

## Big-O Cheat Sheet

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# Know Thy Complexities!

Hi there! This webpage covers the space and time Big-O complexities of common algorithms used in Computer Science. When preparing for technical interviews in the past, I found myself spending hours crawling the internet putting together the best, average, and worst case complexities for search and sorting algorithms so that I wouldn't be stumped when asked about them. Over the last few years, I've interviewed at several Silicon Valley startups, and also some bigger companies, like Yahoo, eBay, LinkedIn, and Google, and each time that I prepared for an interview, I thought to myself "Why oh why hasn't someone created a nice Big-O cheat sheet?". So, to save all of you fine folks a ton of time, I went ahead and created one. Enjoy!

Good Fair Poor

## Searching

Algorithm	Data Structure	Time Complexity		Space Complexity
		Average	Worst	Worst
<a href="#">Depth First Search (DFS)</a>	Graph of $ V $ vertices and $ E $ edges	–	$O( E  +  V )$	$O( V )$
<a href="#">Breadth First Search (BFS)</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="#">Linear (Brute Force)</a>	Array	$O(n)$	$O(n)$	$O(1)$
<a href="#">Shortest path by Dijkstra, using a Min-heap as priority queue</a>	Graph with $ V $ vertices and $ E $ edges	$O(( V  +  E ) \log  V )$	$O(( V  +  E ) \log  V )$	$O( V )$
<a href="#">Shortest path by Dijkstra, using an unsorted array as priority queue</a>	Graph with $ V $ vertices and $ E $ edges	$O( V ^2)$	$O( V ^2)$	$O( V )$
<a href="#">Shortest path by Bellman-Ford</a>	Graph with $ V $ vertices and $ E $ edges	$O( V   E )$	$O( V   E )$	$O( V )$

## Sorting

Algorithm	Data Structure	Time Complexity			Worst Case Auxiliary Space Complexity
		Best	Average	Worst	Worst
<a href="#">Quicksort</a>	Array	$O(n \log(n))$	$O(n \log(n))$	$O(n^2)$	$O(n)$
<a href="#">Mergesort</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	$O(nk)$	$O(nk)$	$O(nk)$	$O(n+k)$

## Data Structures

Data Structure	Time Complexity								Space Complexity Worst
	Average				Worst				
	Indexing	Search	Insertion	Deletion	Indexing	Search	Insertion	Deletion	
<a href="#">Basic Array</a>	O(1)	O(n)	-	-	O(1)	O(n)	-	-	O(n)
<a href="#">Dynamic Array</a>	O(1)	O(n)	O(n)	O(n)	O(1)	O(n)	O(n)	O(n)	O(n)
<a href="#">Singly-Linked List</a>	O(n)	O(n)	O(1)	O(1)	O(n)	O(n)	O(1)	O(1)	O(n)
<a href="#">Doubly-Linked List</a>	O(n)	O(n)	O(1)	O(1)	O(n)	O(n)	O(1)	O(1)	O(n)
<a href="#">Skip List</a>	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(n)	O(n)	O(n)	O(n)	O(n / log(n))
<a href="#">Hash Table</a>	-	O(1)	O(1)	O(1)	-	O(n)	O(n)	O(n)	O(n)
<a href="#">Binary Search Tree</a>	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(n)	O(n)	O(n)	O(n)	O(n)
<a href="#">Cartesian Tree</a>	-	O(log(n))	O(log(n))	O(log(n))	-	O(n)	O(n)	O(n)	O(n)
<a href="#">B-Tree</a>	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(n)
<a href="#">Red-Black Tree</a>	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(n)
<a href="#">Splay Tree</a>	-	O(log(n))	O(log(n))	O(log(n))	-	O(log(n))	O(log(n))	O(log(n))	O(n)
<a href="#">AVL Tree</a>	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(n)

