

Project 2 Analysis

Run Times of Sorting Algorithms

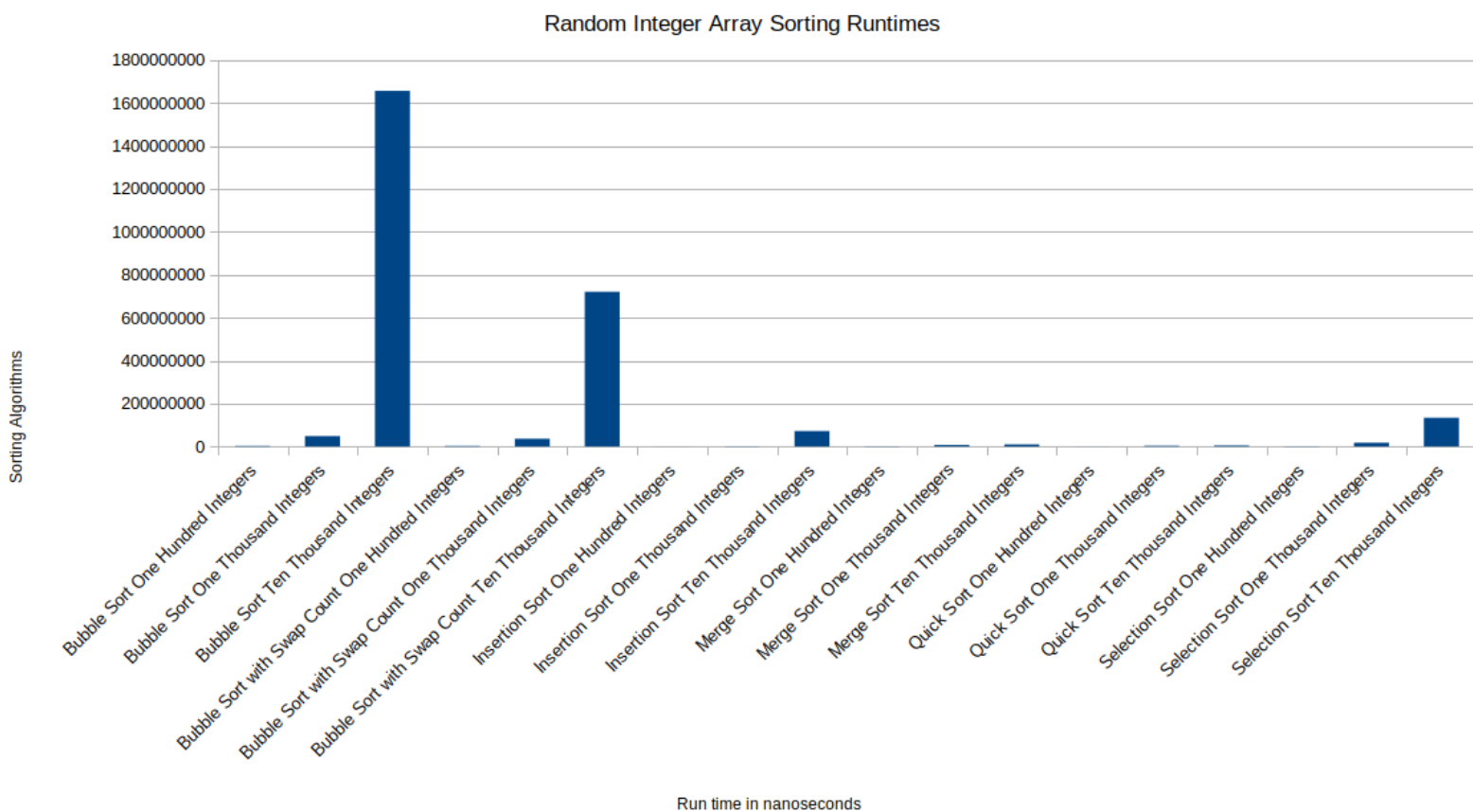
Phillip Janowski

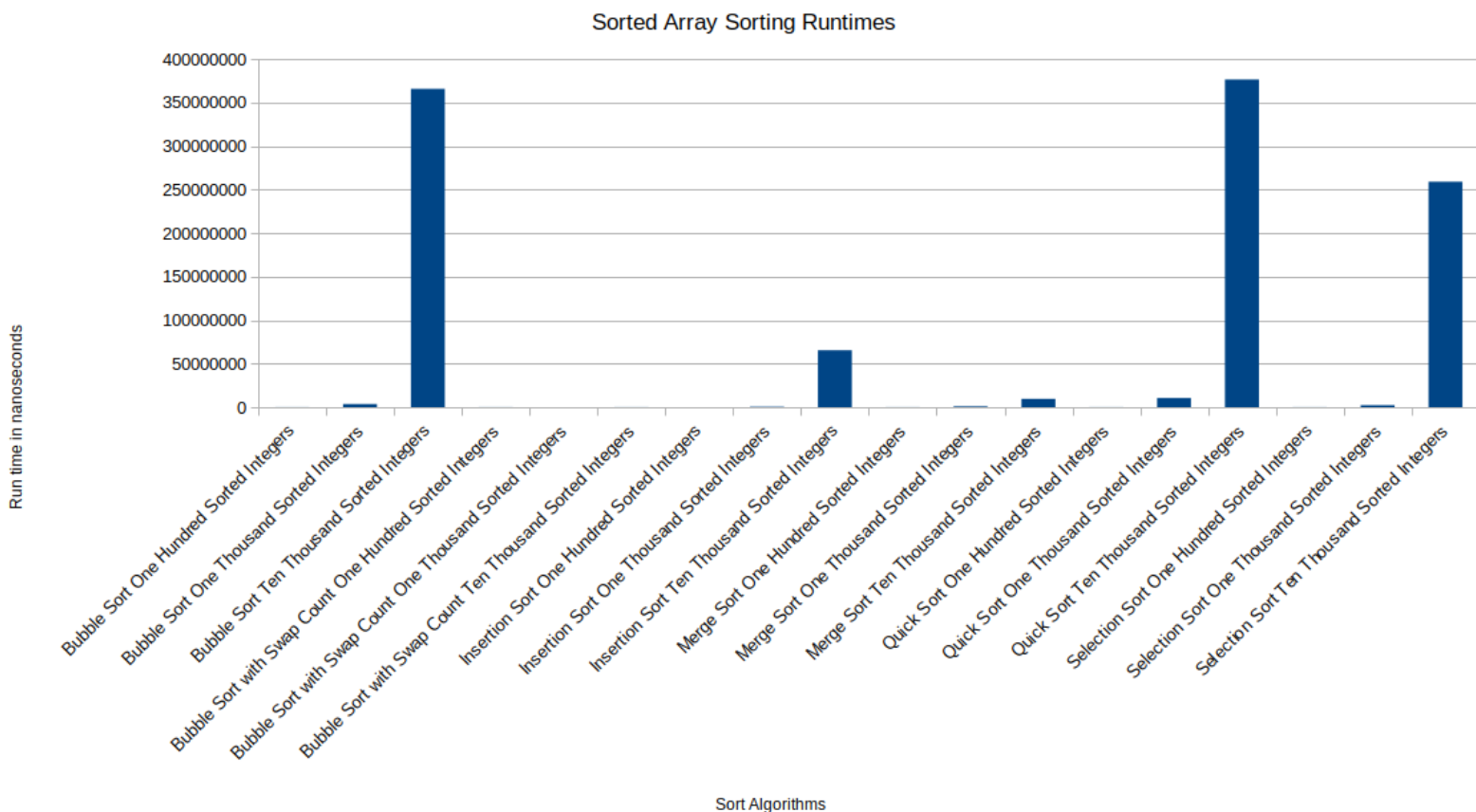
October 22, 2018

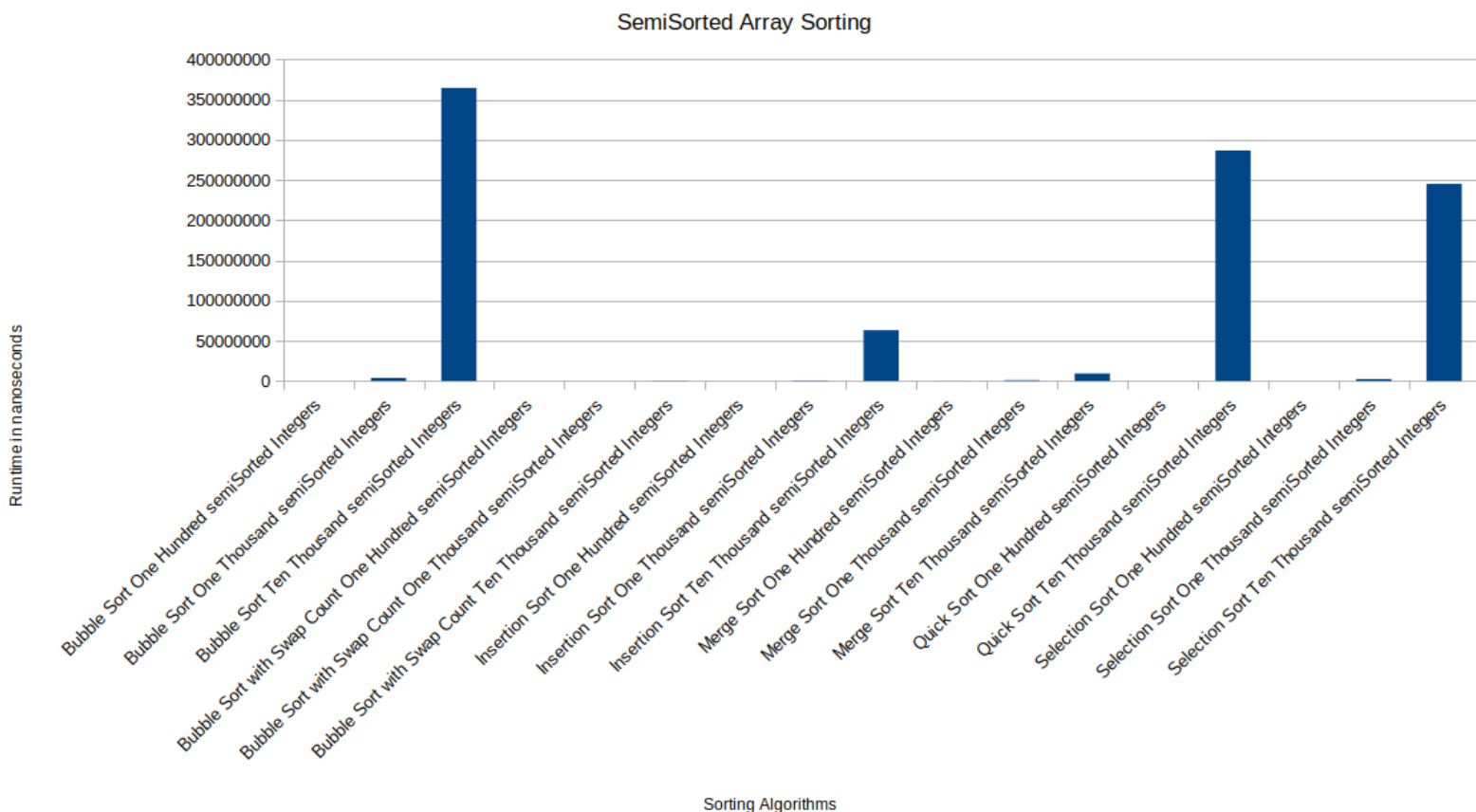
