# Problem set 2 Due before lecture on Wednesday, October 5

# I. Written problem

# **1. Sorting Practice** (14 points)

Given array:

24	3	27	13	34	2	50	12	
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#### a. Selection sort, after 3<sup>rd</sup> pass

2	3	12	13	34	24	50	27
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#### b. Insertion sort

The do...while() loop would be skipped **3 times**, for 27, 34 and 50.

## c. Shell sort (increment 3) after initial phase

13	3	2	24	12	27	50	34
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## d. Bubble sort, after 4th pass

3	2	13	12	24	27	34	50	
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# e. Quick sort, after initial partitioning phase

Pivot: 13

12 3	2	13	34	27	50	24
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## f. Radix sort, after initial pass

5 <b>0</b>	02	12	03	13	2 <b>4</b>	3 <b>4</b>	27

## g. Merge sort, after 4th call to merge()

# 2. Comparing two algorithms (5 points)

Algorithm A	Algorithm B		
C(n) = n	$C(n) = n * \log(n)$		
M(n) = n	$M(n) = n * \log(n)$		
Time eff.: $2n = O(n)$	<b>Time eff.:</b> $2n * \log(n) = O(n * \log(n))$		

The most efficient comparison based algorithm is O(n\*log(n)).

 $O(n) \le O(n*log(n))$  so the **Algorithm A** would be **more time efficient** in this case.

# **3. Counting comparisons** (6 points)

Given an already sorted array, how many comparisons would each algorithm perform?

#### a. Selection sort

For each iteration, we compare the current element to all the elements on the right.

$$C(n) = \frac{(n-1)n}{2} = O(n^2)$$

In our case, n=6: there would be 15 comparisons.

#### b. Insertion sort

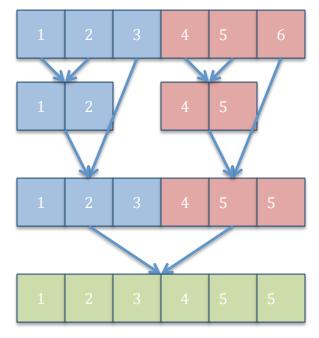
For each iteration, we only compare to the previous element.

$$C(n) = n - 1 = O(n)$$

In our case, n=6: there would be 5 comparisons.

#### c. Merge Sort

For the given array:



- 1- compare 1 and 2: 1 comparison
- 2- compare [12] and 3: 2 comparisons
- 3- compare 4 and 5: 1 comparison
- 4- compare [45] and 6: 2 comparisons
- 5- compare [123] and [456]: 3 comparisons

So there would be 9 comparisons. Note that to compare , we always take advantage of the fact that we compare  ${\bf SORTED}$  items.

# 4. Swap sort (10 points)

#### a. Best case

Already sorted array: (smallest to biggest value)

We always have to do  $\frac{(n-1)n}{2}$  comparisons.

$$C(n) = \frac{(n-1)n}{2} = O(n^2)$$

In the best case, the algorithm is already sorted so we don't have to do any swap. M(n) = 0 = O(0)

The overall time efficiency would be  $C(n) + M(n) = \frac{(n-1)n}{2} = O(n^2)$ 

#### b. Worst case

Array sorted in inverse order (biggest to smallest value)

We always have to do  $\frac{(n-1)n}{2}$  comparisons.

$$C(n) = \frac{(n-1)n}{2} = O(n^2)$$

In the worst case, we have to swap element after each comparison.

$$M(n) = \frac{(n-1)n}{2} = O(n^2)$$

The overall time efficiency would be  $C(n) + M(n) = n(n-1) = O(n^2)$ 

# **5. Mode finder** (10-20 points)

## a. Number of time arr[i] is compared to arr[j]

First iteration: n-1 comparisons Second iteration: n-2 comparisons

Last iteration: 1 comparison

$$f(n) = \sum_{i=1}^{n-1} i = \frac{(n-1)n}{2}$$

**b. Time efficiency** The number of comparisons is  $\frac{(n-1)n}{2}$ 

$$C(n) = \frac{(n-1)n}{2} = O(n^2)$$

The number of moves is  $\leq 2n$ . (the important thing here is that it's  $\leq n^2$ )  $M(n) \leq 2n = O(n)$ 

Therefore, the time efficiency of the method is:

$$C(n) + M(n) = O(n^2)$$

#### c. Alternative solution

```
public static int modeFinder(int[] arr){
  // merge sort the array
  mergeSort(arr);
  // init the mode
  int mode = arr[0];
  int modeFrequence = 0;
  int tempFrequence = 0;
  // go through all elements 1 time!
  for(int i = 0; i < arr.length-1; i++){
      if(arr[i] == arr[i+1]){
        tempFrequence++;
      else if(tempFrequence>modeFrequence){
        modeFrequence = tempFrequence;
        mode = arr[i];
        tempFrequence = 0;
         }
      else{
        tempFrequence = 0;
        }
return mode;
```

#### d. Time efficiency

The merge sort is O(n\*log(n)).

Then we go through the whole array one time, with 3 moves at maximum.

Then, the second part is  $\leq$  3n then O(n).

