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CSC331H

Sorting Analysis

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Summary of Sorting Analysis

Best/Worst Case Scenario Table:

Sort	Best Case Scenario	Worst Case Scenario
MergeSort	O(logn) – Any Assortment	O(logn) – Any Assortment
Selection	O(n2) – Any Assortment	O(n2) – Any Assortment
Insertion	O(n) – AlmostSorted	O(n2) – AlmostReversed
QuickSort	O(n*logn) – AlmostSorted	O(n2) - RandomAll
HeapSort	O(n*logn) – AlmostReversed	O(n*logn) - AlmostSorted

The five sorting algorithms used above were analyzed in a series of tests to examine the number of swaps and comparisons they each require. I created a sorting program that would ask the user to input either an option of 100 or 1000 integers and to select a scenario of how they will be given before sorting. Then five sorting algorithms are shown to be used and the program will output the unsorted and sorted lists with a swap and comparison insight once the sorting has been done.

Given the scenarios that are listed in the tables below, the hypothesis I came up before the trials started was that MergeSort would be able to deconstruct any situation consistently and all the other algorithms would vary and conclude in much higher numbers than MergeSort overall. The only time MergeSort falls short is against QuickSort in terms of its swaps and comparisons ration. MergeSort is on a 680 swap/680 comparison level and QuickSort can achieve an average of 628 swaps/630 comparisons on all scenarios. But this is only in the realm of testing 100 element arrays. MergeSort remains victorious with a consistent 9,987 swaps/comparisons vs. numbers that reach 10 to 100 thousand on other sorting algorithms. Quicksort falls short once the array becomes larger and larger. The times that MergeSort may fall is when memory may be in question. The algorithm requires a temporary array that is the size of the original array to be created to transfer over the sorted data. When introducing Heapsort into the mix, it's a bit slower out of the other two but still more effective than the two below which are Selection and Insertion.

Selection and Insertion sort are at the bottom of the list in terms of efficiency for sorting for my test runs. Selection Sort is consistent with all cases since it is comparing each value from the

index. Insertion is better with the array already sorted but will not perform as good when the array is in descending order as it compares and shifts each value it goes through. On average cases these may be equal in terms of efficiency but not the top choices compared to the rest of the list of algorithms.

In the end, big O notation is helpful to be able to analyze the data given and the algorithms we have at hand. It will help select the best method for that particular instance so that speed is always efficient.

AlmostReversed – Almost sorted in descending order (10% are random)

Table 1: Measuring Array of 100 Elements

Sort Method	RandomAll	RandomLast	AlmostSorted	AlmostReversed
MergeSort	680 swaps	680 swaps	680 swaps	680 swaps
	680 comparisons	680 comparisons	680 comparisons	680 comparisons
Selection	99 swaps	99 swaps	99 swaps	99 swaps
	4950 comparisons	4950 comparisons	4950 comparisons	4950 comparisons
Insertion	2464 swaps	461 swaps	337 swaps	4572 swaps
	2563 comparisons	560 comparisons	436 comparisons	4670 comparisons
QuickSort	513 swaps	497 swaps	679 swaps	823 swaps
	513 comparisons	497 comparisons	689 comparisons	823 comparisons
HeapSort	582 swaps	631 swaps	630 swaps	519 swaps
	1158 comparisons	1297 comparisons	1291 comparisons	998 comparisons

Table 2: Measuring Array of 1000 Elements

Sort Method	RandomAll	RandomLast	AlmostSorted	AlmostReversed
MergeSort	9,987 swaps	9,987 swaps	9,987 swaps	9,987 swaps
	9987 comparisons	9987 comparisons	9987 comparisons	9987 comparisons
Selection	999 swaps	999 swaps	999 swaps	999 swaps
	499,500	499,500	499,500	499,500
	comparisons	comparisons	comparisons	comparisons
Insertion	246,611 swaps	88,248 swaps	31,939 swaps	470,089 swaps
	247,610	89,249	32,938	471,088
	comparisons	comparisons	comparisons	comparisons
QuickSort	10,686 swaps	39,404 swaps	6,678 swaps	11,501 swaps
	10,686	39,404	6,678	11,501
	comparisons	comparisons	comparisons	comparisons
HeapSort	9,024 swaps	9,439 swaps	9,607 swaps	8,455 swaps
	19,545	20,909	21,369	18,075
	comparisons	comparisons	comparisons	comparisons

^{*}Numbers below were calculated on an average of three trials per experiment.

⁻RandomALL -Completely Random Numbers

⁻RandomLast – Almost sorted in ascending order(90% in increasing order,10% random)

⁻AlmostSorted - Array is sorted except last 10%