Unfortunately, all the algorithms came to be in the runtime. However, there was one that grew significantly slower than the others. It was the third algorithm. It is due to the fact that we subdivide the array into predictable sizes of 4 using the segmentSize variable, and this allows us to consider the search an search, which classifies as O(1). Therefore, this cuts down on our time significantly! I talked more about this in the complexity analysis of the third algorithm, and why we were able to subdivide the array and brute force the subdivisions.