

### Tutorial-3

Ques 1 → write linear search pseudocode to search an element in a sorted array with minimum comparison

int linearSearch (arr[], key, lb, ub)

{ mid = (lb+ub)/2;

if (key

for (i: lb to ub)

{ if (arr[i] == key)

{ return arr[i];

else

return 0;

}

Ques 2 → write a pseudo code for iterative and recursive insertion sort. Insertion sort is called online sorting. why?

it is also known as online sort, since it can sort a list as it receives it. In all other algorithms, we need all elements to be provided to the sorting algorithm before applying it. Insertion sorting allows us to start with partial set of elements sort it, - if even additional one element is inserted during sorting process other algo doesn't respond easily but insertion sort does.

Iterative method

void insertsort (int arr[], int n)

{ for (int i = 1; i < n; i++)

{ int value = arr[i]

j = i;

while (j > 0 && arr[j-1] > value)

{ arr[j] = arr[j-1];

j--;

}

arr[j] = value;

}

}

recursive method

void insertsort (int arr[], int n, int i)

{ int j;

int value = arr[i];

j = i;

while (j > 0 && arr[j-1] > value)

{ arr[j] = arr[j-1];

j--;

}

arr[j] = value;

if (i+1 < n)

{

insertsort (arr, n, i+1)

}

}

Ques - complexity of all sorting algorithm that has been searched?

Linear search  $O(k \log n)$

Binary search  $O(\log n)$

Selection sort  $O(n^2)$

Bubble sort  $O(n^2)$

Insertion sort  $O(n^2)$

Merge sort  $O(n \log n)$

quick sort  $O(n \log n)$

heap sort  $O(n \log n)$

Count sort  $O(n, k)$

Ques - Divide all the sorting algorithm into inplace / stable / online sorting.

In-Place Algorithm

Bubble sort

Selection sort

Heap sort

Insertion sort

stable Algo

Merge sort

Count sort

Insertion sort

Bubble sort

online Algo

Insertion sort

Ques - write recursive / iterative pseudo code for binary search. what is the Time and space complexity of Linear and Binary search.

Iterative code

```
int Binary(int arr[], int lb, int ub)
{
    if (lb == ub)
    {
        arr[lb] = key;
        return arr[lb];
    }
    else
    {
        if (lb < ub)
        {
            mid = (lb + ub) / 2;
            if (arr[mid] == key)
                return arr[mid];
            else if (arr[mid] > key)
                return lb = mid - 1;
            else
                return lb = mid + 1;
        }
    }
}
```

Recursive Code

```
int Binary(int arr[], int lb, int ub)
{
    while (lb < ub)
    {
        mid = (lb + ub) / 2;
        if (arr[mid] == key)
            return arr[mid];
        else if (key > arr[mid])
            Binary(arr, mid + 1, ub);
        else
            Binary(arr, lb, mid - 1);
    }
    return 0;
}
```

