

Searching

Algorithm	Data Structure	Time Complexity		Space Complexity
		Average	Worst	Worst
Depth First Search (DFS)	Graph of V vertices and E edges		O(IEI + IVI)	OCIVIO
Breadth First Search (BFS)	Graph of V vertices and E edges		O(IEI + IVI)	OCIVIO
Binary search	Sorted array of n elements	O(log(n))	0(log(n))	0(1)
Linear (Brute Force)	Array	0(n)	0(n)	0(1)
Shortest path by Dijkstra, using a Min-heap as priority queue	Graph with V vertices and E edges	O((IVI + IEI) log IVI)	O((IVI + IEI) log IVI)	0(111)
Shortest path by Dijkstra, using an unsorted array as priority queue	Graph with V vertices and E edges	0(1V1^2)	0(1V1^2)	0(11)0
Shortest path by Bellman-Ford	Graph with V vertices and E edges	O(IVIIEI)	O(IVIIEI)	0(111)

Sorting

Radix Sort

Array

Algorithm	Data Structure	Time Complexity			Worst Case Auxiliary Space Complexity	
		Best	Average	Worst	Worst	
Quicksort	Array	0(n log(n))	O(n log(n))	0(n^2)	0(n)	
Mergesort	Array	0(n log(n))	O(n log(n))	0(n log(n))	0(n)	
Heapsort	Array	0(n log(n))	O(n log(n))	0(n log(n))	0(1)	
Bubble Sort	Array	(n)0	0(n^2)	0(n^2)	0(1)	
Insertion Sort	Array	0(n)	0(n^2)	0(n^2)	0(1)	
Select Sort	Array	0(n^2)	0(n^Z)	0(n^2)	0(1)	
Bucket Sort	Array	0(n+k)	0(n+k)	0(n^2)	0(nk)	

Data Structures

Data Structure	Time Complexity							Space Complexity	
	Average				Worst				Worst
	Indexing	Search	Insertion	Deletion	Indexing	Search	Insertion	Deletion	
Basic Array	0(1)	0(n)			0(1)	0(n)			0(n)
Dynamic Array	0(1)	0(n)	0(n)	0(n)	0(1)	0(n)	0(n)	0(n)	0(n)
Singly-Linked List	0(n)	0(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Doubly-Linked List	0(n)	0(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Skip List	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)	0(n)	0(n)	0(n)	0(n log(n))
Hash Table	-	0(1)	0(1)	0(1)	-	0(n)	0(n)	0(n)	0(n)
Binary Search Tree	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)	0(n)	0(n)	0(n)	0(n)
Cartresian Tree	-	0(log(n))	0(log(n))	0(log(n))		0(n)	0(n)	0(n)	0(n)
B-Tree	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)
Red-Black Tree	0(log(n))	0(log(n))	0(log(n))	0(log(n))	O(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)
Splay Tree		0(log(n))	0(log(n))	0(log(n))		[0(log(n))]	(log(n))	0(log(n))	0(n)
AVL Tree	O(log(n))	0(log(n))	0(log(n))	0(log(n))	O(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)

Heaps

Heaps	Time Complexity							
	Heapify	Find Max	Extract Max	Increase Key	Insert	Delete	Merge	
Linked List (sorted)		0(1)	0(1)	0(n)	0(n)	0(1)	0(m+n)	
Linked List (unsorted)		0(n)	0(n)	0(1)	0(1)	0(1)	0(1)	
Binary Heap	0(n)	0(1)	O(log(n))	O(log(n))	O(log(n))	O(log(n))	0(m+n)	
Binomial Heap		O(log(n))	0(log(n))	O(log(n))	0(log(n))	0(log(n))	O(log(n))	
Fibonacci Heap		0(1)	0(log(n))*	0(1)*	0(1)	0(log(n))*	0(1)	

Graphs

Node / Edge Management	Storage	Add Vertex	Add Edge	Remove Vertex	Remove Edge	Query
Adjacency list	O(IVI+IEI)	0(1)	0(1)	O(IVI + IEI)	O(IEI)	0(11)
Incidence list	O(IVI+IEI)	0(1)	0(1)	OCIEI)	O(IEI)	O(IEI)
Adjacency matrix	0(11/2)	0(11/2)	0(1)	0(1/1/2)	0(1)	0(1)
Incidence matrix	OCIVI · IEI)	OCIVI · IEI)	OCIVI + IEI)	OCIVI - IEI)	O(IVI · IEI)	O(IEI)

Big-O Complexity Chart

