Divide and Conquer Analysis

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#### Divide and Conquer Analysis

This paper provides an in-depth analysis of two popular sorting algorithms Merge Sort and Quick Sort by comparing which algorithm is faster and more efficient, we will be using four case studies as evidence. Each of these case studies will be tested using both sorting algorithms, and with three different list sizes of size 210, 215, and 220. Each case study will resemble a real-life scenario and have differing distributions in their lists. We will run each test case ten times per list size and record the time it takes for each sorting algorithm to complete and record the average of the ten run times to determine which sorting algorithm is faster. We will also be recording the total number of basic operations – number of comparisons – required to complete the sorting algorithms and compare those to determine which sorting algorithm is more efficient.

#### **Elo Simulation**

### **Summary**

The first case study will be sorting a list of players from an arbitrary competitive video game by their ELO. Where ELO represents their skill in said game.

#### Distribution

The list will be split into four different categories each with a lower bound and an upper bound, low(1000-2400), mid(2401-2700), high(2701-2900), and pro(2901-3000). Where 50% of the players are in the low category, 30% are in the mid, 15% are in the high, and 5% are in the pro.

#### **Findings**

Beginning with input size 2<sup>10</sup> we found that quick sort beat merge sort by an average of approximately 2. 6.5\*10<sup>-4</sup> seconds. For input size 2<sup>15</sup>, we found that quick sort once again beat merge sort by an average of approximately 2.34 \*10<sup>-2</sup>. For input size 2<sup>20</sup>, we found that merge sort beat quick sort by an average of approximately 4.4105 \*10<sup>1</sup> seconds. What this tells us is

that for this level distribution quick sort is negligibly faster at small list sizes while merge sort is significantly faster at larger list sizes.

Data.

# Merge Sort(2<sup>10</sup>)

```
elo_sim merge_sort
         Run Times:
                  (1) 0.0036563000000000001
                  (2) 0.00282580000000000033
                  (3) 0.00279650000000000073
                  (4) 0.00272419999999999
                 (5) 0.00287990000000000047
(6) 0.002860599999999991
                 (7) 0.002624800000000000105
                  (8) 0.0035768000000000005
                  (9) 0.0028151000000000001
                  (10) 0.0036471999999999893
          Op Counts:
                 (1) 8926
                 (2) 8954
                  (3) 8960
                  (4) 8928
                  (5) 8938
                  (6) 8986
                  (7) 8934
                  (8) 8943
                  (9) 8952
                  (10) 8929
Average Run Time = 0.003040720000000001
Average Number of Basic Operations = 8945.0
```

# Merge Sort(2<sup>15</sup>)

```
Run Times:
                      (2) 0.1512436999999998
(3) 0.1330692999999995
(4) 0.1338349999999993
(5) 0.12562360000000000
                      (6) 0.14420809999999984
(7) 0.14397460000000017
                       (8) 0.1254657999999999
                       (9) 0.1451637999999995
                       (10) 0.15203389999999994
             Op Counts:
                       (1) 449970
                      (2) 450175
(3) 450188
                      (4) 450053
(5) 450141
                      (6) 449888
(7) 450008
                       (8) 450042
                       (9) 449985
                       (10) 450054
Average Run Time = 0.13938957
Average Number of Basic Operations = 450050.4
```

Merge Sort(2<sup>20</sup>)

```
elo_sim merge_sort
           Run Times:
                      (1) 9.180140300000001
                      (1) 3.180140300000001
(2) 8.21772209999998
(3) 8.0062602
(4) 7.571647400000003
(5) 8.42533899999999
                      (6) 9.62538999999996
                      (7) 9.517097899999996
(8) 8.989274599999987
                      (9) 9.517901199999997
                      (10) 9.32826829999999
            Op Counts:
                      (1) 19644875
(2) 19643501
                      (3) 19642990
(4) 19644073
                      (5) 19643698
                      (6) 19643706
                      (10) 19643662
Average Run Time = 8.837924099999997
Average Number of Basic Operations = 19643894.2
```

# Quick Sort(210)

Quick Sort(215)

## Quick Sort(220)

```
elo_sim quick_sort
Run Times:

(1) 61.8482234999999
(2) 54.21739579999999
(3) 45.314307499999984
(4) 47.574325000000044
(5) 57.64768460000005
(6) 62.085132100000001
(7) 58.953647600000001
(8) 57.152927200000002
(9) 48.967740810000006
(10) 35.6694817000000006
Op Counts:

(1) 352800326
(2) 354758549
(3) 353762489
(4) 353021359
(5) 35340840
(6) 353490317
(7) 354744888
(8) 352883889
(9) 353879126
(10) 353885307

Average Run Time = 52.943053310000002
Average Number of Basic Operations = 353663429.0
```

### References

Last Name, F. M. (Year). Article Title. *Journal Title*, Pages From - To.

Last Name, F. M. (Year). Book Title. City Name: Publisher Name.

#### Footnotes

<sup>1</sup>[Add footnotes, if any, on their own page following references. For APA formatting requirements, it's easy to just type your own footnote references and notes. To format a footnote reference, select the number and then, on the Home tab, in the Styles gallery, click Footnote Reference. The body of a footnote, such as this example, uses the Normal text style. (Note: If you delete this sample footnote, don't forget to delete its in-text reference as well. That's at the end of the sample Heading 2 paragraph on the first page of body content in this template.)]

**Tables** 

Table 1
[Table Title]

| Column Head |
|-------------|-------------|-------------|-------------|-------------|
| Row Head    | 123         | 123         | 123         | 123         |
| Row Head    | 456         | 456         | 456         | 456         |
| Row Head    | 789         | 789         | 789         | 789         |
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| Row Head    | 789         | 789         | 789         | 789         |

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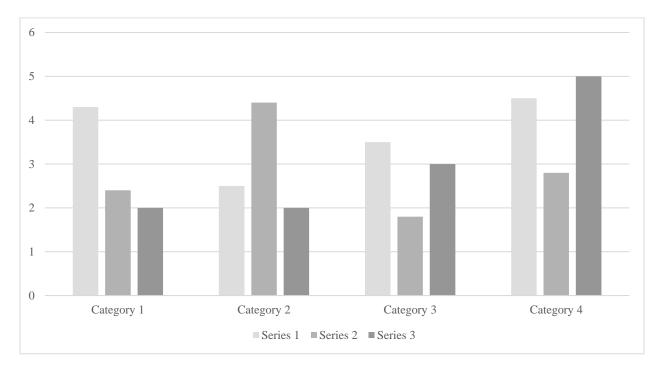


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