1 Theoretical Time Complexities

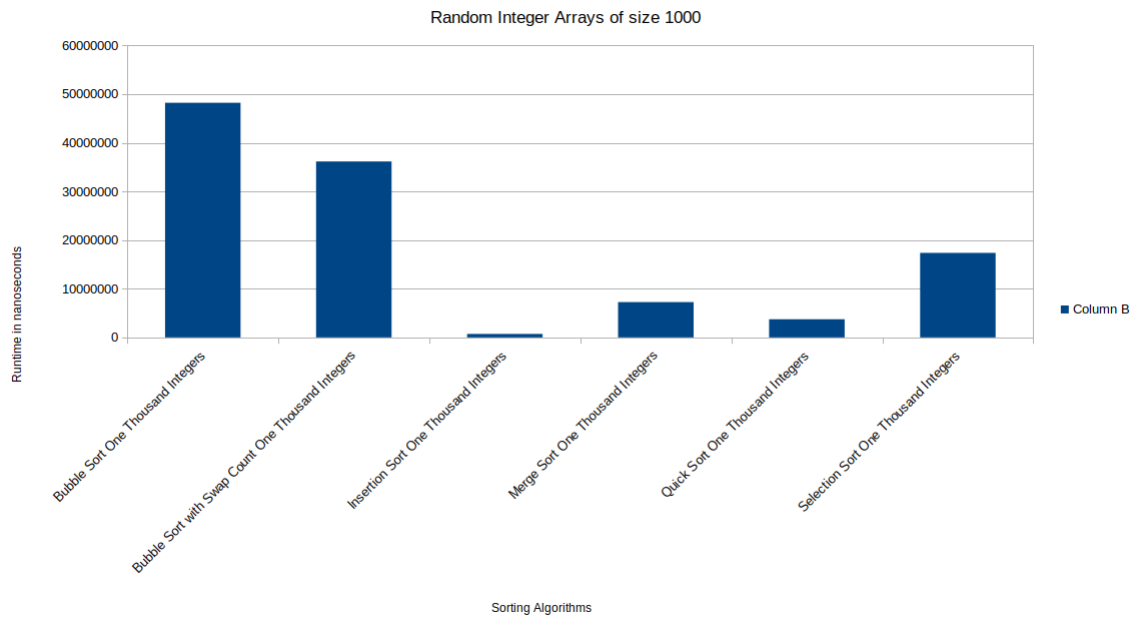
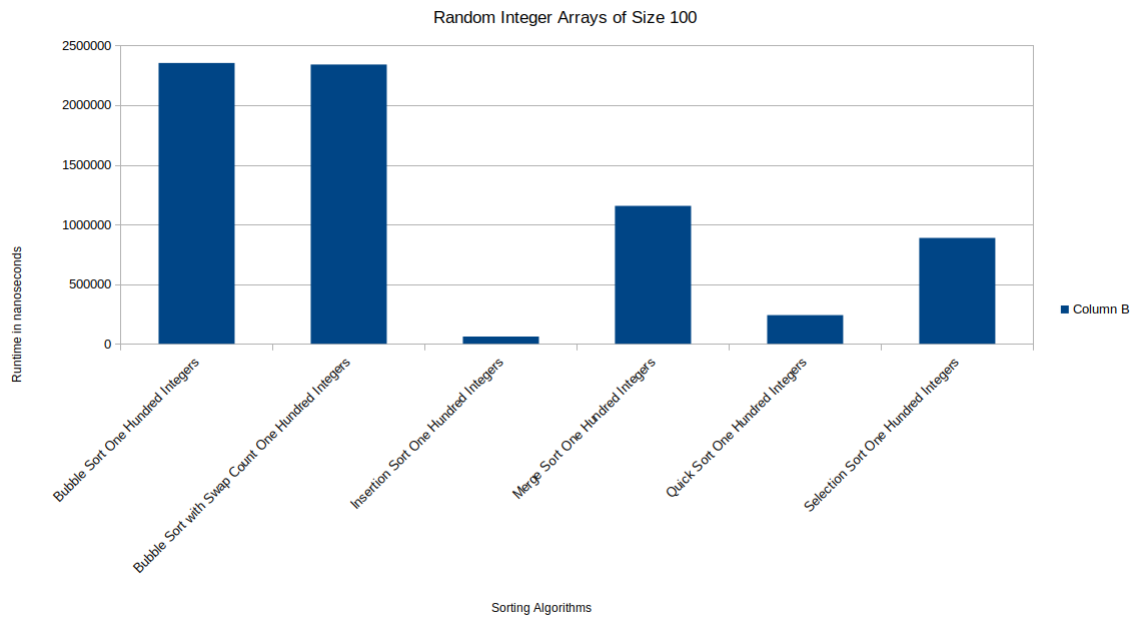
Algorithm	Best Case	Average Case	Worst Case
Quick Sort	$O(n \log(n))$	$O(n \log(n))$	$O(n^2)$
Merge Sort	$O(n \log(n))$	$O(n \log(n))$	$O(n \log(n))$
Bubble Sort	$O(n)$	$O(n^2)$	$O(n^2)$
Bubble Sort With Swap Counting	$O(1)$	$O(n \log(n))$	$O(n^2)$
Insertion Sort	$O(n)$	$O(n^2)$	$O(n^2)$
Selection Sort	$O(n^2)$	$O(n^2)$	$O(n^2)$

