## CS 2003 Fundamentals of Algorithms and Computer Applications

Experimentally comparing sorting algorithms

In this lab, you will run the six sorting algorithms: Selection Sort (**SS**), Bubble Sort (**BS**), Insertion Sort (**IS**), Merge Sort (**MS**), Quick Sort (**QS**), and Radix Sort (**RS**) on different sized data sets containing natural numbers. You will also evaluate whether the observed differences are statistically significant using the paired t-test. All the sorting algorithms are implemented in Sorting. java located in ~class\_sandip/2003 (You do not need to modify this class). You can generate the javadoc to obtain the signature and the arguments for each method. You need to create and implement a class SortDriver where all sorting algorithms run on the same data set. The main method must perform the following tasks:

- Generate data sets: use problem sizes 100, 1000, and 10000. Create 10 randomly generated data sets for each problem size. The **same data set** will be sorted by each algorithm. Each data set will contain only integers in the interval [1,999], and the numbers should be drawn using a uniform distribution over that domain (use the Random class).
- Calculate the average and standard deviation of the time taken by each each algorithm for each problem size and store the values in the file timings.dat. A line of the file must be formatted as follows: the first token must be the data set size, it is followed by six pairs of tokens, where each pair represents the mean and standard deviation for a given algorithm (use the following order: SS, BS, IS, MS, QS, RS). Tokens should be separated by spaces.

Given N data sets on which performances are being evaluated (in this case N = 10), the average and the estimated standard deviation of the performance of the algorithm i is given by:

$$\overline{x_i} = \frac{1}{N} \sum_{j=1}^{N} x_{ij}$$
, and  $s_i = \sqrt{\frac{1}{N-1} \sum_{j=1}^{N} (x_{ij} - \overline{x_i})^2}$ 

where  $x_{ij}$  is the time taken by the algorithm i on the jth data set.

Given algorithms A and B, the t-value for their performance is calculated as

$$t = (\overline{x_A} - \overline{x_B}) \sqrt{\frac{N(N-1)}{\sum_{j=1}^{N} ((x_{Aj} - \overline{x_A}) - (x_{Bj} - \overline{x_B}))^2}}.$$

The above expression can also be written as  $t = \frac{\overline{x_{AB}}\sqrt{N}}{s_{AB}}$ , where  $\overline{x_{AB}}$  and  $s_{AB}$  is respectively the mean and the estimated standard deviation of the performance differences of the two algorithms. (**Note:** When comparing two algorithms, use the algorithm with the higher performance mean as algorithm A.)

Write a report that discusses the average running times of the algorithms on different problem set sizes. Include a graph that plots the average running times and standard deviations as error bars (the class TA can assist with gnuplot). In addition, in another set of tables, one for each data set size, show the t values for each pair of algorithms and note if the performances of the two algorithms are statistically significantly different for the corresponding data set size.

If t > 1.812461 for any two algorithms for any problem size, then with 95% confidence we can say that the observed performance differences of the two algorithms on the given problem size is statistically significant. In a table Y show the t values and which of the algorithms (use none if applicable) performs statistically better, for all possible combination of algorithms.

Submit the completed class SortDriver.java and the report.