithm calls itself recursively with a range that is decreased by half, searching a specific half based on whether the valve is less than or greater than the middle valve.