IMPLEMENTATION OF PREVIOUS AND IMPROVED BUBBLE AND SELECTION SORT ALGORITHMS WITH THEIR COMPARISON

Soobia Saeed, Muhammad Alam
Department of Computer Science & IT,
Institute of Business Management-IOBM*,
Pakistan.
soobia_saeed123@hotmail.com, malam@iobm.edu.pk

Abstract— Sorting essential, especially in the software engineering process is considered. Sorting is used as an immediate step as a piece of different processes. Sorting to track refers to the list of segments in the association of a specific request by ascending or descending order by means of a key description. There are many sorting algorithms have been made accordingly. There are different sorting algorithms like Bubble Sort, Selection Sort, Insertion Sort, Merge Sort, Heap Sort and Quick Sort. In this research paper, we discuss a bubble sort algorithm and two new algorithms sorting, to improved selection sort and improved bubble Sort techniques. Improved selection sort is a provide details regarding the selection sort by advancement it quicker and never stable sort algorithm. Improved bubble Sort is in the request of progress all through the bubble sort and selection sort strategies with O (nlgn) finish as opposed to O (n^2) to the bubble sort and selection sort algorithms. They explore two new algorithms, examination, overhauling, and investigation, and the outcomes are competent. Keywords: Improved selection sort, improved bubble sort, selection sort, bubble sort, number of swaps, time complexity.

Keywords-

I. INTRODUCTION

I Algorithm is a composed regulated procedure of solving an issue, which is sure to end in the wake of having a limited measure of steps. For affirmed issue, there are typically distinctive algorithms [1] for overseeing it. A couple of algorithms are better than anything others [2] i.e. less memory or time must implement them. The Studies evaluating algorithms and algorithms time memory necessities and the relationship between the necessities and measure of things that are being developed. Sorting is consistently thought as the method of varying given strategies of data portions in a particular request and as needs be, the comparison and structure of basic sorting algorithms has constantly been one of the imperative research locales in the field Are likely to be in any case, some of the new sorting algorithms that are made, and enormous measures policy makers in the field depend unending supply of sorting algorithms based on relationships: Bubble sort [2], Insertion sort [3][4], Selection sort[5] and so forth. Consequently sorting is an inside and out performed and therefore considered as a tremendous methodology in PC processing [5]. Sorting improves the capability of various limits, for instance, seeking, cancellation addition and so on. The adequacy and prerequisite for sorting is depicted from the lifestyle e. g. understudy's data, phone web registries, and word references etc. Diverse algorithms are extremely notable for sorting the unordered records. The vast majority of them are Heap sort, Bubble sort, Insertion sort and shell sort [6]. Since cleared up in [7], sorting has been viewed as an essential issue in the scholarly research of algorithms, as because of various reasons:

The required sort data is natural in numerous applications.

- Algorithms as over and over again as possible use sorting as an essential subroutine.
- In Algorithm arranges there are a number of fundamental strategies appeared in the material gathering of sorting Algorithms.
- Numerous building issues go to the fore when using sorting Algorithms. Effective working is imperative to improve the use of different Methods that require sorted records to work fittingly; also it is frequently in creating intelligible profitability. Formally, the yield ought to meet two noteworthy conditions
  - The yield is non-diminishing request
  - The result is a change, or reordering of the information

Since the early start of preparing, the sorting issue has pulled in different experts, possibly in light of the intricacy of comprehending it capably. Bubble sort was inspected as right on time as 1956 [8]. Different experts considered sorting as a tackled issue. Without a doubt, valuable, new sorting algorithms are 'in the not too distant past being created, for instance, library sort was at initially scattered in 2004. Sorting algorithms are pre-dominant in principal programming designing classes, where the wealth of algorithms for the issue gives an introduction preamble with a plan of center algorithm contemplations [9]. In [9], they asked for sorting algorithms by:
1. Computational eccentricities (most exceedingly terrible, typical and Top practices) of Comparison of the estimate of the list of measurement components (n). Impressive lead Normal sorting algorithm is O (n recording n) is horrible directly < (n²). Perfect direct for a sort is O (n). Sort algorithms which basically use a sensible key comparison operation dependably require < (n log n) assessment in the most exceedingly most noticeably Bad situation.

