Searching

Check if a given element (called **key**) occurs in the array.

- Example: array of student records; **rollno** can be the key.

Two methods to be discussed:

- If the array elements are unsorted.
  - Linear search
- If the array elements are sorted.
  - Binary search
Basic Concept of Linear Search

Basic idea:

• Start at the beginning of the array.
• Inspect elements one by one to see if it matches the key.

Time complexity:

• A measure of how long an algorithm runs before terminating.
• If there are $n$ elements in the array:
  • Best case:
    match found in first element (1 search operation)
  • Worst case:
    no match found, or match found in the last element (n search operations)
  • Average case: $(n + 1) / 2$ search operations
Linear Search

Function **linear_search** returns the array index where a match is found. It returns -1 if there is no match.

```c
int linear_search (int a[], int size, int key)
{
    int pos = 0;
    while ((pos < size) && (a[pos] != key)) pos++;
    if (pos < size)
        return pos;  /* Return the position of match */
    return -1;    /* No match found */
}
```
Binary Search
Basic Concept

Binary search is applicable if the array is *sorted*.

**BASIC IDEA**

- Look for the target in the middle.
- If you don’t find it, you can ignore half of the array, and repeat the process with the other half.

In every step, we reduce the number of elements to search in by half.
The Basic Strategy

What do we want?

• Find split between values larger and smaller than key:

\[
\begin{array}{c|c}
0 & n-1 \\
\hline
L & \text{\(\leq\)key} & \text{\(>\)key} & R \\
\end{array}
\]

• Situation while searching:
  • Initially L and R contains the indices of first and last elements.

• Look at the element at index \([L+R]/2\].
  • Move L or R to the middle depending on the outcome of test.
Binary Search

/* If key appears in x[0..size-1], return its location, pos such that x[pos]==key. If not found, return -1 */

int bin_search (int x[], int size, int key)
{
    int L, R, mid;
    ________________;
    while ( ____________ )
    {
        ________________;
        ________________;
    }
}
The basic search iteration

```c
int bin_search (int x[], int size, int key)
{
    int L, R, mid;
    _________________;
    while ( _____________ )
    {
        mid = (L + R) / 2;
        if (x[mid] <= key)  L = mid;
        else R = mid;
    }
    _________________;
}
```
Loop termination criterion

```c
int bin_search (int x[], int size, int key)
{
    int L, R, mid;
    ___________________;  // Initialize L and R
    while (L+1 != R)
    {
        mid = (L + R) / 2;
        if (x[mid] <= key) L = mid;
        else R = mid;
    }
    __________________;  // Loop termination criterion
}
```
Initialization and Return Value

```c
int bin_search (int x[], int size, int key)
{
    int L, R, mid;
    L = -1;   R = size;
    while ( L+1 != R )
    {
        mid = (L + R) / 2;
        if (x[mid] <= key) L = mid;
        else R = mid;
    }
    if (L >= 0 && x[L] == key) return L;
    else return -1;
}
```
Binary Search Examples

Sorted array

-17 -5 3 6 12 21 45 63 50

Trace:

bin_search (x, 9, 3);

bin_search (x, 9, 145);

bin_search (x, 9, 45);

L= -1;  R=9;  x[4]=12;
L= -1;  R=4;  x[1]= -5;
L= 1;  R=4;  x[2]=3;
L=2;  R=4;  x[3]=6;
L=2;  R=3;  return L;

We may modify the algorithm by checking equality with x[mid].
Is it worth the trouble?

Suppose that the array \( x \) has 1000 elements.

Ordinary search

– If \( key \) is a member of \( x \), it would require 500 comparisons on the average.

Binary search

• after 1st compare, left with 500 elements.
• after 2nd compare, left with 250 elements.
• After at most 10 steps, you are done.
Time Complexity

If there are \( n \) elements in the array.

- Number of iterations required:
  \[ \log_2 n \]

For \( n = 64 \) (say).

- Initially, list size = 64.
- After first compare, list size = 32.
- After second compare, list size = 16.
- After third compare, list size = 8.
- ……
- After sixth compare, list size = 1.

\[ 2^k = n, \text{ where } k \text{ is the number of steps.} \]

\[ \log_2 64 = 6 \]
\[ \log_2 1024 = 10 \]
Are exactly $\log_2 n$ steps required for all cases?

Trace of binsearch(x,9,12):

- $L = -1$; $R = 9$; $x[4] = 12$;
- $L = 4$; $R = 9$; $x[6] = 45$;
- $L = 4$; $R = 6$; $x[5] = 21$;
- $L = 4$; $R = 5$; return $L$;

We know in first iteration that $x[4] = 12$. Why not stop then?
Are exactly \( \log_2 n \) steps required for all cases?

```c
int bin_search_1 (int x[], int size, int key)
{
    int L, R, mid;
    L = 0;  R = size-1;
    while ( L <= R )
    {
        mid = (L + R) / 2;
        if (x[mid] == key) return mid;
        if (x[mid] < key) L = mid+1;
        else R = mid-1;
    }
    return -1;
}
```
Write a recursive version of the Binary Search function.
Sorting
The Basic Problem

Given an array: $x[0], x[1], \ldots, x[size-1]$ reorder entries so that

$x[0] \leq x[1] \leq \ldots \leq x[size-1]$

- List is in non-decreasing order.

