

Course on C-Programming & Data Structures: GATE - 2024 & 2025

Data Structure: Asymptotic Notations & Array

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Hello!

I am Vishvadeep Gothi

I am here because I love to teach

Vishvadeep Gothi: Profile

• GATE Ranks:

- 682 (2009) 3rd year
- 19 (2010) 4th year
- 119, 440 etc.

Education:

- ME from IISc Bangalore
- Mtech from BITS-pilani in Data Science

Work:

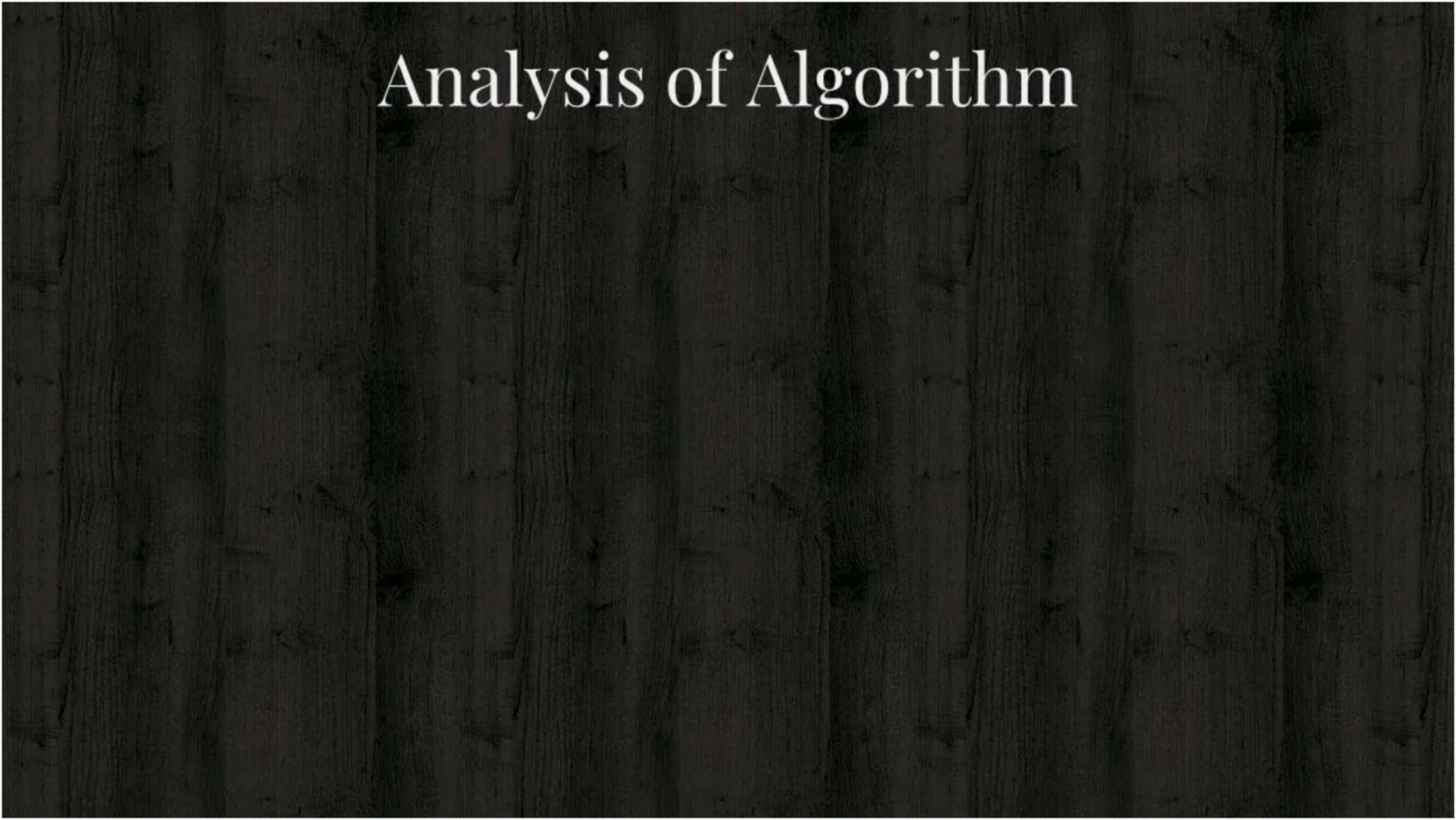
- 15 Year Teaching Experience
- 12+ in GATE/IES (GateForum, Gate Academy, ACE)
- Worked in Cisco, Audience Communication

