

1 Identifying Sorts

Below you will find intermediate steps in performing various sorting algorithms on the same input list. The steps do not necessarily represent consecutive steps in the algorithm (that is, many steps are missing), but they are in the correct sequence. For each of them, select the algorithm it illustrates from among the following choices: insertion sort, selection sort, mergesort, quicksort (first element of sequence as pivot), and heapsort.

Input list: 1429, 3291, 7683, 1337, 192, 594, 4242, 9001, 4392, 129, 1000

(a)

1429, 3291, 7683, 192, 1337, 594, 4242, 9001, 4392, 129, 1000

1429, 3291, 192, 1337, 7683, 594, 4242, 9001, 129, 1000, 4392

192, 1337, 1429, 3291, 7683, 129, 594, 1000, 4242, 4392, 9001

merge sort

(b)

1337, 192, 594, 129, 1000, 1429, 3291, 7683, 4242, 9001, 4392

192, 594, 129, 1000, 1337, 1429, 3291, 7683, 4242, 9001, 4392

129, 192, 594, 1000, 1337, 1429, 3291, 4242, 9001, 4392, 7683

quick sort

wrong

(c)

1337, 1429, 3291, 7683, 192, 594, 4242, 9001, 4392, 129, 1000

192, 1337, 1429, 3291, 7683, 594, 4242, 9001, 4392, 129, 1000

192, 594, 1337, 1429, 3291, 7683, 4242, 9001, 4392, 129, 1000

insertion sort

(d)

1429, 3291, 7683, 9001, 1000, 594, 4242, 1337, 4392, 129, 192

7683, 4392, 4242, 3291, 1000, 594, 192, 1337, 1429, 129, 9001

129, 4392, 4242, 3291, 1000, 594, 192, 1337, 1429, 7683, 9001

selection sort

In all these cases, the final step of the algorithm will be this:

129, 192, 594, 1000, 1337, 1429, 3291, 4242, 4392, 7683, 9001

2 Reverse Engineering

Consider the following unsorted array, and the array after an unknown number of iterations of selection sort as discussed in class (where we sort by identifying the minimum item and moving it to the front by swapping). Assume no two elements are equal

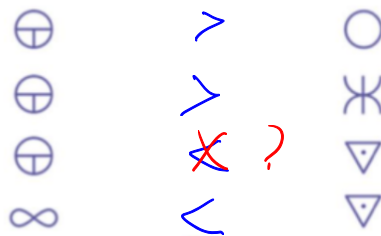
Unsorted:



After ? Iterations of Selection Sort:



For each relation below, **write** $<$, $>$, or $?$ for insufficient information regarding the relation between the two objects



3 Conceptual Sorts

Answer the following questions regarding various sorting algorithms that we've discussed in class. If the question is T/F and the statement is true, provide an explanation. If the statement is false, provide a counterexample.

(a) (T/F) Quicksort has a worst case runtime of $\Theta(N \log N)$, where N is the number of elements in the list that were sorting.

F $\Theta(N^2)$ (1, 2, 3, 4, 5)

always select the first item as pivot

(b) We have a system running insertion sort and we find that it's completing faster than expected. What could we conclude about the input to the sorting algorithm?

It's almost sorted.

(c) Give a 5 integer array such that it elicits the worst case running time for insertion sort.

(5, 4, 3, 2, 1) reverse sort

(d) (T/F) Heapsort is stable.

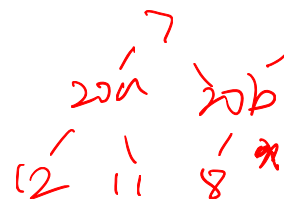
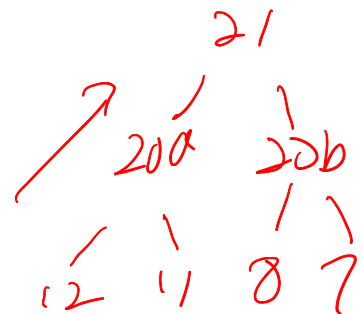
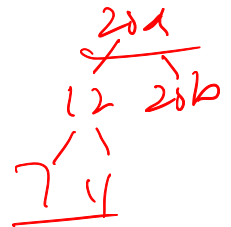
F (2a, 1a, 1b, 1c) \rightarrow heapify

2b 2a 21

(e) Give some reasons as to why someone would use mergesort over quicksort

mergesort is stable

worst case is $\sim (N \log N)$. better.
parallelized



(f) You will be given an answer bank, each item of which may be used multiple times. You may not need to use every answer, and each statement may have more than one answer.

A. QuickSort (nonrandom, inplace using Hoare partitioning, and choose the leftmost item as the pivot)

B. MergeSort

C. Selection Sort

D. Insertion Sort

E. HeapSort

N. (None of the above)

List all letters that apply. List them in alphabetical order, or if the answer is none of them, use N indicating none of the above. All answers refer to the entire sorting process, not a single step of the sorting process. For each of the problems below, assume that N indicates the number of elements being sorted.

~~BE~~ ABCE? ↘
 _____ Bounded by $\Omega(N \log N)$ lower bound.

BE _____ Has a worst case runtime that is asymptotically better than Quicksort's worstcase runtime.

C _____ In the worst case, performs $\Theta(N)$ pairwise swaps of elements. 5 4 3 2 1 ?

ABD _____ Never compares the same two elements twice.

N _____ Runs in best case $\Theta(\log N)$ time for certain inputs