

Exercise 2: This would be if all the data points lie on the outside making them all hull points

Exercise 3: If the array was sorted this can improve the performance of our because we would only need to know the max and min

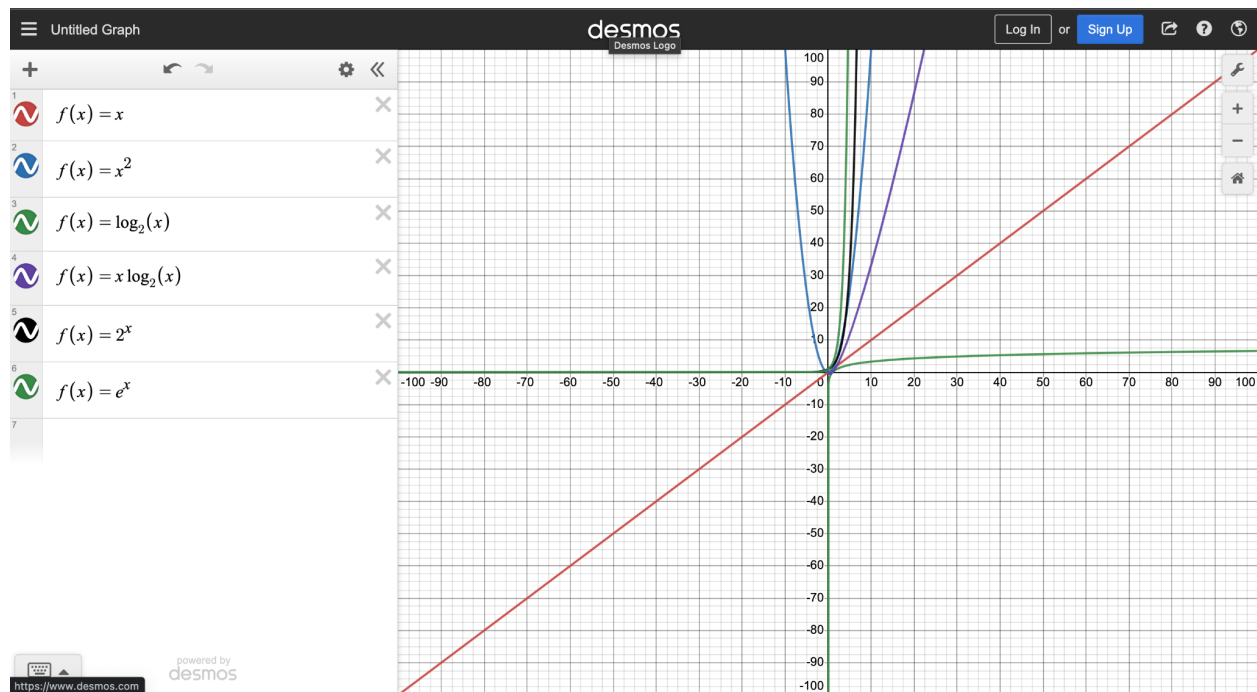
Exercise 4: Algorithm 3 is  $2n$  and algorithm 2 is not known because we don't know what the sort algorithm looks like

Exercise 5: the number of times the distance is computed for our algorithm is  $n(n-1)/2$

Exercise 6: The result is a triangle of X's

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X X X X X X X
X X X X X X
X X X X X
X X X X
X X X
X X
X X
X
```

Exercise 7:



Exercise 8:  $\log_a(xy) = \log_a(x) + \log_a(y)$

By exponential rules then  $a^{(\log_a(x) + \log_a(y))} = xy$

$a^{(\log_a(x) + \log_a(y))} = a^{(\log_a(x))} a^{(\log_a(y))}$

We simplify the right side to  $a^{(\log_a(xy))}$

Making both equivalent

Exercise 9:

They cross at about  $x = 35$

Yes but it is not clean numbers though I needed to use the quadratic formula

Exercise 10: Yes they both have the same leading degree so that means they essentially will grow at the same rate.

Exercise 11:  $c$  would be any integer greater than 9

Exercise: 12:  $c$  could be 2000

Exercise 13: From the graph it looks like for all  $N = 200$  up until about 1000

Exercise 14:

$1000g(n) = 1000n^2$

$1000g(n) = 9n^2 + 991n^2$

$9n^2 + 991n^2 \geq 9n^2 + 1000n$

$991n^2 = 1000n$

So when  $n \geq$  approximately 1

Exercise 15:

Because we know that this case is true when  $n > 1$ , so when  $n$  is positive we will be able to use this when  $N$  is any positive integer.

Exercise 16:

If  $f(n) + f(n) = \text{the max } O(g(n)g(n))$

It implies that out of the 2  $g(n)$  they would pick the one with the largest power

Exercise 17:

The smallest  $k$  that I tested would be  $1/2$

The number of comparisons do match

Yes the input data affects the number of comparisons

Exercise 19:

- Metropolis Algorithm for Monte Carlo

- Simplex Method for Linear Programming
- Krylov Subspace Iteration Methods
- The Decompositional Approach to Matrix Computations
- The Fortran Optimizing Compiler
- QR Algorithm for Computing Eigenvalues
- Quicksort Algorithm for Sorting
- Fast Fourier Transform
- Integer Relation Detection
- Fast Multipole Method