

Searching & Sorting

Starting at 9:10

Lecture ①

- ① [Binary Search Basics
Transition Point
First Bad Version
Guess Higher or Lower]
- ② [Floor & Ceil
First & last Occurrence
Count Occurrences (HW)]

- ③ [Upper & Lower Bound
Search Insert Position]

- ④ [Closest Element
k-closest elements]

- ⑤ [Heaters]

Binary Search

Time Complexity $\rightarrow O(\log_2 n)$

Constraint \rightarrow

Monotonic

Binary

Increasing

Decreasing

Strictly

Strictly

0s

00001111

1s

111110000

TTTTT
FFFFF

TTTTT
FFFFF

$O(N)$ comparisons
linear search

BS on Answer

21354
Nearly sorted array

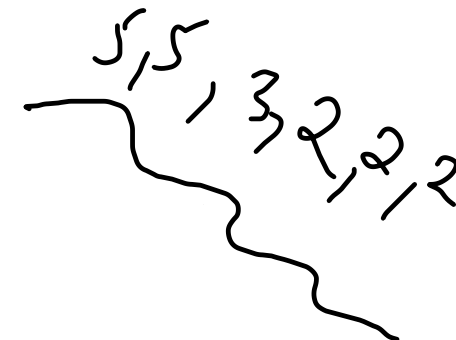
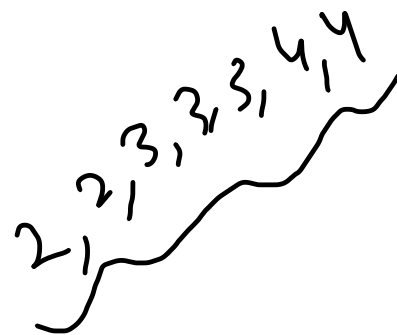
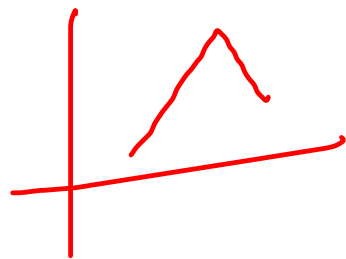
Modified BS

Matrix

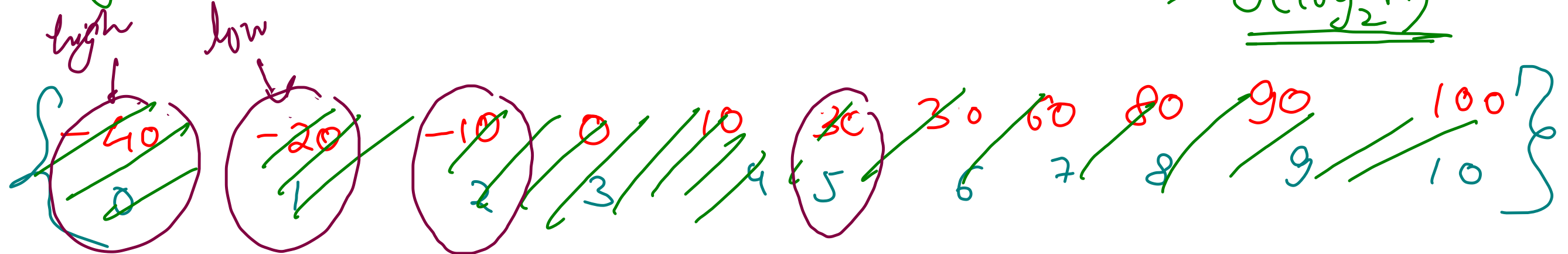
Infinite Array (unbounded)

