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Embrace Disruption



Pete Beckman

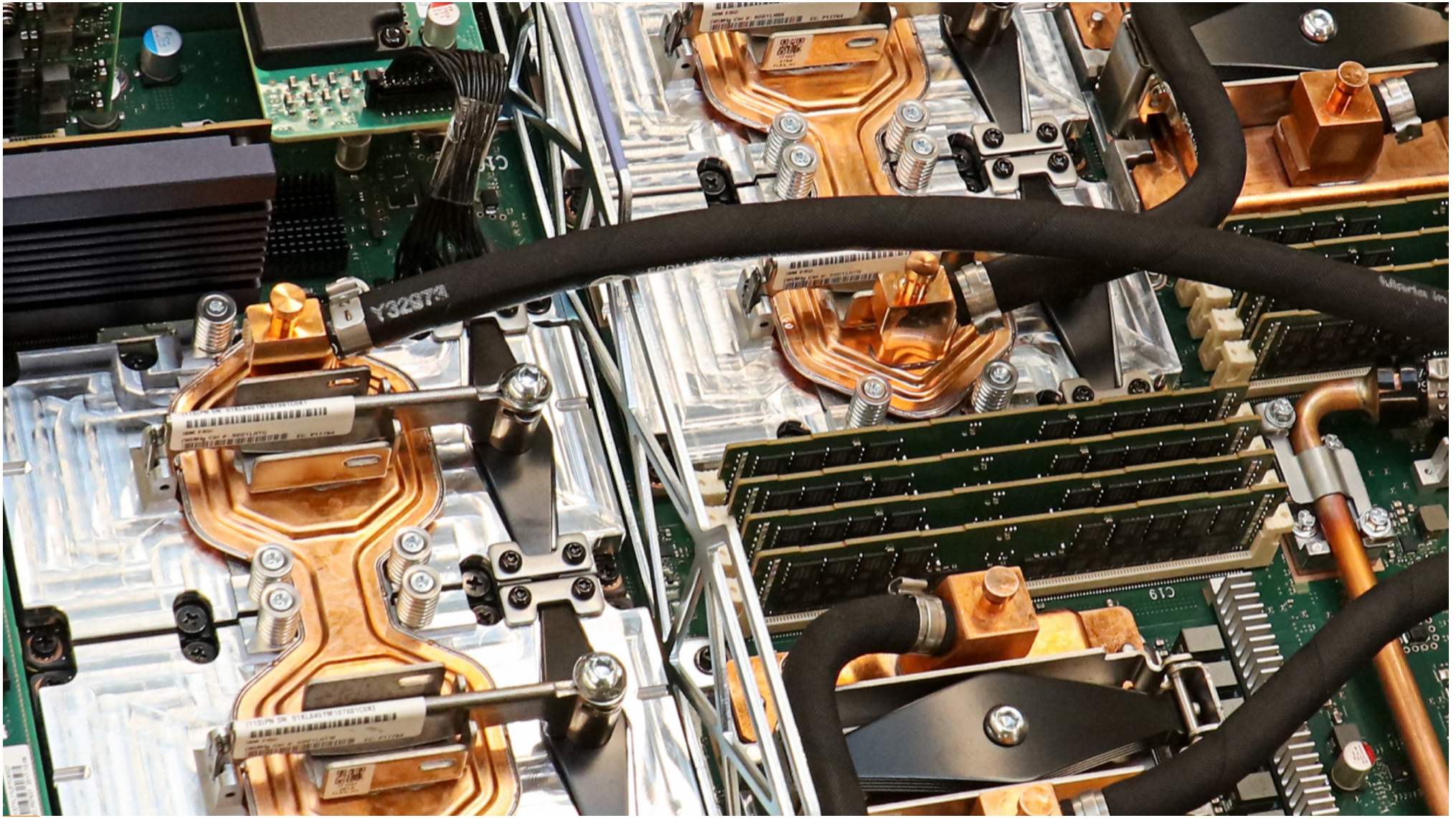
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An $O(N)$ Sorting Algorithm: Machine Learning Sorting

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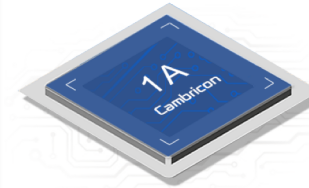
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We propose an $O(N)$ sorting algorithm based on Machine Learning method, which shows a huge potential for sorting big data. This sorting algorithm can be applied to parallel sorting and is suitable for GPU or TPU acceleration. Furthermore, we apply this algorithm to sparse hash table.

