Analysis of Various Sorting Algorithms 19CSE212

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Abstract

Sort (verb)

To put a number of things in order or separate them into groups

We come across sorting a lot in our day to day lives. For example a teacher asking the students to stand in the order of their height, a supermarket assistant replenishing stocks in the shelves, a deck of cards getting sorted, and the sort by price, popularity, etc. feature in ecommerce websites. All these involve arranging a set of things based on a set of rules. In relevance to computer science, sorting plays a key role in searching as it's very efficient to search for an element in a sorted list rather than an unsorted one. The rules(algorithms) to sort efficiently have been a hot topic in computer science for decades and due to its relevance, numerous people have worked on building various sorting algorithms, as a result we now have a large number of those, out of which only a few are dominant in practical implications. We'll be analyzing five of the most common algorithms in this report.

Before we get into that we need to understand the notion of time and space complexity. Computers are fast but even they can only do so much. They are limited by the number of instructions they can run per unit time and the amount of storage they can use. In building these algorithms it's crucial that we consider these as they play a major role in the speed and space taken. In general the running time takes precedence over the space required as modern PCs have ample storage space available for most of the everyday tasks.

1 Sorting Algorithms

1.1 Bubble Sort

Principle

In this sorting technique, the array is sequentially scanned several times and during each iteration, the pairs of consecutive elements are compared and interchanged (if required), to bring them into ascending order. At the end of the first iteration the largest element in the array is pushed to the end. It

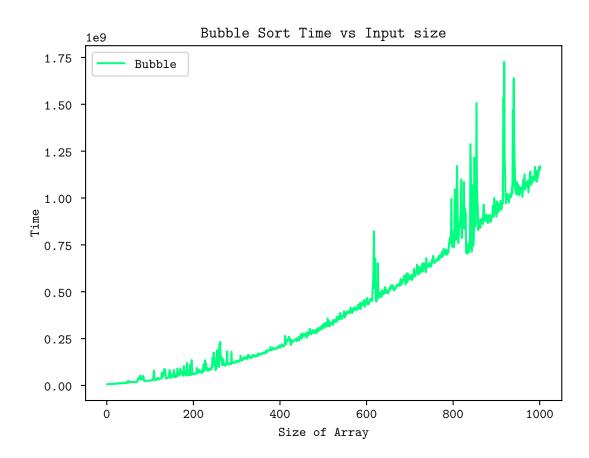
is an easy but time consuming method when a large number of swaps are required to take place.

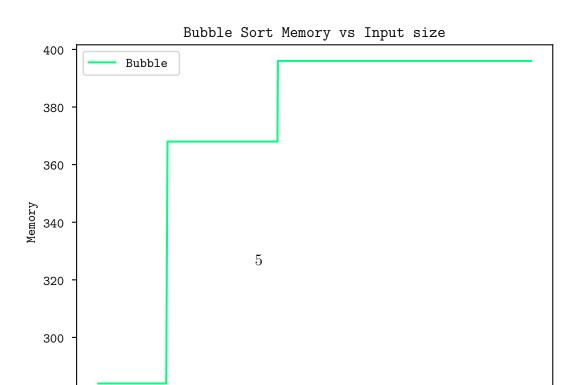
```
def bubbleSort(unsortedList):
        swap = 0
        itr = 0
        comp = 0
        tracemalloc.start()
        t_s = perf_counter_ns()
        for i in range(len(unsortedList)):
                for j in range(len(unsortedList) - 1 - i):
                itr += 1
                comp += 1
                if unsortedList[j] > unsortedList[j + 1]:
                        t = unsortedList[j]
                        unsortedList[j] = unsortedList[j + 1]
                        unsortedList[j + 1] = t
                        swap += 1
        t e = perf counter ns()
        mem = tracemalloc.get_traced_memory()[1]
        tracemalloc.stop()
        return {"Time":t e-t s,
        "Memory":mem,
        "Comparisons":comp,
        "Swaps":swap,
        "Iterations":itr}
```