## Heaps

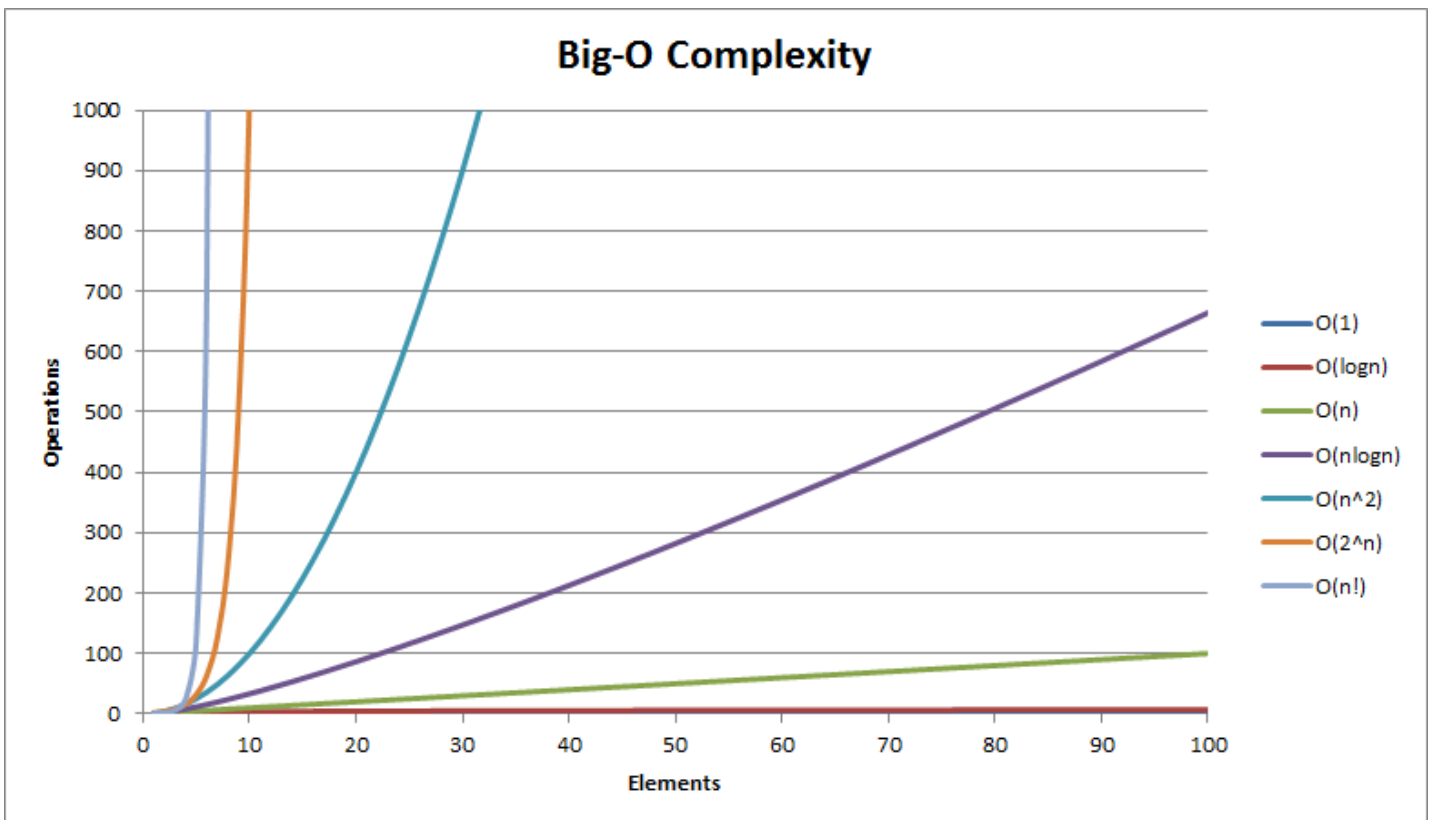
Heaps	Time Complexity						
	Heapify	Find Max	Extract Max	Increase Key	Insert	Delete	Merge
<a href="#">Linked List (sorted)</a>	-	$O(1)$	$O(1)$	$O(n)$	$O(n)$	$O(1)$	$O(m+n)$
<a href="#">Linked List (unsorted)</a>	-	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(1)$	$O(1)$
<a href="#">Binary Heap</a>	$O(n)$	$O(1)$	$O(\log(n))$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

## 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>	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( V  \cdot  E )$	$O( E )$



## Big-O Complexity Chart



## Contributors

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