Time complexity of Binary:  $O(\log n)$

Time complexity of Linear:  $O(n)$



$$T(n) = T(n/2) + 1 \quad \text{--- (1)}$$

$$T(1) = 1$$

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

$$T(n) = T(n/2^2) + 1 + 1$$

$$T(n) = T\left(\frac{n}{2^k}\right) + k$$

$$\frac{n}{2^k} = 1$$

$$n = 2^k$$

taking log both side

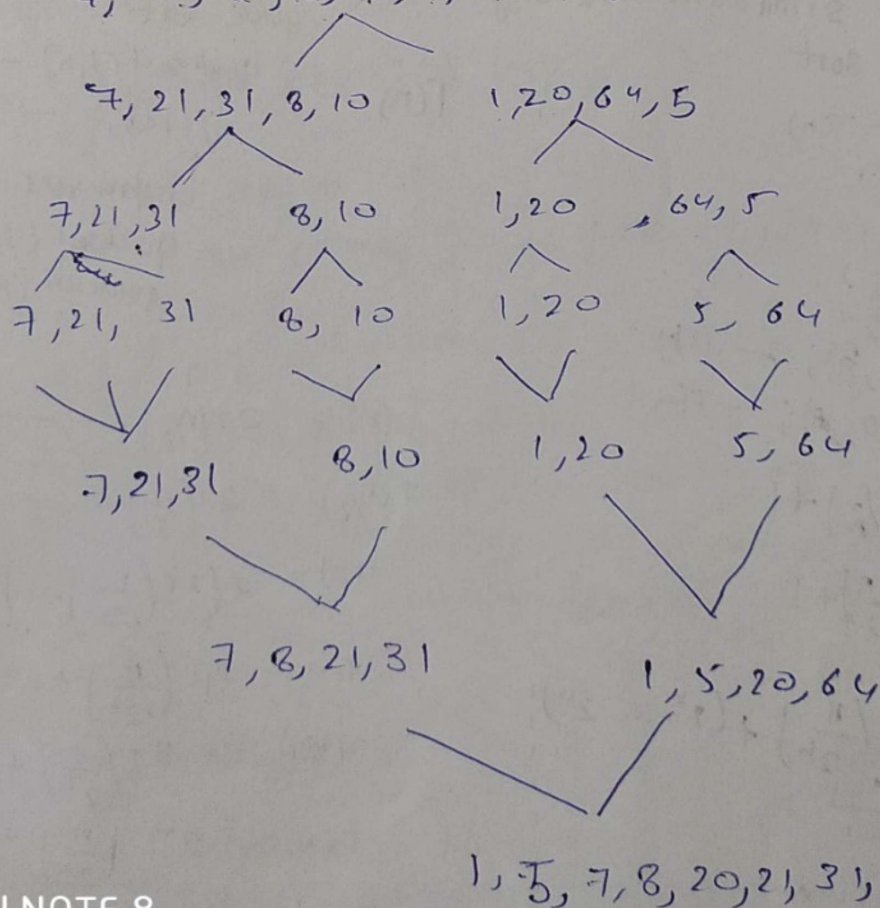
$$\log n = k \log_2 2$$

$$k = \log n$$

Ques 2  $\Rightarrow$  what do you meant by No. of inversion in an array! count the number of inversion in  $\text{array} = \{7, 21, 31, 8, 10, 1, 20, 6, 4, 5\}$  using merge sort.

The number of inversion of an array indicate the total changes that are required in the array to convert it into sorted form.

7, 21, 31, 8, 10, 1, 20, 6.4, 5





Ques - In which case of quicksort, it will give best and worst case time complexity?

Best case complexity: - In quicksort, the best case occurs, when the pivot element is in the middle of the array. The best case time complexity of quicksort is  $O(n \log n)$

Worst case time complexity: - it occurs, when the pivot element is either greatest or smallest element, suppose, if the pivot element is always the last element of array, the worst case would occur when the given array is sorted already in ascending or descending order. The worst case time complexity is  $O(n^2)$

Ques - Selection sort is not stable by default but can you write a version of stable selection sort?

A sorting algorithm is said to be stable if two objects with equal or same key appear in the same order in sorted output as in input. Selection sort works by finding the minimum element and then inserting it in its correct position by swapping with element which is in the position of minimum element.

4A 5 3 2 4 3 1

1 4A 5 3 2 4 3 4A

Ques - Write Recurrence Relation of Merge / Quick sort in best and worst case? what are the similarities and difference b/w complexity of algorithm & why?

Merge Sort  
 $\text{MergeSort}(l, h) \rightarrow T(n)$   
 $\{ \text{if } (l < h) \rightarrow \text{①}$   
 $\{ \text{mid} = (l+h)/2;$   
 $\text{MergeSort}(l, \text{mid});$   
 $\text{MergeSort}(\text{mid}+1, h); \rightarrow T(n/2)$   
 $\text{MergeSort}(l, \text{mid}, h); \rightarrow T(n/2)$

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

$$T(n) > 4T(n/2) + 1$$

$$T(n) > 2^k T(n/2^k) + (2^k - 1)$$

$$\log n = k \Rightarrow 1 \frac{(2^k - 1)}{2 - 1}$$

$O(n \log n)$  - Best Case  
 $O(n^2)$  - worst case

Quick Sort  
 $T(n) = \text{quicksort}(l, h) \rightarrow$   
 $\{ \text{if } (l < h) \rightarrow \text{①}$   
 $\{ j = \text{partition}(l, h);$   
 $\text{quicksort}(l, j); \rightarrow T(n/2)$   
 $\text{quicksort}(j+1, h); \rightarrow T(n/2)$

$$T(n) = 2T(n/2) + 1 \rightarrow \text{①}$$

$$T(n/2) = 2T(n/4) + 1$$

$$T(n) = 2(2T(n/4) + 1) + 1$$

$$T(n) > 4T(n/4) + 2 + 1$$

$$T(n/4) = 8T(n/8) + 4 + 2 + 1$$

$$T(n) > 2^k T(n/2^k) + (2^k - 1)$$

Best case  $\frac{n}{2^k} = 1$   
 $O(n \log n)$



Ques - your computer has a RAM of 4 GB and you are given an array of 4 GB of sorting which algorithm to use for this purpose and why? Also explain the concept of External & Internal sorting

To process 4GB of data we need to divide the large dataset into smaller subsets of size less than 4GB as the RAM of computer is 4GB, so data will be processed is broken into smaller bits.  
Hence External Sorting is used for the purpose.

If the data sorting process takes place entirely within the Random Access Memory (RAM) of the computer, it's called internal sorting. This is possible whenever the size of the dataset to be sorted is small enough to be held in RAM.

For sorting larger dataset, it may be necessary to hold only a smaller chunk of data in memory at a time, since it won't all fit in the RAM. The rest of the data is normally held on some larger, like hard disk, called external sorting.

Ques - Bubble sort scans whole array even when array is sorted. Can you modify the bubble sort so that it scans the whole array once it is sorted?

```
void bubble (int *arr, int n)
{
    for (int i=0; i<n; i++)
    {
        bool flag = false;
        for (int j=0; j<n-i-1; j++)
        {
            if (arr[j] > arr[j+1])
            {
                flag = true;
                int temp = arr[j+1];
                arr[j+1] = arr[j];
                arr[j] = temp;
            }
        }
        if (flag == 0)
            return;
    }
}
```

