# Searching in an array

**CS10003 PROGRAMMING AND DATA STRUCTURES** 



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# 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:

- a) If the array elements are unsorted.
  - Linear search
- **b)** 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.
- If a match is found, return the array index where the match was found.
- If no match is found, a special value is returned (like –1).

# Linear Search (contd.)

Function **linear\_search** returns the array index where a match is found. It returns –1 if there is no match.

}

### **Time Complexity of Linear Search**

A measure of how many basic operations an algorithm needs to perform before terminating.

Example of basic operation: match / compare two elements.

#### • 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

### **Binary Search**

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## **Basic Concept**

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

#### **Basic Idea**

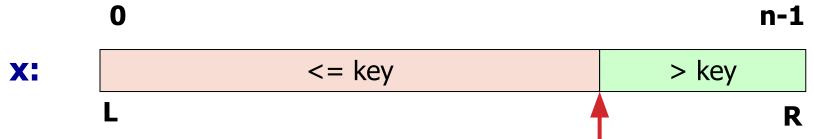
- Look for the target in the middle.
- If you don't find the key, you can ignore half of the array, and repeat the process with the other half.

In every step, we reduce, by a factor of two, the number of elements to search from.

# The Basic Strategy

What do we want?

• Plan to find the array index between values larger and smaller than key:



- Situation while searching:
  - Initially, the search window is the entire array, that is, L and R are initialized to the indices of the first and the last elements.
- Look at the element at index [(L+R)/2].
  - Discard one half of the search window depending on the outcome of test.

### **Initialization and Return Value**

```
int bin search (int x[], int size, int key)
{
   int L, R, mid;
  L = 0; R = size - 1;
   while (L != R)
   {
       mid = (L + R) / 2;
       if (key <= x[mid]) R = mid;</pre>
       else L = mid + 1;
   }
   if (key == x[L])
          return L;
       else
          return -1;
```

If **key** appears in x[0...size–1], return its location, pos such that x[pos]==key.

If not found, return -1

## **Binary Search Examples**

**Trace** 

	Sorted array											_	
		-:	17	-5	3	6	12	21	45	63	50		
			0	1	2	3	4	5	6	7	8	-	
	b	in_s	seal	rch	(x,	9, 3)	;			b	inse	arch(x, 9	, 2);
L	R	М		-	1] x =	_			L 0			key <= x[] 2 <= 12?	M]? [True]
0 0 0 2	2 2	2 1	3 3 [L		3? -5?	[Tr [Tr [Fal: ninat	ue] se] es]		0 0 2	4	2 : 1 :	2 <= 3? 2 <= -5? [Loop term	[True] [False]
$key == x[L]? \qquad [True]$									AC	<b>x</b>		1 •	[10100]

We can modify the algorithm by checking equality with x [mid].

Ι

### **Another Version of Iterative Binary Search**

```
int bin search 1 (int x[], int size, int key)
{
    int L, R, mid;
    L = 0; R = size-1;
    while (L \le R)
       {
           mid = (L + R) / 2;
           if (key == x[mid]) return mid;
           if (\text{key} < x[\text{mid}]) R = \text{mid} - 1;
           else L = mid + 1;
       }
    return -1;
```

## **Unsorted vs Sorted Array Search: Where's the difference?**

Suppose that the array **x** has 1000 elements.

Linear search

If *key* is a member of **x**, it would require about 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<sub>2</sub>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<sup>k</sup> = n, where k is the number of steps.

> $log_{2}64 = 6$  $log_{2}1024 = 10$

### **Recursive Version of Binary Search**

The algorithm for binary search directly leads to a recursive formulation.

- The algorithm is called recursively by adjusting the left or right pointers, as applicable.
- The base condition is: the element is found, or the left and right pointers cross.

int binarySearch (int x[], int L, int R, int key)

```
Returns location of key in given array
   int mid;
                                                    arr[L ... R] if present, otherwise –1
   if (L \le R) {
       mid = (L + R) / 2;
       if (key == x[mid]) // If the element is present at the middle
           return mid;
       if (key < x[mid]) // Look into the left subarray
           return binarySearch (x, L, mid-1, key);
       else
                             // Look into the right subarray
           return binarySearch (x, mid+1, R, key);
   // Element is not present in array
   return -1;
                                int result = binarySearch (arr, 0, n-1, key);
                                if (result == -1)
                                  printf ("Key is not present in array\n");
                               else
                                  printf("Key is present at index %d\n", result);
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```