Big-O Cheat Sheet Download PDF

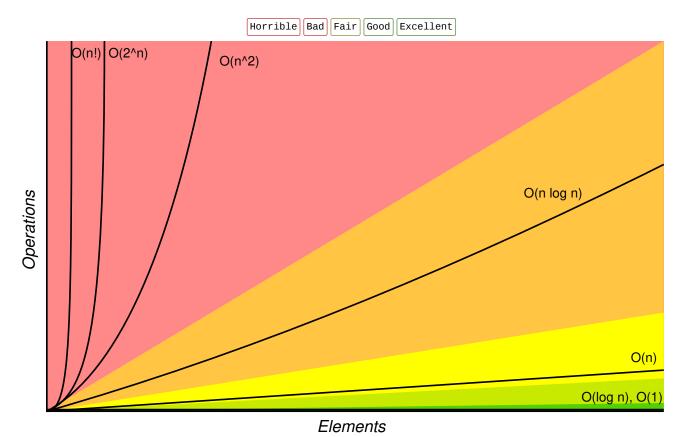
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# **Know Thy Complexities!**

Hi there! This webpage covers the space and time Big-O complexities of common algorithms used in Computer Science. When preparing for technical interviews in the past, I found myself spending hours crawling the internet putting together the best, average, and worst case complexities for search and sorting algorithms so that I wouldn't be stumped when asked about them. Over the last few years, I've interviewed at several Silicon Valley startups, and also some bigger companies, like Google, Facebook, Yahoo, LinkedIn, and Uber, and each time that I prepared for an interview, I thought to myself "Why hasn't someone created a nice Big-O cheat sheet?". So, to save all of you fine folks a ton of time, I went ahead and created one. Enjoy! - Eric

## AngularJS to React Automated Migration

## **Big-O Complexity Chart**



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## **Common Data Structure Operations**

Data Structure	Time Complexity								
	Average				Worst				Worst
	Access	Search	Insertion	Deletion	Access	Search	Insertion	Deletion	
<u>Array</u>	0(1)	0(n)	0(n)	0(n)	0(1)	0(n)	0(n)	0(n)	0(n)
<u>Stack</u>	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
<u>Queue</u>	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Singly-Linked List	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Doubly-Linked List	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Skip List	$0(\log(n))$	Θ(log(n))	$0(\log(n))$	Θ(log(n))	0(n)	0(n)	0(n)	0(n)	0(n log(n))
Hash Table	N/A	Θ(1)	0(1)	0(1)	N/A	0(n)	0(n)	0(n)	<b>0(n)</b>
Binary Search Tree	$0(\log(n))$	Θ(log(n))	$0(\log(n))$	Θ(log(n))	0(n)	0(n)	0(n)	0(n)	<b>0(n)</b>
Cartesian Tree	N/A	Θ(log(n))	$0(\log(n))$	Θ(log(n))	N/A	0(n)	0(n)	0(n)	<b>0(n)</b>
B-Tree	$0(\log(n))$	Θ(log(n))	$0(\log(n))$	Θ(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	0(n)
Red-Black Tree	$0(\log(n))$	Θ(log(n))	$0(\log(n))$	Θ(log(n))	O(log(n))	O(log(n))	O(log(n))	O(log(n))	0(n)
Splay Tree	N/A	$0(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$	N/A	O(log(n))	O(log(n))	O(log(n))	0(n)
AVL Tree	$\Theta(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$	O(log(n))	O(log(n))	O(log(n))	O(log(n))	0(n)
KD Tree	$0(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$	$\Theta(\log(n))$	0(n)	0(n)	0(n)	0(n)	0(n)

## **Array Sorting Algorithms**

Algorithm	Time Compl	Space Complexity		
	Best	Average	Worst	Worst
Quicksort	$\Omega(n \log(n))$	0(n log(n))	0(n^2)	0(log(n))
<u>Mergesort</u>	$\Omega(n \log(n))$	Θ(n log(n))	O(n log(n))	0(n)
<u>Timsort</u>	<b>Ω(n)</b>	Θ(n log(n))	O(n log(n))	0(n)
<u>Heapsort</u>	$\Omega(n \log(n))$	Θ(n log(n))	O(n log(n))	0(1)
Bubble Sort	<b>Ω(n)</b>	Θ(n^2)	0(n^2)	0(1)
Insertion Sort	<b>Ω(n)</b>	Θ(n^2)	0(n^2)	0(1)
Selection Sort	Ω(n^2)	Θ(n^2)	0(n^2)	0(1)
Tree Sort	$\Omega(n \log(n))$	Θ(n log(n))	0(n^2)	0(n)
Shell Sort	$\Omega(n \log(n))$	$\Theta(n(\log(n))^2)$	0(n(log(n))^2)	0(1)
Bucket Sort	Ω(n+k)	Θ(n+k)	0(n^2)	0(n)
Radix Sort	Ω(nk)	0(nk)	0(nk)	0(n+k)
Counting Sort	$\Omega(n+k)$	Θ(n+k)	0(n+k)	0(k)
<u>Cubesort</u>	<b>Ω(n)</b>	Θ(n log(n))	O(n log(n))	0(n)

