

# Searching Algorithms

# Searching

**Objective :** To find out the location of any given element in an array. If element found then search is successful, otherwise search is unsuccessful.

**Two approaches –**

1. Linear Search (Sequential Search): if array elements are in random order
2. Binary Search: if array elements are in sorted order

# Linear Search

**Algorithm Linear\_Search(*a,n, Item*):** Let **a** be a given array and no. of elements is **n**.

**Pos** is representing the position of desired element **Item** in array **a**, if element found otherwise, set Pos to -1. Variable **i** is used as simple variable in loop.

1. Initialize Pos = -1 C1
2. For i = 0 to n-1 C2
3.     If a[i] == Item C3
4.         Set Pos = i C4
5.         Break //break the loop C5
6.     If Pos < 0 C6
7.         Print "Element is not found" C7
8.     Else Print Pos C8

# Analysis of Linear Search

➤ Best case: When searched Item is present at first element

Time Complexity function =  $C_1 + C_2 + C_3 + C_4 + C_5 + C_6 + C_8$   
= 7

Best case time Complexity =  $O(1)$

➤ Worst case:

i. When searched Item present at last element

Time Complexity function =  $C_1 + n * C_2 + n * C_3 + C_4 + C_5 + C_6 + C_8$   
=  $2n + 5 = O(n)$

ii. When searched Item is not present

Time Complexity function =  $C_1 + (n+1) * C_2 + n * C_3 + C_6 + C_7 = 2n + 4 = O(n)$

# Binary Search

- Best searching approach

## **Constraint:**

- Given array should be in sorted order  
**OR**
- First sort the given array and then perform search, but then sorting time will be added

# Binary Search (Iterative)

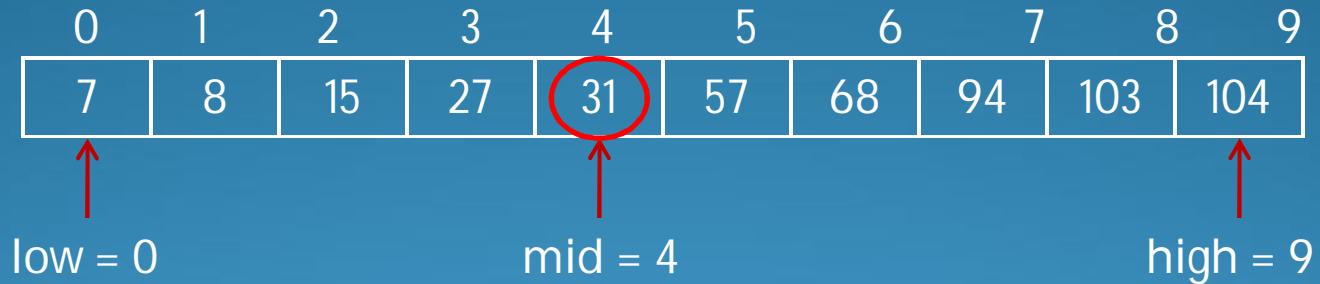
**Algorithm Binary\_Search(*a,n, Item*):** Let *a* be a given array which is sorted in ascending order and no. of elements is *n*. *Pos* is representing the position of desired element *Item* in array *a*, if element found; otherwise, set *Pos* to -1. Variable *mid* is used to keep the mid index of array.

1. Initialize low =0, high = n-1
2. While low <= high
3.     mid =  $\lfloor (\text{low}+\text{high})/2 \rfloor$
4.     If *a[mid]* == *Item*
  - 5.             Set Pos = mid
  - 6.             Break and Jump to step 10
7.     Else if *Item* < *a[mid]*
  - 8.             high = mid -1
9.     Else
  - 10.         low =mid +1
11.     If Pos < 0
  - 12.         Print "Element is not found"
12.     Else     Print Pos

