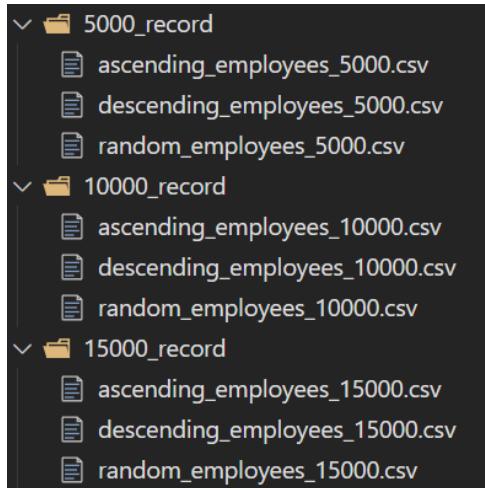


Lab 2 Sorting Analysis

23BAI1229

SHOBHIT SINGH

First Generate Employee Data using python and store them



Looks something like this

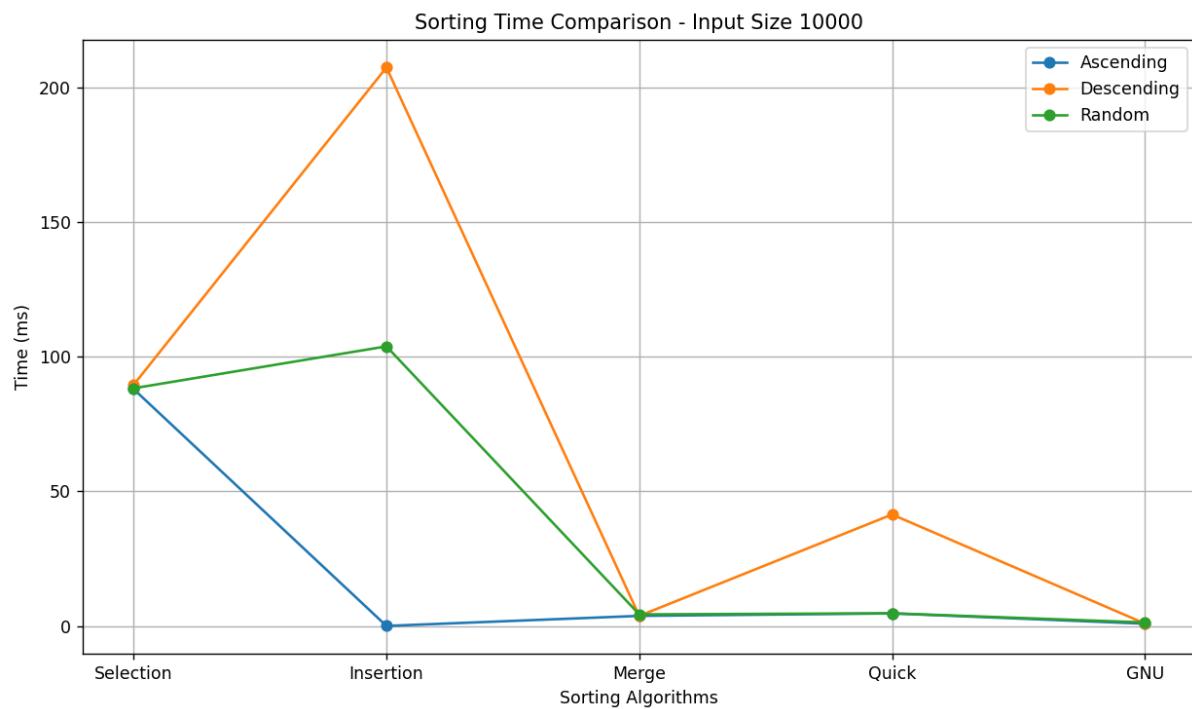
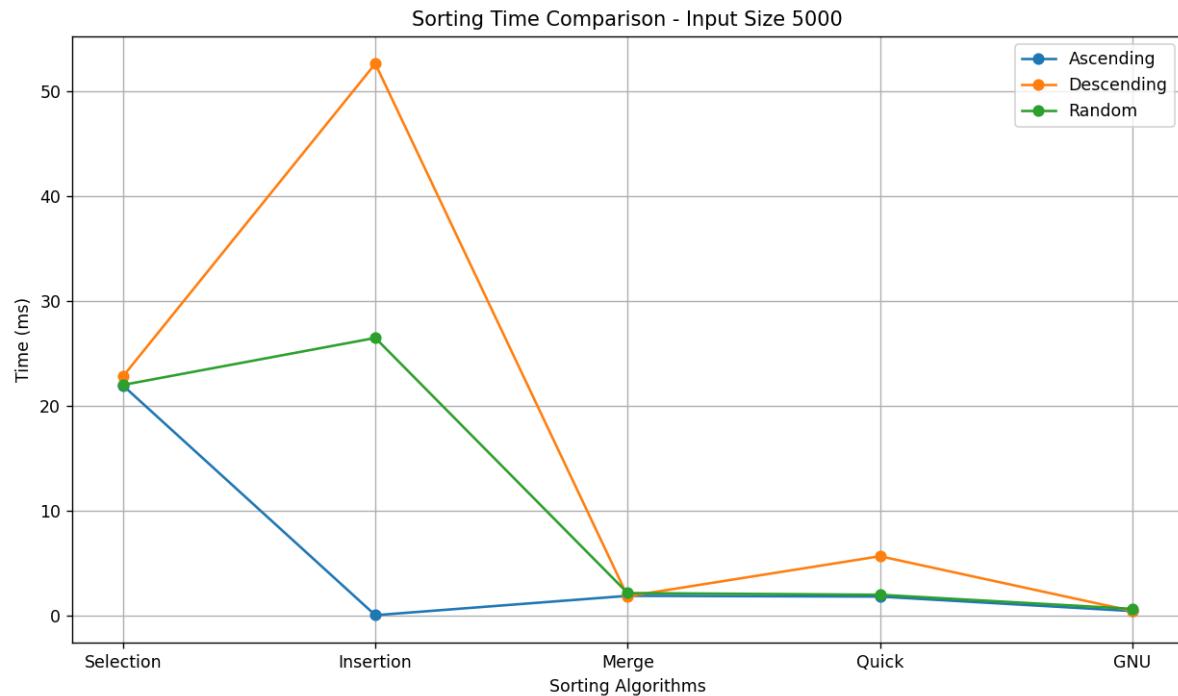
```
empID,Name,Salary
0,Becky Nguyen,61111
1,Eric Mccoy,50000
2,Melissa Davis,112635
3,Shannon Hoffman,30000
4,William Smith,140000
```

