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Task:

To determine--for sorting algorithms--what is the best predictor of total execution time: comparisons, swaps/copies, hits (array accesses), or something else.

Relationship Conclusion:

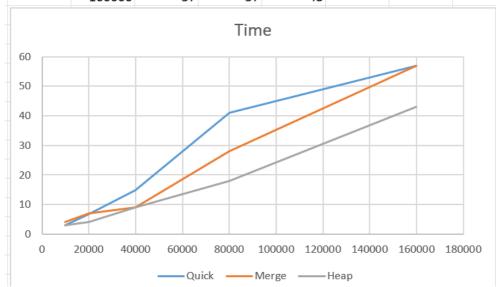
From the below graphs it can be seen that hits and compares are both important predictors of the total execution time for a sorting algorithm.

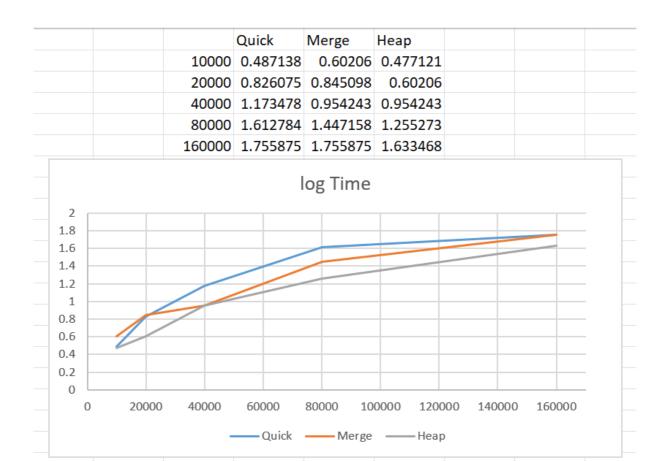
Evidence to Conclusion:

We cannot use swaps as a criteria because for merge sort, as the number of swaps is always zero

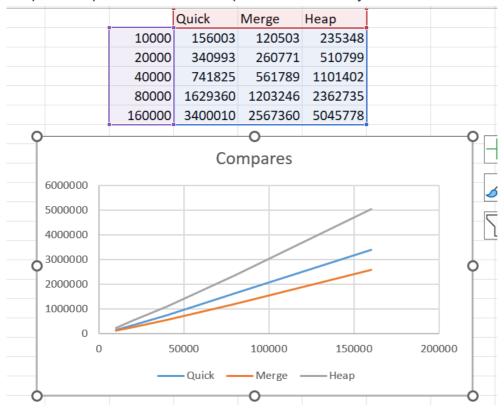
Graphical representation of time v/s the array size

		Quick	Merge	Неар		
	10000	3.07	4	3		
	20000	6.7	7	4		
	40000	14.91	9	9		
	80000	41	28	18		
	160000	57	57	43		

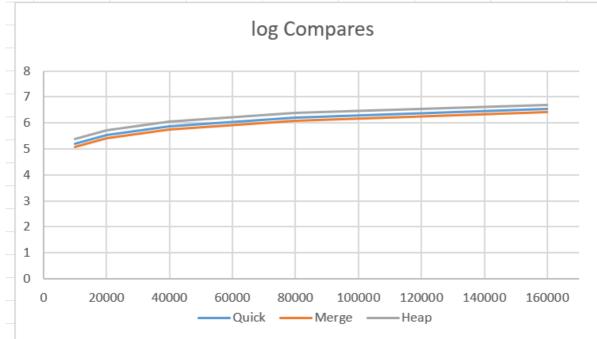




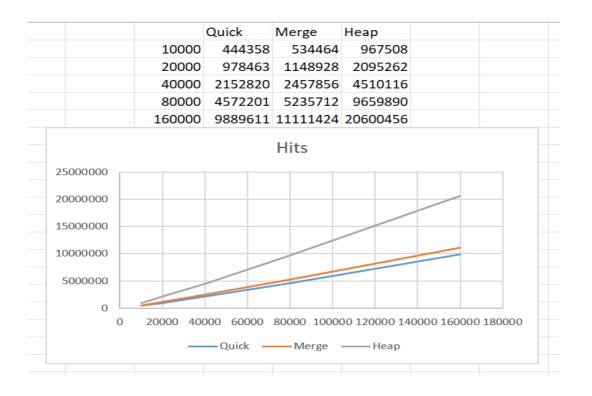
Graphical representation of compares v/s the array size



	Quick	Merge	Неар		
10000	5.193133	5.080998	5.371711		
20000	5.532745	5.416259	5.70825		
40000	5.870301	5.749573	6.041946		
80000	6.212017	6.080354	6.373415		
160000	6.53148	6.409487	6.702928		

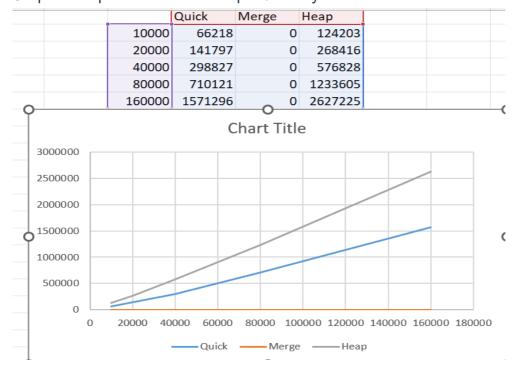


Graphical representation of Hits v/s the array size



		Quick	Merge	Heap		
	10000	5.647733	5.727918	5.985655		
	20000	5.990544	6.060293	6.321238		
	40000	6.333008	6.390556	6.654188		
	80000	6.660125	6.718976	6.984972		
	160000	6.995179	7.04577	7.313877		
0 200	000 40000	60000 80	0000 10000	00 120000	140000	160000

Graphical representation of swaps v/s array size



		Merge		
10000	4.820976	#NUM!	5.094132	
20000	5.151667	#NUM!	5.428808	
40000	5.47542	#NUM!	5.761046	
80000	5.851332	#NUM!	6.091176	
160000	6.196258	#NUM!	6.419497	