### **Learn More**

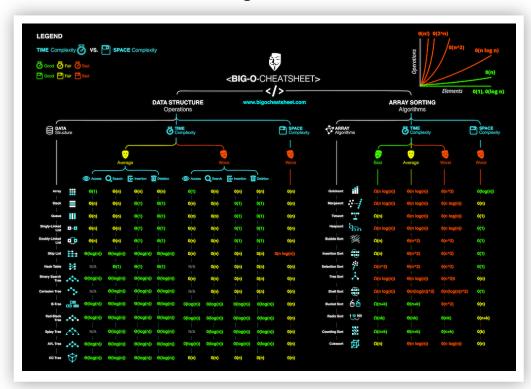
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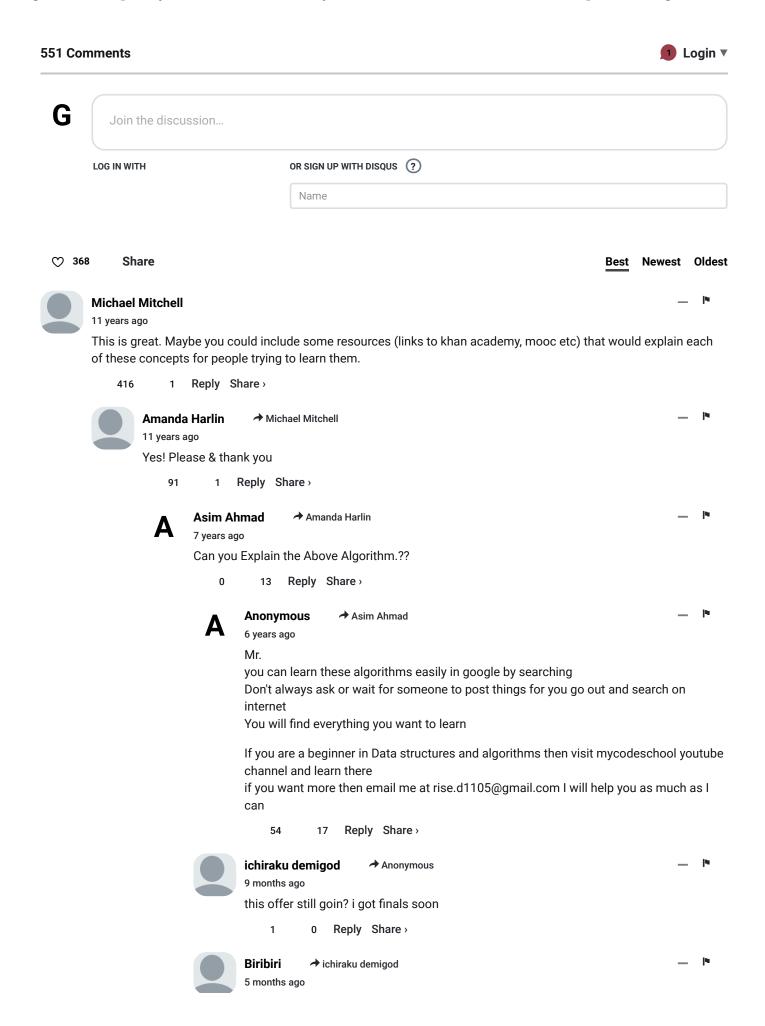
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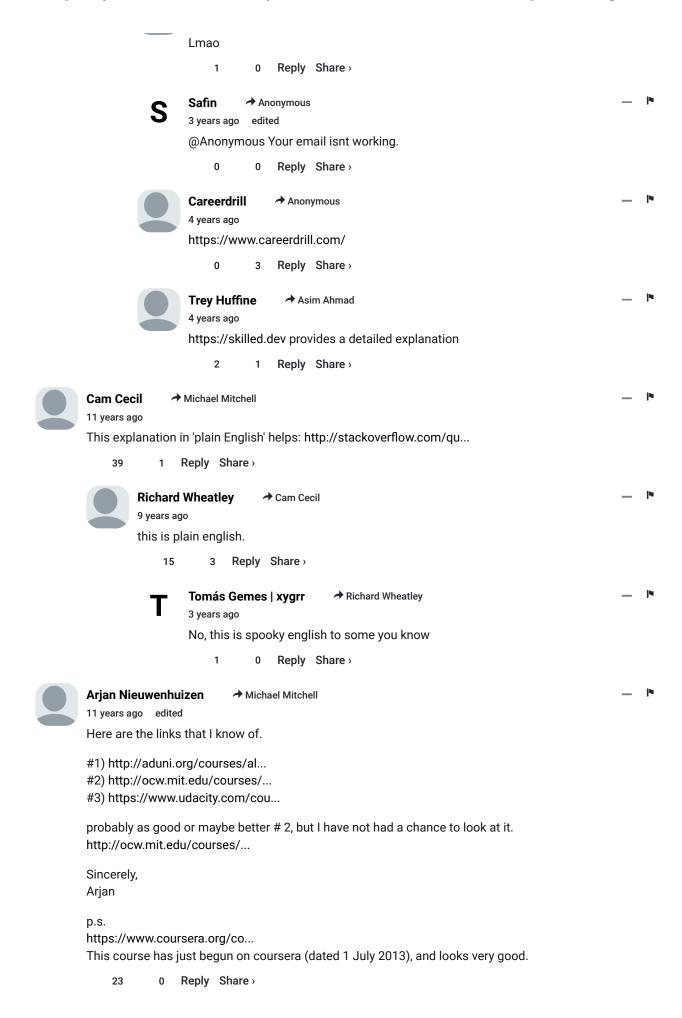
