

Algorithms

STL Sorting

Mostafa S. Ibrahim

Teaching, Training and Coaching for more than a decade!

Artificial Intelligence & Computer Vision Researcher

PhD from Simon Fraser University - Canada

Bachelor / Msc from Cairo University - Egypt

Ex-(Software Engineer / ICPC World Finalist)



Stl Sorting

- As you know, we can use the built-in sorting function:
 - `sort(vec.begin(), vec.end())`
- What is the internally used algorithm?
 - The problem is each algorithm has some pros and cons.
- STL uses IntroSort which is a **hybrid** of QuickSort, HeapSort and InsertionSort.
 - For very small arrays \Rightarrow Use Insertion sort
 - Otherwise, the default algorithm is QuickSort
 - If QuickSort seems like it won't perform well, it switches to HeapSort
- Python uses Timsort which is a **hybrid** of a hybrid stable sorting algorithm, *derived* from merge sort and insertion sort, designed to perform well on *many kinds of real-world data*

Stl Sorting: Wrong usage

- The code below using C++ std::Sort will RTE: Why?

```
11 bool compare_right(int a, int b) {  
12     return a < b;  
13 }  
14 bool compare_wrong(int a, int b) {  
15     return a <= b;  
16 }  
17  
18 int main() {  
19     // 10^7 elements of value 5  
20     vector<int> v(10000000, 5);  
21     // It will take much time, then RTE!  
22     sort(v.begin(), v.end(), compare_wrong);  
23     // It takes reasonable time with compare_right  
24     // sort(v.begin(), v.end(), compare_right);  
25     cout << "bye\n" << flush; // 90% won't be printed  
26 }
```

Stl Sorting: Logical Ordering

- If you will provide a comparison function (e.g. for your Employee class), it must behave logically the same as $E1 < E2$ NOT $E1 \leq E2$
- If this is not satisfied, in some cases/implementations,
 - your code will go in an infinite recursion, then RTE
- **Current, Internally**, here is what is expected
 - If compare (E1, E2) = True, then $E1 < E2$
 - Then compare (E2, E1) = must be false
 - If compare (E1, E2) = False, there are 2 cases
 - If comparing (E2, E1) = True, then $E2 < E1$
 - If comparing (E2, E1) = False, then $E1 == E2$ (no one is smaller than another)
 - Don't miss up with the current STL implementation!
- STL allows us to compare whatever **objects** that are **comparable**
 - Built-in (int, double, string) or user-defined (Employee class)

“Acquire knowledge and impart it to the people.”

“Seek knowledge from the Cradle to the Grave.”