

# The Bubble Algorithm Library: A Performance Evaluation

Group 5

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# 1 Introduction

Algorithm (in honour to mathematician *Muham-mad ibn Mūsā al-Khwārizmī*) is the term used to refer to a set of ordered and finite well-defined instructions that enclose a process to do or achieve something specific. Algorithms, for example, can be seen as simple as a recipe for cooking a delicious meal, as complex as a flight collision avoidance system, or as beautiful as the creation of life. So when you think about algorithms, you realize that are simply part of everyday life. When we face the pragmatic side of an algorithm, we notice that is process or a technique for solving a given problem based on completing a set of tasks [9].

Programming languages serve as a natural-like language interface for programmers to encode algorithms that allow a general-purpose computer to execute the tasks designed to solve the proposed problems [8, 7]. In this way, these programs enable humans to simplify things while expanding their capabilities.

In computer science, the main question is how much time algorithms take to solve a problem. Generally, computer scientists determine the answer to this question based on the set of components that the algorithm acts on. For example, the processing time of an algorithm that finds the largest set in a database is relative to the size of the list. However, for the "slow" formula for sorting the numbers in the database from the smallest to largest, the execution time would be relative to the shape of the size of the list. This variation depends on whether the list is pre-sorted from the smallest to largest element, which is the worst case if the list is sorted from largest to smallest. The most representative scenario in real life is when the list is randomly sorted. In such a case, the average case scenario is considered. However, there is a general tendency among computer scientists to consider the complexity of an algorithm as the worst-case scenario, based on the concept of Murphy's Law, which states, "Anything that can go wrong will go wrong."

There are several ways to evaluate the execution of an algorithm, and the following categories are relevant to this research: Completeness, Optimality, Experience Quality, and Infinite Quality. An algorithm that is *complete* usually promises to obtain the solution, if there is one. An *optimal* al-

gorithm, is not only capable to find a solution, but to perform within the lowest cost (i.e. smallest Big O notation) [1, 3].

The minute *quality* of the algorithm quantifies the time it takes to finish the formula as an absolute number/length of the sequence. The *infinite quality* of the algorithm quantifies the amount of space it takes for the algorithm to successfully complete the formula.

Algorithmic efficiency refers to the features of an algorithm that are related to the number of computational resources required by the approach. It is possible to optimize a computer program such that it runs faster while using less memory, power, and other resources. Algorithmic efficiency is the same as technical productivity in a recurrent or continuous operation [5].

The biggest drawback of the algorithm formula is the hardware that has to hold all those nodes, compared to the level-first search algorithm, which has a minimal footprint. This leads to an exponentially infinite quality that can exhaust the free hardware on the computer within a few hours. Thus, the formula is impractical for significantly large problems.

Bubble, Inc. has requested us to analyze the execution time performance of their three in-place Bubble Sort algorithm candidates to choose which unique implementation we recommend to include in the library they are creating for Java developers.

This report describes our experiment's design decisions, the process we followed, the results we obtained, and our final recommendation.

## 2 Hypotheses

- Data sorting: When consider the input data, the complexity of the sorting of the data has an influence in the performance (running time) in any of the sorting algorithms being the pre-sorted data in an *ascending*- the fastest, *random*- the average, and *descending*-data the slowest.
- Array size: When considering the length of the arrays, the running time will be directly proportional to the size of the input data. Being a large input-data set (*10,000 elements*) the slowest, compared to the smallest input

data set (*100 elements*). A middle size input-data with *1,000 elements* is also to be considered.

- Data type: There are two major considerations regarding data-type: Size and Nature. When considering the nature of data, the data with highest complexity (as a reference type), *string*, will take the slowest running time, whereas data-type of a number nature will run faster. Among these *floating-point-number* (4 Bytes) will have the slowest running time, followed by *integer-number* (4 Bytes) and *short-number* (2 Bytes) as the fastest number. Thus, the performance (time) will proceed as: string > float > integer > short.
- Algorithm (complexity): When considering the coding and algorithm complexity, the *Bubble sort pass per item* algorithm falls in the  $O(n^2)$  will take the longest time, whereas a more refined *Bubble sort until no change* algorithm will run faster. The *Bubble sort while needed* algorithm will be the fastest, as it implements only if it is necessary to run a bubble sorting.

## 3 Materials & Methods

All experiments were performed in accordance with instructions from the course in Experimentation and Evaluation 2022 as part of the curriculum program for bachelor's in informatics of the Università della Svizzera italiana, Lugano, Switzerland.

### 3.1 Variables

#### 3.1.1 Independent variables

Three major bubble sorting algorithms, provided by Prof. Dr. Gabriele Bavota, were evaluated and compared one another in this study (See Appendix [Bubble Sort Algorithms](#)):

1. Bubble sort pass per item
2. Bubble sort until no change
3. Bubble sort while needed

Variable	Levels
Algorithms	BubbleSortPassPerItem BubbleSortUntilNoChange BubbleSortWhileNeeded
Data Type	Floating-point number Integer Short String
Array Size	100 elements 1,000 elements 10,000 elements
Data Sorting	Ascending Descending Random

**Table 1: Independent variables.** Four major independent variables where including in the study (left panel). Notice that input data of Floating-point number contains four decimals (i.e. 123.0000); integer contains numbers from -2,147,483,648 to 2,147,483,647; short contains numbers from -32,768 to 32,767). Strings contains only alphabetical words with length of five characters (Data Type, right panel).

#### 3.1.2 Dependent variables

Variable	Measurement scale
Running time	nanoseconds (ns)

**Table 2: Dependent variables.** The performance of an algorithm is measured by the computation running time in ns ( $10^{-9}$  s) .

#### 3.1.3 Control variables

The control variables can be found in table 3. Different factors within the machinery can be considered during the implementation of the sorting algorithms and measurement of the processing time (ns).

Each algorithm was run equally with a number of 1000 iterations times prior to data acquisition in order to prepare the system. All algorithms were executed using a Mac Mini Apple M1 chip (M1, 2020) with 8-Core GPU Family Apple 7 and 16-core Neural Engine, LPD DDR4 and 16 GB memory macOS Monterey v. 12.3 (21E230).

Any active software was reduced to contain only the necessary programs for the basic computer functioning. Data acquisition and data collection were performed without additional software and by us-

ing Java Virtual Machine with implementation of the version 17.0.1 of the Java SE Platform as specified by JSR 392. No internet connection of any kind was supplied during data acquisition. Data was collected and exported for off-line statistical analysis. A full repository of the implementation and supplementary material can be found on [GitHub](#).

Variable	Fixed value
Machine	Apple Mac Mini
CPU	Apple M1 (2020) 8-core CPU
Controller	iBoot-7459.101.2
Graphics	Apple M1 8-core GPU, GPU Family Apple 7 Built-in bus
Memory	16 GB LPDDR4
Operating System	macOS Monterrey v.12.3 (21E230)
Java version	17.0.1, 2021-10-19 LTS
Java™ SE Runtime Environment	Build 17.0.1+12-LTS-39
Java HotSpot™	64-Bit Server VM, mixed mode, sharing

**Table 3: Control variables.** The hardware and software properties of the machine needs to be considered when running the algorithms in different machines. Some machines have *per se* a better performance than others. A general description of the hardware and software used during experimentation is described above.

