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Section-			



Assignment -1

Asymptotic Notations are methods / languages using which we can define the running time of algorithm based on input size.

To represent the uppor & lower bounds, we need some kind of syntax & this is represented in foun of function f(n).

I against thinic $\rightarrow log n$, Linear $\rightarrow n$ Audd hatic $\rightarrow n^2$ Polynomial $\rightarrow n$

2) For (i = | ton) & i = i x 23

For Kth step -> 2 = n & for (K+1) we are out of loop Taking loop both sides

Time Complexity = O (logn) Aus.

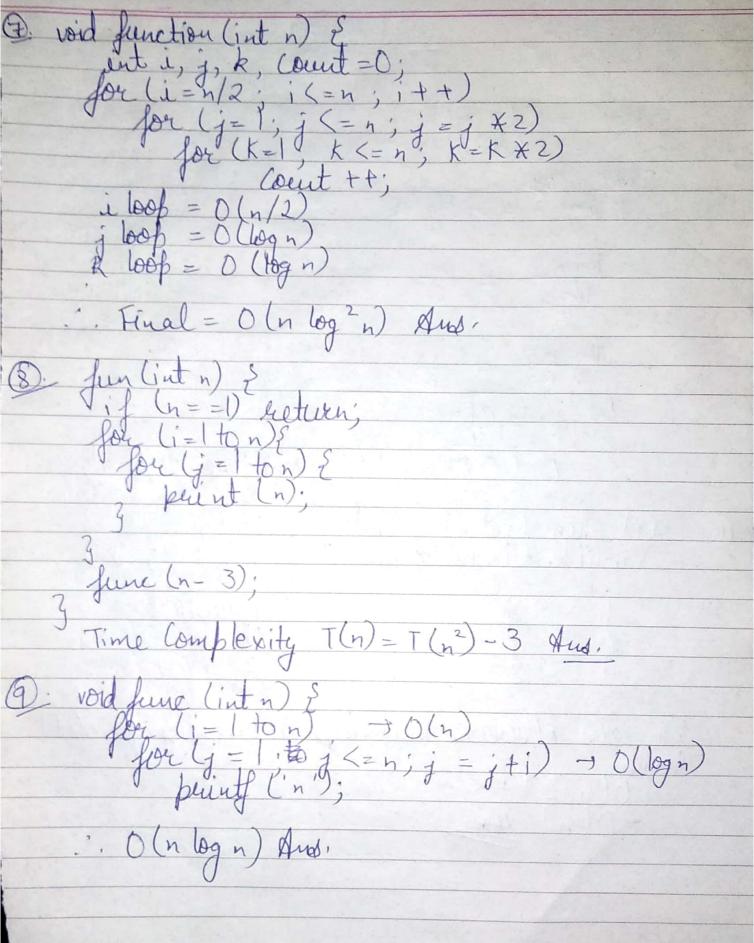
(3) T(n) = 3T(n-1) if n > 0, otherwise 1 T(n) = aT(n-b)+f(n) (Mester theorem) $a = 3 \quad b = 1$ $T(n) = 0 \quad k = 0$ $T(n) = 0/n^{K} \cdot n^{2}$

