- 1. Big Oh: T(n) is in the set O(f(n)) if there exists two positive constants, c and n_0 , such that $T(n) \le c$ f(n) for all $n > n_0$.

 Big Omega: For a non-negatively valued function T(n), T(n) is in set $\Omega(g(n))$ if there exists two positives constants, c and n_0 , such that $T(n) \ge c$ g(n) for all $n > n_0$.
 - Big Theta: $T(n) = \Theta(h(n))$ if and only if T(n) = O(h(n)) when $T(n) = \Omega(g(n))$
- 2. Big oh upper bound for growth rate, worst case
 Big omega lower bound for growth rate, best case
 Big theta upper bound and lower bound are equal
- 3. Least to greatest: 730, 2/n, sqrt n, 2n, log n, n log n, n^2 log n, 4n^2, n^3, $5n^3$, $2^(n/2)$, 2^n
- 4. O(log n)
 Binary search is done by repeatedly halving the length of the list through
 every iteration. This can also be seen as log 2 n. For a sequential search, the
 search runs by searching through every element, and in the worst case, it
 will search through every one at least one time making the complexity O(n).
- 5. First you would have to sort the given list and if using merge sort for example, it would be $O(n \log n)$. Then you would have to add the value in which you would have to search down the whole list or O(n). Simplified, it is $O(n \log n)$.
- 6. If the list is already sorted, it would just be a matter of searching down the list and in the worst case it would be O(n).
- 7. The best currently known algorithm runs in $O((logn)^6)$ AKS primality test.
- 8. T1 = $O(1) + O(n^2)*O(1) + O(n^2)*O(1)$ T1 = $O(n^2)$
- 9. T1 = O(1) + O(log n^2)*O(1) + O(log n^2)*O(1) T1 = O(log n^2)
- 10. T1 = $O(1) + O(n^2)*O(1)*O(1) + O(1) + O(1) + O(n \log n)*O(1) + O(1) + O(1) + O(n)*O(1) + O(1) + O(1)*O(n)*O(1)*O(n)*O(1)+O(1) + O(1)+O(n^3)*O(1) + O(1) + O(n^4) + O(1) + O(1) + O(n^4) + O(1) + O(n^2) + O(n) + O(1)$ T1 = $O(n^2) + O(n \log n) + O(n) + O(n^2) + O(n) + O(n^2) + O(n) + O(n^3) + O(n^4) + O(n^4) + O(n^4)$

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11. T1 = O(n)

T2 = O(log(n))

12. A) T1 = O(n^2)

T2 = O(n)

B) S1 = O(n)

S2 = O(1)

13. A) T1 = O(n)

T2 = O(n)

B) S1 = O(n)

T2 = O(1)
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- 14. Space time trade off principle: the idea that algorithm will trade using more space for a more decreased runtime and vise-versa. The most recent example we used was assignment 1 where we were given a recursive function and a dynamic function. For example, Merge sort has a time complexity of O(n log n) while its space complexity is O(n). A majority of the sorts that are slower in run time have a space complexity of just O(1).
- 15. Recursive O(2^n)
 Dynamic O(n^2)