

Q-1

$x \in [a, b]$
 m = number of decimals
 i = number of iterations
 I = max limit of iterations
 $f(x)$ = func., $f'(x)$ = Derivative

→ If there are no guesses, start with $(a+b)/2$

Pseudo Code

```

Xold = 0
i = 0
while (round(Xold, m) != round(X, m)) and (i < I):
    Xold = X
    X = X - f(x) / f'(x)
    
```

$O(1)$

$O(\log_m F(m))$

→ General process follows a recursive path with $O(\log n)$ and complexity depends on $f(x)$. So: $O(\log_m F(m))$

→ $F(m)$ → Cost of calculating $f(x)/f'(x)$ in a given "m" number of decimals.

Q-2

QuickSort's Complexity depends on the dispersion of numbers. Basically, degree of balance in positions of values. There could be 3 different complexity scales.

Worst Case

→ Most unbalanced position
 → Every value needs to be checked and swap prior elements.
 $= n + (n-1) + (n-2) + \dots + 1$
 $= (n+1)(n/2) - 1$
 $= O(n^2)$

Best Case

→ Partitions are in balanced position.
 → minimum effort.
 $2 \cdot n/2 = n +$
 $4 \cdot n/4 = n +$
 $8 \cdot n/8 = n$
 $= O(n \log_2 n)$

Average Case

→ Partitions are in a relatively balanced position.
 → Complexity of average case is the same with best case.
 $= O(n \log_2 n)$

Q-3

C_j = Credit volume
 g_j = Risk grade
 P_j = Expected Profit
 $\text{st } \sum_{j=1}^n C_j / g_j \cdot x_j \leq G$ $\text{st } \sum_{j=1}^n C_j x_j \leq C$

$\max \sum_{j=1}^n P_j x_j$

Value function

$V[j, G, C] =$

$\max(V[j-1, C, G], P_j + V[j+1, C, G, G - \frac{C_j}{g_j}])$

Complexity

$O(n^2 C)$

Q-4

$P_{ijk} \rightarrow i$ banktan j bankka k tipli trans
 $P_{ij} \rightarrow i$ banktan j bankka trans tipi sayisi

$\text{st } \sum_{j=1}^n \left[\sum_{k=1}^{P_{ij}} P_{ijk} x_{ijk} - \sum_{k=1}^{P_{ij}} P_{jik} x_{jik} \right] \leq C_i \quad \forall i = 1, 2, \dots, n$

$\max \sum_i \sum_j \sum_{k=1}^{P_{ij}} P_{ijk} x_{ijk}$

Value function

$V[i, j, k, P_{ijk} - P_{jik}] =$

$\max(V[i, j, k-1, C_i], P_{ijk} + V[i, j, k-1, (P_{ijk} - P_{jik})])$

Complexity

$O(nc)$