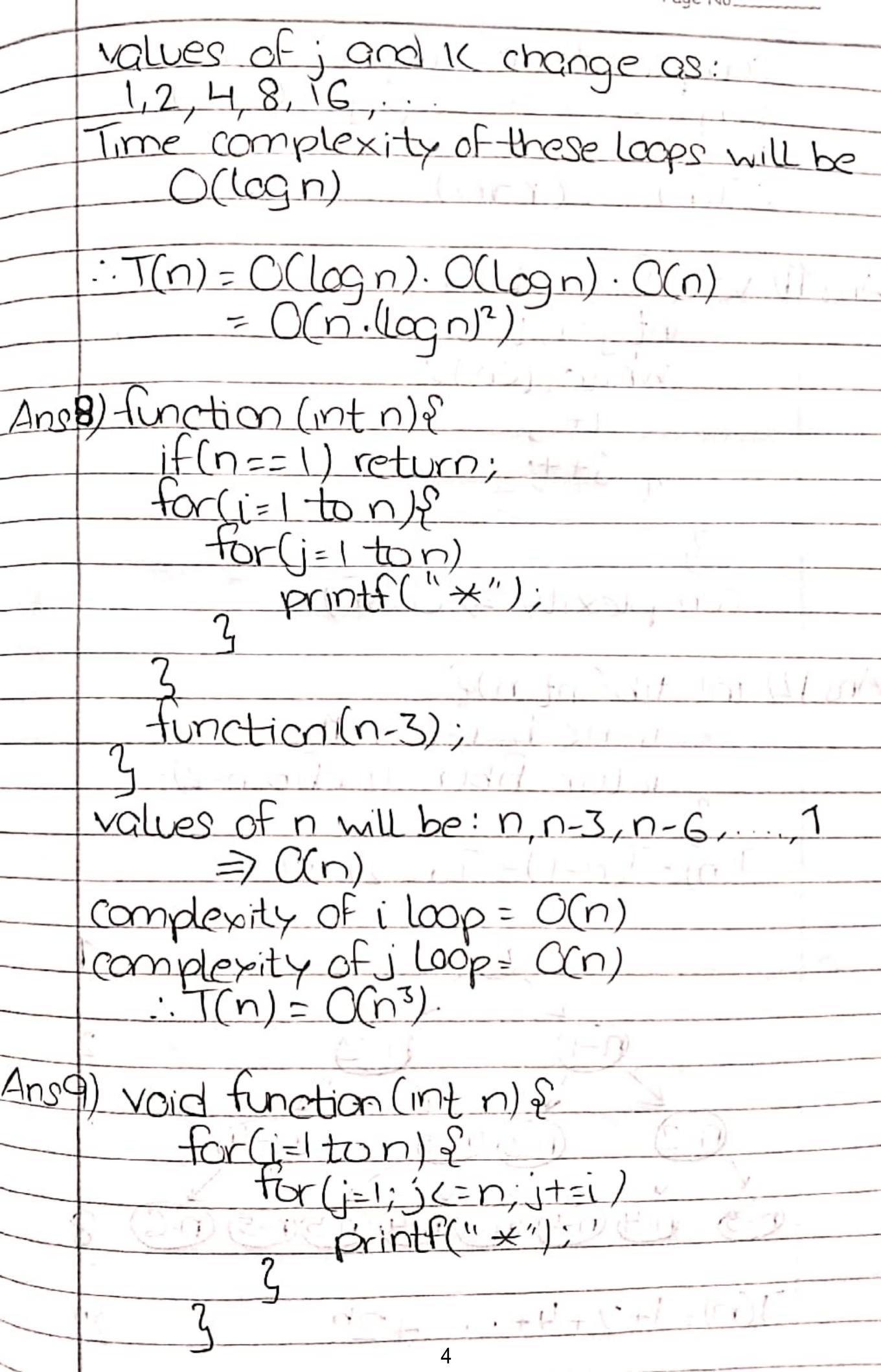
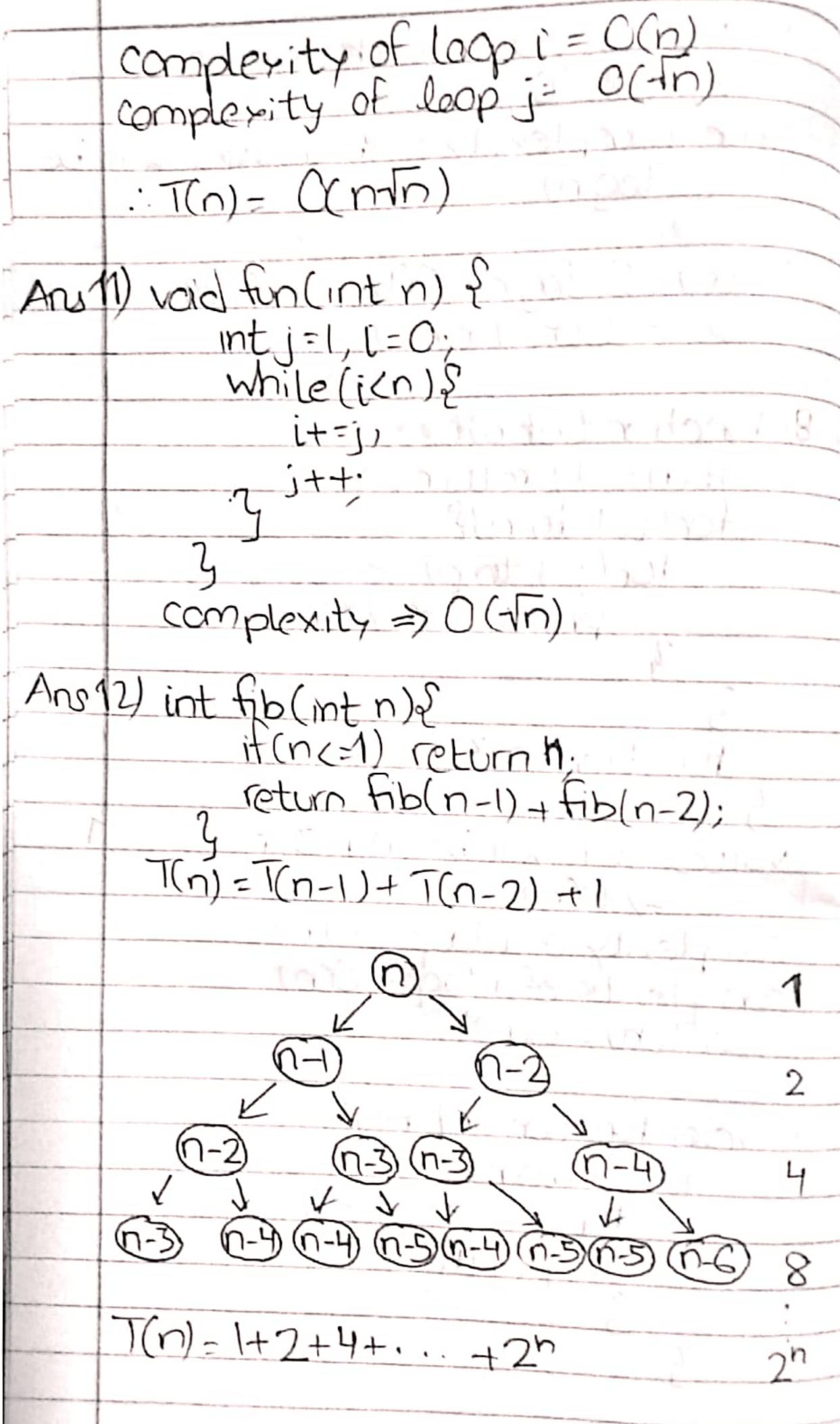
for (i=1; ix=n; i=i*2) & Values of i: 1,2,4,8,...2x which torms a G.P Q=1, r=2 - tx = a. 7K-1 n = 1.2k-1 $h = 2^{\kappa}$ $K.\log_2 2 = \log_2(2n)$ $K.\log_2 2 = \log_2(2) + \log_2(n)$ $K = 1 + \log_{2}(n)$.. T(n) = {3T (n-1) if n>0,0+herwise 13 T(0)=1 Using forward substitution, T(1)=3T(0)=3 T(2) = 3T(1) = 3x3 = 9(3) = 3T(2) = 3x9 = 272.7(0) = 30=0(3n)

