

# Lecture 22: Algorithms for Sorting and Searching

CS 1110

Introduction to Computing Using Python

[E. Andersen, A. Bracy, D. Gries, L. Lee, S. Marschner, C. Van Loan, W. White]

*The first two clicker questions are special.*

*We will be calling one person's name out after the poll closes and you will be given a prize.*



Did you have breakfast?

A: no, I never have breakfast

B: no, and I'm starving.

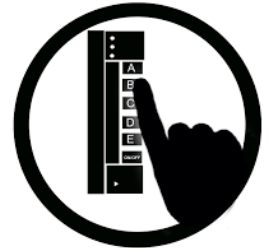
C: I had coffee. That is my breakfast.

D: I had breakfast.

E: I had a really great breakfast!

*The first two clicker questions are special.*

*We will be calling one person's name out after the poll closes and you will be given a prize.*



What is your t-shirt size?

A: Small

B: Medium

C: Large

D: X-Large

E: I do not want a free t-shirt.

# Announcements

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- Remember:
  - When you call an instance method,
    - call it via the object
    - (We're seeing a lot of ppl calling it via the class name) the test cases won't catch this, but this is a style/concept issue for which you will lose points:

```
c1 = Circle(1,2,3)
```

```
c1.draw()
```

NOT

```
Circle.draw(c1)
```

# Algorithms for Search and Sort

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- Moving beyond correctness!
- Our approach:
  - review programming constructs (`while` loop) and analysis
  - no built-in methods such as `index`, `insert`, `sort`, etc.
- Today we'll discuss
  - Linear search
  - Binary search
  - Insertion sort
- More on sorting next lecture
- More on the topic in next course, CS 2110!

# Searching for an item in a collection

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Is the collection organized? What is the organizing scheme?



Indiana Jones and the Raiders of the Lost Ark

# Searching in a List

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- Search for  $x$  in a list  $v$
- Start at index 0, keep checking *until* you find it

|     |             |    |     |    |     |
|-----|-------------|----|-----|----|-----|
|     | $\emptyset$ | 1  | ... | k  | ... |
| $v$ | 12          | 35 | 33  | 15 | 42  |
| $x$ | 33          |    |     |    |     |

# Searching in a List

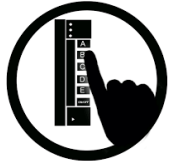
---

- Search for  $x$  in a list  $v$
- Start at index 0, keep checking *until* you find it or *until no more element to check*

|     |             |    |     |    |     |
|-----|-------------|----|-----|----|-----|
|     | $\emptyset$ | 1  | ... | k  | ... |
| $v$ | 12          | 35 | 33  | 15 | 42  |
| $x$ | 14          |    |     |    |     |

Linear search





# Effort to do Linear Search (Q)

- Search for  $x$  in a list  $v$
- Start at index 0, keep checking *until* you find it or *until no more element to check*

|     |             |    |     |    |     |
|-----|-------------|----|-----|----|-----|
|     | $\emptyset$ | 1  | ... | k  | ... |
| $v$ | 12          | 35 | 33  | 15 | 42  |
| $x$ | 14          |    |     |    |     |

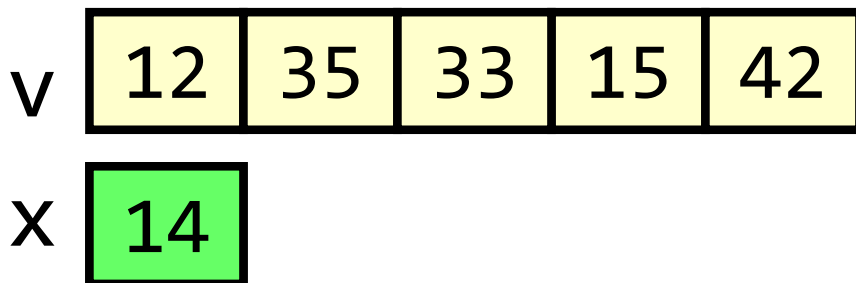
Linear search

Suppose list  $v$  doubles in length. The expected “effort” required to perform the linear search is

- A. Squared
- B. Doubled
- C. A bit more
- D. The same
- E. I don't know

# Search Algorithms

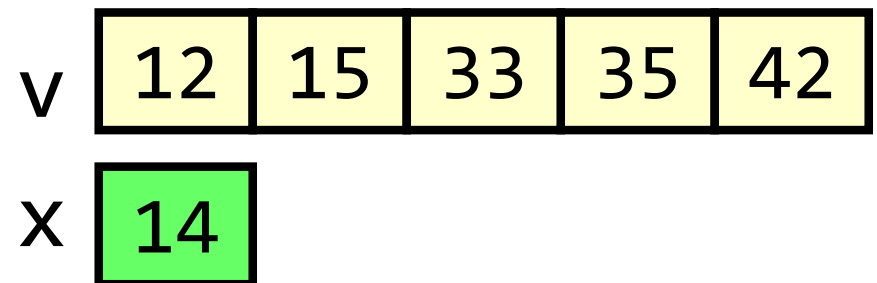
- Search for  $x$  in a list  $v$
- Start at index 0, keep checking *until* you find it or *until no more elements to check*



Linear search

- Search for  $x$  in a *sorted* list  $v$

Searching in a sorted list should require less work!