 $T(n) = O(n^{2} a^{2})$ $T(n) = O(3^{2}) And$

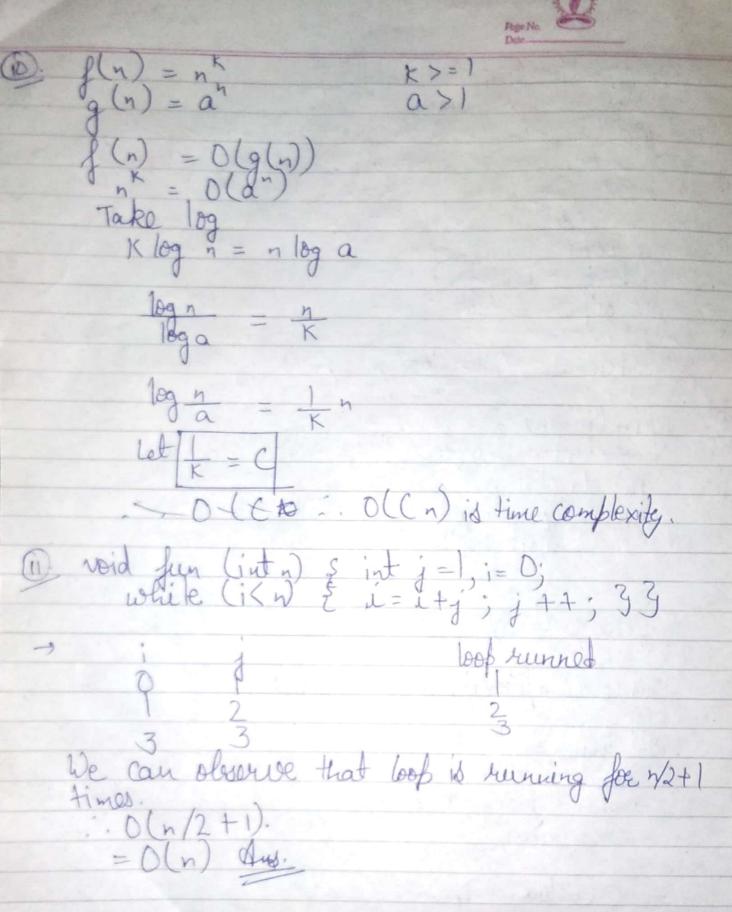


T(n) = 2T(n-1)-1 T(n) = aT(n-b)+f(n) $\Gamma(n-1) = 2 T(n-2) -$ T(n) = 2(2T(n-2)-1)-1= 4T(n-2)-3 Similarly, $T(n) = 8 | (n-1) - (2^{k} - 1)$ $T(n) = 2^{k} T(n-k) - (2^{k} - 1)$ $T(n) = 2^{k} T(1) - 2^{k} +$ $=2^{K}(T(1)-1)+1$ $T(n)=O(2^{K})=O(2^{n})$ Any. (5) int i=1, s= while (5 <= n) & i++; S=S+i; plintf ("#"); We can see that 'S' is increasing by O(n) dus. 6 void function (int n) & int i, count = 0; for (i = 1; i + i <= n; i + +) Count ++; i=3 X, out of loop. Loop is working for n/2 time only.











line 2 else return fib (n-1) + fib (n-2); We know that line I takes of 0(1) time while Line 2 takes T(n-1) + T(n-2)

**Cursive eq" = T(n-1) + T(n-2) + O(1) T(n) = T(n-1) + T(n-2) - 0T(n-1) = T(n-2) + T(n-3) - 0 T(n) = T(n-2) + T(n-2) + T(n-3) - 0 T(n-2) = T(n-3) + T(n-4) - 0T(n) = 2T(n-3) + T(n-4)T(n) = 2T(n-K) + T(n-(K+1)) $O(n) = 2^n$ Space Complexity = O(n) | Aus (B) (i) (n logn) you'd flints) {

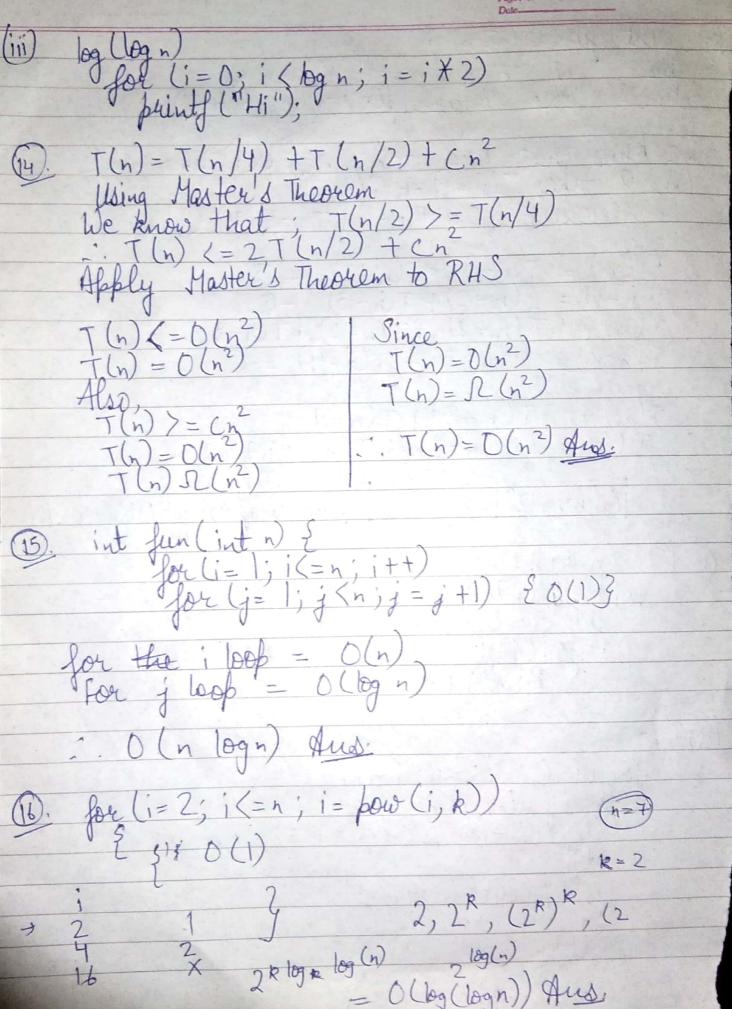
for (i = 0; i < n; i + t)

for (j = 0; j (n; j = j \times 2)