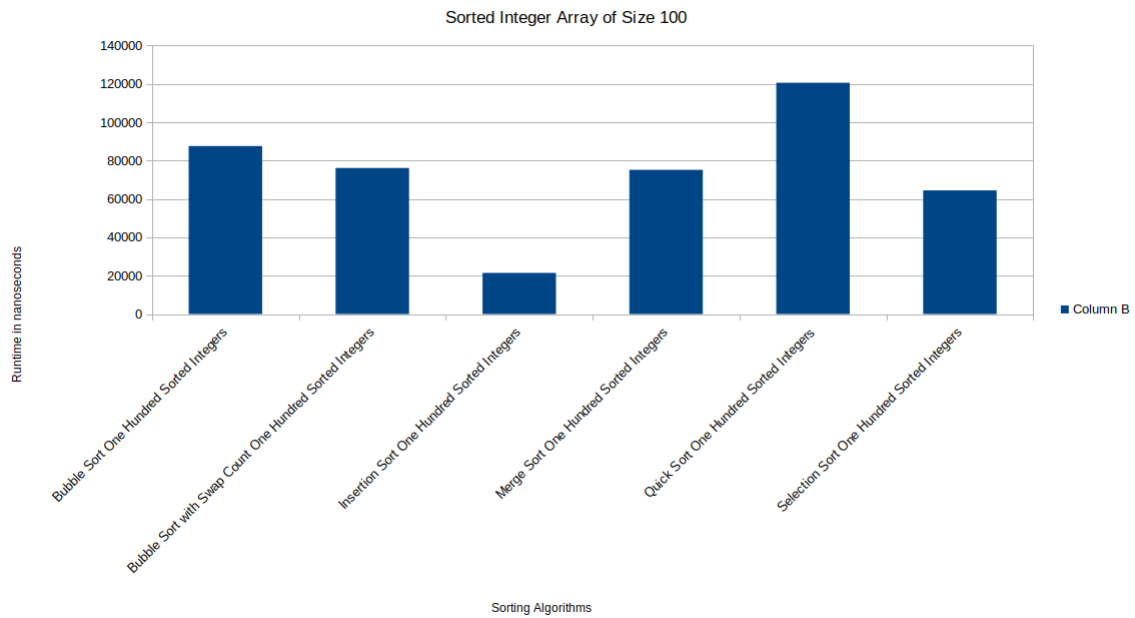
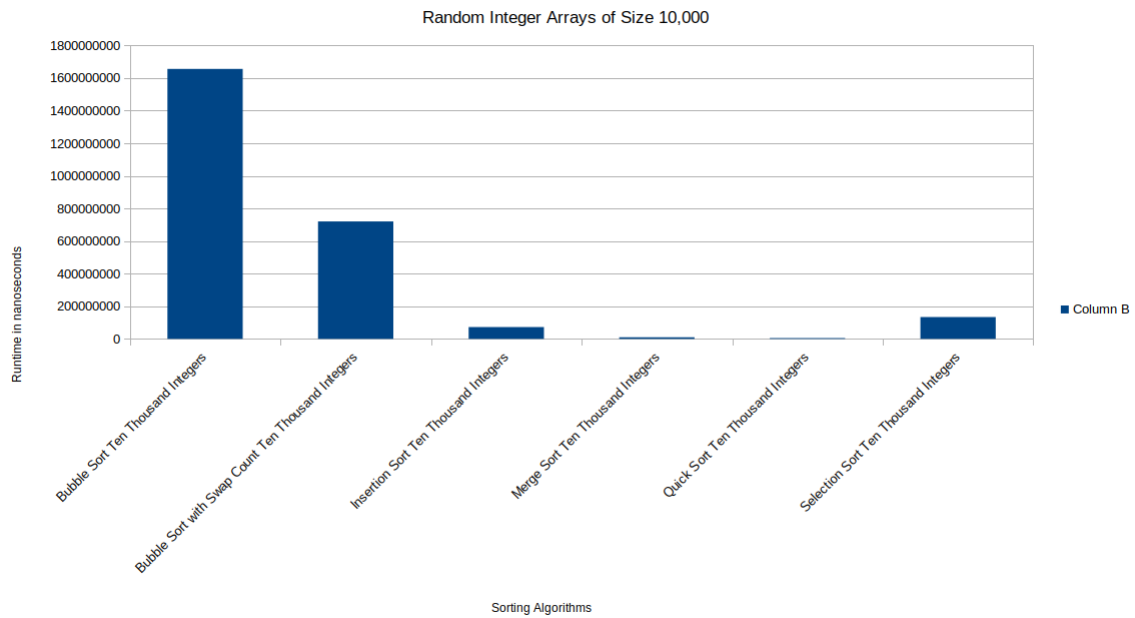
2 Observed Times

