

$$1) \left\lceil \frac{1}{p} \right\rceil p(2) = \frac{1}{10} = \frac{1}{\frac{2}{10}} = 10$$

$$\frac{k}{p} = 30.$$

problem 2

is the a comparison based algorithm which when run on array containing 4 elements requires 4 comparisons.

Answer: The possible arrangement of elements is $n!$, as we derive from the decision tree for merge sort on 4 elements, the possible ordering for 4 elements is $4! \rightarrow 24$

\Rightarrow it might be possible to find the leaf node with 4 comparisons that it is not always the case, the total comparison that we require is the depth of longest leaf.

so 4 comparison is not enough but it can be done definitely by 5 comparisons.

problem 3: geoBy algorithm

(2)

A- it might work if we are really lucky, but there is no guarantee that will sort the given input list.

B) the best case if we sort the cards in the first

c) the best case running time is $O(1)$ which is constant time.

D- the worst case running time is that we keep sorting and sorting and elements are never in a sorted order, this our trial goes as big as ∞ without finding the sorted sequence.

E) it is hard to determine the average running time for such algorithms but I think the average will still be ∞ because there are no guarantee when we can find it.

F) no, it is not inversion bound

~~problem 4~~

problem 4:

③

$A[5, 2, 4, 3, 6, 2, 7, 1, 3]$

1) $\frac{3}{4} \cdot 9 = 6$ elements

the good pivots are 3, 3 and 4.

b) no, they are not in an case, $\frac{n}{2} = 4$ or 5, but we have only 3 pivots.

problem 5:

Algorithm Sideway(A)

Input: ordered array A from MergeSort Algorithm

Output: side Way Sorted output.

$i \leftarrow 0$

$j \leftarrow A.length - 1$

for $k \leftarrow 0$ to $A.length - 2$ do

if $(i \neq j)$ then

newArray[k] $\leftarrow A[i]$

newArray[k+1] $\leftarrow A[j]$

$i \leftarrow i + 1$

$j \leftarrow j - 1$

$k \leftarrow k + 2$

A) The Asymptotic running time would be $O(n \log n)$ ④
from the merge sort and $O(n)$ additional work

$$O(n \log n + \cancel{O(n)}) = O(n \log n)$$

B) prove that it is impossible to obtain an algorithm to decide whether
sorting of an integer array that's ~~less~~ run faster than
the algorithm input