

### Trees

	Best	Average	Worst
AVL Tree	$O(\log n)$	$O(\log n)$	$O(\log n)$
Splay Tree	$O(\log n)$	$O(\log n)$	$O(n)$
Black Red Tree	$O(\log n)$	$O(\log n)$	$O(\log n)$
Binary Search Tree	$O(n \log n)$	$O(\log n)$	$O(n)$
2-3-4 Trees	$O(\log n)$	$O(\log n)$	$O(\log n)$
B Trees	$O(\log n)$	$O(\log n)$	$O(n)$
Prims Minimum Spanning Tree	$O(V^2)$	$O(V^2)$	$O(V^2)$
Kruskal's Minimum Spanning Tree	$O(\log V)$	$O(\log V)$	$O(\log V)$

### Containers

Heaps	$O(\log n)$	$O(\log n)$	$O(\log n)$
Binary Heaps	$O(E \log V)$	$O(E \log V)$	$O(E \log V)$
Binomial Heap	$O(\log n)$	$O(\log n)$	$O(\log n)$
Stack	$O(n)$	$O(n)$	$O(n)$
Queue	$O(n)$	$O(n)$	$O(n)$
Pqueue	$O(n)$	$O(n)$	$O(n)$

### Sorting

Replacement Selection			
Insertion Sort	$O(n)$	$O(n^2)$	$O(n^2)$
Median Sort	$O(n \log n)$	$O(n \log n)$	$O(n^2)$
Quick Sort	$O(n \log n)$	$O(n \log n)$	$O(n^2)$
Selection Sort	$O(n^2)$	$O(n^2)$	$O(n^2)$
Heap Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$
Counting Sort	$O(n)$	$O(n)$	$O(n)$
Bucket Sort/Radix Sort	$O(n)$	$O(n)$	$O(n)$
Merge Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$

### Searching

Sequential Search	$O(1)$	$O(n)$	$O(n)$
Binary Search	$O(1)$	$O(\log n)$	$O(\log n)$
Hash Based Search (Hashing)	$O(1)$	$O(1)$	$O(n)$

### Graphs

Depth First Search (DFS)	$O(V+E)$	$O(V+E)$	$O(V+E)$
Breadth First Search (BFS)	$O(V+E)$	$O(V+E)$	$O(V+E)$
Tropological Sort for DAC(Directed Acyclic Graphs)	$O( V + E )$	$O( V + E )$	$O( V + E )$
Dukstra's Algorithm PQ (Priority Queue)	$O((V+E)*\log V)$	$O((V+E)*\log V)$	$O((V+E)*\log V)$
Dukstra's Algorithm DG (Directed graphs)	$O(V^2+E)$	$O(V^2+E)$	$O(V^2+E)$
Bellman-Ford	$O(V^*E)$	$O(V^*E)$	$O(V^*E)$
Floyd-Warshall	$O(V^3)$	$O(V^3)$	$O(V^3)$
Prim's Algorithm	$O((V+E)*\log V)$	$O((V+E)*\log V)$	$O((V+E)*\log V)$

### Path Finding in AI

Depth First Search (DFS)	$O(b^*d)$	$O(b^d)$	$O(b^d)$
Breadth First Search (BFS)	$O(b^*d)$	$O(b^d)$	$O(b^d)$
A* Search	$O(b^*d)$	$O(b^d)$	$O(b^d)$
Minimax	$O(b^{\text{ply}})$	$O(b^{\text{ply}})$	$O(b^{\text{ply}})$
Negmax	$O(b^{\text{ply}})$	$O(b^{\text{ply}})$	$O(b^{\text{ply}})$
AlphaBeta	$O(b^{\text{ply}/2})$	$O(b^{\text{ply}/2})$	$O(b^{\text{ply}/2})$

### Network Flow Algorithms

Ford-Fulkerson	$O(E*mf)$	$O(E*mf)$	$O(E*mf)$
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### Computational Geometry

Brute Force Intersection	$O(n^2)$	$O(n^2)$	$O(n^2)$
Convex Hull Scan	$O(n)$	$O(n \log n)$	$O(n \log n)$
Line Sweep (part I)	$O((n+k)\log n)$	$O((n+k)\log n)$	$O(n^2)$
Line Sweep (part II)	$O((n+k)\log n)$	$O((n+k)\log n)$	$O(n^2)$
Nearest Neighbor	$O(\log n)$	$O(\log n)$	$O(n)$