

→ Why Ternary Search is less preferred?

↳ Ternary Search has more operations, the number of comparisons are more.

We can even divide the array to 4 or 5 search space where we get $O(\log_4 n)$ which time complexity is even less.

But Search operations are more so Binary Search is most commonly used & preferred.

Insertion Sort

75, 90, 100, 95, 85, 80

0 1 2 3 4 5

key = 90

↓ 9

$j = i = 1$

Prep arr
is

while

75 90

$j \geq 0 \text{ \& \& } \text{key} < \text{arr}[j] :$

↑
compare

$\text{arr}[j+1] = \text{arr}[j]$

$j = j - 1$
 $\text{arr}[j+1] = \text{key}$

Date: _____

0 1 2 3 4 5
75, 90, 100, 95, 85, 80

95 100 ↑
100

→ key = 90

$j = i - 1$

$i \geq 1$

→ $i = 2$

key = 100

$j = 1$

$90 < 75$ ✗

key < arr[j] ⇒ $100 < 90$ ✗

→ $i = 3$

key = 95, $j = i - 1 = 3 - 1 = 2$ index

↳ $95 < 100$ → true

So we do,

arr[j+1] = arr[j]

$j = j - 1$

↳ Interchanging the elements.

→ $i = 4$ key = arr[i] = 85

$85 < 100$ ✓

$j = i - 1 = 4 - 1 = 3$ index = 95

↳ Inter change.

while $j \geq 0$ & key < arr[j]

arr[j+1] = arr[j]

$j = j - 1$

Date: _____

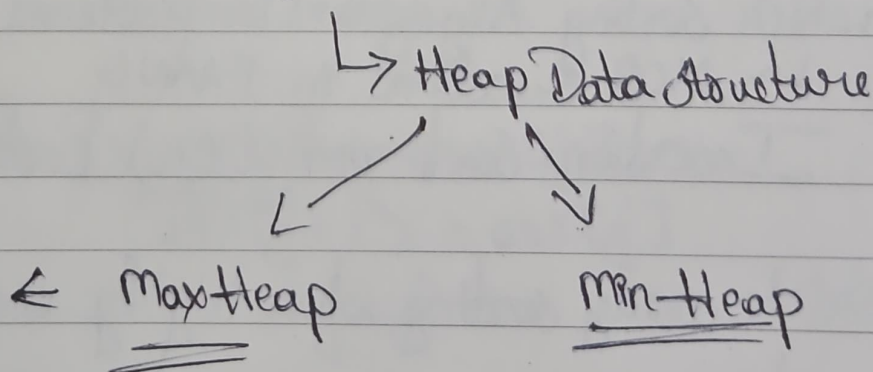
If Array is in increasing order,
Best case time complexity $\rightarrow O(n)$

If Array is in decreasing order,
Worst case $\rightarrow O(n^2)$
 \rightarrow Sum of n natural numbers. # of comparisons.

\rightarrow Find the 2nd largest number in the array \rightarrow Use Bubble sort.
 \hookrightarrow Since it places the largest element at the right end.

\rightarrow Find the 2nd smallest number in the array \rightarrow Selection sort.
Coz it will keep smallest at left/start and then you can get in 2nd pass itself.