# Binary Search Illustration

$$\begin{aligned} \text{mid} &= \lfloor (\text{low} + \text{high}) / 2 \rfloor \\ &= \lfloor (0 + 9) / 2 \rfloor = 4 \end{aligned}$$

item to be searched, Item = 94



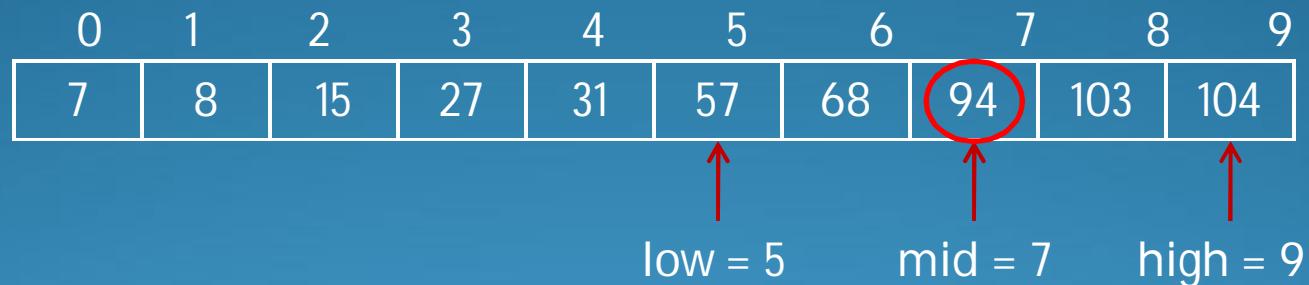
If  $a[\text{mid}] < \text{Item}$

$\text{low} = \text{mid} + 1$

# Binary Search Illustration

$$\begin{aligned} \text{mid} &= \left\lfloor \frac{(\text{low}+\text{high})}{2} \right\rfloor \\ &= \left\lfloor \frac{(5 + 9)}{2} \right\rfloor = 7 \end{aligned}$$

item to be searched, Item = 94



If  $a[\text{mid}] == \text{Item}$   
Pos = mid

# Binary Search (Iterative)

1. Initialize low =0, high = n-1 C1
2. While low <= high C2
3.     mid =  $\lfloor (\text{low}+\text{high})/2 \rfloor$  C3
4.     If a[mid] == *Item* C4
5.             Set Pos = mid C5
6.             Break and Jump to step 10 C6
7.     Else if Item < a[mid] C7
8.             high = mid -1 C8
9.     Else         low =mid +1 C9
10. If Pos < 0 C10
11.         Print "Element is not found" C11
12. Else         Print Pos C12

# Analysis of Iterative Binary Search

## DISTINCT & SORTED ELEMENTS:

### On successful search

Time Complexity =

$$\begin{aligned} &= C_1 + (\lfloor \log_2 n \rfloor) * C_2 + \lfloor \log_2 n \rfloor * (C_3 + C_4 + C_7 + C_8 + C_9) + C_5 + C_6 + C_{10} + C_{12} \\ &= 6 \lfloor \log_2 n \rfloor + 5 \\ &= O(\log_2 n) \end{aligned}$$

### Unsuccessful search

$$\begin{aligned} \text{Time Complexity} &= C_1 + (\lfloor \log_2 n \rfloor + 1) * C_2 + \lfloor \log_2 n \rfloor * (C_3 + C_4 + C_7 + C_8 + C_9) + C_{10} + C_{11} \\ &= 6 \lfloor \log_2 n \rfloor + 4 \\ &= O(\log_2 n) \end{aligned}$$

That means in worst case, at most  $\log_2 n$  number of comparisons are required to find out the desired element location which is better than the linear search.

**What is the Best Case:** When searched element is middle element;  
then  $O(1)$  time is required

# Binary Search (Recursive)

**Algorithm Bin\_Search(*a*, *Item*,*low*, *high*):** Let *a* is given array which is sorted in ascending order and no. of elements is *n*. *Pos* is representing the position of desired element *Item* in array *a*, if element found otherwise, set *Pos* to -1. Variable *mid* is used to keep the mid index of array. Here, initially *low* and *high* are assigned the lowest and highest index of array *a*.