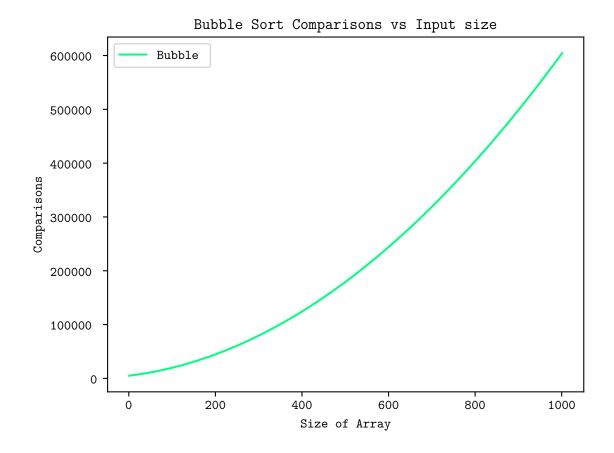
```
1 2 3 4 5 6 7 8 9 []= st

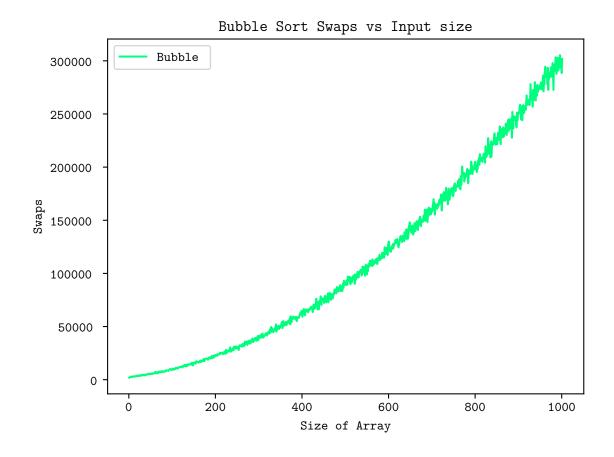
[dbk@balerion hw/2022-04-08/SortingAlgos]$ ./bubble.py
Strt: [19, 14, 0, 1, 6, 10, 5, 9, 14, 16]

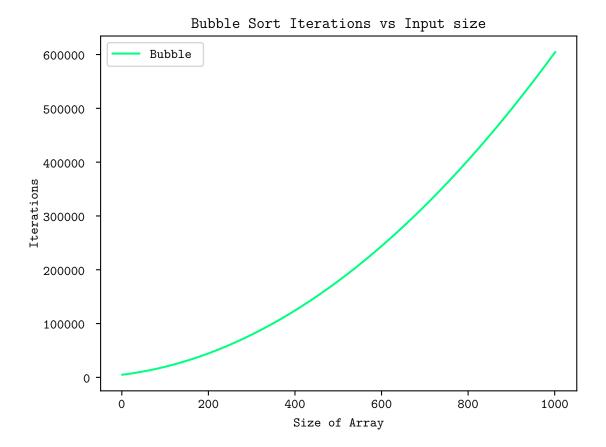
[19,14,0,1,6,10,5,9,14,16,]
[14,0,19,16,10,5,9,14,16,]
[14,0,19,16,10,5,9,14,16,]
[14,0,1,1,6,10,19,5,9,14,16,]
[14,0,1,6,10,19,5,9,14,16,]
[14,0,1,6,10,19,5,9,14,16,]
[14,0,1,6,10,5,9,19,14,16,]
[14,0,1,6,10,5,9,14,16,1]
[14,0,1,6,10,5,9,14,16,1]
[14,0,1,6,10,5,9,14,16,19,]
[0,14,1,6,10,5,9,14,16,19,]
[0,14,1,6,10,5,9,14,16,19,]
 [0,14,1,6,10,5,9,14,16,19,]
[0,1,14,16,10,5,9,14,16,19,]
[0,1,6,14,10,5,9,14,16,19,]
[0,1,6,10,14,5,9,14,16,19,]
[0,1,6,10,5,9,14,9,14,16,19,]
[0,1,6,10,5,9,14,14,16,19,]
[0,1,6,5,10,9,14,14,16,19,]
[0,1,6,5,9,10,14,14,16,19,]
Res: [0,1,5,9,10,14,14,16,19,]
[dbk@balerion hw/2022-04-08/SortingAlgos]$
```











It has a runtime complexity of $O(N^2)$. Its space complexity is O(1).