Binary search

# How do you search for a word in a dictionary? (NOT linear search)

---

To find the word “**Tierartz**” in my German dictionary...

while dictionary is longer than 1 page:

open to the middle page

if last word of 1<sup>st</sup> half comes before **Tierartz**:

Rip\* and throw away the 1st half

else:

Rip\* and throw away the 2<sup>nd</sup> half



*\* For dramatic effect only--don't actually rip your dictionary! Just pretend that the part is gone.*

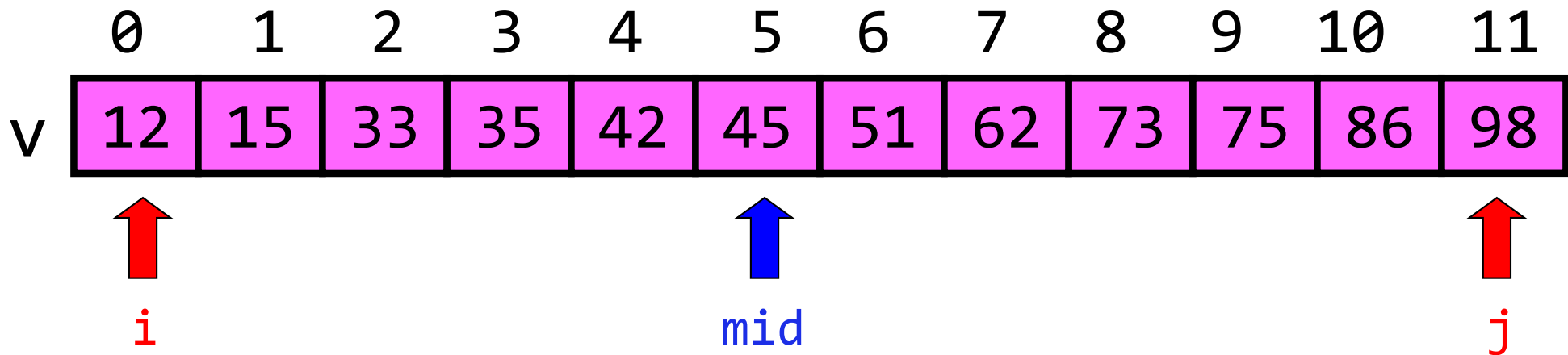
## Repeated halving of “search window”

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|                    |      |       |
|--------------------|------|-------|
| Original:          | 3000 | pages |
| After 1 halving:   | 1500 | pages |
| After 2 halvings:  | 750  | pages |
| After 3 halvings:  | 375  | pages |
| After 4 halvings:  | 188  | pages |
| After 5 halvings:  | 94   | pages |
| :                  |      |       |
| After 12 halvings: | 1    | page  |

# Binary Search: target $x = 70$

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Current search boundaries:




- $i$  (red) is 0
- $mid$  (blue) is 5
- $j$  (red) is 11

$v[mid]$  is not  $x$   
 $v[mid] < x$

So throw away the left half...

## Binary Search: target $x = 70$

---

|   |    |    |    |    |    |    |   |    |   |    |    |   |
|---|----|----|----|----|----|----|---|----|---|----|----|---|
|   | 0  | 1  | 2  | 3  | 4  | 5  | 6   | 7  | 8   | 9  | 10 | 11  |
| v | 12 | 15 | 33 | 35 | 42 | 45 | 51  | 62 | 73  | 75 | 86 | 98  |
|   |    |    |    |    |    |    |  |    |  |    |    |  |
|   |    |    |    |    |    |    | i   |    | mid   |    |    | j   |

i

6

mid

8

j

11

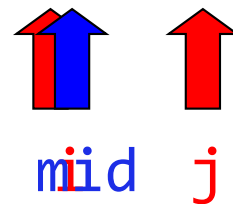
$v[mid]$  is not  $x$   
 $x < v[mid]$

So throw away the right  
half...

## Binary Search: target $x = 70$

---

|   | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
| v | 12 | 15 | 33 | 35 | 42 | 45 | 51 | 62 | 73 | 75 | 86 | 98 |



$i$  6

$mid$  6

$j$  7

$v[mid]$  is not  $x$

$v[mid] < x$

So throw away the left  
half...

