Abstract

Sorting or ordering a list of items is one of the tasks that occur frequently in majority of computer programs. In our work we incorporated certain aspects of human cognition into sorting algorithms that will improve their performance. This paper presents two new variants of Selection sort. The first algorithm has a time complexity of O(1) in the best case. The second algorithm outperforms Selection sort and its variants when sorting a list of items that has a large number of duplicates present in it.


References


Index Terms

Computer Science  
Hpc Applications

Keywords

Algorithms  
Bingo Sort  
Cognition  
Selection Sort  
Time Complexity.