1.2 Selection Sort

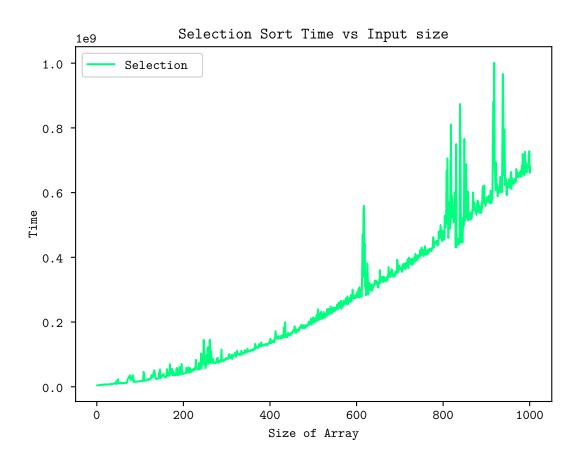
Principle

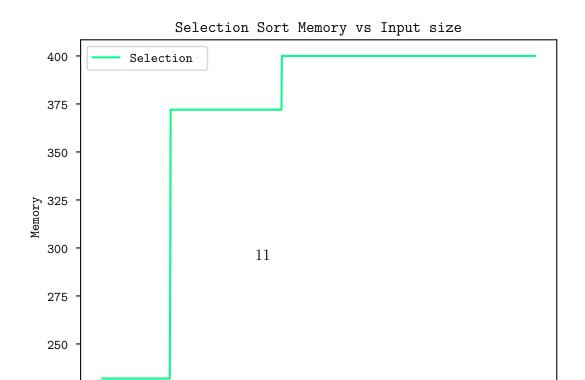
To sort an array in ascending order using selection sort, in each iteration we repeatedly select the smallest element from the unsorted part of the array and append it to the end of the sorted part. In the first iteration, take the 0th element as minimum and compare with the next element. If it is larger than the next element, assign the 1st element as minimum and repeat till the

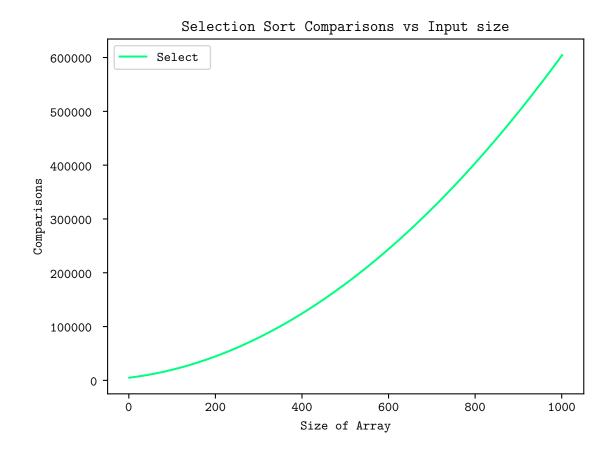
end of the array. At the end of the first iteration we get the smallest element of the array. At this stage place the minimum element in the beginning of the array and proceed to the next iteration to find the next smallest value.

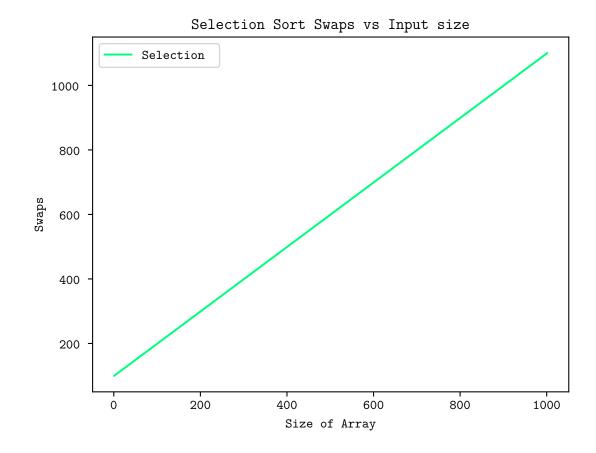
```
def selectionSort(unsortedList):
    swap = 0
    itr = 0
    comp = 0
    tracemalloc.start()
    t_s = perf_counter_ns()
    for i in range(len(unsortedList)):
        minIndex = i
        for j in range(i + 1, len(unsortedList)):
            itr += 1
            comp += 1
            if unsortedList[minIndex] > unsortedList[j]:
                minIndex = j
        (unsortedList[i], unsortedList[minIndex]) = \
            (unsortedList[minIndex], unsortedList[i])
        swap += 1
    t_e = perf_counter_ns()
    mem = tracemalloc.get traced memory()[1]
    tracemalloc.stop()
    return {"Time":t_e-t_s,
            "Memory":mem,
            "Comparisons":comp,
            "Swaps":swap,
            "Iterations":itr}
```

