

# DSA TAG CLUB CHEAT SHEET

## Sorting-

Algorithm	In place	Stable	Best Case	Average Case	Worst Case
Selection	Yes	No	$(n^2)/2$	$(n^2)/2$	$(n^2)/2$
Insertion	Yes	Yes	$n$	$(n^2)/4$	$(n^2)/2$
Bubble	Yes	Yes	$n$	$(n^2)/2$	$(n^2)/2$
Shellsort	Yes	No	$n \log_3 n$	-----	-----
Mergesort	No	Yes	$(n \lg n)/2$	$n \lg n$	$n \lg n$
Quicksort	Yes	No	$n \lg n$	$2n \ln(n)$	$(n^2)/2$
Heapsort	Yes	No	$n \log n$	$2n \lg n$	$2n \lg n$

## Priority Queues-

<u>DATA STRUCTURE</u>	<u>INSERT</u>	<u>DEL-MIN</u>	<u>MIN</u>	<u>DEC-KEY</u>	<u>DELETE</u>	<u>MERGE</u>
<u>array</u>	<u>1</u>	<u><math>n</math></u>	<u><math>n</math></u>	<u>1</u>	<u>1</u>	<u><math>n</math></u>
<u>binary heap</u>	<u><math>\log n</math></u>	<u><math>\log n</math></u>	<u>1</u>	<u><math>\log n</math></u>	<u><math>\log n</math></u>	<u><math>n</math></u>
<u><math>d</math>-way heap</u>	<u><math>\log_d n</math></u>	<u><math>d \log_d n</math></u>	<u>1</u>	<u><math>\log_d n</math></u>	<u><math>d \log_d n</math></u>	<u><math>n</math></u>
<u>binomial heap</u>	<u>1</u>	<u><math>\log n</math></u>	<u>1</u>	<u><math>\log n</math></u>	<u><math>\log n</math></u>	<u><math>\log n</math></u>
<u>Fibonacci heap</u>	<u>1</u>	<u><math>\log n</math></u> <sup>†</sup>	<u>1</u>	<u>1</u> <sup>†</sup>	<u><math>\log n</math></u> <sup>†</sup>	<u>1</u>

<sup>†</sup> amortized guarantee

## Symbol Tables-

	worst case			average case		
DATA STRUCTURE	SEARCH	INSERT	DELETE	SEARCH	INSERT	DELETE
<b>sequential search</b> (in an unordered list)	$n$	$n$	$n$	$n$	$n$	$n$
<b>binary search</b> (in a sorted array)	$\log n$	$n$	$n$	$\log n$	$n$	$n$
<b>binary search tree</b> (unbalanced)	$n$	$n$	$n$	$\log n$	$\log n$	$\text{sqrt}(n)$
<b>red-black BST</b> (left-leaning)	$\log n$	$\log n$	$\log n$	$\log n$	$\log n$	$\log n$
<b>AVL</b>	$\log n$	$\log n$	$\log n$	$\log n$	$\log n$	$\log n$
<b>hash table</b> (separate-chaining)	$n$	$n$	$n$	$1^{\dagger}$	$1^{\dagger}$	$1^{\dagger}$
<b>hash table</b> (linear-probing)	$n$	$n$	$n$	$1^{\dagger}$	$1^{\dagger}$	$1^{\dagger}$

$^{\dagger}$  uniform hashing assumption

## Graph Processing-

PROBLEM	ALGORITHM	TIME	SPACE
path	DFS	$E + V$	$V$
shortest path (fewest edges)	BFS	$E + V$	$V$
cycle	DFS	$E + V$	$V$
directed path	DFS	$E + V$	$V$
shortest directed path (fewest edges)	BFS	$E + V$	$V$
directed cycle	DFS	$E + V$	$V$
topological sort	DFS	$E + V$	$V$
bipartiteness / odd cycle	DFS	$E + V$	$V$
connected components	DFS	$E + V$	$V$
strong components	Kosaraju–Sharir	$E + V$	$V$
strong components	Tarjan	$E + V$	$V$
strong components	Gabow	$E + V$	$V$
Eulerian cycle	DFS	$E + V$	$E + V$
directed Eulerian cycle	DFS	$E + V$	$V$
transitive closure	DFS	$V(E + V)$	$V^2$
minimum spanning tree	Kruskal	$E \log E$	$E + V$

<b>minimum spanning tree</b>	Prim	$E \log V$	$V$
<b>minimum spanning tree</b>	Boruvka	$E \log V$	$V$
<b>shortest paths (nonnegative weights)</b>	Dijkstra	$E \log V$	$V$
<b>shortest paths (no negative cycles)</b>	Bellman–Ford	$V(V + E)$	$V$
<b>shortest paths (no cycles)</b>	topological sort	$V + E$	$V$
<b>all-pairs shortest paths</b>	Floyd–Warshall	$V^3$	$V^2$
<b>maxflow–mincut</b>	Ford–Fulkerson	$E V (E + V)$	$V$
<b>bipartite matching</b>	Hopcroft–Karp	$V^{\frac{1}{2}} (E + V)$	$V$
<b>assignment problem</b>	successive shortest paths	$n^3 \log n$	$n^2$

References- <https://algs4.cs.princeton.edu/cheatsheet/>