## Binary Search: target $x = 70$

---

|   |    |    |    |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
|   | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
| v | 12 | 15 | 33 | 35 | 42 | 45 | 51 | 62 | 73 | 75 | 86 | 98 |



$i$   $mid$   $j$

$i$

7

$mid$

7

$j$

7

$v[mid]$  is not  $x$

$v[mid] < x$

So throw away the left half...



# Binary Search: target $x = 70$

---

|   | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|---|----|----|----|----|----|----|----|----|----|----|----|----|
| v | 12 | 15 | 33 | 35 | 42 | 45 | 51 | 62 | 73 | 75 | 86 | 98 |

$i$

8

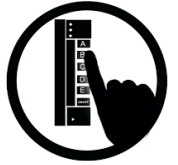
$mid$

7

$j$

7

DONE because  
 $i$  is greater than  $j$   
→ Not a valid search window



# Effort to do Binary Search (Q)

- Search for  $x$  in a list  $v$
- keep eliminating half of the list *until* you find it or *until no more element to check*

|   |    |     |     |     |    |
|---|----|-----|-----|-----|----|
|   | i  | ... | mid | ... | j  |
| v | 12 | 35  | 33  | 15  | 42 |
| x | 14 |     |     |     |    |

Binary search

Suppose list  $v$  doubles in length. The expected “effort” required to perform the binary search is

- A. Squared
- B. Doubled
- C. A bit more
- D. The same
- E. I don't know

# Binary Search

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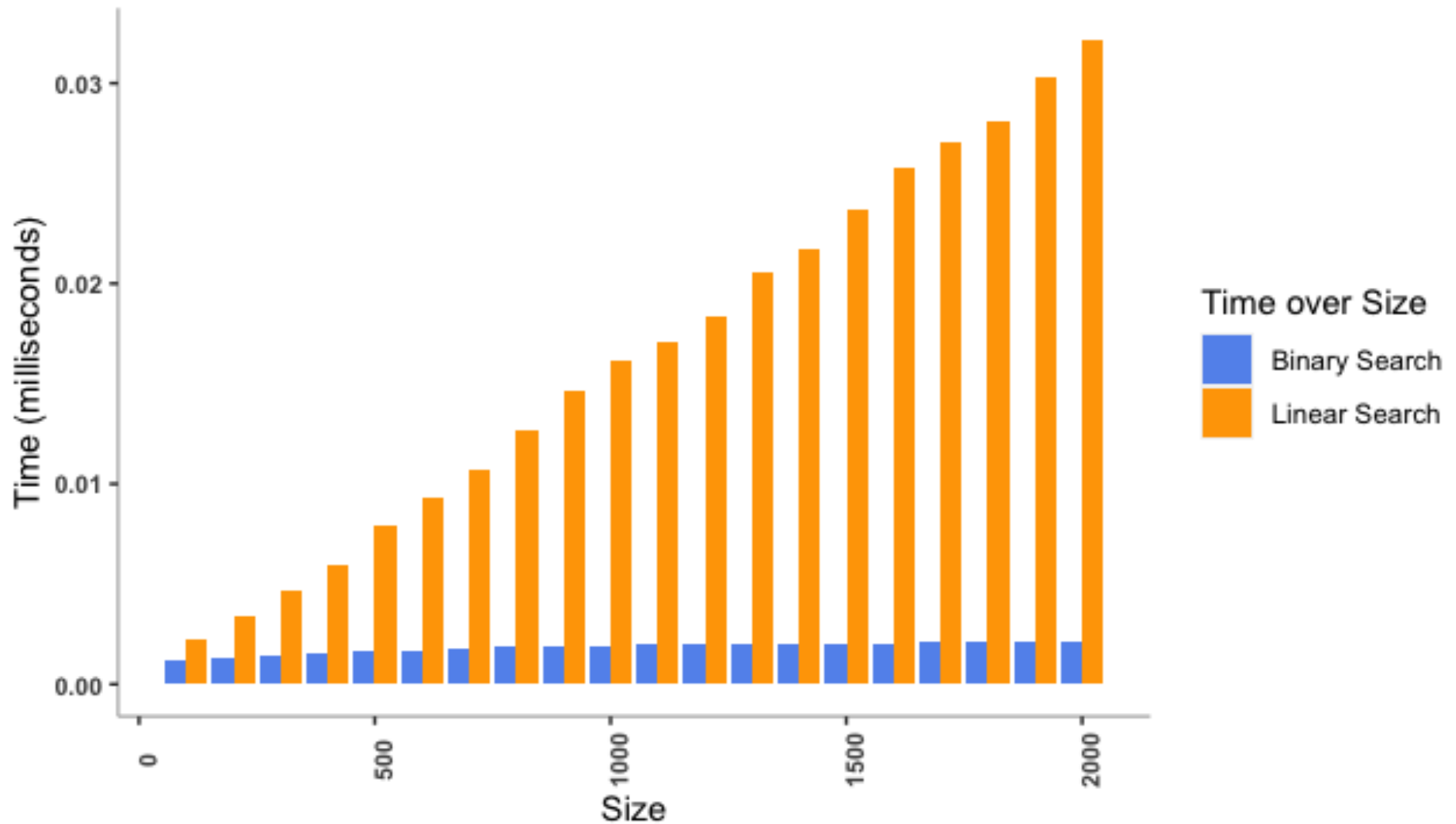
- Repeatedly halve the “search window”