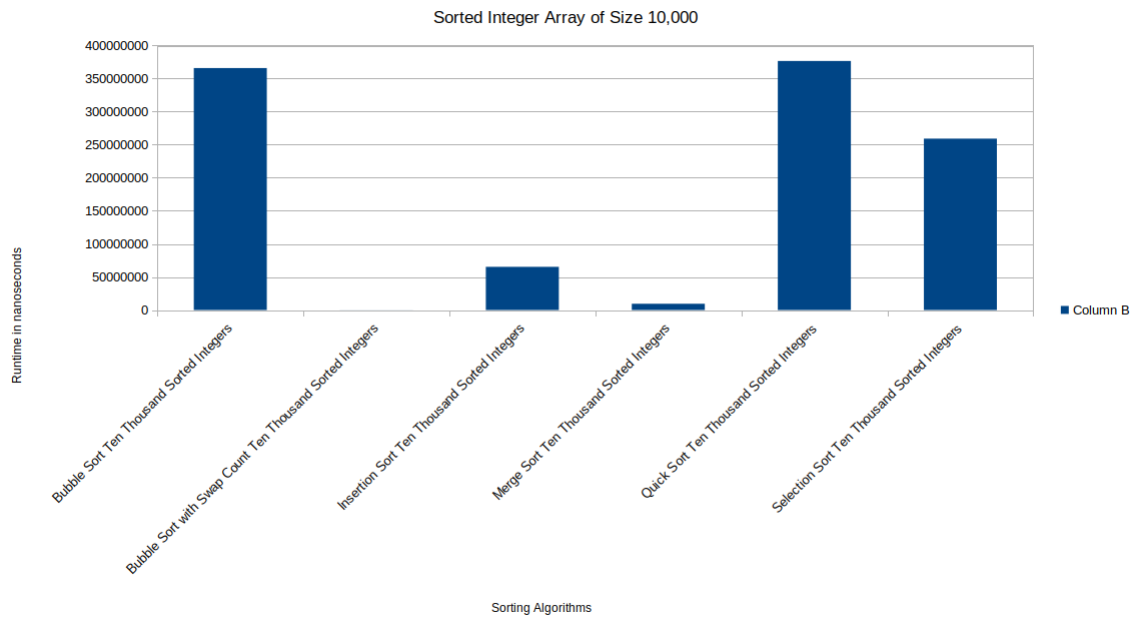
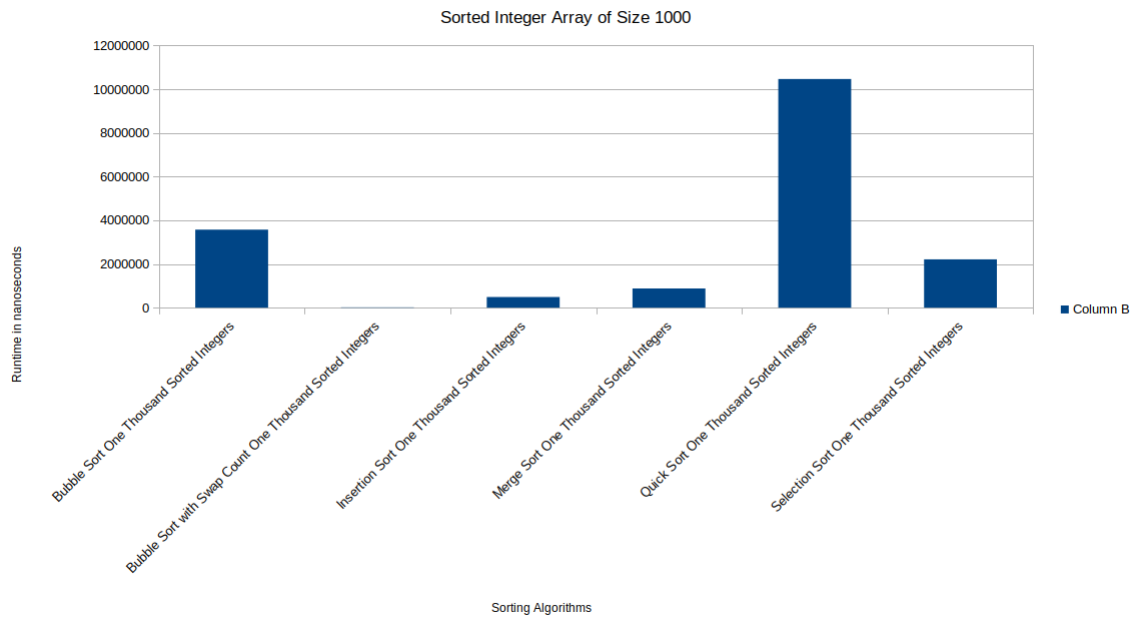