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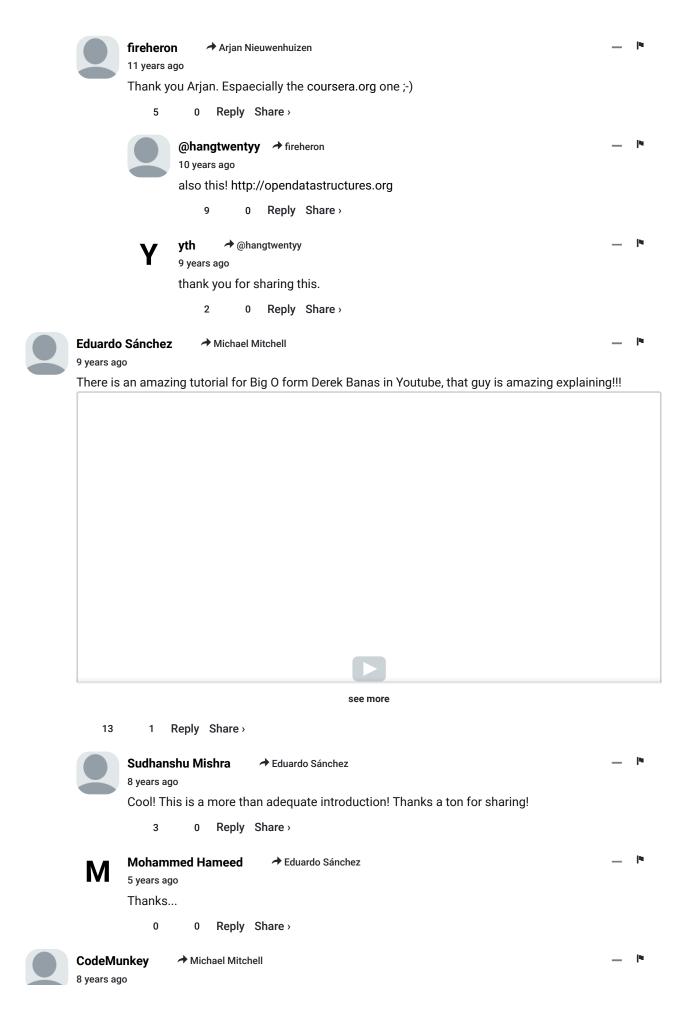
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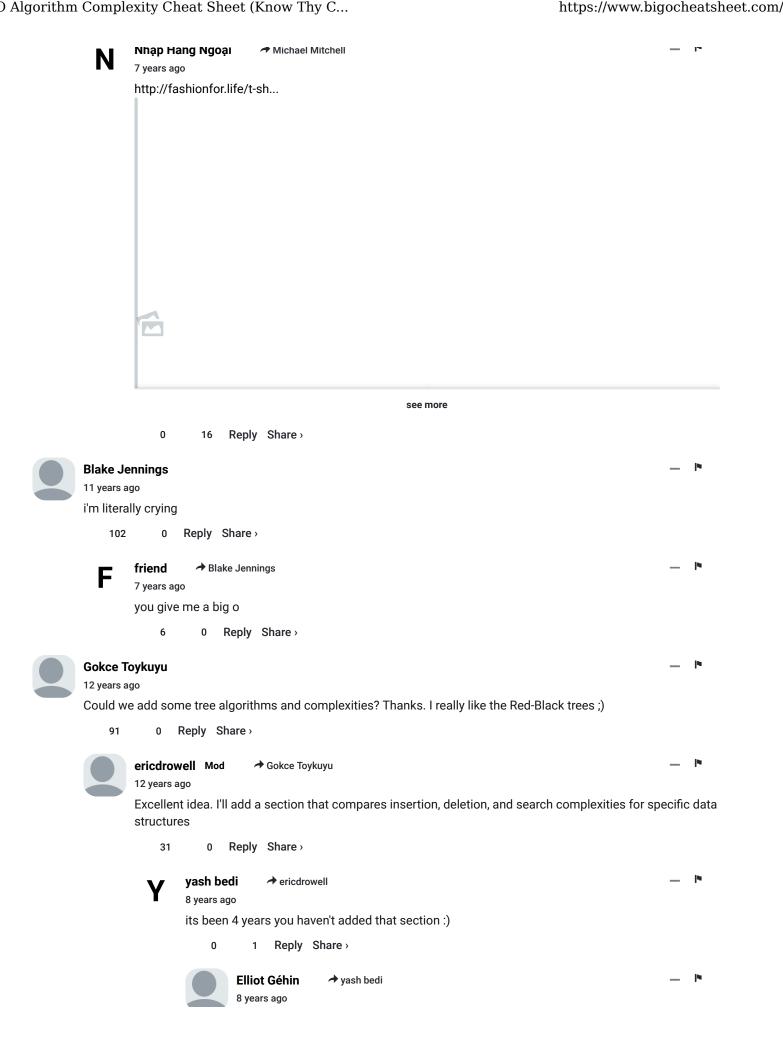
Portable Solar Generators