Rotated Sorted Array

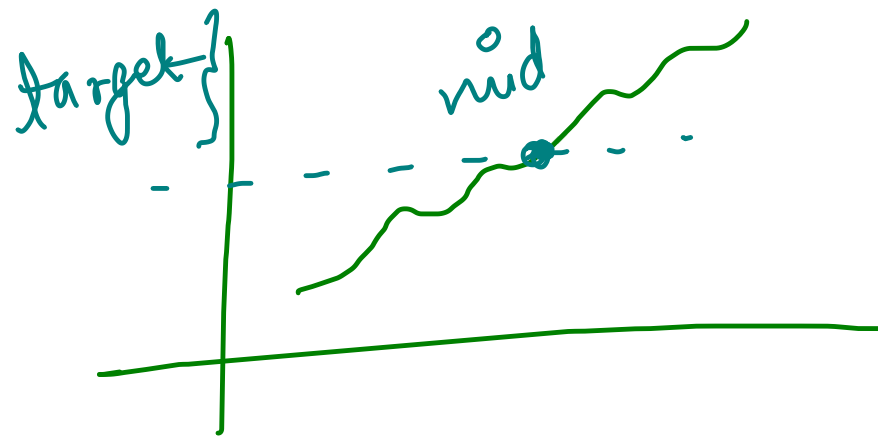
Bitonic Array



Binary Search



$$T(n) = T(n/2) + k \\ \Rightarrow \underline{O(\log_2 n)}$$



```
public int search(int[] nums, int target) {
    int left = 0, right = nums.length - 1;

    while(left <= right){
        int mid = (left + right) / 2;

        if(nums[mid] == target){
            return mid; // search successful
        } else if(nums[mid] < target){
            left = mid + 1;
        } else {
            right = mid - 1;
        }
    }

    return -1; // search unsuccessful
}
```

target \Rightarrow -30

Transition Point

{ 0, 0, 1, 1, 1, 1, 1, 1 }

0 1 2 3 4 5 6 7

high low

```
int transitionPoint(int arr[], int n) {  
    int left = 0, right = n - 1;  
    int ans = -1;  
  
    while(left <= right){  
        int mid = left + (right - left) / 2;  
        if(arr[mid] == 0){  
            left = mid + 1;  
        } else {  
            ans = mid;  
            right = mid - 1;  
        }  
    }  
  
    return ans;  
}
```

First Occurrence
of 1

ans = ~~-1~~ → 3 → 2

First Bad Version

bool isBadVersion(v)

V ₁	V ₂	V ₃	V ₄	V ₅	V ₆	V ₇
F	F	F	F	T	T	T
			↗	↗		
			↘	↘		

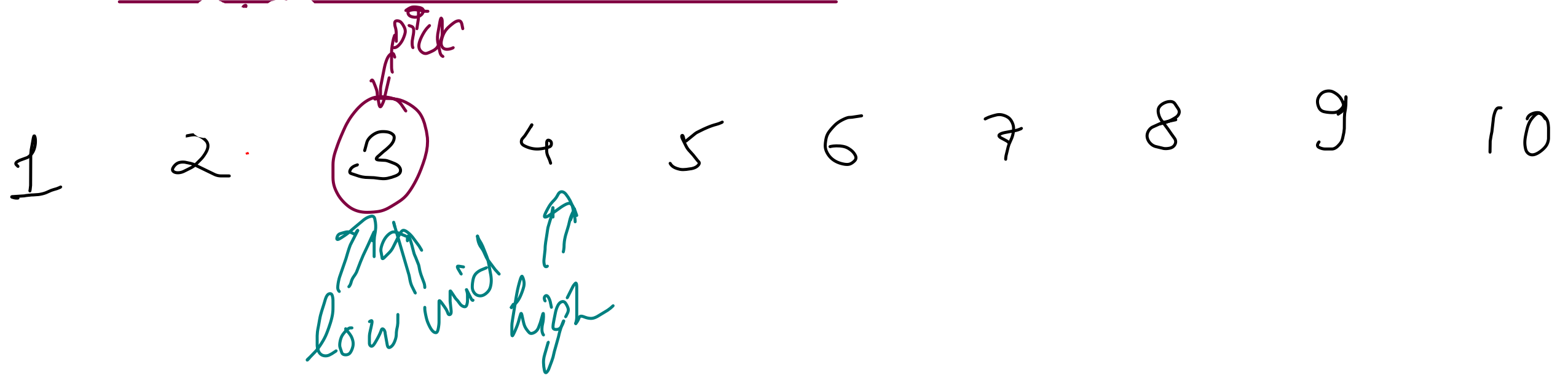
```
public int firstBadVersion(int n) {
    int left = 1, right = n, ans = -1;

    while(left <= right){
        int mid = left + (right - left) / 2;

        if(isBadVersion(mid) == false){
            left = mid + 1;
        } else {
            ans = mid;
            right = mid - 1;
        }
    }
    return ans;
}
```

ans = ~~4~~
5

Q374) Guess Number or lower



```
public int guessNumber(int n) {  
    int left = 1, right = n;  
    while(left <= right){  
        int mid = left + (right - left) / 2;  
  
        int ans = guess(mid);  
        if(ans == 0) return mid;  
        else if(ans == -1) right = mid - 1;  
        else left = mid + 1;  
    }  
    return -1;  
}
```

guess(5) :- (-1)

guess(2) :- (+1)

