



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).

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Java

 Used for primitive types (inexpensive comparisons)

Lower Bound for Sorting
Merge sort and heap sort (discussed later)
worst-case running time is O(N log N)
Are there better algorithms? No.
We need to prove that any sorting algorithm based on only comparisons takes Ω(N log N) comparisons in the worst case (worse-case input) to sort N elements.
We will prove this after learning "Trees".