Not sure if this helps, but here's a more visual learner for some of these algorithms - if you're interested. http://visualgo.net Reply Share > **Divyendra Patil** → Michael Mitchell 7 years ago www.codenza.us Reply Share > Ahmed KHABER → Michael Mitchell 3 years ago https://classroom.udacity.c... Reply Share > **Trey Huffine** → Michael Mitchell 4 years ago https://skilled.dev/ for a detailed explanation on Big O Reply Share > nate lipp → Michael Mitchell 7 years ago This is a well put together introduction https://www.interviewcake.c... Reply Share > → Michael Mitchell Sam 2 years ago Here's another great article on the most common sorting algorithms in python: https://educashare.com/most... 0 Reply Share Pranati B → Michael Mitchell 2 years ago This post is really great. If you are looking for a more detailed explanation with code, you can check out this link. https://botbark.com/2023/01... Reply Share > **Abby Jones** → Michael Mitchell 5 years ago Fabulous idea! Reply Share > Jeshika Morneau → Michael Mitchell 6 years ago Or you could have supplied them in your comment instead. Reply Share



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### Valentin Stanciu

11 years ago

- 1. Deletion/insertion in a single linked list is implementation dependent. For the question of "Here's a pointer to an element, how much does it take to delete it?", single-linked lists take O(N) since you have to search for the element that points to the element being deleted. Double-linked lists solve this problem.
- 2. Hashes come in a million varieties. However with a good distribution function they are O(logN) worst case. Using a double hashing algorithm, you end up with a worst case of O(loglogN).
- 3. For trees, the table should probably also contain heaps and the complexities for the operation "Get Minimum".

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Miguel → Guest

10 years ago

You still have to find the position in the list, which can only be done linearly.

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Guest → Miguel

10 years ago edited

You still have to find the position in the list, which can only be done linearly.

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10 years ago

No need to find the position if you can delete it as Alexis mentioned

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Pingu App → Guest

10 years ago

What if B is the last element in the list?

How would B's predecesor know that its next field should point to NULL and not to a futurely invalid memory address?

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**Oscar Martinez Sanchez** → Guest

4 years ago

that's confusing, so if u want to delete the last element of the list, to maintain the delete

10 of 12

method working u should receive two params, node to delete and previous node?

0 Reply Share>



```
pvlbzn → Guest
```

8 years ago edited And you will introduce the side effect which will be hell to debug. Consider:

Singly linked list { A:1, B:2, C:3, D:4 } where is X:Y, y is a value, function `delete` which works as you described, function `get` which returns pointer to the node by index.

```
// Take needed node C
node_t* node = get(list, 2)
```

print(node->value) // prints 3

// Delete B

delete(list, 1)

// Try to access C again print(node->value) // well, enjoy your O(1)

Don't.

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