1. If *low*<= *high*
2.     *mid* =  $\lfloor (\text{low}+\text{high})/2 \rfloor$
3.     If *a[mid]* == *Item*  
4.                 Set *Pos* = *mid*  
5.                 Return *Pos*
6.     Else if *Item* < *a[mid]*  
7.                 Return Bin\_Search(*a*,*Item*,*low*,*mid*-1)
8.     Else         Return Bin\_Search(*a*,*Item*,*mid*+1,*high*)
9.     Return *Pos*

# Complexity analysis of an algorithm

## Two main methods:

1. **Direct counting:** Time complexity will be sum of the individual steps (primitive Operations)

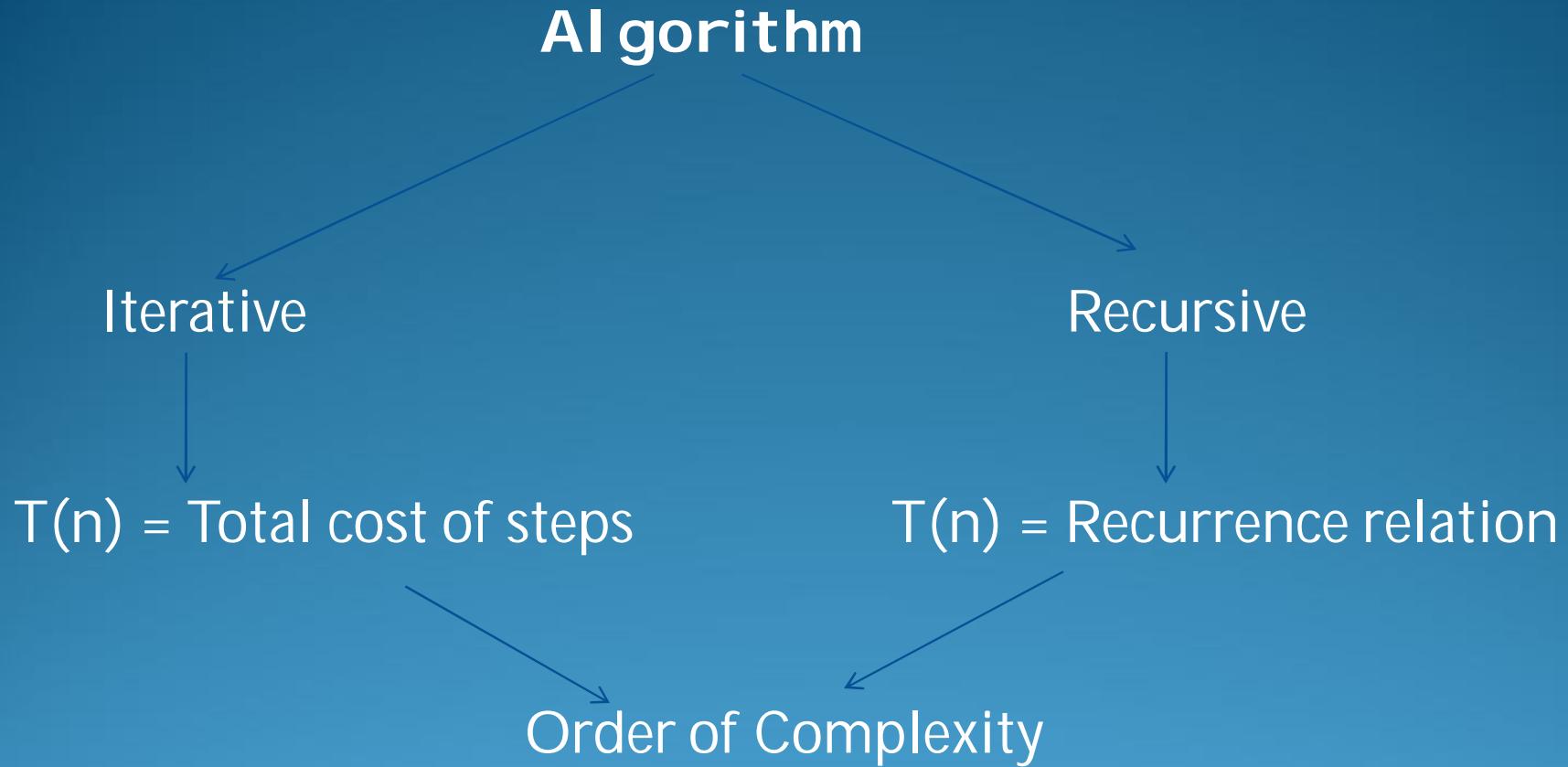
✓ Best for repeated iterations (loops).

