

# Big-O Cheat Sheet

## Preface

This is a L<sup>A</sup>T<sub>E</sub>X'ed version of <http://bigocheatsheet.com/> (as of 17 February 2015).

Legend: Good Fair Poor

## Searching

Algorithm	Data Structure	Time Complexity		Space Complexity Worst
		Average	Worst	
Depth First Search (DFS)	Graph of $ V $ vertices and $ E $ edges	-	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O( E  +  V )</math></span>	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O( V )</math></span>
Breadth First Search (BFS)	Graph of $ V $ vertices and $ E $ edges	-	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O( E  +  V )</math></span>	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O( V )</math></span>
Binary search	Sorted array of $n$ elements	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O(\log n)</math></span>	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O(\log n)</math></span>	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O(1)</math></span>
Linear (Brute Force)	Array	<span style="background-color: #FF6347; border: 1px solid black; padding: 2px;"><math>O(n)</math></span>	<span style="background-color: #FF6347; border: 1px solid black; padding: 2px;"><math>O(n)</math></span>	<span style="background-color: #90EE90; border: 1px solid black; padding: 2px;"><math>O(1)</math></span>
Shortest path by Dijkstra, using a Min-heap as priority queue	Graph with $ V $ vertices and $ E $ edges	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O(( V  +  E ) \log  V )</math></span>	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O(( V  +  E ) \log  V )</math></span>	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V )</math></span>
Shortest path by Dijkstra, using an unsorted array as priority queue	Graph with $ V $ vertices and $ E $ edges	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V ^2)</math></span>	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V ^2)</math></span>	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V )</math></span>
Shortest path by Bellman-Ford	Graph with $ V $ vertices and $ E $ edges	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V  E )</math></span>	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V  E )</math></span>	<span style="background-color: #FFFF00; border: 1px solid black; padding: 2px;"><math>O( V )</math></span>

## Sorting

Algorithm	Data Structure	Time Complexity			Worst Case Auxiliary Space Complexity
		Best	Average	Worst	
Quicksort	Array	$O(n \log n)$	$O(n \log n)$	$O(n^2)$	$O(n)$
Mergesort	Array	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$	$O(n)$
Heapsort	Array	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$	$O(1)$
Bubble Sort	Array	$O(n)$	$O(n^2)$	$O(n^2)$	$O(1)$
Insertion Sort	Array	$O(n)$	$O(n^2)$	$O(n^2)$	$O(1)$
Selection Sort	Array	$O(n^2)$	$O(n^2)$	$O(n^2)$	$O(1)$
Bucket sort <sup>a</sup>	Array	$O(n + k)$	$O(n + k)$	$O(n^2)$	$O(nk)$
Radix sort <sup>b</sup>	Array	$O(nk)$	$O(nk)$	$O(nk)$	$O(n + k)$

<sup>a</sup> Only for integers with range  $k$

<sup>b</sup> Constant number of digits ' $k$ '

## Graphs

Node/Edge Management	Storage	Add Vertex	Add Edge	Remove Vertex	Remove Edge	Query
Adjacency list	$O( V  +  E )$	$O(1)$	$O(1)$	$O( V  +  E )$	$O( E )$	$O( V )$
Incidence list	$O( V  +  E )$	$O(1)$	$O(1)$	$O( E )$	$O( E )$	$O( E )$
Adjacency matrix	$O( V ^2)$	$O( V ^2)$	$O(1)$	$O( V ^2)$	$O(1)$	$O(1)$
Incidence matrix	$O( V  E )$	$O( V  E )$	$O( V  E )$	$O( V  E )$	$O( V  E )$	$O( E )$

## Data Structures

Data Structure	Time Complexity								Space Complexity
	Average Indexing	Search	Insertion	Deletion	Worst Indexing	Search	Insertion	Deletion	Worst
Basic Array	$O(1)$	$O(n)$	-	-	$O(1)$	$O(n)$	-	-	$O(n)$
Dynamic Array	$O(1)$	$O(n)$	$O(n)$	$O(n)$	$O(1)$	$O(n)$	$O(n)$	$O(n)$	$O(n)$
Singly-Linked List	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(n)$
Doubly-Linked List	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(n)$
Skip List	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$	$O(n)$	$O(n)$	$O(n)$	$O(n \log n)$
Hash Table	-	$O(1)$	$O(1)$	$O(1)$	-	$O(n)$	$O(n)$	$O(n)$	$O(n)$
Binary Search Tree	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$	$O(n)$	$O(n)$	$O(n)$	$O(n)$
Cartesian Tree	-	$O(\log n)$	$O(\log n)$	$O(\log n)$	-	$O(n)$	$O(n)$	$O(n)$	$O(n)$
B-Tree	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$
Red-Black Tree	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$
Splay Tree	-	$O(\log n)$	$O(\log n)$	$O(\log n)$	-	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$
AVL Tree	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(n)$

## Heaps

Heaps	Time Complexity						
	Heapify	Find Max	Extract Max	Increase Key	Insert	Delete	Merge
Linked List (sorted)	-	$O(1)$	$O(1)$	$O(n)$	$O(n)$	$O(1)$	$O(m + n)$
Linked List (unsorted)	-	$O(n)$	$O(n)$	$O(1)$	$O(1)$	$O(1)$	$O(1)$
Binary Heap	$O(n)$	$O(1)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(m + n)$
Binomial Heap	-	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$	$O(\log n)$
Fibonacci Heap	-	$O(1)$	$O(\log n)^a$	$O(1)^a$	$O(1)$	$O(\log n)^a$	$O(1)$

<sup>a</sup> Amortized

