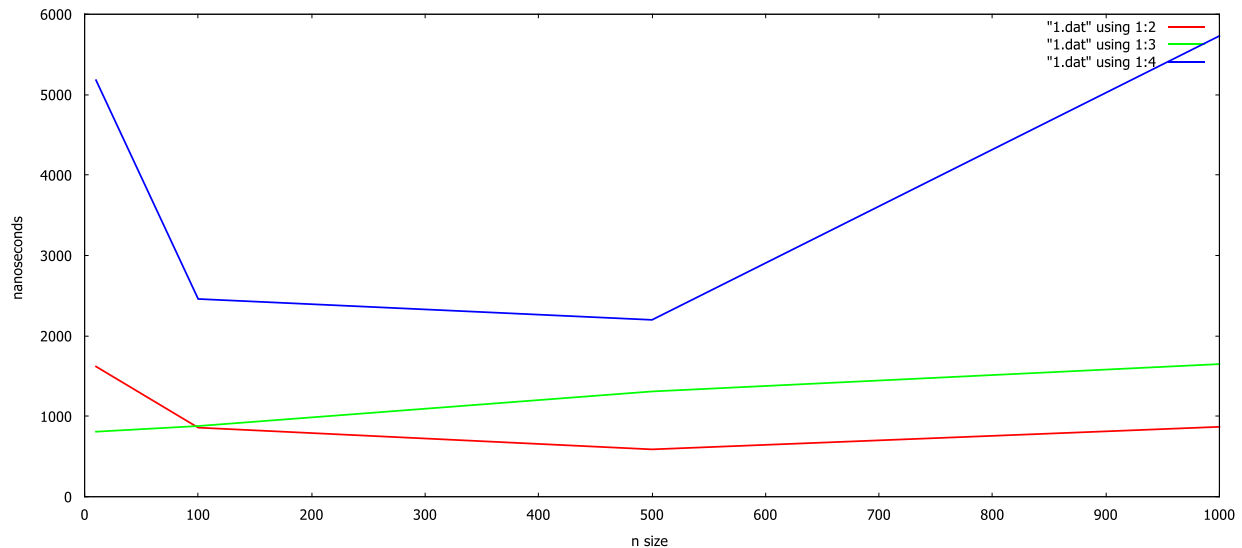


I have to use the data run my program from https://www.onlinegdb.com/online_c++_compiler.

My computer seems too fast, I get all zero at runtime, even use nanoseconds.

I will show printscreen of www.onlinegdb.com/online_c++_compiler at final



Red Line – randomized-select

Green Line – counting sort

Blue Line – bucket sort

Explanation:

1. Time complexity of counting sort is $O(n)$, when data closer, time complexity of randomized-select will be closer to $O(n)$. When n increase, the randomness decrease, which make data closer
2. The reason why runtime of bucket sort is unstable may be that I use insertion sort to sort bucket as book written.
3. Probabilities of lucky and unlucky is closer when n grow higher, because as n increases, the randomness decreases

BUCKET-SORT(A)

```
1 let  $B[0 \dots n-1]$  be a new array
2  $n = A.length$ 
3 for  $i = 0$  to  $n-1$ 
4     make  $B[i]$  an empty list
5 for  $i = 1$  to  $n$ 
6     insert  $A[i]$  into list  $B[\lfloor nA[i] \rfloor]$ 
7 for  $i = 0$  to  $n-1$ 
8     sort list  $B[i]$  with insertion sort
9 concatenate the lists  $B[0], B[1], \dots, B[n-1]$  together in order
```

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```
main.cpp
61 auto start2 = high_resolution_clock::now();
62 int* E = BucketSort(A,14);
63 auto stop2 = high_resolution_clock::now();
64 auto duration2 = duration_cast<nanoseconds>(stop2 - start2);
65
66 for (int i=0; i<10; i++){
67     for (int j = 0; E[i][j]>=0; j++){
68         lucky = E[i][j];
69     }
70 }
71 unlucky = -1;
72 for (int i=0; unlucky<0; i++){
73     for (int j = 0; E[i][j]>=0; j++){
74         unlucky = E[i][j];
75         break;
76     }
77 }
78 printlucky(A0, lucky, unlucky, n);
79 cout << setw(8) << left << n << setw(8) << left << duration.count();
80 cout << setw(8) << left << duration1.count() << setw(8) << left << duration2.count()<<endl;
81 }
82 // c1
83 int RandomSelect(int* A, int p, int r, int i){
84     if (p == r){
85         return A[p];
86     }
87     int q = RandomPartition(A,p,r);
```

input

probabilities of a lucky winner is 30%; probabilities of a unlucky winner is 0%.

10 1620 810 5180

RandomSelect

lucky number is 2 ; unlucky number is 9 .

probabilities of a lucky winner is 10%; probabilities of a unlucky winner is 3%.

CountingSort

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81 }
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83 int RandomSelect(int* A, int p, int r, int i){
84     if (p == r){
85         return A[p];
86     }
87     int q = RandomPartition(A,p,r);
```

input

CountingSort

lucky number is 4 ; unlucky number is 9 .

probabilities of a lucky winner is 12%; probabilities of a unlucky winner is 3%.

BucketSort

lucky number is 2 ; unlucky number is 9 .

probabilities of a lucky winner is 10%; probabilities of a unlucky winner is 3%.

100 860 880 2460

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82 // c1
83 int RandomSelect(int* A, int p, int r, int i){
84     if (p == r){
85         return A[p];
86     }
87     int q = RandomPartition(A,p,r);
```

input

probabilities of a lucky winner is 9.4%; probabilities of a unlucky winner is 6.6%.

BucketSort

lucky number is 8 ; unlucky number is 1 13 .

probabilities of a lucky winner is 9.2%; probabilities of a unlucky winner is 6.6%.

500 590 1310 2200

RandomSelect

Type here to search

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80 cout << setw(8) << left << duration1.count() << setw(8) << left << duration2.count()<<endl;
81 }
82 // c1
83 int RandomSelect(int* A, int p, int r, int i){
84     if (p == r){
85         return A[p];
86     }
87     int q = RandomPartition(A,p,r);
```

input

probabilities of a lucky winner is 8.4%; probabilities of a unlucky winner is 6%.

1000 870 1650 5730

...Program finished with exit code 0

Press ENTER to exit console.

Type here to search

9:41 PM 4/20/2020