

Course Name:	Analysis of Algorithms	Semester:	IV
Date of Performance:	21 / 01 / 2024	Batch No:	EXCP B1
Faculty Name:	Prof. Payal Varangoankar	Roll No:	16014022096
Faculty Sign & Date:		Grade/Marks:	

Experiment No: 1

Title: Implementation of Insertion sort.

Aim and Objective of the Experiment:
To analyze performance of sorting methods

COs to be achieved:
CO1: Analyze the asymptotic running time and space complexity of algorithms.

Apparatus / Software tools used:

Theory:
<p>Given a function to compute on n inputs the divide-and-conquer strategy suggests splitting the inputs into k distinct subsets, $1 < k \leq n$, yielding k subproblems. These sub-problems must be solved and then a method must be found to combine sub-solutions into a solution of the whole. The divide-and-conquer strategy can be reapplied if the sub-problems are still relatively large. Often the sub-problems resulting from a divide-and-conquer design are the same type as the original problem. For those cases, a recursive algorithm naturally expresses the reapplication of the divide-and-conquer principle. Now smaller and smaller subproblems of the same kind are generated until eventually subproblems that are small enough to be solved without splitting are produced.</p>

Code:**INSERTION SORT:**

```
#include <stdio.h>
#include <stdlib.h>
int count_i = 0;

void insertionSort(int A[], int n) {
    int i, j, key;

    for (j = 1; j < n; j++) {
        count_i++;
        key = A[j];
        i = j - 1;
        while (i >= 0 && A[i] > key) {
            A[i + 1] = A[i];
            i = i - 1;
        }
        A[i + 1] = key;
    }
}

int main() {
    int n;
    printf("Enter value of n: ");
    scanf("%d", &n);

    int arr[n];
    printf("Original Array: ");
    for (int i = 0; i < n; i++) {
        arr[i] = rand() % 10;
        printf("%d ", arr[i]);
    }
    printf("\n");

    insertionSort(arr, n);

    printf("Sorted Array: ");
    for (int i = 0; i < n; i++) {
        printf("%d ", arr[i]);
    }
    printf("\n");
}
```

```
printf("Count : %d \n", count_i);

return 0;
}
```

SELECTION SORT:

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

int count_i = 0;

void selectionSort(int arr[], int n) {
    for (int i = 0; i < n - 1; i++) {
        int minIndex = i;

        for (int j = i + 1; j < n; j++) {
            if (arr[j] < arr[minIndex]) {
                minIndex = j;
            }
            count_i++;
        }

        int temp = arr[i];
        arr[i] = arr[minIndex];
        arr[minIndex] = temp;
    }
}

int main() {

    int n;
    printf("Enter value of n: ");
    scanf("%d", &n);

    int arr[n];
    printf("Original Array: ");
    for (int i = 0; i < n; i++) {
        arr[i] = rand() % 10;
        printf("%d ", arr[i]);
    }
}
```

```
printf("\n");

selectionSort(arr, n);

printf("Sorted Array: ");
for (int i = 0; i < n; i++) {
    printf("%d ", arr[i]);
}
printf("\n");

printf("Count : %d \n", count_i);

