















Permutation-Sorting Algorithms & Complexity Practical ISO-Date String Experiments

Georgii Burdin

hs-mittweida.de

Why and what for?

- Sorting is a fundamental operation in computer science, mathematics, and data analysis.
- Any sorting algorithm works by transforming an initial permutation of data into the sorted (identity) permutation.
- Understanding how algorithms handle permutations helps us analyze their efficiency and correctness.

Real-world uses of sorting algorithms:

- Preparing data for time-series analysis and forecasting
- Applications in networking (packet reordering), cryptography, and more
- Organizing transaction or event logs by time.
- * I will use ISO-8601 date strings ("YYYY-MM-DD") as a concrete example for sorting. This reflects a common real-world need: sorting events by date (eg in reading logs of the system).

What Is a Permutation?

Definition: A *permutation* of a finite set $S = \{1, 2, ..., n\}$ is a bijective function $\pi : S \to S$

Notation:

- A permutation can be written as a sequence $(\pi(1), \pi(2), \dots, \pi(n))$, meaning: 1 goes to $\pi(1)$, 2 goes to $\pi(2)$, etc.
- Example: For n = 4, one possible permutation is (3, 1, 4, 2). This means:
 - **▶** 1 → 3
 - **▶** 2 → 1
 - **▶** 3 → 4
 - **▶** 4 → 2
- The total number of permutations of *n* objects is *n*! (factorial).

Experiment Summary

- Implemented Bubble, Insertion, Merge, Quick and Heap in Python.
- Generated *n* sequential ISO date strings from a random starting date.
- Shuffled the data into random, reversed, and already sorted orders.
- Measured runtime of 1000 random initialized datasets with time.perf_counter and memory usage with tracemalloc.
- Compared and analyzed performance results for the five sorting algorithms.
- Made conclusions about which algorithms are fastest, slowest, and most efficient in terms of memory and time.

Algorithms Overview

Algorithm	Core Idea	Best	Worst	Space
Bubble sort	Swap adjacent out-of-order items	O(n)	O(n ²)	O(1)
Insertion sort	Insert each element into sorted prefix	O(n)	$O(n^2)$	0(1)
Merge sort	Divide, sort, merge (stable)	$O(n \log n)$	$O(n \log n)$	O(n)
Quick sort	Partition around pivot (in-place)	$O(n \log n)$	$O(n^2)$	$O(\log n)$
Heap sort	Build max-heap, extract max	$O(n \log n)$	$O(n \log n)$	O(1)

Bubble Sort

- 1 Scan: Iterate through the list from the first element to the last.
- **2 Compare & Swap:** For each adjacent pair (a_i, a_{i+1}) , if $a_i > a_{i+1}$ swap them.
- **3 Repeat:** After each full pass the largest unsorted element "bubbles" to its correct position at the end. Continue passes until no swaps occur.

Example.

$$[4,3,2,1] \to [3,4,2,1] \to [3,2,4,1] \to [3,2,1,4] \to \cdots \to [1,2,3,4]$$

Insertion Sort Step-by-Step

- **1. Pick the key** the first item in the *unsorted* tail.
- 2. **Shift larger items right** until you reach the key's sorted position.
- 3. **Drop the key** into that gap. The sorted prefix is now one element longer.

Example — ISO dates

```
Init: [05, 02, 04, 01, 03] (start: first element is the 1-item sorted prefix)
1: [02, 05, 04, 01, 03] Key = 02; shift 05 right, insert 02
```

2: [02, 04, 05, 01, 03] Key = 04; shift 05, insert 04

3: [01, 02, 04, 05, 03] Key = 01; shift 05, 04, 02, insert 01

4: [01, 02, 03, 04, 05] Key = 03; shift 05, 04, insert 03 (sorted)

where 05 = 2025-06-05, 02 = 2025-06-02, etc.

Merge Sort

- **1 Divide:** Recursively split the list into halves until sublists of size 1 remain.
- **2** Merge: Repeatedly merge two sorted sublists into a single sorted list:
 - Compare the smallest elements of each sublist,
 - Copy the smaller element into the output buffer,
 - ▶ Continue until all elements from both sublists are merged.
- 3 Copy: Copy the merged buffer back to the original list segment.

Merge Sort

Quick Sort

Algorithm steps:

- **1 Choose a pivot:** Select an element from the array (e.g., first, last, or random).
- 2 Partition: Rearrange elements so that:
 - ▶ All elements ≤ pivot are moved to the left of the pivot,
 - All elements > pivot are moved to the right.
- 3 **Recursively sort:** Apply the same process to the left and right subarrays (excluding the pivot, which is now in its final position).
- 4 Base case: Arrays of length 0 or 1 are already sorted.

Example (pivot = 5).