Number of swaps (for set up algorithms) [10]

2. Stability: stable sorting algorithms meet up of the demand for records relating to equality of keys (values). In other words, sorting algorithm and permanent on the off chance that any point, there are two records R and S with a similar key and with R appearing before S in the essential list, and R will appear before S in the sorted list.

3. Memory utilization and other IT assets. Some sorting algorithms are “set up”, with the ultimate goal that solitary O (1) or O (log n) is required memory of past things that have been counted, while others must be made between the right hand data that quickly put aside.

4. Recursion: Two or three algorithms are either recursive or non recursive while others might be both (e.g., mix sort).

5. Whether or not they are an assessment sort. A correlation sort surveys the information just by separating two parts and an assessment administrator.

These types of new algorithms may be considered that the selection that is also a bubble sort algorithms. The study recommends that the proposed algorithms are more beneficial, on a basic level, logically, and in every way that really matters when diverged from the primary sorting algorithms [11].

II. LITERATURE REVIEW

[12] Sorting is considered is a fundamental methodology in software engineering. Sorting is utilized as a middle step as a piece of different operations. Sorting relates to the route in which toward arranging set of components in a specific request either ascending or descending using a key worth. There are a considerable measure of searching algorithms have been created. This study provides different types of sorting algorithms in the information architecture such as Bubble Sort, type of selection, insertion order, the integration of the order, and the order of the stack and Order the options side gives a comparison implemented regarding the nature of complex time. These types of six key algorithms and the community area long after, in the meantime, the product of the question as it was before "began to build when?" A real motivation to play outside evaluated every sort algorithm addresses the issue in a different way. [13]

From the above, there may be reasons for it to organize the bubble Sort, Selection Sort and Insertion Sort by immediate installation of insertion and order and simple to do. Sort, organize a stack and organize quickly and more complex, which is much larger more directly. Rapid is in the light of this study, a faster algorithm, but you have enough memory. Bubble Sort algorithm is the slowest, but does not require additional memory. Quick Tap is more than conceivable sort used outside. [13] Different programming applications utilize requesting to explaining of an issue it is conceivable that it is in ascending or descending order. We discuss four sorting algorithms which are starting now existed named as Bubble Sort, Selection Sort, improved Bubble Sort and enhanced Selection Sort. We plan another sorting algorithm named as list sort moreover then we check the execution and comparison of each of the four sorting algorithm on the premise of expanding the no. of components in mass. So additionally We check what amount get ready time is taken by each one of the four sorting algorithms and took a gander at them and finding which sorting algorithm sets aside less opportunity to sort the components like 10, 100, 1000, 10000. If any algorithm takes less planning time it suggests that it sorts the component quicker than others [14].

a. Bubble Sort

Bubble Sort, referred as sinking sort, the sorting estimation is delicately named the "bubble” sort. This sorting algorithm is conceivably a champion among the most clear sorting algorithms as for multifaceted nature. It makes utilization of a sorting technique known as the exchange method. This estimation separates courses of action of connecting segments and makes trades if required. The name begins from the way that every segment "bubbles "to its own particular position. Here is the strategies by which bubble sort would sort the whole entire number cluster 8 7 1 2. It is a least difficult sorting estimation utilized as a bit of programming designing algorithm. In the event that we have 100 components then the aggregate number of comparison is 10000. Recognizably, this figuring is algorithm utilized close to as a piece of direction [6].

