

Course Name:	Analysis of Al-gorithms	Semester:	IV
Date of Performance:	12 / 02 / 2024	Batch No:	EXCP B1
Faculty Name:	Prof. Payal Varangoankar	Roll No:	16014022096
Faculty Sign & Date:		Grade/Marks:	

Experiment No: 3

Title: Merge Sort Analysis /Quick Sort Analysis.

Aim and Objective of the Experiment:
To learn the divide and conquer strategy of solving the problems of different types

COs to be achieved:
CO2: Describe various algorithm design strategies to solve different problems.

Apparatus / Software tools used:

Theory:
<p>Historical Profile: Quicksort and merge sort are divide-and-conquer sorting algorithms in which division is dynamically carried out. They are one the most efficient sorting algorithms.</p> <p>New Concepts to be learned: Number of comparisons, Application of algorithmic design strategy to any problem, Classical problem solving vs Divide-and-Conquer problem solving.</p> <p>Link for Merge Sort and Quick Sort in Virtual Labs https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html</p>

Code:**QUICK SORT:**

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

void swap(int* a, int* b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}

int partition(int A[], int left, int right, int *iterations) {
    int pivot = A[left];
    int lo = left + 1;
    int hi = right;

    while (lo <= hi) {
        while (A[hi] > pivot)
            hi--;
        while (lo <= hi && A[lo] <= pivot)
            lo++;
        if (lo <= hi) {
            swap(&A[lo], &A[hi]);
            (*iterations)++;
        }
    }

    swap(&A[left], &A[hi]);
    return hi;
}

void quicksort(int A[], int left, int right, int *iterations) {
    if (left < right) {
        int q = partition(A, left, right, iterations);
        quicksort(A, left, q - 1, iterations);
        quicksort(A, q + 1, right, iterations);
    }
}

int main() {
    int n = 10;
    int arr[n];
    clock_t t1, t2;
```

```
printf("Original array: ");
for (int i = 0; i < n; i++) {
    arr[i] = rand() % 100;
    printf("%d ", arr[i]);
}
printf("\n");

t1 = clock();
int iterations = 0;
quicksort(arr, 0, n - 1, &iterations);
t2 = clock();

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

printf("Number of iterations: %d\n", iterations);

double t = ((double)(t2 - t1)) / CLOCKS_PER_SEC;
printf("TIME : %f \n", t);
return 0;
}
```

MERGE SORT:

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

int merge(int A[], int p, int q, int r) {
    int n1 = q - p + 1;
    int n2 = r - q;
    int L[n1 + 1], R[n2 + 1];
    int iterations = 0;

    for (int i = 0; i < n1; i++)
        L[i] = A[p + i];
    for (int j = 0; j < n2; j++)
        R[j] = A[q + 1 + j];
```

```
L[n1] = INT_MAX;
R[n2] = INT_MAX;

int i = 0, j = 0;
for (int k = p; k <= r; k++) {
    iterations++;
    if (L[i] <= R[j]) {
        A[k] = L[i];
        i++;
    } else {
        A[k] = R[j];
        j++;
    }
}
return iterations;
}

int mergeSort(int A[], int p, int r) {
    int iterations = 0;
    if (p < r) {
        int q = (p + r) / 2;
        iterations += mergeSort(A, p, q);
        iterations += mergeSort(A, q + 1, r);
        iterations += merge(A, p, q, r);
    }
    return iterations;
}

int main() {
    int n = 10;
    int arr[n];
    clock_t t1, t2;

    printf("Original array: ");
    for (int i = 0; i < n; i++) {
        arr[i] = rand() % 100;
        printf("%d ", arr[i]);
    }
    printf("\n");

    t1 = clock();
    int iterations = mergeSort(arr, 0, n - 1);
    t2 = clock();
```

```

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

printf("Number of iterations: %d\n", iterations);

double t = ((double)(t2 - t1)) / CLOCKS_PER_SEC;
printf("TIME : %f \n", t);

return 0;
}

```

Stepwise-Procedure / Algorithm:

Algorithm Recursive Quick Sort:

void quicksort(Integer A[], Integer left, Integer right)
 //sorts A[left.. right] by using partition() to partition A[left.. right], and then //calling itself // twice to sort the two subarrays.

```

{ IF ( left < right ) then
{
    q = partition( A, left, right);
    quicksort( A, left, q-1);
    quicksort( A, q+1, right);
}
}

```

Integer partition(integer AT[], Integer left, Integer right)

//This function rearranges A[left..right] and finds and returns an integer q, such that A[left], ..., A[q-1] <~ pivot, A[q] = pivot, A[q+1], ..., A[right] > pivot, where pivot is the first element of A[left...right], before partitioning.

```

{
    pivot = A[left]; lo = left+1; hi = right;
    WHILE ( lo ≤ hi)
    {
        WHILE (A[hi] > pivot)
            hi = hi - 1;
        WHILE ( lo ≤ hi and A[lo] <~pivot)
            lo = lo + 1;
        IF ( lo ≤ hi) then
            swap( A[lo], A[hi]);
    }
    swap(pivot, A[hi]);
    RETURN hi;
}

```

The space complexity of Quick Sort:

Derivation of best case and worst-case time complexity (Quick Sort)

Algorithm Merge Sort

MERGE-SORT (A, p, r)

// To sort the entire sequence A[1 .. n], make the initial call to the procedure MERGE-SORT (A, //1, n). Array A and indices p, q, r such that $p \leq q \leq r$ and sub array A[p .. q] is sorted and sub array //A[q + 1 .. r] is sorted. By restrictions on p, q, r, neither sub array is empty.

//OUTPUT: The two sub arrays are merged into a single sorted subarray in A[p .. r].

```

IF p < r                                // Check for base case
    THEN q = FLOOR [(p + r)/2]          // Divide step
        MERGE (A, p, q)                 // Conquer step.
        MERGE (A, q + 1, r)             // Conquer step.
        MERGE (A, p, q, r)             // Conquer step.

```

MERGE (A, p, q, r)

```

{
    n1 ← q - p + 1
    n2 ← r - q
    Create arrays L[1 .. n1 + 1] and R[1 .. n2 + 1]
    FOR i ← 1 TO n1
        DO L[i] ← A[p + i - 1]
    FOR j ← 1 TO n2
        DO R[j] ← A[q + j ]
    L[n1 + 1] ← ∞
    R[n2 + 1] ← ∞
    i ← 1
    j ← 1
    FOR k ← p TO r
        DO IF L[i ] ≤ R[ j]
            THEN A[k] ← L[i]
                i ← i + 1
            ELSE A[k] ← R[j]
                j ← j + 1
}

```



Output:

QUICK SORT:

```
Enter value of n: 5
Original array: 3 6 7 5 3
Sorted array: 3 3 5 6 7
Number of iterations: 1
TIME : 0.000002
```

```
Enter value of n: 5
Original array: 83 86 77 15 93
Sorted array: 15 77 83 86 93
Number of iterations: 1
TIME : 0.000002
```

MERGE SORT:

```
Enter value of n: 5
Original array: 3 6 7 5 3
Sorted array: 3 3 5 6 7
Number of iterations: 12
TIME : 0.000001
```

```
Enter value of n: 5
Original array: 83 86 77 15 93
Sorted array: 15 77 83 86 93
Number of iterations: 12
TIME : 0.000002
```

Observation Table:

QUICK SORT:

	abscissa x \rightarrow	ordinate y or f(x) \uparrow
1	5	1
2	10	4
3	50	32
4	100	97
5
6