return 0;
}
```

Stepwise-Procedure / Algorithm:**Algorithm Insertion Sort**

INSERTION_SORT (A,n)

//The algorithm takes as parameters an array A[1.. n] and the length n of the array.

//The array A is sorted in place: the numbers are rearranged within the array

// A[1..n] of eletype, n: integer

FOR j ← 2 TO length[A]

DO key ← A[j]

{Put A[j] into the sorted sequence A[1 .. j - 1]}

i ← j - 1

WHILE i > 0 and A[i] > key

DO A[i + 1] ← A[i]

i ← i - 1

A[i + 1] ← key

Observation Table:

Graphs for varying input sizes of Insertion Sort

	abscissa x →	ordinate y or f(x) ↑
1	10	9
2	50	49
3	100	99
4	150	149
5	200	199
6

★ ORIGINS ☒ AUTOMATICALLY CALCULATED

☐ SET TO (0,0)

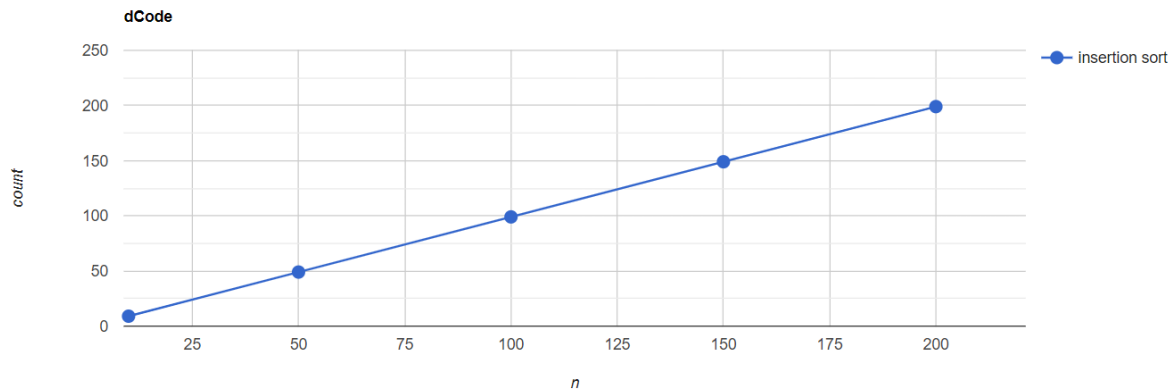
★ HORIZONTAL X-AXIS NAME

★ VERTICAL Y-AXIS NAME

★ LEGEND

★ DOT SIZE

dCode



OK

Graphs for varying input sizes of Selection Sort:

	abscissa x →	ordinate y or f(x) ↑
1	10	45
2	50	1225
3	100	4950
4	150	11175
5	200	19900
6

★ ORIGINS ☒ AUTOMATICALLY CALCULATED

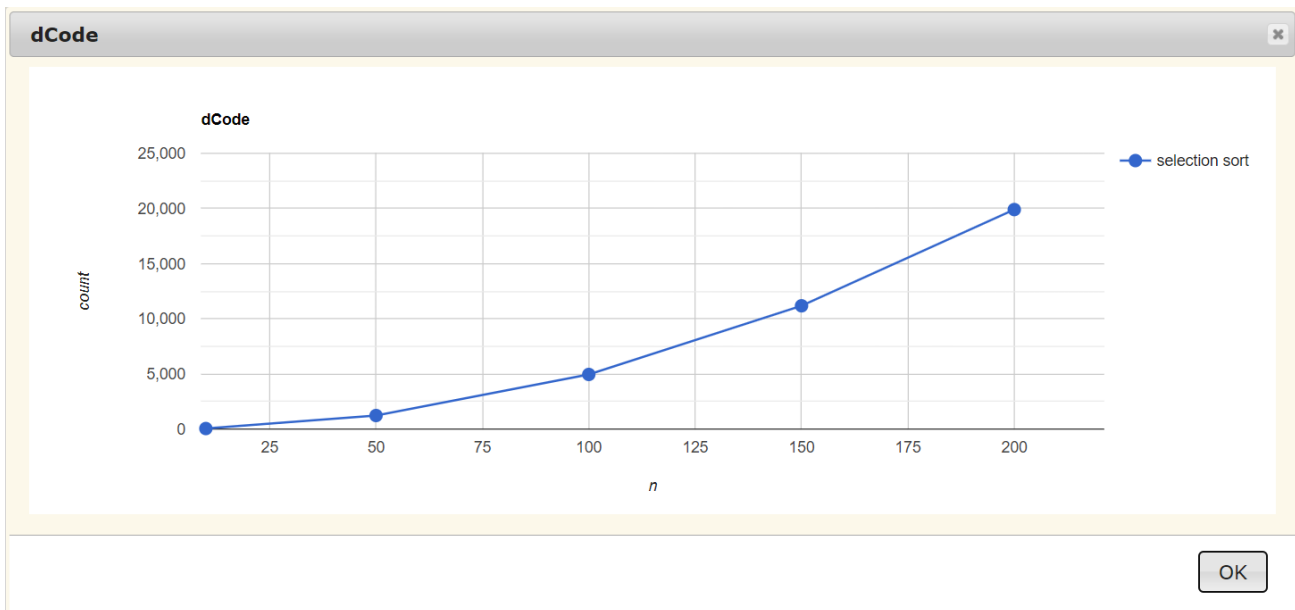
☐ SET TO (0,0)

★ HORIZONTAL X-AXIS NAME

★ VERTICAL Y-AXIS NAME

★ LEGEND

★ DOT SIZE



Output:

INSERTION SORT:

Enter value of n: 5
Original Array: 3 6 7 5 3
Sorted Array: 3 3 5 6 7
Count : 4

Enter value of n: 10
Original Array: 3 6 7 5 3 5 6 2 9 1
Sorted Array: 1 2 3 3 5 5 6 6 7 9
Count : 9

Enter value of n: 10
Original Array: 83 86 77 15 93 35 86 92 49 21
Sorted Array: 15 21 35 49 77 83 86 86 92 93
Count : 9

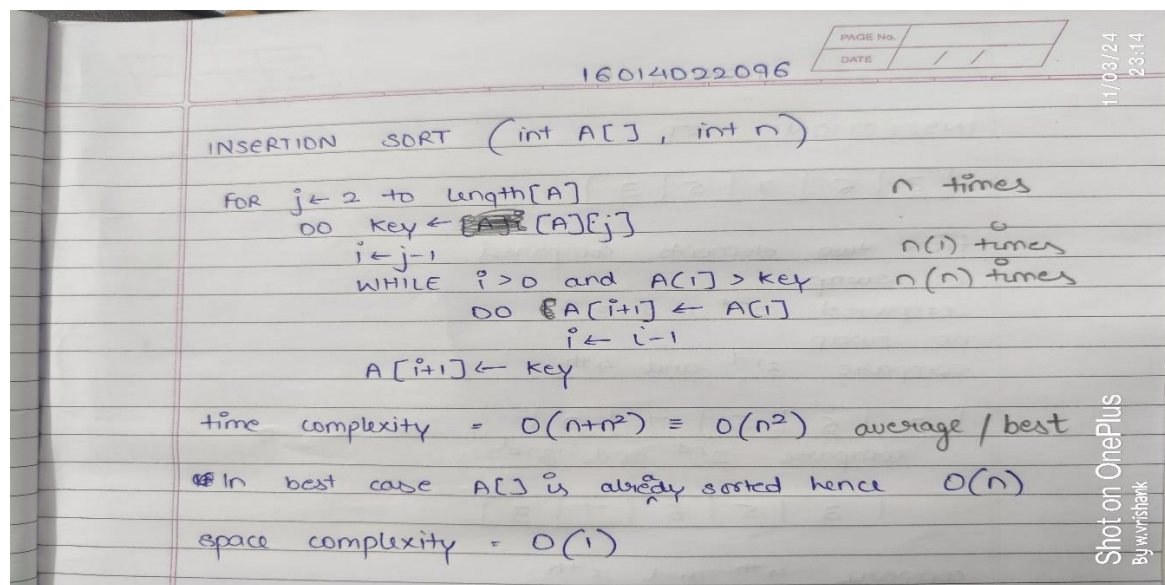
SELECTION SORT:

Enter value of n: 10
