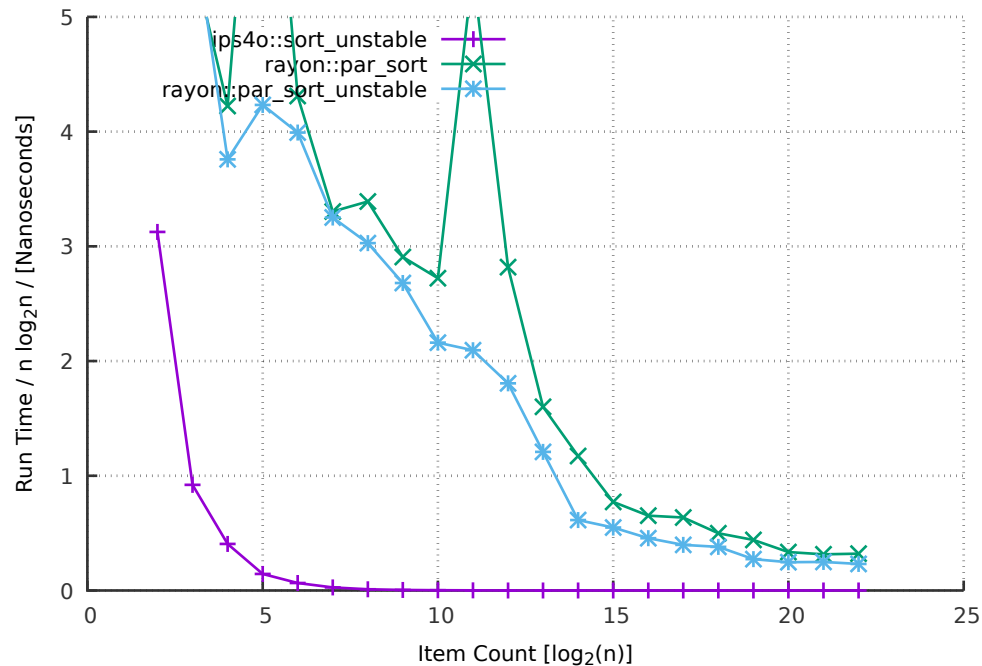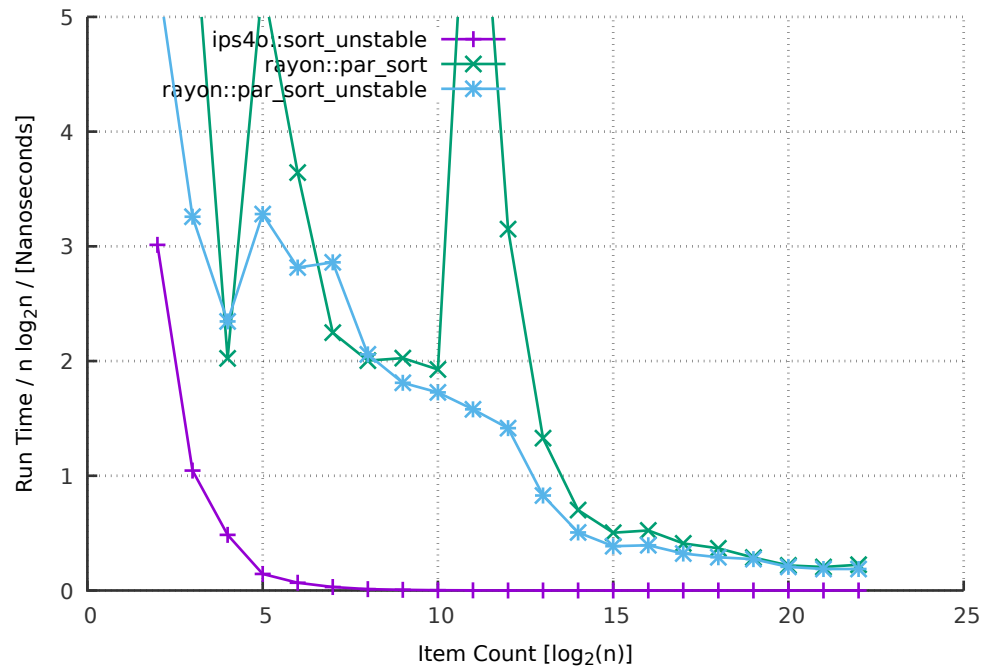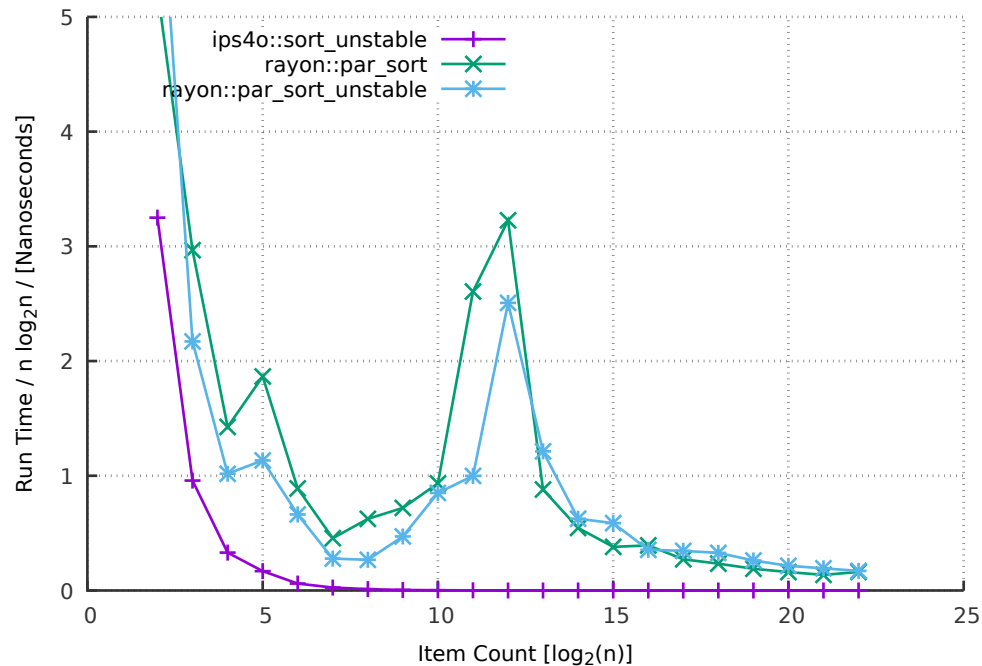uniform, i32

sort50, i32
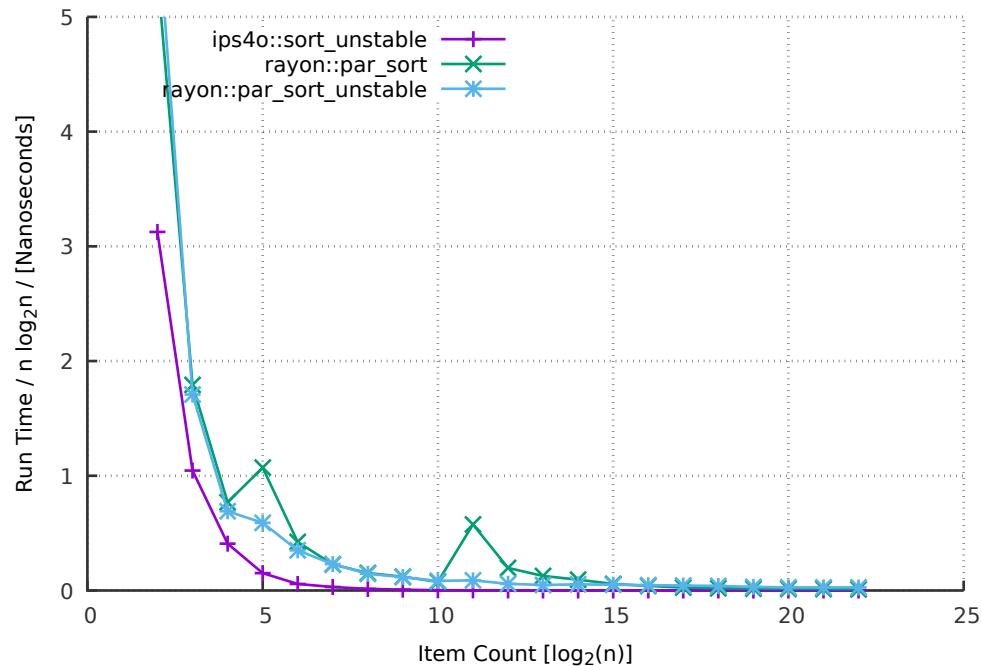
sort90, i32

sort99, i32

asc, i32
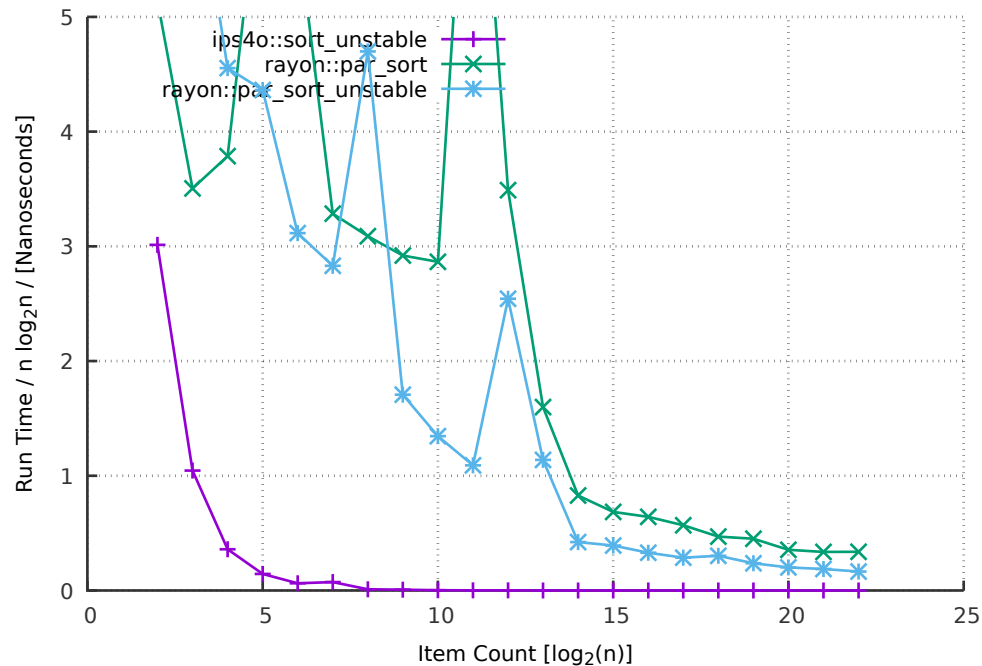
Legend:
- ips4o::sort_unstable
- rayon::par_sort
- rayon::par_sort_unstable

