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Complexity of Sorting Algorithms.

Insertion Sort: - (For n number of data elements)

Best Case: It the set of data are initially sorted then only one comparison is made on each pass, so the sort is O(n); where n is the number of data in the set.

Average Case! - The total number of companisions for this case is: $T(n) = \frac{1}{2} + \frac{2}{2} + \dots + \frac{n-1}{2}$ $= \frac{n^2}{4} - \frac{n}{4}$

 $T(n) = O(n^2)$

Worst Case: If the set of data are in the reverse order in the initial step then worst case occurs. For each element at index K, the number of companisions for each element is (K-1). So, the total number of companisions is:

$$T(n) = 1 + 2 + \cdots + (n-1)$$

= $\frac{n(n-1)}{2}$
 $T(n) = O(n^2)$

Selection Sort: (For n number of data elements)

Best Case! -
Average Case! -
Worst Case! --

For selection sort there is no improvement if the set of data elements are sorted or unsorted completely, since the testing proceeds to completion without regard to the arrangement of the data in the set.

For all the cases, for pass 1 it requires (n-1) companisons, for pass 2 it is (n-2) and so on. So, the total number of companisions is 1-

$$T(n) = (n-1) + (n-2) + \dots + 2 + 1$$

$$= \frac{n(n-1)}{2}$$

$$T(n) = O(n^2)$$

Bubble Sort: (For n number of data elements)

Best Case: If the set of data elements is sorted fully in the initial step, then the complexity is O(n) which is the Best Case.

Average Case and Norst Case: The time complexity for bubble sort is same for average case and worst case. The worst case occurs when the set of data elements is fully unsorted. So the 1st pass requires (n-1) number of companisions, 2nd pass requires (n-2) number of companisions and so on. So the total time is:

$$T(n) = (n-1) + (n-2) + - - - + 1$$

$$= \frac{n(n-1)}{2}$$

$$T(n) = O(n^2)$$

Merge Sort: (For n number of data elements)

Best Case, Average Case and Worst Case:

We can write a recurrance relation for the running time of merge sort. We will assume that the number of elements n is a power of 2, so that we always split even halves for n=1, the time to merge sort is constant, which we will denote by 1. Otherwise, the time to merge sort n numbers is equal to the time to do two recursive merge sorts of size n/2, plus the time to merge, which is linear. The following equations say this exactly.

$$T(0) = 1$$
 and $T(n) = 2 + (n/2) + n = 0$

From 0 we get
$$T(n/4) = 2 T(n/8) + n/4 - 0$$

Continuing in this manner we obtain

Using
$$n/2K = 1$$
, we get $n=2K$
or, $log N = K$

Quick Sort: (For n number of data elements)

Best Case!

In the best case, the pivot element is in the middle. To simplify the mathematical expression we assume that the 2 sub sets are each exactly half the size of the original. Therefore we can write

$$T(n) = 2 + (n/2) + cn$$
 [where c is a constant]

Dividing both sides of equation by n we get

$$\frac{T(n)}{n} = \frac{T(nh)}{n/2} + c$$

Using the above equation we get

$$\frac{T(n/2)}{n/2} = \frac{T(n/4)}{n/4} + C$$

$$\frac{T(n/4)}{n/4} = \frac{T(n/8)}{n/8} + c$$

$$\frac{T(n/2\kappa-1)}{(n/2\kappa-1)} = \frac{T(n/2\kappa)}{n/2\kappa} + c$$

Adding all the above equations we get,

$$\frac{T(n)}{n} = \frac{T(n/2\kappa)}{n/2\kappa} + C(\frac{\log_2 n}{2}) \kappa$$

Using N/2K=1, we get

Therefore from the above equation we get, $\frac{T(n)}{n} = \frac{T(1)}{1} + C(\log n)$

Average Case and Worst Case: We assume that the elements are distinct and that all permutations of the elements are equally likely. Let n be the number of elements in the section of the list being sorted, and let A(n) be the average number of key comparisions. Jone for lists of this size. Suppose the next time the split function is executed first element of the list put in the ith position in this sublist. Split Joes (n-1) key comparisions and the sublists to be sorted next have (i-1) heys and (n-i) keys respectively.

Each possible position for the split point i is equally likely. (has probability 1/n). So we have the recumance relation as:-

$$A(n) = (n-1) + \frac{n}{2} \frac{1}{n} (A(i-1) + A(i-1)) + \frac{n}{2} \frac{1}{n} (A(i-1) + A(i-1))$$

where $A(i) = A(i) = A(i) = 0$

Now,
$$A(n) = (n-1) + \frac{1}{n} \sum_{i=1}^{n} (A(i-1) + A(i-1))$$

$$= (n-1) + \frac{1}{n} \sum_{i=1}^{n} A(i-1) + \frac{1}{n} \sum_{i=1}^{n} A(n-i)$$

$$+ \frac{1}{n} A(n-1) + \frac{1}{n} A($$

Now, equation \mathbb{O} with $\times n - (n-1) \times \mathbb{O}$ we get $n A(n) - (n-1) A(n-1) = h(n-1) + 2 \sum_{i=2}^{n-1} A(i) - (n-1) \frac{n-2}{i-2} A(i)$ $= h(n-1) - (n-1)'(n-2) + 2 \sum_{i=2}^{n-2} A(i) + 2 \sum_{i=2}^{n-2} A(i)$

