

Algorithm	Mnemonic	Type	Memory	Advantages	Disadvantages	Description	Time Complexity	Space Complexity
Selection Sort	"Children's sort"	Iterative	In-place	<ul style="list-style-type: none"> Only n exchanges in the worst case, which is less than most other algorithms 	<ul style="list-style-type: none"> $O(n^2)$ time complexity, even in the best case 	<ul style="list-style-type: none"> Find smallest item and put it in first position Find next-smallest item and put it in second position, etc. 	Best $O(n^2)$	$O(1)$
	Choose an element right of "current"						Avg $O(n^2)$	
	Worst $O(n^2)$							
Insertion Sort	"Hand of Cards" sort	Iterative	In-place	<ul style="list-style-type: none"> Linear time $O(n)$ if input is already sorted One of the fastest algorithms for partially sorted arrays 		Iterate through array and push each item to the left as long as it is smaller than its left neighbour	Best $O(n)$	$O(1)$
	Choose a position left of "current"						Avg $O(n^2)$	
	Worst $O(n^2)$							
Shell Sort	Generalisation of insertion sort (using a gap > 1)	Iterative	In-place				Best	$O(1)$
							Avg	
							Worst	
Mergesort	Sort left, sort right merge the two sorted sub-arrays	Recursive <i>Recursion levels: $\log n$</i>	Requires copy of input array	<ul style="list-style-type: none"> Asymptotically optimal, i.e. worst-case time complexity is $O(n \log n)$ 	<ul style="list-style-type: none"> Not in-place: requires $O(n)$ extra space to hold copy of input array 	<ol style="list-style-type: none"> Sort left half of array Sort right half of array Merge the two sorted sub-arrays 	Best $O(n \log n)$	$O(n)$
			$O(n)$ space				Avg $O(n \log n)$	
							Worst $O(n \log n)$	
Quicksort	Pivot left \leq pivot \leq right	Recursive <i>Recursion levels: $\log n$ (best) to n (worst) (with opt. $\log n$ worst)</i>	In-place	<ul style="list-style-type: none"> Optimal $O(n \log n)$ time in average case In practice, most of the time faster than any other algorithm 	<ul style="list-style-type: none"> Bad worst-case time performance of $O(n^2)$ (if pivot is always min or max item) Prevent this by shuffling input before sorting 	<ol style="list-style-type: none"> Partition array around pivot Sort sub-array left of pivot Sort sub-array right of pivot 	Best $O(n \log n)$	$O(\log n)$
			But recursive, therefore $O(\log n)$ space				Avg $O(n \log n)$	
							Worst $O(n^2)$	
Heapsort				<ul style="list-style-type: none"> a 	<ul style="list-style-type: none"> W 	<ol style="list-style-type: none"> P 	Best $O(n \log n)$	$O(1)$
							Avg $O(n \log n)$	
							Worst $O(n \log n)$	
Bubble Sort				<ul style="list-style-type: none"> a 	<ul style="list-style-type: none"> W 	<ol style="list-style-type: none"> P 	Best $O(n)$	$O(1)$
							Avg $O(n^2)$	
							Worst $O(n^2)$	