### 3.2 Design

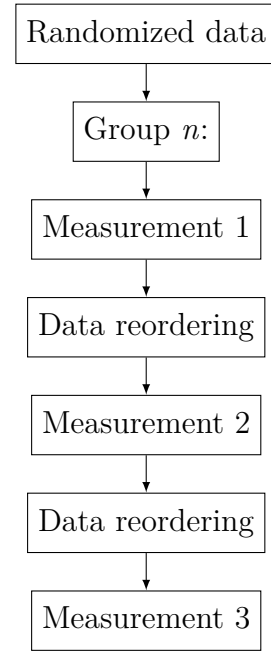
**Type of study:** Experiment

**Number of factors:** Multi-Factor Design

We chose to analyze the Bubble Sort implementations with four different *data types* in distinct combinations of *array sizes*. This allowed us to measure our independent variable in three different configurations per stage, by reorganizing the *data ordering* each time.

The experiment was executed in sequence, one group after the other, as no multi-threading was implemented.

These groups could be considered dissimilar because of their technical nature of belonging to different types of objects. Nonetheless, randomized generation was our source of each group’s population, and then, by configuration, we achieved homogenization by synchronizing the other independent variables. Figure 1 shows a simplified view of the groups configuration.



**Figure 1: Simplified view of a multiple level experiment with multiple independent variables.** Each group represent a combination of *data type* and *array size*. Every *measurement* represents the evaluation of the dependent variable with each of the algorithms. Each *data reordering* represents the order reorganization prior to each measurement.

### 3.3 Apparatus

The experimentation software was programmed and compiled on a MacBook Pro (15-inch, 2019) running macOS Catalina 10.15.7 (19H1715), with a 2.6 GHz 6-Core Intel Core i7 CPU and 6 GB 2400 MHz DDR4 of memory; with IntelliJ IDEA 2021.3.2 (Ultimate Edition) Build #IU-213.6777.52, built on January 28, 2022, and Java’s JDK v.17 was used for the compilation.

All algorithms were executed using a Mac Mini Apple M1 chip (M1, 2020) with 8-Core GPU Family Apple 7, 16 GB LPD DDR4 memory, and macOS Monterrey v.12.3 (21E230).

### 3.4 Procedure

To run the experiment, we created an application that automates the initialization of our data and the execution of the measurements, results collection, and data processing.

The program allows the experiments to be fully customized by parameters-passing on invocation within the restriction of a fixed set of *data types*.

The user can set the following variables declaring flags for:

- the number of iterations to run each instance of source data for each Bubble Sorting algorithm to evaluate
- the seed to initialize the randomized data generator
- the length of the strings to assess, the array sizes to use
- the last  $n$  number of results from the executed iterations to be considered for the data evaluation

The usage of the application is as follows:

```
java -jar BubbleSortExperiments.jar
  [-i <iterations>] [-s <seed>] [-l
<string length>] [-a <array sizes>]
  [-n <last number of results>] [-h]
  [-r]
```

If the user does not provide any of those values, the system will execute with these default values:

- iterations: 1,000
- seed: Java standard random seed
- string length: 5 characters
- last number of results: 30

The user can also call the program with the *-r* flag to get a basic overview of the statistics of every iteration, or if needed, with the *-h* flag to get the usage details.

When invoked, the program looks on the disk for all pre-filtered files available, and if they match the string length, it will load it into memory. If no matching file exists, it will process an external file containing 370,103 unique strings and generate the corresponding filtered version. The files is located in *data/all\_strings.txt* inside the working directory. The original file is publicly available<sup>1</sup>.

The program then initializes the arrays that will hold the data to sort for each array size and type and populate them with randomly generated data. In the case of the strings, it will randomly take the words from the pre-filtered data.

After all randomized data arrays are generated according to the current array size and data type, the program is ready to enter the next phase, where data ordering comes to play.

One ordering type at a time, the program will create clones of the corresponding random array and run them sequentially through the provided Bubble Sort algorithms. Because the Enums are also sorted by default, the ascending array is processed first, the descending second, and the random third.

When finished, it continues to the following data type. When all data types for that array size are done, it will iterate again with the next array size if there is more than one.

Before the sorter in evaluation processes each configuration, an arbitrary total of seven garbage collection invocations are performed, aiming at clearing up the memory heap of unused objects [6].

Then a timer in nanoseconds precision is started and stopped right after the sorter finishes. Execution time is then calculated and collected in a Result class instance, which is pushed into a Result Stack. The measurements are collected for further processing to extract statistical data in the next stage.

The entire process concludes when a CSV file is generated and persisted on the hard drive.

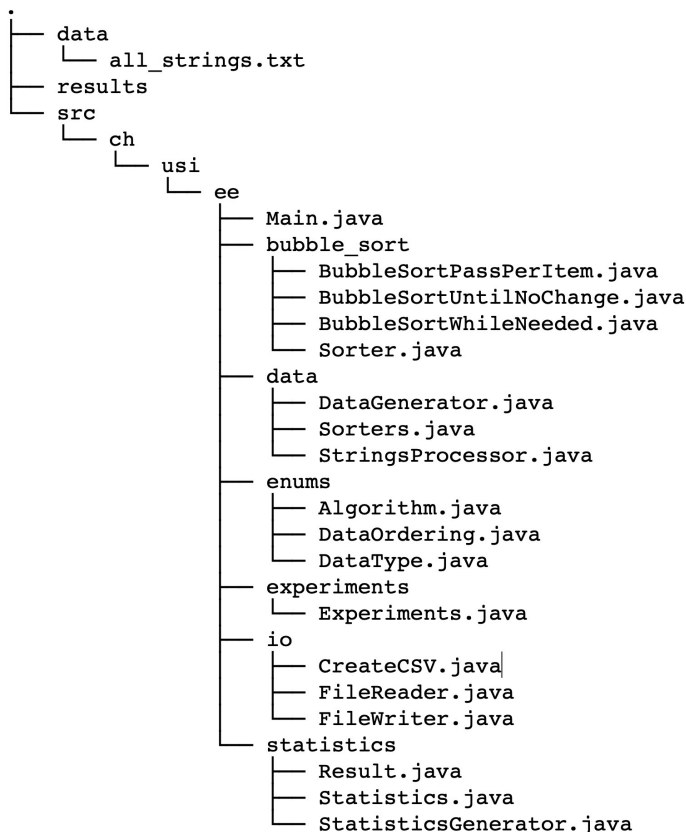
#### 3.4.1 Project structure

The source code of the experimentation program is structured inside the main package *ch.usi.ee*, where the *Main.java* class resides.

