

# Analysis of Sorting Algorithms

MAT 102 - Data Structures

Friday, April 18, 2003

# Selection Sort

- The order of the selection sort algorithm is  $O(n^2)$ .
- The selection sort requires  $O(n^2)$  major comparisons, but only  $O(n)$  major data moves (in the swap function).
- Thus, the selection sort might be appropriate in a program where swapping items is costly when compared to comparisons.

# Bubble Sort

- The bubble sort compares adjacent items and swaps them if they are out of order.
- Somewhat intuitive, but not particularly efficient.
- The bubble sort algorithm is of order  $O(n^2)$ .

```
// sample code of a bubble sort algorithm

void bubbleSort(int a[], int n)
{
    bool sorted = false;
    int pass, index, nextIndex;

    for(pass = 1; (pass < n) && !sorted; pass++)
    {
        sorted = true;

        for(index = 0; index < n-pass; index++)
        {
            nextIndex = index + 1;

            if(a[index] > a[nextIndex])
            {
                swap(a[index], a[nextIndex]);
                sorted = false;
            }
        }
    }
}
```

# Analysis of Bubble Sort

- The for loop for pass goes from 1 to (n-1).
- The for loop for index goes from 0 to (n-pass).
- This gives a total of  $(n-1) + (n-2) + \dots + 2 + 1$  passes. This sum is equal to  $(n*(n-1))/2$ .
- Inside the second for loop there is a major comparison and a swap.
- Each swap requires 3 major assignments, so there are 4 major operations inside the second loop.
- Thus, there are  $4*(n*(n-1))/2 = 2*(n^2 - n) = 2n^2 - 2n$  operations.
- Thus, the bubble sort algorithm is of order  $O(n^2)$ .

# Insertion Sort

- The insertion sort divides an array into two regions: the sorted region and the unsorted region.
- At first, the sorted region is just the first element and the unsorted region is the rest of the array.
- The process is to take the first element in the unsorted region and insert it into the sorted region in its proper place.
- This insertion will require shifting elements to make room for the new item.
- Each insertion increases the size of the sorted region by one and decreases the size of the unsorted region by one.

```
// sample code for insertion sort

void insertionSort(int a[], int n)
{
    int unsorted; // first index of the unsorted region
    int loc;      // index of insertion in the sorted region
    int nextItem; // next data item in the unsorted region

    for(unsorted = 1; unsorted < n; unsorted++)
    {
        nextItem = a[unsorted];
        loc = unsorted;

        // this for loop determines the appropriate
        // location to insert nextItem
        for(; (loc > 0) && (a[loc-1] > nextItem); loc--)
            a[loc] = a[loc-1];

        a[loc] = nextItem;
    }
}
```

# Analysis of Insertion Sort

- The outer loop runs  $(n-1)$  times and contains two assignments, one before and one after the inner loop.
- The inner loop contains a comparison and an assignment.
- The inner loop runs  $1+2+3+\dots+(n-1)$  times.
- Operations involved are

$$\begin{aligned} & 2 * (n-1) + 2 * (1+2+3+\dots+(n-1)) \\ = & 2n - 2 + 2 * ( n * (n-1) / 2 ) \\ = & 2n - 2 + n^2 - n \\ = & n^2 + n - 2 \end{aligned}$$

- Thus, the order of the insertion sort algorithm is  $O(n^2)$ .

# Merge Sort

- The merge sort algorithm is a recursive sorting algorithm that is more efficient than the previous sorting algorithms.
- The merge sort algorithm always takes the same amount of time, regardless of the initial order of the array items.
- Thus, the worst-case and best-case scenarios are the same for the merge sort.

```
// sample code for mergesort algorithm

void mergesort(int a[], int first, int last)
{
    if (first < last)
    {
        int mid = (first + last) / 2;

        // sort the two halves of the array
        mergesort(a, first, mid);
        mergesort(a, mid+1, last);

        // merge the two halves
        merge(a, first, mid, last);
    }
}
```

```

// merge function, used in mergesort algorithm

const int MAT_SIZE = maximum-size-of-array;
void merge(int a[], int first, int mid, int last)
{
    int tempA[MAX_SIZE];

    int first1 = first; int last1 = mid;
    int first2 = mid + 1; int last2 = last;

    int index = first1;
    for(; (first1 <= last1) && (first2 <= last2); index++) {
        if(a[first1] < a[first2]) {
            tempA[index] = a[first1];           // this loop merges the
            first1++;                           // two arrays, using at most
        } else{                                // n-1 comparisons
            tempA[index] = a[first2];
            first2++;
        }
    }

    for(; first1 <= last1; first1++, index++) // finish off first array
        tempA[index] = a[first1];

    for(; first2 <= last2; first2++, index++) // finish off second array
        tempA[index] = a[first2];

    for(index = first; index <= last; index++) // move items from temp array
        a[index] = tempA[index];             // back to original array
}

```

# Analysis of MergeSort

- Start by analysing merge.
  - $(n-1)$  comparisons
  - $n$  moves to the temp array
  - $n$  moves back to the original array
  - $3*n - 1$  operations for each call to merge
- Mergesort calls itself recursively. If  $n = 2^k$ , then the recursion goes  $k = \log_2 n$  levels deep.