

Tutorial-3

Ans 1

```
while (low <= high)
{
    mid = (low + high) / 2
    if (arr[mid] == key)
        return true
    else if (arr[mid] > key)
        high = mid - 1
    else low = mid + 1
}
return false
```

Ans 2 Iterative insertion sort:

```
for (int i = 1; i < n; i++)
{
    j = i - 1;
    x = A[i];
    while (j > -1 && A[j] > x)
    {
        A[j + 1] = A[j];
        j--;
    }
    A[j + 1] = x;
}
```

Recursive insertion sort:

```
void insertionSort (int arr[], int n)
{
    if (n <= 1)
        return;
    insertionSort (arr, n-1);
    int last = arr[n-1];
    j = n-2;
    while (j >= 0 && arr[j] > last)
    {
        arr[j+1] = arr[j];
        j--;
    }
    arr[j+1] = last;
}
```

Insertion sort is online sorting because whenever a new element come, insertion sort define its right place.

Ans 3 Bubble sort $\rightarrow O(n^2)$

Insertion $\rightarrow O(n^2)$

Selection $\rightarrow O(n^2)$

Merge $\rightarrow O(n \log n)$

Count $\rightarrow O(n)$

Quick $\rightarrow O(n \log n)$

Bucket $\rightarrow O(n)$

Ans 4 Online sorting \rightarrow Insertion sort

Stable sorting \rightarrow Merge sort, Insertion, Bubble

Inplace sorting \rightarrow Bubble, Insertion, Selection

Ans 5 Iterative Binary Search: while (low \leq high)

{

int mid = (low + high) / 2

if (arr[mid] == key

return true

else if (arr[mid] > key)

high = mid - 1

else

low = mid + 1

```
Recursive: while (low <= high)
{
    int mid = (low + high) / 2;
    if (arr[mid] == key)
        return true;
    else if (arr[mid] > key)
        binary search (arr, low, mid - 1)
    else
        binary search (arr, mid + 1, high)
}
return false;
```

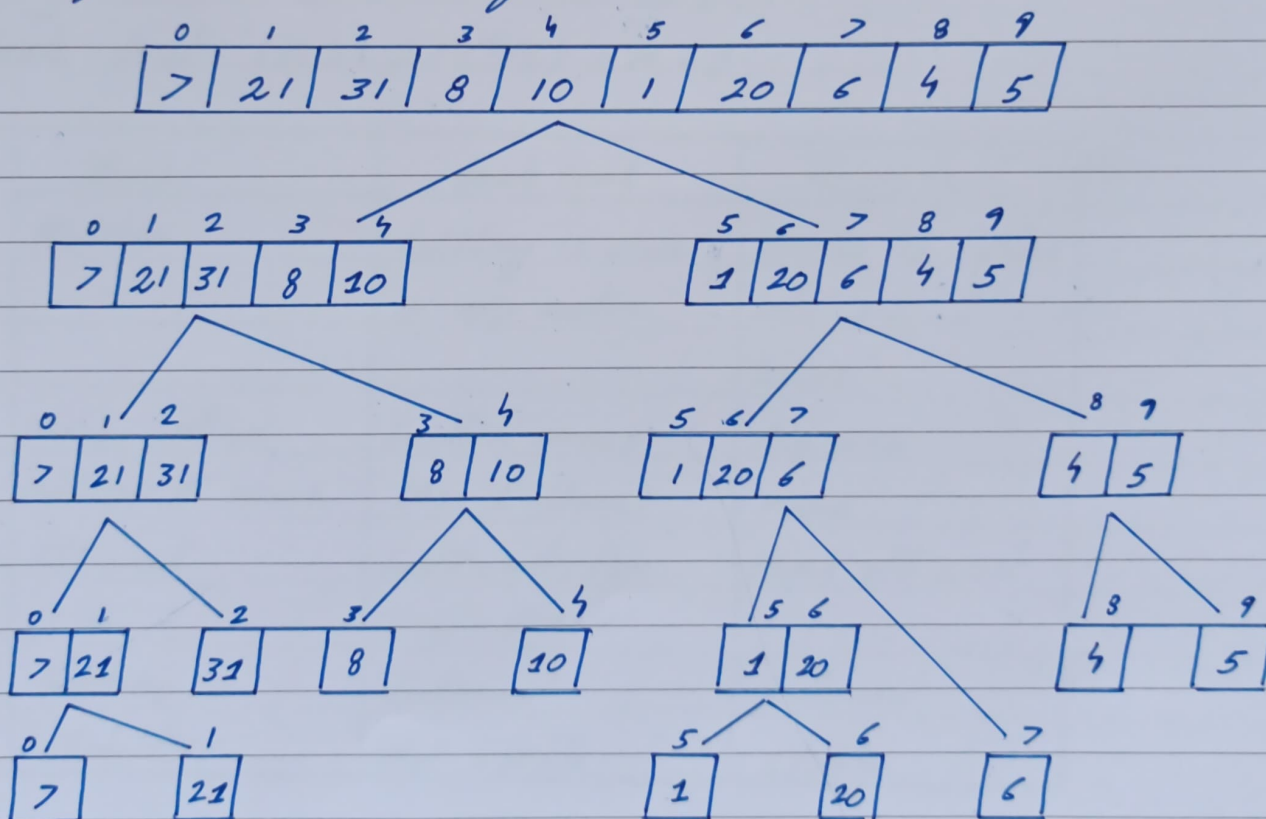
Ans 6 $T(n) = T(n/2) + T(n/2) + c$

```
Ans 7 for (int i = 0; i < arr.size(); i++)
{
    if (m.find (target - arr[i]) == m.end())
        m[arr[i]] = 1;
    else
        cout << i << " " << mp[arr[i]];
}
```


Ans 8 Quicksort is the fastest general purpose sort. In most practical situation, quicksort is the method of choice.

If stability is important & space is available, merge sort might be best.

Ans 9 Inversion indicates - how far on close the array is from being sorted.



Inversions = 31

Ans 10 Worst Case: Occurs when the picked pivot is always an extreme element. It happens when input array is sorted as reverse sorted & either first or last element is picked as pivot.

Best Case: Best case occurs when pivot element is the middle element.

Ans 11 Merge Sort: $T(n) = 2T(n/2) + n$

Quick Sort: $T(n) = 2T(n/2) + n + 1$

Basis	Quick Sort	Merge Sort
• Partition	Splitting is done in any ratio	Array is parted into just 2 halves.
• Works well on	Smaller array	Any size
• Addition of space	Less (inplace)	More
• Efficient	Inefficient for larger array	More efficient
• Sorting	Internal	External
• Stability	Not Stable	Stable

Date _____

Ans 14 We will use Merge Sort because we can divide the 4 GB data into 4 packets of 1 GB & sort them separately & combine later.

- Internal: All the data is stored in memory at all times.
- External: All the data is stored outside memory & only loaded into memory in small chunks.