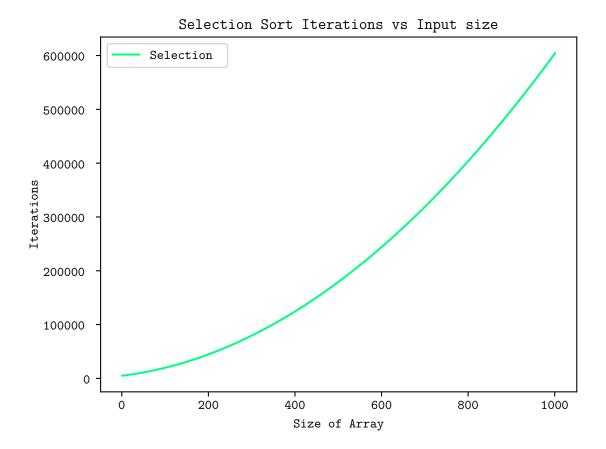
```
[dbk@balerion hw/2022-04-08/SortingAlgos]$ ./select.py
Strt: [66, 274, 79, 156, 23, 226, 22, 105, 79, 160, 95, 217, 67, 137, 183, 228, 218, 106, 57, 207, 282, 284, 130, 117, 146, 193, 185, 162, 298, 59, 285, 135, 232, 214, 284, 119, 20, 203, 125, 110, 131, 252, 292, 238, 149, 163, 260, 81, 243, 239, 264, 32, 217, 225, 140, 213, 197, 266, 108, 237, 113, 161, 286, 220, 197, 232, 282, 162, 268, 101, 5, 72, 43, 50, 39, 155, 101, 163, 186, 214, 149, 250, 82, 98, 113, 259, 45, 47, 92, 85, 128, 138, 260, 158, 85, 205, 118, 0, 291, 171, 246, 274, 121, 293, 134, 214, 287, 206, 260, 1, 191, 23, 12, 154, 293, 109, 108, 232, 14, 275, 154, 115, 91, 110, 164, 45, 194, 183, 159, 116, 224, 125, 232, 86, 256, 51, 300, 229, 217, 177, 276, 204, 103, 79, 136, 69, 194, 252, 244, 73]
Res: [0, 1, 5, 12, 14, 20, 22, 23, 23, 32, 39, 43, 44, 45, 45, 47, 50, 51, 57, 59, 66, 67, 69, 72, 73, 79, 79, 79, 81, 82, 85, 86, 91, 92, 95, 98, 101, 101, 103, 105, 106, 108, 108, 109, 110, 110, 113, 113, 115, 116, 117, 118, 119, 121, 125, 125, 128, 130, 131, 134, 135, 136, 137, 138, 140, 146, 149, 149, 154, 155, 156, 158, 159, 160, 161, 162, 162, 163, 163, 164, 171, 177, 183, 183, 185, 186, 191, 193, 194, 194, 197, 197, 293, 204, 205, 206, 207, 213, 214, 214, 214, 217, 217, 217, 217, 217, 217, 224, 225, 226, 228, 229, 232, 232, 232, 237, 238, 239, 243, 246, 250, 252, 252, 256, 259, 260, 260, 260, 260, 264, 264, 266, 268, 274, 274, 275, 276, 282, 284, 284, 285, 286, 287, 291, 292, 293, 293, 293, 300]
[dbk@balerion hw/2022-04-08/SortingAlgos]$
```











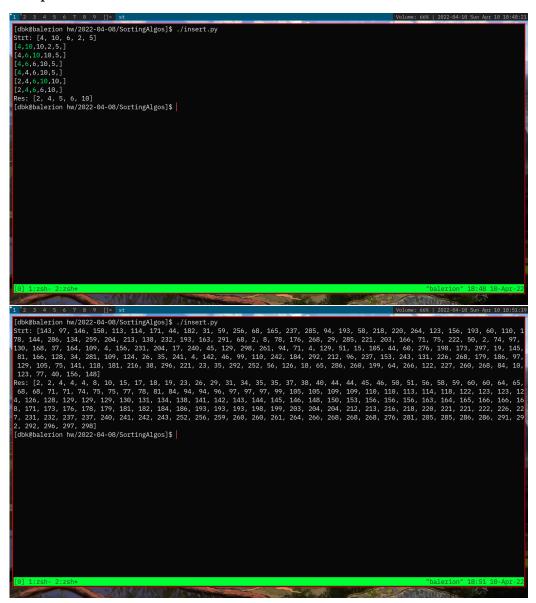
Selection sort is a faster way to arrange smaller arrays but can take more time for larger ones, it has a runtime complexity of $O(N^2)$. However it is faster compared to bubble sort. Its space complexity is O(1).

