

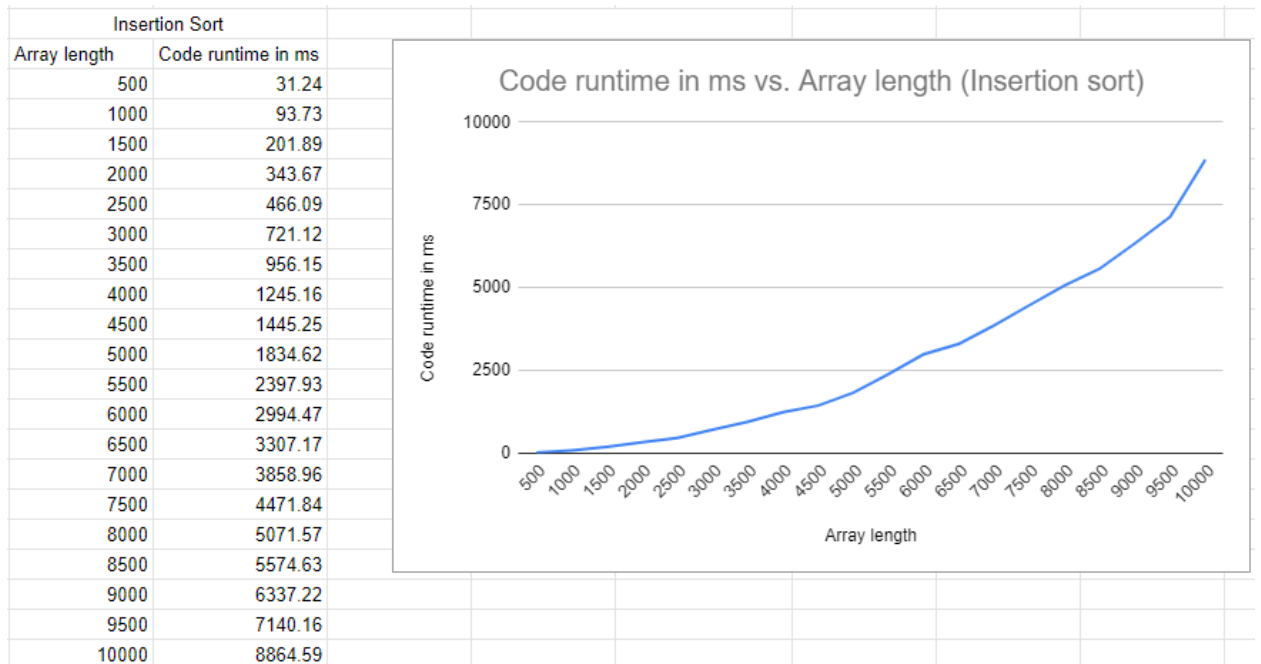
## Laboratory practice No. 2: Algorithm's Complexity

**Pedro Botero Aristizabal**  
Universidad Eafit  
Medellín, Colombia  
pboteroa@eafit.edu.co

**Samuel Ceballos Posada**  
Universidad Eafit  
Medellín, Colombia  
sceballosp@eafit.edu.co

### 3) Practice for final project defense presentation

#### 3.1



**PhD. Mauricio Toro Bermúdez**

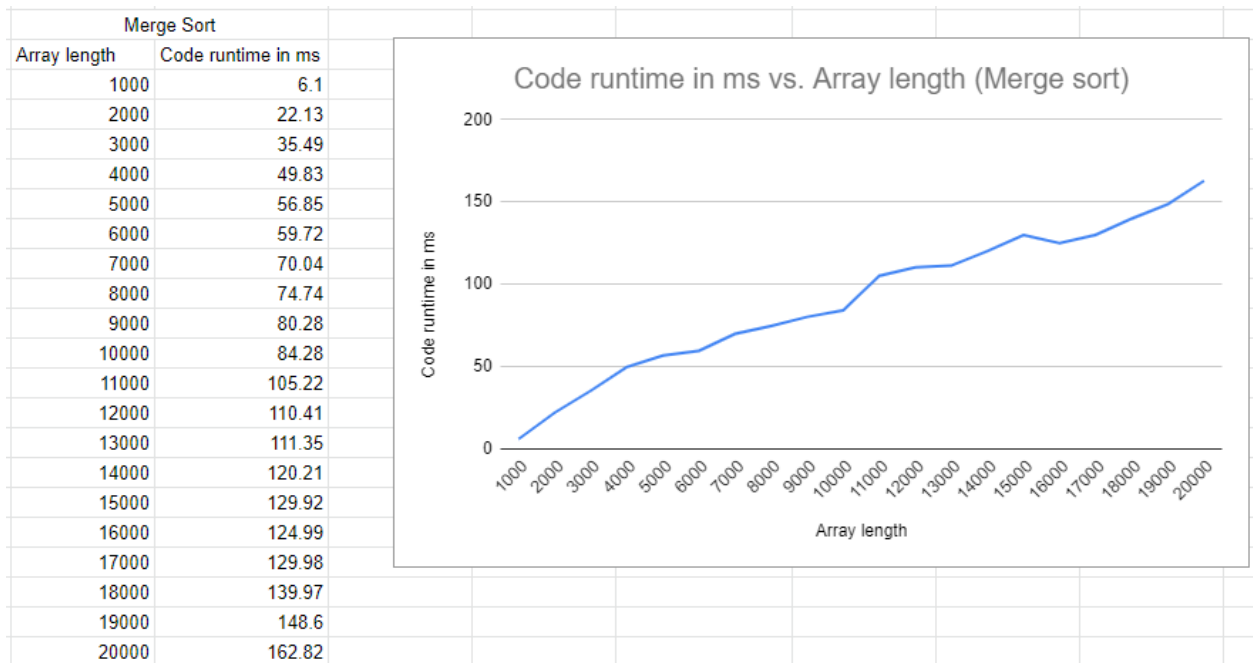
Professor | School of Engineering | Informatics and Systems

