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Subject: Re: Funny way how NOT to speedup sorting of small arrays

Posted by [mirek](#) on Sun, 01 Feb 2009 22:06:22 GMT

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mr\_ped wrote on Sun, 01 February 2009 14:13: I think with 10+ elements already quicksort can pay off.

In U++, we maintain 16 as threshold.

Quote:

A well implemented quicksort will not hurt even with 2-3 elements that much.

There is only so much you can do with plain quicksort. All real quicksort algorithms switch to selection sort or insert sort when subsequence goes under certain threshold. It makes it quite faster.

Thus, if I could invent some faster variant for up to 16 elements, we would have a huge win...

Mirek

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