

04

CE

Q.1 → Write Linear search Pseudocode to search an element in a sorted array with minimum comparison.

Function Linear-search-sorted (arr, x) :

n = length (arr)

i = 0

while i < n and arr[i] ≠ x :

if arr[i] == x ;

return i

i = i + 1

return -1

Q.2 → Write a Pseudo code for iterative and recursive insertion sort. Sort is called online sorting. why? what about other sorting algorithms that has been discussed in lecture.

Iterative

Function insertion-sort (arr) :

n = length (arr)

for i from 1 to n-1 :

key = arr[i]

j = i - 1

while j >= 0 and arr[j] > key :

arr[j+1] = arr[j]

j = j - 1

arr[j+1] = key

j = j - 1

arr[j+1] = key

return arr.

Recursive.

Function recursive-insertion-sort (arr, n)

if (n <= 1) :

return arr

recursive-insertion-sort (arr, n-1)

key = arr[n-1]

j = n - 1

while j >= 0 and arr[j] > key :

arr[j+1] = arr[j]

j = j - 1

arr[j+1] = key

return

Other sorting algo. that have been discussed in lecture.

- Bubble sort : This algorithm repeatedly compares adjacent elements and swaps them if they are in the wrong order until the entire array is sorted.
- Selection sort : This algorithm repeatedly selects the minimum element from the unsorted part of the array and swap it with the first element of the unsorted part until the entire array is sorted.
- Merge sort : This algo divides the array into two halves recursively sort the two halves, and then merge the two sorted halves and thus merge the two sorted halves into a single sorted array.
- Quick sort : This sort algo picks an element as a Pivot, the array around the Pivot and then recursively sort of two subarrays on either side of the Pivot.

Q3 Complexity of all sorting algo. that has been discussed in lecture.

1. Bubble sort:

- W-case time complexity = $O(n^2)$
- B-case " " = $O(n)$
- Avg. " " = $O(n^2)$
- Best " " = $O(1)$

2. Selection sort:

- W-case time complexity : $O(n^2)$
- B= " " = $O(n^2)$
- Avg. " " = $O(n^2)$

Best complexity $O(1)$

3. Insertion sort:

- W-case time complexity = $O(n^2)$
- B= " " = $O(n)$
- Avg. " " = $O(n^2)$
- Best complexity = $O(1)$

4. Merge sort:

- W-case time complexity = $O(n \log n)$
- B-case " " = $O(n \log n)$
- Avg " " = $O(n \log n)$
- Best complexity = $O(n)$

5. Quick sort:

- W-case time complexity : $O(n^2)$
 - B= " " : $O(n \log n)$
 - Avg. " " : $O(n \log n)$
- Best complexity : $O(\log n)$

O.4. Divide all the sorting algo into inPlace / Stable / online sorting.

| InPlace | Stable | Online |
|------------------|------------------|------------------|
| • Bubble sort | • Selection sort | • Insertion sort |
| • Selection sort | • Merge sort | |
| • Insertion sort | | |
| • Quick sort | | |

O.5. Write recursive / iterative Pseudo code for binary search what is the time place complexity of linear and binary search (Recursive and Iterative).

Recursive Binary Search:

binary search (arr, left, right, x):

if right >= left :

 mid = left + (right - left) //

 if arr[mid] == x :

 return mid

 else if arr[mid] > x :

 return binary search (arr, left, mid - 1, x)

 else :

 return binary search (arr, mid + 1, right, x)

else :

 return -1

Iterative Binary Search:

Function binarySearch (arr, x):

left = 0

right = len(arr) - 1

while left <= right :

 mid = left + (right - left) // 2

 if arr[mid] == x :

 return mid

 elif arr[mid] > x :

 right = mid - 1

 else :

 left = mid + 1

return -1

Linear Search

B-case time complexity - $O(1)$

W- " " " - $O(n)$

Space complexity - $O(1)$

Binary ;
Recursive Binary

B-case time complexity - $O(1)$

W- " " " - $O(\log n)$

Space complexity - $O(\log n)$

General Binary

B-case time - $O(1)$

W- " " " - $O(\log n)$

Space complexity - $O(1)$

Q6. Write recurrence relation for binary recursive search.

The recurrence relation for binary search is.

$$T(n) = T(n/2) + C$$

$T(n)$ represents the time complexity of searching for an element in an array of n elements using binary recursive search.

$n/2$ represents the size of the subproblem obtained by dividing the input array into two halves.

C represents the constant.

The base case for this recurrence relation is when the size of the subarray becomes 1 i.e $T(1) = c$.

The recurrence relation can be solved using master theorem.

The master theorem gives time complexity of $O(\log n)$, where n is the number of elements in the array.

2. Find two indexes such that $A[i] + A[j] = K$ in minimum time complexity.

Algo

Step 1: Initialize an empty hash table.

Step 2: For each element $A[i]$ in the array

a. calculate the diff. $K - A[i]$.

b. If the diff exists in the hash table, return the index j such that $A[i] + A[j] = K$.

c. otherwise add the current element $A[i]$ to hash table.

Step 3: If no such indices are found, return null or an appropriate message indicating that the sum K cannot be obtained from any two elements of the array.

