



Hacettepe University
Computer Engineering Department

BM204 Software Practicum II - 2023 Spring

Programming Assignment 1

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1 Problem Definition

Briefly state the problem that you are trying to solve. Add any background information if necessary.

First, the code implements three sorting algorithms: Selection Sort, Quick Sort, and Bucket Sort. The program generates arrays of varying sizes and runs three sorting algorithms on them. It then measures the time it takes for each sorting algorithm to sort the arrays and prints the time taken for each algorithm. The program generates array in 3 different ways: Randomly generated array, Sorted array, Reversed sorted array. Other part is search algorithms such as Linear and Binary search. It is same as the sort algorithms but we generate linear search with random data and sorted data. Binary search with sorted data.

2 Solution Implementation

Your answers, explanations, code go into this section.

2.1 Selection Sort Algorithm

```
3 usages
public static void selectionSort(int[] arr) {
    int n = arr.length;
    for (int i = 0; i < n - 1; i++) {
        int min = i;
        for (int j = i + 1; j < n; j++) {
            if (arr[j] < arr[min]) {
                min = j;
            }
        }
        if (min != i) {
            int temp = arr[i];
            arr[i] = arr[min];
            arr[min] = temp;
        }
    }
}
```

My selection Sort method is inside of the SortAlg class. In this method I used the pseudocode that was given in the pdf for the implementation of the selection sort.

132.2 Quick Sort Algorithm

```
3 usages
public static void quickSort(int[] arr, int low, int high){
    int[] qSorted = new int[arr.length];

    System.arraycopy(arr, 0, qSorted, 0, arr.length);
    qSorted[0]++;

    int stackSize= high-low + 1 ;
    int[] stack = new int[stackSize];
    int top= -1;
    stack[++top]=low;
    stack[++top]=high;

    while(top>=0){
        high = stack[top--];
        low = stack[top--];
        int pivot = partition(qSorted,low,high);
        if(pivot-1>low){
            stack[++top]=low;
            stack[++top]=pivot-1;
        }
        if (pivot + 1 < high){
            stack[++top]=pivot+1;
            stack[++top]=high;
        }
    }
}
```

```
1 usage
public static int partition( int[] arr, int low, int high){
    int pivot= arr[high];
    int i= low-1;
    for (int j = low; j<=high-1 ; j++){
        if (arr[j]<=pivot){
            i++;
            int temp = arr[i];
            arr[i]=arr[j];
            arr[j]=temp;
        }
    }
    int temp = arr[i+1];
    arr[i+1]= arr[high];
    arr[high]= temp;
    return i+1;
}
```

I did the quick sort algorithm with the help of the pseudocode. The reason I used array copy method is not to shuffle the original data which is given as the parameter.

2.3 Bucket Sort Algorithm

```
public static void bucketSort(int[] A, int n){
    int max = getMax(A);

    for (int i = 1; i < n; i++){
        if (A[i] > max){
            max = A[i];
        }
    }
    int numberOfBuckets = (int) Math.sqrt(n);
    List<Integer>[] buckets = new List<Integer>[numberOfBuckets];
    for (int i = 0; i < numberOfBuckets; i++){
        buckets[i] = new ArrayList<Integer>();
    }
    for (int i = 0; i < n; i++){
        int bucketIndex = hash(A[i], max, numberOfBuckets);
        buckets[bucketIndex].add(A[i]);
    }
    for (int i = 0; i < numberOfBuckets; i++){
        Collections.sort(buckets[i]);
    }
    int index = 0;
    for (int i = 0; i < numberOfBuckets; i++){
        for (int j = 0; j < buckets[i].size(); j++){
            A[index++] = buckets[i].get(j);
        }
    }
}
```

```
1 usage
public static int getMax(int[] A){
    int max = Integer.MIN_VALUE;
    for (int i : A) {
        max = Math.max(i, max);
    }
    return max;
}

1 usage
public static int hash(int i, int max, int numberOfBuckets) {
    int bucketIndex = (int) ((double) i / max * (numberOfBuckets - 1));
    return Math.abs(bucketIndex);
}
```

I did the bucket sort algorithm with the help of the pseudocode. I wrote the getMax function to find the maximum value of the array.