INTRODUCTION

Sorting, as a fundamental operation on data, has attracted intensively interest from the beginning of computing [1]. Lots of excellent algorithms have been designed, however, it's been proven that sorting algorithms based on comparison have a fundamental requirement of $\Omega(N \log N)$ comparisons, which means $O(N \log N)$ time complexity. Recent years, with the emergence of big data (even terabytes of data), efficiency becomes more important for data processing, and researchers have put many

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The Case for Learned Index Structures

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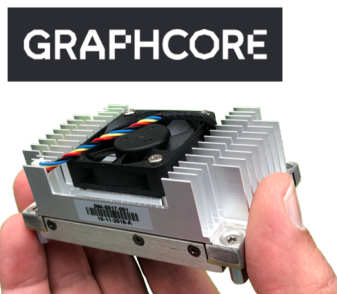
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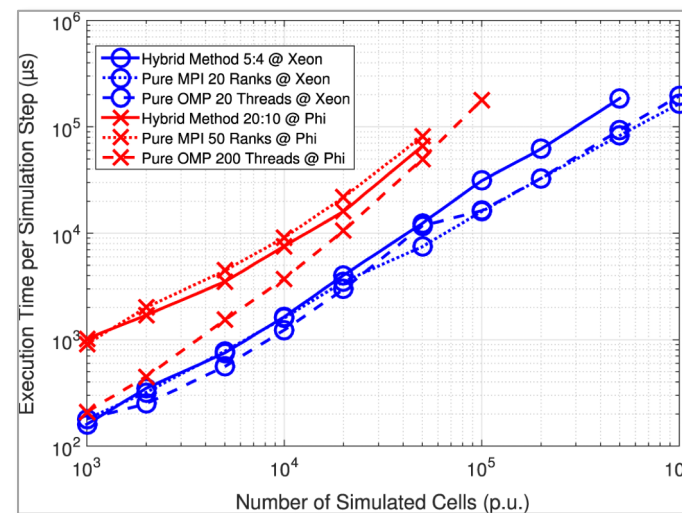
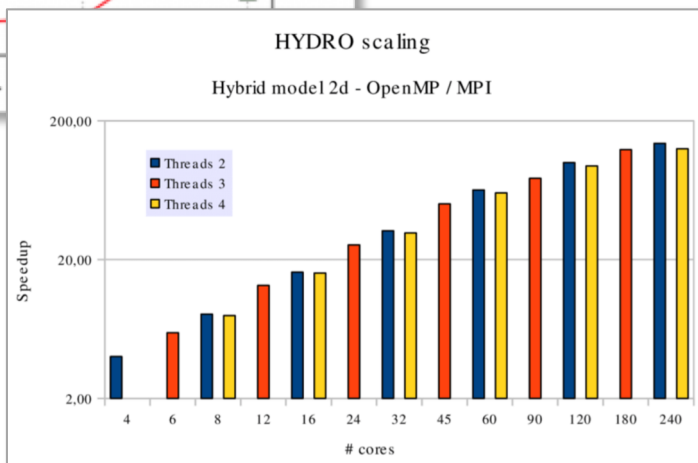
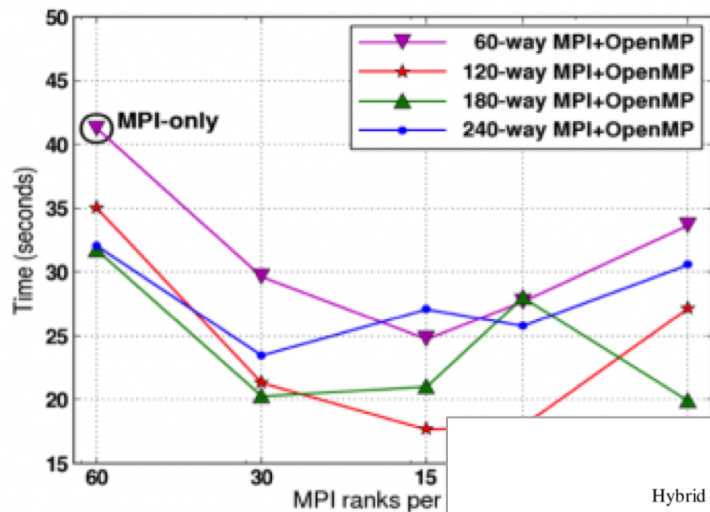
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Abstract

Indexes are models: a B-Tree-Index can be seen as a model to map a key to the position of a record within a sorted array, a Hash-Index as a model to map a key to a position of a record within an unsorted array, and a BitMap-Index as a model to indicate if a data record exists or not. In this exploratory research paper, we start from this premise and posit that all existing index structures can be replaced with other