b. Selection Sort

It is among the most instinctive of different sorts. In selection sort, we locate the smallest parts in every pass and place it in legitimate area. After that these strategies are repeated until all the list of component is sorted. This is the clearest framework for sorting. In this strategy, to sort the information in expanding request, the main component is separated and every one of the parts. On the off chance that first component is more detectable than smallest component than traded the position of components. So after the basic pass, the smallest component is put at the central position. Comparable methodology is repeated for second component consequently on until the component of list is sorted [6].
c. Improved Bubble Sort

The proposed algorithm is observed as a modified in the essential bubble sorting algorithm and also fulfills this need after:
The inclusion of a set of components and sorting of these components in the comparison array (set up) by the creation of the base and connect the most extreme and the first trade with the key and better with another component, and having to reduce the size of the array by two next to the call.
The ordered techniques of the algorithm can be plot as takes after [2]:

1. The implementation of all components of an array
2. Characterization and installation of two variables (the first file = 0) and (last record size = -1).
3. The call to "improve Bubble Sort" with the passage of the range of array and size, the first list, last index as another indicator of the ability parameters.
4. In the action "Upgrade Bubble Sort work," and the process is now up to determine the minimum components and provide maximum estimation of the index value to the variable max-counter, the list estimation of the min in the variable min-counter.
5. Place in the list of maximum participation in minutes and index of the array, without giving the latest estimates of the key file and the last list in the principal array.
6. Descending the last record of an index and increase in first file pointer after another. In practice, the size of the matrix after the main appeal came to be (size-2), and after the second call really happened to be (size 4), etc.
7. Call the “Improved Bubble Sort " recursive array while the array size is greater than one (size> 1).

At that point giving back the sorted array [2]

d. Improved Selection Sort

The inclusion of a set of components and sorting of these parts in the comparison array (set up) by the creation of larger components and exchange it with another item, and the size and shortly later to limit the scope of a group from one side to the next call, improved Selection Sort (ISS) is a step SS algorithm to reduce the number of swap transactions, which makes the algorithm that information is subordinated, and make it stable.

Algorithms to separate from said going to some degree and SS were told to go to a certain extent. Algorithms can be described methods takes after [2]:

- The inclusion of all the array components
- Call limit " improved Selection Sort " with the passage of the array and size limitations
- Find the most extraordinary component in the array and exchange with another similar array file
- Reduce the size of the array
- " Improved Selection Sort " work frequently

The degree of loss of a whole one side after each call to reduce the "improvement of selection sort." In practice, the (size) after the main appeal that I had the chance to be (estimate 1), and after the second call got the chance to be (measure 2)[2].

Have improved Bubble Sort and improved Selection Sort algorithms are reduced the complexity of algorithms and increase efficiency as compared to previous sorting algorithms?

III. SCOPE OF CURRENT RESEARCH

Have improved sorting algorithms are reduced the complication and increase efficiency as compared to previous sorting algorithms with efficient array techniques?
Sorting is the way toward masterminding rundown of components in a specific request either climbing or dropping request. There are distinctive sorts of sorting algorithms like Bubble Sort, Selection Sort, Insertion Sort, Merge Sort, Heap Sort and Quick Sort. we focus two types of sorting such as Bubble Sort and Selection Sort The issue relevant with Bubble Sort and Selection Sort algorithm is too lazy and less efficient so we try to provide the solution using enhanced algorithms such as improved Bubble Sort and improved Selection Sort with the comparison of both improved and previous algorithms and broke down, implemented, result, and thought about and the outcomes were promising.

IV. METHODOLOGY

a. Algorithm of Bubble Sort

```
1. Repeat Steps 2 and 3 for K=1 to N-1
2. Set PTR = 1 [Initializes the pass points PTR]
3. Repeat while PTR <= N-K, [Execute pass]
   a. If DATA[PTR] > DATA[PTR+1] then
      1. Interchange DATA[PTR] and DATA[PTR+1]
   b. Set PTR = PTR + 1
5. Exit
```

Bubble sort is information effectively influenced. The quantity of accentuation required may be some place around 1 and (N-1). This base case for bubble sort is when only 1 emphasis is required. The quantity of evaluations required is (N-1). The most pessimistic scenario come up when the greater array is sorted backward request Best Case = O (n) Average Case = (0.5n^2) Worst Case = O (n^2)

Bubble sort is the kind of information influenced effectively. It may be the amount of persistence required instead of those around you and (N-1). Depending on the case and the bubble sort is when there is a major need just 1. The number of votes
required is \((N-1)\). Even the most pessimistic scenario comes when you set a certain group asked again. 

