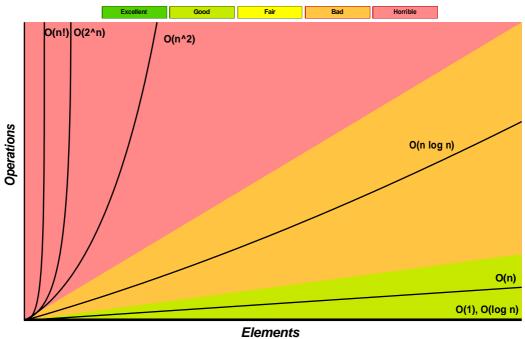
Big-O Complexity Chart



Common Data Structure Operations

Data Structure	Time Complexity						Space Complexity		
	Average			Worst				Worst	
	Access	Search	Insertion	Deletion	Access	Search	Insertion	Deletion	
Array	O(1)	O(n)	O(n)	O(n)	O(1)	O(n)	O(n)	O(n)	O(n)
Stack	O(n)	O(n)	O(1)	O(1)	O(n)	O(n)	O(1)	O(1)	O(n)
Queue	O(n)	O(n)	O(1)	O(1)	O(n)	O(n)	O(1)	O(1)	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	N/A	O(1)	O(1)	O(1)	N/A	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	N/A	O(log(n))	O(log(n))	O(log(n))	N/A	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	N/A	O(log(n))	O(log(n))	O(log(n))	NA	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)
KD Tree	O(log(n))	O(log(n))	O(log(n))	O(log(n))	O(n)	O(n)	O(n)	O(n)	O(n)

Array Sorting Algorithms

Algorithm	Time Complex	Space Complexity				
	Best	Average	Worst	Worst		
Quicksort	O(n log(n))	O(n log(n))	O(n^2)	O(log(n))		
Mergesort	O(n log(n))	O(n log(n))	O(n log(n))	O(n)		
Timsort	O(n)	O(n log(n))	O(n log(n))	O(n)		
Heapsort	O(n log(n))	O(n log(n))	O(n log(n))	O(1)		
Bubble Sort	O(n)	O(n^2)	O(n^2)	O(1)		
Insertion Sort	O(n)	O(n^2)	O(n^2)	O(1)		
Selection Sort	O(n^2)	O(n^2)	O(n^2)	O(1)		
Tree Sort	O(n log(n))	O(n log(n))	O(n^2)	O(n)		
Shell Sort	O(n log(n))	O(n(log(n))^2)	O(n(log(n))^2)	O(1)		
Bucket Sort	O(n+k)	O(n+k)	O(n^2)	O(n)		
Radix Sort	O(nk)	O(nk)	O(nk)	O(n+k)		
Counting Sort	O(n+k)	O(n+k)	O(n+k)	O(k)		
Cubesort	O(n)	O(n log(n))	O(n log(n))	O(n)		

Graph Data Structure Operations

Data Structure	Time Complexity					
	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)

Graph Algorithms

Algorithm	Time Complex	Space Complexity		
	Average Worst		Worst	
Dijkstra's algorithm	O(E log V)	O(V ^2)	O(V + E)	
A* search algorithm	O(E)	O(b^d)	O(b^d)	
Prim's algorithm	O(E log V)	O(V ^2)	O(V + E)	
Bellman-Ford algorithm	O(E · V)	O(E · V)	O(V)	
Floyd-Warshall algorithm	O(V ^3)	O(V ^3)	O(V ^2)	
Topological sort	O(V + E)	O(V + E)	O(V + E)	