

Linear Search vs Binary Search

- 1. Conceptual Overview
 - Linear Search (Sequential Search)
 - Binary Search
- 2. Time Complexity
- 3. Use Cases
 - Use Linear Search when:
 - Use Binary Search when:
- 4. Example Scenario
- 5. Summary Table
- Quiz!

1. Conceptual Overview

Linear Search (Sequential Search)

Linear search is the simplest searching algorithm. It checks each element in a list **one by one** until it finds the target value or reaches the end of the list.

- No assumptions about the order of elements.
- Works on **unsorted or sorted** data.
- Easy to implement and understand.

```
// -1 means not found because it is an invalid index
const int NOT_FOUND = -1;

int LinearSearch(const std::vector<int>& numbers, int numberToFind)
{
    int index = NOT_FOUND;
    for (int i = 0; i < numbers.size(); i++)
    {
        if (numberToFind == numbers[i])
        {
            index = i;
            break;
        }
    }
    return index;
}

int main()
{
    std::vector<int> nums = { 0,1,2,3,4,5,6,7,8,9 };
    std::vector<int> searchNumbers = { 0,9,15,5 };
    for (auto& searchNumber : searchNumbers)
    {
        int index = LinearSearch(nums, searchNumber);
        if (index == NOT_FOUND)
            std::cout << searchNumber << " was not found.\n";
        else
            std::cout << searchNumber << " was found at index " << index << ".\n";
    }
}
```

Output:

```
0 was found at index 0.
9 was found at index 9.
15 was not found.
5 was found at index 5.
```

Binary Search

Binary search is a more efficient algorithm that repeatedly divides a **sorted** list in half to locate a target value.

- Requires the list to be **sorted** in advance.
- Eliminates half of the remaining elements in each step.
- Much faster for large datasets.

Binary Search pseudocode

```
// initially called with low = 0, high = N-1
BinarySearch(A[0..N-1], searchTerm, low, high)
{
    if (high < low)
        return -1 // -1 means not found
    mid = (low + high) / 2
    if (searchTerm < A[mid])
        return BinarySearch(A, searchTerm, low, mid-1)
    else if (searchTerm > A[mid])
        return BinarySearch(A, searchTerm, mid+1, high)
    else
        return mid //the searchTerm was found so return its index
}
```

2. Time Complexity

Algorithm	Best Case	Average Case	Worst Case
Linear Search	O(1)	O(n)	O(n)
Binary Search	O(1)	O(log n)	O(log n)

- **Linear Search:** Best case is when the target is the first element; worst case is when it's the last or not present.
- **Binary Search:** Best case is when the target is the middle element; otherwise, it logarithmically narrows the search space.

3. Use Cases

Use Linear Search when:

- The dataset is **unsorted**.
- The list is **small**, and performance is not critical.
- You want a **simple and quick** implementation.

Use Binary Search when:

- The dataset is **sorted**.
- You need **fast lookups** in large datasets.
- You can afford the **preprocessing cost** of sorting (if not already sorted).

4. Example Scenario

Imagine searching for a student's ID in a list of 1,000 names:

- If the list is **unsorted**, linear search is your only option.
- If the list is **sorted alphabetically**, binary search can find the ID in about **10 comparisons** (since $\log_2(1000) \approx 10$).

5. Summary Table

Feature	Linear Search	Binary Search
Requires Sorted Data	✗ No	✓ Yes
Time Complexity	O(n)	O(log n)
Implementation	✓ Simple	⚠ Slightly complex
Flexibility	✓ Any data	✗ Sorted only
Performance (Large n)	✗ Slower	✓ Much faster

Quiz!

Here's a short quiz on the topic: [quiz](#)

Footer Separator

Markdown Viewer

How to view the markdown files in a browser...

- [Markdown Viewer](#)

Lecture Practices

Here are the lecture Practices...

- Day 4
- Day 5
- Day 6

Lecture Quizzes

Here are the lecture quizzes...

- Day 4
- Day 5
- Day 6

Weekly Topics

Here are the topics for the week...

- Recursion
- Pseudocode
- Sorting
- Searching
- Maps
- Time Complexity