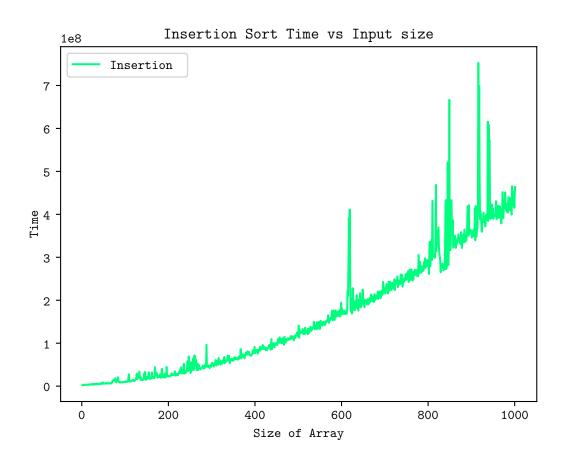
1.3 Insertion Sort

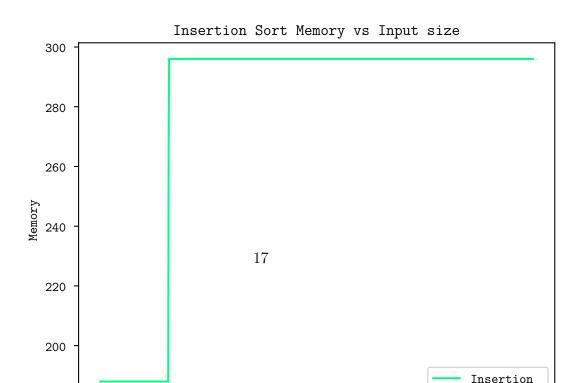
Principle

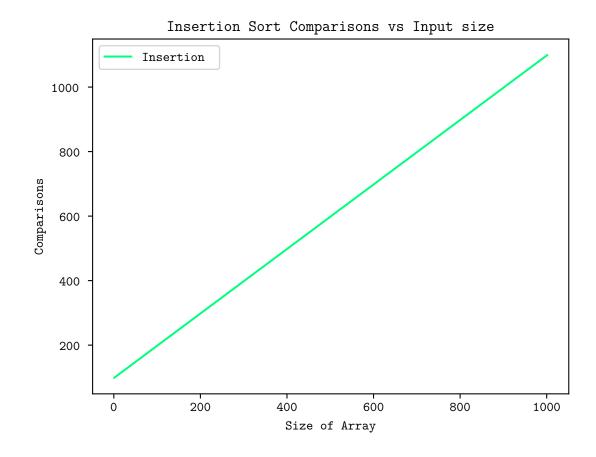
In insertion sort the array is split up virtually into a sorted and unsorted part. Initially the first element is assumed to be already sorted. We pick elements from the remaining unsorted part of the array and compare it with each element of the sorted part. If the selected unsorted element is greater than the sorted element, it will be placed after the sorted element otherwise it is placed in front of the sorted element. All the remaining elements are arranged into the sorted part in a similar way.

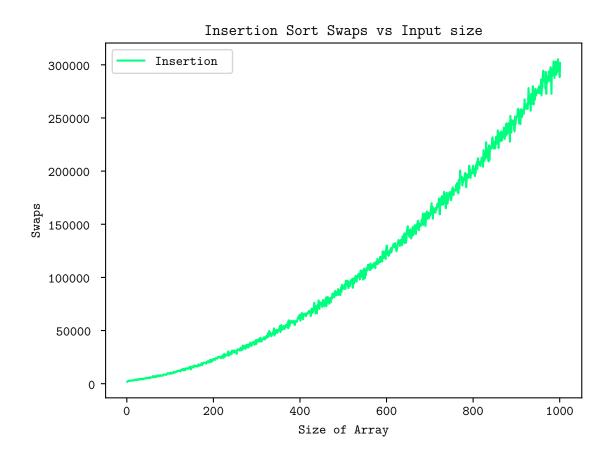
```
def insertionSort(unsortedList):
    swap = 0
    itr = 0
    comp = 0
    tracemalloc.start()
    t s = perf counter ns()
    for i in range(1, len(unsortedList)):
        itr += 1
        key = unsortedList[i]
        ptr = i - 1
        comp += 1
        while ptr >= 0 and unsortedList[ptr] > key:
            unsortedList[ptr + 1] = unsortedList[ptr]
            ptr -= 1
            swap += 1
            itr += 1
        unsortedList[ptr + 1] = key
    t_e = perf_counter_ns()
    mem = tracemalloc.get_traced_memory()[1]
    tracemalloc.stop()
    return {"Time":t_e-t_s,
            "Memory":mem,
            "Comparisons":comp,
            "Swaps":swap,
            "Iterations":itr}
```