n
$$A(n) = 2(n-1) + 2A(n-1) + (n-1)A(n-1)$$

$$= 2(n-1) + (n+1)A(n-1)$$

$$dividing by $n(n+1)$ on both sides we get

$$\frac{A(n)}{n+1} = \frac{2n-2}{n(n+1)} + \frac{A(n-1)}{n}$$

Now let $B(n) = \frac{A(n)}{n+1}$

From previous steps we get $B(n) = \frac{2n-2}{n(n+1)} + B(n-1)$

$$B(n-1) = \frac{2(n-1)-2}{(n-1)(n-1+1)} + B(n-2)$$

$$B(n-2) = \frac{2(n-2)-2}{(n-2)(n-2+1)} + B(n-3)$$

$$B(n) = \frac{2n-2}{n(n+1)} + \frac{2(n-1)-2}{(n-1)(n-1+1)} + \frac{2(n-2)-2}{(n-2)(n-2+1)} + \cdots + B(n)$$

$$B(n) = \frac{n}{(n+1)} = \frac{2n-2}{(n-2)(n-2+1)} + \cdots + B(n)$$

$$B(n) \approx 2 \ln (n)$$

$$= \ln (2) \log_2 n$$

$$= 2(a + 3n) \log_2 n$$

$$= 1-386 \log_2 n$$

$$Mow_1 = \frac{A(n)}{n+1} = 1-386 \log_2 n$$

$$A(n) = 1-386 (n+1) \log_2 n$$

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Heap Sort: (For n number of data elements)

Best Case, Average Case, Worst Case! Let the heapsort algorith, be applied on an set A of n elements. The algorithm has 2 phases.

Phase 1:- Let H be a heap. The number of comparisions to find the appropriate position of a new element ITEM in H cannot exceed the depth of H. Since H is a complete tree, its depth is bounded by lay m where m is the number of elements in H. The total number Th) of comparisions to insert n elements in phase I into H is bounded as follows:

Th) ≤nlogn

So the running time of phase 1 of heapsont is proportional to nlog n

Phase 2:- Let H is a complete tree with m elements, and Suppose the left and right subtrees of H are heaps and L is the root of H. The reheaping uses 4 companisions to move the node L one step down the tree H. So the depth of H does not exceed log m, reheaping uses at most 4 log m companisions to find the appropriate place of L in the tree H. This means elements of phase 21 from H, which requires reheaping n times, is bounded as follows:

h6, ≤ 4n log n

So the running time of Phase 2 of heapsont is also

So the complexity is of order as follows:

Binary Search Tree:

The number of comparisions required to access a key is I more than the number required when the nocle was inserted. But the number required to insert a key equals the number required in an unsuccessful search. for that hey before it was inserted.

Thus
$$S_n = 1 + \frac{(u_0 + u_1 + u_2 + \cdots + u_{n-1})}{n}$$
 [where u_i is the operation of this with the equation $S_n = \frac{(n+1)}{n} u_n - 1$
 $\frac{(n+1)}{n} u_n - 1 = 1 + \frac{(u_0 + u_1 + \cdots + u_{n-1})}{n}$

or, $\frac{(n+1)}{n} u_n = 2 + \frac{(u_0 + u_1 + u_2 + \cdots + u_{n-1})}{n}$

or, $\frac{(n+1)}{n} u_n = 2n + \frac{(u_0 + u_1 + u_2 + \cdots + u_{n-1})}{n}$

Replacing n by $\frac{(n-1)}{n} = \frac{n}{n}$
 $u_{n-1} = \frac{2(n-1)}{n} + \frac{u_0 + u_1 + \cdots + u_{n-1}}{n}$

Now, equation $0 - \frac{n}{n} = \frac{n}{n}$
 $u_n = \frac{n}{n} + \frac{n}{n}$
 $u_{n-1} = \frac{n}{n} + \frac{n}{n}$
 $u_{n-2} = \frac{n}{n} + \frac{n}{n}$
 $u_{n-2} = \frac{n}{n} + \frac{n}{n}$
 $u_n = \frac{n}{n} + \frac{n}{n}$
 $u_n = \frac{n}{n} + \frac{n}{n}$

After adding all the terms we get,

$$u_n = u_1 + \frac{2}{3} + \frac{2}{4} + \cdots + \frac{2}{n} + \frac{2}{n+1}$$
 $= 1 + \frac{2}{3} + \frac{2}{4} + \cdots + \frac{2}{n} + \frac{2}{n+1}$
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 $= 1 + \frac{2}{3} + \frac{2}{n+1} + \frac{2}{n+1} + \frac{2$

Radix Sorti-

Let f be a set of n elements. Let d denote the radix and suppose each item Ai is represented by means of s of the digits:

Ai = di, diz --- dis

The radix sort algorithm will require spasses, the number of digits in each item. Pass K will compare each dix with each of the ddigits. Hence K(h) the number of comparisions is as follows:-

CGI Sdxsxn

Although d is independent of n, the number s does depend on n. In the worst case, s=n so $(G_1=O(G^2))$. In the best case, $s=\log_d m$, so $C_{G_1}=O(n\log n)$. Thus, Radix sort Performs well only when the number s of digits in the representation of the Ais is small.

Shell Sont:

The has been shown that the order of the Shell sort can be approximated by $O(nlogn)^2$ if an appropriate sequence of increments is used. For other case series by of increments, the running time can be proven to be O(nlos). Empirical data indicates that the running time is of the form $a \times nb$, where a is between 1.1 and 1.7 and b is approximately 1.26, or of the form $C \times n \times (ln(n))^2 - d \times n \times ln(n)$, where c is approximately 1.26, and c is recommended for moderately sized data set of several handred elements.