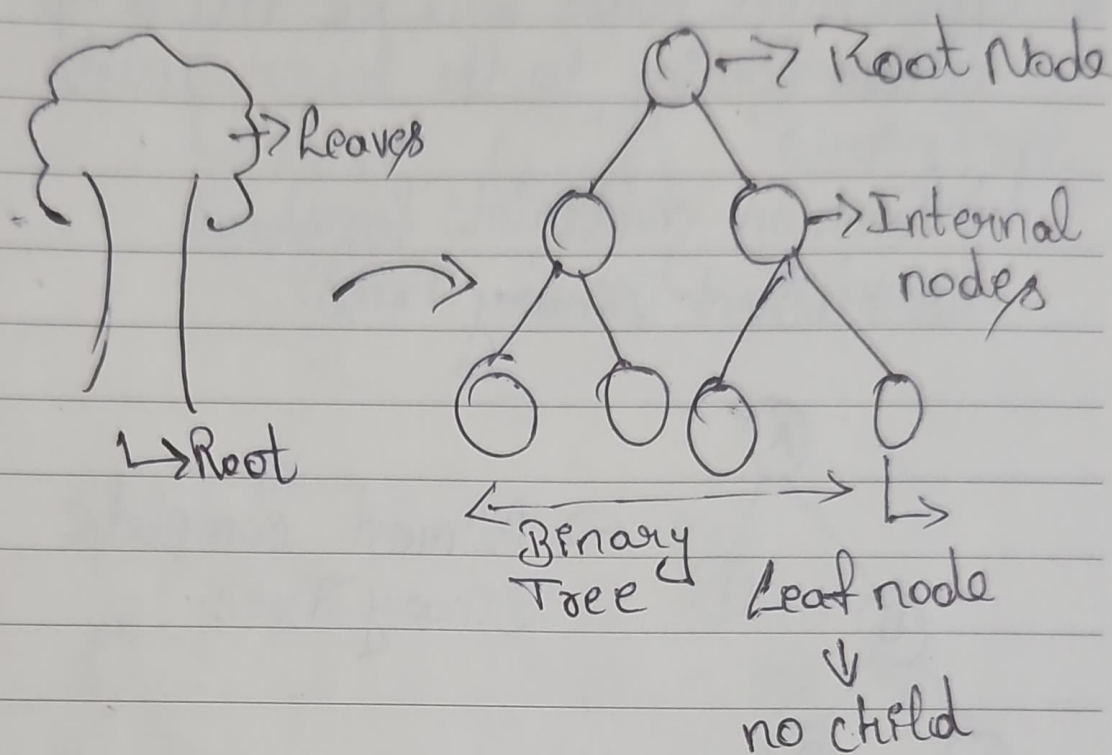
Heapsort



Fundamentals & Applications

Tree Data Structure → Basic knowledge to understand Heap

↳ Non-linear Data Structure.

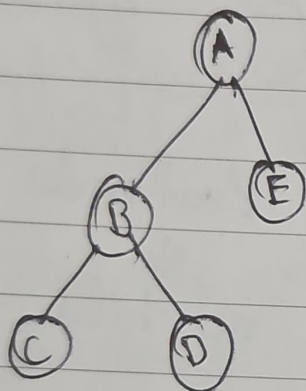


Fundamentals:-

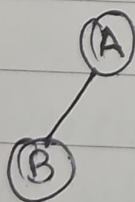
1) Binary Tree:- 0, 1, 2 → children
 ↳ Atmost 2 child nodes only then it's considered as Binary Tree.

2) Full Binary Tree vs Almost complete Binary Tree
 ↳ Complete Binary Tree
 or
Perfect Binary Tree
 ↳ Heap DS is based on CBT.

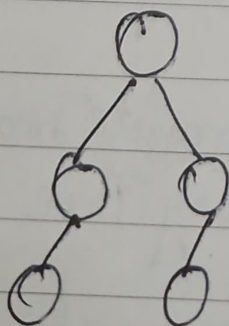
- 1) Insertion of nodes happens from left to right only
 - 2) Upper level nodes will be filled up before coming to the lower levels
- ↳ Common constraints for above 3 different Binary Trees.



→ Almost complete Binary Tree.



→ Valid ACBT



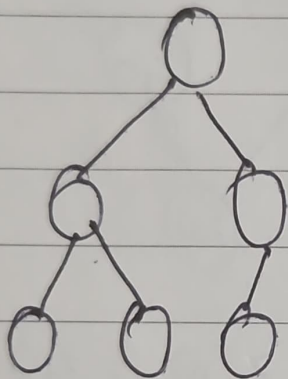
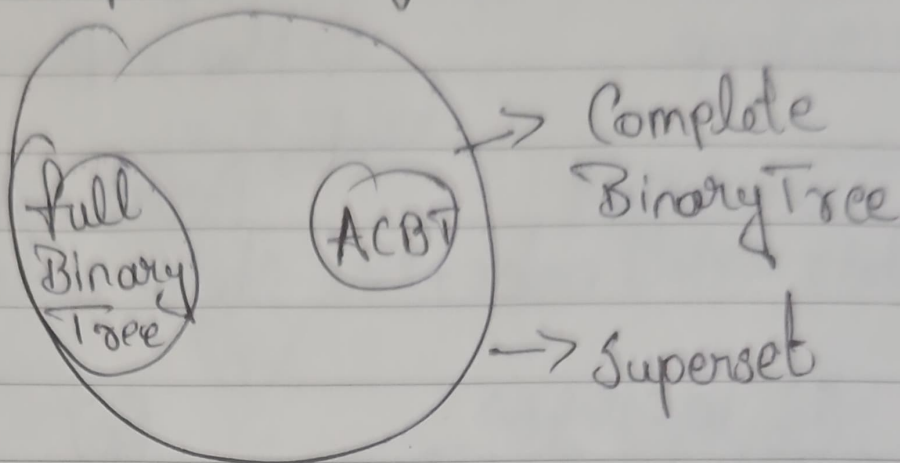
→ Not a valid ACBT

Complete Binary Tree

↳ Full Binary Tree & Almost CBT

Almost CBT

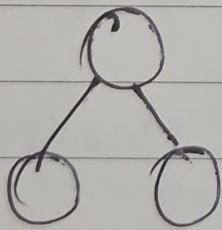
It accepts both of them



CBT - Yes

ACBT - Yes

FBT - ~~Yes~~ No



CBT - Yes

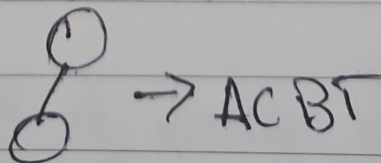
ACBT - No

FBT - Yes

↳

This is not ACBT coz the last leaf node is complete & it should be there such that last leaf should be empty;

Eg:



