

By comparing the efficiency of different approaches to a problem, Big O helps you write better software and ace in coding interview problems.



Big O notation measures the efficiency and performance of an algorithm by analyzing its time and space complexity.

- **Time Complexity:** Measures the total amount of time an algorithm takes to execute as a function of its input size.
- Space Complexity: Measures the total amount of memory or space required by an algorithm

to execute as a function of its input size.

\mathcal{O} Constant Time: O(1)

The running time does not change with the size of the input. The algorithm always takes the same amount of time to complete.

• **Example:** Accessing an element in an array by index

Linear Time: O(n)

The running time increases linearly with the size of the input. If the input size doubles, the running time also doubles.

• Example: Iterating through an array

Logarithmic Time: O(log n)

The running time increases logarithmically as the input size increases. If the input size doubles, the running time increases by a constant amount(very slowly as compared to the input size).

• Example: Binary search



The running time increases quadratically with the size of the input. If the input size doubles, the running time increases by a factor of four.

• Example: Nested loops and bubble



The running time grows in proportion to n multiplied by the logarithm of n.

• Example: Merge sort and heap



The running time doubles with each additional element in the input. If the input size increases by one, the running time increases by a factor of two.

• Example: Recursive algorithms solving the traveling salesman problem

Factorial Time: O(n!)

The running time grows in proportion to the factorial of the input size, n. This complexity indicates extremely rapid growth, making such algorithms impractical for large inputs.

