## ASSIGNMENT-1

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Drosymptotic notations are used to tell the secomplexity of an algorithm when input is very large.

The tupes of accountations are:

The types of asymptotic notations are:a) Big-0 Notation

$$f(n) = O(g(n))$$

b) Big-se Notation.

$$f(n) = -2(g(n))$$

C) Theta Notation

d) Small- o votation

e) small-amega (w) notation f(n) = w(g(n))

? !=!\*\d;

$$\Rightarrow T(n) = O(\log n)$$

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T(n) = 2^n T(n-n) - (1+2+4+8+\cdots) [a=1, n=2]
  T(n) = 2^n T(0) - \left( \underline{I(2^n - 1)} \right)
  T(n) = 2^n - (2^n - 1)
  T(n) = 2h - 2h + 1
  T(n) = 1
  T(n) = O(1) |
(5) i=1, s=1
   while (S<=n)
     S = S+i;
    A("#");
solr (=1,2,3,4 - -- R
    n = \frac{K(K+1)}{2} ; n = \frac{k^2+K}{2} ; n = K^2 ; k = \sqrt{n}
      Time complexity = O(1)
6) void fun (int n)
    ¿int i, coutit=0;
fou (i=1; i*i<=n;i++)
```

sol'i [N A A 16 i=1, 4, 9, 16 ... K Time complexity = O(n2) (7) void fun(int n)  $\xi$ int i, j, k, count = 0;
for (i=n/2; i<=n; i++) for (j=1) j < =n, j=j+2for (K=1; K<=n; K=K\*2) sel for i -1 M2 m2 m4  $l = \frac{n}{2}, \frac{n}{2}, \frac{n}{2} \dots K$  $K = \frac{n}{2}$ for 1 -1 M X A 8 1=1, 2, 4, 8, 16 ... x n = 1.2K-1  $n = \frac{2k}{2}$ 

(8) fun (int n)

if (n==1)

return;

for (i=1 to n)

```
for (j=1 to n)
       Eprints ("
      fun (n-3);
sel" i loop executes n umes
         complexity > /0/n2)/
  @ void fun (int n)
      for (i=1 to n)
      { for (j=1;j<=n;j=j+i)
          { print ("*");
       1 / X 3
            1, 2, 3
       1 executes
```

n times

$$J = 1, 3, 6, 10, 15, 21, \dots M$$

$$Q_n = \frac{1}{2} n(n+1) \quad \text{(Teriangular No. Sequence)}.$$

$$Q_n = \frac{1}{2} (n^2 + n)$$

Time complexity = 
$$O(n(n^2+n))$$
  
 $\frac{3}{9}[O(n^3)]$ 

$$(10) \quad n^{K} \text{ is } o(\alpha^{n})$$

void fun (int n)

$$\frac{3}{2}$$
int  $j=1, i=0;$ 
while (i
\frac{3}{2}

 $i=i+j;$ 
 $j++;$ 
 $3$ 

$$a_n = \frac{1}{2} n(n+1)$$

$$a_n = \frac{1}{2} (n^2 + n) \Rightarrow \boxed{0(n^2)}$$

(12) Recurrence Relation of Libonacci series is:

$$T(n) = T(n-1) + T(n-2) + 4$$
  
 $T(0) = T(1) = 1$ 

$$\Rightarrow T(n-1) \approx T(n-2)$$

$$T(n) = 2T(n-2) + C \qquad (C=4)$$

$$T(n) = 2(2T(n-4)+c)+c$$

$$T(n) = 4T(n-4)+3c$$
 (x = 2)

$$T(n) = 8T(n-6) + 7C$$
 (x = 3)

$$T(n) = 16 T(n-8) + 15 c$$
  $(K=4)$ 

$$T(n) = 2^{k} T(n-2k) + (2^{k}-1) c$$

$$K = \frac{n}{2}$$

$$T(n) = 2^{n/2} T(0) + (2^{n/2} - 1) c$$

$$=2^{n/2}+2^{n/2}C-C$$

$$= 2^{n/2}(1+c)-c$$

$$T(n) = 2^{k} T(n-k) + (2^{k}-1)c$$

$$n-k = 0 \Rightarrow k=n$$

$$T(n) = 2^{n} T(0) + (2^{n}-1) c$$

$$= (1+c) 2^{n} - c$$

$$T(n) \approx 2^{n} \text{ (upper bound)}$$

$$(exponential zime algo)$$

$$0(2^{n}) \rightarrow \text{Fib (recursion)}$$

$$0(n) \rightarrow \text{Fib (iterative)}$$

$$(linear zime algo)$$

$$(i) \text{ white programs which have complexity } n(logn), n^{n}, log(log(n))$$

$$(i) \text{ n (logn)}$$

$$for (int i=1; i <=n; i+1)$$

$$\begin{cases} for (int j=1; j <=n; j=j*2) \end{cases}$$

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$$\begin{cases} for (int j=1; j <=n; j+1) \\ for (int j=1; j <=n; j+1) \end{cases}$$

11 some 0(1) task

(iii) 
$$log(log(n))$$
  
for (int  $i=2$ ;  $i<=n$ ;  $i=pon(i,c)$ )

[Note that  $i=2$ ;  $i<=n$ ;  $i=pon(i,c)$ )

[Note that  $i=2$ ;  $i<=n$ ;  $i=pon(i,c)$ )

(4) solve recurrence relation:  $T(n) = T(n/4) + T(n/2) + ten^{2}$ 

Solv
$$T(n/4) \qquad T(n/2)$$

$$T(n/8) \qquad T(n/8) \qquad T(n/4)$$

$$T(n) \Rightarrow en^{2}$$

$$C(\frac{n}{4})^{2} \quad C(n/2)^{2}$$

$$C(n/6)^{2} \quad C(n/8)^{2} \quad C(n/8)^{2}$$

Sum of three levels-

= 
$$cn^2 + c(n/4)^2 + c(n/2)^2 + c(n/16)^2 + c(n/8)^2 + c(n/4)^2$$

$$= C(m^2 + 5n^2/16 + 25n^2/256 + \cdots \omega)$$

GP neith, st = 5/16 a = cn2

$$S_{n} = \frac{a}{1-pt}$$
 $= \frac{cn^{2}}{(1-\frac{5}{16})}$ 
 $= \frac{c16n^{2}}{11} = o(n^{2})$ 
 $oR$ 
 $GP \text{ with } r = 5/16, a = cn^{2}$ 
 $terms \rightarrow log_{2}n$ 
 $S = cn^{2}(1-\frac{5}{16}) log_{2}n$ 
 $(1-\frac{5}{16})$ 
 $\Rightarrow o(n^{2})$ 

int fun (int n)

 $for (int i=1; i=n; i++)$ 
 $for (int j=1; j=n; j=j+i)$ 
 $for (int j=1; j=n; j=j+i)$ 

for (int i = 2; i < = n; i = pon(i, x)) 11 some o(1) task lakes a, ak, (ak)k, 2x logx log(n) => 2 log2n = n -> last term So T. C = O (log(logn)) 2 K°, 2 K', 2 K2 -- $2^{\kappa c-1} < n \Rightarrow \kappa^{(-)} < \log_2 n$ c-1 < log k log 2n C < yogk wg2n (base aces = 0(log(logn))  $T(\frac{99}{100^2}n) T(\frac{99}{100^2}n) T(\frac{m}{100^2})$ 

Y = log 100 n - reight of 99 left side X =  $log_{100} n$  . I height of right side Diff b/N heights of extreme part =  $log_{100} n - log_{100} n$ 99 parts and 1 part  $T(n) = T(\frac{99n}{100}) + T(\frac{n}{100}) + n$ Ly Recurrence relation

every level of tree has cost in, until the recursion eleaches a boundary condition at depth  $log_{100}n > 0$  ( $log_n$ ) for the right side and the level have cost n.

For left side the recursion terminates at  $log_{100} n = 0$  ( $log_n$ ).

Total cost of quick sort is therefore  $n \log n \Rightarrow o(n \log n)$ . Since the split has const proportionality it yields  $o(n \log n)$ 

a)  $100 < \log(\log(n)) < \log(n)$   $< 5n < n < \log(n!) < n \log n$   $< n^2 < 2^n < 2^{2n} < 4^n < n!$ b)  $1 < n < 2n < 4n < \log(\log(n))$   $< \log(\sqrt{n}) < \log(n) < \log(2n)$   $< 2\log(n) < \log(n) < n \log(n)$  $< n^2 < (2^n) \cdot 2 < n!$ 

- c)  $96 < \log_8(n) < \log_2(n) < n \log_6 n$   $< n \log_2 n < \log(n!) < 5n < 8n^2$  $< 7n^3 < 8^{2n} < n!$
- @ linear-search (a[], item, pos,n)

  pos = -1

  for (i=0; a[i] <= item le pos =-,

  sli<n; i++)

  ib (a[i] == item)

  pos = i;

  greturn (pos)

## Void insertion sort (int arr [], int n) $\frac{3}{2}$ int i, key, j; for 1i = 1; i < n; i + +) $\frac{2}{5}$ Key = arr [i]; while (j > = 0 el arr [j] > key) $\frac{2}{5}$ arr [j + 1] = arr [j]; <math> j = j - 1; 3arr [j + 1] = key;

## Recursive Insertion Sort

void recursive - sert (int ara [], int n)

{

if (n < = 1)return;

recursive - sort(ara, n-1);

int l = ara [n-1];

int  $j = n - \omega$ ;

while  $(j > = 0 \ el \ ara [j] > l)$ {

ara  $l \neq l \neq l \neq l$ ;

g

ara  $l \neq l \neq l \neq l$ ;

g

Insertion sort is online sorting algorithm because online algorithms is one water can process its input piece by piece in serial fashion; e in order what whe input is fed to were algorithm retterent having entire input available from beginning and insersion does not know the rehole input

subble sort, merge sort, selection cort, Quick Sort. Online Algos-Insertion Sort

all sorting Algorithms Best Average werst  $\Omega(n^2) \quad O(n^2) \quad O(n^2)$ (21) complexity of Worst selection sort 0(n2) 0(n2) bubble Sort 0/22)  $\mathcal{I}(n)$ Insertion sort -0 (22) 2 (2) 0 (nz) Quick Sort si (n cogn) O(niegn) 0 (n2) Merge Sort so(n ugn) O(niogn) Ofn logs sorting sego-Inplace Stable Selection Sort ~ bubble Sort Insertion Sort Duick Sort X X merge sort X X (3) Recursive Binary Search. int binary Search [int arr [], int &, int r, int x) ib (1>=1) g int mid = l+ (1-1)/2; if (arr [med] = = x) return mid; il (ar [mid ] > x) return binary Search (arr, l, mid-1,x). return binary search (arr, mid +1, 1, x, x);

```
return -1;
  T.C - O(logn)
  S.C - O(logn)
Iterative binary Search -
unt binary Search (int a & J, int e, int r,
 E while (l <= x)
  ¿
int m= l+(x-1)/2;
   if (a[m] = =x)
    return m;
   if (asm7xx)
   1 = m+1;
   カモm-1;
 return -1;
 T.C - O(dogn)
```

Recurrence Relation for sinary search T(n) = T(n/a) + O(1)