

Bubble Sort - $\overset{\leftarrow O(n^2)}{\theta(n^2)}$

$\uparrow n^2$ steps, if the amount of data is n

Quick Sort - $\theta(n^2)$ - $\theta(n \log n)$ on average

Merge Sort - $\theta(n \log n)$ \leftarrow not inplace algorithm

Insertion Sort - $\theta(n^2)$ \leftarrow need double the memory to run vs Quick Sort

Selection Sort - $\theta(n^2)$

Linear Search - $\theta(n)$

Binary Search - $\theta(\log n)$ \leftarrow fast

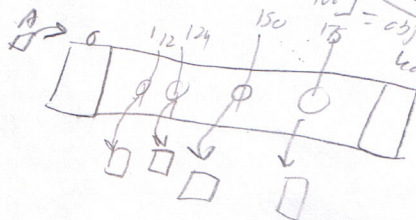
~~$100 n \log n + 50000 = \theta(n \log n)$~~

~~$10 n \log n - 20000 = \theta(n \log n)$~~

$\log_{10} 1000000$

Every time
you add 3 zeros
add 10 to the Log

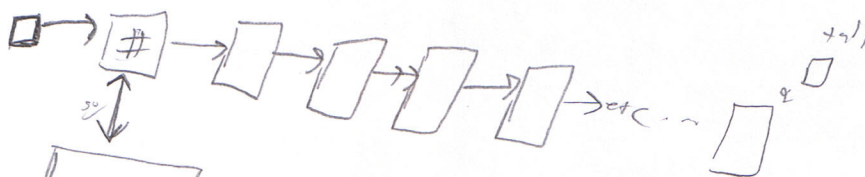
$A[\text{object} - 100] = \text{object}$
100



Can't Blind Sort
nothing faster than
 $n \log n$

10.1.08

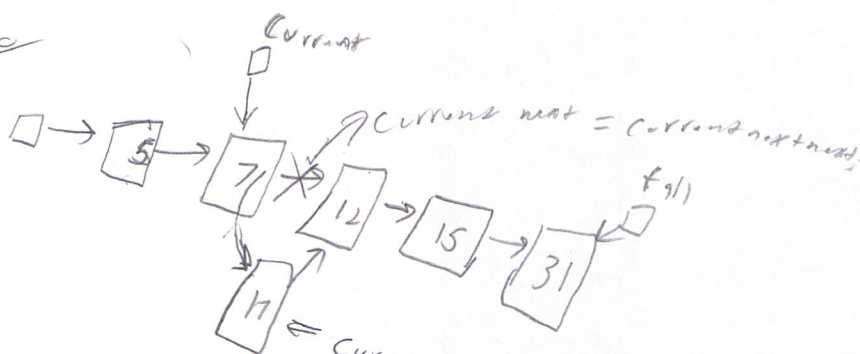
head



Random access
w/ Array's

not
true w/ Linked
LIST

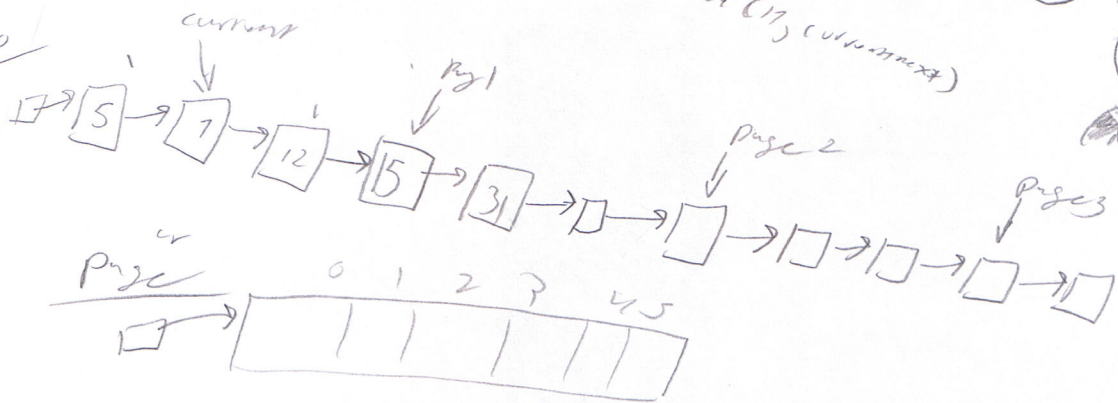
So



Linked Lists
are good
for word
processing



So



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③

10-1-07

keep sorted don't need to keep sorted

LIST	Array	linked list	binary search tree
Insert	$\Theta(n)$	$\Theta(1)$	$\Theta(\log n)$
Remove	$\Theta(n)$	$\Theta(1)$	$\Theta(\log n)$
Sort	$\Theta(n \log n)$	$\Theta(n \log n)$	$\Theta(n)$
Search	$\Theta(n \log n)$	$\Theta(n)$	$\Theta(\log n)$

(1) is better than (2) but (4) is not bad

$\Theta(\log n)$ Search
 \downarrow
 $\log n + \text{search time} + \log n + \text{search time}$
 $\log n + \text{search time} + \log n + \text{search time}$
 $\log n + \text{search time} + \log n + \text{search time}$

$\Theta(n)$ copy
 \downarrow
 $\log n + \text{search time} + \log n + \text{search time}$
 $\log n + \text{search time} + \log n + \text{search time}$
 $\log n + \text{search time} + \log n + \text{search time}$

$\Theta(\log n) + \Theta(n) = \Theta(n)$