

Time Complexities of Three Sorting Algorithms

Selection Sort

First, select the smallest element

Then, select the smallest element among the remaining elements

Then, select the smallest element among the remaining elements

... ..

Select the smallest element among elements that have not yet been processed every time.



```

public class SelectionSort{
    // Our algorithm class does not allow any instances
    private SelectionSort(){}
    public static void sort(Comparable[] arr){
        int n = arr.length;
        for( int i = 0 ; i < n ; i ++ ){
            // Find the index of the smallest value in the interval [i, n)
            int minIndex = i;
            for( int j = i + 1 ; j < n ; j ++ )
                // Use compareTo method to compare the size of two Comparable objects
                if( arr[j].compareTo( arr[minIndex] ) < 0 )
                    minIndex = j;
            swap( arr , i , minIndex);
        }
    }
    private static void swap(Object[] arr, int i, int j) {
        Object t = arr[i];
        arr[i] = arr[j];
        arr[j] = t;
    }
}

```

Sorted: arr[0, i)
Out of order: arr[i, 0)

Insertion Sort

Sorted: $\text{arr}[0, i)$
Out of order: $\text{arr}[i, 0)$

8 6 2 3 1 5 7 4

6 8 2 3 1 5 7 4

6 8 2 3 1 5 7 4

6 2 8 3 1 5 7 4

2 6 8 3 1 5 7 4

... ..



```

public class InsertionSort{
    // Our algorithm class does not allow any instances
    private InsertionSort(){
    // Use InsertionSort to sort the entire arr array
    public static void sort(Comparable[] arr){
        int n = arr.length;
        for (int i = 0; i < n; i++) {
            Comparable e = arr[i];
            int j = i;
            for( ; j > 0 && arr[j-1].compareTo(e) > 0 ; j--){
                arr[j] = arr[j-1];
            }
            arr[j] = e;
        }
    }
}

```

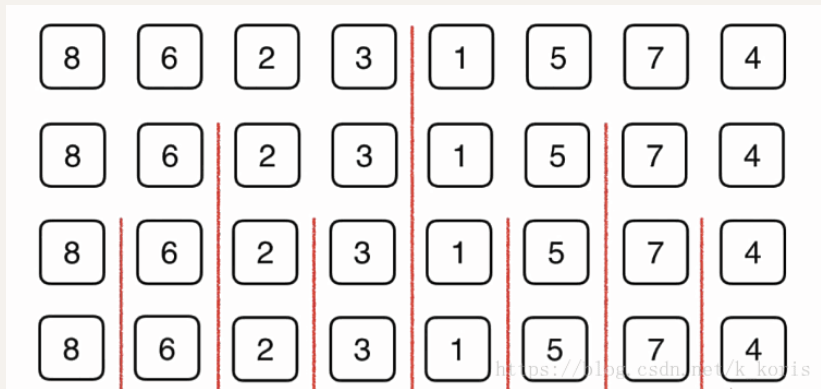
1. simplify



2. optimization




Merge Sort

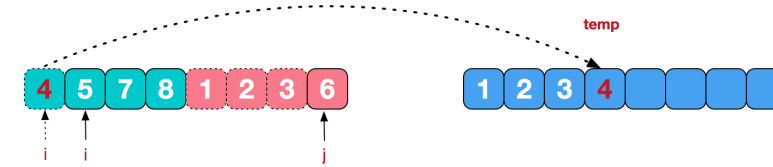
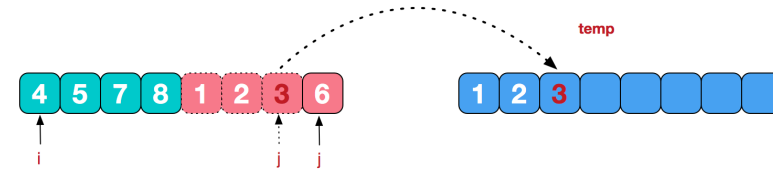
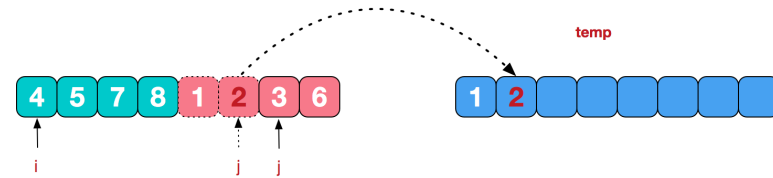
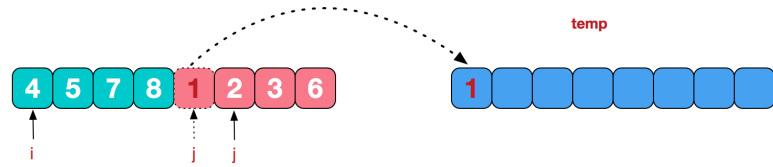


