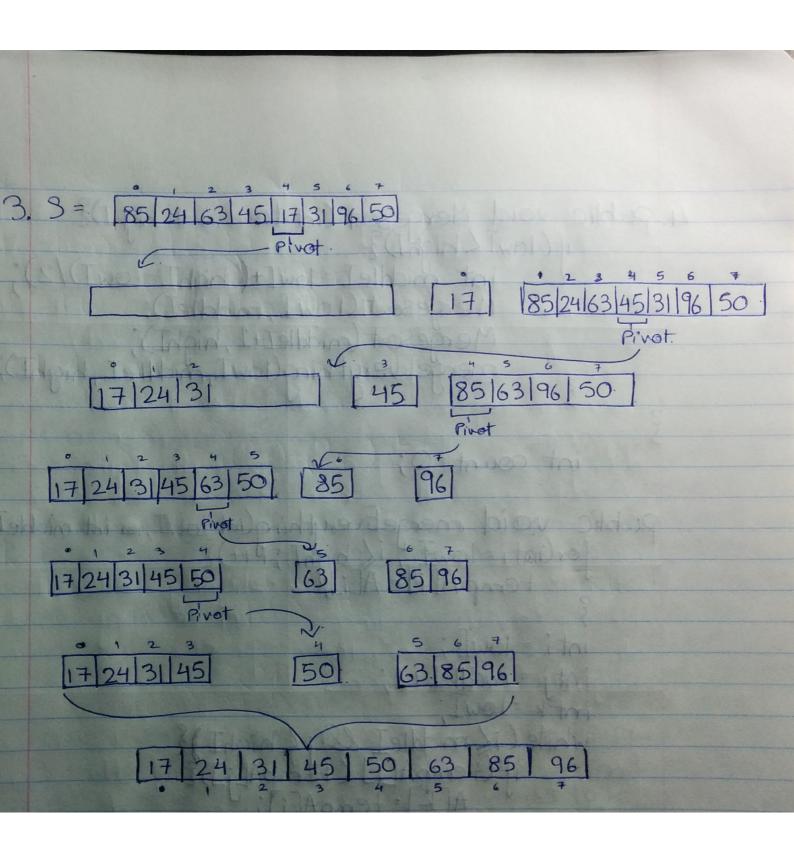
2.
$$V$$
1 $T(n) = T(n-1) + log(n)$
 $T(n-1) = T(n-2) + log(n-1)$

2 $T(n) = T(n-2) + log(n-1) + log(n)$
 $T(n-2) = T(n-4) + log(n-3) + log(n-2)$

3 $T(n) = T(n-4) + log(n-3) + log(n-2) + log(n)$

$$T(v) = T(n-4) + log(n-3) + log(n-2) + log(n)$$

$$T(v) = T(n-2^{v-1}) + log(n-(2^{v-1}-1)) + log(n-(2^{v-1}-2) +$$



```
4. Public void Mergesost (int LowI, int highI) ?
if (lowI < highI)?
int middle I = low I + ((high I - low I)/2);
Mergesort (low I, middle I);
          Merge Sort (middleI+1, highI);
merge Everything (lowI, middleI, highI);
              int count = 0;
                                         17/04/03/03/00/11
     Public void merget verything (int Low I, a int midde I, int high I & for (int i = low I, i & high I; i ++) & temp A [i] = A [i],
             inti = low];
                                                   13 19 45 F
             int = middle I+1;
             intk=low];
             while (is middle I & j & high I) {

if (tempA[i] & tempA[j]) {

A[k]: tempA[i];
                    Belse &
                                                        101401.00
                          A[k] = tempA[j];
                         j++; count++;
                   K++;
              while (is middle I) ?
                   A[k] = tempA[i];
                    K++
         ystem. out. println ("# of inversions = "+ count)
```

(2)f(N) = 2N5 (1) f(N) = N+C · Initial size = 1 Initial Size = 0 · Will always doubt in size when it grows.
eg:-1->2->4->8->16->32-> 12 · No. of operations on the array depends on size of C. eg:-If C=1, then... O+1=1; 1+1=2; 2+1=3; 3+1=4 However if c = 1000, then. 0+1000=1,000; 1000+1000=2000. · Requires (2f(N)+N+1) units of · Requires (f(N)+N+ Italinits of time to add a men time to ladd a new value, Extending from previous. Extending from previous to point, the number of times point, the number of times the array grows and has the required to copy over the array to the bigger array depends entirely on the #d depends on "C" eg:- if c=1, values need to be input. the older array has to be eg: - Array is currently at copied over n times (considering 2 spaces free, & requires 8 new values to be input. It will n values have to be put in On the other hand, it can be grow once at the rate of 2" copied over only once in n values need to be put in, &c"=n and October will be occupied, leaving 2"-6 spaces free. Has the possibility of wasting. Also has a possibility of a let of memory if c is wasting space but compa too large at the cost of sowing-ritively lesser. The more # of the canumber of times the times it grows, the higher the array needs to grow. eg:- probability of wasting space.

f(W)=N+C. # values = 5,000 eg:- f(N)= 2(N) # values

2 x 2¹² = 2¹³ = 5,000 213-5,000 = 3,192 spaces empty. 10000-5000 = 5,000 spaces empty. Graws 13 times but wastes only. 3, 192 spaces

Scanned by CamScanner

· Growth rate of array	·The rate at which
cannot be predicted unless	this attack arraise is more
Cannot be predicted unless	oredictable.
· Runtime is still (M)	Runtime Still O(NA
· Design & and/or implemen-	· Design and for implement
-tation is stable how-	· Design and/or implement -tation is more stable.
Ever an inexcessional	Although an inexperienced
programmer might end up	programmer might end. up multiplying each value. in each cell by 2 instead of doubling the size.
adding the value of "e" to	up multiplying och value
the last free cell rather	in each cell by 2 instead
than adding a spaces to	of doubling the size
The larger wisky.	MESTATE DESCRIPTION OF THE PROPERTY OF THE PRO
· Slightly better to eliminate	· Slightly better to eliminate
volues over end over between	ungenessary wastage at
values over and over between	space.
arrays. Wastes more space.	10 10 ino shappy
to be to be well to be a	2014 person volde dut
Personally I believe (1) f(N)=N+c is a better strategy to increase the size of the array in	
strategy to increase the size of the array in	
stacks. With careful planning and good product	
tions, this could be imported to not work too	
stacks. With careful planning and good product- ions, this could be implemented to not work too much space while not having to copy the values	
to many times.	
4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	