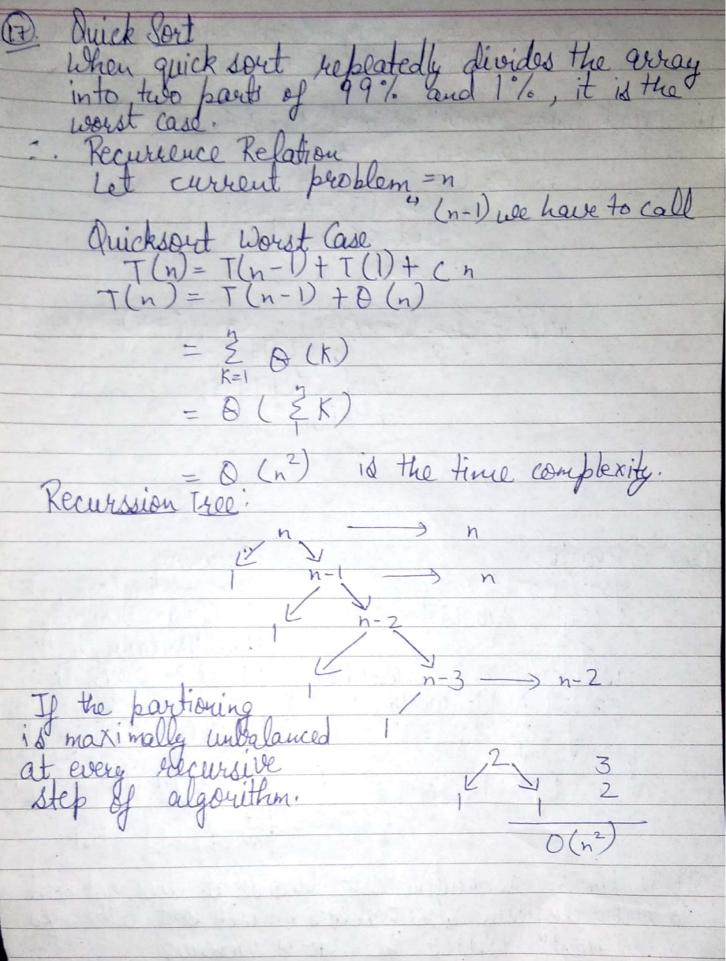
Coulut + t; for (i=0; i(=n; i++),
for (j=0; j(n; j++))

for (k=0; k(+), k++) printf ("GEU")











void linear Search (int ark [], int n, int n) { if (ark [\sqrt] >= x) { Cout (found) else { for (i=n/2+1; i(n; i++) { { {cut (i]== n)} } } { { {cout (2 found; } } } } Recursine i = I to rel void insertion (are, n while (j >= 0 && arrlj] > key)
avr [j+1]= avrlj]

j=j-1; arr[j+1] < Key; It is known as charline sort because it does not need to know anything about values, it will sort & the info # It gedles new value at every iteration. Examples > S



	Page No. Date			
Best = O(n) Worst = O(n2) Avg = O(n2)	Best = O(n) Worst = O(n²) Aug = O(n²)	<u></u>		
Selection Sort Best = O(n²) Worst = O(n²) Aug. = O(n²)	Merge Sort Best = O(n log n) Worst = O(n log n) Aug = O(n log n)			
Rest = O(n log n) worst = O(n log n) Avg = O(n log n)				
22. In Place Sta Bubble Insertion Merco Selection Bubb Auick, Heap * Not Inplace * Not Sta Merge Quick	ion Selection The Insertion A Offline	ick,		
23. Iterative Binary Search int binary search (int are [], int l, int x) § while (l = k) { int mid = (l+k)/2; if (are [mid] = = x) return mid; if (are [m] < x) clse return -1;				



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int mid = (1+4)/2:
if (arr [mid:	= x) return med;
else if larr lm	id > 0
Ceturn binary &	arch (arr, &, mia-1, x)
return binary Seas	ltr)/2; = x) return mid; id > n) arch (arr, l, mid-1, x); wh (arr, mid+1, r, n);
19	
hetwen-1;	
Time Complexity	Space Complexity Binary Linear O() O(1) O() O(0)
Binacy Linear	Binary Linear
Reactive Olaw On	(D(1) 24 (D(1) 0())
Time Complexity Binacy Linear Iterative Ollan O(n) Recursive O(1) O(n)	
	7 (n)
(24), just 68 (just, grar, just	A .
3 while (l(= r)	El, Intr, intr
jut med=(l+1) return mid; > T(), midt, r, x);
untion bollark	midt (, & x).
01/10	
return bs (arr,	l, mid-1, n); → T(n/2)
3	
4 return 1	
T(n)=T(n/2)+	T(m/2)+1
TT() T(n/2) 11	70.
[T(n) = T(n/2) +1) All c