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## Selection Sort

First of all we need to understand what is sorting. Sorting is basically rearranging elements in either increasing or decreasing order.

1, 3, 5, 4, 7, 2 → These elements are not in sorted order as initially it was increasing but 5 to 4 is of decreasing order & hence we can say it is not sorted.

In selection sort, an element is picked & then is placed at correct place. In this we have to place the minimum element at the right place.

### Algorithm of Selection Sort

10    1    4    8    5    7

Step-1 Find the minimum element from the array & place at  $i=0$ .

min = 1

Swap (arr[0], arr[minIndex]);

1    10    4    8    5    7

Step-2 Find minimum element in subarray start from index = 1 to  $n-1$  & place at 1st index.

min = 4

Swap (arr[1], arr[minIndex]);

1    4    10    8    5    7

Step-3 Find minimum in sub-array start from index = 2 to  $n-1$  & place at 2nd index.

min = 5

Swap (arr[2], arr[minIndex]);



1            4            5            8            10            7

Step-4 Find minimum in sub-array start from index = 3 to  $n-1$  & place at 3rd index

min = 7

swap(arr[3], arr[minIndex]);

1            4            5            7            10            8

Step-5 Find minimum in sub-array start from index = 4 to  $n-1$  & place at 4th index

min = 8

swap(arr[4], arr[minIndex]);

1            4            5            7            8            10

Now only 1 element remaining, so need to check it as there is no element on its right and hence we get the sorted array.

Note → Every step we do is termed as round or parse.

Step-1 = Round-1 = Parse-1

We can observe that for 6 elements, 5 rounds are required to sort the array. Hence for  $n$  elements,  $n-1$  rounds are required to sort the array via Selection Sort.

## Code

```
void selectionSort (vector <int> arr) {
    int n = arr.size();
    for (int i = 0; i < n - 1; i++) {
        // Assuming minimum element to be current element
        int minIndex = i;
        for (int j = i + 1; j < n; j++) {
            // Comparing with minimum Index.
            if (arr [minIndex] > arr [j]) {
                minIndex = j;
            }
            // Updating minimum
        }
        // Placing min element at correct position.
        swap (arr [minIndex], arr [i]);
    }
}
```

Note → We have started inner loop from  $i+1$  as we have already taken minIndex as  $i$  & does not make sense to compare with itself.

Time complexity  
 $O(n^2)$  as the loops are nested, hence time complexity gets multiplied.

Space complexity  
 $O(1)$  as only variables have been created & we don't have to consider space of the input.



## Bubble Sort

The logic behind this sorting technique is that in the  $i^{\text{th}}$  round,  $i^{\text{th}}$  largest element will be placed at the right position.

### Algorithm for bubble sort

10      1      7      6      14      9

#### Round - 1

\*  $10 > 1 \rightarrow \text{swap}$

1      10      7      6      14      9

\*  $10 > 7 \rightarrow \text{swap}$

1      7      10      6      14      9

\*  $10 > 6 \rightarrow \text{swap}$

1      7      6      10      14      9

\*  $10 > 14 \rightarrow \text{no swap}$

\*  $14 > 9 \rightarrow \text{swap}$

1      7      6      10      9      14

At right place  $\rightarrow \uparrow$

#### Round - 2

1      7      6      10      9      14

Sorted  
boundary

\*  $1 > 7 \rightarrow \text{no swap}$

\*  $7 > 6 \rightarrow \text{swap}$

1      6      7      10      9      14

\*  $7 > 10 \rightarrow \text{no swap}$

\*  $10 > 9 \rightarrow \text{swap}$

1      6      7      9      10      14

### Round-3

1                  6                  7                  9                  10                  14  
Sorted boundary

- \* 1 > 6
  - \* 6 > 7
  - \* 7 > 9
- } No swap in any case.

### Round-4

1                  6                  7                  9                  10                  14  
Sorted boundary

- \* 1 > 6
  - \* 6 > 7
- } No swap in any case

### Round-5

1                  6                  7                  9                  10                  14  
Sorted boundary

- \* 1 > 6 → no swap

Now we don't have to go in round-6 as only one element is left & hence we can't compare it with any element. Hence we get sorted array in  $n-1$  rounds where  $n$  is the no. of elements.

### Optimization in Bubble Sort

Also we can observe that in round-3 there was no swap done & hence the array gets already sorted & we don't have to go in further rounds.

Code

```
void bubble Sort (vector <int> & arr) {  
    int n = arr.size();  
    for (int i = 0; i < n - 1; i++) {  
        bool swapped = false;  
        for (int j = 1; j < n - i; j++) {  
            if (arr[j - 1] > arr[j]) {  
                swapped = true;  
                swap (arr[j - 1], arr[j]);  
            }  
        }  
        if (!swapped) {  
            break;  
        }  
    }  
}
```

Best case Time Complexity

Best case occurs when the array is already sorted. Here the time complexity is  $O(n)$  as only  $n-1$  comparisons will be done.

Normal case Time complexity  $O(n^2)$

Worst case Time complexity

Worst case occurs when the array is reverse sorted & hence time complexity here is  $O(n^2)$ .

By optimization, best case time complexity



reduces to  $O(n)$ .

Space complexity

$O(1)$  as only variables are created.

Note → Use case of selection sort is incase of small arrays.

Use case of bubble sort is when  $i$ th largest elements to be put at correct place.

Insertion Sort

This means to insert the element at right place.

2      1      5      4

1      2      5

↳ Insert 4

1      2      4      5 → Sorted array

Algorithm for insertion sort

10      1      7      6      14      9

- 1) 10 is already at right place or will automatically be placed at right place.
- 2) Pick element at index = 1

$1 < 10$ , shift 10 & place 1 there. There is no swapping involved.



1      10      7      6      14      9  
 ← Sorted →

3) Pick element at index = 2

$7 < 10$   
 $7 > 1$  } 7 should come in b/w 1 & 10.

So shift 10 & copy 7 at the empty place.

1      7      10      6      14      9  
 ← Sorted →

4) Pick element at index = 3

$6 < 10$

$6 < 7$

$6 > 1$

Shift 10, then shift 7 & then copy 6 at the empty place.

1      6      7      10      14      9  
 ← Sorted →

5) Pick element at index = 4

$14 > 10 \rightarrow$  nothing to do.

1      6      7      10      14      9  
 ← Sorted →

6) Pick element at index = 5

$9 < 14$

$9 < 10$

$9 > 7$

Shift 14, then shift 10 & then copy 9 to

the empty place

1                  6                  7                  9                  10                  14

Hence the array is sorted now.

Code

```
void insertionSort (vector <int> arr) {
    int n = arr.size();
    for (int i = 1; i < n; i++) {
        int val = arr[i]; // Pick element
        int j = i - 1;
        for (; j >= 0; j--) {
            // Compare element
            if (arr[j] > val) {
                // shifting operation arr[j+1] = val;
            }
            else {
                break;
            }
        }
        // Copy step arr[j+1] = val;
    }
}
```

Time complexity

$O(n^2)$  in normal & worst case.

$O(n)$  in the best case i.e already sorted.

Space complexity

$O(1)$  as only variables are created.



Use case of insertion sort is in case of small arrays or when array is partially sorted.

Inbuilt sort function `sort(arr.begin(), arr.end())` is used to sort the vector.

We need to include algorithm header file to use this inbuilt function.