**Top Case** = 0 \((n)\) **Normal Case** = \((0n^2)\) **Bad Case** = \(O(n^2)\).

b. **Algorithm of Selection Sort**

1. Repeat for \(k=1\) to \(n-1\):
2. Set Max = DATA\([k]\) and LOC = k
3. Repeat for \(i=k+1\) to n:
4. If \(\text{MAX} < \text{DATA}\([i]\) then:
   a) MAX = DATA\([i]\)
   b) LOC = i [End of loop step 4]
   [End of loop step 3]
5. Set DATA\([k]\) = MAX
6. Set DATA\([LOC]\) = TEMP [End of For loop step 2]
7. End

Select a smaller component requires the review of all \(n\) smallest components, which means that we can take \(n - 1\) Evaluation and swap or exchanging in the main stand then. Next lowest component requires a survey \((n - 1)\) components and so on, for \((n - 1) + (n - 2) + \ldots + 2 + 1 = (n - 1)/2 = O(N2)\) Ideally \(O(N2)\) mean = \(O\) status \((N2)\) **Bad case** = \(O(N^2)\).

c. **Algorithm of Improved Selection Sort**

In simple pseudo code, improved selection sort algorithm capacity is expressed as:

**Occupation improved selection sort (array, size)**

1. if size > 1 then
2. var index, temp, max
3. index := size-1
4. max := array(index)
5. for a=0 to size-2 do
6. if array(a) = max then
7. max := array(a)
8. index := a
9. end if
10. end for
11. if index = size-1 then
12. temp := array(size-1)
13. array[size-1] := max
14. array[index] := temp
15. end if
16. size := size-1
17. return improved Selection Sort (array, size)
18. else
19. return array
20. end if

For loop, in line 5 iterates \(n\) times in the first call, then \(n\) stay off to one side. We can say that:

\[
T(n) = \begin{cases} 
0 & n = 0 \\
1 + nT(n-1) & n > 0 
\end{cases}
\]

\[
T(n) = n + T(n-1) = n + n - 1 + T(n-2) = n + n - 2 + 2T(n-3) = n + n - 3 + 3T(n-4) = \ldots = n + n - (n-1) + T(n-k) = \text{for } n = k
\]

To terminate the recursion, we should have \(n - k = 0\)

\[
\sum_{i=1}^{n} T(0) = \sum_{i=1}^{n} i = n\frac{n+1}{2}
\]

**ISS algorithm** is straightforward to analyze in contrast with other sorting algorithms on the grounds that the circle won't depend upon the data of the array. Selecting the Top part requires the screening of all \(n\) components (this may take \(n - 1\) opinion) and after the exchange in the last position. At this point, finding the following most elevated component requires the residual \(n - 2\) components and so on, for \((n-1) + (n-2) + \ldots + 2 + 1 = n(n - 1)/2 = O(n^2)\) as sessments.

The amount of swaps in the algorithm can sophisticate and proposed facilities:

a) In the base the Top, if the array of knowledge has not been sorted (ascending order), we do not need to compromise, because every point of view is in the right place [19].

b) Within the Normal case Condition; if the sort a set of proposals in the opposite direction (descending order) the last and number of swap capability is: floor \((n / 2)\). Since the exchange of the latest, with the last component means that the minimum standards of the most extreme and be in the right places. [20]

d. **Improved Bubble Sort**
The pseudo code of IBS algorithm might be expressed as:

```
1 if size > 1 then
2 var temp := 0, maxcounter := lastindex
3 var mincounter := findex;
4 var max := array[lastindex];
5 := array[findex];
6 if a < max then
7 max := array(a);
8 maxcounter := a;
9 end if
10 if array(a) < min then
11 min := array(a);
12 mincounter := a;
13 end if
14 end for
15 if firstindex == maxcounter
16 AND
17 aindex == mincounter
18 array(1) := array(minindex + 1);
19 array(minindex + 1) := array(1);
20 end if
```

The first call for a position loop times repeated, as appeared in line 5, the following call, trap n 2 times rehashed, et cetera.