2. **Recurrence equation(*Recurrence Relations*):** An equation describing the function in terms of its behavior on smaller inputs.

✓ Best for recursive functions and structures.

**Analyzing Performance of Non-Recursive Routines is (relatively) Easy**

# Recurrence Relation



# Recurrence Relation (Cont...)

Let  $T(n)$  be a recurrence relation, then

$T$  is a recurrence function and  $n$  is a parameter to function  $T$

Therefore,  $T(n)$  is a Sequence term generated by function  $T$  for parameter  $n$

**Examples :**

1.

$$T(n) = \begin{cases} 0 & \text{for } n=0 \\ T(n-1) + n & n>0 \end{cases}$$

2.

$$T(n) = \begin{cases} 1 & \text{for } n=0 \\ T(n/2) + 1 & n>0 \end{cases}$$

3.

$$T(n) = \begin{cases} 0 & \text{for } n=0 \\ 1 & n=1 \\ 2T(n-1) + 1 & n>1 \end{cases}$$

# Recurrence Relation (Cont...)

## Base Case:

- Recurrence relation must include two equations:
  - i. Equation for general case
  - ii. Equation for the base case
- The base case is often an  $O(1)$  operation,
- In some recurrence relations the base case involves input of size one, hence base case is like  $T(1) = O(1)$ .
- However, there are cases when the base case has size zero. In such cases the base could be  $T(0) = O(1)$ .

# Solving Recurrence Relations

$$T(n) = 2 T(n/2) + O(n) \quad // \text{recursive case}$$

$$T(1) = O(1) \quad // \text{Base Case}$$

We'll write  $n$  instead of  $O(n)$  in the first line below because it makes the algebra much simpler.

$$T(n) = 2 T(n/2) + n$$

$$= 2 [2 T(n/4) + n/2] + n$$

$$= 4 T(n/4) + 2n$$

$$= 4 [2 T(n/8) + n/4] + 2n$$

$$= 8 T(n/8) + 3n$$

$$= 16 T(n/16) + 4n$$

.....

.....

$$= 2^k T(n/2^k) + k n$$

We know that  $T(1) = 1$  and this is a way to end the derivation above.

In particular we want  $T(1)$  to appear on the right hand side of the  $=$  sign.

This means we want:

$$n/2^k = 1 \text{ OR } n = 2^k \text{ OR } \log_2 n = k$$

Continuing with the previous derivation we get the following since  $k = \log_2 n$ :

$$= 2^k T(n/2^k) + k n$$

$$= 2^{\log_2 n} T(1) + (\log_2 n) n = n + n \log_2 n$$

$$= O(n \log n)$$

# Illustration 1: Factorial Recursive

**Algorithm Fact\_Rec(n):** Let n is number for which factorial is to be calculated.

1. If  $n==1$
2.     Return 1
3.     Return  $\text{Fact\_Rec}(n-1) * n$

~~C1  
C2  
C3~~

Therefore,

$$T(n) = \begin{cases} 1 & \text{for } n=1 \\ T(n-1) + 1 & n>1 \end{cases}$$

Now,

**How to solve this recurrence relation ?**

# Solving Recurrence Relation

## Substitution method – try to find the pattern

While the equation certainly expresses the complexity function, a non-recursive (or *closed-form*) version would be more useful.