Original Array: 3 6 7 5 3 5 6 2 9 1
Sorted Array: 1 2 3 3 5 5 6 6 7 9
Count : 45

Enter value of n: 10
Original Array: 83 86 77 15 93 35 86 92 49 21
Sorted Array: 15 21 35 49 77 83 86 86 92 93
Count : 45

Calculation:

The Time and Space complexity of Insertion sort:



16014022096

PAGE No.
 DATE / /

11/03/24 23:14

INSERTION SORT (int A[], int n)

FOR $j \leftarrow 2$ TO $\text{length}[A]$ n times
DO Key $\leftarrow A[j]$ $n(1)$ times
 $i \leftarrow j-1$ $n(n)$ times
WHILE $i > 0$ and $A[i] > \text{Key}$
DO $A[i+1] \leftarrow A[i]$
 $i \leftarrow i-1$
 $A[i+1] \leftarrow \text{Key}$

time complexity = $O(n+n^2) \equiv O(n^2)$ average / best

In best case A[] is already sorted hence $O(n)$

space complexity = $O(1)$

Shot on OnePlus
By www.vristark

Post Lab Subjective/Objective type Questions:

Solve the problem theoretically which was implemented during practical

16014022096

INSERTION SORT

[3 | 6 | 7 | 5 | 3]

first two elements compared
no swap
compared 2nd and 3rd
no swap
compare 3rd and 4th

[3 | 6 | 5 | 7 | 3]
compare 2nd and 3rd key

[3 | 5 | 6 | 7 | 3]

compare 4th and 5th

[3 | 5 | 6 | 3 | 7]
compare 3rd and 4th (key)

[3 | 5 | 3 | 6 | 7]
compare 2nd and 3rd (key)

[3 | 3 | 5 | 6 | 7]



Conclusion:

We have successfully implemented Insertion sort and Selection sort and derived following analysis

Insertion Sort:

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

Selection Sort

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

Signature of faculty in-charge with Date: