

DIVIDE AND CONQUER

Min Max algorithm:- Time complexity:- $O(n)$ but number of comparisons are less than naive approach

Space complexity:- $O(n)$ due to recursion stack used

Quick sort:- Time Complexity:- $O(n \log n)$ in best case and average case , $O(n^2)$ in worst case

Worst case when array is already sorted in increasing or decreasing order

Space Complexity:- $O(\log n)$ in best case or average case and $O(n)$ in worst case due to recursion stack

Merge sort:- Time Complexity:- $O(n \log n)$ both in best case and worst case

Space Complexity:- $O(n)$ for the extra array

GREEDY ALGORITHM

Fractional Knapsack:- time- $O(n \log n)$ for sorting + $O(n)$ for traversing the array so overall $O(n \log n)$

space- $O(1)$

Job Sequencing:- time- $O(n \log n)$ for sorting + $O(n^2)$ for traversing and searching free slot so overall $O(n^2)$

space- $O(n)$ for extra array used

Prim's Algorithm:- time- $O(n \log n + e \log n)$ using priority queue and adjacency list

space- $O(n)$ for extra arrays

Dijkstra's Algorithm:- time- $O(n + e \log n)$ using priority queue and adjacency list

space- $O(n)$ for extra arrays

Kruskal's Algorithm:- Time complexity:- $O(e \log e + e \log n)$

Space complexity:- $O(n)$ for extra arrays

BACKTRACKING ALGORITHM

M-Coloring:- Time Complexity:- $O(m^n)$ where n is number of nodes of graph and m is number of colors

Space Complexity:- $O(n)+O(m)$ due to color array and recursion stack apart for graph storage

N-Queen:- Time Complexity:- $O(n^n)$ or $O(n!)$
Space Complexity:- $O(n^2)$ for grid array

GRAPH TRAVERSAL ALGORITHM

BFS:- Time Complexity:- The Time complexity of BFS is $O(n + e)$ when Adjacency List is used and $O(n^2)$ when Adjacency Matrix is used

where n stands for vertices and e stands for edges.

Space Complexity:- $O(n)$ due to visited array and queue

DFS Iterative:- Time Complexity:- $O(n+e)$, where n is the number of vertices and e is the number of edges in the graph

Space Complexity:- $O(n)$ due to visited array and stack

DYNAMIC PROGRAMMING

Matrix Chain Multiplication:- Time complexity:- $O(n^3)$

Space complexity:- $O(n^2)$ due to DP array

Floyd Warshall:- Time complexity:- $O(n^3)$ where n is number of vertices

Space complexity:- $O(n^2)$ for extra distance matrix

Bellman Ford:- Time Complexity:- $O(ne)$ where n is number of vertices and e is number of edges

Space Complexity:- $O(n)$ due to distance array

Heap Algorithm:-

Heap sort:- Time complexity:- $O(n \log n)$ where heapify works at $O(\log n)$

Space complexity:- $O(\log n)$ due to recursion stack