• **Example:** Generate all permutations of a string

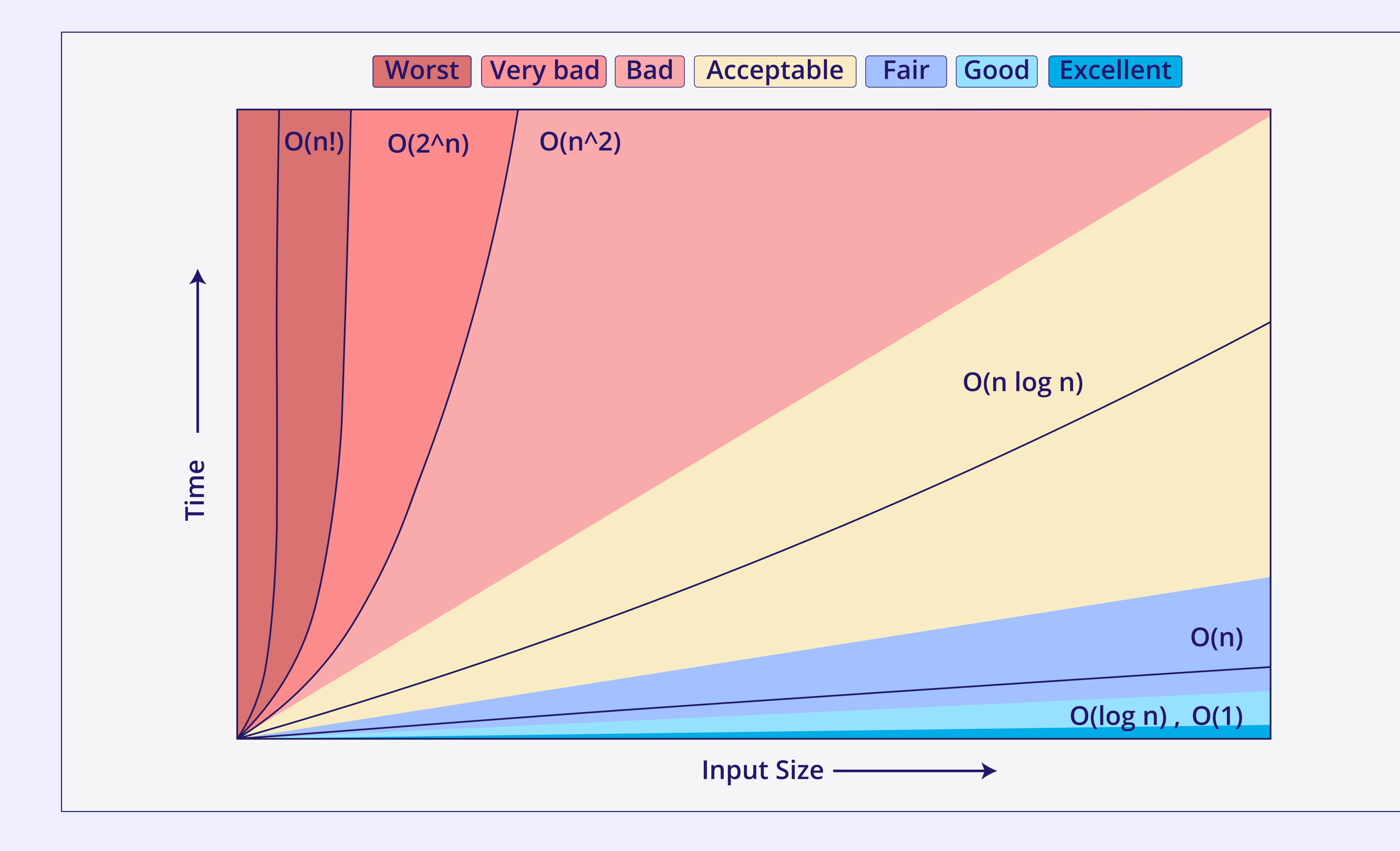


Big O Complexity Chart

Complexity Classes

- O(1): Excellent
- O(log n): Good
- O(n): Fair
- O(n log n): Acceptable
- O(n^2): Bad
- O(2^n): Very Bad
- O(n!): Worst







Static Data Structures			
Data Structure	Operation	Average Case	Worst Case
Array	Access	O(1)	O(1)
	Search	O(n)	O(n)
	Insertion	O(n)	O(n)
	Deletion	O(n)	O(n)



Dynamic Data Structures			
Data Structure	Operation	Average Case	Worst Case
	Access	O(n)	O(n)
Stack	Search	O(n)	O(n)
	Insertion (Push)	O(1)	O(1)
	Deletion (Pop)	O(1)	O(1)
Queue	Access	O(n)	O(n)
	Search	O(n)	O(n)
	Insertion (Enqueue)	O(1)	O(1)
	Deletion (Dequeue)	O(1)	O(1)



Data Structure	Operation	Average Case	Worst Case
	Access	O(n)	O(n)
	Search	O(n)	O(n)
Singly Linked List	Insertion (at head)	O(1)	O(1)
	Insertion (at tail or any position)	O(n)	O(n)
	Deletion (head)	O(1)	O(1)
	Deletion (middle or any position)	O(n)	O(n)
Doubly Linked List	Access	O(n)	O(n)
	Search	O(n)	O(n)
	Insertion (at head)	O(1)	O(1)
	Insertion (at tail or any position)	O(n)	O(n)
	Deletion (head)	O(1)	O(1)
	Deletion (middle or any position)	O(n)	O(n)



Hash-Based Data Structures				
Data StructureOperationAverage CaseWorst Case				
	Access	O(1)	O(n)	
Hash Table	Search	O(1)	O(n)	
	Insertion	O(1)	O(n)	

Deletion	O(1)	O(n)

Tree-Based Data Structures			
Data Structure	Operation	Average Case	Worst Case
Binary Tree	Access	O(n)	O(n)
	Search	O(n)	O(n)
	Insertion	O(n)	O(n)
	Deletion	O(n)	O(n)
Binary Search Tree	Access	O(log n)	O(n)
	Search	O(log n)	O(n)
	Insertion	O(log n)	O(n)
	Deletion	O(log n)	O(n)

Tree-Based Data Structures			
Data Structure	Operation	Average Case	Worst Case
Red-Black Tree	Access	O(log n)	O(log n)
	Search	O(log n)	O(log n)
	Insertion	O(log n)	O(log n)
	Deletion	O(log n)	O(log n)
AVL Tree	Access	O(log n)	O(log n)
	Search	O(log n)	O(log n)
	Insertion	O(log n)	O(log n)
	Deletion	O(log n)	O(log n)