



Lab 4



Lab Goal

- 🐾 **Understanding and implementation of searching and sorting algorithms**
- 🐾 **Searching Algorithms to implement**
 - 🐾 Linear Search
 - 🐾 Binary Search
- 🐾 **Sorting Algorithms to implement**
 - 🐾 Merge Sort
 - 🐾 Quick Sort





Code To Write

 **linearSearch(data, target)**

 **binarySearch(data, target)**


 data: vector<T>

 target: T

 T = any given data type

 Both functions should return an int of the index of the target in the vector

 If the value is not in the vector, then return -1

 Difference between these functions are the way they are implemented, and the data given for the binary search is always sorted





Code To Write (cont.)


 **mergeSort(lst)**

 **quickSort(lst)**

 lst: `vector<T>`

 T = any given data type

 Both functions should sort the vector in a recursive manner and return a sorted version of the vector

 Difference between these functions are the way they are implemented

 Feel free to implement helper functions for these functions





Binary Search Example

🐾 {0,2,4,6,8,10,12,14,16,18,20,22,24,26}

🐾 Target = 18

🐾 lowIndex = 0

🐾 highIndex = 13

🐾 midIndex = $(13 + 0) / 2 = 6$

🐾 array[6] = 12

🐾 12 is less than 18 so increase lowIndex

🐾 lowIndex = $6 + 1 = 7$





Binary Search Example (cont.)

🐾 {0,2,4,6,8,10,12,14,16,18,20,22,24,26}

🐾 Target = 18

🐾 lowIndex = 7

🐾 highIndex = 13

🐾 midIndex = $(13 + 7) / 2 = 10$

🐾 array[10] = 20

🐾 20 is greater than 18 so decrease highIndex

🐾 highIndex = $10 - 1 = 9$





Binary Search Example (cont.)

🐾 {0,2,4,6,8,10,12,14,16,18,20,22,24,26}

🐾 Target = 18

🐾 lowIndex = 7

🐾 highIndex = 9

🐾 midIndex = $(7 + 9) / 2 = 8$

🐾 array[8] = 16

🐾 16 is less than 18 so increase lowIndex

🐾 lowIndex = $8 + 1 = 9$





Binary Search Example (cont.)

🐾 {0,2,4,6,8,10,12,14,16,18,20,22,24,26}

🐾 Target = 18

🐾 lowIndex = 9

🐾 highIndex = 9

🐾 midIndex = $(9 + 9) / 2 = 9$

🐾 array[9] = 18

🐾 return 9 as the answer





Quick Sort Example

- 🐾 {22,14,8,6,10,2,12,16}
- 🐾 select a random index and set the value at that index as the pivot
- 🐾 In this example we will use 6 as the random index
- 🐾 pivotValue = 12





Quick Sort Example (cont.)



🐾 {12, 14, 8, 6, 10, 2, 22, 16}

🐾 Swap that value with the first value

🐾 pivotValue = 12

🐾 pivotIndex = 0



Quick Sort Example (cont.)



🐾 {12, 14, 8, 6, 10, 2, 22, 16}

🐾 Loop through the rest of the vector starting with the value after the pivot index

🐾 pivotValue = 12

🐾 pivotIndex = 0

🐾 If a value is less than the pivot value, then increase the pivotIndex and swap the value at the new pivotIndex with the value



Quick Sort Example (cont.)



🐾 {12, 14, 8, 6, 10, 2, 22, 16}

🐾 pivotValue = 12

🐾 pivotIndex = 0

🐾 currentValue = 14

🐾 14 is greater than 12 so 14 stays where it is





Quick Sort Example (cont.)



🐾 {12, 14, 8, 6, 10, 2, 22, 16}

🐾 pivotValue = 12

🐾 pivotIndex = 0

🐾 currentValue = 8

🐾 8 is less than 12 so increase the pivotIndex and swap 8 with the value at pivotIndex

🐾 pivotIndex = 0 + 1 = 1



🐾 {12, 14, 8, 6, 10, 2, 22, 16} -> {12, 8, 14, 6, 10, 2, 22, 16}





Quick Sort Example (cont.)



