#### Searching and sorting Garfield AP CS

# Why search and sort?

- Ever used Google?
- Ever sorted your music alphabetically?
- Most interesting programs search and/or sort
  - Baby Names
  - Shopping Cart
- The AP test will have a couple of questions on search and sort

### Sequential search

- **sequential search**: Locates a target value in an array/list by examining each element from start to finish.
  - How many elements will it need to examine?
  - Example: Searching the array below for the value **42**:



- Notice that the array is sorted. Could we take advantage of this?

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# Guessing game

- I'm thinking of a number between 0 and 100...
- What's the best strategy?

- **binary search**: Locates a target value in a sorted array/list by successively eliminating half of the array from consideration.
  - How many elements will it need to examine?
  - Example: Searching the array below for the value **42**:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	10	15	20	22	25	30	36	42	50	56	68	85	92	103

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# Iterative Binary Search

```
// Returns the index of an occurrence of target in a,
// or a negative number if the target is not found.
// Precondition: elements of a are in sorted order
public static int binarySearch(int[] a, int target) {
    int min = 0;
    int max = a.length -1;
    while (min <= max) {</pre>
        int mid = (\min + \max) / 2;
        if (a[mid] < target) {</pre>
            min = mid + 1;
        } else if (a[mid] > target) {
            max = mid - 1;
        } else {
            return mid; // target found
        }
    }
    return - (min + 1); // target not found
}
```

# Divide and conquer!

- Class of algorithms
- Break down a problem into two or more sub-problems of the same (or related) type until these become simple enough to be solved directly
- Binary search just yields one sub problem so it's not always included
- Nicely expressed recursively

#### Recursive Binary Search

- Write a recursive binarySearch method.
  - If the target value is not found, return its negative insertion point.

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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int index = binarySearch(data, 42); // 10
int index2 = binarySearch(data, 66); // -14

#### Recursive code

```
// Returns the index of an occurrence of the given value in
// the given array, or a negative number if not found.
// Precondition: elements of a are in sorted order
public static int binarySearch(int[] a, int target) {
    return binarySearch(a, target, 0, a.length - 1);
}
```

```
// Recursive helper to implement search behavior.
private static int binarySearch(int[] a, int target,
                                int min, int max) {
    if (min > max) {
                      // target not found
        return -1;
    } else {
        int mid = (\min + \max) / 2;
        if (a[mid] < target) { // too small; go right</pre>
            return binarySearch(a, target, mid + 1, max);
        } else if (a[mid] > target) { // too large; go left
            return binarySearch(a, target, min, mid - 1);
        } else {
            return mid; // target found; a[mid] == target
    }
}
```

## Efficiency

- **efficiency**: A measure of the use of computing resources by code.
  - can be relative to speed (time), memory (space), etc.
  - most commonly refers to run time
- Assume the following:
  - Any single Java statement takes the same amount of time to run.
  - A method call's runtime is measured by the total of the statements inside the method's body.
  - A loop's runtime, if the loop repeats N times, is N times the runtime of the statements in its body.

```
for (int i = 1; i <= N; i++) {
    for (int j = 1; j <= N; j++) {
        statement1;
    }
}
for (int i = 1; i <= N; i++) {
    statement2;
    statement3;
    statement4;
    statement5;
}</pre>
```

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```



# Complexity classes

• **complexity class**: A category of algorithm efficiency based on the algorithm's relationship to the input size N.

Class	Big-Oh	If you double N,	Example
constant	O(1)	unchanged	10ms
logarithmic	O(log <sub>2</sub> N)	increases slightly	175ms
linear	O(N)	doubles	3.2 sec
log-linear	O(N log <sub>2</sub> N)	slightly more than doubles	6 sec
quadratic	O(N <sup>2</sup> )	quadruples	1 min 42 sec
cubic	O(N <sup>3</sup> )	multiplies by 8	55 min
exponential	O(2 <sup>N</sup> )	multiplies drastically	5 * 10 <sup>61</sup> years

# Binary Search Efficiency

- **binary search** successively eliminates half of the elements.
  - Algorithm: Examine the middle element of the array.
    - If it is too big, eliminate the right half of the array and repeat.
    - If it is too small, eliminate the left half of the array and repeat.
    - Else it is the value we're searching for, so stop.
  - Which indexes does the algorithm examine to find value **22**?
  - What is the runtime complexity class of binary search?

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
value	-4	-1	0	2	3	5	6	8	11	14	22	29	31	37	56

• For an array of size N, it eliminates 1/2 until 1 element remains. N, N/2, N/4, N/8, ..., 4, 2, 1

- For an array of size N, it eliminates ½ until 1 element remains. N, N/2, N/4, N/8, ..., 4, 2, 1
  - How many divisions does it take?

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  - How many times do I have to multiply by 2 to reach N?

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  - Call this number of multiplications "x".
    - $2^{x} = N$
    - $x = \log_2 N$
- Binary search is in the **logarithmic** complexity class.

## Time graphs

• For small data sets, linear search is faster!



#### Best/worst cases

#### Linear search

- best case: item at front and only one comparison needed
- worst case: item not there and n comparisons needed
- average case: item somewhere in middle and ~n/2 needed

#### • Binary search

- best case: item in middle and only one comparison needed
- worst case: item not there and log(n) comparisons needed
- average case: item somewhere in middle and  $\sim \log(n)/2$