

Tim Sort

Source - https://www.youtube.com/watch?v=emeME__917E

It's a sorting algorithm made up combining other algos.

Basic sudo code for tim sort:

1. The array is divided into max-size of 64 and min-size of 32.
2. On the arrays(64-32size) we try to identify mini-chunks of sorted array.
3. These sorted arrays can be in increasing or decreasing order .
4. Min size of chunk should be 3 no max size as far as we keep getting sorted values.
5. If the values are not presented in sorted order we make mini sorted arrays of size 3 using insertion sort.
6. Once the whole array is divided into chunks, decreasing arrays are converted into increasing.
7. Final sorting is done using merge sort.
 - a. Merge sort is done in a different way here. Here we do inplace merge sort with finding out the smallest chunk out of 2 chunks of arrays and then shifting the bigger array to the right and then comparing and merging the array and chunk using merge sort.
 - b. The merging process is even more optimised using stack. In Tim-sort these sorted pieces of chunks are called runs. All runs are loaded into a stack i.e stack contains a collection of chunks.
 - c. Now comparison is done in stack values in a specific way. The scope of comparison is 3 stack values from top.

If $\text{len}(\text{run}[2]) > \text{len}(\text{run}[0]) + \text{len}(\text{run}[1])$ {run[i] means chunk=run at index i in stack} , then merge-sort is applied on run[0],run[1] otherwise mergesort applied on run[1],run[2].
 - d. This operation is done keeping in mind that stack should always be in increasing run length.
 - e. This process is applied till the stack is completed. Thus we have a sorted array.
 - i. This sorting of 2 sorted sub-array (A&B) can be optimised even more.
 - ii. This is done as if we can find A[0] correct position in B.
 - iii. Because if we find the correct position and lets say it is found at index 4, till index 3 we can simply use B.

- iv. Similarly find $A[n]$ correct position in B, we can simply use B values after it.
- v. This merging of A & B is done using binary search on the array.
 - 1. But this merging of A&B using Binary search is not efficient in most of the cases. Therefore, we use the concept of Galloping.
 - 2. Galloping - A threshold value of 7, which when achieved we award and reduce threshold by 1 and if threshold not met we punish by increasing threshold to 8.
 - 3. If Gallop is less or equal to 7, binary search will be implemented for merging otherwise Normal mergesort merging of 2 sorted arrays.

Galloping -

- vi. This sorting of 2 sorted sub-array (A&B) can be optimised even more.
- vii. This is done as if we can find $A[0]$ correct position in B.
- viii. Because if we find the correct position and lets say it is found at index 'i', till index 3 we can simply use sortedarray2.

When we perform this operation, if the index is found after min. 7 indexes in 2nd array i.e $i \geq 7$, then we say that threshold is matched.

Article with same as sudo code -

<https://hackernoon.com/timsort-the-fastest-sorting-algorithm-youve-never-heard-of-36b28417f399>