

Assignment 3 – Characterizing the Running Times of Sorting Algorithms

Wednesday, April 14, 2021

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Assignment 3 – Characterizing the Running Times of Sorting Algorithms

1.0 PURPOSE

The purpose of this experiment is to verify the Big O characterizations of the bubble sort, heap sort, merge sort, and selection sort.

2.0 BACKGROUND

Big O notation gives the upper bound on the growth of a function. It is the worst-case performance of a function. In theory, the Big O characterization of:

- bubble sort is $O(n^2)$
- heap sort is $O(n \log n)$
- merge sort is $O(n \log n)$
- selection sort is $O(n^2)$

The complexity of an algorithm can be determined based on factors such as time or the number of operations performed, for example. In this experiment, the complexity of an algorithm will be determined by the upper bound of the sum of the number of comparisons and swaps. Only the largest degree term is taken into account in Big O notation.

3.0 EXPERIMENT

This experiment will use the Python programming language, alongside the matplotlib and pandas libraries in order to facilitate the management of the experimental data and the plotting.

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3.1 Bubble Sort

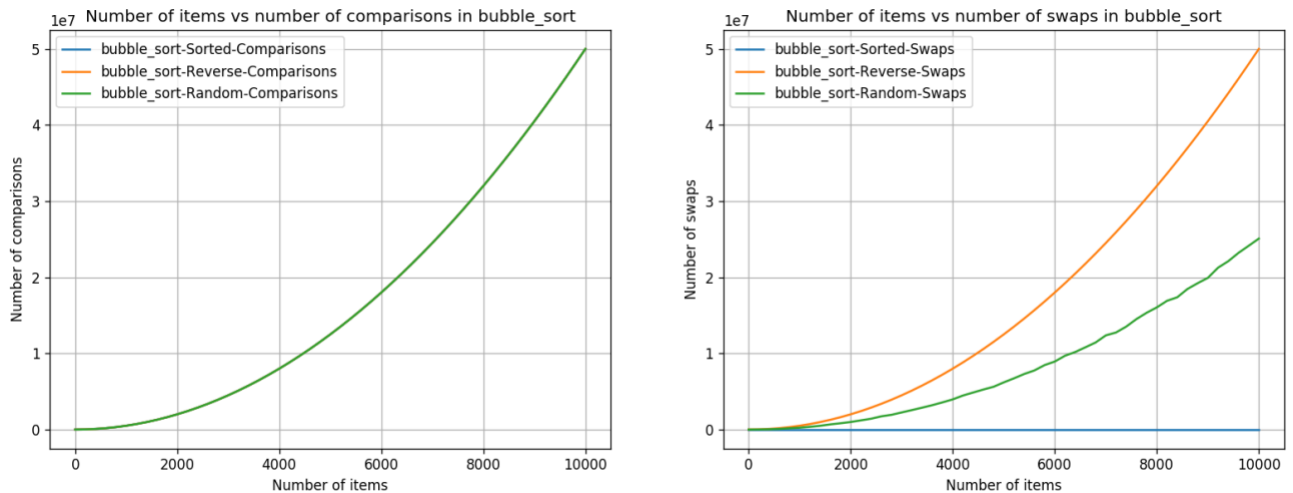


Figure 2. Plots for the number of comparisons and swaps against the number of items in bubble sort

The number of comparisons in bubble sort for a sorted, reverse, and random list are equal no matter the number of items in the list and appear to be quadratic. The number of swaps in bubble sort is at its greatest when the algorithm is performed on a reverse list and appears to be quadratic. Therefore, the worst-case scenario for the bubble sort algorithm is a reverse list.

The total number of computations in bubble sort can be expressed as a function of f :

$$\begin{aligned}
 f(n) &= \#comparisons + \#swaps \\
 &= a * n^2 + b * n^2 \\
 &= (a + b) * n^2 \\
 &= c * n^2 \\
 f(n) &\leq O(n^2)
 \end{aligned}$$

Where a , b , and c are arbitrary constants. Therefore, the complexity of bubble sort appears to be $O(n^2)$.

