

### Sorting algorithms and Methods

Sorting algorithms	Methods
Bubble sort	Exchanging
Heapsort	Selection
Insertion sort	Insertion
Introsort	Partitioning & Selection
Merge sort	Merging
Patience sorting	Insertion & Selection
Quicksort	Partitioning
Selection sort	Selection
Timsort	Insertion & Merging
Unshuffle sort	Distribution and Merge

### Best and Worst Case

Algorithms	Best Case	Worst Case
Bogosort	$n$	$\infty$
Bubble sort	$n$	$n^2$
Bucket sort (uniform keys)	-	$n^2k$
Heap sort	$n \log n$	$n \log n$
Insertion sort	$n$	$n^2$
Merge sort	$n \log n$	$n \log n$
Quick sort	$n \log n$	$n^2$
Selection sort	$n^2$	$n^2$
Shell sort	$n \log n$	$n^{4/3}$
Spreadsor	$n$	$n(k/s+d)$
Timsort	$n$	$n \log n$
Unshuffle sort	$n$	$kn$

### Insertion sort

```
function insertionSortR(array A, int n)
  if n>0
    insertionSortR(A,n-1)
    x ← A[n]
    j ← n-1
    while j >= 0 and A[j] > x
      A[j+1] ← A[j]
      j ← j-1
    end while
    A[j+1] ← x
  end if
end function
```

### Merge sort

```
function merge_sort(list m)
  // Base case. A list of zero or one elements is
  sorted, by definition.
  if length of m ≤ 1 then
    return m
  // Recursive case. First, divide the list into
  equal-sized sublists
  // consisting of the first half and second half of
  the list.
  // This assumes lists start at index 0.
  var left := empty list
  var right := empty list
  for each x with index i in m do
    if i < (length of m)/2 then
      add x to left
    else
      add x to right
  // Recursively sort both sublists.
  left := merge_sort(left)
  right := merge_sort(right)
  // Then merge the now-sorted sublists.
  return merge(left, right)
```

### Bogosort

```
while not isInOrder(deck):
  shuffle(deck)
```

### Bucket sort

```
function bucketSort(array, n) is
  buckets ← new array of n empty lists
  for i = 0 to (length(array)-1) do
    insert array[i] into buckets[msbits(array[i], k)]
  for i = 0 to n - 1 do
    nextSort(buckets[i]);
  return the concatenation of buckets[0], ...,
  buckets[n-1]
```

### Resources

[https://en.wikipedia.org/wiki/Sorting\\_algorithm#Comparison\\_of\\_algorithms](https://en.wikipedia.org/wiki/Sorting_algorithm#Comparison_of_algorithms)  
<http://bigocheatSheet.com>

### Sorting algorithm complexities

Algorithms	Average Case	Memory complexity
Bitonic sorter	$\log^2 n$	$n \log^2 n$
Bogosort	$n \times n!$	1
Bubble sort	$n^2$	1
Bucket sort (uniform keys)	$n+k$	$nk$
Burstersort	$n(k/d)$	$n(k/d)$
Counting sort	$n+r$	$n+r$
Heap sort	$n \log n$	1
Insertion sort	$n^2$	1
Introsort	$n \log n$	$\log n$
LSD Radix Sort	$n(k/d)$	$n+2^d$
Merge sort	$n \log n$	$n$
MSD Radix Sort (in-place)	$n(k/d)$	$2^d$
Patience sort	-	$n$
Pigeonhole sort	$n+2^k$	$2^k$
Quicksort	$n \log n$	$\log n$
Selection sort	$n^2$	1
Shell sort	Depends on gap sequence	1
Spaghetti sort	$n$	$n^2$
Spreadsort	$n(k/d)$	$(k/d)2^d$
Stooge sort	$n(\log 3/\log 1.5)$	$n$
Timsort	$n \log n$	$n$

### Bubble sort

```

procedure bubbleSort( A : list of sortable items )
    n = length(A)
    repeat
        swapped = false
        for i = 1 to n-1 inclusive do
            if A[i-1] > A[i] then
                swap(A[i-1], A[i])
                swapped = true
            end if
        end for
        n = n - 1
    until not swapped

```

### Bubble sort (cont)

```

end procedure

```

### Quicksort

```

algorithm quicksort(A, lo, hi) is
    if lo < hi then
        p := partition(A, lo, hi)
        quicksort(A, lo, p - 1)
        quicksort(A, p + 1, hi)
algorithm partition(A, lo, hi) is
    pivot := A[hi]
    i := lo
    for j := lo to hi - 1 do
        if A[j] < pivot then
            swap A[i] with A[j]
            i := i + 1
        end if
    end for
    swap A[i] with A[hi]
    return i

```

### Selection sort

```

procedure selection sort
    list : array of items
    n : size of list
    for i = 1 to n - 1
        / set current element as minimum /
        min = i

        / check the element to be minimum /
        for j = i+1 to n
            if list[j] < list[min] then
                min = j;
            end if
        end for

        / swap the minimum element with the current element /
        if indexMin != i then
            swap list[min] and list[i]
        end if
    end for
end procedure

```