We can also sort a list of elements in non-increasing order.
Example

Original list:

10, 30, 20, 80, 70, 10, 60, 40, 70

Sorted in non-decreasing order:

10, 10, 20, 30, 40, 60, 70, 70, 80

Sorted in non-increasing order:

80, 70, 70, 60, 40, 30, 20, 10, 10
SELECTION SORT

General situation:

- 0 \[\text{smallest elements, sorted}\]
- \(k\) \[\text{remainder, unsorted}\]
- \(\text{size-1}\)

Step:

- Find smallest element, \(mval\), in \(x[k..\text{size-1}]\)
- Swap smallest element with \(x[k]\), then increase \(k\).

\[\text{Diagram:} \quad \begin{array}{c}
0 & k & mval & \text{size-1} \\
\end{array}\]

\(\text{swap}\)
Subproblem

/* Find index of smallest element in x[k..size-1] */

int min_loc (int x[], int k, int size)
{
    int j, pos;

    pos = k;
    for (j=k+1; j<size; j++)
        if (x[j] < x[pos]) pos = j;
    return pos;
}
Selection Sort Function

/* Sort x[0..size-1] in non-decreasing order */

int sel_sort (int x[ ], int size)
{
    int k, m, temp;

    for (k=0; k<size-1; k++)
    {
        m = min_loc (x, k, size);
        temp = x[ k ]; x[ k ] = x[ m ]; x[ m ] = temp; /* Exchange */
    }
}
Example

X:

\begin{align*}
 & 3 & 12 & -5 & 6 & 142 & 21 & -17 & 45 \\
 & -17 & 12 & -5 & 6 & 142 & 21 & 3 & 45 \\
 & -17 & -5 & 12 & 6 & 142 & 21 & 3 & 45 \\
 & -17 & -5 & 3 & 6 & 142 & 21 & 12 & 45 \\
 & -17 & -5 & 3 & 6 & 142 & 21 & 12 & 45 \\
\end{align*}

X:

\begin{align*}
 & -17 & -5 & 3 & 6 & 12 & 21 & 142 & 45 \\
 & -17 & -5 & 3 & 6 & 12 & 21 & 142 & 45 \\
 & -17 & -5 & 3 & 6 & 12 & 21 & 45 & 142 \\
 & -17 & -5 & 3 & 6 & 12 & 21 & 45 & 142 \\
\end{align*}
Analysis

How many steps are needed to sort \( n \) items?

- Total number of steps proportional to \( n^2 \).
- What is the number of comparisons?

\[(n-1)+(n-2)+\ldots+1=\frac{n(n-1)}{2}\]

*Of the order of \( n^2 \)*

- Worst Case? Best Case? Average Case?
INSERTION SORT

General situation:

\[ \text{Sorted} \quad \text{Remainder, Unsorted} \]

\[ \begin{align*}
0 & \quad \text{sorted} \\
\text{x:} & \quad \text{remainder, unsorted} \\
i & \quad \text{i} \\
0 & \quad \text{size-1}
\end{align*} \]

Compare and shift till item = \( x[i] \) is larger.
void insert_sort ( int x[], int size )
{
    int i, j, item;

    for (i=1; i<size; i++)
    {
        item = x[i] ;
        for (j=i-1; (j >= 0) && (x[j] > item); j --)  x[j+1] = x[j];
            x[j+1] = item ;
    }
}
Time Complexity

Number of comparisons and shifting:

- **Worst case?**
  
  \[ 1 + 2 + 3 + \ldots + (n-1) = \frac{n(n-1)}{2} \]

- **Best case?**
  
  \[ 1 + 1 + \ldots \text{to (n-1) terms} = (n-1) \]
BUBBLE SORT

General situation:

For $j = 0$ to $k-1$, if $x[j]$ is larger than $x[j+1]$, interchange them.

The next largest element will settle at $x[k]$.

Lighter elements bubble up. Heavier elements settle down.
void bubble_sort(int x[], int size) {
    for (i=0; i < size; i++)
        for (j=0; j < size-i-1; j++)
            if(x[j] > x[j+1]) {
                t = x[j]; x[j] = x[j+1]; x[j+1] = t;
            }
}

Time Complexity

Number of comparisons
= n-1 + n-2 + ... + 1
= n(n-1)/2
Some Efficient Sorting Methods
Two of the most popular sorting algorithms are based on divide-and-conquer approach.

- Quick sort
- Merge sort

**Basic idea (divide-and-conquer method):**

```plaintext
sort (list)
{
    if the list has length greater than 1
    {
        Partition the list into lowlist and highlist;
        sort (lowlist);
        sort (highlist);
        combine (lowlist, highlist);
    }
}
```
QUICKSORT

At every step, we select a *pivot element* in the list (usually the first element).

