Time-Complexity notation Counting-Sort(A, B, k) $0 = 0 \le f(n) \le cg(n), o = 0 \le f(n) < cg(n)$ for i=0 to k do C[i]=0 $\Omega = 0 \le cg(n) \le f(n), \omega = 0 < cg(n) \le f(n)$ for j=1 to n do C[A[j]0]+=1 **for** i=1 **to** k **do** C[i]+=C[i-1] **Master Method** Case 1: $F(n) = O(n^{\log_b a - \epsilon})$ then, $T(n) = O(n^{\log_b a})$ Compute-Next(P, m) Case 2: $F(n) = O(n^{\log_b a} \log^k(n))$ then, $T(n) = O(n^{\log_b a} \log^{k+1}(n))$ next[1]=0, q=0Case 3: $F(n) = O(n^{\log_b a + \epsilon})$ then, $T(n) = \Theta(n^{\log_b a})$ **for** i = 2 **to** m **do** while q>0 and P[i]!=P[q+1] do q = next(q)**Red-Black:** Search=Insertion=Deletion=Color Changes $O(\log n)$, Rotations O(1)if P[i]==P[q+1] then q++next[i]=q; Heaps Top Down $O(n \log n)$, Bottum Up O(n)Heapification: O(n), Update=Extract-Minimum: $O(\log n)$, Minimum-Index=Get-Minimum=Get-Key: O(1)Sorting String-Matching(T, n, P, m) O(n)Bucket Sort: O(n+m), space O(m) $i \leftarrow 1, q \leftarrow 0$ Radix Sort: O(kn)while i <= n do Countering Sort: O(n)if T[i] = P[q + 1] then $i \leftarrow i + 1$, $q \leftarrow q + 1$ Insertion Sort: Data Movement $O(n^2)$, Comparisons $O(n \log n)$. else Selection Sort: Data Movement O(n), Comparisons $O(n^2)$. if q = 0 then $i \leftarrow i + 1$ Merge Sort: $O(n \log n)$ else q = next[q]Quick Sort: $O(n^2)$ if q = m then print "pattern found at position" i – m **Union Find** union: O(1), find: $O(\log n)$ q = next[q]**Huffman Codes:** $O(n \log n)$ Selection: O(n)Bellman-Ford(G, w, s) Initialize-Single-Source(G, s) String Matching: O(n+m)for i=1 to V-1 do for each edge (u, v) that belongs to E do Graphs Realx(u, v, w) **DFS and BFS**: list O(|V| + |E|), Matrix $O(V^2)$ for each edge (u, v) that belongs to E do **Bellman-Fort**: O(|V||E|), works for everything but negative cycles. If d[v]>d[u]+w(u, w) then return False **Acyclic**: O(|V| + |E|), doesn't have cycles, works with negative weights has to sorted in a topological order. Dijkstra: Binary heap $O((|V| + |E|) \log |V|)$, delete $O(|V| \log |V|)$, update $O(|E| \log |V|)$ Fibonacci heap $O(|V| \log(|V|) + |E|)$, delete $O(|V| \log |V|)$, update O(|E|)No heap $O(|V|^2)$, delete O(|V||V|), update O(|E|)**Prims**: $O((|V| + |E|) \log |V|)$, delete $O(|V| \log |V|)$, update $O(|E| \log |V|)$ **Kruskal**: $O((|V| + |E|) \log |V|)$, heap operations $O((|V| + |E|) \log |V|)$, union find $O(|E| \log |V|)$ Floyd-Warshall: $O(|V|^3)$, no negative cycle $O((|V|^2|E|))$, no negative weights $O(|V|^2 \log(|V|) + |V||E|)$ **Max Flow:** Ford-Fulkerson: O(|E||f|)Edmonds-Krap: $O(|V||E|^2)$

P, NP, NPC

P = Polynomial Time Solvable, Nondeterministic Polynomial Time Solvable.

 $O(n^k)$, as long as k is a constant then, the problem is P.

A problem is called NP-Hard if every problem is reducible to that problem.

A problem is called NO-Complete if the problem belong to NP, and it is an NP-Hard problem.