 $6, 2, 9, 4, 8, \boxed{5} \rightarrow 2, 4, \boxed{5}, 9, 8, 6$ (then iteratively sort left and right subsets)

Quick Sort

Heap Sort:

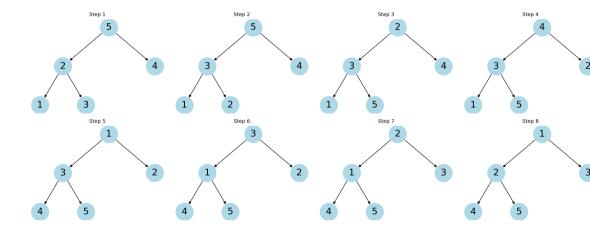
Algorithm steps:

- 1 **Build a max-heap:** Transform the array into a max-heap, where each parent node is greater than or equal to its children.
- 2 Sort:
 - Swap the first element (the maximum) with the last element of the heap.
 - Reduce the heap size by one (ignore the last sorted element).
 - Restore the heap property ("sift down" the new root as needed).
 - Repeat until the heap size is 1.
- **3 Result:** The array is now sorted in-place.

```
["2025-06-05", "2025-06-02", "2025-06-04", "2025-06-01", "2025-06-03"]
```

- $\rightarrow ["2025-06-03", "2025-06-02", "2025-06-01", "2025-06-04", "2025-06-05"]$
- \rightarrow ["2025-06-01", "2025-06-02", "2025-06-03", "2025-06-04", "2025-06-05"]

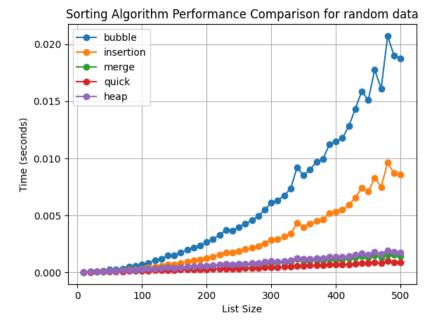
Heap Sort: Step by Step

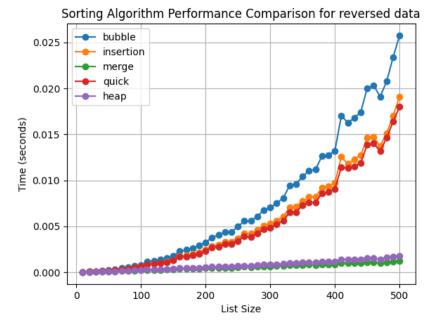


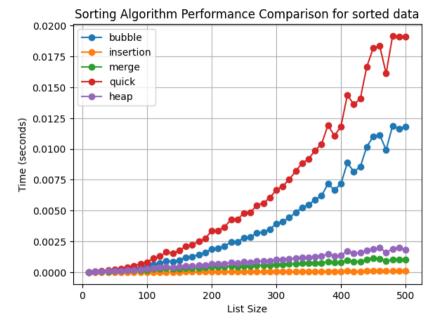
Heap Sort Animation

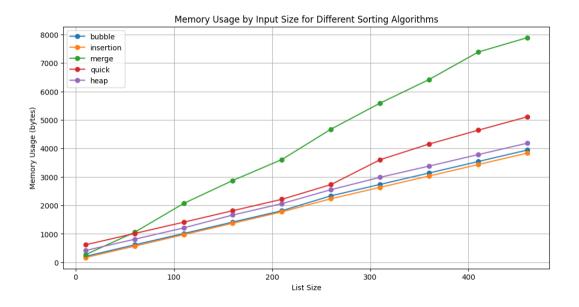
Empirical Results (n = 100, average over **100** runs)

Algorithm	Average Swaps	Peak Mem (bytes)	
Bubble	2469	12132593	
Insertion	388	335898	
Merge	580	502194	
Quick	2547	2199561	
Неар	672	583718	









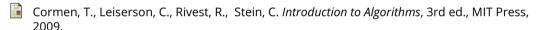
Conclusion

- Bubble sort and insertion sort are simpler but slower (O(n²))
- Merge sort, quick sort, and heap sort are faster (O(n log n))
- Merge sort performs stable on all inputs but Merge Sort may require additional space
- Quick sort can have problems with already sorted lists
- Different algorithms perform better on different types of input Choosing an algorithm depends on input size, memory budget, and requirements such as stability or in-place operation.

Future Research Topics

- Parallel and distributed sorting algorithms
- External-memory and cache-aware sorts
- Cryptographic shuffles and secure permutation generation

References & Code



- Knuth, D. E. *The Art of Computer Programming, Vol. 3: Sorting Searching*, 2nd ed., Addison-Wesley, 1998.
- Sedgewick, R. *Algorithms*, Addison-Wesley, 4th ed., 2011.

Source code

https://github.com/geoburdin/Math-Project