

Programming Assignment 2 (Binary Search Applications, Selection Sort, and Insertion Sort)

Department of Computer Science, University of Wisconsin – Whitewater
Data Structure (CS 223)

1 Part 1: Applications of Binary Search

Complete the functions in the BinarySearchApplications.cpp/BinarySearchApplications.java file. Details of the functions to be implemented are provided in the following subsections. Following is the expected output.

```
*** Counting the number of occurrences of key ***
```

```
Number of occurrences of 1 is 2  
Number of occurrences of 14 is 6  
Number of occurrences of 39 is 3  
Number of occurrences of 7 is 1  
Number of occurrences of 100 is 0  
Number of occurrences of -88 is 0  
Number of occurrences of 16 is 0
```

```
*** Finding Predecessor ***
```

```
Predecessor of 1 is 1  
Predecessor of 0 is not defined.  
Predecessor of 39 is 39  
Predecessor of 47 is 39  
Predecessor of 36 is 27  
Predecessor of 12 is 9  
Predecessor of 6 is 3
```

1.1 Counting the number of occurrences of key in a sorted array

In certain applications, we are interested in counting the number of times *key* appears in a sorted array. The technique to solve such problems is to determine:

- *minIndex*: the minimum index where *key* appears
- *maxIndex*: the maximum index where *key* appears

The number of occurrences is given by $(\text{maxIndex} - \text{minIndex} + 1)$.

Hence, our task is to find both the minimum and maximum positions where a key occurs. We seek to solve this using **Binary Search**. To this end, complete the following functions:

- **int** minIndexBinarySearch(**int** array[], **int** arrayLength, **int** key): returns the minimum index where *key* appears. If *key* does not appear, then returns -1 .
- **int** maxIndexBinarySearch(**int** array[], **int** arrayLength, **int** key): returns the maximum index where *key* appears. If *key* does not appear, then returns -1 .
- **int** countNumberOfKeys(**int** array[], **int** arrayLength, **int** key): Returns 0 if *key* is not the in the array, else it returns the number of occurrences of *key*.

Caution: Your code should have complexity $O(\log n)$, where $n = \text{arrayLength}$. If your code ends up scanning the entire array (has a complexity $O(n)$), you will be awarded partial credit, even if you get the correct output.

Algorithm for finding the minimum index

- The main idea is to use binary search with a slight modification. Declare a variable called *minIndex* along with *left* and *right*. Initially, *minIndex* = -1 .
- Now, when you find *key* at index *mid*, do not return *mid*, but set *minIndex* = *mid*, *right* = *mid* - 1, and continue.
- Finally, after the while loop expires return *minIndex* (instead of -1).

Algorithm for finding the maximum index

Use a variable *maxIndex* (instead of *minIndex*). Algorithm remains the same as above, just that when you find *key* at *mid*, we set *maxIndex* = *mid* and *left* = *mid* + 1. Finally, return *maxIndex*.

Algorithm to count number of occurrences of *key*

Use the above two algorithms to get *minIndex* and *maxIndex*. Then, use the formula to count and return the number of occurrences.

1.2 The Predecessor Problem

Given a set of numbers, the predecessor of a number *x* is the highest number in the set that is less than or equal to *x*. Thus, if I have the set {6, 9, 10, 13, 22, 31, 34, 88}, then the predecessor of 31 is 31 itself, whereas the predecessor of 30 is 22, and the predecessor of 5 is not defined.

The predecessor problem has remarkable applications in *network routing*, where we send information from one computer to another, making email and other uses of the internet possible. Another application is *nearest-neighbor search*, akin to locating restaurants on Google Maps, where it returns the closest match to a cuisine of your choice.

Our task is to find predecessor of a number in an array using a **Binary Search approach**. To this end, complete the following function:

- **int** findPredecessor(**int** A[], **int** arrayLen, **int** key): returns a position in the array *A* where the predecessor of *key* lies. Needless to say that the array *A* is sorted in ascending order. If the predecessor of *key* is not defined, return -1 .

Caution: You MUST use a binary search approach. Thus, the complexity should be $O(\log n)$. If your code ends up scanning the entire array (has a complexity $O(n)$), you will be awarded partial credit, even if your code is correct.

Algorithm for finding the predecessor index

- The main idea is to use binary search with a slight modification. Declare a variable called *predIndex* along with *left* and *right*. Initially, *predIndex* = -1.
- Now, when $A[mid] < key$, then *mid* is a better estimate of your predecessor index; so, set *pred* = *mid*, *left* = *mid* + 1, and continue. Rest remains unchanged withing the while loop.
- Finally, after the while loop expires return *predIndex* (instead of -1).

2 Part 2: Selection Sort and Insertion Sort

Complete the *selectionSort* and *insertionSort* functions of the Sorting.cpp/Sorting.java file. If your code is correct, you should get the following output.

```
Original Array: [13, 17, 8, 14, 1]
Selection Sorted Array: [1, 8, 13, 14, 17]

Original Array: [-13, -17, -8, -14, -1, -20]
Insertion Sorted Array: [-20, -17, -14, -13, -8, -1]
```