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<sup>1</sup>[https://github.com/dwyl/english-words/blob/master/words\\_alpha.txt](https://github.com/dwyl/english-words/blob/master/words_alpha.txt)





**Figure 2:** Package and classes structure of the project

The rest of the project was structured in six sub packages, considering future extensibility and maintainability. Here is their high level description:

- **bubble\_sort:** contains the *sort* interface and the three implementations provided of Bubble Sort.
- **data:** contains the strings source file for the String processor, and the data generators and pre-sorter
- **enums:** contains Enum classes to describe the algorithms that can be tested, and the available data orderings and data types
- **experiments:** holds the class that executes the experiments
- **io:** manages all input and output data from and to the hard disk, as well as the creation of CSV files
- **statistics:** handles result holders and statistics generation

### 3.4.2 Source code, artifacts, and statistical files

When all the results are gathered, a custom-built statistics package is used to generate statistical data that is dumped in a CSV file that is timestamped and written in the folder *results/* inside the working directory.

The source code of the experimentation software is available on GitHub<sup>2</sup>. It contains also the project files for the IDE described in 3.2.

A pre-compiled JAR file can be downloaded from there<sup>3</sup> as well.

We made available on the repository all the files used for data analysis<sup>4</sup>, including the original output CSV file and a set of ten runs to corroborate for results consistency of the application.

### 3.4.3 Results reproduction steps

To reproduce the results the following instructions must be followed:

- Compile the source code according to the hardware specifications, IDE, and JDK described in 3.2. Alternatively, use the provided JAR file from 3.4.1.
- Place the JAR file in the desired folder.
- Create a subfolder named *data/* and copy into it the file *all\_strings.txt*, also described in 3.4.1.
- Invoke the JAR file with the following command on a system with the characteristics described in:

```
java -jar
    BubbleSortExperiments.jar -i
    1000 -s 17072021 -l 5 -a
    100,1000,10000 -n 30
```

- After the experiment is finished, a timestamped CSV results file will be available in the subfolder named *results/*

<sup>2</sup><https://github.com/erickgarro/EE-Bubble-Sort-Experiments>

<sup>3</sup><https://github.com/erickgarro/EE-Bubble-Sort-Experiments/blob/main/artifacts/BubbleSortExperiments.jar>

<sup>4</sup>[https://github.com/erickgarro/EE-Bubble-Sort-Experiments/tree/main/statistical\\_files](https://github.com/erickgarro/EE-Bubble-Sort-Experiments/tree/main/statistical_files)

### 3.5 Input data array size

Each bubble sort algorithm requires input of an array of type Comparable, an interface that makes the comparison between objects more effortless [4]. As such, they can contain objects of other data types. For example, our case had String (with a predefined length of five with alphabetical characters), floating-point-, integer-, and short-numbers.

Three representative lengths of the array were chosen (100, 1000, and 10000).

In addition, the data within the array was pre-sorted following an ascending, descending or random order (`java.util.Random`).

### 3.6 Processing time

The performance of each Bubble algorithm is determined by using Java `System.nanoTime()`. During data acquisition, to avoid external added time, the time was calculated by the difference between processing time preceding and after running each Bubble sorter algorithm. Thus, an actual total processing time per iteration (See [Class Experiments](#) line 201-206, `elapsedTime`) was considered for the data analysis.

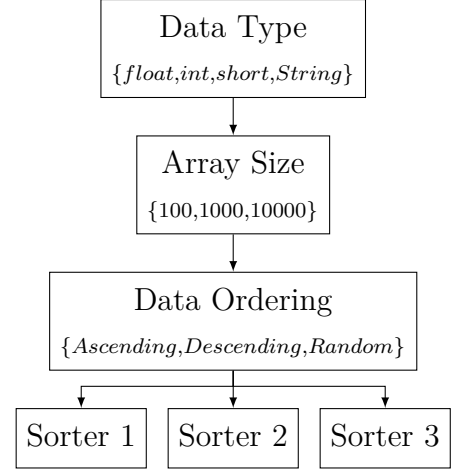
Each bubble sorting algorithm was run  $\sim 1,000$  each time (total iterations) before collecting data. A total of thirty processing time acquisitions (last thirty per experimental set) were collected per experimental set. The collected data was summarized in a table (See [Summary Results](#)) and exported a single CSV file for offline analysis.

### 3.7 Data Entry

The [Class Experiments](#) contributed to the processing and collecting of the data with the performance (processing time, ns) of the multiple combination of each of the independent variables.

Each of the bubble sort algorithms took as input an array of elements belonging to a combination of one of each of the following categories: Data type, array size, and data sorting (See Fig. 3).

We constructed multiple combinations or configurations for the data input iteratively for each measurement as follows: first, we choose data type, then array size, and last data ordering. After each data configuration was complete, we ran it through each sorter in order, as described in 3.3.



**Figure 3: Input data.** Each of the input data was the product of a combination of the main variables (See [Independent variables](#)). *Data type* consisted of floating-point-, integer- or, short-number or String of length five. *Array size* has 100, 1,000 or 10,000 elements. *Data sorting* arranges the data arrays in ascending, descending or random order. *Sorter* is a comparable option among three algorithms BubbleSortPassPerItem, BubbleSortUntilNoChange or BubbleSortWhileNeeded

### 3.8 Data analysis

The data was analysed by using functions within Java Statistical Packages and IBM® SPSS® Statistics version 27, 64-bit edition. The paired-sample t-test was used to compared data within the same experimental group input, whereas the Wilcoxon-Mann-Whitney test were used for comparison between different groups. The results are presented as mean  $\pm$  SEM (standard error of the mean) with the level of significance set as  $*p < 0.05$ .

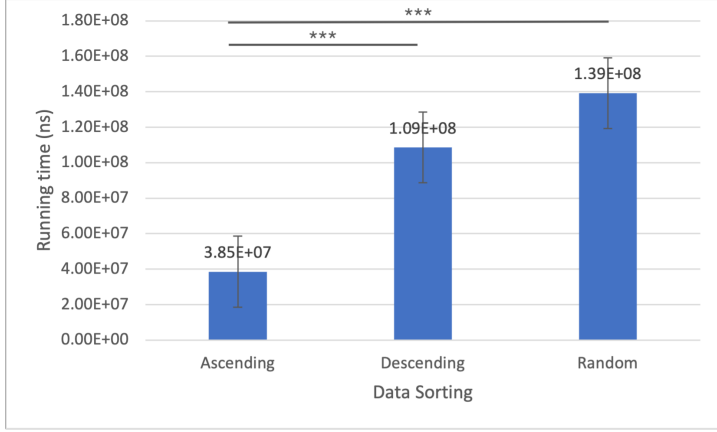
## 4 Results

### 4.1 Data Sorting and Array Size

Data sorting has a fundamental role when considering the size of the array that will be sorted in each algorithm. As shown in figure 4, the array data inputted into the algorithms performs better on data pre-sorted on an ascending manner ( $n=36$  experiments,  $3.85 \times 10^7$  ns  $\pm$   $1.61 \times 10^8$  ns). This behaviour was observed for each algorithm, particularly when array data size was 1000 and 10000 elements (See [Data Sorting vs Array Size](#)). The second most efficient array-sorting-data input was the descending sorting ( $n=36$  experiments,  $1.086 \times 10^8$  ns  $\pm$   $1.92 \times 10^8$  ns), followed by random sorting ( $n=36$



experiments,  $1.39 \times 10^8 \text{ ns} \pm 2.78 \times 10^8 \text{ ns}$ ).