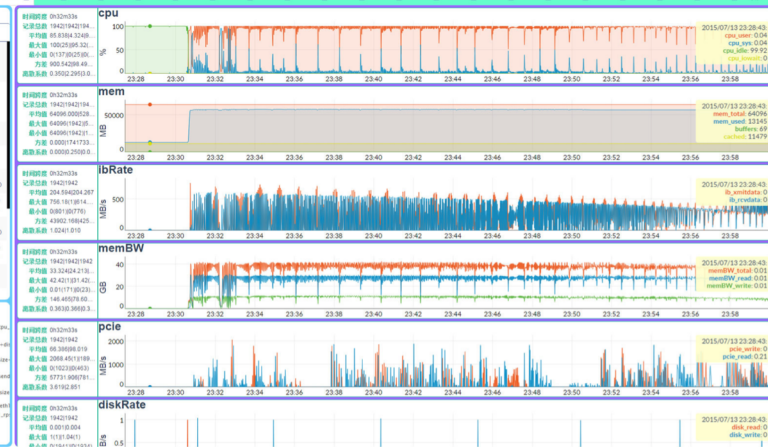
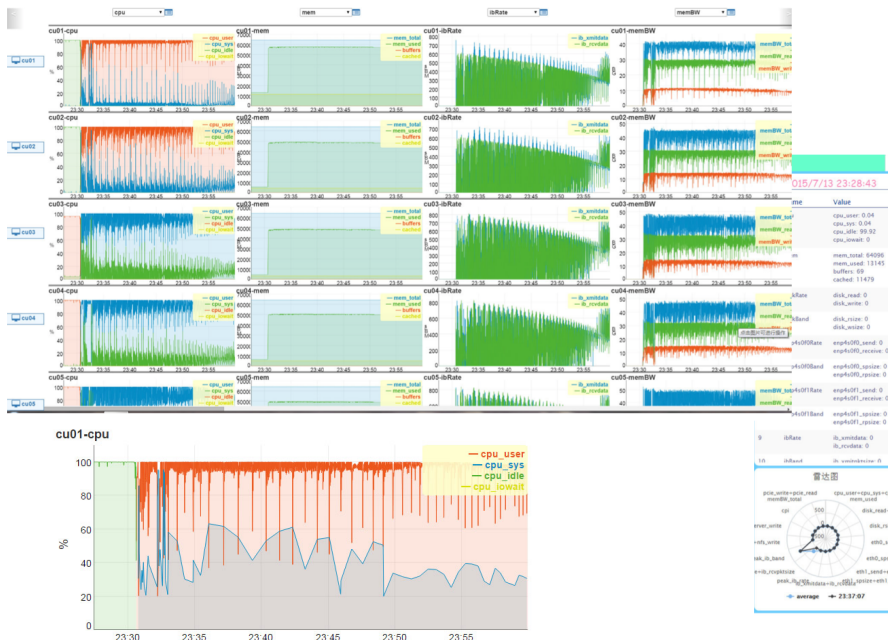
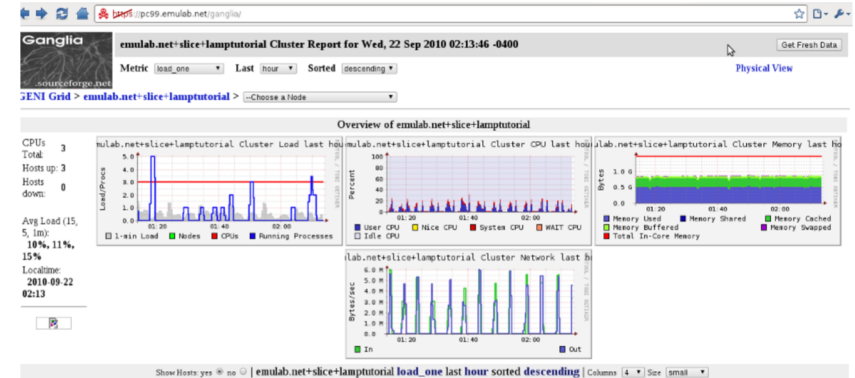
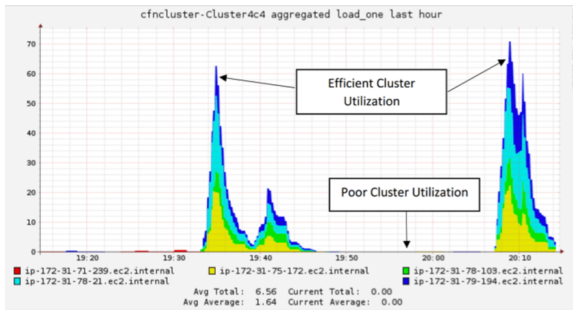


1) Why are we still tuning?



Pete Beckman, Argonne National Laboratory

2) Why are we still driving?



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3) Why are we still designing?

