Insertion sort is a basic algorithm, that is easy to implement. Best case is linear and average and worse case is quadratic, which makes it poorly fitted for larger programs but efficient for small programs. For smaller problems choose Insertionsort.

Quicksort is a divide and conquer algorithm that is about twice as fast as Heap sort if it is implemented in a good way. Best case is O(n log n) and worst case is quadratic O(n^2). Quicksort algorithm relies on a pivot element so when the array contains many similar elements the algorithm will be inefficient. If this is the case, choose insertion sort if the problem is small and heapsort if the problem is large.

Heapsort can be implemented iteratively without previous knowledge about previous values. It has tight bound n (log (n)). Suitable for larger problems. Takes a bit more time to implement in phyton for example, the code is longer.