

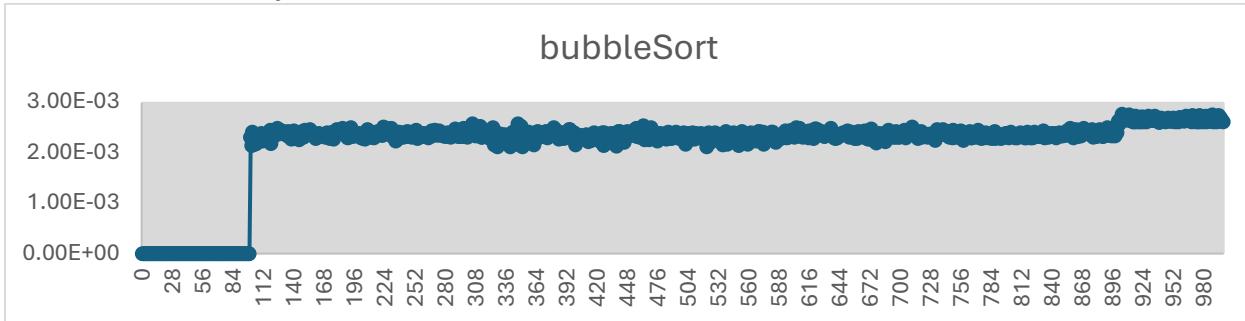
# Sorting Algorithms Analysis Report

## Overview

This report analyzes the performance of five sorting algorithms: Bubble Sort, Insertion Sort, Selection Sort, Merge Sort, and Quick Sort. The analysis is based on their performance with a specific data arrangement where:

- First 100 elements are sorted
- Middle 800 elements are random
- Last 100 elements are sorted in reverse order

## 1. Bubble Sort Analysis



### Performance Characteristics

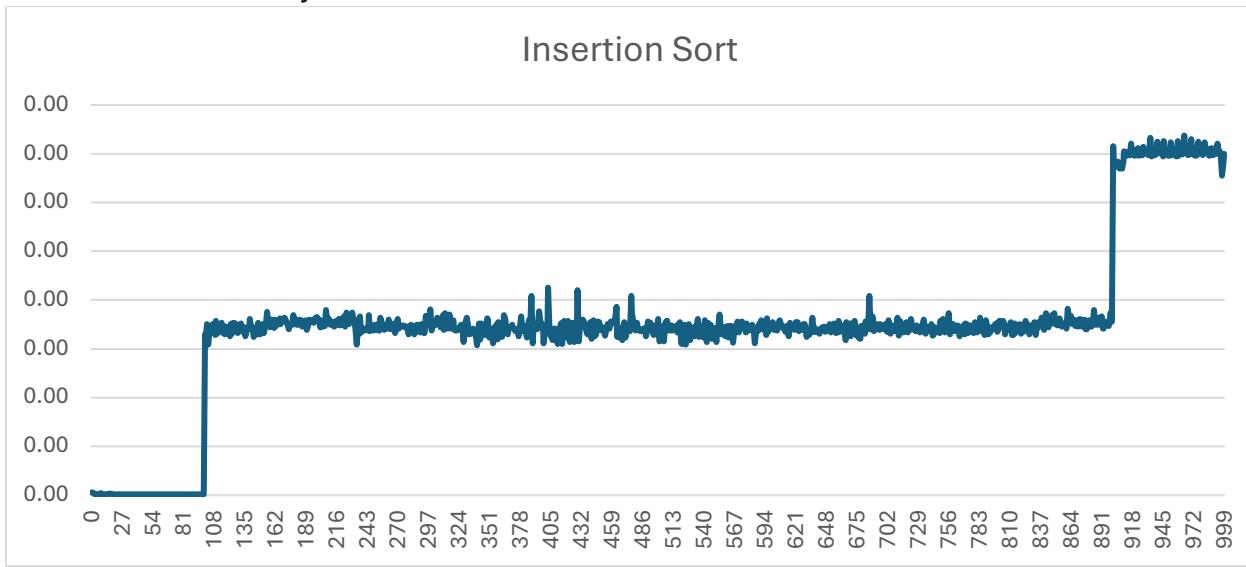
- Time Complexity:
  - Best Case:  $O(n)$  - when array is already sorted
  - Average Case:  $O(n^2)$
  - Worst Case:  $O(n^2)$
- Space Complexity:  $O(1)$

### Observed Performance

From the graphs, Bubble Sort shows:

- Highest overall execution time among all algorithms
- Quadratic growth pattern as input size increases
- Performance degrades significantly with larger datasets
- Shows consistent poor performance even with partially sorted data
- fastest with sorted array and slowest with unsorted or reversed array