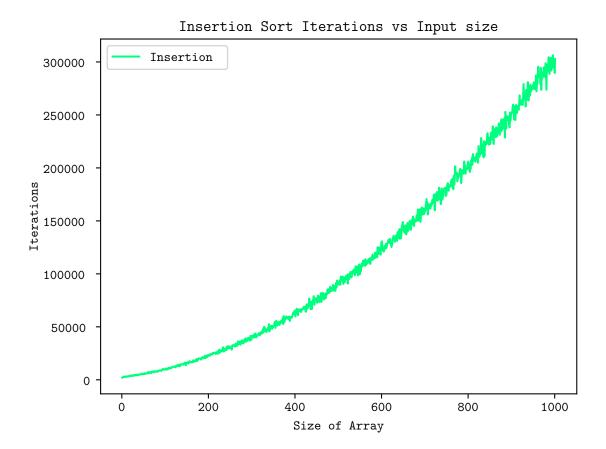












We can see that insertion sort is a faster way to arrange smaller arrays but can take more time for larger ones, it has a runtime complexity of $O(N^2)$. Its space complexity is O(1). The number of comparisons, swaps and iterations increases with the increase in input size.

1.4 Merge Sort

Principle

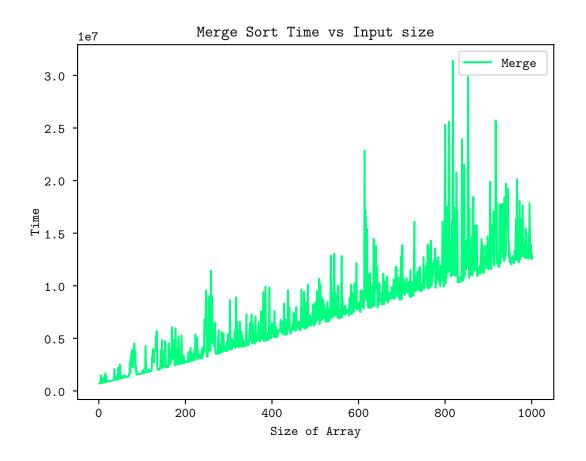
Merge sort is based on the divide and conquer principle. It divides the array into two equal halves and calls itself into each half recursively and

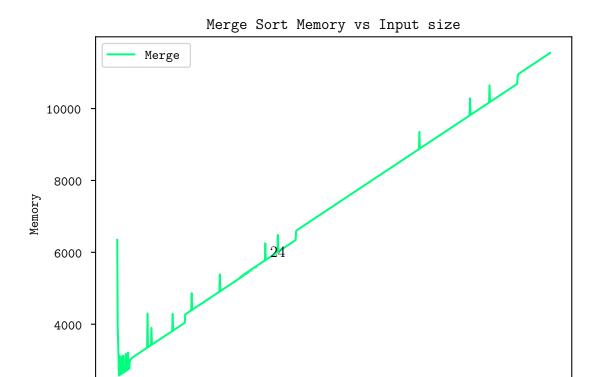
then merges the two sorted halves. The subarrays are divided repeatedly until they become arrays of size 1. At this point they start merging in the desired order(ascending or descending) the one element arrays become 2 element arrays which merge again and become 4 elements and so on until the complete sorted list is reached.

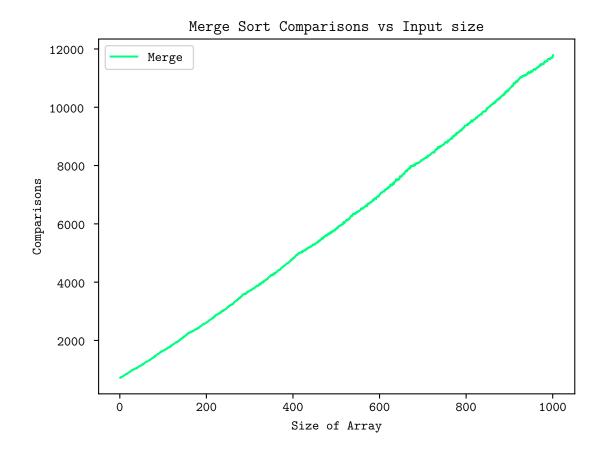
```
def merge_sort(a):
    global t comp
    global t_swap
    global t_itr
    if len(a) > 1:
        m = len(a) // 2
        1 = a[:m]
        r = a[m:]
        merge_sort(1)
        t itr+=1
        merge_sort(r)
        t_itr+=1
        size_1 = len(1)
        size_r = len(r)
        i = j = k = 0
        while True:
            t comp += 1
            if l[i] <= r[j]:
                 a[k] = l[i]
                 i += 1
                 k += 1
                 t_{comp} += 1
                 if i == size_l:
                     while j < size r:</pre>
                         a[k] = r[j]
                         j += 1
                         k += 1
                     return
            else:
                 t_swap += 1
```