X-axis: Item Count [$\log_2(n)$]
Y-axis: Run Time / $n \log_2 n$ / [Nanoseconds]

desc, i32

Run Time / n log₂n / [Nanoseconds] vs Item Count [log₂(n)]

- ips4o::sort_unstable
- rayon::par_sort
- rayon::par_sort_unstable
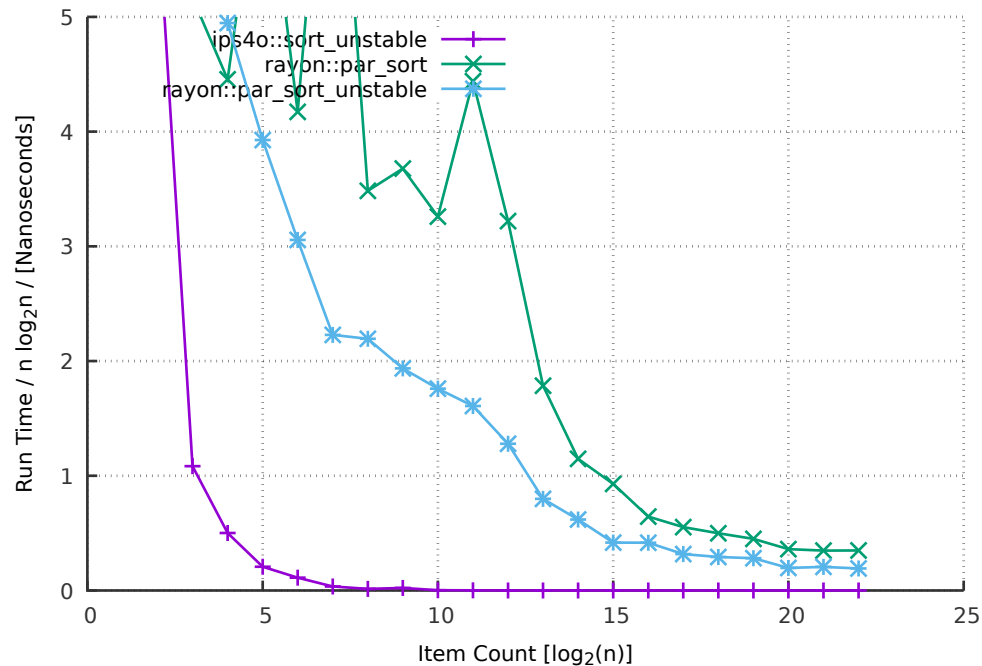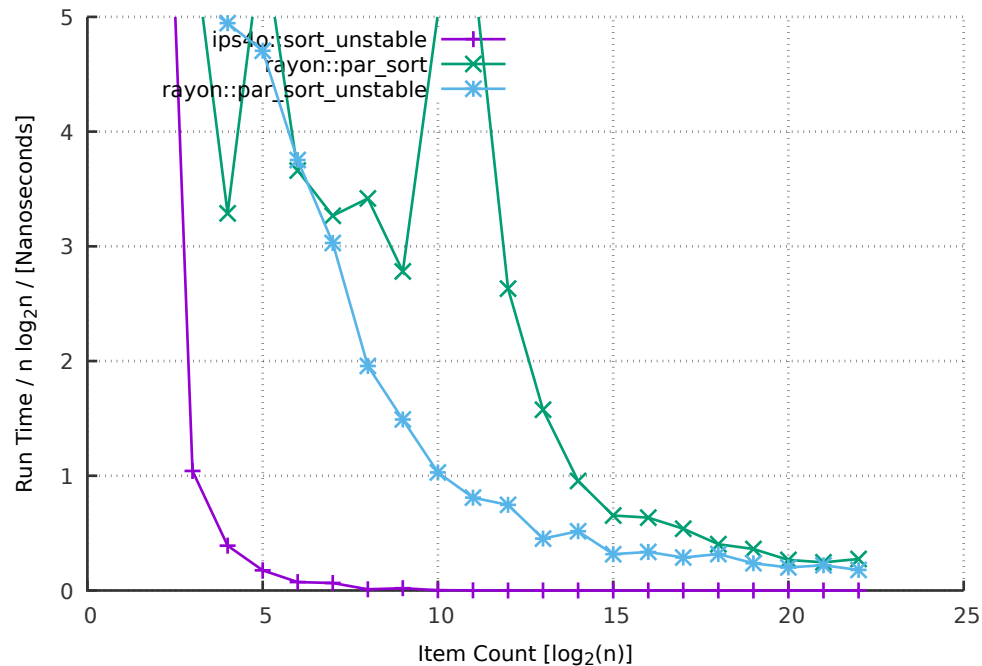
dupsq, i32

dup8, i32

mod8, i32

ips4o::sort_unstable
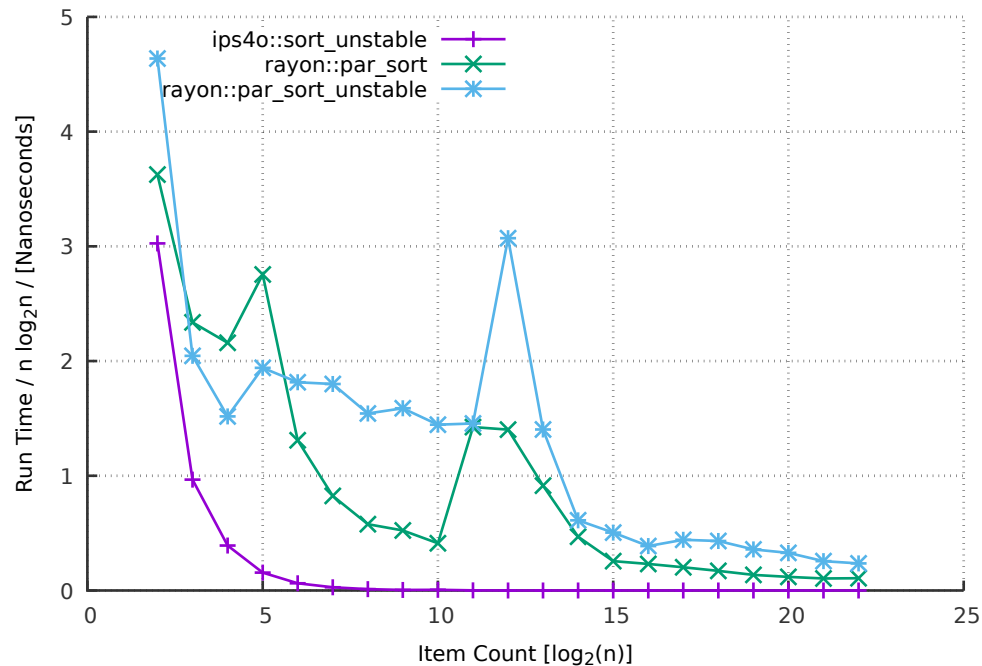rayon::par_sort
rayon::par_sort_unstable
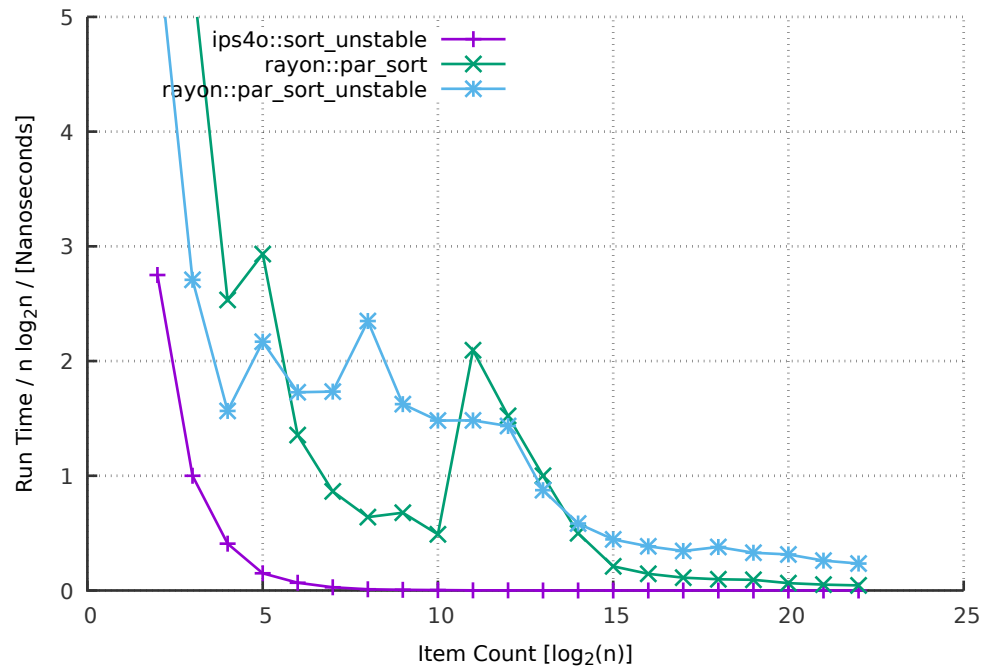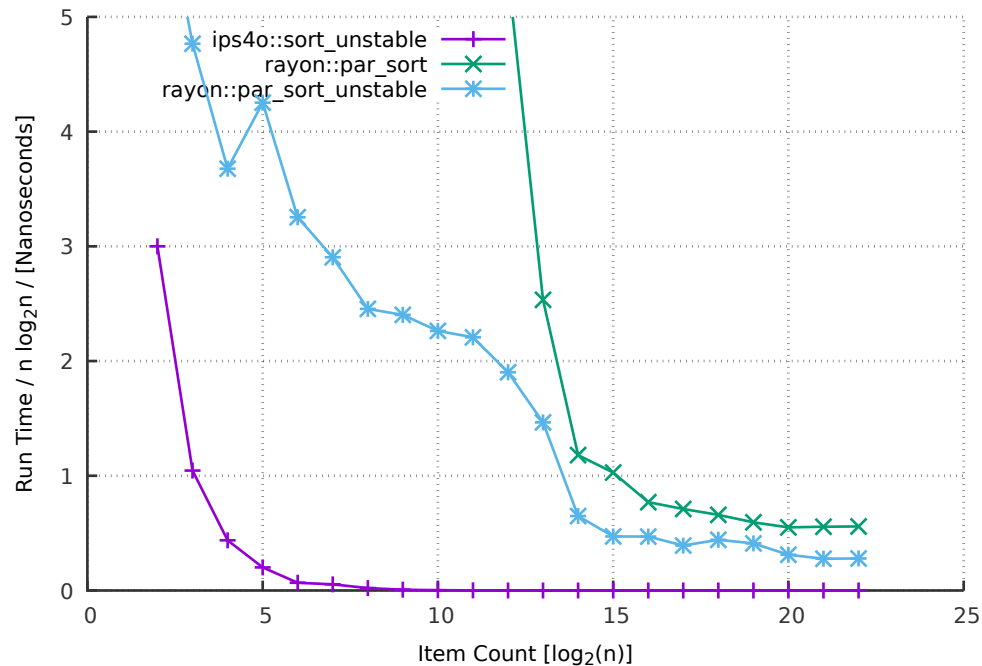
Item Count [log$_2$(n)]