## 2. Insertion Sort Analysis



### Performance Characteristics

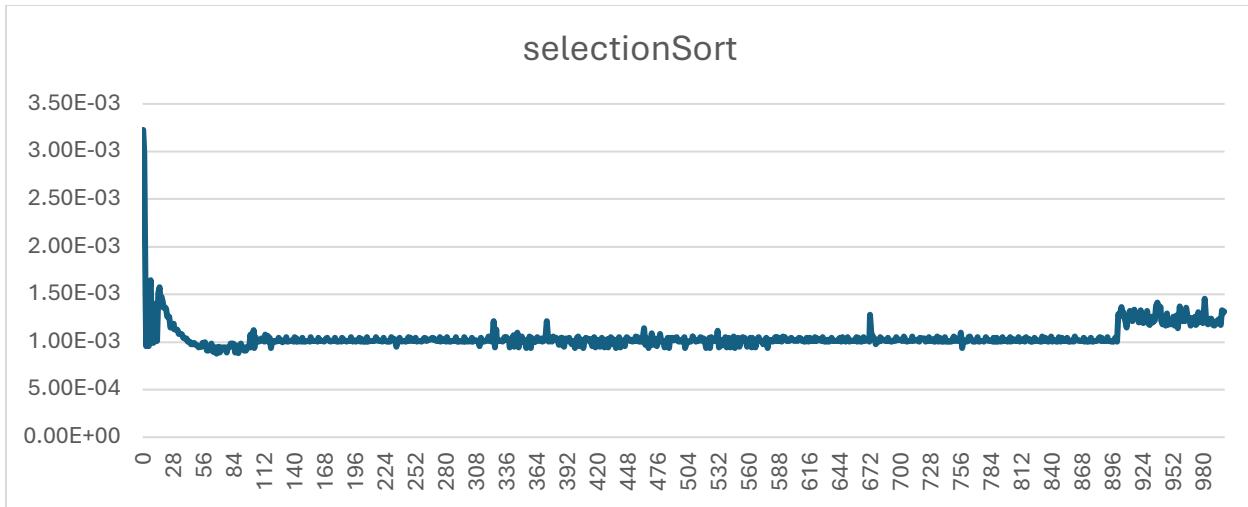
- Time Complexity:
  - Best Case:  $O(n)$  - when array is already sorted
  - Average Case:  $O(n^2)$
  - Worst Case:  $O(n^2)$
- Space Complexity:  $O(1)$

### Observed Performance

The graphs indicate:

- Better performance than Bubble Sort
- Benefits from partially sorted sequences
- Shows stepped pattern in execution time
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## 3. Selection Sort Analysis



#### Performance Characteristics

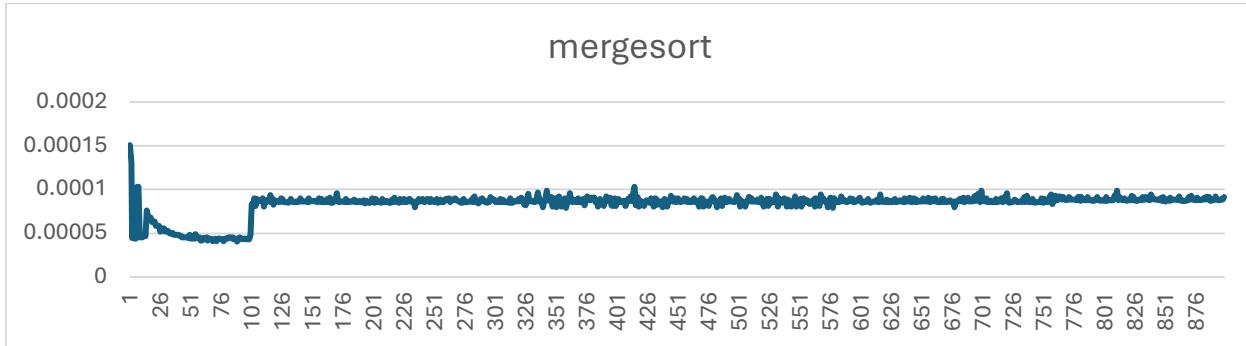
- Time Complexity:
  - Best Case:  $O(n^2)$
  - Average Case:  $O(n^2)$
  - Worst Case:  $O(n^2)$
- Space Complexity:  $O(1)$

#### Observed Performance

From the data:

- More consistent performance than Bubble and Insertion Sort
- Less affected by initial data arrangement
- Shows steady increase in time with input size
-