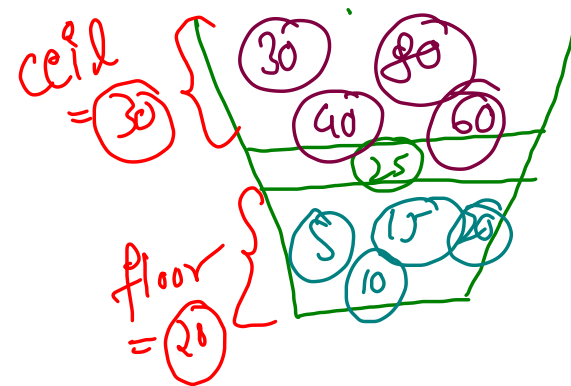
guess(3) :- (0)

Floor & Ceil & Broken Economy?

target = 60

0 1 2 3 4 5 6 7
[5, 10, 15, 22, 33, 40, 42, 55]

target = 41
40, 42



floor, ceil
↳ (r, l)

```
public static int floor(int[] arr, int target){
    int left = 0, right = arr.length - 1;
    while(left <= right){
        int mid = left + (right - left) / 2;

        if(arr[mid] >= target)
            right = mid - 1;
        else left = mid + 1;
    }
    return arr[right];
```

right = -1 → floor does not exist

```
public static int ceil(int[] arr, int target){
    int left = 0, right = arr.length - 1;
    while(left <= right){
        int mid = left + (right - left) / 2;

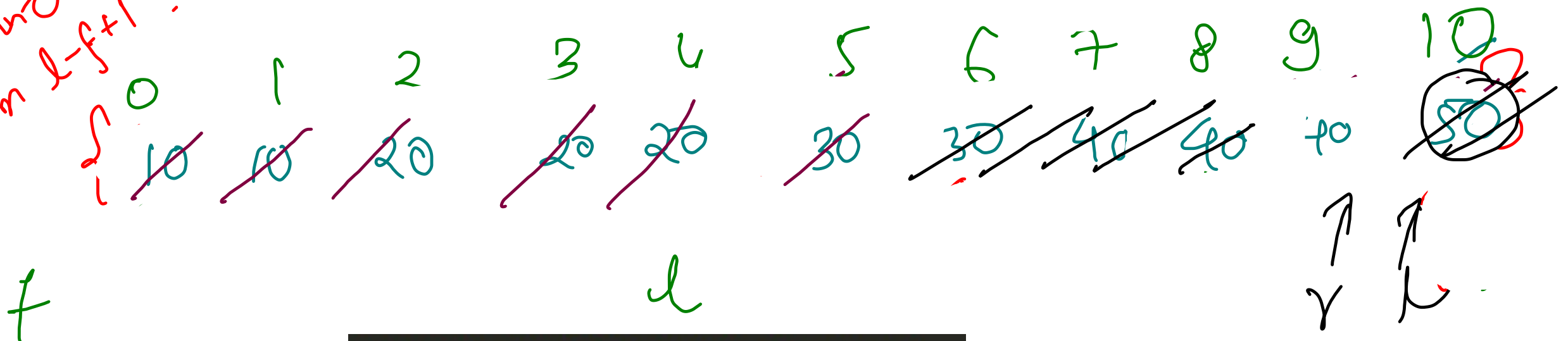
        if(arr[mid] <= target)
            left = mid + 1;
        else right = mid - 1;
    }
    return arr[left];
```