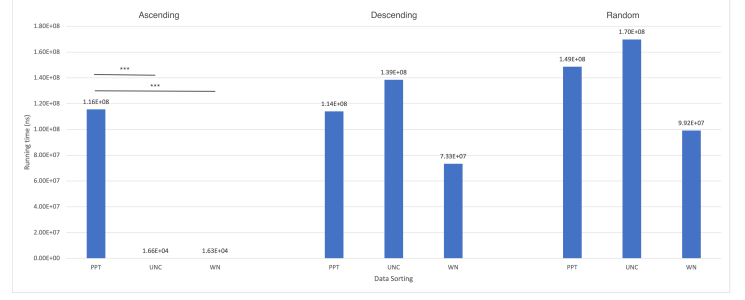


**Figure 4: Data sorting.** The processing time (ns) of three main array input sorted by ascending, descending or random (n=36 total experiments. 12 experiments per case). All data including array size, data type and algorithm type were added in the analysis. Notice that the ascending sorting has a better performance compared to descending or random sorting arrays. Mean±SEM. \*\*\*, P<0.001 by Mann-Whitney test.

When taking into consideration each bubble sort algorithm and the pre-ordering of data, we observe once more the advantage that ascending pre-sorted array presented compared to descending or random array inputs. The processing time of the bubble sort until no change (n=12 experiments,  $1.65 \times 10^4 \pm 3.13 \times 10^4 \text{ ns}$ ) and bubble sort while needed (n=12 experiments,  $1.63 \times 10^4 \pm 3.39 \times 10^4 \text{ ns}$ ) algorithms, which were relatively similar each other, were significantly different compared to its pair-set algorithm, bubble sort pass per item, or any other combination for the descending or random array. In the case of descending- vs random-sorted arrays, as shown in figure 5, the data presented a similar behaviour. Despite the relatively rapid processing time in the descending-bubble sort while needed algorithm (Fig. 5 center, WN, descending) compared with its pair algorithms, the values were not significantly different one another.

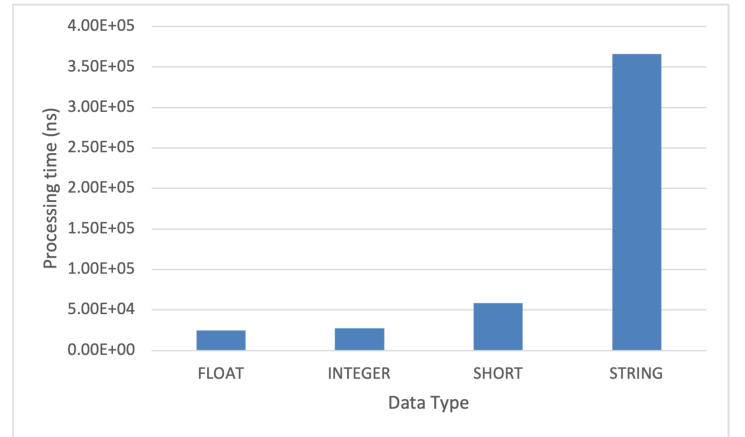
## 4.2 Data Type

The leading six worst performance, as running time (ns), experiments were strings. In fact, the worst performance observed among of all data series was an array random-sorted of strings running the *bubble sort until no change* algorithm, followed by string random *bubble sort pass per item* algorithm. We observed that String data type (n=27 experiments,  $3.66 \times 10^5 \pm 7.47 \times 10^5 \text{ ns}$ ) has the worst processing time



**Figure 5: Data sorting per algorithm.** The processing time (ns) resulting of the input-array data pre-sorted as ascending, descending or random where compared with each of the three bubble sort algorithms (BS) 1) BS per item (PPT) 2) BS until no change (UNC) 3) BS while needed (WN). The processing time (ns) of three main array input sorted by ascending, descending or random (n=36 total experiments). Four experiments were grouped in each set, each corresponding to data type: floating-point-, integer-, short-number, or String. The ascending sorting has a better performance compared to descending or random sorting arrays. Mean±SEM. \*, P<0.05; \*\*\*, P<0.001 by Mann-Whitney test.

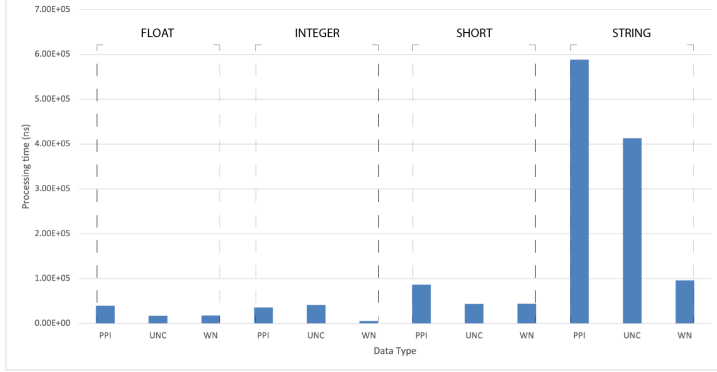
comparing to its pairs floating-point number (n=27 experiments,  $2.49 \times 10^4 \pm 5.68 \times 10^4 \text{ ns}$ ), integer number ((n=27 experiments,  $2.47 \times 10^4 \pm 6.88 \times 10^4 \text{ ns}$ )), short number (n=27 experiments,  $5.83 \times 10^4 \pm 1.40 \times 10^5 \text{ ns}$ ). As shown in figure 6, string was significantly different from any of its pair sample data types, discriminating array size or type of algorithm.



**Figure 6: Data Type.** The processing time (ns) resulting of the data type floating-point-, integer-, short-number, and string (n=27 total experiments). Four experiments were grouped in each set, each corresponding to data type: floating-point-, integer-, short-number, or String. The ascending sorting has a better performance compared to descending or random sorting arrays. The string has the worst performance, followed by short.

Once we performed a more refined sectioning of the data (See Fig. 7), we clearly observed that the main algorithms contributing to a bad processing time are *Bubble Sort Pass Per Item* (n=9 experiments,  $5.89 \times 10^5 \pm 1.40 \times 10^5 \text{ ns}$ ) and *Bubble Sort Until No Change* ((n=9 experiments,  $4.13 \times 10^5 \pm 8.26 \times 10^5 \text{ ns}$ ))

algorithms, whereas the *Bubble Sort while needed* algorithm ( $n=9$  experiments,  $4.13 \times 10^5 \pm 8.26 \times 10^5$  ns) was significantly faster than its pairs.



**Figure 7: Data Type per algorithm.** The processing time (ns) resulting of the data type four data types floating-point-, integer-, short-number, and string where compared with each of the three bubble sort algorithms (BS) 1) BS per item (PPT) 2) BS until no change (UNC) 3) BS while needed (WN). The processing time (ns) of three main array ( $n=9$  per experimental group).

## 5 Discussion

### 5.1 Data Sorting

As initially hypothesized, our data (*See Data Sorting and Array Size*) proves that the data sorted in an ascending manner will have a better performance regardless of the type of algorithm since this is the best case-scenario were the bubble sort algorithm, theoretically, does not have to sort any single element.