3.2 Heap Sort

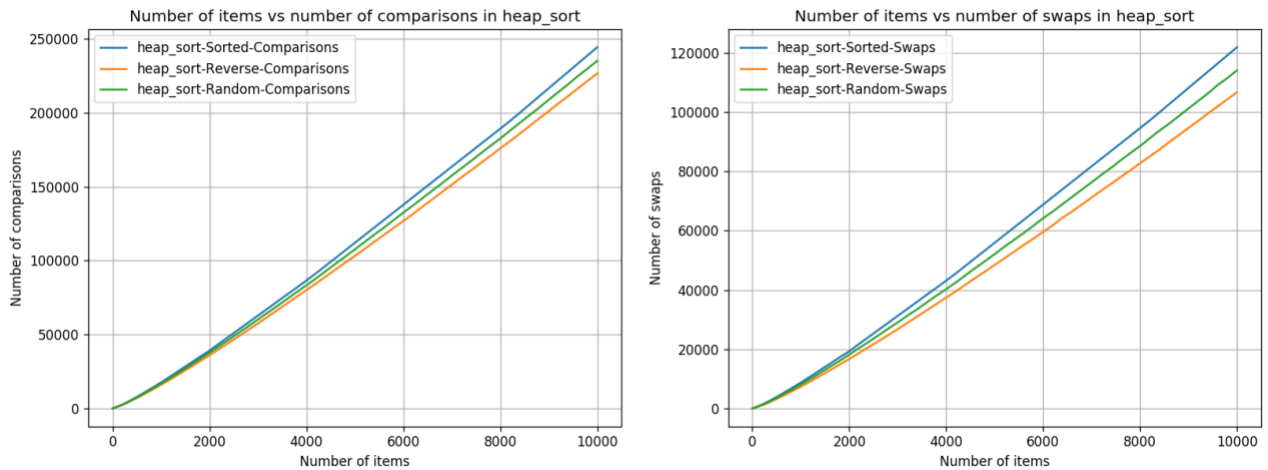


Figure 3. Plots for the number of comparisons and the number of swaps against the number of items in heap sort

The number of comparisons in heap sort is at its greatest when the list is sorted, which appears to be log-linear. This is also true for the number of swaps, which also appear log-linear.

Therefore, the worst-case scenario for heap sort algorithm is when the list is sorted.

The total number of computations can be expressed as a function of f :

$$f(n) = \#comparisons + \#swaps$$

$$= a * n \log n + b * n \log n$$

$$= (a + b) * n \log n$$

$$= c * n \log n$$

$$f(n) \leq O(n \log n)$$

Where a , b and c , are arbitrary constants. Therefore, the complexity of heap sort appears to be $O(n \log n)$.

3.3 Merge Sort

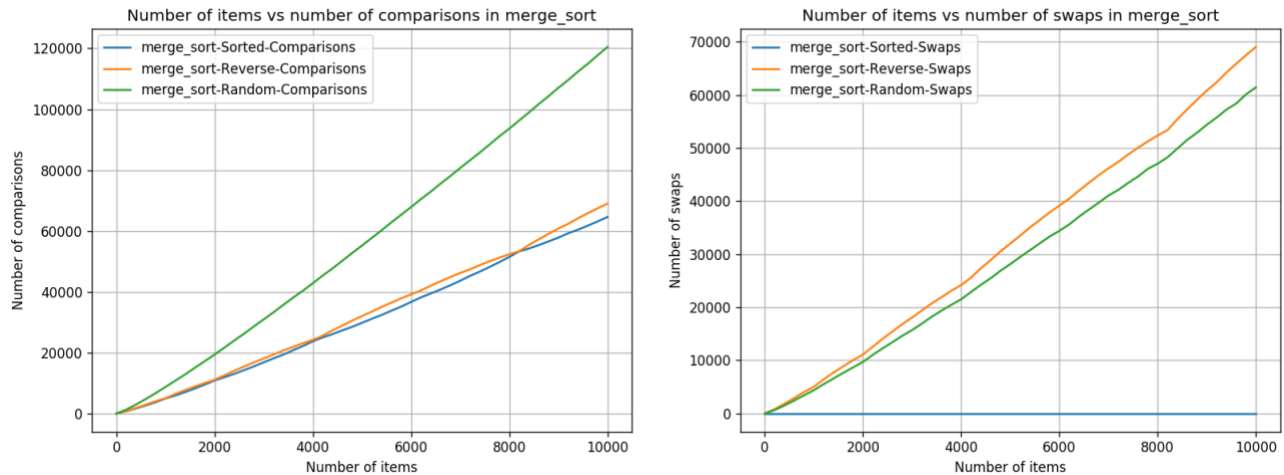


Figure 4. Plots for the number of comparisons and the number of swaps against the number of items in merge sort

The number of comparisons in merge sort is at its greatest when the list is random, which appears log-linear. The number of swaps is at its greatest when the list is reversed, which appears log-linear. Since the number of comparisons is more dominant than the number of swaps for every value of n , the worst-case scenario for the merge sort algorithm is when the list is random.

