

So are there other approaches? Of course there are. In fact, there are dozens of sorting

and implement in code, but slow. Selection sort is one such algorithm, as are bubble sort

and insertion sort. Their running time is quadratic in the input size. If you double the size

of your input, the algorithm will take four times as long to run. The other category of

faster. Examples of such algorithms include quick sort, merge sort and others. The

algorithm used in the Java library collections.sort is a variation of merge sort called tim

sort. The runtime for these algorithms is close to linear. If it were linear, doubling the

input size would only take twice as long. These efficient algorithms grow slightly more

For the simple and slow approach, the runtime grows quadratically. So these are called n

squared sorts. Both selection and bubble sort are n squared sorts. They have the same

Here, you see a graph of the run times for two of these n squared sorts, taken from

As you can see, these algorithms are reasonable for 20,000 strings, taking two and four

For small lists this might be acceptable, but for large lists, the other category of sorting

Let's look at the timings for even more elements, to understand why n squared sorts,

are called inefficient. This graph shows that n squared sorts from 10,000 to 70,000

strings. Time in seconds is labeled on the y axis, and the number of elements being

How long would it take to sort many, many more elements? We can use a quadratic fit of

the bubble sort, the first equation shown, to extrapolate the sorting for a million, or a

Collections.sorts, Tim sort function requires less than one second to sort the same

collections.sort and see that it takes fewer than 20 minutes to sort a billion strings.

Fortunately, many languages have an efficient sort built in as part of their standard

can get the most use out of it. In fact, it has to work with data types that the sort's

library. Of course, such a sort should work on a variety of types so that programmers

author didn't think about specifically. For example, you want to sort earthquakes. Do

you think the author of Java's sorting library was thinking about earthquakes when he

wrote that sort? Probably not, and certainly he was not thinking about the particular

Remember interfaces? You saw these already as a way to write generic code. An

interface is a type that promises certain methods. Code, such as a sorting library, can

Other code can then make instances of classes which implement the interface and pass

them to the sorting library. For sorting there are two important interfaces, comparable

In Java this built in sort is called Collections.sort and it is quite efficient. It is what you

To sort a billion elements would require 738 years with bubble sort. We can actually time

To sort a million strings would require 6.4 hours with bubble sort. Using

algorithms is those which are more complex to understand but much much

They generally fall into two categories. The first of these are simple to understand

0:34

0:41

1:35

1:51

2:00

2:08

2:18

2:36

2:54

3:07

3:21

3:56

4:11

4:27

million strings.

sorttimings.java.

seconds respectively.

sorted is on the x axis.

algorithms is much much better.

billion elements. So how big a difference is there?

earthquake class you wrote. So how does this work?

and comparator, which you will learn about shortly.

should use any time you need to sort data.

then use the interface type and call the method it promises.

algorithms.

than linear, but are very close to linear.

general shape, and the algorithms are easy to understand.