One of the aspects we clearly observed is the inefficacy of the the Bubble Sort Pass Per Item algorithm. Despite of having a pre-sorted array of elements, we observed that the processing time was the worst among the three algorithms regardless of data type or size. Another interesting aspect that needs to be highlighted when determine the array sorting is the random sorting.

Opposite to what we initially considered, where the worst complexity would be given by a descending order array, the random sorting presented the slowest running time. A possible attribution to this behaviour is that after several iterations of the  $a < b$  comparison will continue to be false, leading to a branch prediction heuristic that will assume the same outcome for the upcoming comparisons[2].

### 5.2 Array size

In regards to array sizes, we confirmed our hypothesis where the running time would be proportional to the length of the arrays. Larger arrays take longer to be processed. Nonetheless, is notable the repetition of the patter, where in the cases of size 1000 and 10000, Bubble Sort Pass Per Item has the worst performance, and the Bubble Sort Until No Change and Bubble Sort While Needed perform similarly.

### 5.3 Data type

Recapitulating our hypothesis related to data types, we originally said that in terms of execution time, string > float > integer > short

but we found out that they perform as follows:

string > short > float > integer

**String:** takes the longest processing time since it is a complex data type (a reference kind, not a number as all the others). It takes longer to fetch information from memory and process it.

**Short:** short also takes long processing times as the computer architecture (64-bit) is designed to pass data in chunks of 4 Bytes. Then, the fact that short has 2 bytes, does not make it more efficient. On the contrary, it makes the machine (possibly) to save the information in chunks of 4 bytes, take that and extract the (first or second) 2 bytes to pass it. This process is tedious and occupies memory.

**Floating-point:** either floating or integer contain 4 bytes, however floating point has extra information. It needs to process information (depending on the machinery) by using i.e. one's complement to store data, re transform it as a floating, hence, this processing takes time.

**Integer:** this is the fastest since the machinery is designed to pass and get numbers.

## 6 Conclusions

The main focus of this report, presented three algorithm based solutions *Bubble Sort Pass Per Item*

(PPT), *Bubble sort until no change* (UNC) and *Bubble Sort While Needed* (WN, See [Bubble Sort Algorithms](#)) for complex array data input containing a variation in data types, array sizes and array sorting. We have concluded that the best algorithm that the *Bubble Inc.* company can use to implement its library is the *Bubble Sort While Needed*.

Despite the poor execution time presented when including data of either *String* or *short* number type, it shows the least poor performance among the different bubble sort algorithms between all data set.

First of all, when we observed the performance of pre-sorted data, the test cases data clearly indicates that the ascending data arrays irrespective of the data type or the pattern length presented a reduced processing data cost.

Second, the array size has a detrimental role in each of the bubble sort algorithms. The input data with a higher array size has a the worst performance. Particularly, this behaviour is clearly observed in the PPI algorithm.

During this study, we acknowledge that we compared small data sets with less than 10,000 elements. However, we noticed a clear pattern when increasing array data size, particularly for PPI. We infer that really complex data input with exponentially increased values would have a low performance, however further experiments with bigger that sets would need to be implemented to conclude this.

Furthermore, when applying complex data types, bigger size arrays perform the least. Therefore, we do not recommend to include this PPI algorithm in the library.

Finally, the data type with integer number has the highest-throughput computational experimental screening. Possibly due to hardware architecture and JVM that favours this performance by facilitating resource allocation and memory processes. We suspected that the memory size demands increase with the size of the input array.

Evidently the implementation of multi-threading and memory allocation would increase the performance of each algorithm. Further studies would be suggested on this regards, possibly by implementing the given bubble sorting algorithms in a language such as C-programming.

# References

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## 7 Appendix

### 7.1 Bubble Sort Algorithms

#### *Interface Sorter*

```
3 public interface Sorter<T extends Comparable<T>> {
4     public abstract void sort(final T[] items);
5 }
```

#### *Class Bubble sort pass per item*

```
3 public final class BubbleSortPassPerItem<T extends Comparable<T>> implements
4     Sorter<T> {
5     public void sort(final T[] items) {
6
7         for (int pass = 0; pass < items.length; pass++) {
8             for (int i = 0; i < items.length-1; i++) {
9                 if (items[i].compareTo(items[i + 1]) > 0) {
10                     final T item = items[i];
11                     items[i] = items[i + 1];
12                     items[i + 1] = item;
13                 }
14             }
15         }
16     }
17 }
```

#### *Class Bubble sort until no change*

```
3 public final class BubbleSortUntilNoChange<T extends Comparable<T>> implements
4     Sorter<T> {
5     public void sort(final T[] items) {
6         boolean changed;
7         do {
8             changed = false;
9             for (int i = 0; i < items.length-1; i++) {
10                 if (items[i].compareTo(items[i + 1]) > 0) {
11                     final T item = items[i];
12                     items[i] = items[i+1];
13                     items[i + 1] = item;
14                     changed = true;
15                 }
16             }
17         } while (changed);
18     }
19 }
```

---

## ***Class*** Bubble sort while needed

```
3 public final class BubbleSortWhileNeeded<T extends Comparable<T>> implements
   Sorter<T> {
4
5     public void sort(final T[] items) {
6         int n = items.length;
7
8         do {
9             int maxIndex = 0;
10            for (int i = 1; i < n; i++) {
11                if (items[i - 1].compareTo(items[i]) > 0) {
12                    final T item = items[i - 1];
13                    items[i - 1] = items[i];
14                    items[i] = item;
15                    maxIndex = i;
16                }
17            }
18            n = maxIndex;
19        } while (n > 0);
20    }
21 }
```



