| maximum n | complexity | algorithms | data structures |
|-----------------------------|--|-----------------------------------|-----------------------|
| 1,000,000,000 and higher | log n, sqrt n | binary search, ternary search, | |
| | | fast exponentiation, euclid | |
| | | algorithm | |
| 10,000,000 | n, n log log n, n log* n | set intersection, Eratosthenes | |
| | | sieve, radix | disjoint sets, tries, |
| | | sort, KMP, topological sort, | hash_map, rolling |
| | | Euler tour, strongly connected | hash deque |
| | | components, 2sat | |
| | n log n | | segment trees, range |
| 1,000,000 | | sorting, divide and conquer, | trees, heaps, treaps, |
| 1,000,000 | | sweep line, Kruskal, Dijkstra | binary indexed trees, |
| | | | suffix arrays |
| 100,000 | n log² n | divide and conquer | 2d range trees |
| 50,000 | n ^{1.585} , n sqrt | Karatsuba, square root trick | two level tree |
| 1000 - 10,000 | n² | largest empty rectangle, | |
| | | Dijkstra, Prim (on dense | |
| | | graphs) | |
| 300-500 | n³ | all pairs shortest paths, largest | |
| | | sum submatrix, naive matrix | |
| | | multiplication, matrix chain | |
| | | multiplication, gaussian | |
| | | elimination, network flow | |
| 30-50 | n ⁴ , n ⁵ , n ⁶ | | |

| 25 - 40 | 3 ^{n/2} , 2 ^{n/2} | meet in the middle | hash tables (for set intersection) |
|---------|-------------------------------------|--|------------------------------------|
| 15 - 24 | 7 n | subset enumeration, brute force, dynamic programming | |
| 13 - 24 | 2 | with exponential states | |
| 15 - 20 | n² 2 ⁿ | dynamic programming with exponential states | bitsets, hash_map |
| 13-17 | 3 ⁿ | dynamic programming with exponential states | hash_map (to store the states) |
| 11 | n! | brute force, backtracking, next_permutation | |
| 8 | n ⁿ | brute force, cartesian product | |