

1

Merge Sort or Quick Sort?

Merge sort

- Lowest number of comparisons among popular algorithms
- Lots of data movements/copying (merging)

Java

- Generic sort uses Comparator
- \Rightarrow comparison is expensive.
- Moving is cheap (uses "pointers" rather than copies of objects).

Quick sort

- More comparisons
- Fewer data movements

C++

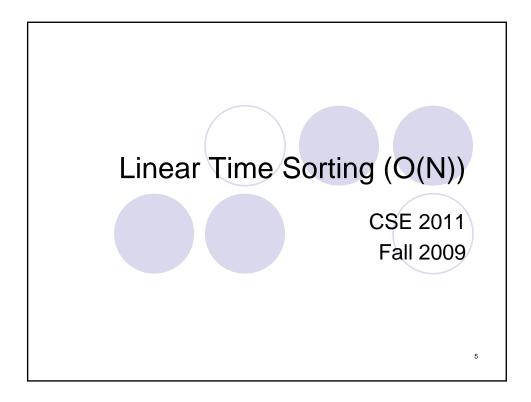
- Copying large objects is expensive.
- Comparison is cheap (compiler does inline optimization).

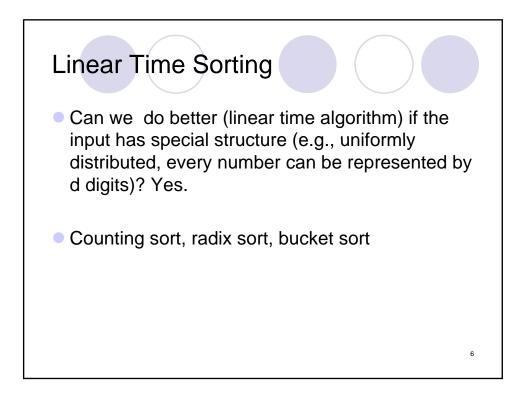
3

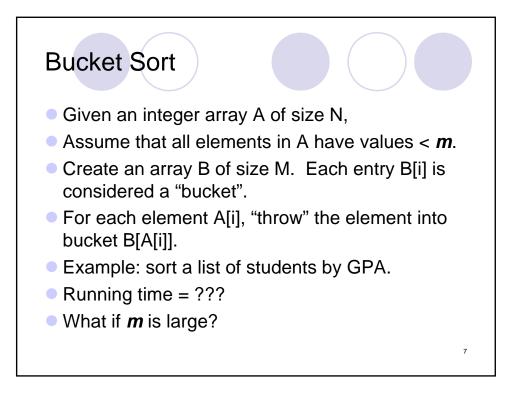
Java

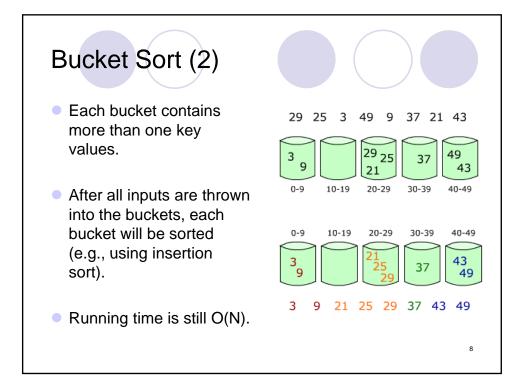
 Used for primitive types (inexpensive comparisons)

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4

