

## How Much Work in Selection Sort?

- Difficult to actually count CPU cycles
  - Differs by CPU
  - Differs by compiler
  - Lots of noise factors: caching, context switching, etc.
- Simplification: just measure comparisons and swaps
  - Ignore loop counter updates, etc.
  - We'll see later why we can get away with this
- Let's count (only somewhat carefully):
  - Use a vector of size 10
  - Later, generalize to size n

CS@Mines

## Analyzing Selection Sort

void selection\_sort(vector<int> &vec) {
 int n = vec.size();
 for (int left = 0; left < n; left++) {
 int right = left;
 for (int j = left + 1; j < n; j++) {
 if (vec[j] < vec[right]) right = j;
 }
 swap(vec[left], vec[right]);
 }
}
CS@Mines #0</pre>

## Analyzing Selection Sort: $1^{st}$ Loop

On first loop:

- Compare min element with each of 9 elements: cost = 9
- Do 1 swap: cost = 1

Total cost: 10

CS@Mines

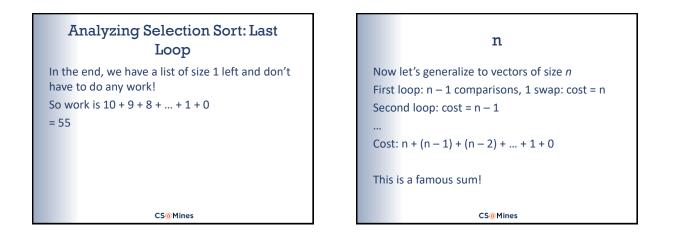
## Analyzing Selection Sort: 2<sup>nd</sup> Loop

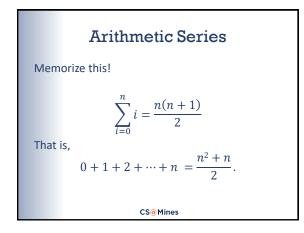
On second loop:

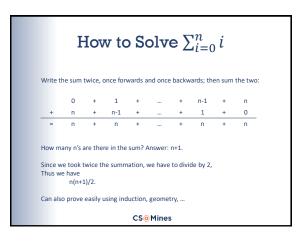
- Compare min element with each of 8 elements: cost = 8
- Do 1 swap: cost = 1

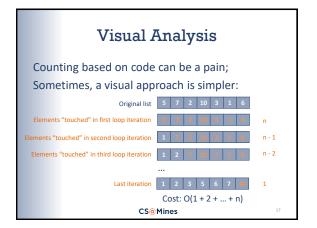
Total cost: 9

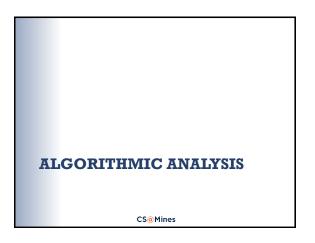
CS@Mines

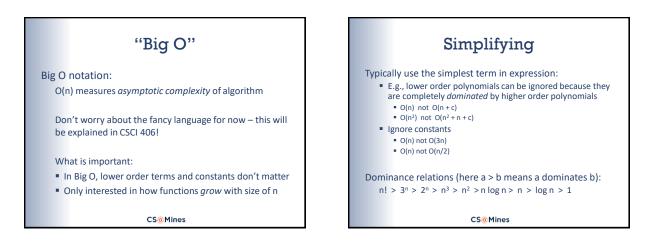


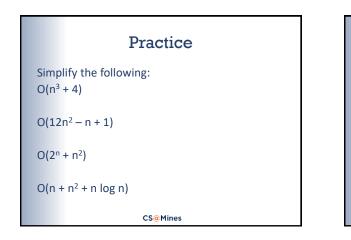


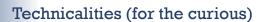


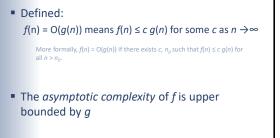




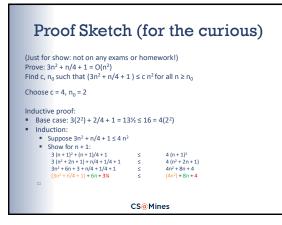


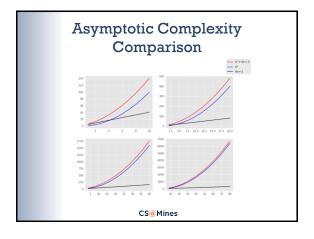


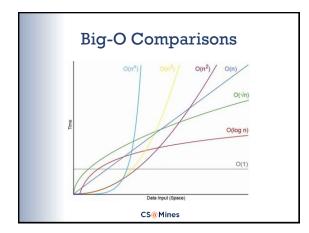




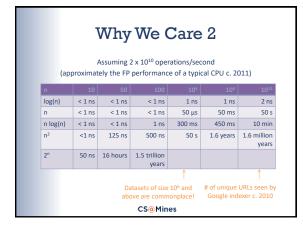
CS@Mines







n	10	100	1000	10 <sup>6</sup>	10 <sup>9</sup>
log(n)	1	2	3	6	9
n	10	100	1000	1000000	100000000
n log(n)	10	200	3000	6 x 10 <sup>6</sup>	9 x 10 <sup>9</sup>
n²	100	10 <sup>4</sup>	10 <sup>6</sup>	10 <sup>12</sup>	10 <sup>18</sup>
2 <sup>n</sup>	1024	~10 <sup>30</sup>	~10 <sup>300</sup>	Forget it!	



Up Next	
Friday, August 31	
Lab 2	
APT 1 due	
Project 1 assigned	
CS@Mines	