left = n → ceil does not exist

Q34) First And last Occurrence

target = 40

Count occurrences
if not found return 0
else return l-f+1



```
public int firstOcc(int[] nums, int target){
    int left = 0, right = nums.length - 1;
    int ans = -1;
    while(left <= right){
        int mid = left + (right - left) / 2;

        if(nums[mid] == target){
            ans = mid;
            right = mid - 1;
        } else if(nums[mid] < target){
            left = mid + 1;
        } else {
            // nums[mid] > target
            right = mid - 1;
        }
    }
    return ans;
}
```

```
public int lastOcc(int[] nums, int target){
    int left = 0, right = nums.length - 1;
    int ans = -1;
    while(left <= right){
        int mid = left + (right - left) / 2;

        if(nums[mid] == target){
            ans = mid;
            left = mid + 1;
        } else if(nums[mid] < target){
            left = mid + 1;
        } else {
            // nums[mid] > target
            right = mid - 1;
        }
    }
    return ans;
}
```

```
public int[] searchRange(int[] nums, int target) {
    int[] ans = {-1, -1};
    if(nums.length == 0) return ans;

    ans[0] = firstOcc(nums, target);
    ans[1] = lastOcc(nums, target);
    return ans;
}
```


1, 2, 3, 4, 5
 \nearrow \nwarrow

$$(1) [l, r] \Rightarrow j-1+1 \Rightarrow r-l+1$$

$$(2) \begin{matrix} (l, r] \\ [l, r) \end{matrix} \Rightarrow j-1 \Rightarrow r-l$$

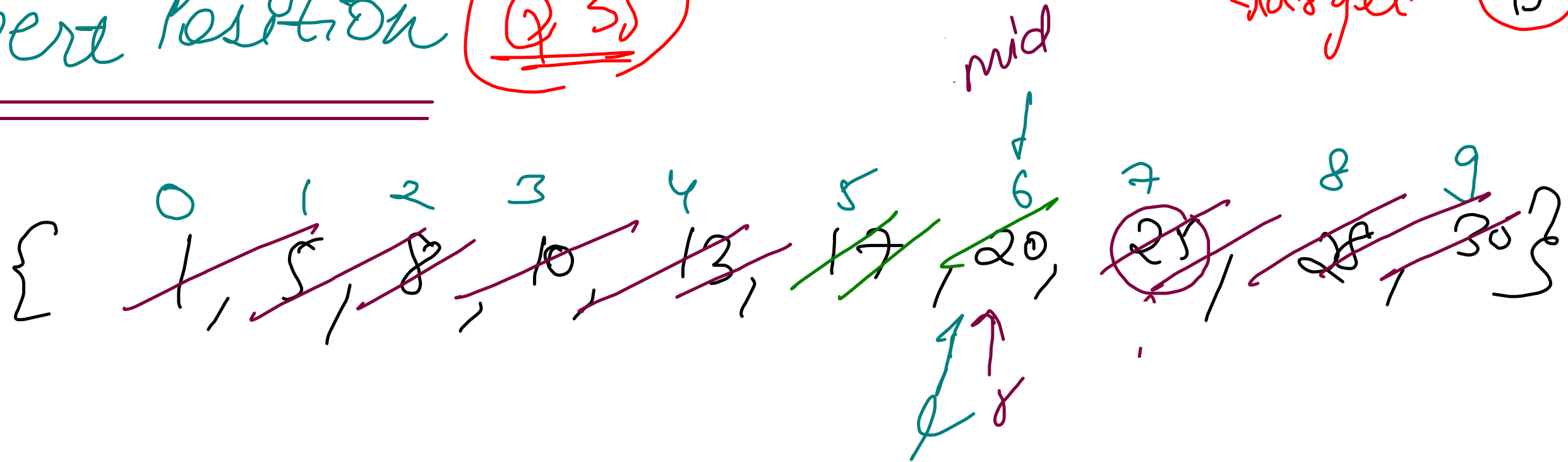
$$(3) (l, r) \Rightarrow j-1-1 \Rightarrow r-l-1$$

Search/insert Position (Q35)

target = 19

lower bound

on unique elements



```
public int searchInsert(int[] nums, int target) {
    int left = 0, right = nums.length - 1;
    while(left <= right){
        int mid = left + (right - left) / 2;

        if(nums[mid] == target){
            return mid;
        } else if(nums[mid] < target){
            left = mid + 1;
        } else {
            right = mid - 1;
        }
    }
    return left;
}
```

lower & upper bound

if element
found
↓
return
first
occurrence

if element
not
found,
then return
just greater
value
(ceil)

just greater value

{ceil}

↓
first occurrence of
ceil

{ 10, 10, 10, 20, 20, 40, 40, 40, 50, 50 }
0 1 2 3 4 5 6 7 8 9 (10)

