

# Design And Analysis Of Algorithms

## Assignment - 01

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1. Asymptotic Notations  $\rightarrow$  These notations are used to tell the complexity of an algorithm when the input is large.

(i) Theta ( $\Theta$ ): It gives the bound in which the function will fluctuate. Theta gives

the "tight upper and lower bound" both.

(ii) Big-Oh ( $O$ ):  $O$  gives the "tight upper" bound of  $f(n)$ , where,  $f(n) = O(g(n))$ .

It implies  $f(n)$  can never go beyond  $g(n)$ .

(iii) Omega ( $\Omega$ ):  $f(n) = \Omega(g(n))$

$g(n)$  is "tight lower" bound of  $f(n)$ .

which gives,  $f(n)$  will never perform better than  $g(n)$ .

2. Time Complexity:  $\text{for}(i=1 \text{ to } n) \{ i = i * 2 \}$

$$\rightarrow i = 1, 2, 4, 8, \dots, n \quad a=1, r=\frac{2}{1} = 2.$$

$$\therefore T_k = ar^{k-1} = 1 \times (2)^{k-1}$$

$$\Rightarrow T_k = \frac{2^k}{2} \Rightarrow 2n = 2^k.$$

on taking  $\log_2$ :-

$$k \log_2 2 = \log_2 2 + \log_2 n$$

$$k = \log_2(n) + 1$$

$$k = \log_2(cn)$$

$$\therefore \text{Time comp.} \Rightarrow T(n) = O(\log_2 cn) \quad \underline{\text{Ans}}$$

$$3. \quad T(n) = \begin{cases} 3T(n-1) & \text{if } n > 0, \\ \text{otherwise } 1 \end{cases}$$

$$T(1) = 1.$$

$$\Rightarrow T(n) = 3T(n-1) \quad \text{--- (1)}$$

put  $n = n-1$  in eq (1)

$$\Rightarrow T(n-1) = 3T(n-2), \text{ put this value in eq (1).}$$

$$\rightarrow T(n) = 3[3T(n-2)] = 9.T(n-2)$$

$$\text{similarly, } T(n) = 27.T(n-3)$$

$$T(n) = 3^k.T(n-k)$$

$$\Rightarrow T(n-k) = 1$$

$$\therefore n = k+1 \quad \text{or} \quad k = n-1.$$

$$\therefore T(n) = 3^{n-1}.T(1) = 3^{n-1}.$$

$$\boxed{T(n) = O(3^n)} \quad \underline{\text{Ans}}$$

$$4. \quad T(n) = 2.T(n-1) - 1,$$

$$T(1) = 1.$$

$$\rightarrow T(n) = 2.T(n-1) - 1. \quad \text{--- (1)}$$

put  $n = n-1$ , then we get.

$$\begin{aligned} \rightarrow T(n) &= 2[2.T(n-2) - 1] - 1 \\ &= 2^2.T(n-2) - 2 - 1 \end{aligned}$$

put  $n = n-2$ , then we get.

$$\rightarrow T(n) = 2^3.T(n-3) - 4 - 2 - 1$$

$$\therefore T(n) = 2^k (T(n-k)) - 2^{n-k} - 2^{n-2} - \dots - 2^{n-k} - 2^0$$

$$\therefore T(0) = 1$$

$$n-k = 1$$

$$n = 1+k \text{ or } k = n-1$$

$$\therefore T(n) = 2^{n-1} \cdot T(1) - 2^{n-1} - 2^0$$

$$T(n) = 2^{n-1} - 2^{n-1} - 2^0 = -1$$

$$\Rightarrow \boxed{T(n) = O(1)} \text{ true}$$

5. Time complexity  $\rightarrow \underline{O(\sqrt{n})}$  as  $\frac{k(k+1)}{2} = n$   
 $k = \sqrt{n}$

6.  $T(n) = O(\sqrt{n})$

7.  $T(n) = \frac{n}{2} \times \log(n) \times \log(n)$   
 $= \frac{n}{2} \cdot (\log(n))^2$

$$\therefore T(n) = O(n \cdot \log(n)^2) \text{ — true}$$

8.  $T(n) = \frac{n}{2} \times n \times n$

$$T(n) = O(n^3) \text{ — true}$$

9.

i	j
1	n
2	n/2
3	n/3
⋮	
n	n/n

$$\therefore T(n) = n \times \log n$$

$$\boxed{T(n) = O(n \log n)} \text{ true}$$

10. As the growth of polynomials is slow. So, exponential has upper bound of  $O(a^n)$ , for  $a=2$ ,  $n_0=2$ .

11.  $T(n) = O(\sqrt{n})$ .

