

1 Best and Worst Case

For the following functions, provide asymptotic bounds for the best case and worst case runtimes in $\Theta(\cdot)$ notation.

- (a) Give the best and worst case runtimes in terms of M and N . Assume that `slam()` $\in \Theta(1)$ and returns a boolean.

```
1 public void comeon(int M, int N) {
2     int j = 0;
3     for (int i = 0; i < N; i += 1) {
4         for (; j < M; j += 1) {
5             if (slam(i, j))
6                 break;
7         }
8     }
9
10    for (int k = 0; k < 1000 * N; k += 1) {
11        System.out.println("space jam");
12    }
13 }
```

- (b) *Extra:* Give the best case and worst case runtimes for `find` in terms of N , where N is the length of the input array `arr`.

```
1 public static boolean find(int tgt, int[] arr) {
2     int N = arr.length;
3     return find(tgt, arr, 0, N);
4 }
5 private static boolean find(int tgt, int[] arr, int lo, int hi) {
6     if (lo == hi || lo + 1 == hi) {
7         return arr[lo] == tgt;
8     }
9     int mid = (lo + hi) / 2;
10    for (int i = 0; i < mid; i += 1) {
11        System.out.println(arr[i]);
12    }
13    return arr[mid] == tgt || find(tgt, arr, lo, mid)
14        || find(tgt, arr, mid, hi);
15 }
```

2 Best and Worst Case with Recursion

For the following recursive functions, provide asymptotic bounds for the best case and worst case runtimes in $\Theta(\cdot)$ notation.

(a) Give the runtime in terms of N .

```
1 public void andslam(int N) {
2     if (N > 0) {
3         for (int i = 0; i < N; i += 1) {
4             for (int j = 1; j < 1024; j *= 2) {
5                 System.out.println(i + j);
6             }
7         }
8         andslam(N / 2);
9     }
10 }
```

(b) Give the runtime for `andwelcome(arr, 0, N)` in terms of N , where N is the length of the input array `arr`. `Math.random()` returns a double with a value from the range $[0,1)$.

```
1 public static void andwelcome(int[] arr, int low, int high) {
2     System.out.print("[ ");
3     for (int i = low; i < high; i += 1) {
4         System.out.print("loyal ");
5     }
6     System.out.println("]");
7     if (high - low > 1) {
8         double coin = Math.random();
9         if (coin > 0.5) {
10            andwelcome(arr, low, low + (high - low) / 2);
11        } else {
12            andwelcome(arr, low, low + (high - low) / 2);
13            andwelcome(arr, low + (high - low) / 2, high);
14        }
15    }
16 }
```

(c) Give the runtime in terms of N .

```
1 public int tothe(int N) {
2     if (N <= 1) {
3         return N;
4     }
5     return tothe(N - 1) + tothe(N - 1) + tothe(N - 1);
6 }
```

(d) *Extra:* Give the runtime in terms of N .

```
1 public static void spacejam(int N) {
2     if (N == 1) {
3         return;
4     }
5     for (int i = 0; i < N; i += 1) {
6         spacejam(N-1);
7     }
8 }
```

3 Hey you watchu gon do?

For each example below, there are two algorithms solving the same problem. Given the asymptotic runtimes for each, is one of the algorithms **guaranteed** to be faster? If so, which? And if neither is always faster, explain why. Assume the algorithms have very large input (i.e. N is very large).

- (a) Algorithm 1: $\Theta(N)$, Algorithm 2: $\Theta(N^2)$
- (b) Algorithm 1: $\Omega(N)$, Algorithm 2: $\Omega(N^2)$
- (c) Algorithm 1: $O(N)$, Algorithm 2: $O(N^2)$
- (d) Algorithm 1: $\Theta(N^2)$, Algorithm 2: $O(\log N)$
- (e) Algorithm 1: $O(N \log N)$, Algorithm 2: $\Omega(N \log N)$

Why do we need to assume that N is large?