Slowsort

Slowsort is a <u>sorting algorithm</u>. It is of humorous nature and not useful. It's based on the principle of *multiply and surrender*, a tongue-in-cheek joke of <u>divide and conquer</u>. It was published in 1986 by Andrei Broder and Jorge Stolfi in their paper *Pessimal Algorithms and Simplexity Analysis*^[1] (a parody of optimal algorithms and complexity analysis).

Algorithm

Slowsort is a recursive algorithm.

An in-place implementation in pseudo code:

- Sort the first half recursively (1.1)
- Sort the second half recursively (1.2)
- Find the maximum of the whole array by comparing the results of 1.1 and 1.2 and place it at the end of the list (1.3)
- Recursively sort the entire list without the maximum in 1.3 (2).

An implementation in Haskell (purely functional) may look as follows.

Complexity

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The runtime T(n) for Slowsort is T(n) = 2T(n/2) + T(n-1) + 1. A lower <u>asymptotic bound</u> for T(n) in <u>Landau notation</u> is \Omega\left(n^{\frac{\log_2(n)}{(2+\epsilon)}}\right) for any \epsilon > 0. Slowsort is therefore not in <u>polynomial time</u>.
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Even the best case is worse than Bubble sort.

References

1. "CiteSeerX — Pessimal Algorithms and Simplexity Analysis" (http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.116.9158). Citeseerx.ist.psu.edu. Retrieved 2017-07-26.

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