12. Recurrence Relation for fibonacci series:-

$$T(n) = T(n-1) + T(n-2) + 1$$

let  $T(n) \propto T(n-2)$

$$\rightarrow T(n) = 2T(n-1) + 1 \quad \text{--- ①, Apply Backward substitution.}$$

put  $n = n-1$  in eq ①

$$\rightarrow T(n) = 2 \cdot 2 \cdot T(n-2) + 2 + 1$$

put  $n = n-2$  in eq ①.

$$\rightarrow T(n) = 2 \cdot 2 \cdot 2 \cdot T(n-3) + 4 + 2 + 1.$$

$$\therefore T(n) = 2^k \cdot T(n-k) + 2^k$$

$$\Rightarrow n-k = 1$$

$$\underline{k = n-1}$$

$$T(n) = 2^n \cdot T(n-k) + 2^n$$

$$= 2^{n-1} + 2^{n-1} = 2^n$$

$$\boxed{T(n) = O(2^n)}$$

13.  $T(n) = O(n \log n)$ .

int count = 0;

void func1(int n)

{ for(i=1 to n, i++)

for(j=1 to n, j=j+2)

count++;

}



$$\underline{T(n) = O(n^3)}$$

```
# void funct2(int n)
{
    int count = 0;
    for (i = 0 to n; i++)
        for (j = 0 to n; j++)
            for (k = 0 to n; k++)
                count++;
}
```

$$T(n) = O(\log(\log n))$$

```
# void funct3(int n)
{
    int count = 0;
    for (i = n; i > 1; i = pow(i, k))
        count++;
}
```

$$14. \quad T(n) = T(n/4) + T(n/2) + cn^2$$

$$\text{Assume, } T(n/2) \geq T(n/4)$$

$$\therefore T(n) = 2T(n/2) + cn^2$$

$$K = \log_b a = \log_2^2 = 1$$

$$n^K \neq f(n)$$

$$\therefore \boxed{T(n) = O(n^2)} \quad \text{Ans}$$

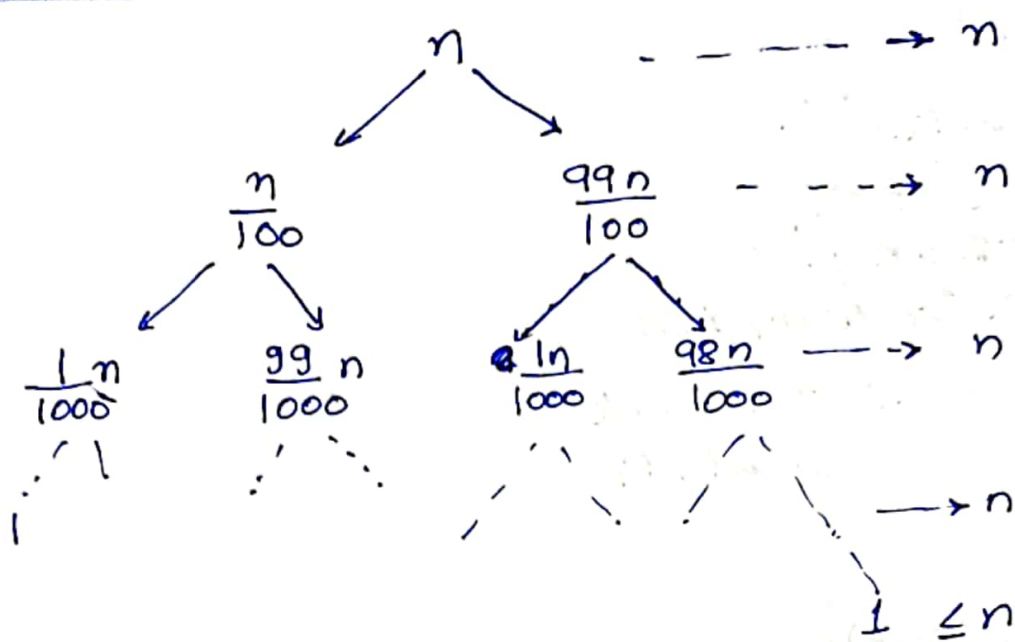
$$15. \quad T(n) = O(n \log n) \quad \text{Ans}$$

