1.

Ans:

Scratch:

function F(n) begin

array A[1:n, 1:n]

for i := 1 to n do |

A[i, i] := 0 | 🡺 E

for l := 2 to n do | \_|

for i := 1 to n − l + 1 do begin \_| |

j := i + l − 1 | |

A[i, j] := ∞ | |

for k := i to j − 1 do | | |

A[i, j] := min{ A[i, j], A[i, k] + A[k + 1, j] + ijk} 🡺 A | 🡺 B | 🡺C | 🡺D

end | | |

return A[1, n] \_| \_|

end

Breaking up the code down.

2.

A.

B.

C.

3.

A.

Ans:

ln(ln(n)) < n < nln(n) < n^2 < n!

2^n < 4^n

Sqrt(ln(n)) < ln(n!) < └ln(n)┘!

2^ln(n) < ln(n)^ln(n)

Still need: └ln(n)┘!, (ln(n))^2, ln(n!), n^ln(ln(n)), ,2^2^n, 2^ln(n), ln(n)^ln(n), sqrt(ln(n)) ┌┐

Scratch:

2^2^n != 4^n but it might work in terms of rate of growth.

\*\*\*B. f(n) + g(n) = Ꝋ(max{f(n),g(n)})

Argument: Let us take a function, call it Y(n) = f(n) + g(n). And the definition of x(n) = Ꝋ(h(n)). This definition stays true if f(n) = O(g(n)) and g(n) = o(f(n)) because they share the same rate of growth. Conceptually, if we have big values of n, for the rate of growth to be the same, then we need to take the maximum values of f(n) + g(n). because in large values of n. The bigger rate of growth between f(n) and g(n) will overtake the other function. For example, take Y(n) = n^2 + n. The longer we go through n, the bigger the difference between n^2 and n, to the point where n doesn’t add much to it compared to n^2. This is true for even smaller differences like Y(n) = n^1.00001 + n.

This is why, f(n) + g(n) = Ꝋ(max{f(n),g(n)}) because we need to take into account the rate of the growth of the bigger function.

C.

4.

A. T(n) = 4T(n/2) + n^2

ans: Ꝋ (n^(5/2))

Masters Theorem: T(n) = aT(n/b) + f(n)

Rules

1. f(n) = 0(n^) then T(n) = Ꝋ (n^)

2. f(n) = Ꝋ ( then T(n) = Ꝋ(log(n) \* n^)

3. f(n) = Ὠ(n^) then T(n) = Ꝋ(f(n))

Scratch:

We can use the Masters Theorem where, A = 4, B = 2, and f(n) = n^2 = n^(2.5)

Applying masters theorem, and compare it to f(n). we get = 2 and compare it to f(n) = n^2.5

We compare this with n^< n^2.5 where e is a constant. So, we follow

we compare 2 to 2.5 since 2 < 2.5.

We get Ꝋ (n^(5/2)) because of rule 3.

B. T(n) = 32T(n/4) + n^2

Ans: Ꝋ(n^(5/2)\*log(n))

Scratch:

Again, using masters theorem.

A = 32, B = 4 and F(n) = n^(2.5)

So we can find . We can do this by 4^X = 32. 4^x = 4^2\*4^(1/2) or 4^x = 4^(2+1/2) = 4^(2.5).

So we get

So we get n^(2.5) and we compare it to f(n) or n^(2.5), so n^ = f(n). So we use rule 2.

Using masters theorem, we get rule 2. So the runtime is Ꝋ(n^(5/2)\*log(n))

C.T(n) = 3T(n/2) + nlogn

Ans: Ꝋ(n^1.585)

Scratch:

Using masters theorem. F(n) = nlog(n) and A = 3, B = 2

We need to find = 1.5849625007

n^1.5849625007-e = O(nlogn) because we can take any constant for e. e.g. e = .0001

so we follow rule 1.

And we get Ꝋ(n^1.585)

\*\*\*D. T(n) = 3T(n/3) + nlgn

Ans: Ꝋ(nlog^2(n))

Scratch:

Using masters theorem:

A = 3, B = 3 and f(n) = nlgn

We get

However,

Adding e to n^1 we get something that is neither over, nor under bounded with f(n).

So unfortunately, we cannot use the 3 cases. There is another use case that can be used.

Where f(n) is not a polynomial and A == B. Then we can get the answer Ꝋ((n^ if we can show that f(n) E Ꝋ((n^ for some k >= 0. In our case k = 1 because f(n) E Ꝋ(nlogn). Therefore, by this condition. We get Ꝋ(nlog^2(n))

Let us use

\*\*\*

E. T(n) = T(

\*\*\*https://www.cs.rhodes.edu/welshc/COMP355\_F17/Lecture5.pdf

5. We can find the median element of an n element set in Ꝋ(n) time by using a pivot and moving all the elements lower than the median to the left, and the ones higher than the median to the upper. Because we are examining all the elements in the list, we need to do at least n-1 comparisons making this Ꝋ(n) time. To do this with the kth smallest element, we use the same strategy. The difference is that we take the number that place n-k elements to the right of the list or has n-k elements bigger than that member. This is if we can get the right pivot though.

So, we need to find the best way to find the pivot.

\*\*Finding the pivot:

I believe that the best way to pick a pivot, would be to choose a few elements of the array randomly and pick the number that would most likely be the k-th smallest. This is also known as the rule of 3s. So, let us say that k is less than n/3, then we would use the smallest of the three numbers we are comparing, and try that. If k is between n/3 and 2n/3 then we would use the middle element, and the last one for if k Is greater than 2n/3.