We can quantify the search algorithm [20]:

```
T(n) = \begin{cases} 
T(n) = T(n-1) + T(n-2), & \text{for } n \geq 2 \\
T(1) = 1, & \text{for } n = 1 \\
0, & \text{for } n = 0 
\end{cases}
```

Table. 1: ISS versus SS algorithms [21]

The principle advantage improved Selection Sort over the Selection Sort selection algorithm is: choose to perform so reliably swaps O(n) and then improved selection sort depends on the state of the information array. Ultimately, if the sort of information the array now, the ISS does not play any exchange process, but the selection of that conduct exchange operations n. Writing memory is expensive at a time when the investigation since IBS is a smaller number of swaps (read / creation), and then more power to selection sort, even in dealing with the long table located in memory or an optional EEPROM (programmable read only memory device of the survey). However, there are similarities between different algorithms ISS and SS as shown in Table. 1 [21].

The selection sort has a versatile quality of O(n²) [8] [11]. In key pseudo code, selection sort algorithm limit is allowable as:

**Occupation Selection Sort (array, size)**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Improved Selection Sort</th>
<th>Selection Sort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Case</td>
<td>O(n²) O(n²)</td>
<td>Top Case</td>
</tr>
<tr>
<td>Normal Case</td>
<td>O(n²) O(n²)</td>
<td>Normal Case</td>
</tr>
<tr>
<td>Bad Case</td>
<td>O(n²) O(n²)</td>
<td>Bad Case</td>
</tr>
<tr>
<td>Memory</td>
<td>O(1)</td>
<td>Memory</td>
</tr>
<tr>
<td>Stability</td>
<td>Yes</td>
<td>Stability</td>
</tr>
<tr>
<td>Yes Number of Swaps</td>
<td>Depends on n², crm</td>
<td>Yes</td>
</tr>
</tbody>
</table>

V. RESULT AND DISCUSSION

a. **Comparison between ISS with SS Algorithm**
It shows that the algorithm ISS is reasonably faster than the SS algorithm. We are all aware using C ++, and measure the execution time of each activity with the recent data, the equivalent of PC use.

Beyond what many consider to be (check ()) is used in C ++ for the last time the two algorithms.

```cpp
#include<iostream.h>
#include<stdio.h>
int sort(int [], int);
void main()
{
    ....
    clock_t Start_Time;
    Start = clock();
    // the function call goes here
    Time = (clock() - Start);
    cout<<"Execution Time :
    "<<Time<<" ms."<<endl;
}
```

As time is measured in implementation of the program in milliseconds using this capability; we must assess the implementation sort algorithms with the huge size of the assembly time. Table 2 shows the partitions between the time implementation of the ISS and SS with the help of the array (9000) components in the Top scenarios, Normal, and the most pessimistic. Table.2 demonstrates that improved bubble sort (IBS) is regarded quicker so that the determination in all cases. This, given the way that the estimation comparisons and swaps less. In the SS, the measure of swaps is continually (8999), which is the (n 1), still in the ISS, is a (n) in the most dire outcome imaginable, (n/2) in the regular state, and (0) in the Top case. For the situation where the array is set in the discretionary memory; then the SS will work in all around low execution as isolated and ISS [21].

