## **Array Sorting Algorithms**

Algorithm	Time Compl	Space Complexity			
	Best	Average	Worst	Worst	
Quicksort	$\Omega(n \log(n))$	Θ(n log(n))	0(n^2)	0(log(n))	
<u>Mergesort</u>	$\Omega(n \log(n))$	Θ(n log(n))	O(n log(n))	0(n)	
<u>Timsort</u>	Ω(n)	Θ(n log(n))	O(n log(n))	0(n)	
<u>Heapsort</u>	$\Omega(n \log(n))$	Θ(n log(n))	O(n log(n))	0(1)	
Bubble Sort	Ω(n)	Θ(n^2)	0(n^2)	0(1)	
Insertion Sort	<u>Ω(n)</u>	Θ(n^2)	0(n^2)	0(1)	
Selection Sort	Ω(n^2)	Θ(n^2)	0(n^2)	0(1)	
Tree Sort	$\Omega(n \log(n))$	Θ(n log(n))	0(n^2)	0(n)	
Shell Sort	$\Omega(n \log(n))$	Θ(n(log(n))^2)	O(n(log(n))^2)	0(1)	
Bucket Sort	$\Omega(n+k)$	Θ(n+k)	0(n^2)	0(n)	
Radix Sort	Ω(nk)	Θ(nk)	0(nk)	0(n+k)	
Counting Sort	$\Omega(n+k)$	Θ(n+k)	0(n+k)	0(k)	
Cubesort	<u>Ω(n)</u>	Θ(n log(n))	O(n log(n))	0(n)	

Array         O(1)         O(n)           Stack         O(n)         O(n)           Queue         O(n)         O(n)	Singly-Linked List	Skip List $\Theta(\log(n))$ $\Theta(\log(n))$ Hash Table $N/A$ $\Theta(1)$	Binary Search Tree (0(log(n))) (0(log(n))	Cartesian Tree $N/A$ $\Theta(\log(n))$ B-Tree $\Theta(\log(n))$ $\Theta(\log(n))$	Red-Black Tree $0(\log(n))$ $0(\log(n))$	le N/A	AVL Tree         0(log(n))         0(log(n))           KD Tree         0(log(n))         0(log(n))
h Insertion  O(n)  O(1)  O(1)	$\begin{array}{ c c }\hline \theta(1)\\\hline \theta(1)\\\hline\end{array}$	n))	n)) 0(log(n))	$\binom{n)}{\Theta(\log(n))}$	n)) 0(log(n))		n))
Deletion $\frac{\Theta(n)}{\Theta(1)}$	0(1)	$0(\log(n))$ $0(1)$	$\Theta(\log(n))$	$\begin{bmatrix} \Theta(\log(n)) \\ \Theta(\log(n)) \end{bmatrix}$	Θ(log(n))	0(log(n))	$0(\log(n))$ $0(\log(n))$
Access  O(1)  O(n)	0(n)	O(n)	0(n)	N/A 0(log(n))	0(log(n))	N/A	0(log(n)) 0(n)
Search  O(n)  O(n)	0(n)	0(n)	0(n)	0(n) 0(log(n))	0(log(n))		0(log(n)) 0(n)
Insertion  O(n)  O(1)	0(1)	0(n)	0(n)	0(n) 0(log(n))	0(log(n))	0(log(n))	0(log(n)) 0(n)
Deletion  O(n)  O(1)	0(1)0	0(n)	0(n)	0(n) 0(log(n))	0(log(n))	0(log(n))	0(log(n)) 0(n)
0(n)	0(n)	$0(n \log(n))$ $0(n)$	0(n)	0(n)	0(n)	0(n)	0(n)