## 7.2 Class Experiments

### *Class Experiments*

```
29 public class Experiments {
30     /**
31      * This function executes the experiments and returns the results.
32      *
33      * @param rand The random number generator.
34      * @param arraySizes The array sizes to be tested.
35      * @param totalIterations The total number of iterations.
36      * @param dataTypes The data types to be tested.
37      * @param dataOrderings The data orderings to be tested.
38      * @param stringsSourceFile The source file for the strings to be selected
39      *    randomly.
40      * @return The results of the experiments.
41      * @throws IOException If the source file is not found.
42      */
43     public static Stack<Result>[] runExperiments(Random rand, Stack<Long>
44         arraySizes, int totalIterations, DataType[] dataTypes, DataOrdering[]
45         dataOrderings, String stringsSourceFile) throws IOException {
46         int numberOfAlgorithms = 3;
47         String[] filteredStrings = readData(stringsSourceFile);
48
49         Stack<Result> BubbleSortPassPerItemResults = new Stack<Result>();
50         Stack<Result> BubbleSortUntilNoChangeResults = new Stack<Result>();
51         Stack<Result> BubbleSortWhileNeededResults = new Stack<Result>();
52         Stack<Result>[] allResults = new Stack[numberOfAlgorithms];
53         Stack<Result> results;
54
55         Sorter[] sorters = new Sorter[numberOfAlgorithms];
56         sorters[0] = new BubbleSortPassPerItem();
57         sorters[1] = new BubbleSortUntilNoChange();
58         sorters[2] = new BubbleSortWhileNeeded();
59
60         System.out.println("\nRunning experiments...");
61
62         Comparable[] randomIntegers = null, sortedIntegers = null, reversedIntegers
63             = null;
64         Comparable[] randomShorts = null, sortedShorts = null, reversedShorts =
65             null;
66         Comparable[] randomFloats = null, sortedFloats = null, reversedFloats =
67             null;
68         Comparable[] randomStrings = null, sortedStrings = null, reversedStrings =
69             null;
70
71         // Guards to avoid an error due to the available filtered strings being
72         // less than the max array size
73         long maxArraySize = 0;
74
75         for (int i = 0; i < arraySizes.size(); i++) {
76             if (maxArraySize == 0) {
```

```

69         maxArraySize = arraySizes.get(i);
70     } else {
71         if (arraySizes.get(i) > maxArraySize) {
72             maxArraySize = arraySizes.get(i);
73         }
74     }
75 }
76
77 if (arraySizes.lastElement() > filteredStrings.length) {
78     System.out.println("\nThe filtered strings source file does not have
79         enough strings to fill your largest array size.");
80     System.out.println("There are only " + filteredStrings.length + "
81         strings in the filtered strings source file.");
82     System.out.println("Please, decrease the array sizes of your largest
83         array or try a different string size.");
84     exit(1);
85 }
86
87 Comparable[] toSort = null;
88
89 for (DataType type : dataTypes) {
90     for (Long arraySize : arraySizes) {
91         int size = arraySize.intValue();
92         randomIntegers = generateRandomIntegers(rand, size);
93         randomShorts = generateRandomShorts(rand, size);
94         randomFloats = generateRandomFloats(rand, size);
95         randomStrings = generateRandomStrings(rand, size, filteredStrings);
96
97         System.out.println("\nArray size: " + size );
98
99         for (DataOrdering ordering : dataOrderings) {
100             // Get the data to be sorted according to the type ordering and
101             // array size
102             switch (type) {
103                 case INTEGER:
104                     switch (ordering) {
105                         case RANDOM:
106                             toSort = randomIntegers.clone();
107                             break;
108                         case ASC:
109                             sortedIntegers = (Comparable[])
110                                 Sorters.quickSort(randomIntegers.clone(), 0, size -
111                                     1);
112                             toSort = sortedIntegers.clone();
113                             break;
114                         case DESC:
115                             reversedIntegers =
116                                 Sorters.reverseArray(sortedIntegers.clone(),
117                                     size).clone();
118                             toSort = reversedIntegers.clone();
119                             break;
120                         default:

```

```

113         System.out.println("Invalid ordering");
114         exit(1);
115         break;
116     }
117     break;
118 case SHORT:
119     switch (ordering) {
120         case RANDOM:
121             toSort = randomShorts.clone();
122             break;
123         case ASC:
124             sortedShorts = (Comparable[])
125                 Sorters.quickSort(randomShorts.clone(), 0, size -
126                     1);
127             toSort = sortedShorts.clone();
128             break;
129         case DESC:
130             reversedShorts =
131                 Sorters.reverseArray(sortedShorts.clone(),
132                     size).clone();
133             toSort = reversedShorts.clone();
134             break;
135         default:
136             System.out.println("Sorting order not supported");
137             exit(1);
138             break;
139     }
140     break;
141 case FLOAT:
142     switch (ordering) {
143         case RANDOM:
144             toSort = randomFloats.clone();
145             break;
146         case ASC:
147             sortedFloats = (Comparable[])
148                 Sorters.quickSort(randomFloats.clone(), 0, size -
149                     1);
150             toSort = sortedFloats.clone();
151             break;
152         case DESC:
153             reversedFloats = Sorters.reverseArray(sortedFloats,
154                 size).clone();
155             toSort = reversedFloats.clone();
156             break;
157         default:
158             System.out.println("Invalid ordering");
159             exit(1);
160             break;
161     }
162     break;
163 case STRING:
164     switch (ordering) {

```

```

158         case RANDOM:
159             toSort = randomStrings.clone();
160             break;
161         case ASC:
162             sortedStrings = (Comparable[])
163                 Sorters.quickSort(randomStrings.clone(), 0, size -
164                     1);
165             toSort = sortedStrings.clone();
166             break;
167         case DESC:
168             reversedStrings =
169                 Sorters.reverseArray(sortedStrings.clone(),
170                     size).clone();
171             toSort = reversedStrings.clone();
172             break;
173         default:
174             System.out.println("Invalid ordering");
175             exit(1);
176             break;
177     }
178     break;
179 default:
180     System.out.println("Type not implemented");
181     exit(1);
182     break;
183 }
184
185 int allResultsArrayIndex = 0;
186 for (Sorter sorter : sorters) {
187     String className =
188         sorter.getClass().getName().split("\\.")[sorter.getClass().getName()
189             - 1];
190     Result iteration_result = new Result(type, ordering, className,
191         size, totalIterations);
192
193     if (sorter instanceof BubbleSortPassPerItem) {
194         iteration_result.setAlgorithm(BUBBLE_SORT_PASS_PER_ITEM);
195         results = BubbleSortPassPerItemResults;
196     } else if (sorter instanceof BubbleSortUntilNoChange) {
197         iteration_result.setAlgorithm(BUBBLE_SORT_UNTIL_NO_CHANGE);
198         results = BubbleSortUntilNoChangeResults;
199     } else {
200         iteration_result.setAlgorithm(BUBBLE_SORT_WHILE_NEEDED);
201         results = BubbleSortWhileNeededResults;
202     }
203
204     System.out.print(iteration_result.getAlgorithm() + " | " +
205         iteration_result.getDataType() + " | " +
206         iteration_result.getDataOrdering() + "... ");
207     forceGarbageCollection();
208
209     // Run the sorting algorithms

```

```

201         for (int i = 0; i < totalIterations; i++) {
202             long startTime = System.nanoTime();
203             sorter.sort(toSort.clone());
204             long endTime = System.nanoTime();
205             long elapsedTime = endTime - startTime;
206             iteration_result.addElapsedTime(i, elapsedTime);
207         }
208
209         System.out.println("\t\t\tDone!");
210         results.push(iteration_result);
211         allResults[allResultsArrayIndex++] = results;
212     }
213 }
214 }
215 }
216
217     return allResults;
218 }
219
220 /**
221  * Runs garbage collection to free up memory
222  */
223 private static void forceGarbageCollection() {
224     for (int i = 0; i < 6; i++) {
225         System.gc();
226     }
227 }
228 }

