
Subject: StableSort revisited...

Posted by [mirek](#) on Fri, 11 Apr 2008 03:25:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Stable sort was reimplemented; merge-sort implementation was replaced by adaptor to standard Sort.

This has two advantages:

- Only IterSwap and comparison is now required for StableSort, this means better performance for Array and also possibility to sort polymorphic arrays
- Instead of temporary buffer of `sizeof(T) * count`, only `sizeof(int) * count` is now required.

Performance for average case is better than original U++ mergesort and on par with stl's mergesort.

Anyway, as for this kind stable sort C-style sign compare ("SgnCompare" in U++) is a bit faster, there are also introduced version ending "Cmp" that rely on this 3-state comparison predicate instead.

Mirek

Subject: Re: StableSort revisited...

Posted by [mr_ped](#) on Fri, 11 Apr 2008 07:36:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

These optimizations are going into 2008.1 too?

Subject: Re: StableSort revisited...

Posted by [mirek](#) on Fri, 11 Apr 2008 11:41:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes.

(And yes, I agree it is wrong

Mirek
