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1-) Because of our text contains a zeros, pattern 0010
always done 3 comparisons, because third bit(1) will fail
after comparison and bruteforce absorbthm don't check last 0 bit.
And this operation continues for n-3 times

For example if n=5 and we check 0010 pattern

n=5-3 00000 0 00000

0010 Total 6 times compare

3-time
compare

So, we compre 3 bit each n-3 times, general formla

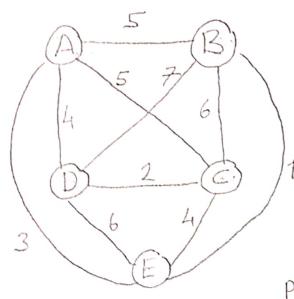
3.(n-3) compre

what is the worst case input pattern of length 3(3bits) for BF?

For brute force algorithm, worst case 3 bit pattern is "001" because

Its always do 3 compaison and last comparison will fail becase of 1.

2-) Apply brute-force algorithm for the travelling schesner problem.



In truelling solarmon problem, we have to find minimum cost truelling route that usit every node once and return stating one.

by using brute-force algorithm use can do this by checking every possible route and found min, one.

Birk force all possible contes:

Lets stot from A because It doesn't matter

too, because they have some cost.

So, minimum coule has 16 cost

3) Design a decrease - by - half algorithm for computing logn (base2) calculate its time efficiency.

function $\log(n)$:

if (n < 2):

return 0;

else

return 1+ $\log(\lfloor \frac{\alpha}{2} \rfloor)$;

Be cas we divide half every iteration, this algorithm has $O(\log n)$ time complexity.

for solving this by a decrease-and-conquer algorithm, we can divide bottles 2 part and check their weight. If one of then weight is wrong, it means incorrect bottle in these part. If bottle count is an odd number just select a bottle and divide other bottles 2 part again. If those 2 part have some weight, it means selected bottle is wrong one. Otherwise wrong bottle is near selected bottle is wrong one. Otherwise wrong bottle is in part that has incorrect weight.

In best case, if bottle number is all and after selecting one bottle and lived after bottles 2 part and those part balanced, its mean selecting bottle is wrong one. This take O(1) time completely. But, in worst case and average case because we arry time divede 2 part this algorithm take O(logn) time

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5-) Merging arrays first is forbidden, so we can sort both
  array firstly with quick sort or merge sort algorith. After sorting
 2 array we can use this algorithm for Finding xth element.
  def Algorithm (arr1, arr2, x)
        Hilm (orri) ==0) = return arr2 [k]
        if(lon(arr2) ==0): return arr1[[]
        mid-1= lan (arr1) /2
        mid_2= lon (om 2)/2
        if ( (mid-1+mid-2) < x):
              if (arr1 [mid-1] > arr2[mil-2]:
                    (elun Algorithm (are 1, are 2 [mid-2+1:], k-mid-1-1)
             else:
                  return Algorithm (arr1 [mid-1+1:], orr2, k-mid-1-1)
          if and [mil_1] > are 2 [mil_2]:
              return Algorithm (arr1 [:mid-1], arr2, 6)
             return Algorithm (arr1, arr2[:nid_2], E)
  end
```

In this algorithm, I take middle indices of art and arr 2, Lets assume arr 1 [mil-1] x, then clearly the elements after mil-2 cannot be the required element. Then, we set the last element of arr 2 to arr 2 [mid-2] In this way we reduce the problem size to half of the arrays so completely is $O(\log m) + \log m$ in wast case. But sorting part complaints $O(n \log n)$