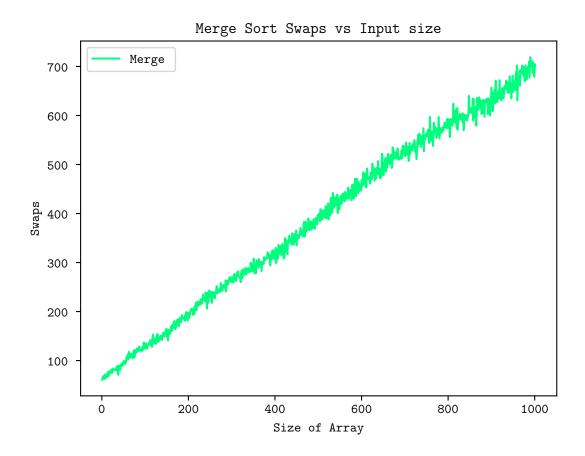
```
a[k] = r[j]
j += 1
k += 1
t_comp += 1
if j == size_r:
  while i < size_l:
    a[k] = l[i]
    i += 1
    k += 1
return</pre>
```

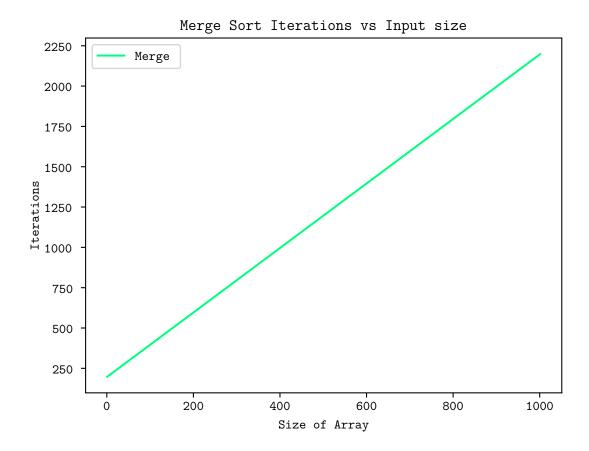












The time complexity is $O(n \log n)$ and its space complexity is O(n).

1.5 Quick Sort

Principle

In quick sort the array is divided into two arrays, one array holds values that are smaller than the pivot and the other holds values that are larger. The pivot can be either selected randomly or it can be the rightmost or leftmost element of the array. The resulting two arrays are again divided in the similar manner. This continues until each subarray has only one element.