2.4 Linear Search Algorithm

```
2 usages
public static int linearSearch(int[] arr, int x) {
    int size = arr.length;
    for (int i = 0; i < size; i++) {
        if (arr[i] == x) {
            return i;
        }
    }
    return -1;
}
```

2.4 Binary Search Algorithm

```

1 usage
31 @ public static int binarySearch(int[] arr, int x) {
32     int low = 0;
33     int high = arr.length - 1;
34     while (high - low > 1) {
35         int mid = (high + low) / 2;
36         if (arr[mid] < x) {
37             low = mid + 1;
38         } else {
39             high = mid;
40         }
41     }
42     if (arr[low] == x) {
43         return low;
44     } else if (arr[high] == x) {
45         return high;
46     }
47     return -1;
48 }
49 }

```

3 Results, Analysis, Discussion

| Algorithm | 500 | 1000 | 2000 | 4000 | 8000 | 16000 | 32000 | 64000 | 128000 | 250000 |
|--|-----------|-----------|-----------|----------|-----------|-----------|-----------|------------|------------|-------------|
| Random Input Data Timing Results in ms | | | | | | | | | | |
| Selection sort | 0.49674 | 0.35096 | 1.21657 | 4.63067 | 18.0849 | 53.07065 | 208.66627 | 917.15919 | 3626.7663 | 20418.81853 |
| Quick sort | 0.07443 | 0.09647 | 0.19053 | 0.42887 | 0.77295 | 1.12244 | 3.4489 | 13.02381 | 34.29195 | 68.26935 |
| Bucket sort | 0.33683 | 0.4339 | 0.54364 | 0.86894 | 1.0095 | 0.7868 | 1.34766 | 2.77321 | 5.41368 | 11.86277 |
| Sorted Input Data Timing Results in ms | | | | | | | | | | |
| Selection sort | 1.70781 | 0.15362 | 0.58306 | 1.88274 | 7.18004 | 21.60851 | 143.11662 | 591.03276 | 2347.49184 | 10586.22841 |
| Quick sort | 0.89297 | 0.24074 | 0.67741 | 2.27784 | 39.58202 | 129.00248 | 579.55694 | 2241.24331 | 8816.29158 | 39456.5257 |
| Bucket sort | 0.30465 | 0.38473 | 0.70897 | 0.91901 | 0.20546 | 0.2537 | 0.44711 | 0.89027 | 1.99311 | 4.72131 |
| Reversely Sorted Input Data Timing Results in ms | | | | | | | | | | |
| Selection sort | 7282000.0 | 8513000.0 | 3.46063 | 1.355828 | 5.17676 | 5.948848 | 2.4775563 | 1.0125328 | 4.05667273 | 1.6086586 |
| Quick sort | 2140000.0 | 2529700.0 | 7693000.0 | 2.35438 | 7.23391 | 1.409152 | 4.733928 | 2.0669124 | 7.8793333 | 1.68306179 |
| Bucket sort | 1683300.0 | 2322700.0 | 2316200.0 | 952100.0 | 1398100.0 | 2137100.0 | 3928700.0 | 7542300.0 | 1.72441 | 3.90408 |

