1. Incremental.:

2. Divide & Conquer

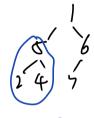
3. Data Structure heap

tree

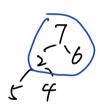
157246

Binary tree Ly parent < children

BS7 parent > left 1) avent < right









4. Special Assumptions

Radix 17 4 9 80	S0 5 0 2 9 6
179046	002569
804679	2 9 5 6 1 1

1. Incremental :

Bubble # Selection Pick min Inscition

Time: Workt O(n²) Time: O(n²) Poker

Space: O(1) Time: Workt O(n²)

Stable: V

Stable: V

Online: V

Python Ordered Dict

2. Divide & Conquer

Quick Merge (ine: O(nlogn) Time: O(nlogn) Space: 0(1) Space: O(n) recursion Stable: V " In-place" 1 { extra space for data extra space for operations Tim Sort: Merge + Insection Python sort() (1) stable V (2) 7ime: O(nlogn) (3) Space: < (1 lm)

3. Data Struture

tree

Time: O(nlogn)

Time: O(n6gn)

Space: OCI)

Space: ?

Priority queue

Cft map

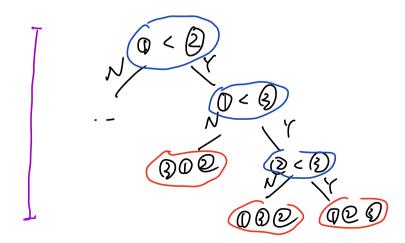
* Comparison based. [ower bound O(n(ogn)

- · Decision tree
- · Permutation n! | Leaf

· Companier

· # operations

-> 1 2 3 (n=3)



$$n! \leq 2^h$$
Goal: $h \geq ?$

Fact: Stirling
$$n! \ge \left(\frac{n}{e}\right)^n$$

$$2^{h} > (\frac{n}{e})^{n}$$

 $h > n \log (\frac{n}{e}) = n \log n - n \log e$
i.e. $O(n \log n)$

Therefore the best you can do is a cubgn).

4. Special Assumptions

Counting Sort

Radix Sort

T.me: 0 (n+k)

Time: O(nk)

Space: O(n+k)

Space: O(n+h)

Stable: V

Assumption: (1) integer

Asmystica: O integer

@ range small

2 range smell

* C++ map O(nlogh)

Python drt & O(1) Hash table

- 1. Tree -> Balances tree
- 2. Hash table.