Ans4 T(n)= & 2T(n-1)-1 if n>0, otherwise 13 TCO) = 1 Using backward substitution. T(n-1) = 2T(n-2) - 1T(n-2) = 2T(n-3)-1T(n) = 2(2T(n-2)-1)-1=4T(n-2)-2-1=4(27(n-3)-1)-2-1= 8T (n-3)-4-2-1 = 2k.T(n-K)- \(\sum_{i=0}^{k-1}(2i)\) Put $K^n = n$ $T(n) = Z^n . T(c) - \sum_{i=0}^{n-1} (2^i)$ $= 2^{n} - 1 \cdot (2^{n} - 1)$ (2-1)T(n) = O(1)Ans 5) i=1, S=1; while (S<=n) { i++; S+=i, printf ("#"); Values of i and s will change as: 1 X IX X II X II 6 10 15.

2

:. Si = Si-1 + i where i=1,2,3,...K Sum of A.P is n(n+1) = K(K+1) .. T(n) = O(Vn) Ans & void function (int n) 2 inti, count =0; tor(i=1; ix(<=n; i++) count ++; values of i will be: 1,2,...,K where K= In $-1(n) = O(-\sqrt{n})$ Anst) void-function (int n){ int i.j.K, Count=0; for (i=n/2; i<=n; i++){ for(j=1;j(=n;j*=2){ for(K=1; K=n;K=1(*2){ values of i will change as: n/2/19





```
\Rightarrow O(2^n)
Ans (3) I) r(logn)
       for (int i=0: icn; i++){
           for (int j=1;j<=n;j=j*2)&
       for (int i=1; i<=n; i++) {

for (int j=1; j<=n; j++) {

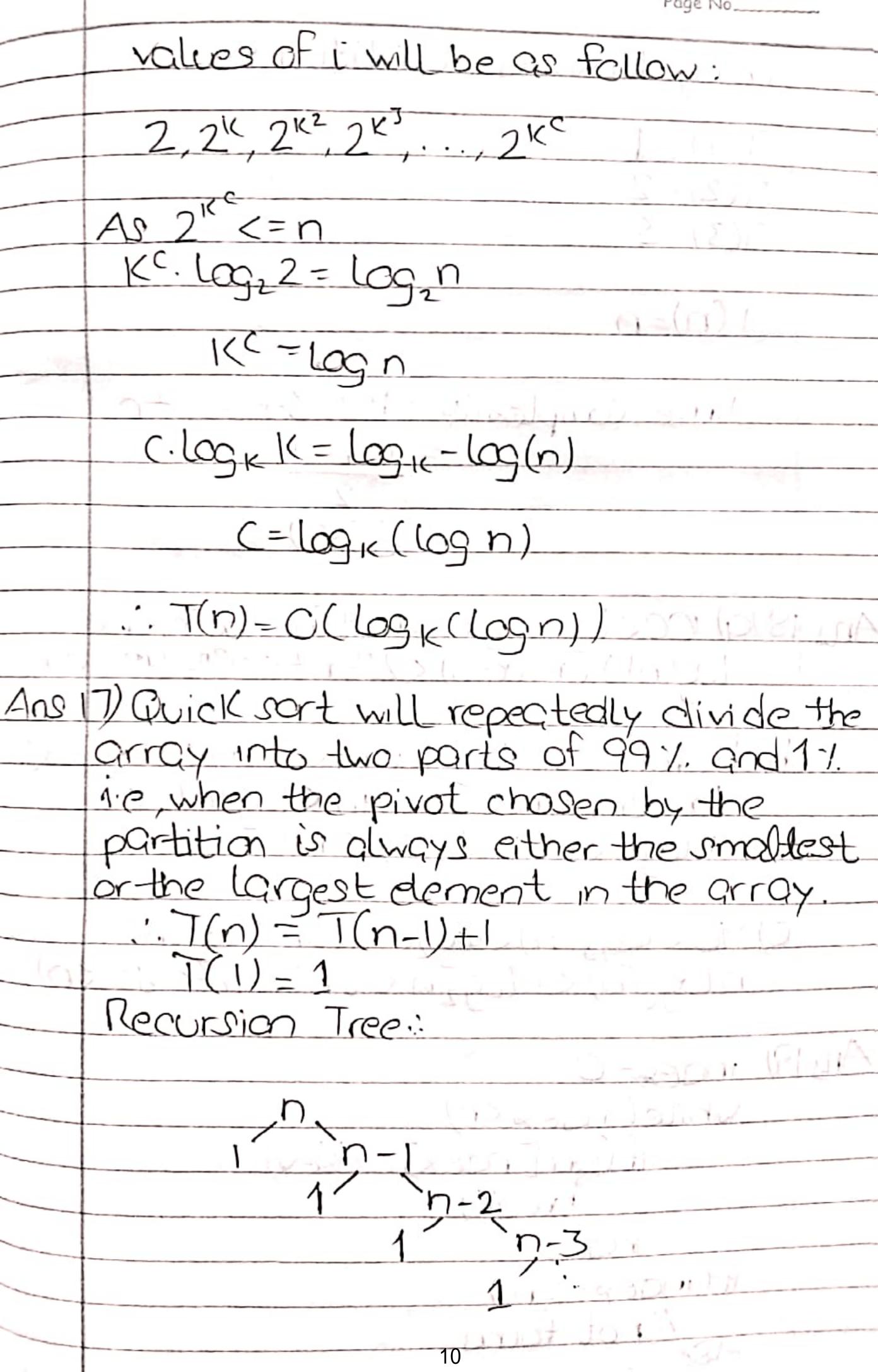
for (int K=1; K<=n; K++)

-1 ++:
     count tt
        log(logn)
       tor(inti=n;i>=1;i-Ti){
```

	Page No
Ans1)#Asymptotic Notations:
	Asymptotic->towards infinity
*	while defining the complexity of our algorithms, we will use asymptotic notest assuming out input size is very large
	assuming out input size is very large
*	Time Complexity Space Complexity
	Number of instruction Extra space required to carry out an by an algorithm algorithm. Lexcept input. Big-ch (0):
	Big-ch (0): f(n) = O(g(n)) g(n) is "tight" upper bound of $f(n)f(n) \leftarrow g(n)f(n) \leftarrow g(n)f(n) \leftarrow g(n)f(n) \leftarrow g(n)$
*	while calculating complexities:
	Constants cire ignored lower order terms are ignored in achition or subtraction: Take the highest order term.
	7

2) Big Omega (12): Im = -12(c(n)) g(n) is "tight" lower bound of f(n) $f(n) \geq C.g(n)$ + n>no and cx 3) Theta (0): Theta gives the "tight" upper & lowers bound both. f(n) = O(q(n)) if c. q(n) < f(n) < Gq(n) + ma>(n,n) for some constant $c, & c_2 > 0$ => f(n) = O(g(n) & f(n) = II(g(n))4) Small-ob (0): +(n)=0(g(n)) +(n) < c g(n) +(n) < c g(n) +(n) < c g(n)Small-cinega (w): f(n) = (u(g(n)) f(n) > c g(n) $\forall n > n_0 \leq c > 0$ * $f(n) = C(g(n)) \rightarrow g(n) = \Omega(f(n))$ * $f(n) = C(g(n)) \rightarrow g(n) = \omega(f(n))$ * $f(n) = O(g(n)) = O(g(n)) & f(n) = \Omega(g(n))$

Reflexive Symmetric Transitive Ans 14) T(n)=T(n)+T(n)+cn2 Recursion Tree No of nodes per level will be 1,3,6,12,... .: Total no. of nodes = 1+3(27/2,-1) $= 1 + .3 \cdot (2^{n/2} - 1)$ Hn) same as ans 5 & 11 (int i=2; i<=n; i=pow(i,K) count ++:



Using forward substitution: T(1) = 1 T(2) = 2T(3) = 3T(n)=n... Time complexity => 1+2+3+...+n = n(n+1) $= O(n^2)$ Ans 18)a) 100< log(log n) < root(n) = log(n)<n<
log(n!) < nlog(n) < 2n=n2 < 22n= 4n<n! b) $1 < \sqrt{\log n} < = \log(\log n) < \log(n) < 2\log(n) < \log(2n) < n < 2n < 4n < \log(n) < n < 2(2n) < n!) < n < 2(2n) < n! :$ c) 96 < $\log_8(n)$ < $\log_2(n)$ < 5n < $\log(n1)$ < $n\log_6(n)$ < $n\log_2 n$ < $8h^2$ < $7n^3$ < 8^{2n} < n9) Index= 0 while (index cn) if (arr [index] = = Key) break; nces; if (index==n) 11 not found

Ans 20/ Iterative Insertion sort: void insertion_sort(intI], arr, intin)s for (int i=0; i<n; i++){ int temp = aur [i]; int j= i-1; while (j>=048 au [j]>temp){ an[j+1] = an[j]; avr[j+1] = temp; Recursive Insertion sont:void insertion_sort (int wor [], int n) & return; insertion_sort(con, n-1); int last = ano [n-1]; int j=n-2; while (jz=0 && coor[j]>last)& 2005[j+1] = Coon[j]; an [1+1] = lat:

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Insertion sout is called online sorting because we can add new elements } the array's end while the sorting. being executed. At any given iterations of array participate in sorting. Therefore we can add now elements to the array during the sort. No, other algorithms discussed in day are not colline sorting. Ans 21) Complexity of all algorithms discussed in class:-Best Average horst · Bubble O(n2) (n2) O(n2) · Selection ((n2). $O(n^2)$ $()(\cap^2)$ · Insertion O(n2) O(nlogn) O(nlogn) 1 C(nlogn) · Bubble sort: inplace, stable offline · Selection sort: implace, instable, offline · Insertion sort: implace, stable, offline Aru 23,24) Recursive Binary Search:int birgry-search (int * arr, int L, intri m= l+(57-0)/2;

13

return m;

if (0000 [m] == 1(ey)

else if (arr [m] < Key)

return binary search (arr, l, m)

Recurrence relation for recursive binary

Search:
T(n) = T(n/2)+1

· Time complexity of recursive binary search:

T(n) = O(log n)

· Time complexity of iterative binary Search

I(n) = O(logn)

- Inne complexity of linear search:
- · Space complexity in all cases = 0(1)