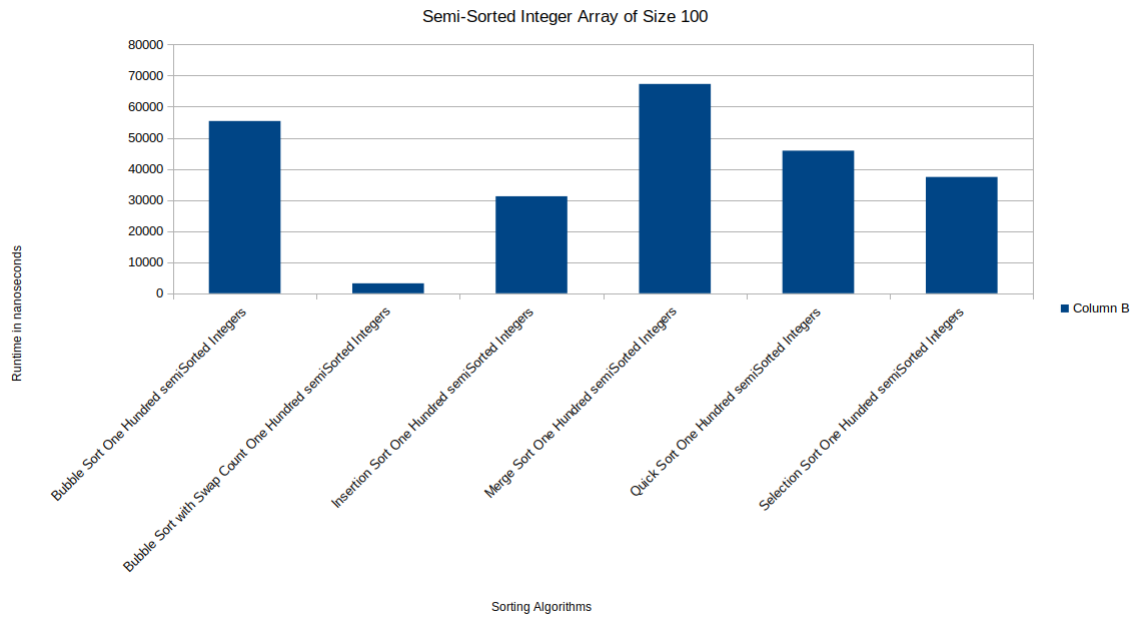
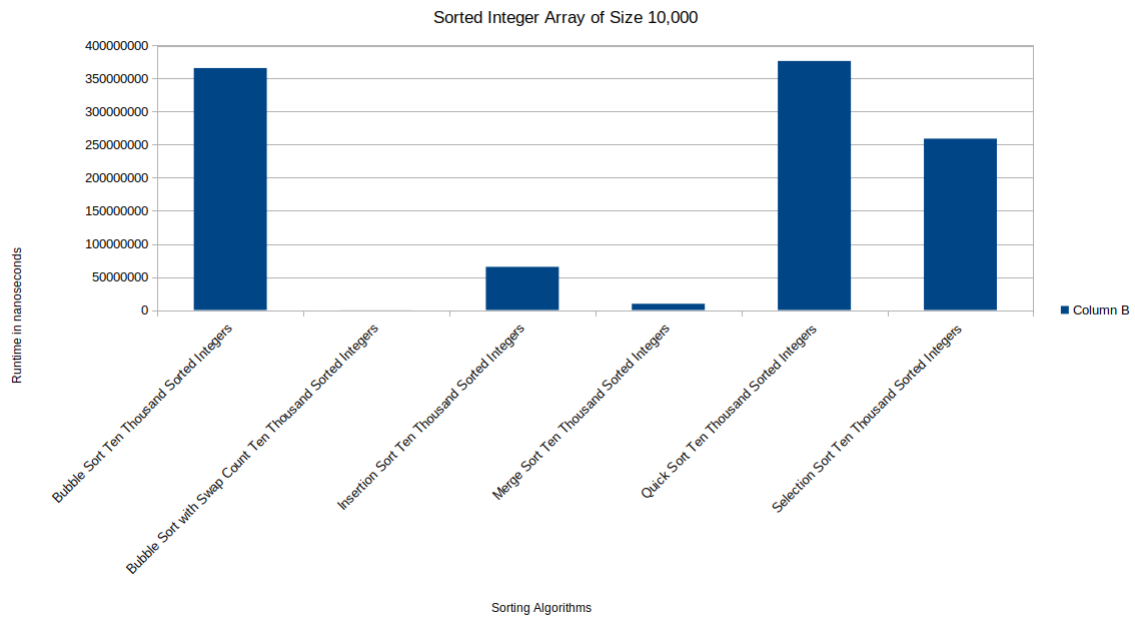