Email: mtorobe@eafit.edu.co | Office: Building 19 – 627

Phone: (+57) (4) 261 95 00 Ext. 9473

## ESTRUCTURA DE DATOS 1

### Código ST0245



**3.3** Merge sort is more efficient than insertion sort. If we take a look at the graphs above, we can see that merge sort can sort arrays much faster. For example, it takes insertion sort almost 9 seconds to sort 10,000 numbers, while merge sort can sort 20,000 numbers in only 162.8 milliseconds.

**3.4** It wouldn't be ideal to use insertion sort to sort millions of numbers in real time. It would take too much time to render the images, which would make the video game unplayable.

**3.5** Insertion sort can be faster than merge sort for big if the most of the numbers in the array are already in order. In this case insertion sort takes less time to run because it has to make less comparisons.

**3.6** In our implementation we use two loops to cycle the array twice in order to find out if there is more than one span. The span is calculated by subtracting the position in the array of a number from that same number's last position. If two spans are found, the Math.max function is used to compare both spans in order to see which one is bigger. Finally, the method returns the biggest span.

**3.7**

Exercise	Level	T(N) Notation	Big O Notation
<i>CountEvens</i>	2	$T(n) = n + c$	$O(n)$
<i>BigDiff</i>	2	$T(b) = b + c$	$O(n)$
<i>CenteredAverage</i>	2	$T(d) = d + c$	$O(d)$
<i>Sum13</i>	2	$T(a) = a + c$	$O(a)$
<i>Has22</i>	2	$T(f) = f + c$	$O(f)$
<i>MaxSpan</i>	3	$T(g) = g^2 + c$	$O(g^2)$

**PhD. Mauricio Toro Bermúdez**

Professor | School of Engineering | Informatics and Systems

Email: mtorobe@eafit.edu.co | Office: Building 19 – 627

Phone: (+57) (4) 261 95 00 Ext. 9473

**ESTRUCTURA DE DATOS 1**  
**Código ST0245**

<i>Fix34</i>	3	$T(h) = h^2 + c$	$O(h^2)$
<i>Fix45</i>	3	$T(h) = h + c$	$O(h)$
<i>CanBalance</i>	3	$T(i) = i^2 + c$	$O(i^2)$
<i>LinearIn</i>	3	$T(j) = k + c$	$O(k)$

### 3.8

Variable	Explanation
<i>n</i>	The length of an array where the algorithm will count even numbers.
<i>b</i>	The length of an array in which the algorithm will search for the maximum and minimum value
<i>d</i>	The average between the values of an array excluding the maximum and minimum values
<i>a</i>	The sum of an array
<i>f</i>	An array in which the algorithm will check if there are two consecutive 2
<i>g</i>	The largest span in an array between two positions with the same number values.
<i>h</i>	Temporal variable that stores a position of the array
<i>i</i>	An array for which you can split it in two parts so that both sum the same
<i>k</i>	An array for which each value is also located on another given array

## 4) Practice for midterms

4.1 b

4.2 b

4.3 b

4.4 b

4.5

4.5.1 d

4.5.2 Yes, unless the number is outside the range of type int, which is 2,147,483,648 for both positive and negative ways.

4.6 It would take more or less 100.000 seconds to process 10000 data.

4.7 d

4.8 a

**PhD. Mauricio Toro Bermúdez**

Professor | School of Engineering | Informatics and Systems

Email: mtorobe@eafit.edu.co | Office: Building 19 – 627

Phone: (+57) (4) 261 95 00 Ext. 9473

**ESTRUCTURA DE DATOS 1**  
**Código ST0245**

<b>4.9</b>	a
<b>4.10</b>	Optional
<b>4.11</b>	c
<b>4.12</b>	b
<b>4.13</b>	c
<b>4.14</b>	a

**PhD. Mauricio Toro Bermúdez**

Professor | School of Engineering | Informatics and Systems

Email: mtorobe@eafit.edu.co | Office: Building 19 – 627

Phone: (+57) (4) 261 95 00 Ext. 9473

