Ques 1:

a)

i)
$$T(n) = 8T(\frac{n}{4}) + n^2 \log n$$

$$a=8$$
 $b^k = 4^2 = 16$

ii)
$$T(n) = 9T\left(\frac{n}{3}\right) + \log n$$

$$T(n): \Theta(n^{\log_3 9}) = \Theta(n^2)$$

b)
$$\Gamma(n) = \Gamma\left(\frac{n}{2}\right) + \Gamma\left(\frac{m}{2}\right) + \Gamma\left(\frac{m}{2}\right) + 1$$

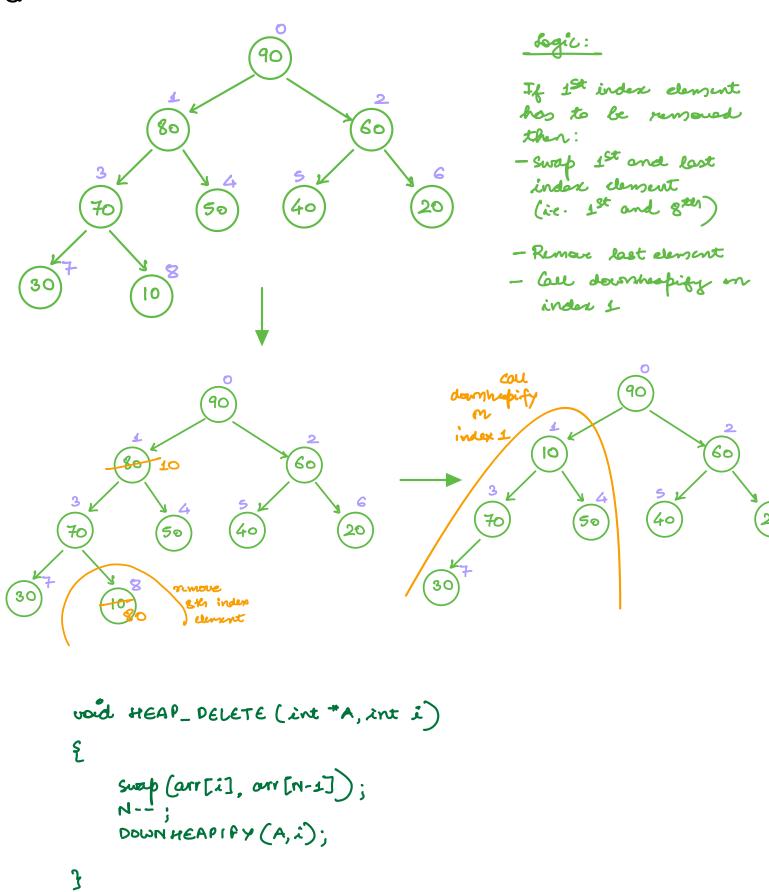
$$T(n) = 3 T\left(\frac{n}{2}\right) + 1$$

$$a=3$$
 $b^{k}=2^{0}=1$

$$T(n): \Theta(n^{\log_2^3}) = \Theta(n^{1.58})$$

Ques 2:

٤



DOWNHEAPIFY (int #A, int bi)

int lai = 2 * pi+1;

```
int rei = 2*pi+2;

int mini : pi;

if (lei < N & A [lei] < A [mini])

nini : lei;

if (rei < N & A [Tei] < A [mini])

rini : rei;

if (mini != pi)

{

Sump (A [mini], A [pi]);

DOWNHEAPIFY (A, mini);

}
```

Ques 3:

similar

40

prictioning

Step

quick

Corp.

3

fogic 1: - Count the no. of true and false by applying one loop. Let us say or no. of true and n-x false.

- But folce from index 0 to 2-1 and true from index x to n-1

logic 2: Two Pointer Approach.

- Start one variable prom left and one from rights.

Lyt right

on left we wont false, in case we get a towe that is a problem.

en kight we want true, in case we get a false that is a problem, stop at problem.

