

Suppose you work on a droid assembly line. You have a supposedly sorted array of  $N$  Droid objects that implement Comparable. However, when looking through your array, you realize these aren't the droids you're looking for! The machine malfunctioned and made at most  $k$  mistakes: there are no more than  $k$  inversions, where we define an inversion as a pair of droids that is not in the right order.

*Hint:* The array [0 1 1 2 3 4 8 6 9 5 7] has 6 inversions: 8-6, 8-5, 8-7, 6-5, 9-5, 9-7.

For the questions below, give the typical or expected runtime. For example, for quicksort, assume that the pivot choices result in  $O(\log N)$  recursive depth.

1. For each  $k$ , give the most efficient sorting algorithm and its simplified asymptotic runtime.

(a)  $k \in O(N)$  Algorithm: Insertion sort Runtime:  $\Theta(N)$

(b)  $k \in O(N^2)$  Algorithm: Merge sort, quicksort, or heapsort Runtime:  $\Theta(N \log N)$

(c)  $k \in O(\log N)$  Algorithm: Insertion sort Runtime:  $\Theta(N)$

2. Two weeks later, you're given another batch of droids that are supposed to be sorted on a 32-bit int ID, an instance variable of Droid. The machine hasn't been fixed and again made at most  $k$  mistakes. For each  $k$ , give the most efficient sorting algorithm and its simplified asymptotic runtime.

(a)  $k \in O(N^2)$  Algorithm: Radix sort Runtime:  $\Theta(N)$

(b)  $k \leq 5$  Algorithm: Insertion sort or radix sort Runtime:  $\Theta(N)$