```

# 7.3 Summary Results

results																								
Algorithm	Data Type	Data Ordering	Array size	Standard deviation	Standard error	Mean	Minimum time	Maximum time	Median	N last iterations	First quartile	Third quartile	Interquartile range	First result	Last result	v.0	v.1	v.2	v.3	v.4				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	ASC	100	232.314188256910	4.41408265419000	6548.63333333333	6417	578959	6500.0	30	6500.0	6500.0	0.0	578959.0	6459.0	6500	6500	6541	6500	7790				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	RANDOM	100	1254.6183476193200	223.00655717173020	14125.03333333333	13791	356792	13875.0	30	13834.0	13917.0	83.0	356792.0	13833.0	13833	13833	13875	13875	13959				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	DESC	100	48.98702776132250	6.843719671003280	17797.06666666667	17708	22916	17791.0	30	17790.0	17833.0	83.0	20417.0	17750.0	17708	17708	17792	17792	17875				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	ASC	1000	13738.1754337130	3172.806231112320	872045.8333333333	86385	884375	886450.0	30	863854.0	870291.0	6457.0	870242.0	886583.0	86633	901084	943875	917417	866459				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	RANDOM	1000	4138.6686932051260	788.371183027220	195021.0	155709	147508	1354458.0	30	1350660.0	1362291.0	5853.0	1350660.0	135891.0	136116	1362125	1363917	136383	1359708				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	DESC	1000	5194.301635531800	845.319999159270	163874.0	163874.0	163874.0	163874.0	30	163874.0	163874.0	2500.0	163874.0	163874.0	163874.0	163874.0	163874.0	163874.0	163874.0				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	ASC	10000	74802.5410273540	136732.545107250	9.0448547E+07	89194275	95182500	9.0448547E+07	30	9.0448547E+07	9.0448547E+07	1590000.0	8.9703295E+07	9.0891625E+07	9089083	92684709	90789117	90794125	90829623				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	RANDOM	10000	660539.268303940	102340.0005391740	1.531026513E+06	15153154	165466205	1.5296179E+06	30	1.52671417E+06	1.53479E+06	807630.0	1.52671417E+06	1.53462695E+06	153731500	153203450	15397593	15347900	15454450				
BUBBLE_SORT_PASS_PER_ITEM	INTEGER	DESC	10000	417690.14720484700	70559.43855726760	1.648164136E+06	164607334	169377083	1.64729708E+06	30	1.64895034E+06	1.64765417E+06	707370.0	1.63311916E+06	1.64759858E+06	164772750	164630875	16472358	16474584	16490375				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	ASC	100	189.644674877310	34.62787359380800	11872.33333333333	11308	392125	11792.0	30	11708.0	12083.0	375.0	390125.0	12167.0	12084	11667	12083	11834	11958				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	RANDOM	100	41.54510266625900	7.58053294738230	18497.26666666667	18416	356625	18500.0	30	18450.0	18541.0	82.0	356625.0	18459.0	18500	18541	18458	18542	18542				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	DESC	100	31.04398313503438	6.66792945967783	23579.26666666667	23500	28980	23583.0	30	23583.0	23584.0	1.0	29875.0	23584.0	23584	23583	23583	23584	23542				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	ASC	1000	3065.585023663450	596.2115286136720	1100043.166666667	1098125	1143042	1099959.0	30	10989110	1099959.0	1043.0	1143042.0	1099292.0	1098792	1098708	1088834	1098125	1098917				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	RANDOM	10000	3345.040246693500	610.720514568480	184794.68	183833	1891541	1848584.0	30	1844568.0	1850200.0	3750.0	1857041.0	1848875.0	1850083	1848041	1852000	1851792	1848458				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	DESC	10000	1478.586179434740	298.946558217030	2201361.0	2201361	2209177	2209177.0	30	2203803.0	2202167.0	1334.0	2343917.0	2202167.0	2202922	2200875	2201000	220833	2200875				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	ASC	10000	1026931.291138510	187491.14338779	1.12421184E+08	11242542	11849317	1.1180075E+08	30	1.1159875E+08	1.13560234E+08	1903564.0	1.1423383E+08	1.11641042E+08	113677084	113707178	113520790	113605875	113514625				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	RANDOM	10000	602035.9857594720	154113.890999200	2.3303825433333E+08	22570959	23332409	2.3011009E+08	30	2.29823695E+08	2.3073403E+08	809177.0	2.3037734E+08	2.3014700E+08	22977545	23002333	22969167	23078417	23060791				
BUBBLE_SORT_PASS_PER_ITEM	FLOAT	DESC	10000	82121.40987507180	14993.2494839800	2.3430414023333E+08	21993298	22467750	2.2432090E+08	30	2.2423797E+08	2.24399607E+08	132840.0	2.2033077E+08	2.2425795E+08	24344083	23445417	23440047	23432000	23430333				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	ASC	100	48.3611988691380	8.42950680587290	22720.83333333333	22850	35000	22799.0	30	22799.0	22790.0	42.0	35000.0	22790.0	22790	22790	22790	22790	22790				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	RANDOM	100	46.4625511900060	8.4105514050590	28926.53333333333	28751	40275	28917.0	30	28916.0	28985.0	42.0	38625.0	28985.0	28917	28917	28917	28916	29000				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	DESC	100	42.80977320750700	7.81599456280610	31627.7	31417	42008	31625.0	30	31584.0	31666.0	82.0	35000.0	31666.0	31625	31708	31666	31666	31625				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	ASC	1000	3840.70163289910	719.471481232070	2241957.0	2204083	2385167	2243125.0	30	2239125.0	2245125.0	6000.0	2204083.0	2239042.0	2247584	2239125	2243708	2246288	2239750				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	RANDOM	1000	4802.795574338860	876.8664917171240	2759643.066666667	2745750	2791959	2759971.0	30	2756417.0	2764500.0	8063.0	2761750.0	2760459.0	2760542	2756708	2759334	2759616	2757125				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	DESC	1000	6321.951403916930	1154.2512099112000	3121255.533333333	3081625	3264208	3119250.0	30	3117417.0	3124171.0	7500.0	3081625.0	3121417.0	3117250	3115416	3118028	3118028	3116267				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	ASC	10000	96083.37279214310	17542.34353581	2.2804327766666E+08	22790541	228481958	2.2801612E+08	30	2.2798641E+08	2.280445E+08	48904.0	2.2826054E+08	2.2842084E+08	228011417	228008575	228120026	22820042	22802197				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	RANDOM	10000	300361.7777015470	54533.03500820	3.36571194E+08	33308292	33627302E+08	3.36571194E+08	30	3.3394965E+08	3.39065458E+08	5716833.0	3.43793E+08	3.3591573E+08	34138333	33861766	33829583	34130920	34061217				
BUBBLE_SORT_PASS_PER_ITEM	SHORT	DESC	10000	113237.0495336000	20030.1146023950	3.1492682E+08	31741584	33308393	3.1492682E+08	30	3.1403963E+08	3.159175E+08	1833330.0	3.1648916E+08	3.15990042E+08	31989704	316002123	31588875	31590259	31629175				
BUBBLE_SORT_PASS_PER_ITEM	STRING	ASC	100	33.38662761987070	6.39772207682200	2837.0	5758	39300	2837.0	30	2837.0	2837.0	42.0	39300.0	2837.0	2837.0	2837.0	2837.0	2837.0	2837.0				
BUBBLE_SORT_PASS_PER_ITEM	STRING	RANDOM	100	474.2666520271380	96.58434272206	54591.56666666667	54375	73375	64500.0	30	54458.0	54458.0	84.0	54458.0	54458.0	54458	54458	54458	54458	54458				
BUBBLE_SORT_PASS_PER_ITEM	STRING	DESC	100	459.6798216502070	93.15595916254	47684.76666666667	47500	58000	47594.0	30	47593.0	47625.0	42.0	55708.0	47625.0	47625	47625	47542	47633	47600				
BUBBLE_SORT_PASS_PER_ITEM	STRING	ASC	1000	31462.47481421300	5744.23573504680	4700395.833333333	455800	6604408	4696416.0	30	4658387.0	4713781.0	29916.0	5178167.0	4714125.0	4720568	4720333	4834375	4703917	4710333				
BUBBLE_SORT_PASS_PER_ITEM	STRING	RANDOM	10000	31820.73200444000	5609.64391666190	7633329.266666667	7498042	8051125	7633877.0	30	7618542.0	7656708.0	38166.0	7518750.0	7710917.0	7635000	7678917	7630000	7633875	7595000				
BUBBLE_SORT_PASS_PER_ITEM	STRING	DESC	10000	13522.78815483000	2468.89751574510	490833.36666666667	441000	530167	4934817.0	30	4908384.0	4949402.0	18008.0	5160250.0	4964458.0	4931750	4849791	4919417	4948418	4942875				
BUBBLE_SORT_PASS_PER_ITEM	STRING	ASC	10000	1.4484902512433E+07	263930.18786000	9.4719608056666E+07	90143147	102278542	9.50218667E+07	30	9.313023E+07	9.50228583E+07	2.786080E+07	1.02227854E+08	9.2695084E+07	93192500	93751670	93899556	93179125	93057167				
BUBBLE_SORT_PASS_PER_ITEM	STRING	RANDOM	10000	9508552.57426130	169318.4189514200	1.0501570776667E+08	102617425	136536663	1.05413008E+08	30	1.0451366E+08	1.0611733E+08	1.0135708E+07	1.04595404E+08	1.06714200E+08	105389458	104385167	105811691	105811691	105926550				
BUBBLE_SORT_PASS_PER_ITEM	STRING	DESC	10000	5219019.72954160	96258.195820630	6.5284524726666E+07	64824891	70154870	6.5106147E+07	30	6.4927783E+07	6.5565242E+07	6347070.0	6.7611258E+07	6.5363362E+07	65894833	65565252	64845000	64875300	64927763				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	ASC	100	25.5420439181000	4.298238265123300	619.4333333333333	583	11666	625.0	30	625.0	625.0	0.0	11666.0	709.0	625	583	583	625	625				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	RANDOM	100	35.1876009312980	6.42349392247400	16332.8	16332	20166	16373.0	30	16333.0	16373.0	42.0	20166.0	16373.0	16334	16417	16292	16373	16375				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	DESC	100	42.3268651897860	7.732522666666667	22234.63333333333	22125	31708	22250.0	30	22258.0	22258.0	42.0	27125.0	22258.0	22250	22166	22291	22250	22250				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	ASC	1000	633.1768179071500	152.2131447310000	1848.6333333333333	1825	4894	1784.0	30	1825.0	1825.0	1784.0	1825.0	1825.0	1825	1825	1825	1825	1784				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	RANDOM	1000	3960.13027186480	673.22530110160	189191.9	1895542	1813833	1891125.0	30	1899186.0	18941410.0	5050.0	1721875.0	1899375.0	1688416	1689186	1689583	1689583	1689478				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	DESC	1000	3392.73304210000	619.4302775460210	2143031.833333333	2137866	2305999	2141033.0	30	2145000.0	2147038.0	6963.0	2147038.0	2147375.0	2141667	2140334	2145408	2143750	2140334				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	ASC	1000	663.248481043300	121.0931838648900	18426.4	14625	28403	18500.0	30	17875.0	18875.0	1000.0	17917.0	18650.0	18250	19000	18083	19042	18083				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	RANDOM	10000	177692.9812924000	30253.2450217210	1.8490252453333E+08	18134091	18749770	1.8529125E+08	30	1.8200570E+08	1.85527125E+08	3021416.0	1.8304991E+08	1.81557167E+08	185281250	18571867	18550725	18531542	18536133				
BUBBLE_SORT_UNTIL_NO_CHANGE	INTEGER	DESC	10000	243098.4949834200	44383.590744557																			