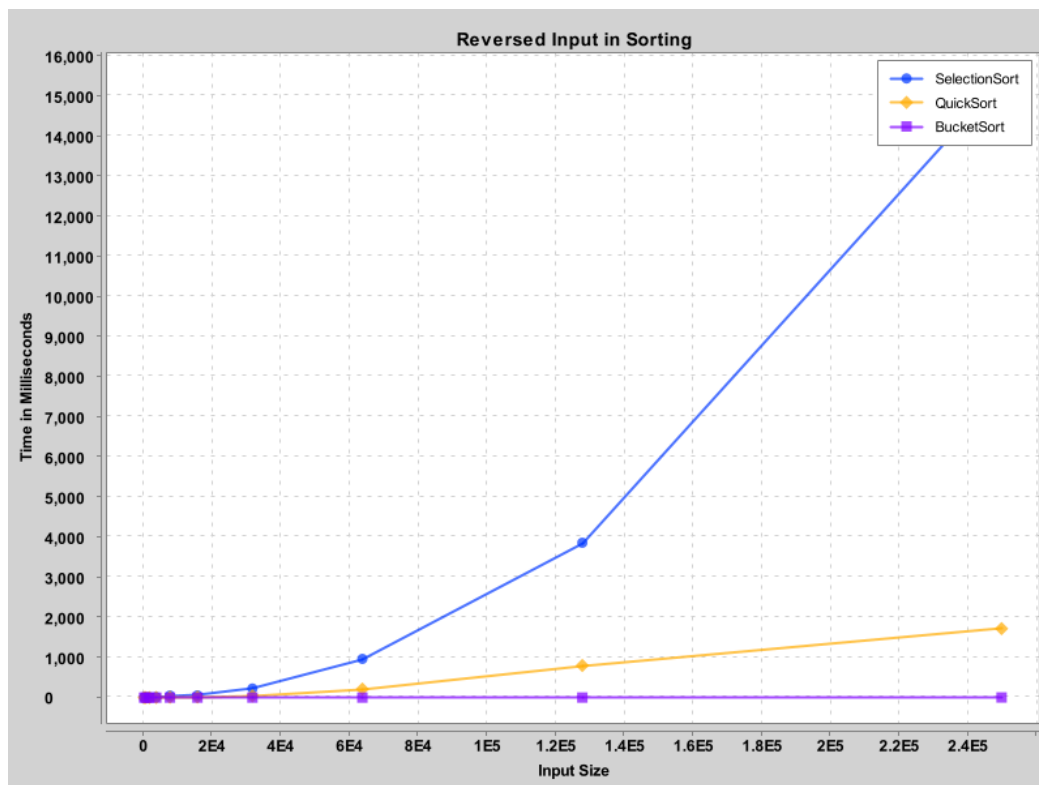
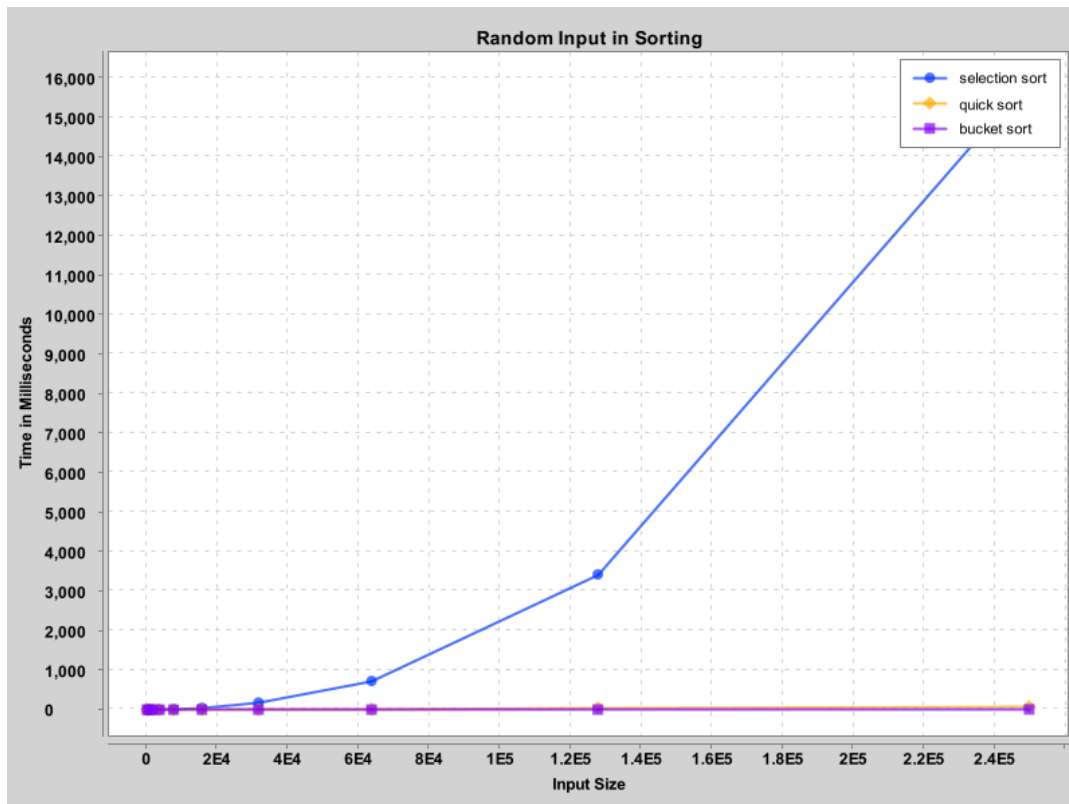
Input
Size n

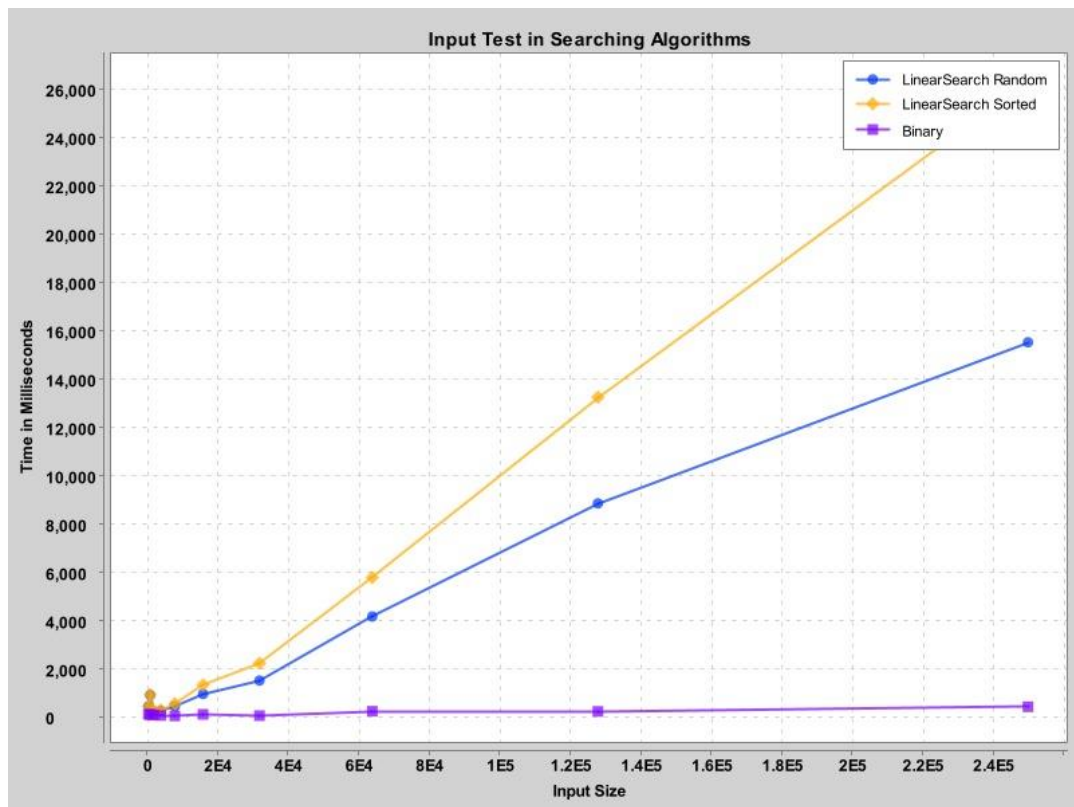
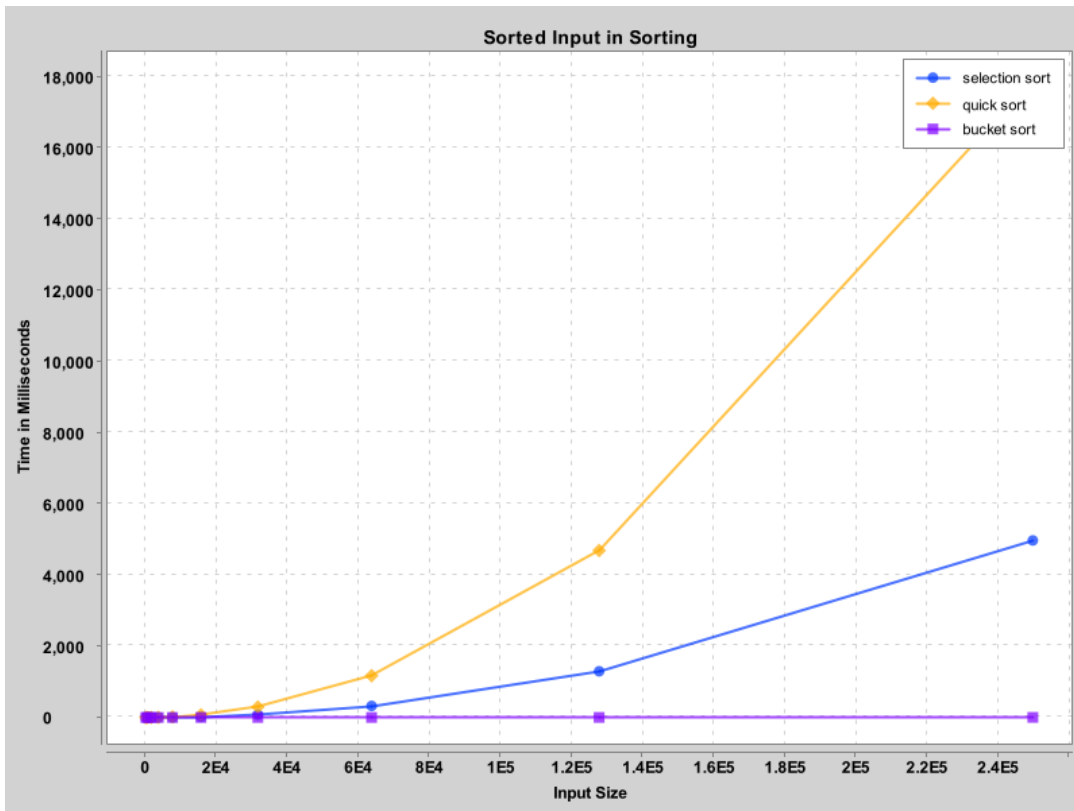
Input Size n

| Algorithm | Best Case | Average Case | Worst Case |
|----------------|--------------------|--------------------|-------------|
| Selection Sort | $\Omega(n^2)$ | $\Theta(n^2)$ | $O(n^2)$ |
| Quick Sort | $\Omega(n \log n)$ | $\Theta(n \log n)$ | $O(n^2)$ |
| Bucket Sort | $\Omega(n+k)$ | $\Theta(n+k)$ | $O(n^2)$ |
| Linear Search | $\Omega(1)$ | $\Theta(n)$ | $O(n)$ |
| Binary Search | $\Omega(1)$ | $\Theta(\log n)$ | $O(\log n)$ |

| Algorithm | 500 | 1000 | 2000 | 4000 | 8000 | 16000 | 32000 | 64000 | 128000 | 250000 |
|-----------------------------|-------|--------|-------|-------|-------|--------|--------|--------|---------|---------|
| Linear search (random data) | 544.0 | 1155.0 | 184.0 | 490.0 | 769 | 846.0 | 2198.0 | 3825.0 | 7840.0 | 14975.0 |
| Linear search (sorted data) | 533.0 | 1260.0 | 200.0 | 374 | 601.0 | 1211.0 | 3136.0 | 5376.0 | 11137.0 | 22605.0 |
| Binary search (sorted data) | 162.0 | 199.0 | 109.0 | 75 | 120.0 | 127.0 | 226.0 | 259.0 | 388.0 | 501.0 |

| Algorithm | Auxiliary Space Complexity |
|----------------|----------------------------|
| Selection Sort | $O(1)$ |
| Quick Sort | $O(n)$ |
| Bucket Sort | $O(n)$ |
| Linear Search | $O(1)$ |
| Binary Search | $O(1)$ |





In this experiment I found out the fastest algorithm in the given algorithms is not Quick sort, it is Bucket sort. Surprisingly search algorithms were faster than the sort algorithms. In sorting algorithms bucket sort was fastest among all 3 input types. Selection sort was the slowest in reversed and random tests, quick sort is the slowest in sorted input types. I was expecting selection sort to be the fastest among three of them in sorted input types. I did not expect linear search in sorted data to be the slowest.