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## Tutorial-16-3

Quest. Write linear search Prendo code to search an. elements in a sorted array with minimum. comparisons.

> for (1=v tom) if (arr [1] = = value) // element from d.

Dues 2. unite a Pseudo code for Iteration and recusione. insertion sort. Insertion sort is Could online sorting. why? what about athes. sorting algorithms that has been discussed?

## Am Iterative

Vold insertion-sort (int au [], int m) for ( Int == 1; ixm; i++) j = 9-1; A Alberta Co x= are[i]; maire (j)-1 22 are [j]>x) are (j+1] = are[j]; 7 arr []+1]=x;

Recursive

Void insertion - Last (int arr [], Int m)

If (m <= 1)

return;

insertion - Last (arr, m-1);

int last = arr [m-1];

int ]=m-2;

while (j >= 0 ff arr (j] > last)

arr [j+1] = arr[j];

arr [j+1] = last;

Insertion sort is called 'Online sort' because it does not need to know anything about what values it will sort and impormation is requested white algorithm is surning.

## Other costing Algorithm:

- 1) Bubble Sort
- d) Duick Lort
- 3) Merge sort
- 4) selection last
- 5) Heap Last.

dues 3 complexity of all sorting algorithm that has been discussed in rectures.

Sorting Algorithm	Best	morest	Average.
Selection sort	$O(m^2)$	$\cdot 0(n^2)$	O(n <sup>2</sup> )
Bubble Sort	0(n)	0 (m²)	0 (m2)
Insurtion sort	0(n.)	$O(m^2)$	0 (m2)
Heap sort	O(nwgn)	O(nlogn)	O(nlogm)
Duick sort	(nlogn)	0(m²)	O(miogn)
Merge sort	O(nlogn)	O(nlogn)	o (miogn)

Dues 4 Devide all Sorting algorithms into implace/ Stable / online sorting.

Inplace Sorting	Stable Leiting
Bubble sort	Mugl soit
Selection Sort	Bubble sort
Insertion sect	Insertion Sect
Quick sort	count eart
theap sort	

Inline farting truertion soit.

```
Search. What is the Time and space complexity of linear and Binary search.
      therative -
         mt Il-search (Int aux [], int l, int l, int key)
            while (1<=1)
              In m = ((l+r)/2);

if (arr [m] = = key)

returns m;

else y (key < arr [m])
             x=m-1;
                   L= m+1;
        setuen-1;
  Kennive -
         int b-search (int are [], int l, int r, int key)
               while (1<=2) {
                m+ m = ((1+2)/2);
                4 (key = arr [m])
                   return m;
              else if (Key Lari [m])
                return b-seach (arr, 1, mid-1, key);
                return b-search (arr, mid+1,1, key);
```

```
return-1;
```

## Time complexity -

- a). (ineal search O(n) b) Bimary search O(log m)

Ques-6. unite recursière relation por bimary recursire search.

$$T(m) = T(m/2) + 1$$
 — (1)  
 $T(m/2) = 7(m/4) + 1$  — (2)  
 $T(m/4) = T(m/8) + 1$  — (3)

$$T(m) = T(m/2) + 1$$
  
=  $T(m/4) + 1 + 1$   
=  $T(m/8) + 1 + 1 + 1$   
:  
:  
:  
:  
:  $T(m/2 \times) + 1 (K + i mes)$ 

Let 
$$g^{k} = m$$
.  
 $K = \log m$ 

$$T(m) = T(m/m) + \log m$$

$$T(m) = T(m/m) + \log m$$
  
 $T(m) = T(1) + \log n$   
 $T(m) = 0 \log m - Ams$ 

dust find two indexes such that A[i] + A[j] = k

In minimum time complexity.

For (!=0; !<n; !++)

for (!mt j = 0; j<n; j++)

{

f(a[i] + a[j] = = k)

printf ("",d",d",j);

}

Quest which sorting is best for practical wees? Explain Ouick sort is fastest general-purpose sort. In mess practical electrons quick sort is the method of choice as stability is important and space is available, mergesort might be best.

Ques 9 uthat do you mean by inversions in an away ? court the number of inversions in Array are [] = {7,21,31,8,10,1,20,6,4,53 using merge sort.

A Pair (A[I] A [J]) is said to be inversion 4
A[I] > A[J]

Total no, of inversions in given away are of 31 using merge to sort.

Ques 10. In which case quick sert will give best and worst case time complexity.

Ams mout case  $O(n^2) \rightarrow The world case accurs

when the pivot element is an extreme (smallest/
largest) element. This happens when input array is

sorted ar severes serted and either first ar last

element; sulleted as pivot.$ 

Best case O(nlogn) -> The best case occurs when we will select pivot element as a mean element

In best & mout case. What are the similarities and difference between complexities of two algorithm and may?

Any Merge Sort >.

But case  $\rightarrow T(n) = 2T(n/2) + o(n)$  }  $O(n \log n)$  worst case  $\rightarrow T(n) = 2T(n/2) + o(n)$  }  $O(n \log n)$ 

Duick sort >

Best case  $\rightarrow T(n) = QT(n/2) + O(n) \rightarrow O(nlogn)$ West case  $\rightarrow T(n) = T(n-1) + O(n) \rightarrow O(n^2)$ 

In quick sort, array of element is divided into 2 parts repeatedly until it is not possible to divide it further.

In merge soit the elements are splits into a subarray (n/2) again & again until only one element

is left.

dus 12. Selection sort is not stable by default best can you write a version of stable selection sort?

Ans

```
for (int 1=0; i<m-1; i++)
     int min = i;
for (int j = i+1; jen; j++)
         if (a [min]>a[j])
         min=j;
      int key = a [min];
while (min >i)
        a [min] = a [min-j];
min--;
    a[i]=Key;
```

dues 13. Bubble sort scans array even when array that it does not scan the whole array once it is sorted.

A better verion of bubble sort, known as m bubble sort includes a flag that is set of exchange is made after an entire pass over. If no exchange is made then it should be called the array the array is already order because no two elements need to be switched.

```
Void bubble (int aul ], intn)
    for (int i = 0; ixm; i++)
       ind smaps = 0;

For (int j=0; j< m-i-j; j+t)
            4 (arr[j] > arr [j+1])
                 int t = arr [j];

arr [j] = arr [j+1];

arr [j+1] = t

surap++;
     4 (surap == 0)
break;
```