In mergeSort(E[] arr, l, r):

Step 1: Sort arr[l, mid]

Step 2: Sort arr[mid+1, r]

Step 3: Merge sorted arr[l, mid] and arr[mid+1, r]



// Combine the two parts of arr[l...mid] and arr[mid+1...r]

```
private static void merge(Comparable[] arr, int l, int mid, int r) {
```

```
    Comparable[] aux = Arrays.copyOfRange(arr, l, r+1);
```

// Initialization, i points to the left half of the starting index position l; j points to the right half of the starting index position mid+1

```
    int i = l, j = mid+1;
```

```
    for( int k = l ; k <= r; k ++ ){
```

```
        if( i > mid ){ // If the left half of the elements have all been processed
```

```
            arr[k] = aux[j-l]; j ++;
```

```
        }
```

```
        else if( j > r ){ // If the right half of the elements have all been processed
```

```
            arr[k] = aux[i-l]; i ++;
```

```
        }
```

```
        else if( aux[i-l].compareTo(aux[j-l]) < 0 ){ // The element pointed to by the left half < the element pointed by the right half
```

```
            arr[k] = aux[i-l]; i ++;
```

```
        }
```

```
        else{ // The element referred to in the left half >= the element referred to in the right half
```

```
            arr[k] = aux[j-l]; j ++;
```

```
        }
```

```
    }
```

```
}
```



```
private static void sort(Comparable[] arr, int l, int r) {  
    // Optimization 2: For small-scale arrays, use insertion sort  
    if( r - l <= 15 ){  
        InsertionSort.sort(arr, l, r);  
        return;  
    }  
    int mid = (l+r)/2;  
    sort(arr, l, mid);  
    sort(arr, mid + 1, r);  
}
```

// Optimization 1: For the case of $arr[mid] \leq arr[mid+1]$, do not merge

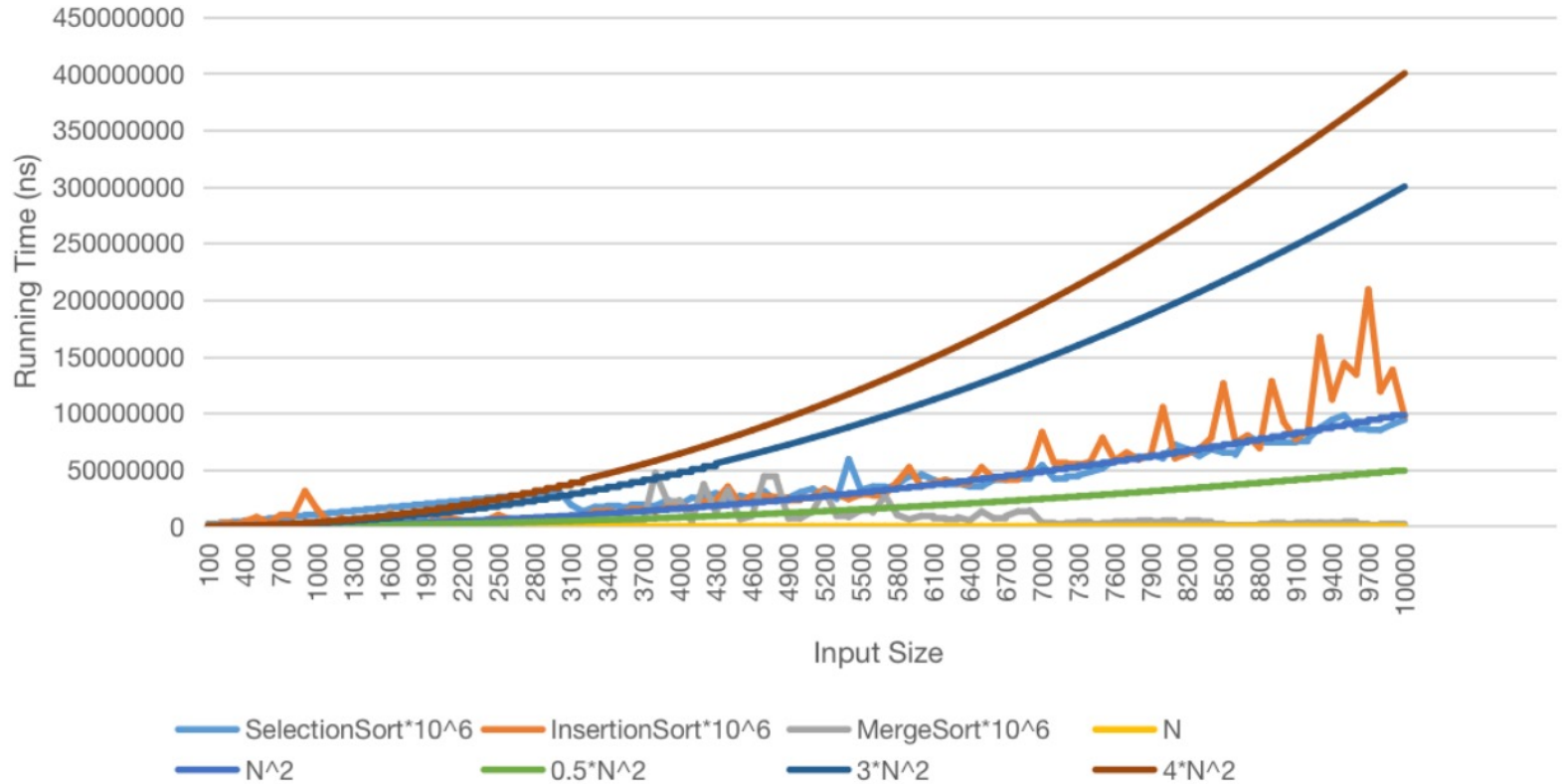
// It is very effective for nearly ordered arrays, but for general cases, there is a certain performance loss

```
    if( arr[mid].compareTo(arr[mid+1]) > 0 )  
        merge(arr, l, mid, r);  
}  
public static void sort(Comparable[] arr){  
    int n = arr.length;  
    sort(arr, 0, n-1);  
}
```

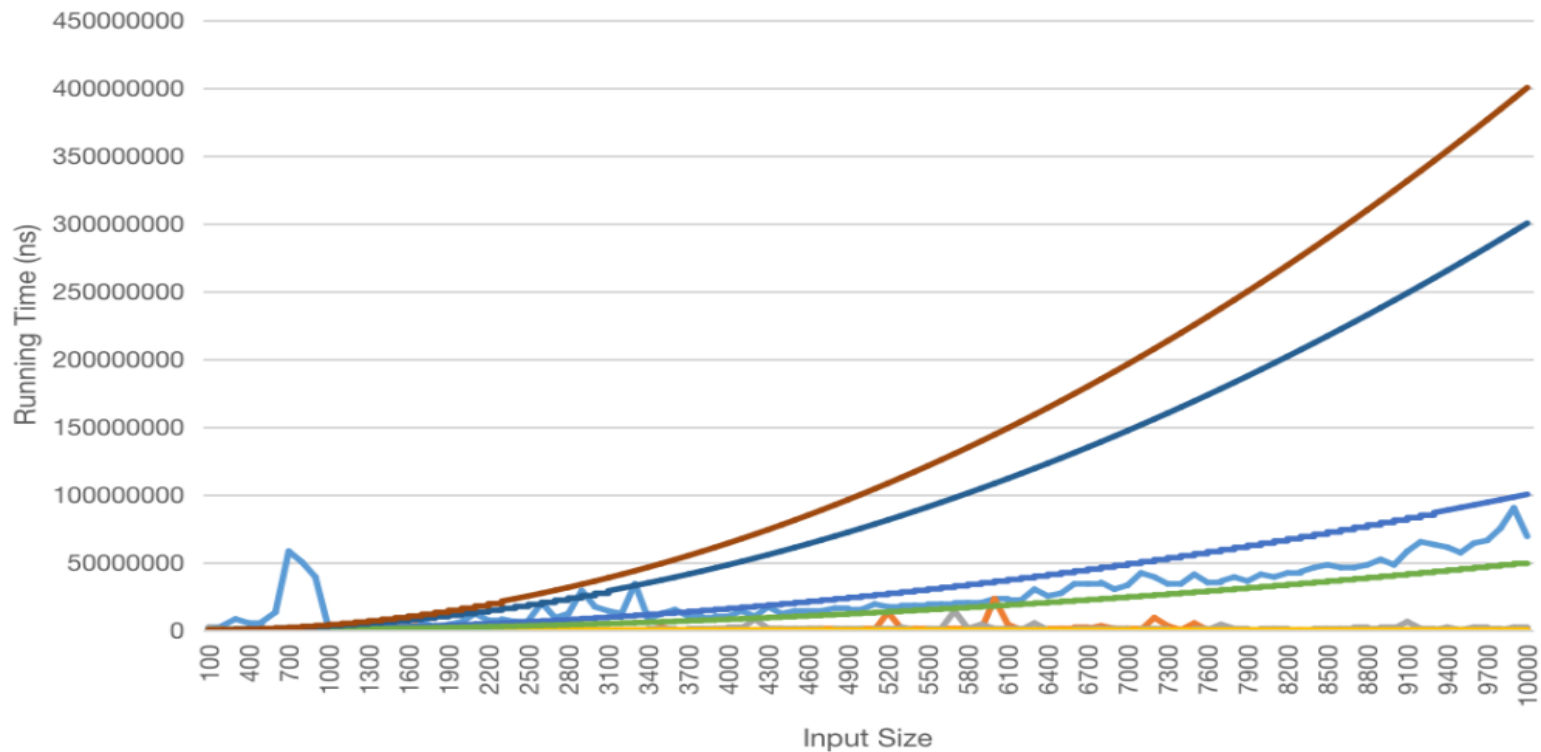


Optimization 1: Best case: $O(n)$!!!

Average Case Running Time of Sorting Algorithms

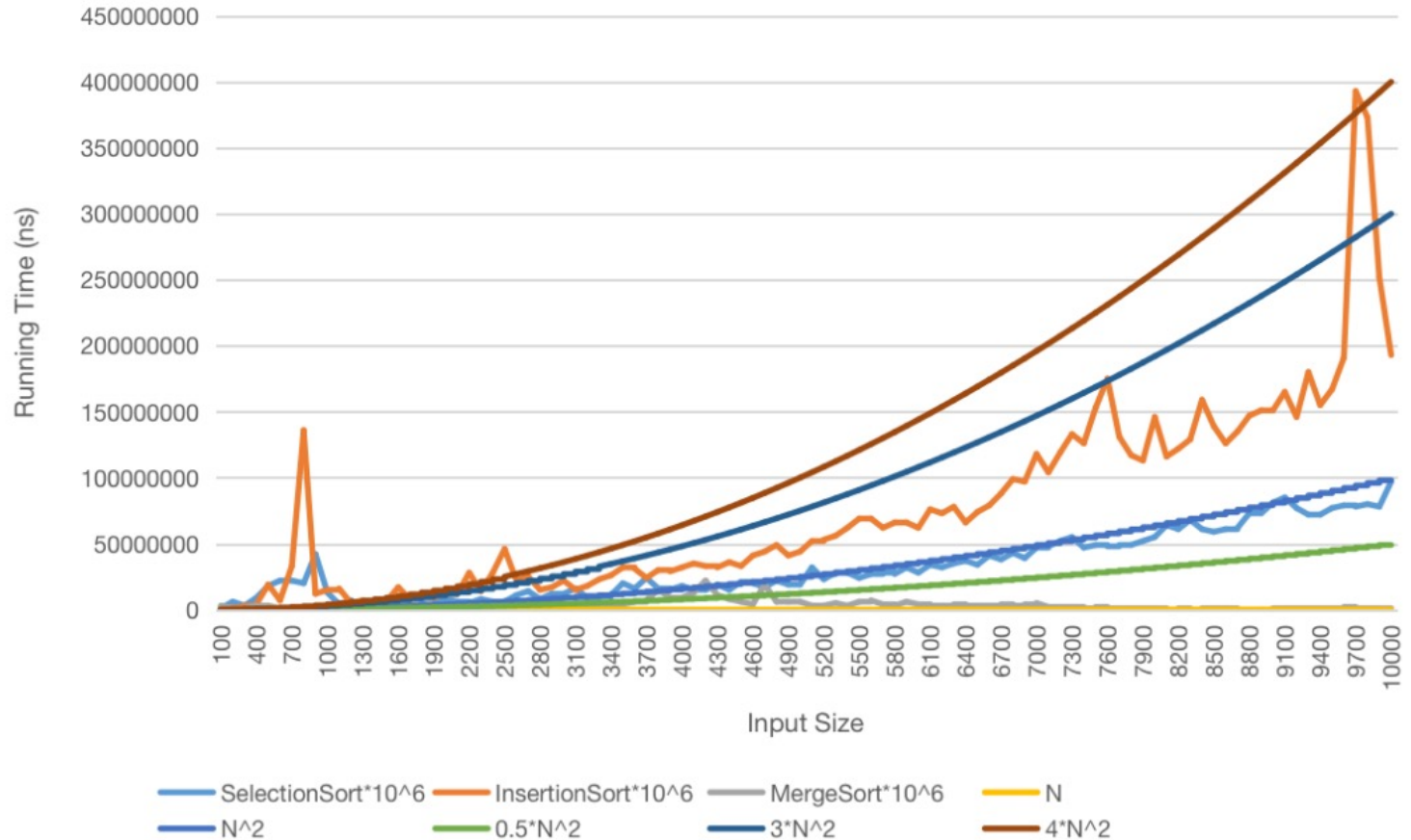


Best Case Running Time of Sorting Algorithms



SelectionSort*10⁶ InsertionSort*10⁶ MergeSort*10⁶ N
 N² 0.5*N² 3*N² 4*N²

Worst Case Running Time of Sorting Algorithms



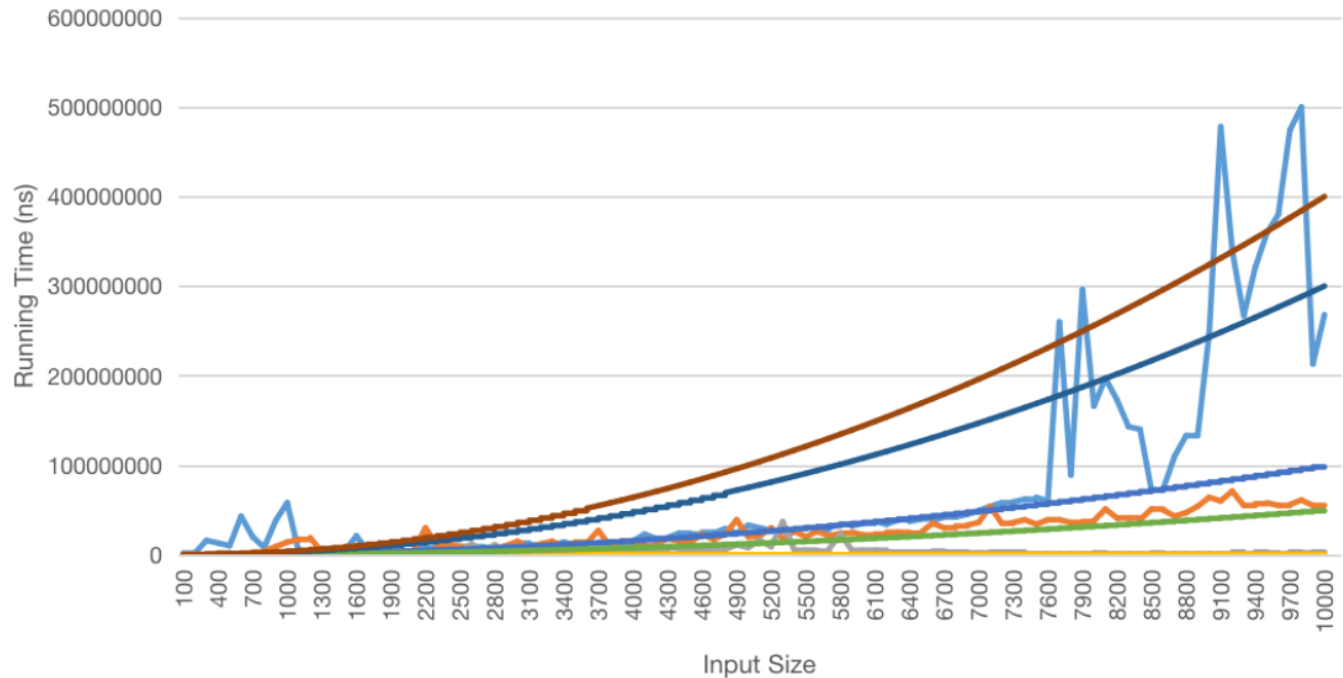
```
// Generate an almost ordered array
// First generate a completely ordered array containing [0...n-1], then randomly exchange swapTimes pairs of data
// swapTimes defines the degree of disorder of the array:
// When swapTimes == 0, the array is completely ordered
// The larger the swapTimes, the more disorder the array tends to be
public static Integer[] generateNearlyOrderedArray(int n, int swapTimes){

    Integer[] arr = new Integer[n];
    for( int i = 0 ; i < n ; i ++ )
        arr[i] = new Integer(i);

    for( int i = 0 ; i < swapTimes ; i ++ ){
        int a = (int)(Math.random() * n);
        int b = (int)(Math.random() * n);
        int t = arr[a];
        arr[a] = arr[b];
        arr[b] = t;
    }

    return arr;
}
```

25% Case Running Time of Sorting Algorithms



SelectionSort*10⁶

N

3*N²

InsertionSort*10⁶

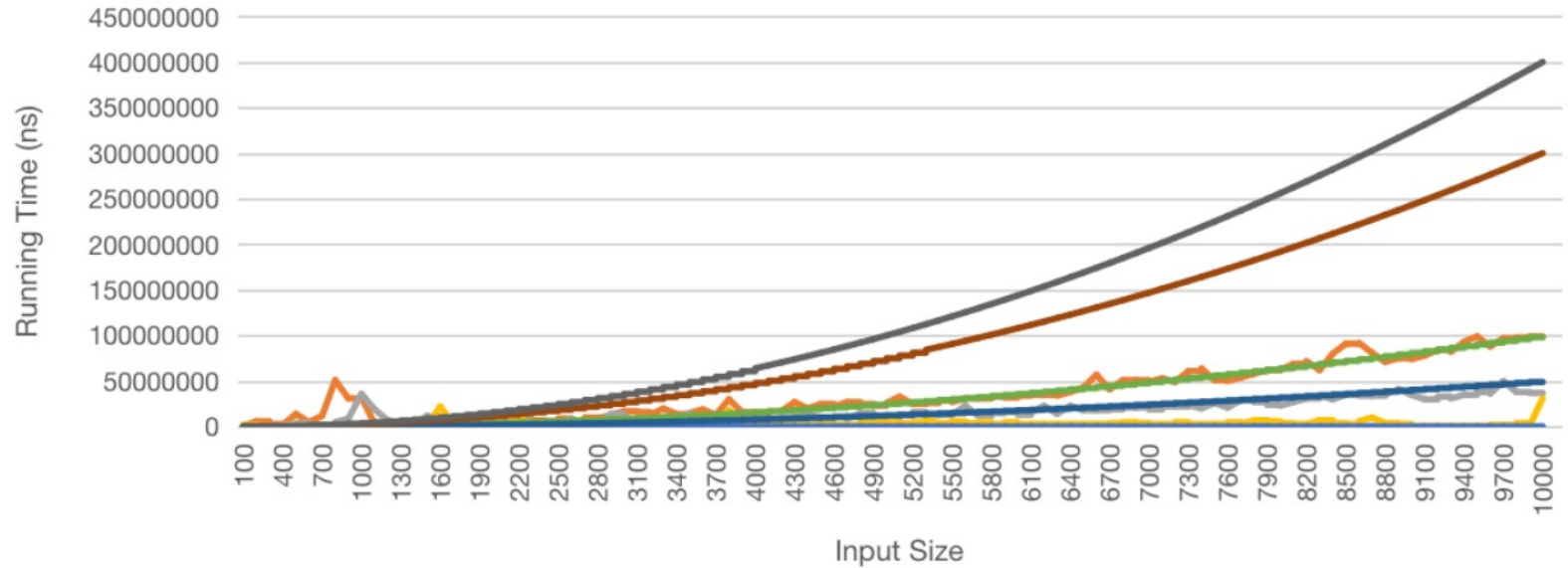
N²

4*N²

MergeSort*10⁶

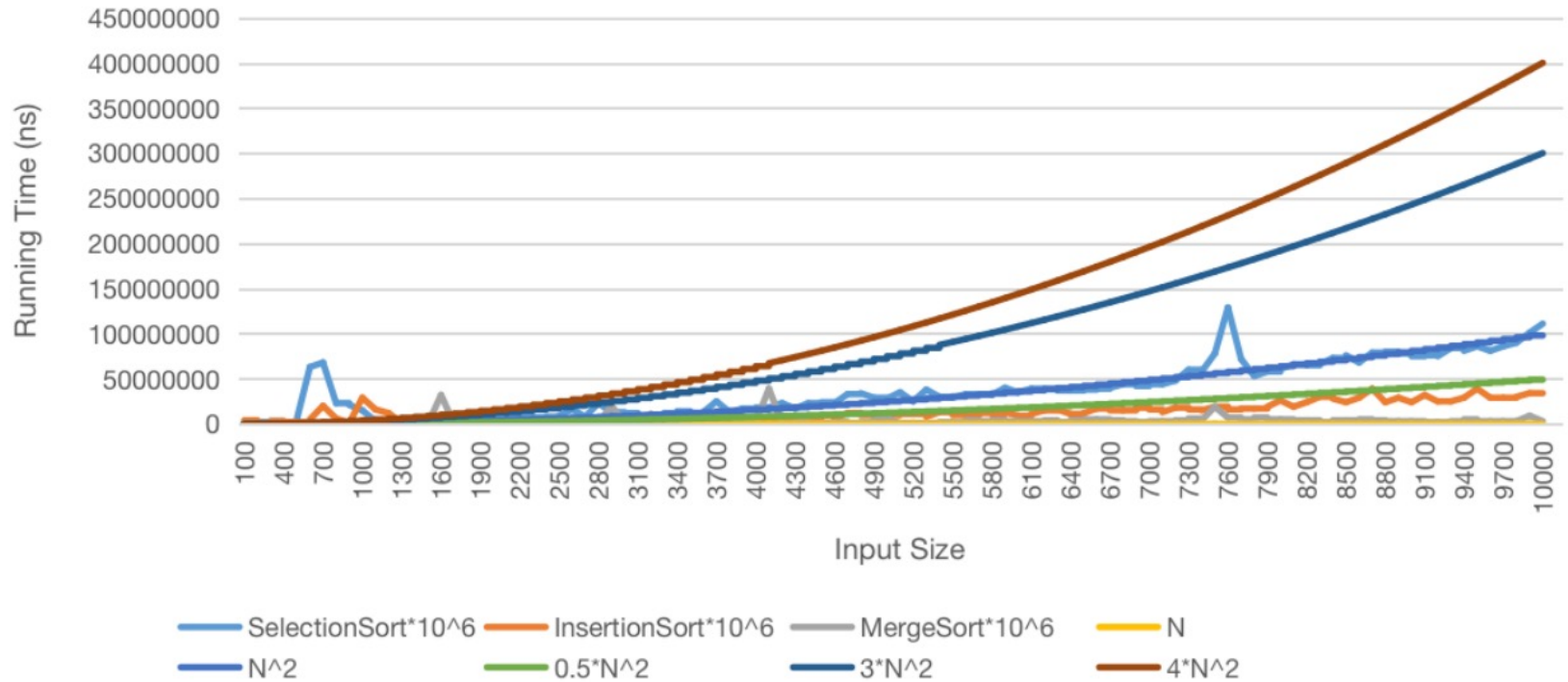
0.5*N²

50% Case Running Time of Sorting Algorithms



N	SelectionSort* 10^6	InsertionSort* 10^6
MergeSort* 10^6	N	N^2
$0.5 \cdot N^2$	$3 \cdot N^2$	$4 \cdot N^2$

75% Case Running Time of Sorting Algorithms



Questions?

Thanks !