If both left and night are at problem then swep.

```
int left=0;
int right = N-1;
while (bft & right)
2
      while (A [left] :: folse)
         left ++;
     while (A[right] == true)
right --;
      if (left & right)
        surap (A[uft], A[reight]);
         reight --;
     3
3
```

Ques 4:

$$I_0$$
 I_1 I_2 I_3 I_4 I_5 I_6

Profit = 10 5 15 7 6 18 3

Weight = 2 3 5 7 1 4 1

Profit = 5 1.67 3 1 6 4.5 3

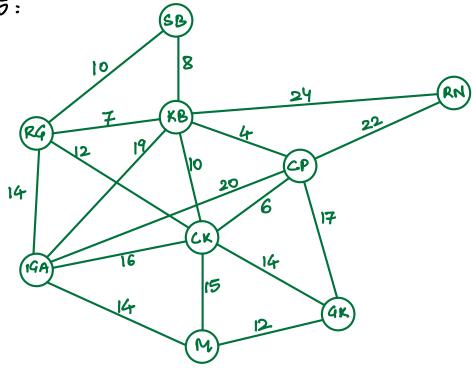
Sout in Dec Order

 I_4 I_0 I_5 I_2 I_6 I_1 I_3

Item	Remaining Capacity	Projit
_	15	0
I ₄	15-1=14	6
I4 Io	14-2:12	6+10:16

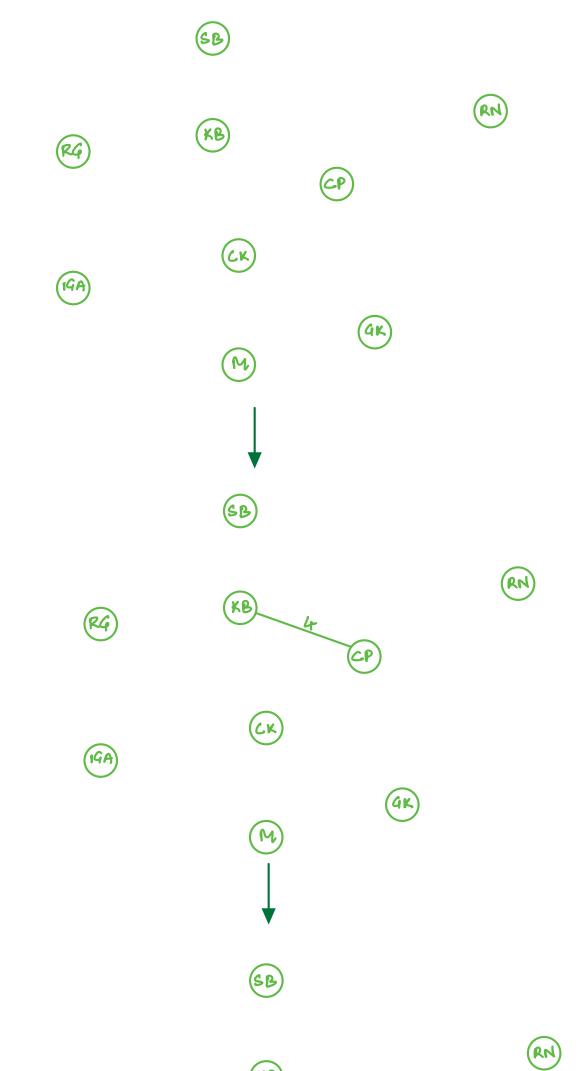
Profit = 55.33

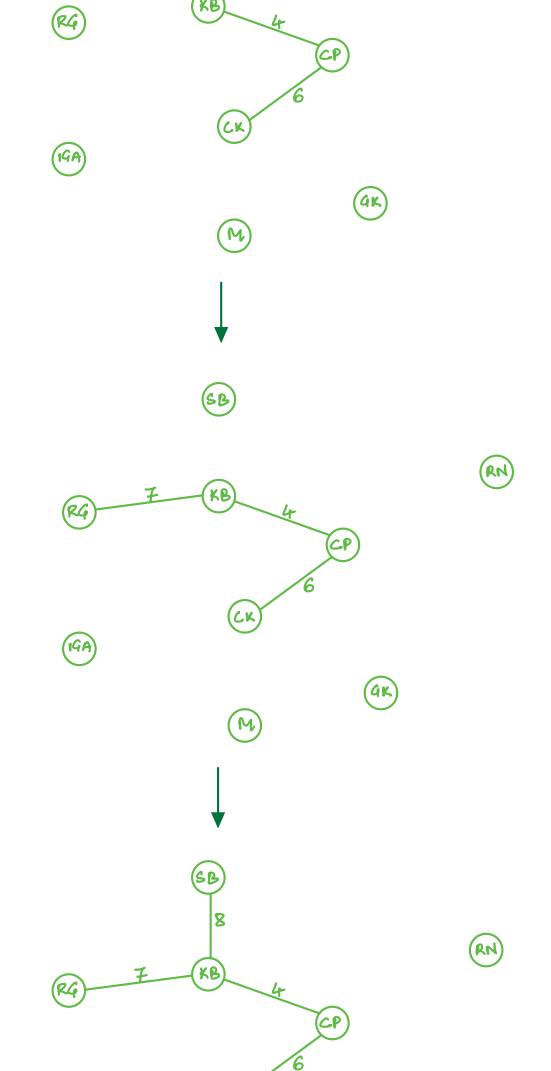


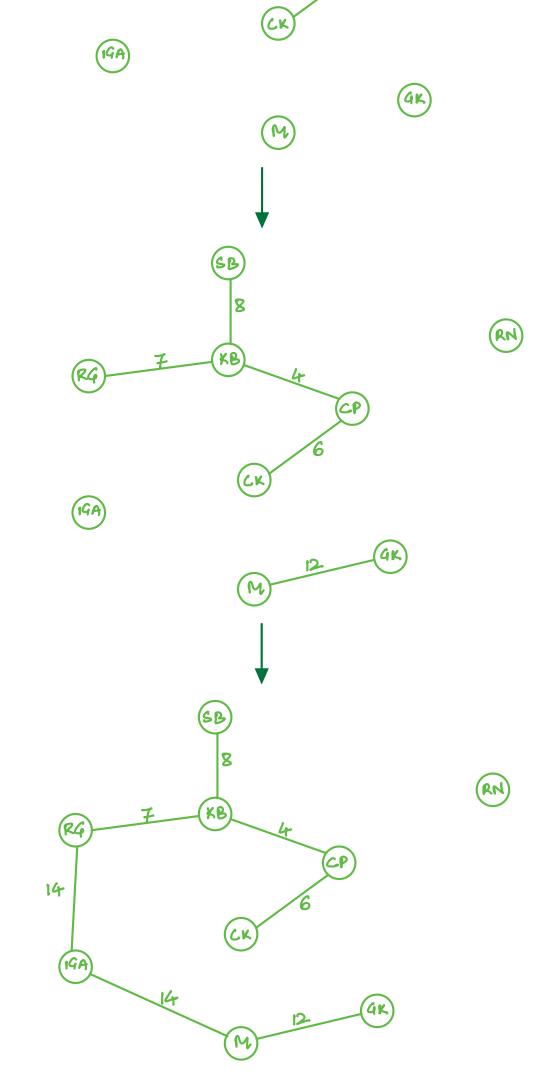


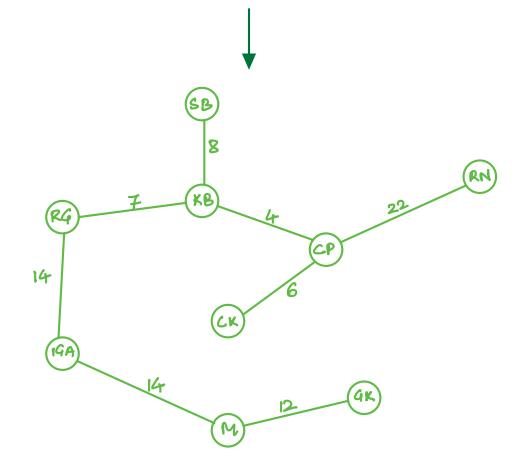
dogic: (Applying Kruskal)

Pick up the edges in increasing order of weight such that no cycle is formed. Since there are 9 vertex we need to select 8 edges.









MST wight: 4+6+7+8+12+14+14+22 = 87

other MSTS possible:

