

Space Complexity

Auxiliary Space = extra space or temporary space used for algorithm

Space complexity = Total space taken by algorithm w.r.t the input size - include both auxiliary space & input space used.

eg. Merge sort = $O(n)$ auxiliary space
Insertion sort = $O(1)$
& heap sort

Ans for $(i=1 : i \leq N) \{$
for $(j=1 : j \leq i) \{$
 some operation
 that take time t
} $i = i+1$

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time complexity = $O(N^2)$ (inner loop)

↳

$O(N^2)$ if no of inner loop, n

$$1^2 + 1 + k + 1 + 2k + 1 + 3k + \dots + 1 + 2k$$

$$1 + 2k \leq N$$

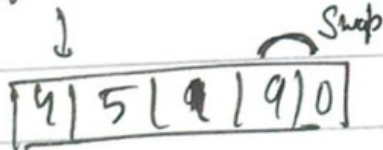
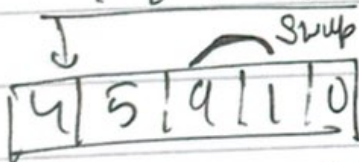
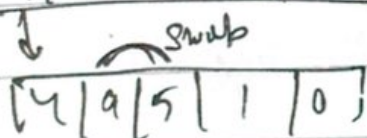
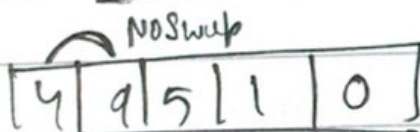
$$2k \leq N - 1$$

no. of times outer loop runs $\leftarrow 2k \leq \frac{N-1}{k}$

Complexity = $O\left(\frac{N-1}{k} \times \frac{N-1}{k}\right)$

$O(N^2)$

Bubble sort



- Worst case & average case Time complexity = $O(N^2)$ when array is reverse sorted

- Best case = $O(N)$ when already sorted

- Auxiliary Space = $O(1)$

- Boundary cases - take min time when elements already sorted

- Sorting in place - Yes

- Stable - Yes

Selection Sort

Worst Complexity $\approx O(n^2)$

Average Complexity $\approx O(n^2)$

Best case $\approx O(n)$

Space Complexity $\approx O(1)$

Method \approx Selection

Stable - NO

• it never makes

more than $O(n)$

Swap and can

be useful when

memory write is costly

Insertion Sort

Time Complexity $\approx O(n^2)$

Auxiliary Space $\approx O(1)$

Boundary case = Max time when array is
reverse sorted, Min time when
already sorted

Sorting in place - Yes