Professions:

- Freelance S/W developer
- Educator
- CrossFit Trainer

Analysis of Algorithm

- Space Complexity
- Run-Time Complexity



Eximput a int
$$A[n] = \{6, 13, 20, 5, \dots \}$$
,

compliantly

for $(i = 0; i < n; i + +)$
 $\{i \in A[i] = 15\}$
 $\{$

complinity upper bound =>n

Asymptotic Notation

De used for bounding complexities

O => it provides tightest upper - bound O(n)
O(byn) Big 0 :-Dmega: -N ⇒ It provides tighest lower-bound N(nbyn) e) => It provides exact bound $\Theta(n) \Rightarrow \Lambda(n) \text{ and } O(n)$

Asymptotic Notation

Constant complexity => 0(1) or 0(1)

Types of cases (Tytes of inputs)

- 1) Best case: Type of input for which, also takes min.
- 3) Avg cerse: The input which is not best are weest

Question 1

Consider an algorithm which takes n number of inputs and performs an operation on it, which requires n-1 operations. The best possible run time complexity for the algorithm can be represented as:

- (A) O(n)
- (B) Θ (n)
 - (C) $O(n \log_2 n)$
 - (D)A & B both

Question 2

Consider an algorithm which takes n number of inputs and performs an operation on it. The operation is performed by algorithm in such a way that it is not dependent on number of inputs. Which of the following can be the run time complexity for the algorithm?

Array

- Collection of homogeneous elements
- Characteristics:
 - 1. All elements stored on consecutive memory locations
 - 2. All elements can be accessed using a set of indexes

Array

Array

Dater-structure:-

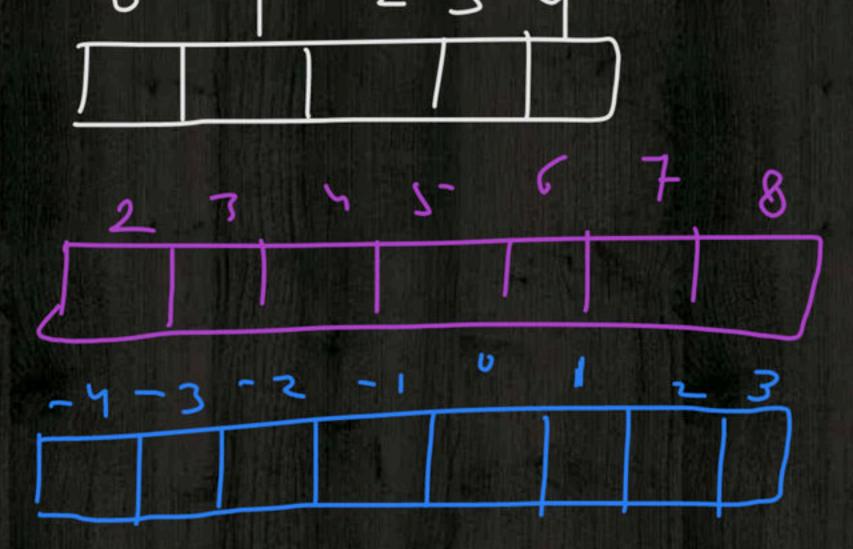
name [LB:UB]

A[0:4]

B[2:8]

C[-4:3]