**b. Comparison between IBS with Bubble Sort Algorithm**

Bubble Sort (BS) over and over venturing through the array to be sorted, contrasting two things at once and exchanging them assume fundamentally. Experiencing the list is repeated until there is no need to change, which began to sort a table list now. The algorithm takes its name from the way smaller portions "bubble" at the amazing list need. Since it only uses the feedback to take a shot in some areas, it is compared to the type [21]. In the pseudo code is clear, bubble can be spent sorting algorithm is:

**Occupation bubble Sort (array, array_size)**

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Improved Bubble Sort</th>
<th>Bubble Sort</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Case</td>
<td>O(nlgn)</td>
<td>O(n^2)</td>
</tr>
<tr>
<td>Normal Case</td>
<td>O(nlgn)</td>
<td>O(n^2)</td>
</tr>
<tr>
<td>Bad Case</td>
<td>O(n 1)</td>
<td>O(n^2)</td>
</tr>
<tr>
<td>Stability</td>
<td>Yes</td>
<td>Stability</td>
</tr>
<tr>
<td>Number of Swaps</td>
<td>Always n/2</td>
<td>n/2, n/4</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 2: IBS vs BS algorithms [22]

The places of the areas in bubble sort expect a vital part in persuasive its execution. Immense parts toward start of once-by and by are immediately swapped, while smallest segments toward the starting move to the Top to an incredible degree continuously. This has prompted these sorts of parts being Rabbits and turtles being individually named [20] [21]. BS algorithm makes associations n the need for experience, and then makes the n-1, thusly on. [22] Assessments. This relationship \[ N + (n 1) + (n 2) + ... + 2 + 1 \] which is equivalent to \[ n (n + 1) / 2 \] which is \( O(n^2) \).

In IBS algorithm, which reduces the amount of comparisons two drove all the unpredictability of a call to be \( O(nlgn) \) is not particularly superior to any \( O(n^2) \). The Discrimination between IBS and BS may not be apparent with some degree of size information in the array, but with a huge volume of clear distant IBS is
faster than the bubble sort. It governs the contradictions between IBS and BS is [22][23]:

- In the conventional case; BS leads n / 2 swap, in the Top cases, 0 implements processes, and the more careful mode performs swap operations n, while IBS makes (n / 2) exchange operations in all cases. Since the IBS need to see smaller ranges discovery and most of the major sectors before the chorus exchange data loss; It is sized to be bubble sort.

- In condition of use. BS performs (n / 2) exchange operations, at Top, 0 implements process, and in the case of more than doubtful that performs swap operations n, while IBS makes (n / 2) exchange operations in all cases. Since IBS needs to check to discovered the humblest segments and elementary before the implementation of the swap to avoid loss of data; have the size to be more Bubble sort.

- In all cases, IBS is O (nlgn) affiliations and Bubble Sort is O (n2) assessments with parts n triple of the data array.

- Table.2 arrays the vital complexities among IBC and Bubble sort calculations:

- To guarantee about these outcomes we ought to hold the execution time because of the utilization of projects of every sentiment.

It exhibits the complexities between execution time of IBS and BS algorithms utilizing C++ with (9000) portions as the cross of the numbers data [23][24].

VI. CONCLUSION

From the above investigation one might say that, Bubble Sort, Selection Sort are definitely not hard to realize. In this article, the views of two new sorting algorithms are represented. International Space Station has O (n2) versatile quality, yet it is more rapidly yet it is quicker than the SS, particularly if the array is secured supplementary in the assistance of memory, since it is a smaller quantity of operations. SS can be executed, exclusively to be altered. One approach to do is put the wrong build up the key, so comparisons pick between two things with other comparable keys using a similar application of sections in standard control information also occur suddenly turn. ISS is attached without the need for the implementation of this novel execution. The irritable significantly is much faster BS since BS lead O (n2) operations despite the IBS conducts operations O (nlgn) to sort n parts.

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CORRESPONDING AUTHOR:

Dr. Soobia Saeed, Department of Computer Science & IT Institute of Business Management-IJOBM E-mail: soobia_saeed123@hotmail.com

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