The total number of computations can be expressed as a function of f :

$$f(n) = \#comparisons + \#swaps$$

$$= a * n \log n + b * n \log n$$

$$= (a + b) * n \log n$$

$$= c * n \log n$$

$$f(n) \leq O(n \log n)$$

Where a , b , and c are arbitrary constants. Therefore, the complexity of merge sort appears to be $O(n \log n)$.

3.4 Selection Sort

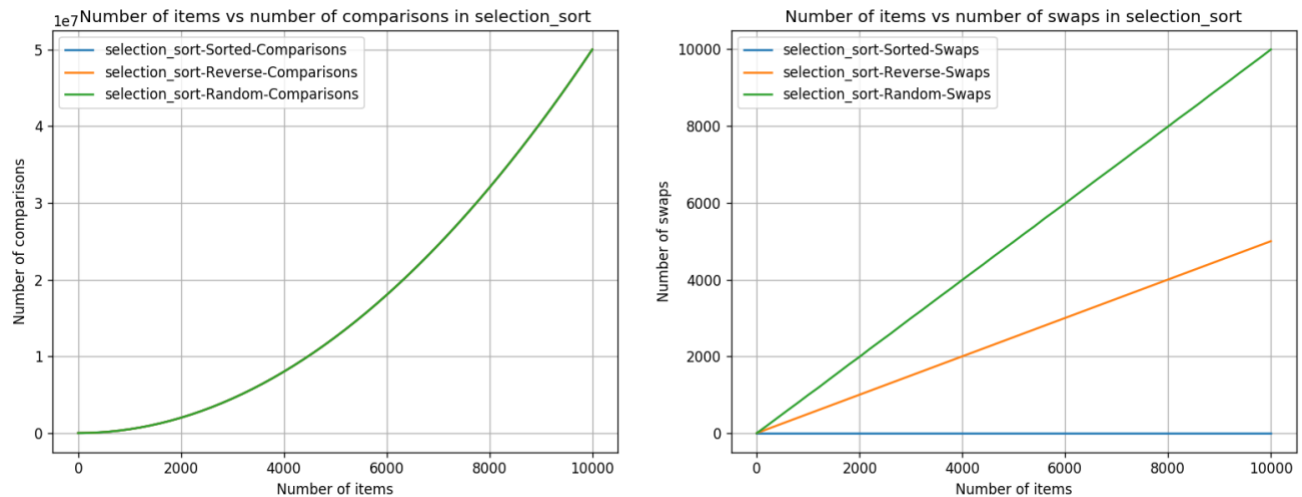


Figure 5. Plots for the number of comparisons and the number of swaps against the number of items in selection sort

The number of comparisons in bubble sort for a sorted, reverse, and random list are equal no matter the number of items in the list, which appear quadratic. The number of swaps in bubble sort is at its greatest when the algorithm is performed on a random list, which appears linear. Therefore, the worst-case scenario for the bubble sort algorithm is a random list.

The total number of computations can be expressed as a function of f :

$$\begin{aligned}
 f(n) &= \#comparisons + \#swaps \\
 &= a * n^2 + b * n \\
 &\leq a * n^2 + d * n^2 \\
 &\leq (a + d) * n^2 \\
 &\leq c * n^2 \\
 f(n) &\leq O(n^2)
 \end{aligned}$$

Where a , b , c , and d , are arbitrary constants. Therefore, the complexity of bubble sort appears to be $O(n^2)$.

4.0 CONCLUSION

To conclude, the experimental results succeeded in verifying that:

- bubble sort is $O(n^2)$
- heap sort is $O(n \log n)$
- merge sort is $O(n \log n)$
- selection sort is $O(n^2)$

Contrary to intuition, the worst-case scenario for every algorithm was not the case when the input was a reverse (descending) list. For example, heap sort's upper bound case was when the input list was sorted. Furthermore, it is observed that there is a drastic difference in the number computations in a $O(n^2)$ algorithm compared to a $O(n \log n)$, which justifies the difference in time needed to process the same input, especially at very large values of n . For example, at $n = 10\,000$, bubble sort's worst-case number of comparisons is approximately $5 * 10^7$, whereas merge sort's worst-case number of comparisons is approximately $2.5 * 10^5$; bubble sort requires approximately 200x more comparisons than merge sort when $n = 10\,000$.