

Programming Project

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Problem Definition: The purpose of this project is to evaluate the run time complexity of three different algorithms. Each of the algorithms were given the input size of 10,000 - 200,000. The real-world applications of these algorithms dealt with the testing of sorting arrays and deciding the i th smallest element denoted as the order statistic.

Algorithms and RT analysis: The pseudocode for each algorithm and their run times are given below.

Insertion Sort

```
INSERTION-SORT( $A$ )
1  for  $j = 2$  to  $A.length$ 
2       $key = A[j]$ 
3      // Insert  $A[j]$  into the sorted sequence  $A[1..j-1]$ .
4       $i = j - 1$ 
5      while  $i > 0$  and  $A[i] > key$ 
6           $A[i+1] = A[i]$ 
7           $i = i - 1$ 
8       $A[i+1] = key$ 
```

insertion sort has a
worst-case running time of $\Theta(n^2)$

Heapsort

```
HEAPSORT( $A$ )
1  BUILD-MAX-HEAP( $A$ )
2  for  $i = A.length$  downto 2
3      exchange  $A[1]$  with  $A[i]$ 
4       $A.heap-size = A.heap-size - 1$ 
5      MAX-HEAPIFY( $A, 1$ )
```

```
BUILD-MAX-HEAP( $A$ )
1   $A.heap-size = A.length$ 
2  for  $i = \lfloor A.length/2 \rfloor$  downto 1
3      MAX-HEAPIFY( $A, i$ )
```

```
MAX-HEAPIFY( $A, i$ )
1   $l = LEFT(i)$ 
2   $r = RIGHT(i)$ 
3  if  $l \leq A.heap-size$  and  $A[l] > A[i]$ 
4       $largest = l$ 
5  else  $largest = i$ 
6  if  $r \leq A.heap-size$  and  $A[r] > A[largest]$ 
7       $largest = r$ 
8  if  $largest \neq i$ 
9      exchange  $A[i]$  with  $A[largest]$ 
10     MAX-HEAPIFY( $A, largest$ )
```

The HEAPSORT procedure takes time $O(n \lg n)$

Randomized Select

```
RANDOMIZED-SELECT( $A, p, r, i$ )
1  if  $p == r$ 
2    return  $A[p]$ 
3   $q = \text{RANDOMIZED-PARTITION}(A, p, r)$ 
4   $k = q - p + 1$ 
5  if  $i == k$  // the pivot value is the answer
6    return  $A[q]$ 
7  elseif  $i < k$ 
8    return RANDOMIZED-SELECT( $A, p, q - 1, i$ )
9  else return RANDOMIZED-SELECT( $A, q + 1, r, i - k$ )
```

RANDOMIZED-PARTITION(A, p, r)

```
1   $i = \text{RANDOM}(p, r)$ 
2  exchange  $A[r]$  with  $A[i]$ 
3  return PARTITION( $A, p, r$ )
```

The new quicksort calls RANDOMIZED-PARTITION in place of PARTITION:

RANDOMIZED-QUICKSORT(A, p, r)

```
1  if  $p < r$ 
2     $q = \text{RANDOMIZED-PARTITION}(A, p, r)$ 
3    RANDOMIZED-QUICKSORT( $A, p, q - 1$ )
4    RANDOMIZED-QUICKSORT( $A, q + 1, r$ )
```