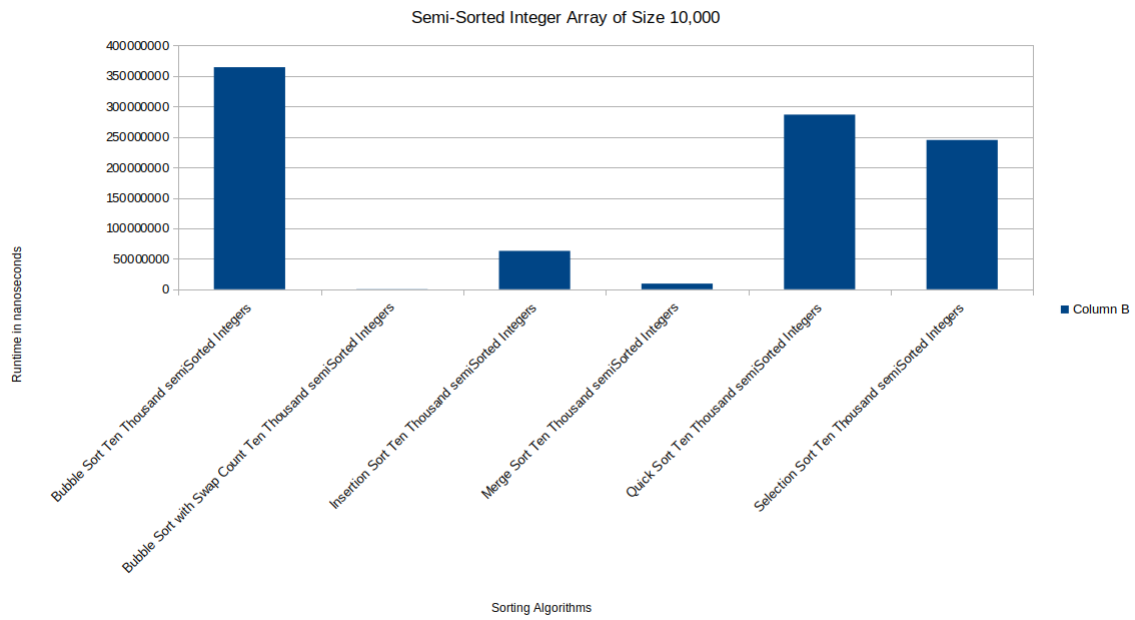
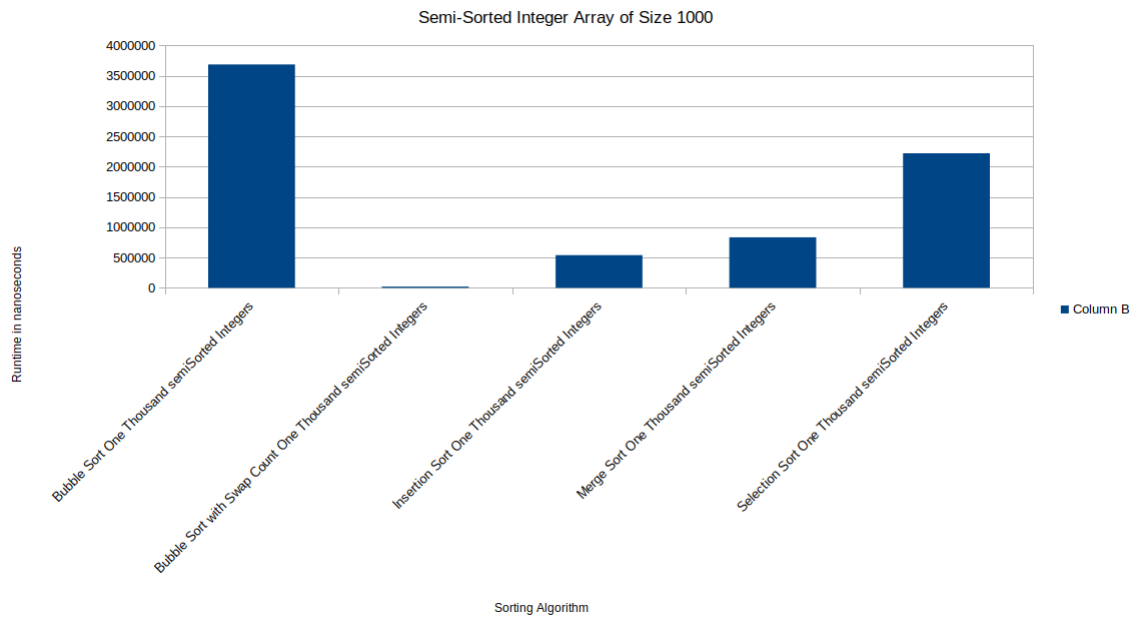












3 Raw Data

Bubble Sort One Hundred Integers	2340277
Bubble Sort One Hundred Sorted Integers	87578
Bubble Sort One Hundred semiSorted Integers	55402
Bubble Sort One Thousand Integers	36158542
Bubble Sort One Thousand Sorted Integers	3570585
Bubble Sort One Thousand semiSorted Integers	3687019
Bubble Sort Ten Thousand Integers	1655832010
Bubble Sort Ten Thousand Sorted Integers	365890163
Bubble Sort Ten Thousand semiSorted Integers	364328717
Bubble Sort with Swap Count One Hundred Integers	2352939
Bubble Sort with Swap Count One Hundred Sorted Integers	76115
Bubble Sort with Swap Count One Hundred semiSorted Integers	3196
Bubble Sort with Swap Count One Thousand Integers	48218986
Bubble Sort with Swap Count One Thousand Sorted Integers	14510
Bubble Sort with Swap Count One Thousand semiSorted Integers	20141
Bubble Sort with Swap Count Ten Thousand Integers	720552569
Bubble Sort with Swap Count Ten Thousand Sorted Integers	159855
Bubble Sort with Swap Count Ten Thousand semiSorted Integers	312103

Insertion Sort One Hundred Integers	60212
Insertion Sort One Hundred Sorted Integers	21443
Insertion Sort One Hundred semiSorted Integers	31183
Insertion Sort One Thousand Integers	712859
Insertion Sort One Thousand Sorted Integers	487260
Insertion Sort One Thousand semiSorted Integers	539467
Insertion Sort Ten Thousand Integers	72014508
Insertion Sort Ten Thousand Sorted Integers	65320081
Insertion Sort Ten Thousand semiSorted Integers	63007301
Merge Sort One Hundred Integers	1155576
Merge Sort One Hundred Sorted Integers	75172
Merge Sort One Hundred semiSorted Integers	67296
Merge Sort One Thousand Integers	7258064
Merge Sort One Thousand Sorted Integers	878313
Merge Sort One Thousand semiSorted Integers	833963
Merge Sort Ten Thousand Integers	9450255
Merge Sort Ten Thousand Sorted Integers	9453833
Merge Sort Ten Thousand semiSorted Integers	9287946
Quick Sort One Hundred Integers	239716
Quick Sort One Hundred Sorted Integers	120574
Quick Sort One Hundred semiSorted Integers	45863
Quick Sort One Thousand Integers	3731406
Quick Sort One Thousand Sorted Integers	10464935
Quick Sort One Thousand semiSorted Integers	3945559
Quick Sort Ten Thousand Integers	4627244
Quick Sort Ten Thousand Sorted Integers	376676526
Quick Sort Ten Thousand semiSorted Integers	286523626
Selection Sort One Hundred Integers	886852
Selection Sort One Hundred Sorted Integers	64451
Selection Sort One Hundred semiSorted Integers	37396
Selection Sort One Thousand Integers	17377600
Selection Sort One Thousand Sorted Integers	2213129
Selection Sort One Thousand semiSorted Integers	2221025
Selection Sort Ten Thousand Integers	133593636
Selection Sort Ten Thousand Sorted Integers	259173774
Selection Sort Ten Thousand semiSorted Integers	244965256

4 Analysis

The reduction in running times between the completely random arrays and the sorted and semi-sorted arrays supports the theoretical time complexities to an extent. Bubble sort with swap counts definitely stood out working better than every other sorting algorithms in semi and fully sorted arrays supporting the best case run time of $O(1)$ and $O(n \log(n))$ for best and average, respectively, while the non swap counting version of bubble sort is consistently the worst in these situations having a run time of $O(n^2)$ for average and worst.

We can also see merge sort being classified as slow to middling in smaller integer array sizes, but as array sizes get larger, we see merge sort becoming more efficient compared to that of non partitioning algorithms, supporting its across the board $O(n \log(n))$ time complexity. Quick Sort, instead of getting more efficient as the arrays get larger, gets more efficient as arrays are closer to unsorted compared to other sorting algorithms, supporting that its best case and average cases have the same time complexities of $O(n \log(n))$.

Bubble sort and insertion sort are both relatively consistent in time complexity rankings and growth as their theoretical time complexities support because both have $O(n)$ growth for their best case and $O(n^2)$ for their worst and average. Selection sort is very consistent in its ranking when "sorting" arrays larger than 1000 elements and mostly consistent in its growth, supporting its theoretical time complexity of $O(n^2)$ across the board.

The theoretical time complexities are supported by the experimental data in every case tested.