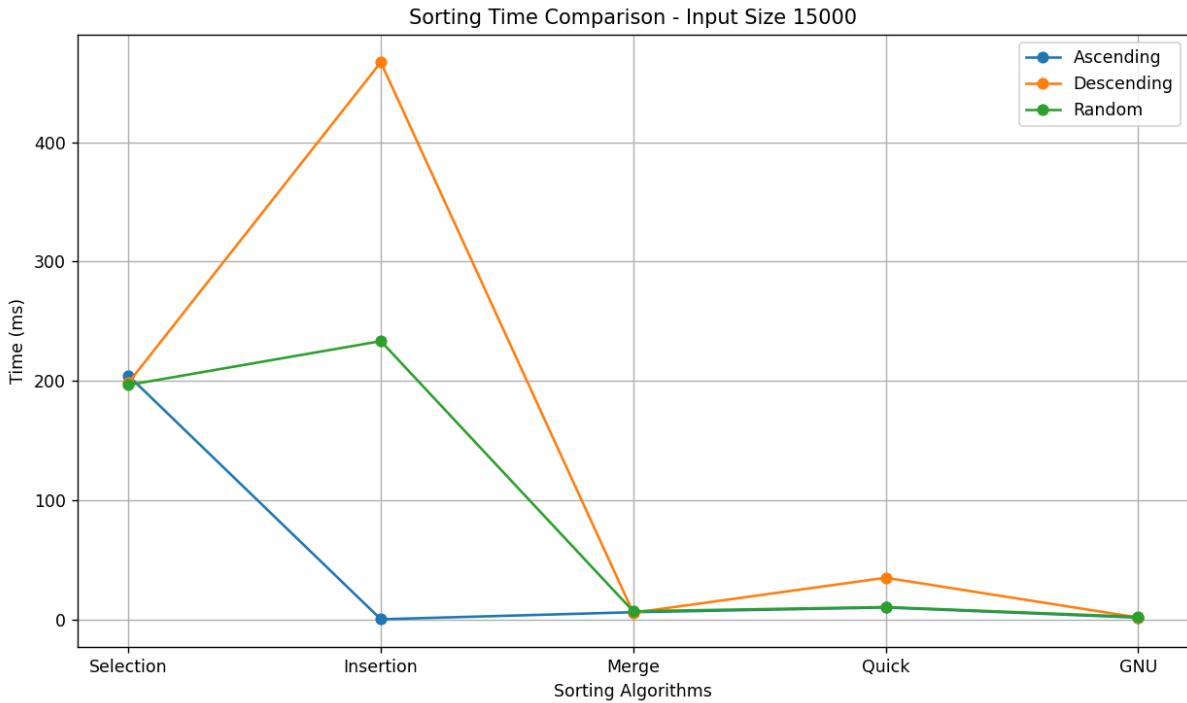
Now sorting all of them in C++ and noting down the time.

```
C:\Users\Shobhit\Desktop\Death by code\Github Repos Examples\Sorting-Graphs-using-C-and-python>python run_this_file.py

Results for 5000 elements:
Data Type      Selection    Insertion     Merge      Quick      GNU Sort
Ascending      21787        22           1870       1350       393
Descending    22533        51811        1799       8238       423
Random         22018        26097        2067       1370       619
-----
Results for 10000 elements:
Data Type     Selection    Insertion     Merge      Quick      GNU Sort
Ascending     87299        45           3762       4685       875
Descending   88531        208968       3755       27550      923
Random        87857        103023       4246       4728       1332
-----
Results for 15000 elements:
Data Type     Selection    Insertion     Merge      Quick      GNU Sort
Ascending    196732        68           6105       10036      1443
Descending  199380        470400       5738       84343      1523
Random       196285        231707       6530       10140      2051
```