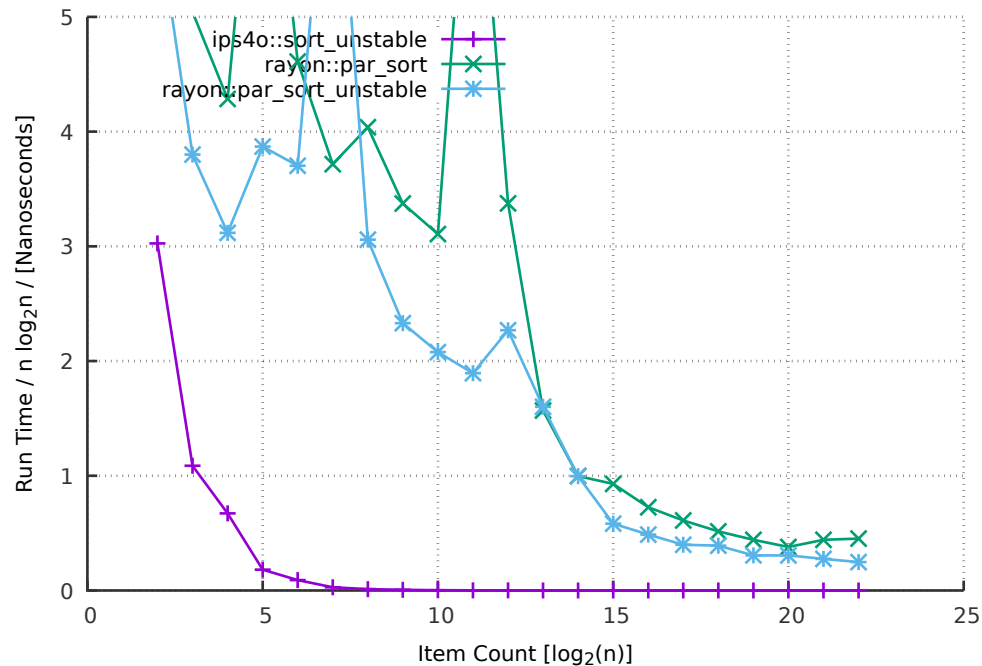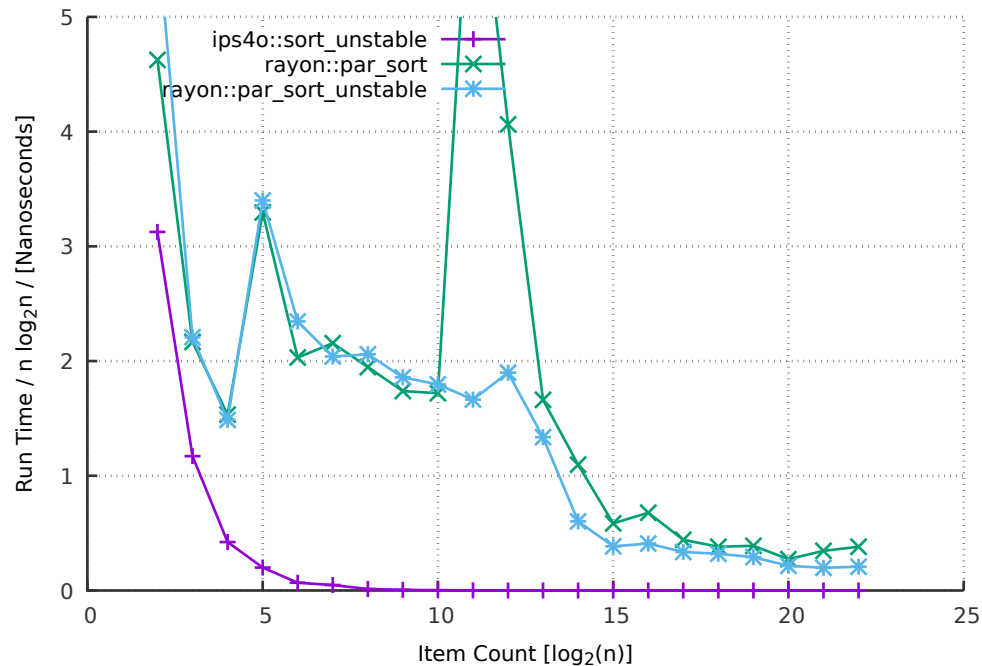Run Time / n log$_2$n / [Nanoseconds]

ones, i32

organ, i32

merge, i32

uniform, i64

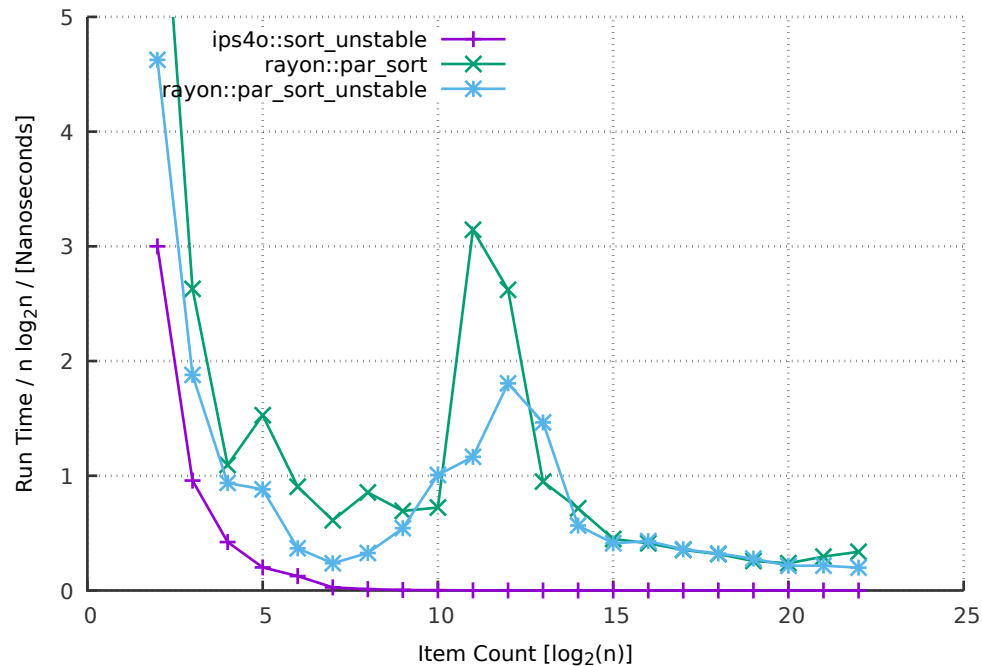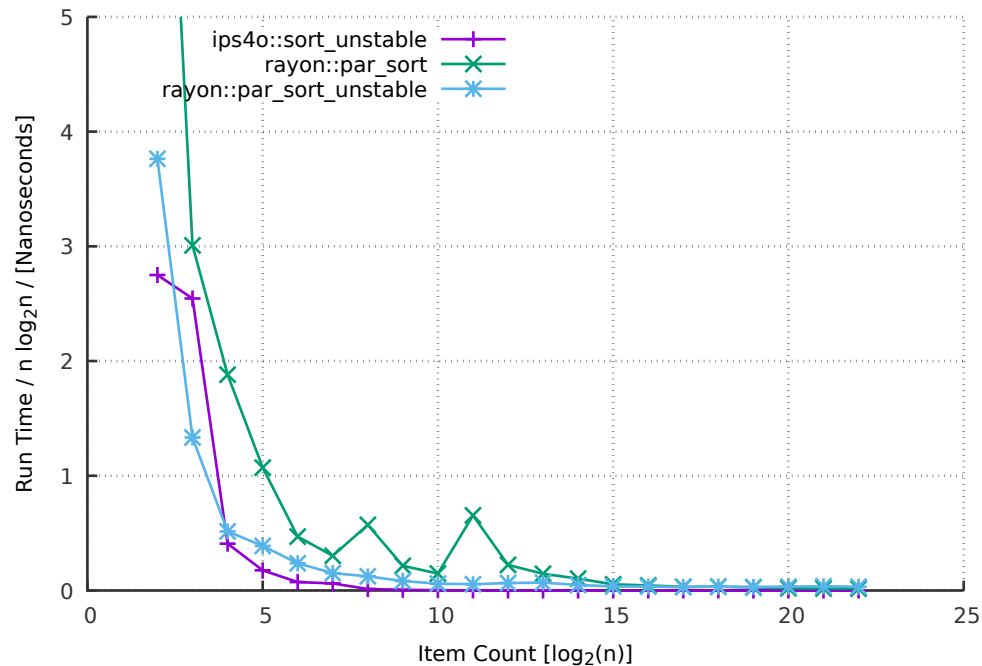sort50, i64

