Algorithm	Time Complexity		
	Best	Average	Worst
Tim Sort	O(n)	O(n logn)	O(n logn)
Intro Sort	O(n logn)	O(n logn)	O(n logn)
Quick Sort	O(n logn)	O(n logn)	O(n^2)
Merge Sort	O(n logn)	O(n logn)	O(n logn)
Heap Sort	O(n logn)	O(n logn)	O(n logn)
Tree Sort	O(n logn)	O(n logn)	O(n^2)
Shell Sort	O(n logn)	O(n (logn)^2)	O(n (logn)^2)
Bitonic Sort	O(n (logn)^2)	O(n (logn)^2)	O(n (logn)^2)
Counting Sort	O(n + k)	O(n + k)	O(n + k)
Radix Sort	O(nk)	O(nk)	O(nk)
Pigeonhole Sort	O(n + r)	O(n + r)	O(n + r)
Insertion Sort	O(n)	O(n^2)	O(n^2)
Bubble Sort	O(n)	O(n^2)	O(n^2)
Strand Sort	O(n)	O(n^2)	O(n^2)
Binary Insertion Sort	O(n)	O(n^2)	O(n^2)
Comb Sort			O(n^2)
Cocktail Sort	O(n)	O(n^2)	O(n^2)
Gnome Sort	O(n)	O(n^2)	O(n^2)
Selection Sort	O(n^2)	O(n^2)	O(n^2)
Cycle Sort		O(n^2)	O(n^2)
Bead (Gravity) Sort			
Odd Even Sort	O(n^2)	O(n^2)	O(n^2)
Pancake Sort	O(n^2)	O(n^2)	O(n^2)
Stooge Sort	O(n^2.7095)	O(n^2.7095)	O(n^2.7095)
Bogo Sort	O(n)	O(n n!)	O(n n!) -> INF