

# Quiz Submission

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## Question 1

```
1. SuperSort(A)
sorts array A recursively
2.    // base cases
3.    if (length(A) == 1) return;
4.    if (length(A) == 2)
5.        swap the two elements if they're out of order;
6.        return;
7.    else // recursive calls
8.        SuperSort the first two thirds of A;
9.        SuperSort the second two thirds of A;
10.       SuperSort the first two thirds of A again;
11.
12.
```

**Answer:**

so if length a = 1, we will return, if it's 2, we will swap elements(base), and then we will do 3 recursive calls on the first 2/3 of a, then 2nd, then 3rd. therefore, Our recursive solution would be  $T(n)=3T(2n/3)+O(n)$ .

## Question 2

Part B: Give a recurrence relation upper bound, tight up to constant factors, for the performance of your algorithm given in Part A. Don't forget the base case(s).

**Answer:**

$$T(n)=T(k/2)+O(1)$$

## Question 3

Part C: Solve your recurrence relation given in Part B by providing an asymptotic solution tight up to constant factors, but do NOT use the master theorem or the master-master theorem/nuclear bomb. Show your work.

**Answer:**

the solution would just be adding the constant factors,

## Question 4

Suppose you are given positive integers where  $a$  for nonnegative integer  $b$ . You would like to determine using only the elementary operations of addition, subtraction, multiplication, and division.

A brute force algorithm is described below.

The brute force algorithm requires time to find the correct value of  $a$ . To help with this task, your friend designed a function called which takes input of the form and computes in time. In Part A, you will use to design a divide and conquer algorithm to find the correct value of  $a$  with smaller asymptotic runtime than the above brute force algorithm. Hint: , so such that if  $a$  is even or if  $a$  is odd.

Part A: Design a divide and conquer algorithm that has an asymptotically faster performance than the given brute force algorithm.

### Answer:

base : if  $a = 1$ , then  $k=0$ . our design is, If let's say that we have a variable  $n$  and  $n = \sqrt{a}$  so the means that  $n = b^k/2$ . we want to decide if  $k$  is even or odd, if it's even then  $n$  would be  $(b^k/2)$  so that makes  $n^2$  then  $k = 2(k/2)$  then if it's odd then  $a = b$  multiplied by  $b * (b^k/2)^2$  and that would make  $k = 2(k/2) + 1$ . then the run time would be  $O(l)$