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1  #include <iostream>
2  #include <vector>
3  #include <random>
4  #include <chrono>
5
6  using std::getline;
7  using std::string;
8  using std::cout;
9  using std::endl;
10 using std::vector;
11 using std::cin;
12 using std::swap;
13 using std::default_random_engine;
14 using std::uniform_int_distribution;
15
16 bool get_line(const string& user_prompt, string& line){
17     cout << user_prompt;
18     getline(cin, line);
19     return !line.empty();
20 }
21
22 void insertion_sort(vector<int>& arr){
23     for(int i = 1; i < arr.size(); i++){
24         for(int j = i; j > 0 && arr[j] < arr[j - 1]; j--){
25             swap(arr[j], arr[j - 1]);
26         }
27     }
28 }
29
30 void partial_sort(vector<int>& arr, int lower_bound, int
upper_bound){
31     for(int i = lower_bound; i <= upper_bound; i++){
32         for(int j = i; j > 0 && arr[j] < arr[j - 1]; j--){
33             swap(arr[j], arr[j - 1]);
34         }
35     }
36 }
37
38 int median_of_three(vector<int>& arr, int lo, int hi){
39     int mid = (lo + hi) / 2;
40     if(arr[lo] > arr[hi])
41         swap(arr[lo], arr[hi]);
42     if(arr[lo] > arr[mid])
43         swap(arr[lo], arr[mid]);
44     if(arr[mid] > arr[hi])
45         swap(arr[mid], arr[hi]);
46     return mid;
47 }
48
49 int partition(vector<int> &arr, int lo, int hi){

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50     int left = lo - 1, right = hi;
51     int pivot_value = arr[hi];
52     while(true){
53         while(arr[++left] < pivot_value) if(left == hi)
break;
54         while(arr[--right] > pivot_value) if(right == lo)
break;
55         if(left >= right) break;
56         swap(arr[left], arr[right]);
57     }
58     swap(arr[left], arr[hi]);
59     return left;
60 }
61
62 void quick_sort(vector<int>& arr, int lo, int hi){
63     const int CUTOFF_TO_INSERTION_SORT = 3;
64     if(hi <= lo + CUTOFF_TO_INSERTION_SORT){
65         partial_sort(arr, lo, hi);
66         return;
67     }
68     int pivot_idx = median_of_three(arr, lo, hi);
69     swap(arr[pivot_idx], arr[hi]);
70     int new_pivot_idx = partition(arr, lo, hi);
71     quick_sort(arr, lo, new_pivot_idx - 1);
72     quick_sort(arr, new_pivot_idx + 1, hi);
73 }
74
75 void quick_sort(vector<int>& arr){
76     quick_sort(arr, 0, arr.size() - 1);
77 }
78
79 int main() {
80
81     string line;
82     while(get_line("enters a positive integer: ", line)){
83         int n = stoi(line);
84         unsigned seed = std::chrono::system_clock::now().
time_since_epoch().count();
85         default_random_engine gen(seed);
86         const int LOWER_BOUND = -5000;
87         const int UPPER_BOUND = 5000;
88         const int TRIALS = 100;
89         vector<double> insertion_sort_times;
90         vector<double> quick_sort_times;
91         for(int i = 0; i < TRIALS; i++){
92             uniform_int_distribution<int>
uniform_int_distribution(LOWER_BOUND, UPPER_BOUND);
93             vector<int> a;
94             for(int k = 0; k < n; k++){
95                 a.push_back(uniform_int_distribution(gen))

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95 ;
96
97     vector<int> insertion_sort_copy = a;
98     auto start = std::chrono::steady_clock::now()
;
99     insertion_sort(insertion_sort_copy);
100    auto end = std::chrono::steady_clock::now();
101    std::chrono::duration<double> elapsed_seconds
    = end - start;
102    insertion_sort_times.emplace_back(
elapsed_seconds.count());
103
104    vector<int> quick_sort_copy = a;
105    start = std::chrono::steady_clock::now();
106    quick_sort(quick_sort_copy);
107    end = std::chrono::steady_clock::now();
108    elapsed_seconds = end - start;
109    quick_sort_times.emplace_back(elapsed_seconds
.count());
110    }
111    double in_sort_avg_runtime = accumulate(
insertion_sort_times.begin(), insertion_sort_times.end(),
    0.0) / TRIALS;
112    double quick_sort_avg_runtime = accumulate(
quick_sort_times.begin(), quick_sort_times.end(), 0.0) /
    TRIALS;
113
114    cout << "The average runtime for insertion sort
is: " << in_sort_avg_runtime << endl;
115    cout << "The average runtime for quick sort is: "
    << quick_sort_avg_runtime << endl;
116
117    cout << "Number of instructions computer can run
in one second: " << (n*n / in_sort_avg_runtime) << endl;
118    }
119 }

```

Insertion sort: $T(n) = \sum_{i=1}^{n-1} i = \frac{(n-1) \cdot n}{2} = O(n^2)$
Quicksort (avg time): $T(n) = 2 \cdot T(\frac{n}{2}) + O(n) = O(n \cdot \log_2(n))$