sort90, i64

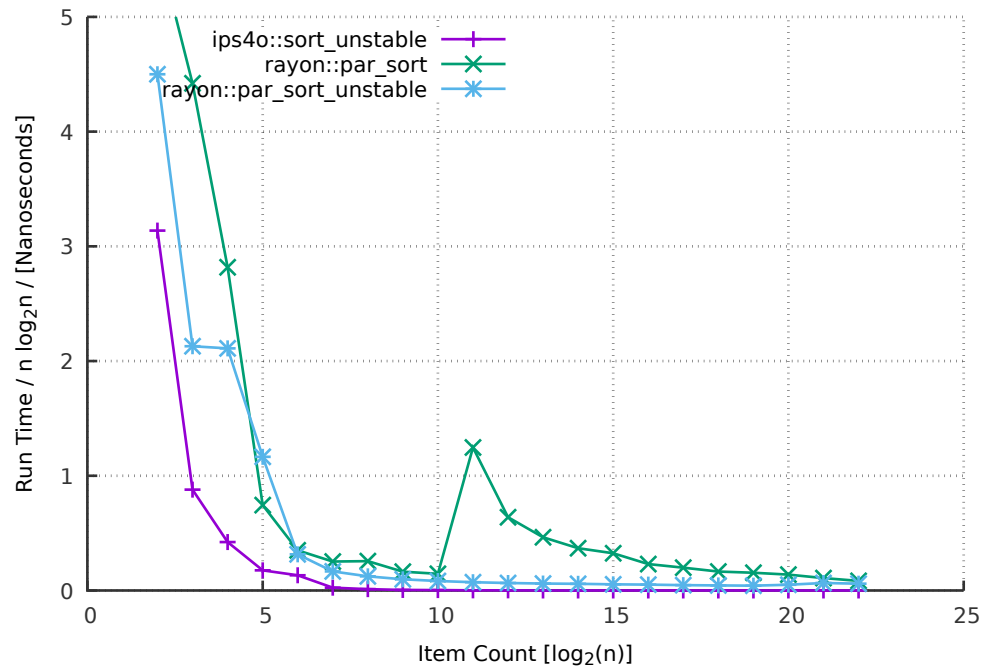- ips4o::sort_unstable
- rayon::par_sort
- rayon::par_sort_unstable

Run Time / $n \log_2 n$ / [Nanoseconds]

Item Count [$\log_2(n)$]

sort99, i64

asc, i64

desc, i64

Legend:
- ips4o::sort_unstable
- rayon::par_sort
- rayon::par_sort_unstable

Y-axis: Run Time / n log$_2$n / [Nanoseconds]

X-axis: Item Count [log$_2$(n)]

dupsq, i64

ips4o::sort_unstable
rayon::par_sort
rayon::par_sort_unstable

dup8, i64

mod8, i64

ones, i64

organ, i64

- ips4o::sort_unstable
- rayon::par_sort
- rayon::par_sort_unstable

Run Time / n log₂n / [Nanoseconds] vs Item Count [log₂(n)]

merge, i64

ips4o::sort_unstable
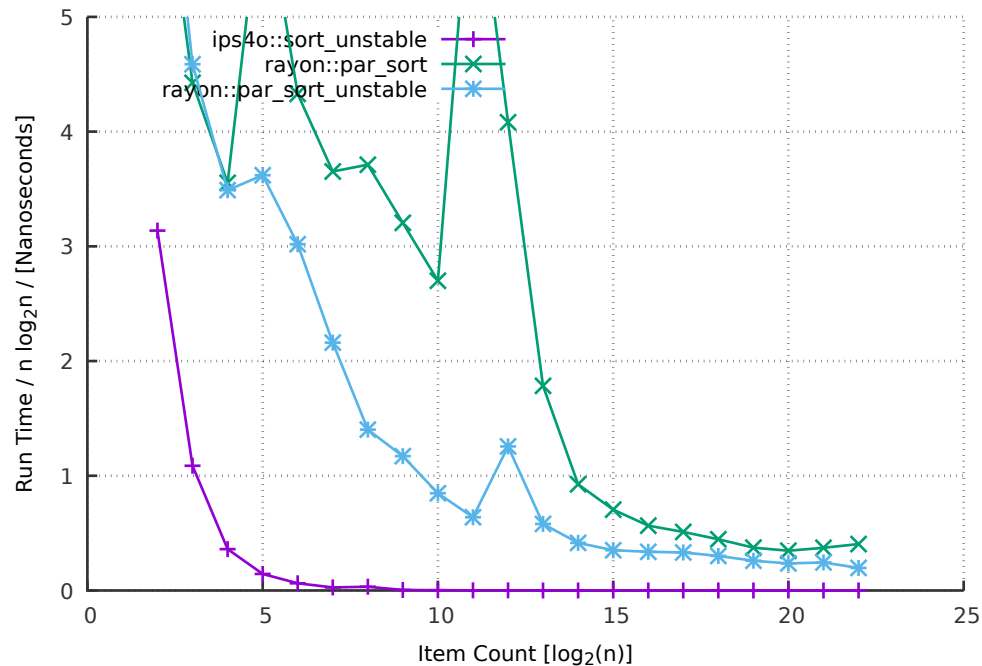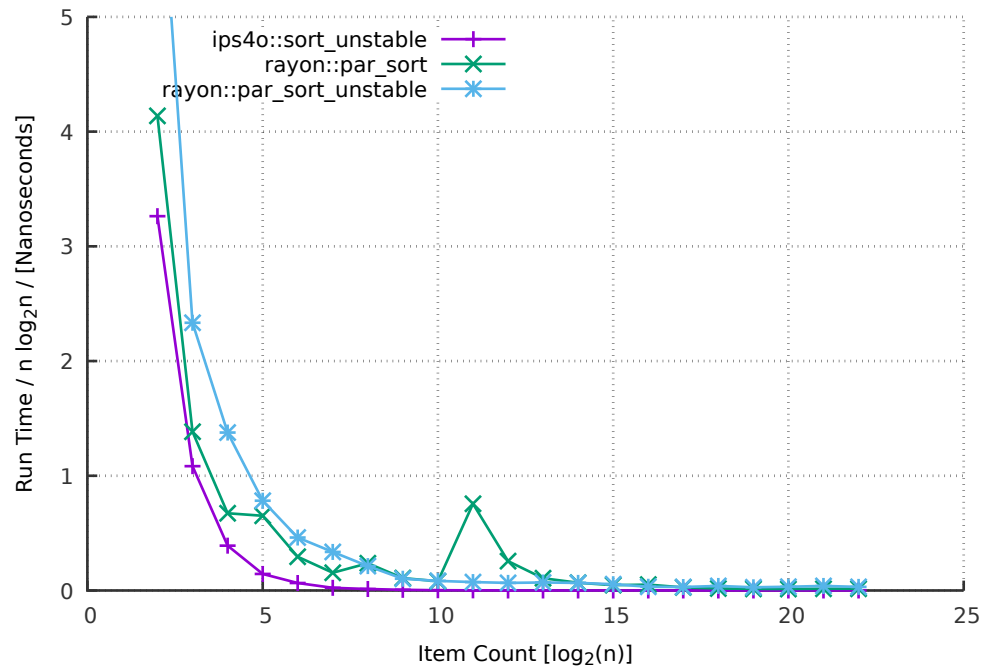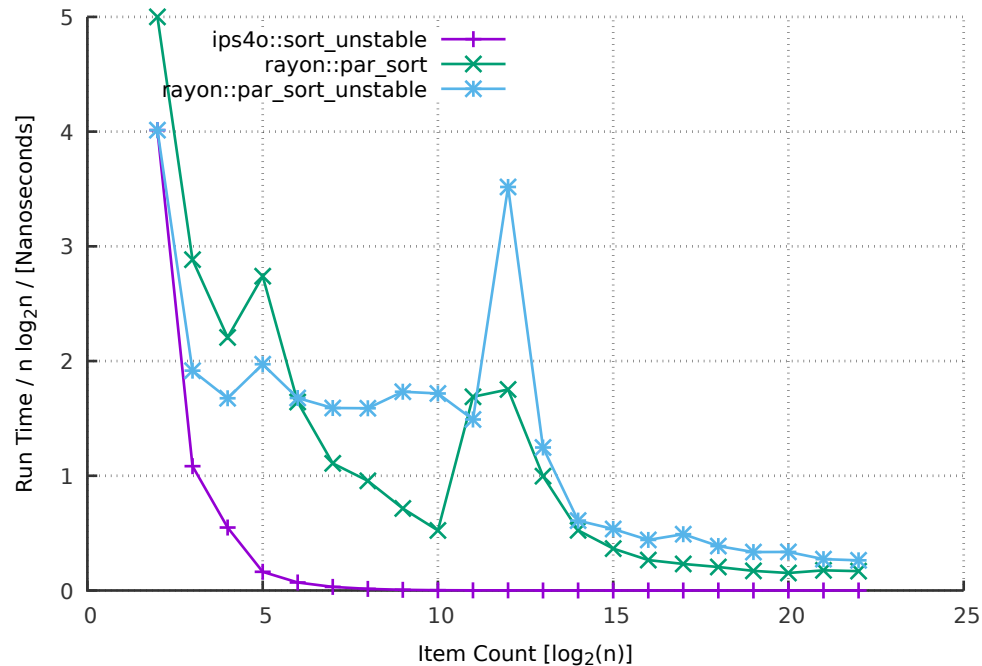rayon::par_sort
rayon::par_sort_unstable
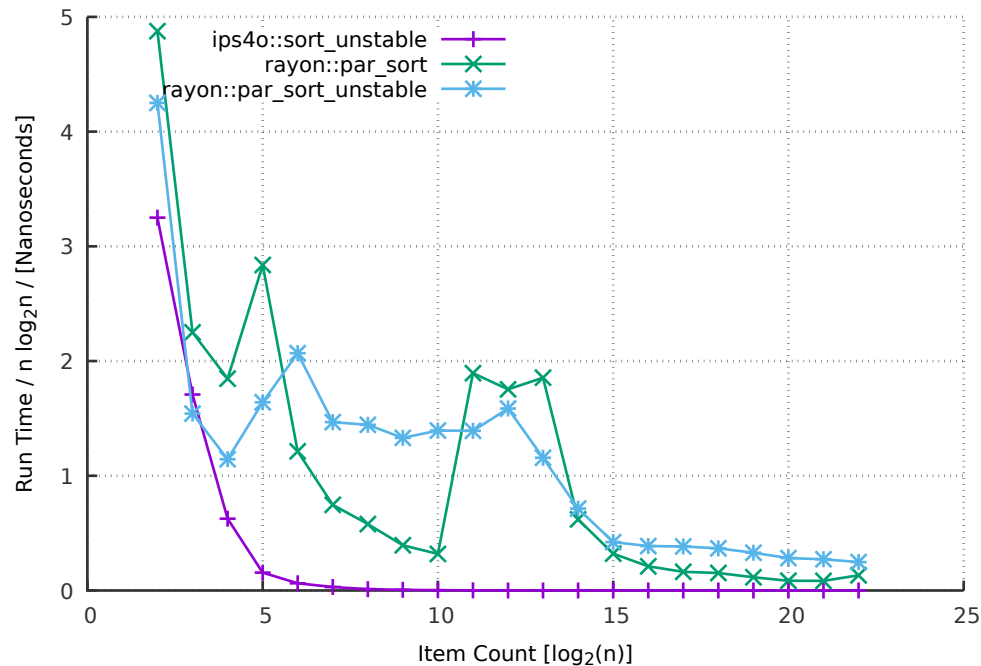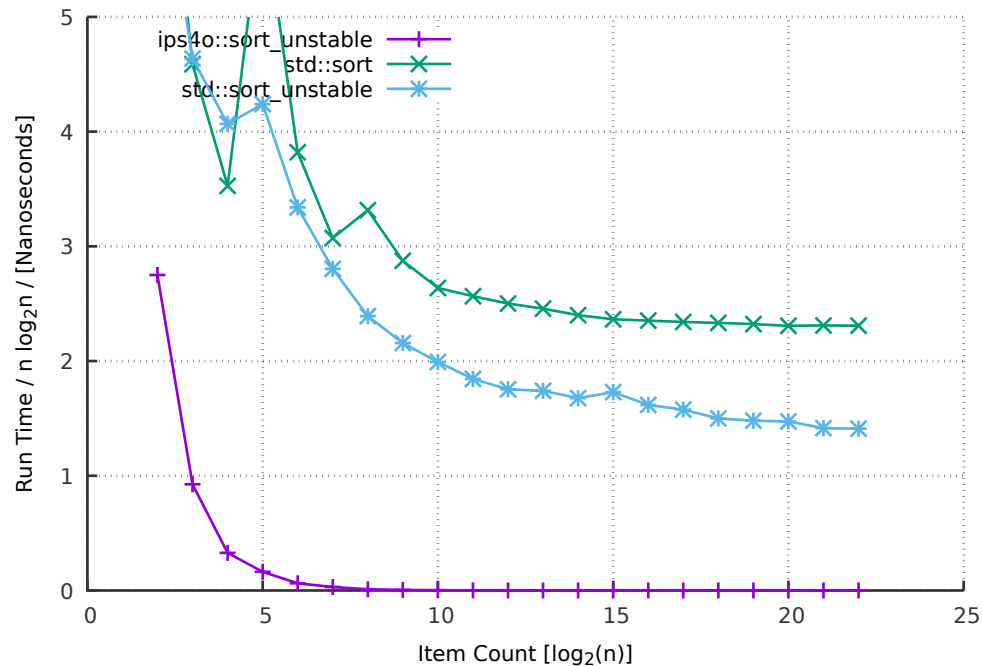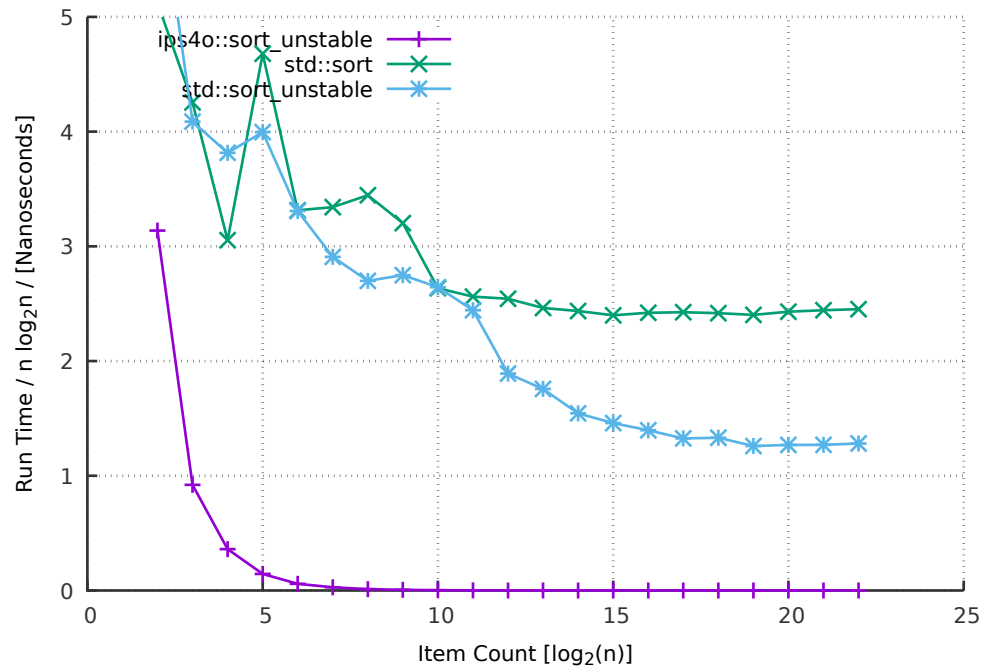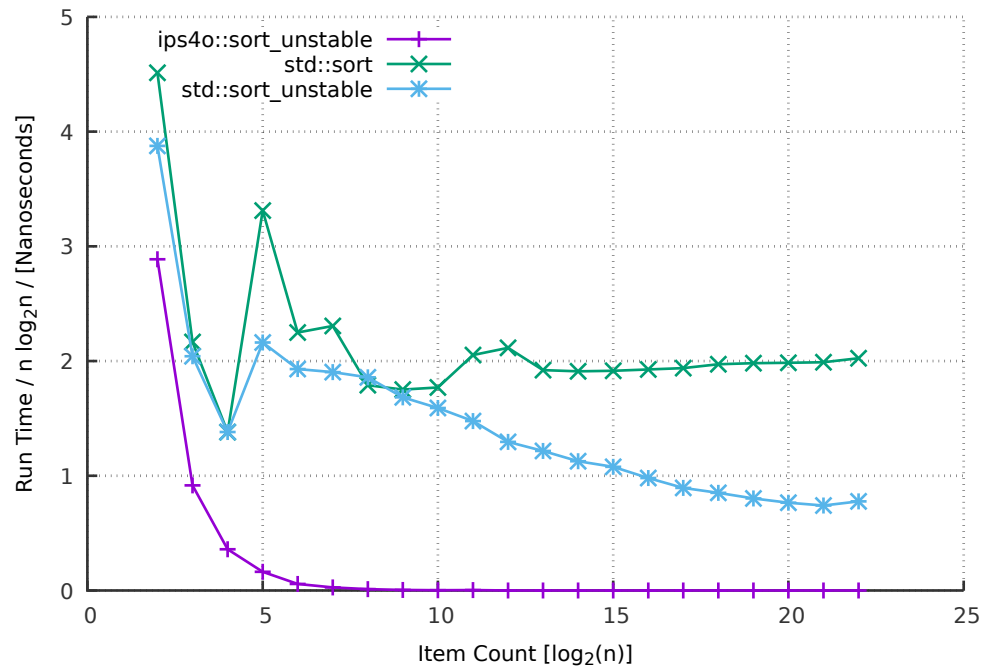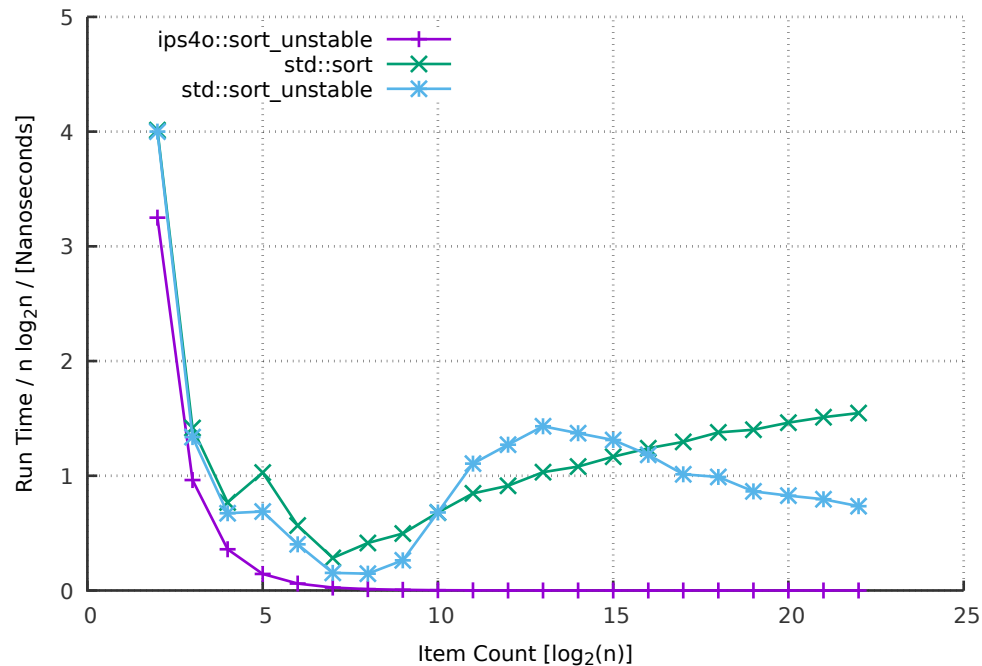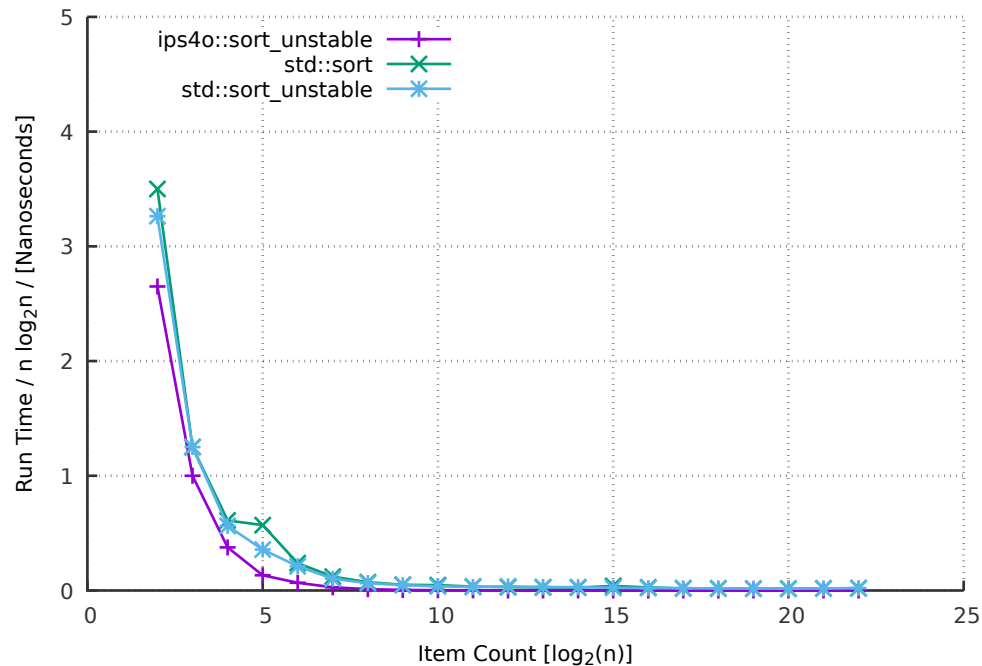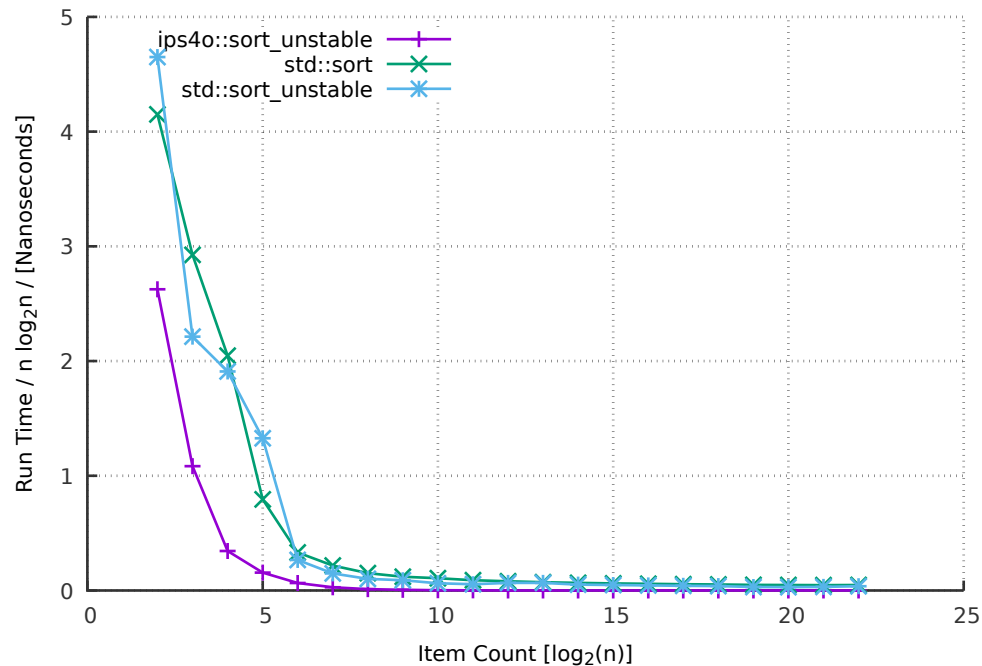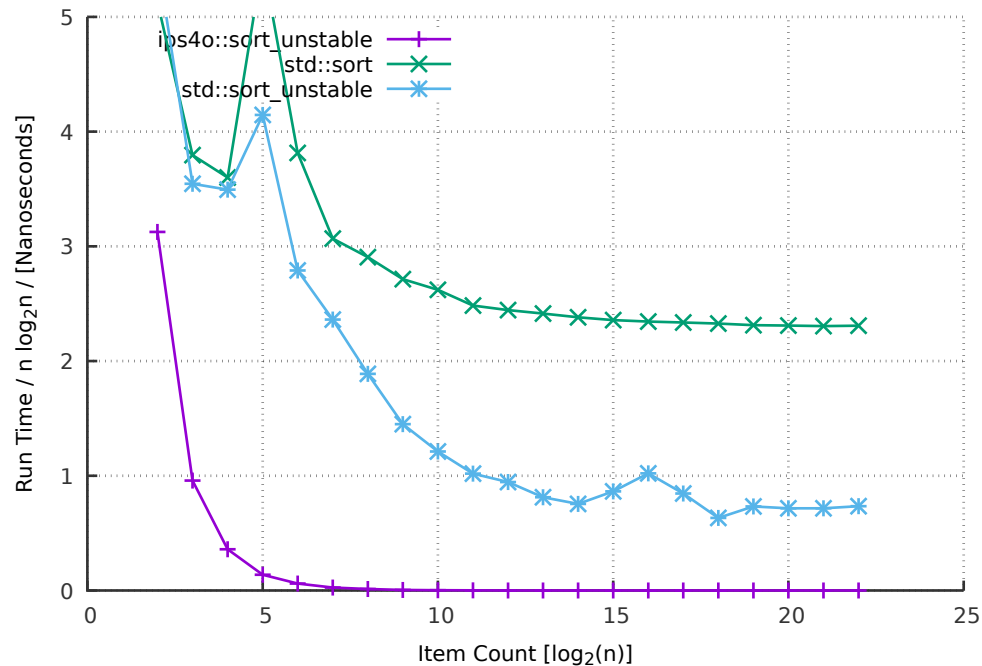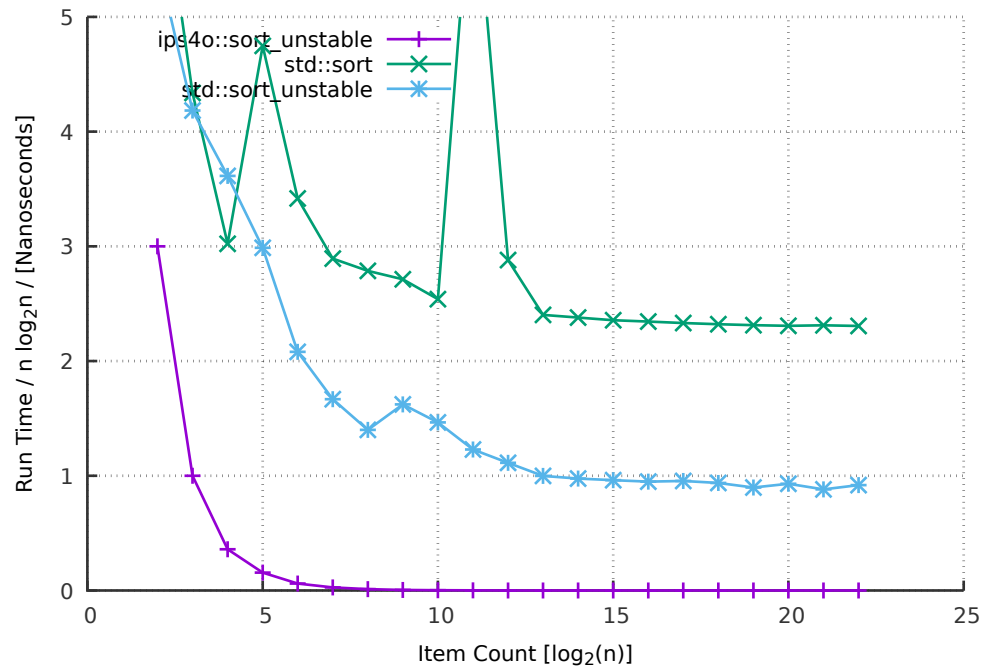
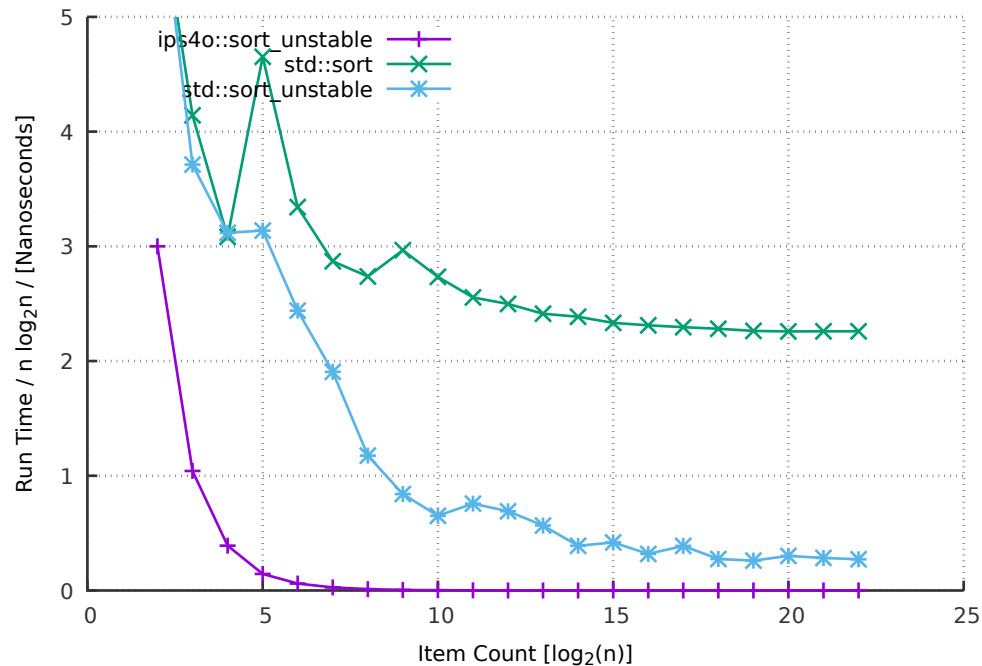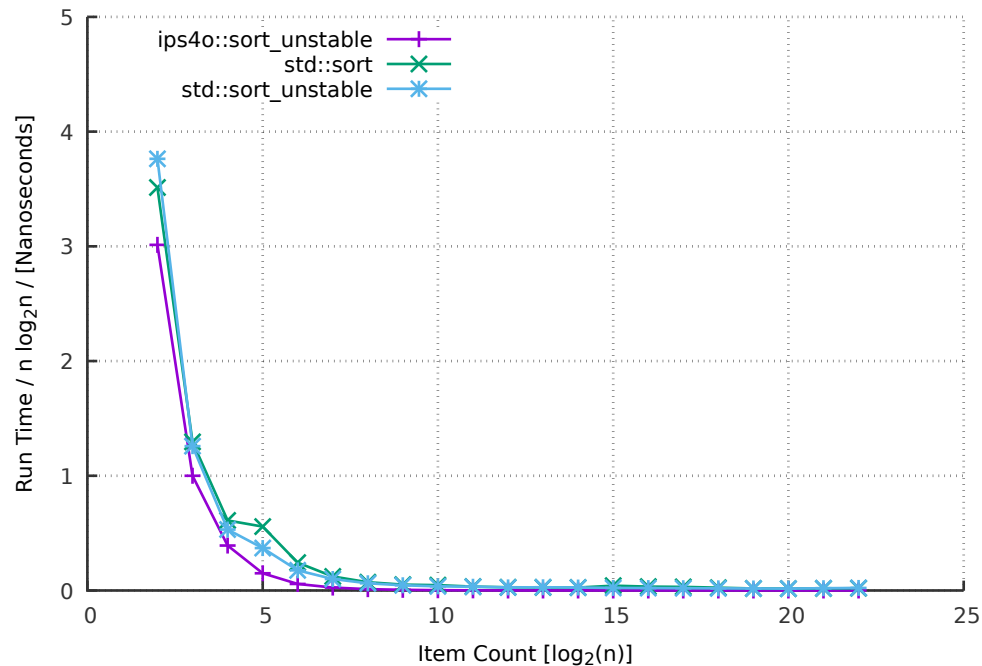uniform, i32

sort50, i32
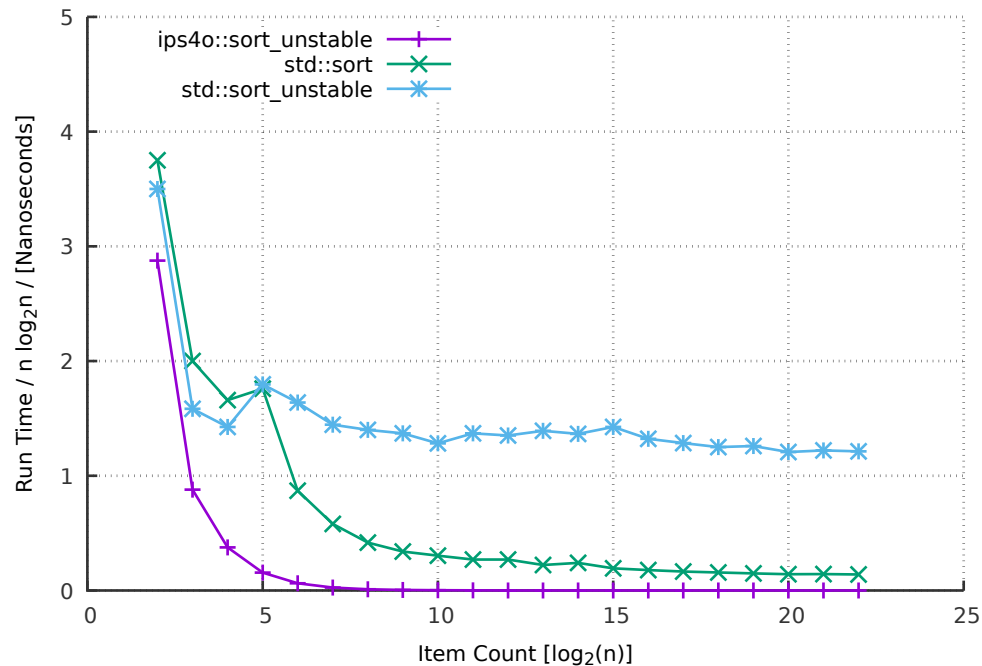
sort90, i32

sort99, i32

asc, i32

desc, i32

dupsq, i32

dup8, i32

mod8, i32
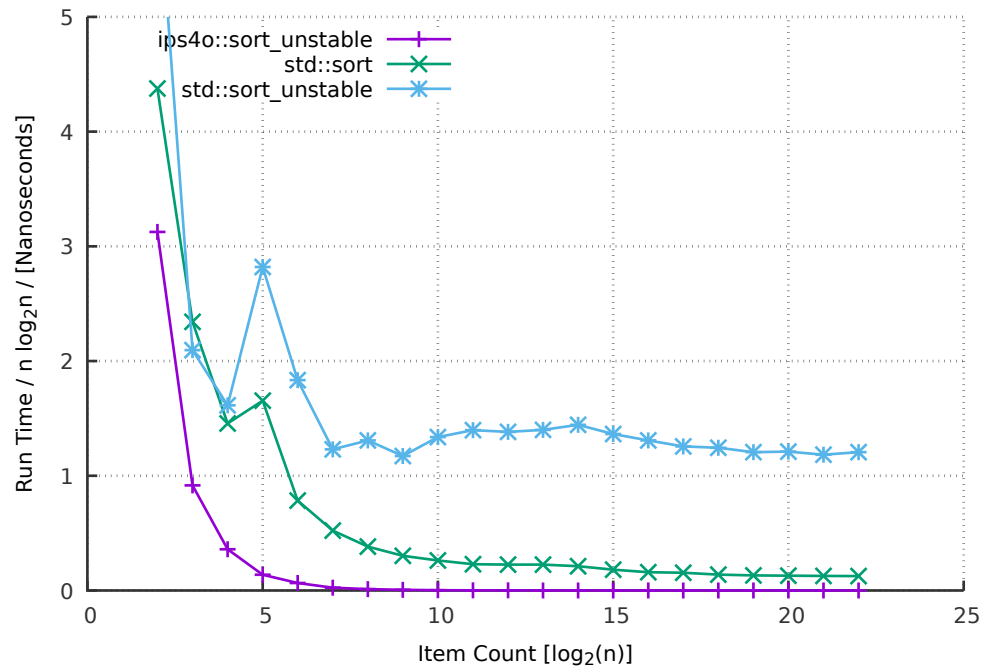
ones, i32

organ, i32

merge, i32

- ips4o::sort_unstable
- std::sort
- std::sort_unstable

Run Time / $n \log_2 n$ / [Nanoseconds] vs Item Count [$\log_2(n)$]

uniform, i64

Legend:
- ips4o::sort_unstable
- std::sort
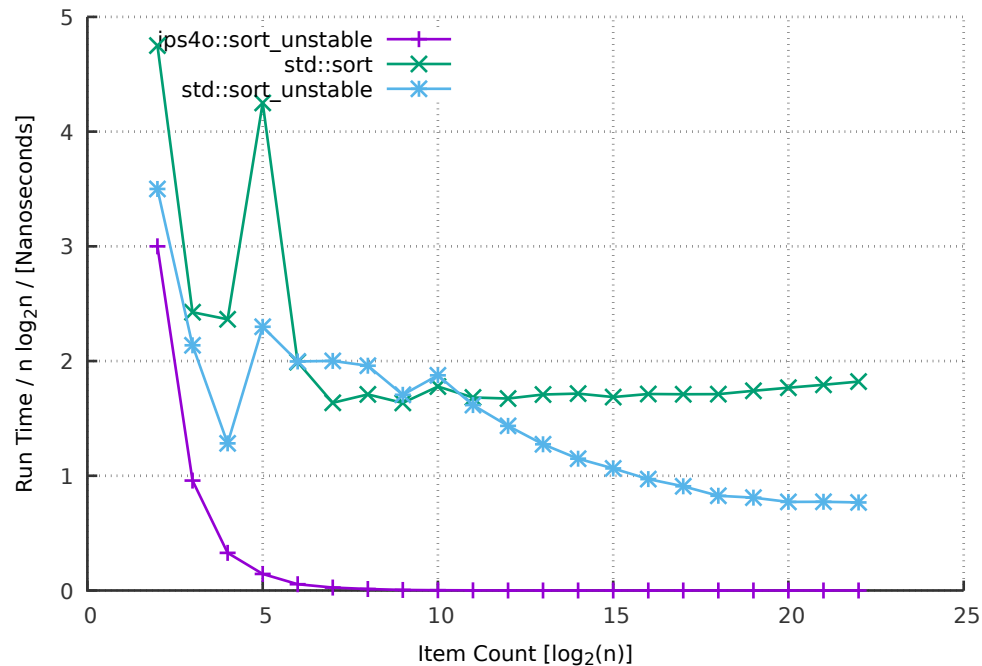- std:sort_unstable

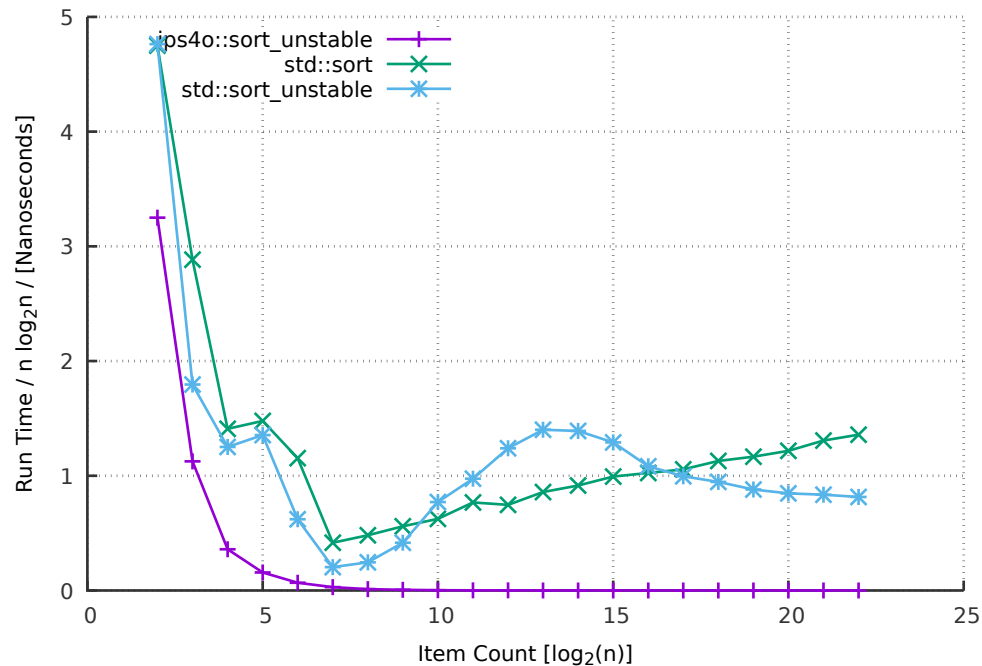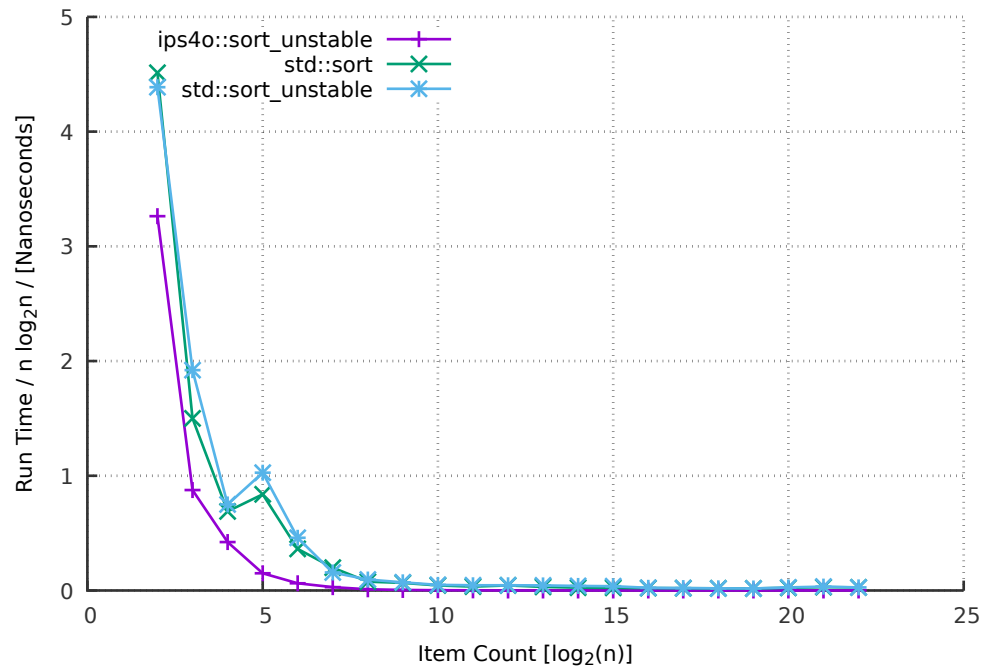X-axis: Item Count [log$_2$(n)]
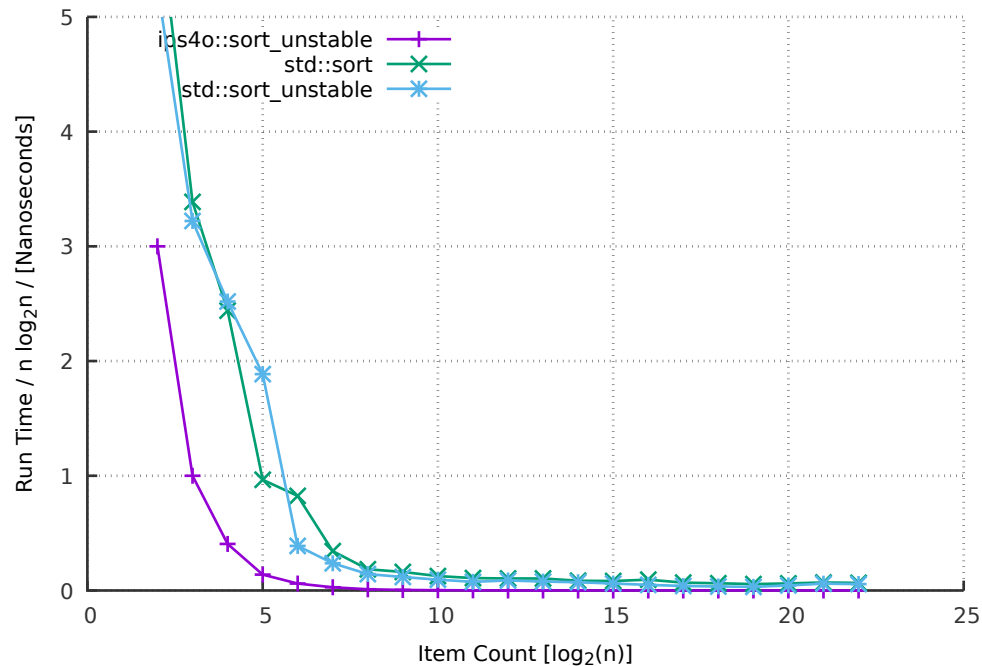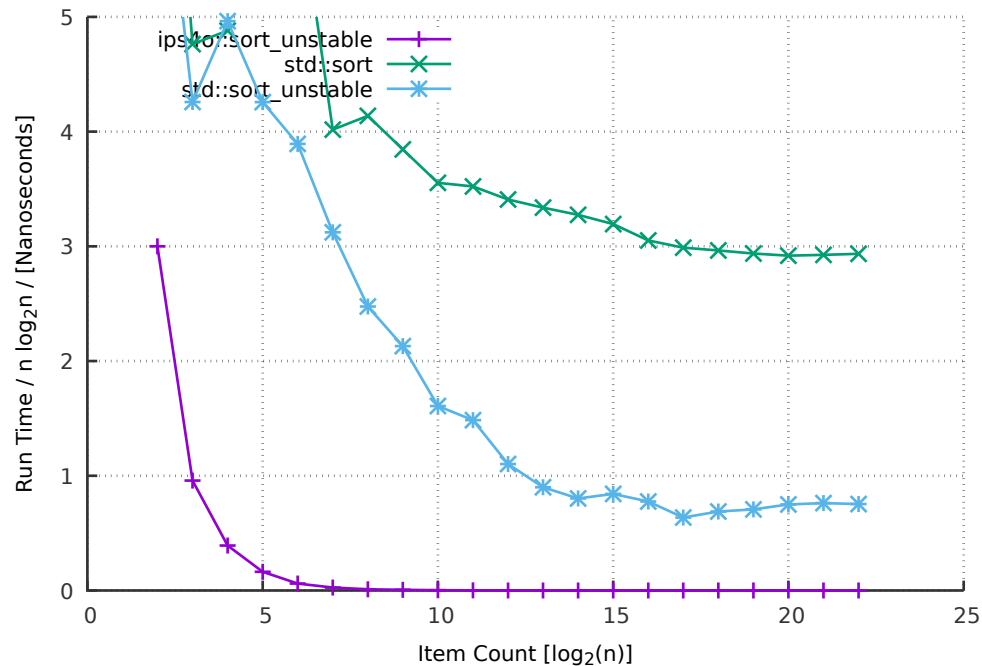
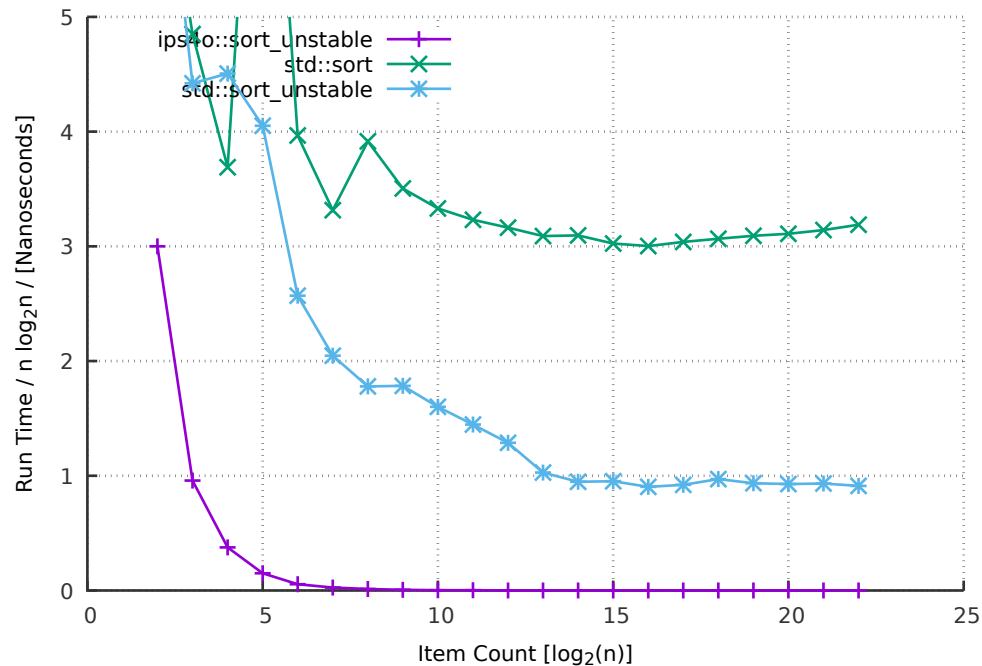Y-axis: Run Time / n log$_2$n / [Nanoseconds]

sort50, i64

sort90, i64

sort99, i64

asc, i64

desc, i64

dupsq, i64

Run Time / n log₂n / [Nanoseconds] vs Item Count [log₂(n)]

Legend:
- ips4o::sort_unstable
- std::sort
- std::sort_unstable

dup8, i64

mod8, i64

ones, i64

Run Time / n log$_2$n / [Nanoseconds] vs Item Count [log$_2$(n)]

Legend:
- ips4o::sort_unstable
- std::sort
- std::sort_unstable

organ, i64

Run Time / n log₂n / [Nanoseconds] vs Item Count [log₂(n)]

Legend:
- ips4o::sort_unstable
- std::sort
- std::sort_unstable

merge, i64