Given partially observed pairwise comparison data generated by the Bradley-Terry-Luce model, we study the problem of full ranking. We will first briefly review our results about top-k ranking, revealing the optimality of the MLE and the suboptimality of the Spectral method. Then, for full ranking, we introduce a divide-and-conquer algorithm. The algorithm first divides all players into groups of similar skills and then computes local MLE within each group. The statistical property of this algorithm is derived through a careful approximate independence argument between the two steps. The error rate under the Kendall’s tau distance matches the lower bound which exhibits a phase transition phenomenon.