

List Implementations			
	add(i, x) remove(x)	get(i)	set(i, x)
ArrayStack	$\mathcal{O}(1 + n - i)^A$	$\mathcal{O}(1)$	
ArrayDeque ^A	$\mathcal{O}(1 + \min i, n - i)^A$	$\mathcal{O}(1)$	
DualArrayDeque ^A	$\mathcal{O}(1 + \min i, n - i)^A$	$\mathcal{O}(1)$	
RootishArrayStack	$\mathcal{O}(1 + n - i)^A$	$\mathcal{O}(1)$	
SLList	$\mathcal{O}(1 + i)$	$\mathcal{O}(1 + i)$	
DLList	$\mathcal{O}(1 + \min i, n - i)$	$\mathcal{O}(1 + \min i, n - i)$	
SEList	$\mathcal{O}\left(\frac{1 + \min\{i, n - i\}}{b}\right)^A$	$\mathcal{O}\left(\frac{1 + \min\{i, n - i\}}{b}\right)^A$	
SkipList	$\mathcal{O}(\log(n))^E$	$\mathcal{O}(\log(n))^E$	

Sorted Sets	
	Anything
SkipList ^r	$\mathcal{O}(\log(n))$
Treap ^r	$\mathcal{O}(\log(n))$
ScapegoatTree	$\mathcal{O}(\log(n))$
2-4 Tree	$\mathcal{O}(\log(n))$
RB Tree	$\mathcal{O}(\log(n))$

USet Implementations		
	add(x) remove(i)	find(x)
ChainedHashTable	$\mathcal{O}(1)^{A,E}$	$\mathcal{O}(1)^E$
LinearHashTable	$\mathcal{O}(1)^{A,E}$	$\mathcal{O}(1)^E$

Priority Queue Implementations			
	findMin	deleteMin()	merge()
BinaryHeap ^A	$\mathcal{O}(1)$	$\mathcal{O}(\log(n))$	N/A
MeldableHeap ^R	$\mathcal{O}(1)$	$\mathcal{O}(\log(n))$	$\mathcal{O}(\log(n))$

Sorting Algorithms				
	Time Complexity			Space Complexity
	Best	Average	Worst	Worst
Quicksort	$\Omega(n \log(n))$	$\Theta(n \log(n))$	$\mathcal{O}(n^2)$	$\mathcal{O}(\log(n))$
Mergesort	$\Omega(n \log(n))$	$\Theta(n \log(n))$	$\mathcal{O}(n \log(n))$	$\mathcal{O}(1)$
Heapsort	$\Omega(n \log(n))$	$\Theta(n \log(n))$	$\mathcal{O}(n \log(n))$	$\mathcal{O}(1)$
Insertion Sort	$\Omega(n)$	$\Theta(n^2)$	$\mathcal{O}(n^2)$	$\mathcal{O}(1)$
Selection Sort	$\Omega(n^2)$	$\Theta(n^2)$	$\mathcal{O}(n^2)$	$\mathcal{O}(1)$
Radix Sort	$\Omega(nk)$	$\Theta(nk)$	$\mathcal{O}(nk)$	$\mathcal{O}(n + k)$

A denotes an amortized runtime

R denotes a randomized runtime

E denotes an expected runtime