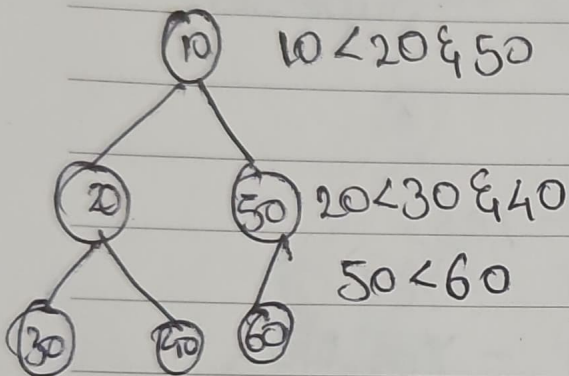
→ ACBT

Heap

↳ Complete Binary Tree

1) Minheap

↳ Parent node
data < child node



↳ Valid Minheap



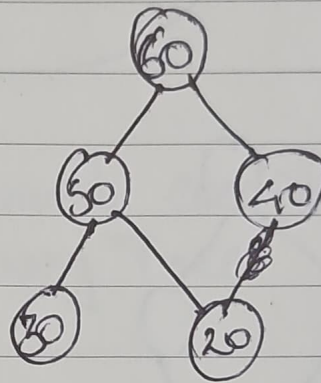
minimum element from
the given array



OC()

2) Maxheap

↳ Parent node Data >
child node



60 > 50 & 40
50 > 30 & 20

Valid Maxheap

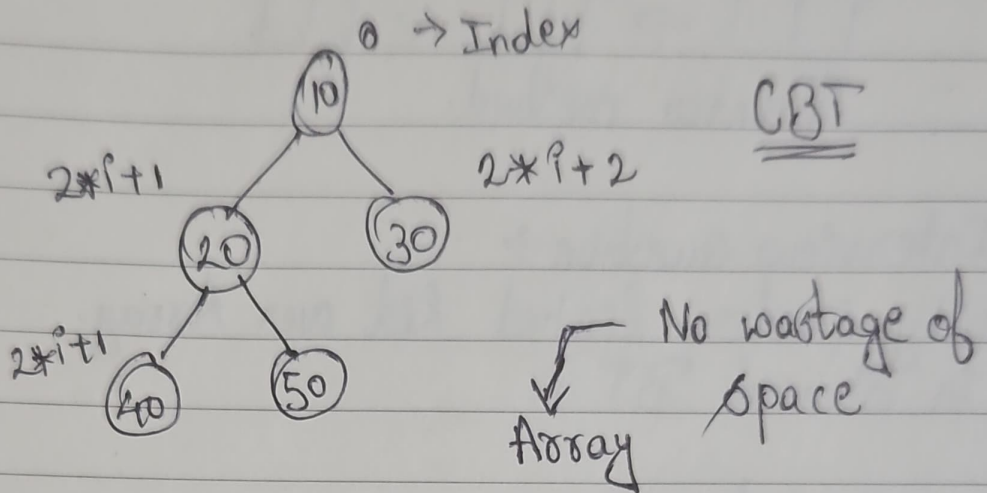


max. element
from given
array



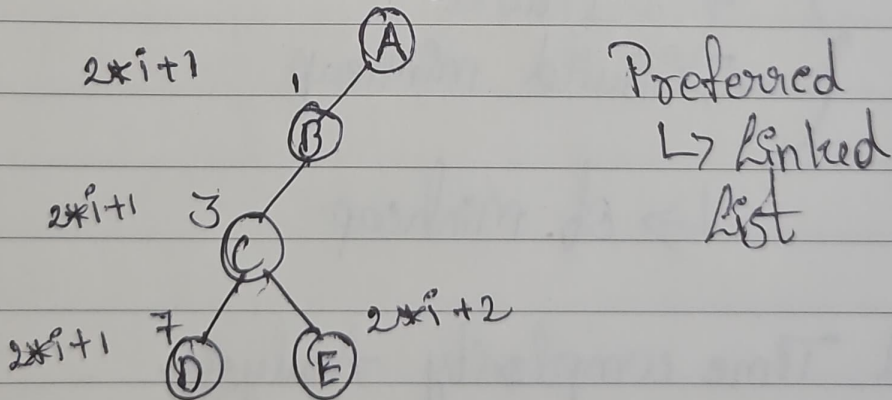
OC()

In minheap to find minimum element
If we create a minheap & delete the
root node we get least element.
Since deletion always happens from the
root node.



0	1	2	3	4
10	20	30	40	50

Skewed Binary Tree

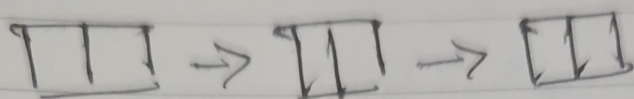


A	B		C				D	E
0	1	2	3	4	5	6	7	8

Array \rightarrow lot of wastage of space.

Linked list \rightarrow Skewed BT

\rightarrow Not a contiguous allocation of memory.



Pointer method.

Interviews Question \rightarrow

Why prefer linked list over Array in Skewed BT?

\rightarrow Operations

- 1 \rightarrow Insertion
- 2 \rightarrow Deletion
- 3 \rightarrow Build minheap

\rightarrow of minheap.

And Time complexity Analysis.