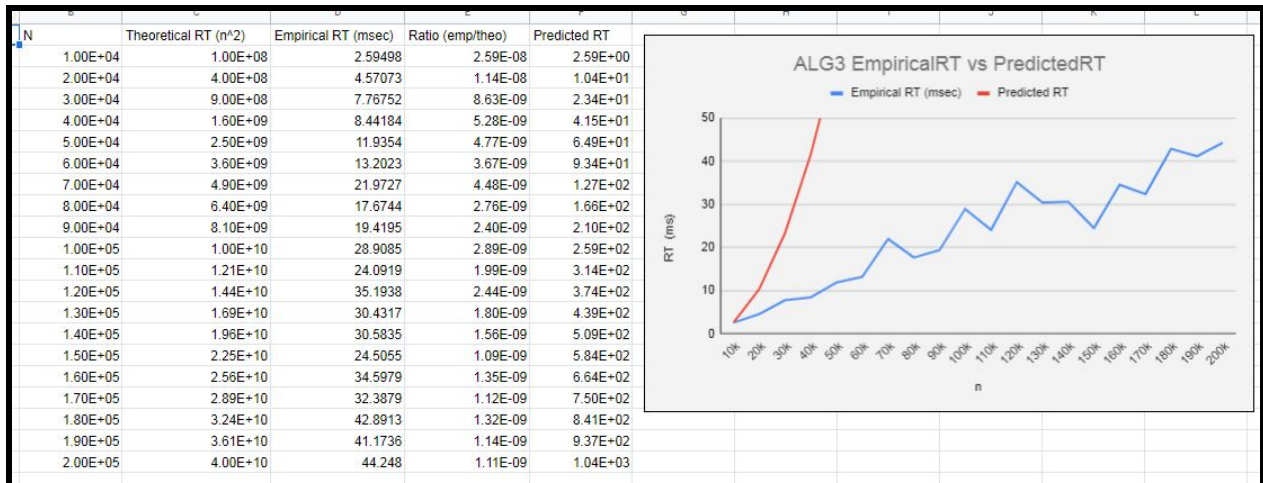
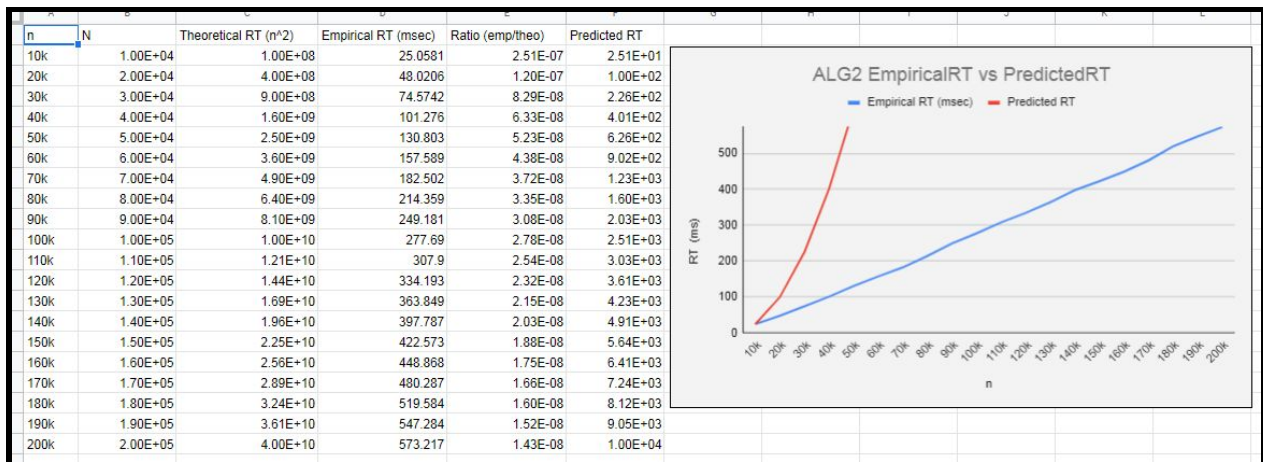
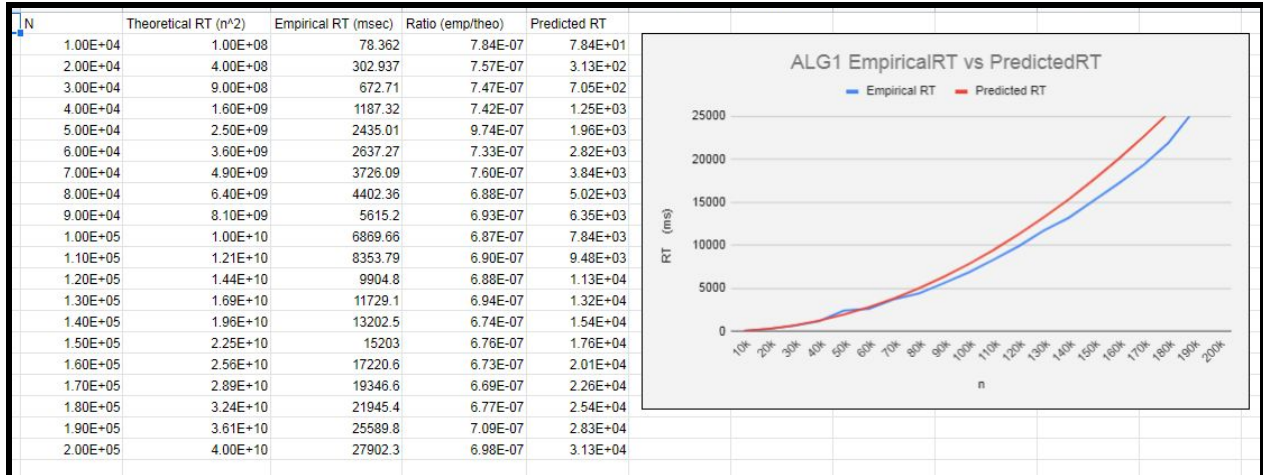
PARTITION(A, p, r)

```
1   $x = A[r]$ 
2   $i = p - 1$ 
3  for  $j = p$  to  $r - 1$ 
4    if  $A[j] \leq x$ 
5       $i = i + 1$ 
6      exchange  $A[i]$  with  $A[j]$ 
7  exchange  $A[i + 1]$  with  $A[r]$ 
8  return  $i + 1$ 
```

The worst-case running time for RANDOMIZED-SELECT is $\Theta(n^2)$

Experimental Results:





Conclusion: After conducting the experiment, I concluded that empirical run times are lower than the predicted run times for all three algorithms. Also, the empirical and theoretical results are consistent.