



Basic Sorting Algorithms

Bubble Sort

Description:	Repeatedly steps through the list, compares adjacent elements and swaps them if they are in the wrong order.
Time Complexity:	Worst/Avg: $O(n^2)$, Best: $O(n)$ (when nearly sorted)
Space Complexity:	$O(1)$
Pseudocode:	<pre>for i = 0 to n-1: for j = 0 to n-i-1: if arr[j] > arr[j+1]: swap(arr[j], arr[j+1])</pre>
Use Cases:	Rarely used in practice due to its inefficiency on large datasets. Good for small, nearly sorted datasets.

Selection Sort

Description:	Finds the minimum element in each iteration and places it at the beginning.
Time Complexity:	$O(n^2)$ (always)
Space Complexity:	$O(1)$
Pseudocode:	<pre>for i = 0 to n-1: min_idx = i for j = i+1 to n: if arr[j] < arr[min_idx]: min_idx = j swap(arr[i], arr[min_idx])</pre>
Use Cases:	Simple to implement but generally inefficient for large datasets. Performs well compared to bubble sort.

Insertion Sort

Description:	Builds the final sorted array one item at a time. It is much less efficient on large lists than more advanced algorithms such as quicksort, heapsort, or merge sort.
Time Complexity:	Worst/Avg: $O(n^2)$, Best: $O(n)$ (when nearly sorted)
Space Complexity:	$O(1)$
Pseudocode:	<pre>for i = 1 to n-1: key = arr[i] j = i-1 while j >= 0 and arr[j] > key: arr[j+1] = arr[j] j = j-1 arr[j+1] = key</pre>
Use Cases:	Efficient for small datasets or nearly sorted data. Often used as a subroutine in more complex sorting algorithms.

Divide and Conquer Sorting

Merge Sort

Description:	Divides the array into halves, recursively sorts each half, and then merges the sorted halves.
Time Complexity:	$O(n \log n)$ (always)
Space Complexity:	$O(n)$
Pseudocode:	<pre>mergeSort(arr, l, r): if l < r: m = (l + r) / 2 mergeSort(arr, l, m) mergeSort(arr, m+1, r) merge(arr, l, m, r)</pre>
Use Cases:	Guaranteed $O(n \log n)$ performance, suitable for large datasets. Used in external sorting.

Quick Sort

Description:	Picks an element as a pivot and partitions the array around the pivot. Average case is very efficient.
Time Complexity:	Worst: $O(n^2)$, Avg: $O(n \log n)$, Best: $O(n \log n)$
Space Complexity:	$O(\log n)$ average, $O(n)$ worst (due to recursion stack)
Pseudocode:	<pre>quickSort(arr, low, high): if low < high: pi = partition(arr, low, high) quickSort(arr, low, pi - 1) quickSort(arr, pi + 1, high)</pre>
Use Cases:	Generally the fastest sorting algorithm in practice. Sensitive to pivot selection.

Advanced Sorting Algorithms

Heap Sort

Description:	Uses a binary heap data structure to sort the array. In-place algorithm.
Time Complexity:	$O(n \log n)$ (always)
Space Complexity:	$O(1)$
Pseudocode:	<pre>heapSort(arr): buildMaxHeap(arr) for i = n-1 to 0: swap(arr[0], arr[i]) heapify(arr, 0, i)</pre>
Use Cases:	Guaranteed $O(n \log n)$ performance, in-place, but generally slower than quicksort in practice.

Sorting Algorithm Summary

Time and Space Complexity Comparison

Algorithm	Best Case	Average Case	Worst Case	Space Complexity
Bubble Sort	$O(n)$	$O(n^2)$	$O(n^2)$	$O(1)$
Selection Sort	$O(n^2)$	$O(n^2)$	$O(n^2)$	$O(1)$
Insertion Sort	$O(n)$	$O(n^2)$	$O(n^2)$	$O(1)$
Merge Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$	$O(n)$
Quick Sort	$O(n \log n)$	$O(n \log n)$	$O(n^2)$	$O(\log n)$ avg, $O(n)$ worst
Heap Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$	$O(1)$
Radix Sort	$O(nk)$	$O(nk)$	$O(nk)$	$O(n+k)$

Radix Sort

Description:	Sorts integers by processing individual digits. Non-comparison based sorting.
Time Complexity:	$O(nk)$ where k is the number of digits in the largest number.
Space Complexity:	$O(n+k)$
Pseudocode:	<pre>radixSort(arr, n): for digit = 0 to k: countSort(arr, n, digit)</pre>
Use Cases:	Efficient for integers when the range of digits is known. Can be faster than comparison sorts under certain conditions.

Choosing the Right Sorting Algorithm

<ul style="list-style-type: none">Small Datasets: Insertion sort is often the fastest.Large Datasets: Merge sort or quicksort are generally preferred.Nearly Sorted Data: Insertion sort or bubble sort (with optimization) can be very efficient.Memory Constraints: Heap sort is an in-place algorithm.Specific Data Types: Radix sort can be very efficient for integers.
