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| **Data Structures** | | | | |
|  | Operation | Time - Average Case | Time - Worst Case |  |
| **Array** | Search\* | O(N) | O(N) | If we are using a resizable array and it is currently full, inserting at the end can have O(N): Duplicating array’s size and copying N elements to it. |
| Insert at first position | O(N) | O(N) |
| Insert at the end | O(1) | O(1) |
| Remove first position | O(N) | O(N) |
| Remove at the end | O(1) | O(1) |
| Update\*\* | O(1) | O(1) |
| **Linked List** | Search\* | O(N) | O(N) |  |
| Insert at first position | O(1) | O(1) |  |
| Insert at the end | O(N) | O(N) |  |
| Remove first position | O(1) | O(1) |  |
| Remove at the end | O(N) | O(N) |  |
| Update\*\* | O(N) | O(N) |  |
| **Hash Table** | Search\* | O(1) | O(N) | Performance depends on the choice of hash function and hash size |
| Insert | O(1) | O(N) |
| Remove | O(1) | O(N) |
| Update\*\* | O(1) | O(N) |
| **Unbalanced Binary Search Tree** | Search\* | O(log(N)) | O(N) | Could also use notation O(h) for Average Case, with h being the tree’s height (=log(N)) |
| Insert | O(log(N)) | O(N) |
| Remove | O(log(N)) | O(N) |
| Update\*\* | O(log(N)) | O(N) |
| **Balanced Binary Search Tree** | Search\* | O(log(N)) | O(log(N)) | Rotations in a AVL tree are O(1), so they don’t impact overall complexity |
| Insert | O(log(N)) | O(log(N)) |
| Remove | O(log(N)) | O(log(N)) |
| Update\*\* | O(log(N)) | O(log(N)) |
| **Min/Max Heap** | Search\* | O(N) | O(N) | Inserting is just putting it in the rightmost position, except if it is the min/max value (worst case) |
| Insert | O(1) | O(log(N)) |
| Remove | O(log(N)) | O(log(N)) |
| Peak | O(1) | O(1) |
| **Stack\*\*\*** | Push | O(1) | O(1) |  |
| Pop | O(1) | O(1) |  |
| Peak | O(1) | O(1) |  |
| Is Empty | O(1) | O(1) |  |
| **Queue\*\*\*\*** | Add | O(1) | O(1) |  |
| Remove | O(1) | O(1) |  |
| Peek | O(1) | O(1) |  |
| Is Empty | O(1) | O(1) |  |

\*Search = Suppose we are searching for an element which value is V, we want to find its position. *int search(V)*

\*\*Update = Suppose we want to update an element which is in position P. *void update(P)*

\*\*\*Stack = Implemented as an array (doesn’t shrink or grow well because you have to provide a max size) or linked list

\*\*\*\*Queue = Implemented as a linked list and saving two pointers (front and rear). Implementing as an array would provide worse time complexity.

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| **Algorithms** | | | |
|  | Time - Average Case | Time - Worst Case |  |
| **Breadth-First Search** | O(V+E) | O(V+E) | V = Nb of Vertices  E = Nb of Edges |
| **Depth-First Search** | O(V+E) | O(V+E) |  |
| **Binary Search** | O(log(N)) | O(log(N)) |  |
| **Quick Sort** | O(N\*log(N)) | O(N2) |  |
| **Merge Sort** | O(N\*log(N)) | O(N\*log(N)) |  |

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| **Python Functions** | | | | |
|  | Operation | Time - Average Case | Time - Worst Case |  |
| **List** | Get | O(1) | O(1) |  |
| Append | O(1) | O(N) |  |
| Insert | O(N) | O(N) |  |
| Del | O(N) | O(N) |  |
| Find | O(N) | O(N) |  |
| Min/Max | O(N) | O(N) |  |
| **Dict** | Insert | O(1) | O(N) | Hash table with linear probing |
| Get | O(1) | O(N) |
| Pop | O(1) | O(N) |  |
| **Set** | Checking if item is in set | O(1) | O(N) | Set implements a hash table |
| Add | O(1) | O(N) |
| Union | O(len(s1)+len(s2)) | O(len(s1)+len(s2)) |
| Intersection | O(min(len(s1),len(s2))) | O(min(len(s1),len(s2))) |
| **Join** | - | O(N) | O(N) |  |
| **Split** | - | O(N) | O(N) |  |
| **Strip** | - | O(N) | O(N) |  |
| **Sort** | - | O(N\*log(N)) | O(N\*log(N)) | Implements Timsort, hybrid of Mergesort and Insertionsort |