🐾 {12,8,14,6,10,2,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 1

🐾 currentValue = 6

🐾 6 is less than 12 so increase the pivotIndex and swap 6 with the value at pivotIndex

🐾 pivotIndex = 1 + 1 = 2



🐾 {12,8,14,6,10,2,22,16} -> {12,8,6,14,10,2,22,16}





Quick Sort Example (cont.)



🐾 {12,8,6,14,10,2,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 2

🐾 currentValue = 10

🐾 10 is less than 12 so increase the pivotIndex and swap 10 with the value at pivotIndex

🐾 pivotIndex = 2 + 1 = 3



🐾 {12,8,6,14,10,2,22,16} -> {12,8,6,10,14,2,22,16}





Quick Sort Example (cont.)



🐾 {12,8,6,10,14,2,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 3

🐾 currentValue = 2

🐾 2 is less than 12 so increase the pivotIndex and swap 2 with the value at pivotIndex

🐾 pivotIndex = 3 + 1 = 4



🐾 {12,8,6,10,14,2,22,16} -> {12,8,6,10,2,14,22,16}





Quick Sort Example (cont.)



🐾 {12,8,6,10,2,14,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 4

🐾 currentValue = 22

🐾 22 is greater than 12 so value stays where it is



Quick Sort Example (cont.)



🐾 {12,8,6,10,2,14,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 4

🐾 currentValue = 16

🐾 16 is greater than 12 so value stays where it is





Quick Sort Example (cont.)



🐾 {12,8,6,10,2,14,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 4

🐾 The loop is now done so swap the pivotValue with the number at the pivotIndex



🐾 {2,8,6,10,12,14,22,16}



Quick Sort Example (cont.)



🐾 {2,8,6,10,12,14,22,16}

🐾 pivotValue = 12

🐾 pivotIndex = 4

🐾 Now call quicksort on the two partitions

🐾 quicksort(list, 0, 3)

🐾 quicksort(list, 5, 7)

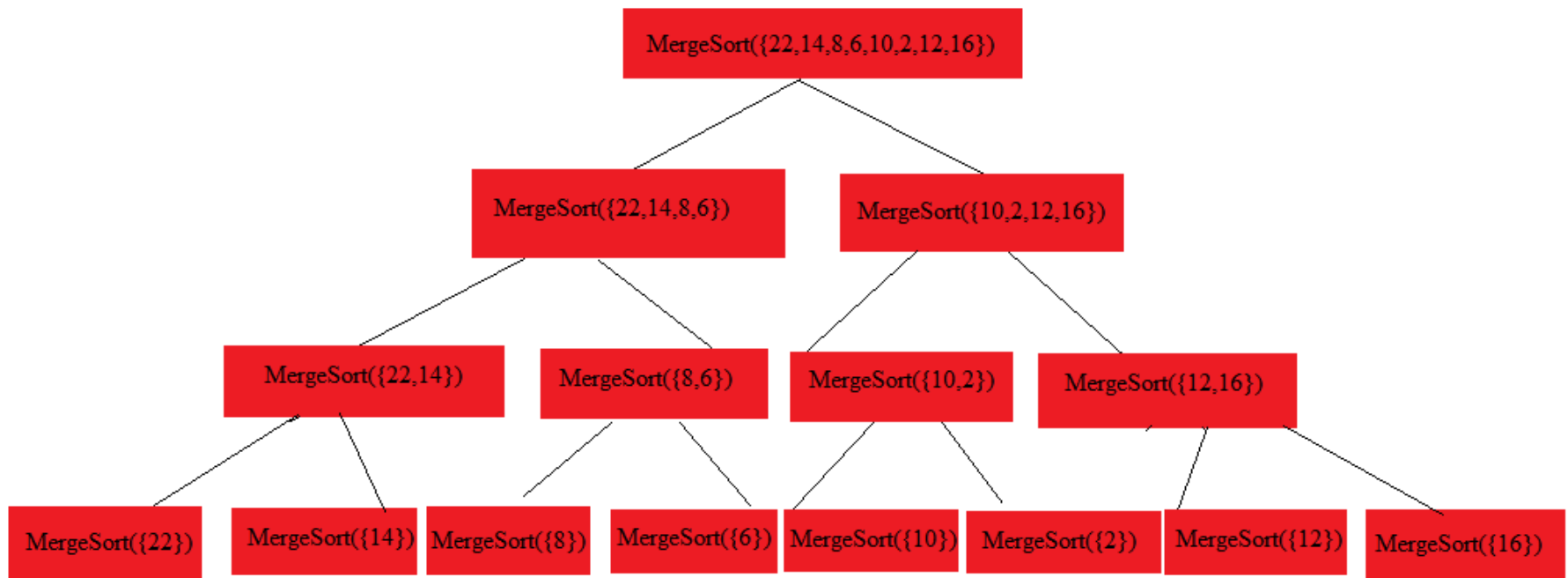
🐾 Because this is recursive make sure you produce some kind of base case to stop the quick sort





Merge Sort Example

- 🐾 {22,14,8,6,10,2,12,16}
- 🐾 Recursively call merge sort on vector until the part of the vector you are merge sorting is a size of 1





Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 After MergeSort is called the two halves you called mergesort on should be sorted
- 🐾 You then need to merge the two lists together
- 🐾 So the top call of the merge sort will get back two sorted halves where
 - 🐾 half1 = {6,8,14,22}
 - 🐾 half2 = {2,10,12,16}



Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 half1 = {6,8,14,22}
- 🐾 half2 = {2,10,12,16}
- 🐾 Start at the first value in each list
- 🐾 Whichever value is smaller put it in a new vector and move on to the next value in the list



Merge Sort Example (cont.)

🐾 original = {22,14,8,6,10,2,12,16}

🐾 half1 = {6,8,14,22}

🐾 half2 = {2,10,12,16}

🐾 2 is smaller so place it in the new vector

🐾 sorted = {2}



Merge Sort Example (cont.)

🐾 original = {22,14,8,6,10,2,12,16}

🐾 half1 = {6,8,14,22}

🐾 half2 = {2,10,12,16}

🐾 8 is smaller so place it in the new vector

🐾 sorted = {2,6,8}



Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 half1 = {6,8,14,22}
- 🐾 half2 = {2,10,12,16}
- 🐾 10 is smaller so place it in the new vector
- 🐾 sorted = {2,6,8,10}



Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 half1 = {6,8,14,22}
- 🐾 half2 = {2,10,12,16}
- 🐾 12 is smaller so place it in the new vector
- 🐾 sorted = {2,6,8,10,12}



Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 half1 = {6,8,14,22}
- 🐾 half2 = {2,10,12,16}
- 🐾 14 is smaller so place it in the new vector
- 🐾 sorted = {2,6,8,10,12,14}



Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 half1 = {6,8,14,22}
- 🐾 half2 = {2,10,12,16}
- 🐾 16 is smaller so place it in the new vector
- 🐾 sorted = {2,6,8,10,12,14,16}



Merge Sort Example (cont.)

- 🐾 original = {22,14,8,6,10,2,12,16}
- 🐾 half1 = {6,8,14,22}
- 🐾 half2 = {2,10,12,16}
- 🐾 Once an entire half has been exhausted place the rest of the other half in the sorted vector
- 🐾 sorted = {2,6,8,10,12,14,16, 22}
- 🐾 This example only shows the merging at the top level but it should be done like this for every call during the recursion



Some Hints

- **For the merge sort and the quick sort it might help to create a helper function similar to the following**
- **MergeSort/QuickSort(lst, low, high)**
 - lst : reference to list
 - low: int
 - Index of the lower bound to be sorted
 - high: int
 - Index of the upper bound to be sorted
- **Using this function you can sort the values of the list within the given range**
- **This will prevent you from having to make several copies of the list during recursive calls**