Therefore, the whole method is O(n\*log(n)) + O(n) = O(n\*log(n))

# **6. Practice with reference** (10 points)

#### a. Table

Expression	Address	Value
x	0x128	0x840
x.ch	0x840	'h'
y.prev	0x324	0x400
y.next.prev	0x664	0x320
y.prev.next	0x402	0x320
y.prev.next.next	0x322	0x660

```
b. Java code fragment
...
y.prev.next = x;
x.next = y;
x.prev = y.prev;
y.prev = x;
...
```

# **II. Programming problem**

# **2. Practice with reference** (10 points)

Unordered arrays:

1000 items	2000 items	
499500 comparisons	780591 mo\1999000 comparisons	2922087 mg
499500 comparisons	768684 mo\1999000 comparisons	3037533 mc
499500 comparisons	775572 mov1999000 comparisons	2942115 mc
499500 comparisons	754938 mo\1999000 comparisons	2878998 mc
499500 comparisons	739194 mo\1999000 comparisons	2846847 mc
499500 comparisons	728136 mo\1999000 comparisons	2873883 mc
499500 comparisons	736260 mo\1999000 comparisons	2979246 mg
499500 comparisons	764142 mo\1999000 comparisons	2938797 mc
499500 comparisons	736875 mo\1999000 comparisons	3002619 mg
499500 comparisons	780498 mo\1999000 comparisons	2986776 mg
499500 comparisons	724314 mo\1999000 comparisons	3020676 mg
499500 comparisons	757044 mo\1999000 comparisons	3021921 mg
499500 comparisons	735798 mo\1999000 comparisons	2970939 mg
499500 comparisons	751668 mo\1999000 comparisons	2951724 mg
499500 comparisons	742599 mo\1999000 comparisons	2931609 mg
499500 comparisons	757836 mo\1999000 comparisons	2941884 mg
499500 comparisons	753042 mov1999000 comparisons	3019362 mg
499500 comparisons	775365 mov1999000 comparisons	3032001 mg
499500 comparisons	772953 mov1999000 comparisons	2950734 mg
499500 comparisons	765123 mov1999000 comparisons	2956836 mg
4000 items	8000 items	
7998000 comparisons	11637423 mo 31996000 comparisons	45600540 mov
7998000 comparisons	11811222 mo 31996000 comparisons	46596204 mov
7998000 comparisons	11713503 mo 31996000 comparisons	45646608 mov
7998000 comparisons	11767260 mo 31996000 comparisons	45694179 mov
7998000 comparisons	11542968 mo 31996000 comparisons	45763854 mov
7998000 comparisons	11781465 mo 31996000 comparisons	45564048 mov
7998000 comparisons	11756205 mo 31996000 comparisons	46561299 mov
7998000 comparisons	11684220 mo 31996000 comparisons	45906651 mov
7998000 comparisons	11672097 mo 31996000 comparisons	46333917 mov
7998000 comparisons	11678292 mo 31996000 comparisons	45567504 mov
7998000 comparisons	11737248 mo 31996000 comparisons	46396983 mov
7998000 comparisons	11843694 mo 31996000 comparisons	46445712 mov
7998000 comparisons	11660850 mo 31996000 comparisons	45989364 mov
7998000 comparisons	11640936 mo 31996000 comparisons	46450683 mov
7998000 comparisons	11557641 mo 31996000 comparisons	46110726 mov
7998000 comparisons	11855532 mo 31996000 comparisons	45796152 mov
7998000 comparisons	11716047 mo 31996000 comparisons	45604791 mov
7998000 comparisons	11671935 mo 31996000 comparisons	46083717 mo
7998000 comparisons	11969646 mo 31996000 comparisons	45665592 mov
7998000 comparisons	11746638 mo 31996000 comparisons	46305582 mov

```
16000 items
127992000 comparisons 175203444 mo
127992000 comparisons 177917553 mo
127992000 comparisons
                       177883962 mo
127992000 comparisons 177387795 mo
127992000 comparisons 177302292 mo
127992000 comparisons 177648963 mo
127992000 comparisons 176500962 mo
127992000 comparisons 177378651 mo
127992000 comparisons 178213119 mo
127992000 comparisons 176501244 mo
127992000 comparisons 177276813 mo
127992000 comparisons 178464003 mo
127992000 comparisons 177724878 mo
127992000 comparisons 175419630 mo
127992000 comparisons 177427983 mo
127992000 comparisons 177436134 mo
127992000 comparisons 176947122 mo
127992000 comparisons 176096532 mo
127992000 comparisons
                       175352547 mo
127992000 comparisons 178608429 mo
```

```
N = 1 000: 1 200 000 operations -> 1 000 * 1 000
N = 2 000: 5 000 000 operations -> 2 000 * 2 000
N = 4 000: 19 000 000 operations -> 4000 * 4 000
N = 8 000: 77 000 000 operations -> 8 000 * 8 000
N = 16 000: 300 000 000 operations -> 16 000 * 16 000
```

It is a  $O(n^2)$  algorithm.

You can no predict how many moves you will have to do: (in case some items are ordered)

```
n-1 * n / 2 comparisons
n-1 * n / 2 swaps (worst case)
(1 swap is 3 moves)
```

We can just say that for a 1000 items array, 499500 (best) < operations < 4\*499500 (worst) will be performed.

# Ordered arrays:

1000 items	2000 items	
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
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499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
499500 comparisons	0 moves 1999000 comparisons	0 mov
4000 items	8000 items	
7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov
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7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov
7998000 comparisons	0 moves 31996000 comparisons	0 mov

16000 items		
127992000 comparisons	0 mov	

```
N = 1 000: 500 000 operations -> 1 000 * 1 000

N = 2 000: 2 000 000 operations -> 2 000 * 2 000

N = 4 000: 8 000 000 operations -> 4000 * 4 000

N = 8 000: 32 000 000 operations -> 8 000 * 8 000

N = 16 000: 130 000 000 operations -> 16 000 * 16 000
```

Roughly  $n^2/2$  algorithm, therefore it is a  $O(n^2)$  algorithm.

You can predict that 0 moves will be performed since the array is ordered.

```
n-1 * n / 2 comparisons 0 moves
```

Therefore, we can just say that for a 1000 items array, 499500 will be performed.