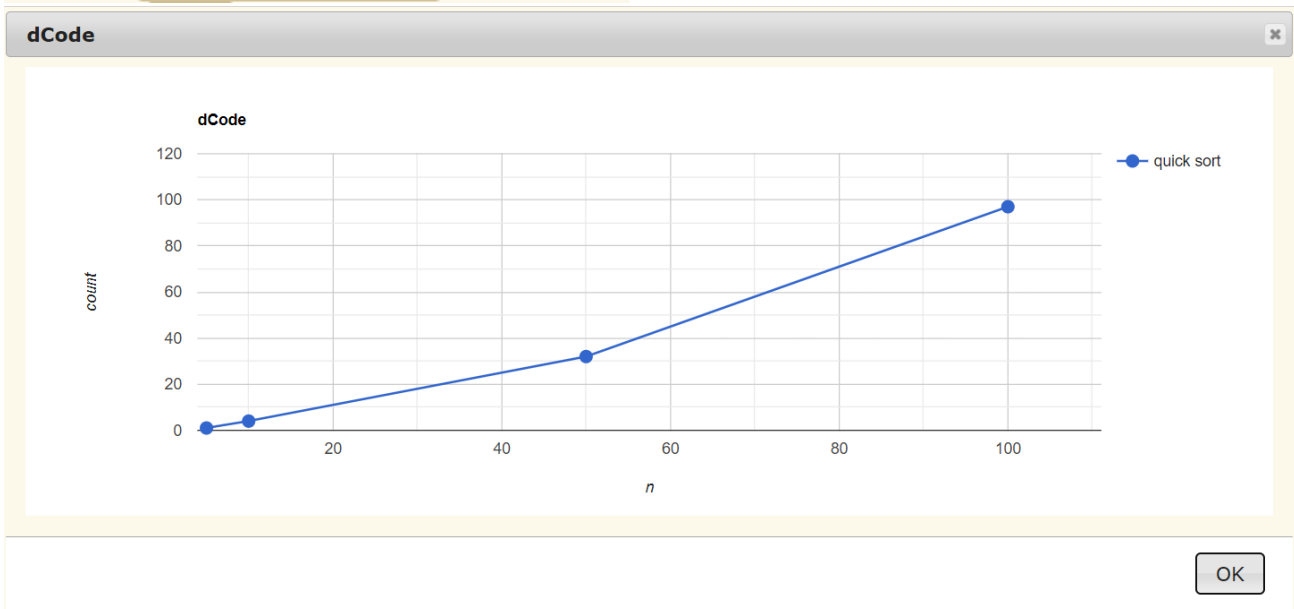
★ ORIGINS ☒ AUTOMATICALLY CALCULATED

☐ SET TO (0,0)

★ HORIZONTAL X-AXIS NAME

★ VERTICAL Y-AXIS NAME

★ LEGEND



MERGE SORT:

	abscissa x →	ordinate y or f(x) ↑
1	5	12
2	10	34
3	50	286
4	100	672
5
6

★ ORIGINS ☒ AUTOMATICALLY CALCULATED

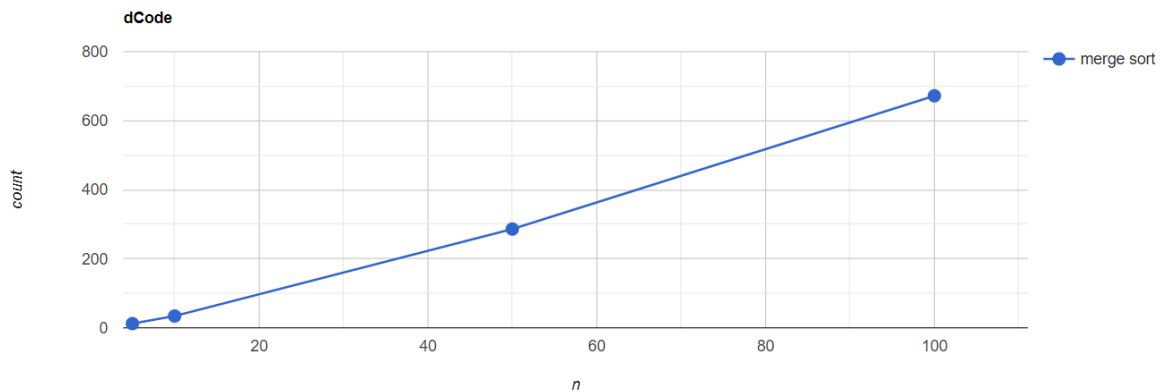
☐ SET TO (0,0)

★ HORIZONTAL X-AXIS NAME

★ VERTICAL Y-AXIS NAME

★ LEGEND

dCode



OK

Calculation:

MERGE SORT:

```

Algorithm Merge (low, mid, high)
// a[low:high] is global array
// subset in a[low:mid] and in a[mid+1,high]. The goal
// is to merge these two. b[] is auxiliary global array
{
    h: low; i: low; j: mid+1
    while ( (h < mid) and (j < high) ) do
        {
            if ( a[h] < a[j] ) then
                {
                    b[i] = a[h]; h = h+1;
                }
            else
                {
                    b[i] = a[j]; j = j+1;
                }
            i: i+1
        }
    if ( h > mid ) then
        for k := j to high do
            {
                b[i] = a[k]; i = i+1;
            }
    else
        for k := h to mid do
            {
                b[i] = a[k]; i = i+1;
            }
    for k: low to high do a[k] := b[k]
}
    
```

Algorithm Merge Sort (low, high)

// a [low:high] is a global array

// Small (P) is true if there is only one element to sort
in this case the list is already sorted.

{

if (low < high) then

{

// Divide p into subproblems

// Find where to split the set

mid := $\lfloor (\text{low} + \text{high}) / 2 \rfloor$;

// Solve the subproblem

MergeSort (low, mid)

MergeSort (mid+1, high)

// Combine solution

Merge (low, mid, high)

}

}

Master Method

$$T(n) = a T\left(\frac{n}{b}\right) + O(n^c)$$

a = no of time called
b = no of time breaking
O = wd outside

$$T(n) = 2 T\left(\frac{n}{2}\right) + n$$

a = 2 b = 2 c = 1

$$\log_b a = \log_2 2 = 1 \equiv c$$

$$\therefore T(n) = O(n \log n)$$

Space complexity $O(n)$

QUICK SORT:

Algorithm Partition (a, m, p)
 // Within $a[m], a[m+1], \dots, a[p-1]$ elements are
 // rearranged in such a manner that if initially
 // $t = a[m]$, then after completion $a[q] = t$ for
 // some q between m and $p-1$, $a[k] \leq t$ for
 // $m \leq k \leq q$ and $a[k] \geq t$ for $q < k < p$.
 // q is returned. Set $a[p] = \infty$.

```

{
  v := a[m]; i = m; j = p;
  repeat
  {
    repeat
    {
      i = i + 1;
    } until [a[i] >= v];

    repeat
    {
      j = j - 1;
    } until (a[j] <= v);

    if (i < j) then interchange (a[i], a[j]);
  } until (i > j);
  a[m] := a[i]; a[i] := v; return i;
}
  
```

Algorithm Interchange (a, i, j)

```

{
  p := a[i];
  a[i] := a[j]; a[j] := p;
}
  
```

FOR EDUCATIONAL USE

Algorithm Quick Sort (p, q)
 // sorts elements $a[p] \dots a[q]$ in global array $a[1:n]$

if ($p < q$) then
 {
 // divide P into two subproblems:
 $j := \text{Partition}(a, p, q+1)$
 QuickSort($p, j-1$)
 QuickSort($j+1, q$)
 // There is no need for combining solutions.
 }

Master Method

$$T(n) = aT\left(\frac{n}{b}\right) + \mathcal{O}(n^c)$$

a = no of time called
 b = no of time breaking
 \mathcal{O} = wd outside

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$

$a=2 \quad b=2 \quad c=1$

$$\log_b a = \log_2 2 = 1 \equiv c$$

$\therefore T(n) = \mathcal{O}(n \log n)$

Space complexity ~~$\mathcal{O}(n \log n)$~~ $\mathcal{O}(\log n)$

Post Lab Subjective/Objective type Questions:

Conclusion:

We have successfully implemented quick sort algorithm and merge sort algorithm in the above experiment and came to a conclusion

QUICK SORT:

	TIME COMPLEXITY	SPACE COMPLEXITY
Best Case	$O(n \log n)$	$O(\log n)$
Average Case	$O(n \log n)$	$O(\log n)$
Worst Case	$O(n^2)$	$O(n)$

MERGE SORT:

TIME COMPLEXITY	SPACE COMPLEXITY
$O(n \log n)$	$O(n)$

Signature of faculty in-charge with Date: