

Selection Sort

Selection Sort is works on placing smallest element to its correct position until every element is not in its correct position.

Smallest element leake, usko right jagah par rakhna hai.

$$\text{arr}[] = 64, 25, 12, 22, 11$$

0 1 2 3 4
↑
min

$$n = 5$$

Round 1: 64 25 12 22 11

i=0 ↑ ↙ ↘ ↗
swap

Round 2: 11 25 12 22 64

i=1 ↑ ↙ ↘ ↗
swap

Round 3: 11 12 25 22 64

i=2 ↑ ↙ ↘ ↗
swap

Round 4: 11 12 22 25 64

i=3 ↑
No swapping.

Total Round = $(n-1)$

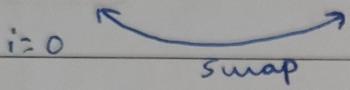
Note:

Stable Algorithm: If the two element have the same value and appear in the input in a particular order a stable sorting algorithm will always arrange them in same order.

Selection Sort is not stable because it does not guarantee the relative order of equal elements in the input list after sorting.

For Example:

$$5, 3, 5, 2 \quad [n=4]$$

R1: $5 \ 3 \ 5 \ 2$
 $i=0$  swap

R2: $3 \ 5 \ 2 \ 5 \ 5$ (5 is comes after $\bar{5}$ but $\bar{5}$ is swapped with 5 which is after $\bar{5}$)
This situation is not stable.

→ When to use selection sort:

→ For small list (100-200)

→ When stability not required

→ Memory efficient

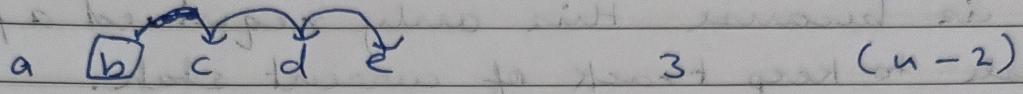
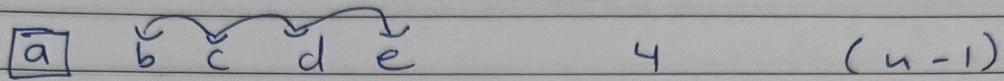
→ When Not to use selection sort:

→ for large list

→ Unstable

Time Complexity:

$$\text{size} = n = \text{number of elements}$$



⋮
1 1

$$= (n-1) + (n-2) + \dots + 2 + 1$$

$$= \frac{n(n-1)}{2}$$

$$= \frac{n^2 - n}{2}$$

Time Complexity = $\Theta(n^2)$

Best Case (Already Sorted) = $\underline{\Theta(n^2)}$

Worst Case (Totally Unsorted) = $\underline{\Theta(n^2)}$

During Sorted arr ←
we still have to
go for all elements.

Space Complexity:

Space Complexity = $O(1)$

$(1-n)$

3 1 5 3 9 10

This is because this only required a few variables to keep track of current state.

Code:

Void selection (int *arr, int size)

{
for (int i = 0; i < size; i++) {
 int min = i;

for (int j = i; j < size; j++) {

if (arr[j] < arr[min])

{
 min = j;

swap (arr[min], arr[i]);

}
}

(n^2) O = $O(n^2)$ (Worst Case) and $O(n)$ (Best Case)