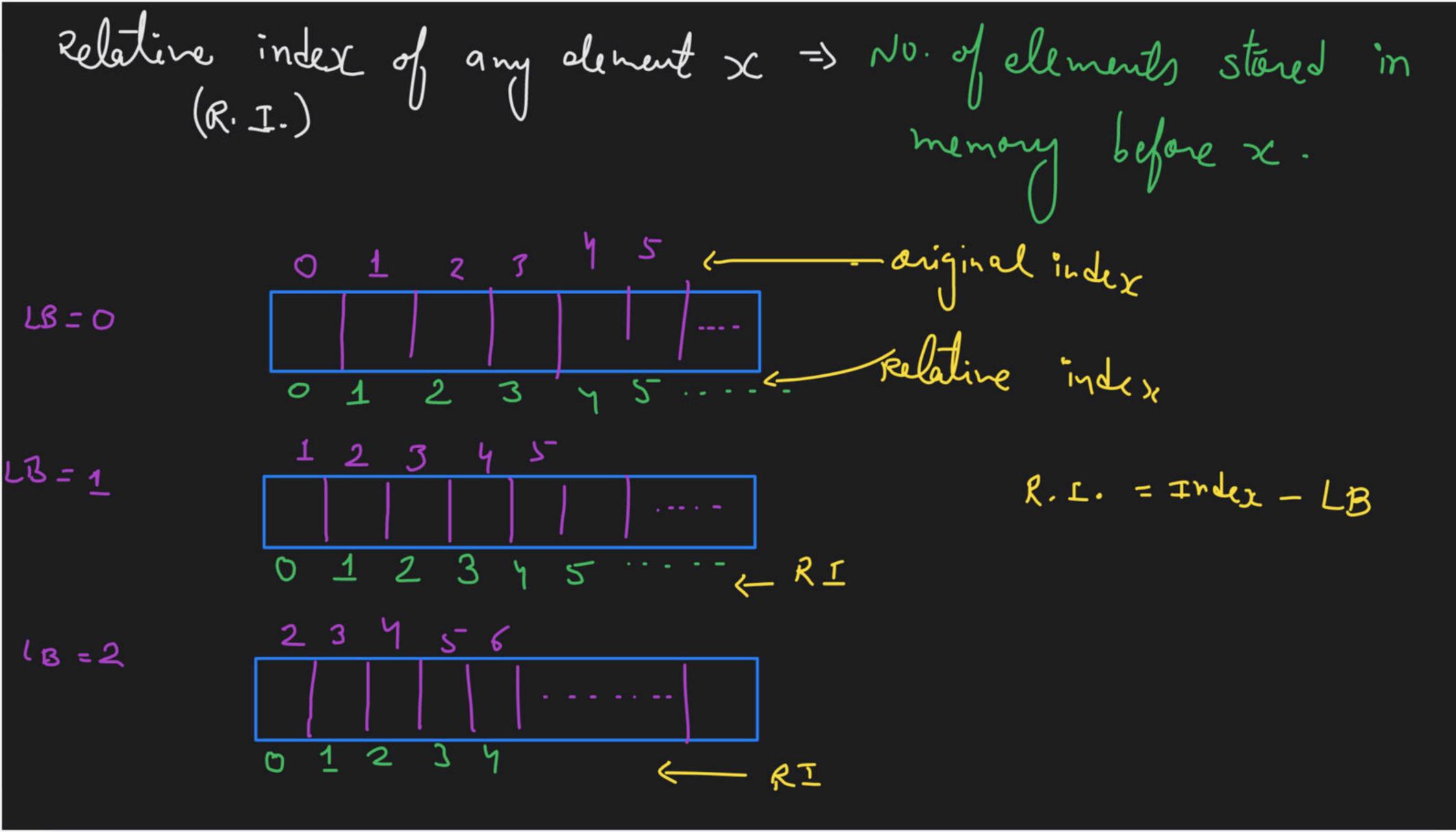
Size	=	UB.	- LB+	1



Location of an Array Element

C-proj: - Base add. > base

(ocat (A(i)) = Base + sise of * i
element
in memory



Local of 9n elevent = Base + size of an * Relative eliminate in memory (w)

boat (A[i]) = Bore + w & [i-LB]

dus consider an array A[-4:200], which is stared in memory from location 2500. Each element takes 4 locations in memory. The boation of array element ACIT is & = 2560 + 4 + (17 - (-4))

= 2584 = Am

Ques) Array AC-6:13] endrellement occupies => 8 bealms in memory (1 locali = 13te) no. of elements in array = ? 13 - (-6) + 1 = 20 elements 5 sive of manary required to stare complete array = => 20 *8 B = 160B

Bytes ?

Why Indexing from Zero?

To save (i-LB) calculate time everytime
an array element
accessed

performance improvement

Traversing in Array

3

Happy Learning

