## Some Experiments with Slow Sorting

Here is a Mathematica implementation of Insertion Sort.

```
InsertionSort[Y_List] :=
    Module[{i, j, key, X = Y}, Do[(key = X[[i]]; j = i - 1; While[(j > 0) && (X[[j]] > key),
    (X[[j + 1]] = X[[j]]; j--)]; X[[j + 1]] = key), {i, 2, Length[X]}]; X]
```

Here is a Mathematica implementation of Selection Sort.

```
Unprotect[SelectionSort]
{SelectionSort}
SelectionSort[Y_List] := Module[{i, minIndex, X = Y, j},
    Do[(minIndex = i; Do[If[X[[j]] < X[[minIndex]], minIndex = j], {j, i + 1, Length[X]}];
        {X[[i]], X[[minIndex]]} = {X[[minIndex]], X[[i]]}), {i, Length[X]-1}]; X]
```

Here random permutations of sizes $100,200,300, \ldots, 1000$ are constructed.

```
rps = Table[RandomPermutation[i], {i, 100, 1000, 100}];
```

Here are the running times (in seconds) of InsertionSort on the 10 permutations constructed above. It is quite slow -roughly 23 seconds for size-1000permutation.

```
ist = Table[ Timing[InsertionSort[ rps[[i]]];][[1, 1]], {i, 10}]
{0.2, 0.87, 2.14, 3.54, 5.5, 8.36, 10.77, 15.11, 18.79, 23.}
```

Here are the running times (in seconds) of SelectionSort on the 10 permutations constructed above. It is also quite slow, however, as expected SelectionSort is a little faster than insertion sort.

```
sst = Table[ Timing[SelectionSort[ rps[[i]]];][[1, 1]], {i, 10}]
{0.17, 0.67, 1.52, 2.73, 4.34, 6.26, 8.57, 11.23, 14.2, 17.47}
```

Here is further confirmation of the slowness of these functions. The in-builtsort function in Mathematica is so fast that even for a permutation of size 1000 , its running time does not register!

```
st = Table[ Timing[Sort[ rps[[i]] ];][[1, 1]], {i, 10}]
{0., 0., 0., 0., 0., 0., 0., 0., 0., 0.}
```

The running times of the two functions, InsertionSort and SelectionSort are plotted. It is clear that the running times as a function of the sizes of the permutations are"super-linear"-that is, they grow at a rate that is faster than a linear function. In fact, the plots seem to indicate that these are growing quadratically.


- Graphics -

In fact, further confirmation of this fact comes by computating the ratio: running time on a size-npermutation/ $\mathrm{n}^{\wedge} 2$. In both cases, the ratio seems to be a constant, telling us that the running times are a constant times $\mathrm{n}^{\wedge} 2$, where n is the size of the array being sorted.

```
Table[ist[[i]] / (100i)^2, {i, 10}]
{0.00002,0.00002175,0.0000237778, 0.000022125,0.000022,
    0.0000232222,0.0000219796,0.0000236094, 0.0000231975,0.000023}
Table[sst[[i]] / (100 i)^2, {i, 10}]
{0.000017,0.00001675,0.0000168889, 0.0000170625, 0.00001736,
    0.0000173889, 0.0000174898, 0.0000175469, 0.0000175309, 0.00001747}
```

