- (1) Asymptotic notation describe the growth rate of algorithms as their input size approaches infinity.

 3 commonly used notations are
 - in Big 0 (0):- Represents the upper bound on the growth rate.

 Example:- if an algorithm has a time complexity

of o(n), it means the worst case running time grows incarry with the input size (n).

(ii) Omega (1): Represents a rower bound on the growth rate. If an argorithm has a time complexity of $\mathfrak{L}(n^2)$, it means the worst case time running grows at reast quadratarically with the imput size region that (0): - Represents both appear and rower bounds. indicating a tight bound on the growth rate.

If an algorithm has a time complexity of $\theta(n)$, it means the worst case running time grows invary, and there is well defined constant factor.

$$\pm_{k} = a x^{k-1}$$

$$n = x^{k-1}$$

$$\log_2 n = (K-1) \log_2 2 \Rightarrow \log_2 n = K-1$$

time complexity => 0 (10g,n)

$$T(n) = 3T(n-1)$$
 put $n=n-1$

$$T(n-1) = 3T(n-2)$$
 put $n = n-2$

$$T(n-2) = 3T(n-3)$$

And so on

$$T(K) = \frac{K}{3}T(n-K)$$

$$T(n) = 3^n T(0)$$

$$T(h) = 353$$

(1)
$$\tau(n) = \sqrt{2} \tau(n-1) - 1$$
 if $n > 0$, otherwise $1 \neq 1$
 $\tau(n) = \sqrt{2} \tau(n-1) - 1$

Dut $n = n - 1$ in (1) $\tau(n-1) = 2\tau(n-3) - 1$
put $n = n - 2$ in (2) $\tau(n-2) = \sqrt{2}\tau(n-3) - 1$
if we expand this, we get $\tau(n) = \sqrt{2}\tau(n) - \kappa$
we will continue this until $n - \kappa = 0$, $\kappa = n$
 $\tau(n) = \sqrt{2}\tau(0) - n$
 $\tau(n) = \sqrt{2}\tau(0) - n$
 $\tau(m) = \sqrt{2}\tau(0) - n$
Time complexity => $\sqrt{2}$
(3) int i=1, s=1; while (s<=n)
d if t; s=s+i; print ("#");
print ("#");

$$\frac{i(i+1)}{2} \leq n$$

$$i(i+1) \leq 2n$$

$$i^{2}+i-2n \leq 0$$

$$i < -1 + \sqrt{1+2n}$$

$$2$$

```
1 void function (înt n)
        int i, j, k, count =0;
n12 -> for (i=n12; i<=n; i++)
         for (j=1; i<=n; j+1)
                  for (K=1; K<=h; K= K * 2)
109,n ->
                             count ++;
                              (No) To Continue
        \frac{\eta}{2} × \log_2 \eta × \log_2 \eta
      complexity = o (log o (n log2(n)).
( gunction (int n)
                                 - T(n)
        i6 (n==1) return;
        for (i=1 to n) d
            for (j=1 to n) < ___
                 print(" *");
        function (n-3);
                                 -7 (n-3)
        T(n) = O(n^2) * T(n-3)
         To co = o(n^3)
```

@ void function (in+ n)

d

for (i=1; i<=n; j+=i)

print("");

}

 $i = 1, 2, 3, 4, \dots$ $j = 1, 3, 6, 10, \dots$

i=1 n = 1 i=1 n = 1 i=2 $n_{12} = 1$ i=3 $n_{13} = 1$ i=3

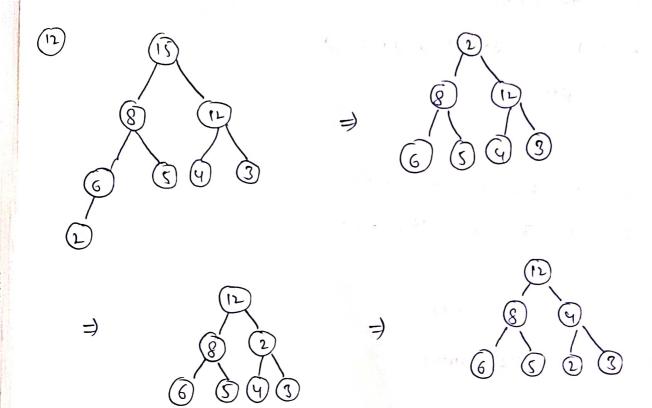
 $n + \frac{n}{2} + \frac{n}{3} + \cdots + 1$ complexity =) $O(n \log n)$

on (c7)

ch grows faster than nk.

The time complexity for extractmin () given a min heap of n nodes is Octogn). This is because extractmin () removes the root node, which is the minimum element, and then calls heapiby () to store the heap property. Heapiby () takes O(10gn) times as it traverse

the height of the heap, which is log n.



7 3 3

3 4 1 m 2 11 cd =

7.421