

【DS】 Day6(2)

☰ Tags	
📅 Date	@May 28, 2022
☰ Summary	Selection Sort and Insertion Sort

【Week2】 Sort

2.4 Selection Sort

- In iteration i , find index min of smallest remaining entry
- Swap `a[i]` and `a[min]`

```
public class Selection {
    public static void sort(Comparable[] a) {
        int N = a.length;
        for (int i = 0; i < N; ++i) {
            int min = i;
            for (int j = i + 1; j < N; ++j) {
                if (less(a[j], a[min]))
                    min = j;
            }
            exch(a, i, min);
        }
    }

    private static boolean less(Comparable v, Comparable w) {
        return v.compareTo(w) < 0;
    }

    private static void exch(Comparable[] a, int i, int j) {
        Comparable swap = a[i];
        a[i] = a[j];
        a[j] = swap;
    }
}
```

Proposition: Selection sort uses $(N - 1) + (N - 2) + \dots + 1 + 0 = N^2/2$ compares and N exchanges

Running time insensitive to input: Quadratic time, even if input is sorted

Data movement is minimal: Linear number of exchanges.

2.5 Insertion Sort

Code:

```
public class Insertion {
    public static void sort(Comparable[] a) {
        int N = a.length;
        for (int i = 0; i < N; ++i) {
            for (int j = i; j > 0; --j) {
                if (less(a[j], a[j - 1]))
                    exch(a, j, j - 1);
                else
                    break;
            }
        }
    }

    private static boolean less(Comparable v, Comparable w) { ... }

    private static void exch(Comparable[] a, int i, int j) { ... }
}
```

Proposition: To sort a randomly-ordered array with distinct keys, insertion sort uses $\frac{1}{4}N^2$ compares and $\frac{1}{4}N^2$ exchanges on average.

Best Case: If the array is in ascending order, insertion sort makes $N-1$ compares and 0 exchanges.

Worst Case: If the array is in descending order, insertion sort makes $\frac{1}{2}N^2$ compares and $\frac{1}{2}N^2$ exchanges.

For **partially-sorted array**(The first couple items are in order), insertion sort runs in linear time.