$$16. \quad T(n) = O(\log(\log(n))) \quad \text{Ans}$$

$$17. \quad T(n) = T(9n/10) + T(n/10) + O(n)$$

for 99% and 1%

$$T(n) = T(99n/100) + T(n/100) + O(n)$$



for 1%,  $T_c = O(\log_{100} n)$  or shorter branch

for 99%,  $T_c = O(\log_{100/99} n)$  or longer branch

either way base complexity remains same as

$$T(n) = O(n \log n).$$

18. (a)  $100 < \sqrt{n} < \log(\log n) < \log n < n < n \log n < \log n! < n^2 < n! < 2^n < 4^n < 2^{2n}$

(b)  $1 < \log(\log n) < \sqrt{\log n} < \log n < \log 2n < 2 \log n < n < n \log n < 2n < 4n \ll 2(2^n) < n! < n^2$

(c)  $96 < \log_2 n < \log n! < n \log_2 n < n \log_6 n < 5n < n! < 8n^2 < 7n^3 < 8^{2n}$

19. Linear\_Search (Arr, n, Key, flag)

{ Begin,

for (i = 0 to (n-1) key 1)

{ if (Arr[i] = Key)

set flag = 1, break;

}

```

    if flag = 1
        return flag
    else
        return -1
end }

```

20. Insertion Sort →

Iterative →

```

insertionSort(int a[], int n)
{
    for(i=1 to n, by 1)
        {
            value = a[i], j=i;
            while(j>0 and a[j-1]>val)
                {
                    a[j] = a[j-1];
                    j--;
                }
            a[j] = val;
        }
}

```

Recursive →

```

insertionSort(int a[], int i, int n)
{
    int val = a[i], j=i;
    while(j>0 and a[j-1]>val)
        {
            a[j] = a[j-1];
            j--;
        }
    a[j] = val;
    if(i+1 < n)
        insertionSort(a, i+1, n);
}

```

• Insertion Sort is called online Sort, because on online platform, one doesnot know the input size, and we want some optimum result, which it provides.

21.		Best	Average	Worst
	Selection	$\Omega(n^2)$	$\Theta(n^2)$	$O(n^2)$
	Bubble	$\Omega(n)$	$\Theta(n^2)$	$O(n^2)$
	Merge	$\Omega(n \log n)$	$\Theta(n \log n)$	$O(n \log n)$
	Heap	$\Omega(n \log n)$	$\Theta(n \log n)$	$O(n \log n)$
	Insertion	$\Omega(n)$	$\Theta(n^2)$	$O(n^2)$
	Quick	$\Omega(n \log n)$	$\Theta(n \log n)$	$O(n^2)$

- 22.
- Bubble sort, insertion sort and selection sort are interfaced sorting algorithm.
  - Bubble sort and insertion sort can be applied as stable algo. but selection sort cannot.
  - Merge sort is a stable algo but not an inplace algo.
  - Quick sort is not stable but is an inplace algo.
  - Heap sort is an inplace algo. but not stable



23. Iterative Binary Search :-

```
int binarySearch (int arr[], int l, int r, int x)
{
    while (l <= r)
    {
        int m = (l+r)/2;
        if (arr[m] == x)
            return m;
        if (arr[m] < x)
            l = m+1;
        else
            r = m-1;
    }
    return -1;
}
```

	T <sub>n</sub>			
It. Linear.	Best $\rightarrow O(1)$ , Av. $O(n)$ , Worst $O(n)$			$O(1)$
It. Binary.	$O(1)$	$O(\log_2 n)$	$O(\log_2 n)$	$O(1)$
Recu. Binary	$O(1)$	$O(\log_2 n)$	$O(\log_2 n)$	Best $\rightarrow O(1)$ , Av $\rightarrow O(\log_2 n)$ Worst $\rightarrow O(\log_2 n)$

Q4.  $T(n) = T(n/2) + 1$  — try