- Q2. what do you mean by number of inversions in an array?
 Count the number of inversions in an array $arr[] = \{2, 21, 31, 8, 10, 1, 20, 6, 9, 5\}$
 using merge sort.

In an array of n distinct elements, an inversion is a pair of elements $(arr[i], arr[j])$ such that $i < j$ and $arr[i] > arr[j]$. In other words it represents how far away an array is from being sorted in ascending order.

Code:

merge sort($arr, left, right$):

if $left < right$:

$$mid = (left + right) / 2$$

inversions = merge sort($arr, left, mid$)

inversions = merge sort($arr, mid + 1, right$)

inversions = merge($arr, left, mid, right$)

return inversions

else:

return 0;

Function merge($arr, left, mid, right$)

inversion = 0

L = $arr[left : mid + 1]$

R = $arr[mid + 1 : right + 1]$

i, j = 0

K = $left$.

while i < len(L) and j < len(R):

if $L[i] \leq R[j]$:

$arr[K] = L[i]$

$i += 1$

else:

$arr[K] = R[j]$

$j += 1$

inversions += (mid - i + 1)

$K += 1$

while i < len(L):

$arr[K] = L[i]$

$i += 1$

$K += 1$

while j < len(R):

$arr[K] = R[j]$

$j += 1$

$K += 1$

return inversions

Q. 10-

In which cases quick sort will give the best and worst case time complexity?

Ans: Quick sort is a widely used and efficient comparison-based sorting algorithm that exhibits different time complexities depending on the input data characteristics.

Best case time complexity: The best case complexity of quick sort occurs when the pivot chosen during the partitioning step result in equally sized sub-arrays in each recursive call. This means that the pivot divides the input array into two nearly equal halves, resulting in a balanced partition. In this case, the time complexity of quick sort is $O(n \log n)$, where n is the number of elements in the input array. This occurs when the pivot selected is close to the median or median-of-three of the input array.

Worst case Complexity: The worst case time complexity of quick sort occurs when the pivot chosen during the partitioning step result in highly imbalanced subarrays in each recursive call. This can happen when the input array is already sorted or nearly sorted, and the pivot chosen consistently results in one sub-array being significantly larger than the other. This worst case scenario can be mitigated by using randomized pivot selection techniques or choosing pivots strategically, such as using the "median-of-three" pivot selection strategy.

12. Write Recurrence Relation of merge and quick sort in best and worst case?
What are the similarities and differences between complexities of two algorithms and why?

Ans. Recurrence Relation for merge sort.

Best case :

$T_{\text{merge}}(n) = T_{\text{merge}}(n/2) + c$ (where c is a constant representing the time taken for merging two sub-arrays of size $n/2$)

Worst Case :

$T_{\text{merge}}(n) = 2T_{\text{merge}}(n/2) + c \times n$ (where c is a constant representing the time taken for merging two sub-arrays of size $n/2$, and n representing the total number of elements in the input array that need to be merged)

Recurrence Relation for Quick Sort .

$T_{\text{quick}}(n) = T_{\text{quick}}(n/2) + c$ (where c is a constant representing the time taken for partitioning of the input array into two equal-sized sub-arrays)

Worst Case:

$T_{\text{quick}}(n) = T_{\text{quick}}(n-1) + T_{\text{quick}}(0) + c \times n$ (where c is a constant representing the time

for partitioning the array)

Similarities.

1. Both merge sort and quick sort have an average time of $O(n \log n)$ for sorting n elements.
2. Both algorithms use divide-and-conquer technique to sort an array.
3. Both algorithms have a space complexity of $O(n)$ as they require additional space for merging or partitioning the input array.

Differences

1. In the best case, merge sort has a time complexity of $O(n \log n)$, whereas quick sort has a time complexity of $O(n \log n)$ as well, but with a smaller constant factor due to lower computations.
2. In the worst case, merge sort has a time complexity of $O(n \log n)$, whereas quick sort has a worst-case time complexity.

Q.13 Selection sort is not stable by default but can you write a version of Stable Selection Sort?

A. The idea behind stable selection sort is to modify the selection sort algorithm such that it always selects the smallest element among the unsorted, but it swap his smallest element with the left most occurrence of that element in the sorted part of the array. This ensures that the relative order of equal elements is preserved, making the algorithm stable.

Stable-selection-sort(A):

$$n = \text{length}(A)$$

for i from 0 to $n-1$:

$$\text{min_idx} = i$$

for j from $i+1$ to $n-1$:

if $A[j] < A[\text{min_idx}]$:

$$\text{min_idx} = j$$

for k from min_idx down to $i+1$:

if $A[k] = A[k-1]$:

$$A[k], A[k-1] = A[k-1], A[k]$$

else:

break

$$A[i], A[\text{min_idx}] = A[\text{min_idx}], A[i].$$

Q.14

Q.14- Bubble sort scans whole array even when array is sorted. Can you modify the bubble sort so that it doesn't scan the sorted array once it is sorted?

This optimization is known as the "flagged" or "adaptive" bubble sort algo.

Flagret. bubble - sort (A):

$n = \text{length}(A)$

sorted = False

while not sorted:

sorted = True.

for i from 0 to $n-1$:

if $A[i] > A[i+1]$:

$A[i], A[i+1] = A[i+1], A[i]$

sorted = False

$n-1 = 1$