

# **Project Assignment 1**

**DAA SEC-R**

## **Comparative Study and Complexity Analysis of Sorting Algorithms**

**Total Marks : 20**

### **Objective**

To design, implement, and analyze various sorting algorithms, comparing their **theoretical** and **experimental** time complexities under different input sizes and data characteristics.

### **List of Sorting Algorithms to Implement**

1. **Bubble Sort**
2. **Selection Sort**
3. **Insertion Sort**
4. **Merge Sort**
5. **Quick Sort** (both deterministic and randomized versions)
6. **Heap Sort**
7. **Counting Sort**
8. **Radix Sort**
9. **Bucket Sort**

(Optional for high performers: Shell Sort, Tim Sort, or Intro Sort)

## Tasks

### 1. Algorithm Design & Implementation

- Implement each sorting algorithm in C/C++/Python.
- Include proper comments, pseudocode, and modular design.
- Ensure your implementation supports multiple array sizes and randomized data.

### 2. Theoretical Complexity Analysis

- For each algorithm, provide **Time and Space Complexity** in:
  - Best Case
  - Average Case
  - Worst Case
- Present results in tabular form.

### 3. Experimental Analysis

- Measure *actual execution time* for varying input sizes (100, 500, 1000, 5000, 10000, 50000, 100000, 500000, 1000000, 5000000, 10000000).
- Perform experiments under different input conditions:
  - Random data
  - Sorted data (best case)
  - Reverse sorted data (worst case)
- Use system time or high-resolution clock to record runtimes.

### 4. Graphs

- For **each algorithm**, draw a separate graph:
  - **X-axis:** Input size ( $n$ )
  - **Y-axis:** Time (ms or sec)
  - Include both **Theoretical Curve** (expected trend) and **Experimental Data Points**.
- Use tools like Matplotlib (Python), Excel, or MATLAB.

## 5. Robustness

- Repeat each experiment multiple times (e.g., 5 trials per input size).
- Take the **average runtime** to minimize noise.
- Clearly mention hardware/software configuration used.

## 6. Conclusion

- Compare and interpret results:
  - Which algorithm performs best for small vs large data?
  - How do divide-and-conquer algorithms scale?
  - When do theoretical expectations diverge from experimental results?
  - And more what you see and observe.

Criteria	Description	Marks
<b>Algorithm Design &amp; Implementation</b>	Correct algorithmic logic, efficiency, correctness of code	<b>6</b>
<b>Complexity Analysis</b>	Theoretical + experimental (plots or tables comparing runtime)	<b>4</b>
<b>Documentation &amp; Report</b>	Clear explanation, pseudocode, results discussion, references	<b>4</b>
<b>Viva / Presentation</b>	Understanding of algorithm design, performance, and trade-offs	<b>6</b>
<b>Total</b>		<b>20</b>

## Submission Requirements

- Create a folder include
- Source code with comments
- Short report (4–6 pages) (PDF):
  - Problem description
  - Algorithm and pseudocode
  - Time and space complexity analysis
  - Experimental setup & results
  - Conclusion and future scope
- Graphs or charts comparing performance
- Viva questions based on algorithmic design principles.