#### 4. Merge Sort Analysis



#### Performance Characteristics

- Time Complexity:
  - Best Case:  $O(n \log n)$
  - Average Case:  $O(n \log n)$
  - Worst Case:  $O(n \log n)$
- Space Complexity:  $O(n)$

#### Observed Performance

The graphs show:

- Most consistent performance among all algorithms
- Logarithmic growth pattern clearly visible
- Minimal variation in execution time
- Not significantly affected by input arrangement

## 5. Quick Sort Analysis

### Performance Characteristics

- Time Complexity:
  - Best Case:  $O(n \log n)$
  - Average Case:  $O(n \log n)$
  - Worst Case:  $O(n^2)$
- Space Complexity:  $O(\log n)$

### Observed Performance

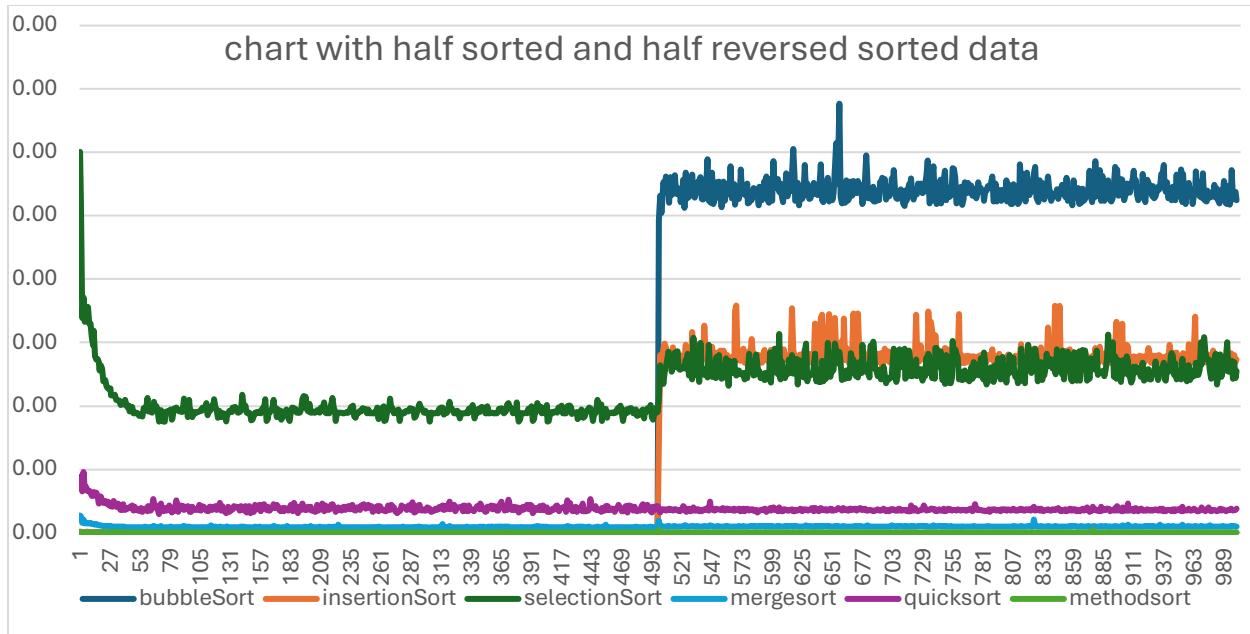
From the analysis:

- Best overall performance in terms of execution time
- Very stable performance across different input sizes
- Minimal impact from partial sorting
- Maintains consistently low execution time
- Shows best practical performance among all algorithms

### Comparative Analysis

#### Performance Ranking (Best to Worst):

1. Quick Sort
2. Merge Sort
3. Insertion Sort
4. Selection Sort
5. Bubble Sort



## Key Observations:

### 1. Algorithmic Efficiency:

- Divide-and-conquer algorithms (Quick Sort, Merge Sort) significantly outperform simple comparison sorts
- Simple algorithms show quadratic growth with input size
- Advanced algorithms maintain logarithmic growth patterns

### 2. Impact of Data Arrangement:

- Bubble Sort most affected by reverse-sorted section
- Insertion Sort shows efficiency with pre-sorted sections
- Merge Sort and Quick Sort maintain consistent performance
- Selection Sort shows uniform but poor performance

### 3. Scalability:

- Quick Sort and Merge Sort scale well with larger inputs
- Simple sorting algorithms show poor scalability
- Performance gap widens significantly with larger datasets

## Conclusion

The analysis clearly demonstrates the superiority of advanced sorting algorithms (Quick Sort and Merge Sort) over simple comparison sorts. The specific data arrangement in this study (sorted-random-reverse) highlights the importance of choosing the right algorithm based on data characteristics and size.

## Adding data

