

# Big-O Cheat Sheet

## Sorting

Sorting algorithms are a fundamental part of computer science. Being able to sort through a large data set quickly and efficiently is a problem you will be likely to encounter on nearly a daily basis. Here are the main sorting algorithms:

Algorithm	Data Structure	Time Complexity - Best	Time Complexity - Average	Time Complexity - Worst	Worst Case Auxiliary Space Complexity
<a href="#">Quicksort</a>	Array	$O(n \log(n))$	$O(n \log(n))$	$O(n^2)$	$O(n)$
<a href="#">Merge Sort</a>	Array	$O(n \log(n))$	$O(n \log(n))$	$O(n \log(n))$	$O(n)$
<a href="#">Heapsort</a>	Array	$O(n \log(n))$	$O(n \log(n))$	$O(n \log(n))$	$O(1)$
<a href="#">Bubble Sort</a>	Array	$O(n)$	$O(n^2)$	$O(n^2)$	$O(1)$
<a href="#">Insertion Sort</a>	Array	$O(n)$	$O(n^2)$	$O(n^2)$	$O(1)$
<a href="#">Select Sort</a>	Array	$O(n^2)$	$O(n^2)$	$O(n^2)$	$O(1)$
<a href="#">Bucket Sort</a>	Array	$O(n+k)$	$O(n+k)$	$O(n^2)$	$O(nk)$
<a href="#">Radix Sort</a>	Array	$O(nk)$	$O(nk)$	$O(nk)$	$O(n+k)$

## Searching

Another crucial skill to master in the field of computer science is how to search for an item in a collection of data quickly. Here are the most common searching algorithms, their corresponding data structures, and time complexities.

Here are the main searching algorithms:

Algorithm	Data Structure	Time Complexity - Average	Time Complexity - Worst	Space Complexity - Worst
<a href="#">Depth First Search</a>	Graph of $ V $ vertices and $ E $ edges	-	$O( E + V )$	$O( V )$
<a href="#">Breadth First Search</a>	Graph of $ V $ vertices and $ E $ edges	-	$O( E + V )$	$O( V )$
<a href="#">Binary Search</a>	Sorted array of $n$ elements	$O(\log(n))$	$O(\log(n))$	$O(1)$
<a href="#">Brute Force</a>	Array	$O(n)$	$O(n)$	$O(1)$
<a href="#">Bellman-Ford</a>	Graph of $ V $ vertices and $ E $ edges	$O( V  E )$	$O( V  E )$	$O( V )$

Graphs

Graphs are an integral part of computer science. Mastering them is necessary to become an accomplished software developer. Here is the data structure analysis of graphs:

Node/Edge Management	Storage	Add Vertex	Add Edge	Remove Vertex	Remove Edge	Query
<a href="#">Adjacency List</a>	$O( V + E )$	$O(1)$	$O(1)$	$O( V  +  E )$	$O( E )$	$O( V )$
<a href="#">Incidence List</a>	$O( V + E )$	$O(1)$	$O(1)$	$O( E )$	$O( E )$	$O( E )$
<a href="#">Adjacency Matrix</a>	$O( V ^2)$	$O( V ^2)$	$O(1)$	$O( V ^2)$	$O(1)$	$O(1)$
<a href="#">Incidence Matrix</a>	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( E )$

Heaps

Storing information in a way that is quick to retrieve, add, and search on, is a very important technique to master. Here is what you need to know about heap data structures:

Heaps	Heapify	Find Max	Extract Max	Increase Key	Insert	Delete	Merge
<a href="#">Sorted Linked List</a>	-	$O(1)$	$O(1)$	$O(n)$	$O(n)$	$O(1)$	$O(m+n)$
<a href="#">Unsorted Linked List</a>	-	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(1)$	$O(1)$
<a href="#">Binary Heap</a>	$O(n)$	$O(1)$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(m+n)$
<a href="#">Binomial Heap</a>	-	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$
<a href="#">Fibonacci Heap</a>	-	$O(1)$	$O(\log(n))^*$	$O(1)^*$	$O(1)$	$O(\log(n))^*$	$O(1)$