- 1) 3 way merge sort is $T(n) = 3T(n/3) + \theta(n)$. Each array is of length n/3 and there are 3 of them. $\theta(n)$ is cost of merging 3 sub collections into 1. From the master theorem where a=3,b=3,k=1,p=0 this algorithm is $\theta(nlogn)$.
- 2)

With alternating instances of worst case and evenly split, we can write the recurrence with these 2 equations. T_q is notation for the good case and T_w is notation for worst case.

$$T_g(n) = 2T_w(n/2) + \theta(n)$$

$$T_w(n) = T_g(n-1) + \theta(n)$$

We substitute T_w into the first equation and get:

$$T_g(n) = 2(T_g(n/2 - 1) + \theta(n/2)) + \theta(n)$$

$$T_g(n) = 2T_g(n/2 - 1) + 2\theta(n/2) + \theta(n)$$

$$T_g(n) = 2T_g(n/2 - 1) + \theta(n)$$

 $= \theta(nlogn)$

Also substitute T_q we get:

$$T_w(n) = 2T((n-1)/2) + \theta(n-1) + \theta(n)$$

$$T_w(n) = 2T(n/2 - 1/2) + \theta(n)$$

 $= \theta(nlogn)$

So under these circumstances the overall complexity of the quicksort is $\theta(nloqn)$.

3)

Since the transaction number is sorted and transaction number and transaction dates tend to correlate (but not foolproof), that implies transaction date is almost sorted. For a list where the elements are nearly sorted, quicksort is bad algorithm (assuming choosing first element as pivot) for this case as it tends to $\theta(n^2)$. Insertion sort is the best algorithm for when a list is nearly sorted as it tends towards $\theta(n)$ for nearly sorted. Therefore, we choose insertion sort for this problem.

4) We have n sets of size k arrays that are sorted:

A merge(k,k) is 2k

$$2k+3k+4k+...+nk = (1/2)(n^2+n-2)k = \theta(n^2k)$$

Therefore complexity is $\theta(n^2k)$.

5) We have n sets of size k arrays that are sorted:

A merge(k,k) is 2k

$$k k k k k k k k k - 2k$$

$$2k \ 2k \ 2k \ 2k \ --2k(n/2) = kn$$

$$4k \ 4k \ 4k \ ------4k(n/4) = kn$$

$$4k \ 4k \ 4k \ -----4k(n/4) = kn$$

 $8k \ 8k \ 8k \ -----8k(n/8) = kn$

$$(n/2)k, (n/2)k,..$$
 $(n/2)2*k = kn$

So it's the summation of kn, $nlog_2(n)$ number of times.

Therefore complexity is $\theta(knloq_2(n))$.