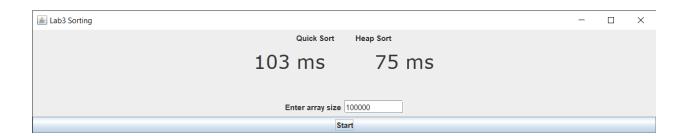
# CS430 HW3 Team "Yamaha Piano"

Malcolm Machesky and Adrian Kirchner



## Project Management

Table presented by name of participant and by day

	Wednesday	
Malcolm Machesky	<ul> <li>Modified (Gui.java) (5 min)</li> <li>Worked on instruction ppt and Project management (10 min)</li> <li>Helped combine GUI and sorting algorithms (20 min)</li> <li>Worked on (HeapSort.java) (2hr)</li> <li>Worked on analysis (1hr, 50 min)</li> <li>Total Hours: 4 25 min</li> </ul>	
Adrian Kirchner	<ul> <li>Worked on sorting algorithms in (QuickSort.java) (2 hr)</li> <li>Helped combine GUI and sorting algorithms (20 min)</li> <li>Modified (Gui.java) (5 min)</li> <li>Worked on analysis (2 hr)</li> <li>Total Hours: 4 25 min</li> </ul>	

### Algorithm comparison and analysis

Below is a table of results from running our program on various sizes of arrays.

n	quick(ms)	heap(ms)
1000	1	1
10000	1	2
100000	11	17
1000000	95	169
10000000	1112	2954
100000000	12847	42354

Both Quick sort and heap sort both have the run time complexity of  $O(n \log(n))$ . As you can see they have similar growth as you make the array larger.

#### Sorting Algorithms Analysis

QuickSort Analysis:

```
public static void sort(int[] array, int start, int end) {
    if (start < end - 1) { // base case: zero elements in array, no pivot
        int mid = partition(array, start, end); // partition array into two and get pivot
        sort(array, start, mid); // recursively sort on either side of the pivot
        sort(array, mid + 1, end);
static int partition(int[] array, int start, int end) {
    int pivot = array[start]; // create pivot
    int i = start + 1; // keeps track of the location the pivot will swap into when done
    for (int j = i; j < end; j++) { // iterates through all of array except the pivot
        if (array[j] <= pivot) { // if element is smaller than pivot</pre>
            array = swap(array, i, j); // swap with the currently tracked pivot position
            i++; // increment pivot position
    array = swap(array, start, i - 1); // swap the pivot into place
static int[] swap(int[] array, int i, int j) { // basic java swap function
    int temp = array[i];
    array[i] = array[j];
    array[j] = temp;
    return array;
```

The partition function runs in O(n) because it has to iterate through the entire length of the array.

The worst-case scenario for sort is that partition always returns the first element of the array as the pivot because that forces sort to be called recursively n-1 times. Therefore, the worst-case time complexity of sort is  $O(n^2)$ 

Line by line breakdown below:

```
public static void sort(int[] array, int start, int end) { // O(n²)
   if (start < end - 1) { // O(n²)
      int mid = partition(array, start, end); // O(n)
      sort(array, start, mid); // O(n²)
      sort(array, mid + 1, end); // O(n²)</pre>
```

```
}

static int partition(int[] array, int start, int end) {
    int pivot = array[start]; // O(1)
    int i = start + 1; // O(1)
    for (int j = i; j < end; j++) { // O(1)
        if (array[j] <= pivot) { // O(1)
            array = swap(array, i, j); // O(1)
            i++; // O(1)
        }
    }
    array = swap(array, start, i - 1); // O(1)
    return i - 1; // O(1)
}

static int[] swap(int[] array, int i, int j) { // O(1)
    int temp = array[i]; // O(1)
    array[i] = array[j]; // O(1)
    array[j] = temp; // O(1)
    return array; // O(1)
}
</pre>
```

#### HeapSort Analysis:

```
public static void sort(int[] array) {
    // build the heap by going through the heap and heapifing the different
    // subtree's
    for (int i = array.length / 2 - 1; i >= 0; i--) {
       heapify(array, array.length, i);
    // go through the array and move the root node to the top of the heap and
    for (int i = array.length - 1; i >= 0; i--) {
       array = swap(array, 0, i);
        // re heapify
       heapify(array, i, 0);
static void heapify(int[] array, int s, int i) {
    // the root of the tree or of the subtree that is getting heapified
    int root = i;
    int l = 2 * i + 1;
    int r = 2 * i + 2;
   // if the left node is greater then the root node set the root node to the left
   if (1 < s && array[1] > array[root]) {
       root = 1;
   // if the right node is greater then the root node set the root node to the
   if (r < s && array[r] > array[root]) {
       root = r;
    // Swap the nodes then reheapify with the new root node
    if (root != i) {
       array = swap(array, i, root);
       heapify(array, s, root);
public static int[] swap(int[] array, int i, int j) {
    int temp = array[i];
   array[i] = array[j];
    array[j] = temp;
    return array;
```

Heapify mathematical analysis:

$$T(n) = T\left(\frac{n}{2}\right) + C$$

$$F(n) = C$$

$$A = 1, B = 2$$

$$n^{\log_2 1} = 1$$

Since 
$$f(n) = \Theta(1)$$
,  $T(n) = \Theta(1 * \log(n)) = \Theta(\log(n))$ .

In the sort function there are 2 for loops which are each  $O(n \log(n))$  because in each of the for loops there is a call to the recursive function heapify which has a runtime complexity of  $O(\log(n))$  as shown above. Making the entire function  $O(n \log n)$ .

Line by like breakdown below:

```
public static void sort(int[] array) {// O(nlog(n))
    for (int i = array.length / 2 - 1; i >= 0; i--) { // O(n \log(n))
        heapify(array, array.length, i); // O(log(n))
    }
    for (int i = array.length - 1; i >= 0; i--) { // O(n log(n))}
        array = swap(array, 0, i); // 0(1)
        // re heapify
        heapify(array, i, 0); // O(log(n))
    }
static void heapify(int[] array, int s, int i) {
   int root = i; // 0(1)
   int l = 2 * i + 1; // 0(1)
   int r = 2 * i + 2; // 0(1)
   if (1 < s && array[1] > array[root]) { // 0(1)
        root = 1; // 0(1)
   if (r < s \&\& array[r] > array[root]) { // 0(1)}
        root = r; // 0(1)
   if (root != i) { // O(log(n))
        array = swap(array, i, root); // O(1)
        heapify(array, s, root); // O(log(n))
```

```
public static int[] swap(int[] array, int i, int j) {// 0(1)
    int temp = array[i]; // 0(1)
    array[i] = array[j]; // 0(1)
    array[j] = temp; // 0(1)
    return array; // 0(1)
}
```