## 7.4 Data Sorting vs Array Size

Data_Ordering	Array_Size	Mean	N	Std. Deviation
ASC	100	7.3834E+3	12	1.1807E+4
	1000	7.4524E+5	12	1.4278E+6
	10000	1.1488E+8	12	2.7164E+8
	Total	3.8543E+7	36	1.6183E+8
DESC	100	2.9638E+4	12	1.3408E+4
	1000	2.9442E+6	12	1.4945E+6
	10000	3.2296E+8	12	2.0592E+8
	Total	1.0865E+8	36	1.9223E+8
RANDOM	100	2.7501E+4	12	1.6699E+4
	1000	3.2956E+6	12	2.5980E+6
	10000	4.1438E+8	12	3.5180E+8
	Total	1.3923E+8	36	2.7899E+8
Total	100	2.1507E+4	36	1.7069E+4
	1000	2.3283E+6	36	2.1850E+6
	10000	2.8407E+8	36	3.0261E+8
	Total	9.5474E+7	108	2.1887E+8

**Figure 8: Data sorting vs array size.** Report containing the mean values of processing time in nanoseconds for given data-input as arrays sorted by ascending (ASC), descending (DESC) or random(RANDOM). The array size is included with number of elements varying from 100, 1000 or 10000 in each case.

## 7.5 Data Sorting vs Algorithm

Data_Ordering	Algorithm	Mean	N	Std. Deviation
ASC	BUBBLE_SORT_PASS_PER_ITEM	1.1559E+8	12	2.7131E+8
	BUBBLE_SORT_UNTIL_NO_CHANGE	1.6564E+4	12	3.1372E+4
	BUBBLE_SORT_WHILE_NEEDED	1.6320E+4	12	3.3931E+4
	Total	3.8543E+7	36	1.6183E+8
DESC	BUBBLE_SORT_PASS_PER_ITEM	1.1408E+8	12	2.0153E+8
	BUBBLE_SORT_UNTIL_NO_CHANGE	1.3852E+8	12	2.4754E+8
	BUBBLE_SORT_WHILE_NEEDED	7.3344E+7	12	1.1541E+8
	Total	1.0865E+8	36	1.9223E+8
RANDOM	BUBBLE_SORT_PASS_PER_ITEM	1.4866E+8	12	3.0563E+8
	BUBBLE_SORT_UNTIL_NO_CHANGE	1.6986E+8	12	3.4191E+8
	BUBBLE_SORT_WHILE_NEEDED	9.9188E+7	12	1.8569E+8
	Total	1.3923E+8	36	2.7899E+8
Total	BUBBLE_SORT_PASS_PER_ITEM	1.2611E+8	36	2.5596E+8
	BUBBLE_SORT_UNTIL_NO_CHANGE	1.0280E+8	36	2.4819E+8
	BUBBLE_SORT_WHILE_NEEDED	5.7516E+7	36	1.2976E+8
	Total	9.5474E+7	108	2.1887E+8

**Figure 9: Data sorting vs Algorithm.** Report containing the mean values of processing time in nanoseconds for given data-input as arrays sorted by ascending (ASC), descending (DESC) or random(RANDOM). The array size is included with number of elements varying from 100, 1000 or 10000 in each case.