$$T(1) = 1$$

$$T(n) = T(n - 1) + 1$$

$$T(n) = T(n - 1) + 1 \quad // T(n - 1) = T(n - 2) + 1$$

$$= T(n - 2) + 1 + 1$$

$$= T(n - 2) + 2 \quad // T(n - 2) = T(n - 3) + 1$$

$$= T(n - 3) + 1 + 2$$

$$= T(n - 3) + 3 \quad // T(n - 3) = T(n - 4) + 1$$

$$= T(n - 4) + 4$$

$$= \dots$$

$$= T(n - k) + k$$

If we set  $n - k = 1 \Rightarrow k = n - 1$  we have:

$$T(n) = T(1) + n - 1$$

$$= 1 + n - 1$$

$$T(n) = n$$

Hence, Time complexity =  $O(n)$

## Illustration 2: Fibonacci Recursive

**Algorithm Fibo\_Rec(n):** Let n is number means n<sup>th</sup> is to be calculated.

1. If  $n==1$
2.     Return 0
3. If  $n==2$
4.     Return 1
5. Return  $\text{Fibo\_Rec}(n-1) + \text{Fibo\_Rec}(n-2)$



Therefore,

$$T(n) = \begin{cases} 0 & \text{for } n=1 \\ 1 & \text{n=2} \\ T(n-1) + T(n-2) + 1 & n>2 \end{cases}$$

# Solving Recurrence Relation

This is the case of **Deep recursion where** if the function makes more than one call to itself, you have a deep recursion, that takes exponential time.

- It grows like exponential tree.

Time complexity =  $O(2^n)$

# Analysis of Binary Search Recursive

Recurrence relation -

$$T(n) = \begin{cases} 1 & \text{for } n=1 \\ T(\lfloor n/2 \rfloor) + 1 & n>1 \end{cases}$$

$$\begin{aligned} T(n) &= T(n/2) + 1 \\ &= T(n/2^2) + 1 + 1 \\ &= T(n/2^2 \cdot 2) + 3 \\ &= T(n/2^4) + 4 \\ &\dots\dots\dots \\ &= T(n/2^k) + k \end{aligned}$$

Let  $n/2^k = 1, \quad n = 2^k, \quad \log_2 n = k * \log_2 2$

i.e.  $k = \log_2 n$

Now,

$$\begin{aligned} T(n) &= T(1) + \log_2 n = 1 + \log_2 n \\ &= O(\log_2 n) \end{aligned}$$

# Recurrence Relations to Remember

Recurrence	Algorithm	Big-Oh Solution
$T(n) = T(n/2) + O(1)$	Binary Search	$O(\log n)$
$T(n) = T(n-1) + O(1)$	Sequential Search	$O(n)$
$T(n) = 2 T(n/2) + O(1)$	tree traversal	$O(n)$
$T(n) = T(n-1) + O(n)$	Selection Sort (other $n^2$ sorts)	$O(n^2)$
$T(n) = 2 T(n/2) + O(n)$	Mergesort (average case Quicksort)	$O(n \log n)$

# Find the complexity of the below function.

```
void function(int n)
{
    if(n <= 1)
        return;
    if (n > 1)
    {
        print ("*");
        function(n/2);
        function(n/2);
    }
}
```

$$T(n) = 2T(n/2) + 1$$

By solving above recurrence relation substitution method we get  
Time complexity =  $O(n)$

# Find the complexity of the below function.

```
function(int n)
{
    if (n <= 1)
        return;
    for (i=1 ; i <= 3 ; i++)
        function (n - 1).
}
```

$$T(n) = 3T(n-1) + 1$$

**By solving above recurrence relation substitution method we get  
Time complexity = $O(3^n)$**

# Find the complexity of the below function.

```
function(int n)
{
    if ( n < 2 )
        return;
    else
        counter = 0;
    for i = 1 to 8 do
        function (n/2);
    for l =1 to n3 do
        counter = counter + 1;
}
```

$$T(n) = 8T(n/2) + n^3 + 1$$

By solving above recurrence relation time complexity =  $O(n^3 \log n)$

- **What does it mean when we say that an algorithm X is asymptotically more efficient than Y?**

**Options:**

- X will always be a better choice for small inputs
- X will always be a better choice for large inputs
- Y will always be a better choice for small inputs
- X will always be a better choice for all inputs