At this point the elements are already sorted, so we can just combine them to get a sorted array. This method of sorting is fast and very efficient but the performance largely depends on the selection of the pivot

```
def qsort(a, l, r):
    global t_comp
    global t_swap
    global t itr
    t_{comp} += 1
    if 1 < r:
        p = part(a, l, r)
        qsort(a, 1, p - 1)
        t_itr += 1
        qsort(a, p + 1, r)
        t itr += 1
def part(a, 1, r):
    global t comp
    global t_swap
    global t_itr
    t swap += 1
    # swap middle element with the left most
    (a[1], a[(1 + r) // 2]) = (a[(1 + r) // 2], a[1])
    # pivot_index
    pi = 1
    # pivot value
    p = a[p_i]
    while l < r:
        t_{comp} += 1
        while 1 < len(a) and a[1] <= p:
            t_{comp} += 1
            1 = 1 + 1
        while a[r] > p:
            t comp += 1
            r = r - 1
```

```
# Check for overlap
if 1 < r:
    t_comp += 1
    t_swap += 1
    # swap misplaced elements
    (a[1], a[r]) = (a[r], a[1])
t_swap += 1
# put pivot in the correct place
(a[p_i], a[r]) = (a[r], a[p_i])
return r</pre>
```

```
[dbk@balerion hw/2022-04-08/SortingAlgos]$ ./quick.py

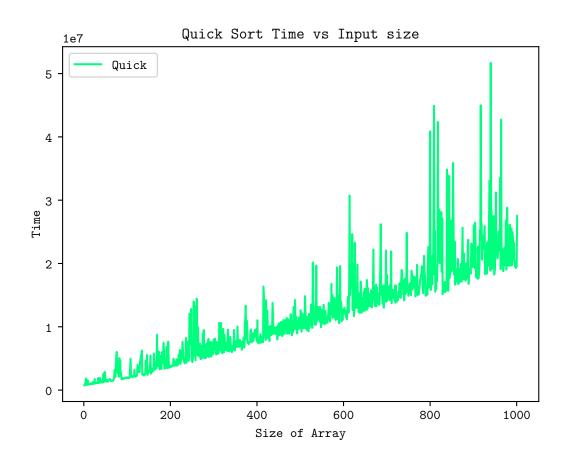
Strt: [13, 17, 10, 0, 0, 3, 10, 8, 14, 18]

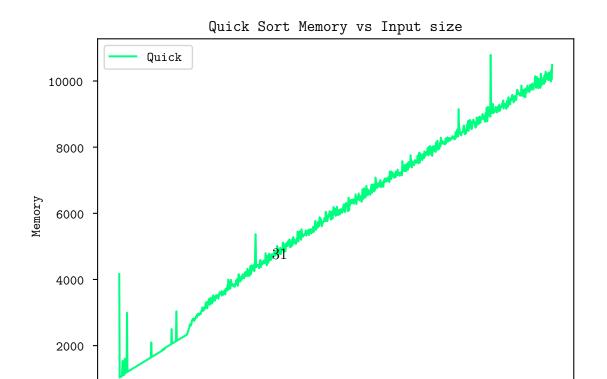
[13, 17, 10, 0, 0, 3, 10, 8, 14]

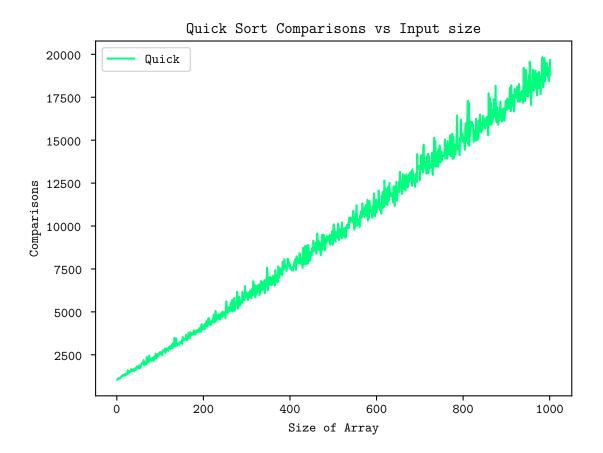
[10, 17, 13, 3, 10, 8, 14]

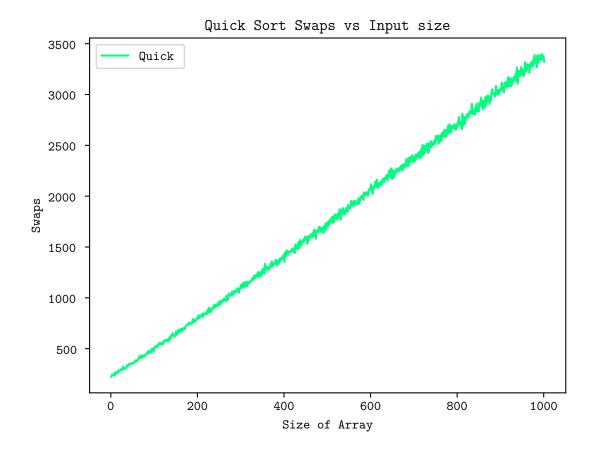
[17, 13, 10, 10, 8, 14]

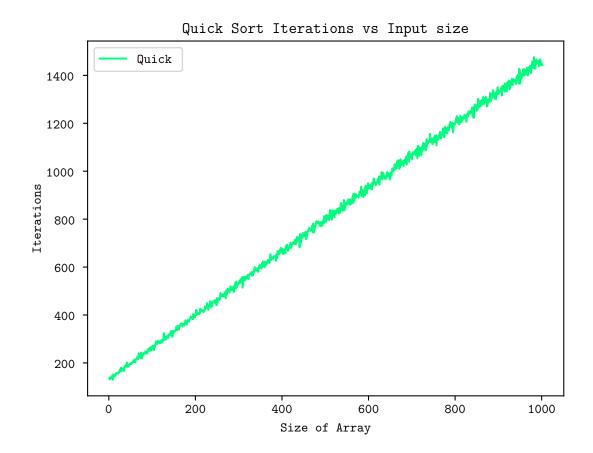
[10]
[17, 13, 14]
[17, 14]
[17]
Res: [0, 0, 3, 8, 10, 10, 13, 14, 17, 18]
[dbk@balerion hw/2022-04-08/SortingAlgos]$
```











The best and average case time complexity is $O(n \log n)$ and the worst case complexity is O(n2).

2 Comparison

