Linear Time vs Quadratic time

A language is decidable in linear time it its time complexity is O(n). To show this we will construct an algorithm that will return the time complexity for all languages Lilzilzing Lm in time mn. We will use Ctt for this. Languages Li, Lz, Lz... Lm are stored in vector arr. The input string is held in a string called input.

int func (string input, vector/language) arr) {
int i=1;
int n=input.length();
while (i/2 arr. 512e ()) {
itt;
}

return (n* i)j

Since this algorithm visits each element once it is done in O(n) time. This means that the language is decided in linear time.

Linear vs Quadratic time 2.

LT is a proper subset of QT because all languages that can be decided in O(m) can be decided in O(m) can be decided in O(n²). This is accomplished by putting the previous function in a for loop for (int j = 1j j < avr. length() j j+t) {

If func loop

3

This will make the function go through the array m times meaning it checks m² elements. This means its time complexity is $O(n^2)$. However although all linear time languages can be solved in quadratic time. There are algorithms that can only be solved in quadratic time. One example is bubble sort.

flip page

```
Void Swap (int &a, int &b) &
int tmp;
tmp = a;
a = b;
b = tmp;

Void bubble Sort (vector < int) avrx) &

for (int i = 0; i < avr, size(); it+) &
for (int j = 0; i < avr, size(); j++) &
if (arr[j] > arr[j+1]) &
swap(arr[j], arr[j+1]);
}
```

Since all Languages in Lt are in Qt but not all Languages in Qt are in Lt. Lt is a proper subset of Qt.

Polynomial Time complexity

We proved in the previous problem that a problem solved in O(n2) toy adding an extra for loop that does nothing but make it loop n more times. This means that for any problem solved in O(nk) can be solved in O(nk1) by adding a useless loop. Therefore as long as one problem solved in O(nk1) cannot be solved in O(nk1).