Graphs





Conclusion –

Trend Analysis & Alignment with Theoretical Complexities

Selection Sort ($O(n^2)$)

- Consistently slow, regardless of data type.
- Time increases significantly with input size.
- Not adaptive to data order.

Insertion Sort ($O(n^2)$, best case $O(n)$)

- **Extremely fast** for ascending data: works in almost linear time (best-case).
- **Extremely slow** for descending data: worst-case performance visible.
- **Performance highly sensitive** to input order.

Merge Sort ($O(n \log n)$)

- Stable, predictable performance across all inputs.
- Handles all types of data uniformly well.
- Slight time increase with input size is as expected.

Quick Sort (Avg: $O(n \log n)$, Worst: $O(n^2)$)

- Performs very well on ascending/random data.
- **Degraded performance on descending input** due to poor pivot choice (expected worst-case).
- Still competitive overall.

GNU Sort (std::sort, Introsort-based)

- **Fastest in almost all cases.**
 - Uses hybrid of QuickSort, HeapSort, and InsertionSort.
 - Adapts to input type and size efficiently.
-

Conclusion

- **Insertion Sort** is best for nearly-sorted data but poor for others.
- **Merge Sort** is stable and consistent.
- **Quick Sort** is fast on average but risky without pivot strategy.
- **GNU Sort** is the most optimized in practice.
- **Selection Sort** is inefficient and mainly for educational/demo purposes.