- We put the pivot element in the *final position* of the sorted list.
- All the elements less than or equal to the pivot element are to the left.
- All the elements greater than the pivot element are to the right.
Partitioning

- Perform partitioning for values smaller than the pivot.
- Perform partitioning for values greater than the pivot.
void print (int x[], int low, int high)
{
    int i;
    for(i=low; i<=high; i++) printf(" %d ", x[i]);
    printf("\n");
}

void swap (int *a, int *b)
{
    int tmp=*a; *a=*b; *b=tmp;
}
Quicksort

int partition ( int x[], int low, int high )
{
    int i = low + 1, j = high;
    int pivot = x[low];

    if (low >= high) return;
    while (i<j) {
        while ((x[i]<=pivot) && (i<high)) i++;
        while ((x[j]>pivot) && (j>low)) j--;
        if (i<j) swap (&x[i], &x[j]);
    }
    if (x[low] > x[j]) swap(&x[j], &x[low]);
    return j;
}

quicksort(int x[], int low, int high)
{
    int i, j;
    if (low < high)
    {
        j = partition(x, low, high);
        quicksort (x, low, j-1);
        quicksort (x, j+1, high);
    }
}
Time Complexity

Worst case:
\[ n^2 \implies \text{list is already sorted} \]

Average case:
\[ n \log_2 n \]

Statistically, quick sort has been found to be one of the fastest algorithms.
Merge Sort

Input Array

Part-I

Part-II

Part-I

Part-II

Merge Sorted Arrays

Split
Merging two sorted arrays

Array a

<table>
<thead>
<tr>
<th>Sorted Array</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
</tr>
<tr>
<td>m</td>
</tr>
</tbody>
</table>

Array b

<table>
<thead>
<tr>
<th>Sorted Array</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
</tr>
<tr>
<td>n</td>
</tr>
</tbody>
</table>

Array c

<table>
<thead>
<tr>
<th>Merged sorted array</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
</tr>
<tr>
<td>m+n-1</td>
</tr>
</tbody>
</table>

Move and copy elements pointed by $p_a$ if its value is smaller than the element pointed by $p_b$ in $(m+n-1)$ operations; otherwise, copy elements pointed by $p_b$. 

$\text{Array } a$ 

$\text{Array } b$ 

$\text{Array } c$ 

$\text{Merged sorted array}$
Example

Initial array A contains 14 elements:

- 66, 33, 40, 22, 55, 88, 60, 11, 80, 20, 50, 44, 77, 30

Pass 1 :: Merge each pair of elements

- (33, 66) (22, 40) (55, 88) (11, 60) (20, 80) (44, 50) (30, 70)

Pass 2 :: Merge each pair of pairs

- (22, 33, 40, 66) (11, 55, 60, 88) (20, 44, 50, 80) (30, 77)

Pass 3 :: Merge each pair of sorted quadruplets

- (11, 22, 33, 40, 55, 60, 66, 88) (20, 30, 44, 50, 77, 80)

Pass 4 :: Merge the two sorted subarrays to get the final list

- (11, 20, 22, 30, 33, 40, 44, 50, 55, 60, 66, 77, 80, 88)
```c
void merge_sort ( int *a, int n )
{
    int i, j, k, m;
    int *b, *c;

    if (n>1) {
        k = n/2;   m = n - k;
        b = (int *) calloc(k,sizeof(int));
        c = (int *) calloc(m,sizeof(int));
        for (i=0; i<k; i++)  b[i] = a[i];
        for (j=k; j<n; j++)  c[j-i] = a[j];
        merge_sort (b, k);
        merge_sort (c, m);
        merge (b, c, a, k, m);
        free(b); free(c);
    }
}

void merge (int *a, int *b, int *c, int m, int n)
{
    int i=0, j=0, k=0, p;

    do {
        if (a[i] < b[j]) { c[k]=a[i]; i++; }
        else { c[k]=b[j]; j++; }
        k++;
    } while ((i<m) && (j<n));

    if (i == m) {
        for (p=j; p<n; p++)  { c[k]=b[p]; k++; }
    }
    else {
        for (p=i; p<m; p++)  { c[k]=a[p]; k++; }
    }
}
```
Practice Problems

1. Write a recursive function for binary search.

2. Write iterative version of merge sort.

3. Write merge sort without using additional storage (i.e., extra arrays).

4. You are given a sorted array with entries rotated clockwise by \( k \) positions. That is, if the sorted order is \( a_0, a_1, \ldots, a_{n-1} \) then the given array to you has the form \( a_k, a_{k+1}, \ldots, a_{n-1}, a_0, a_1, \ldots, a_{k-1} \). Write a variant of binary search on such an array. Assume that \( k \) is known.

5. In the previous problem, suppose that \( k \) is not given. Write a function that takes the array as input and finds \( k \).