- An item in a sorted list of length  $n$  can be located with just  $\log_2 n$  comparisons.

| $n$   | $\log_2(n)$ |
|-------|-------------|
| 100   | 7           |
| 1000  | 10          |
| 10000 | 13          |

- Recall: with linear search, we doubled the list and we doubled our work. With binary search, we can make the list **100 times longer** and not even double our work.
- “Savings” is significant!

# Linear Search Versus Binary Search

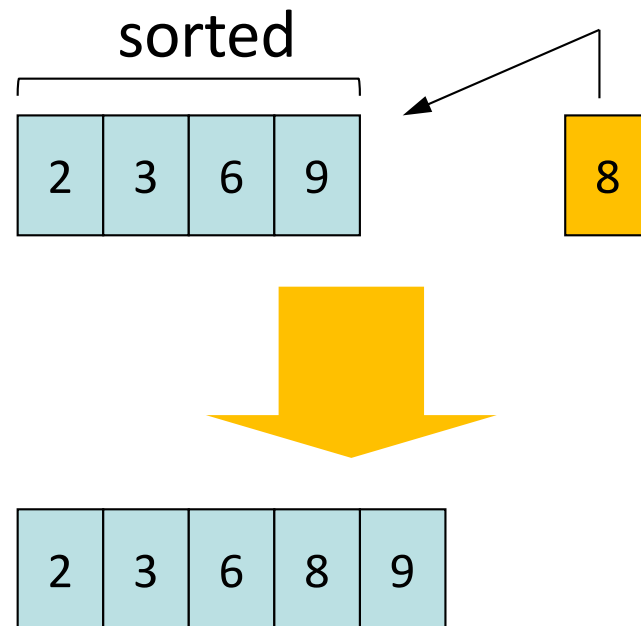


Binary search is efficient, but we need to sort the vector in the first place so that we can use binary search

- Many sorting algorithms out there...
- We look at **insertion sort** now
- Next lecture we'll look at **merge sort** and do some analysis

# The Insertion Process

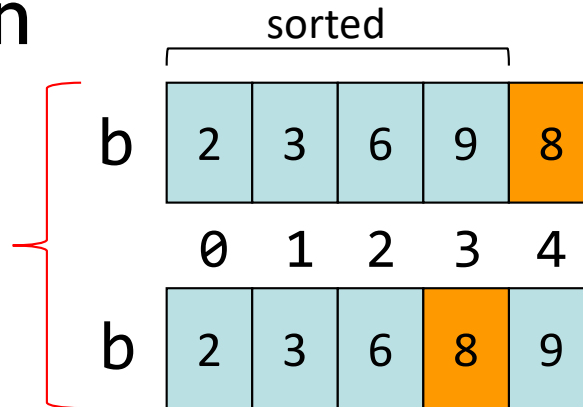
- Given a sorted list  $x$ , insert a number  $y$  such that the result is sorted
- Sorted: arranged in ascending (small to big) order



We'll call this process a “**push down**,” as in push a value down until it is in its sorted position

# Push Down

one push  
down



Push down 8 ( $b[4]$ ) into the  
sorted segment  $b[0..3]$

Just swap 8 & 9

The notation  $b[h..k]$  means  
elements at  
indices  $h$   
*through*  $k$  of  
list  $b$ , i.e.,  
*including*  $k$

# Push Down

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 8 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 |
|---|---|---|---|---|

|        |   |   |   |   |   |
|--------|---|---|---|---|---|
| sorted |   |   |   |   |   |
| 2      | 3 | 6 | 8 | 9 | 4 |

Push down 4 into the  
sorted segment



# Push Down

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 8 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 |
|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 | 4 |
|---|---|---|---|---|---|

Compare adjacent components:  
swap 9 & 4

# Push Down

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 8 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 |
|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 | 4 |
|---|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 4 | 9 |
|---|---|---|---|---|---|



Compare adjacent components:  
swap 8 & 4

# Push Down

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 8 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 |
|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 | 4 |
|---|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 4 | 9 |
|---|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 4 | 8 | 9 |
|---|---|---|---|---|---|



Compare adjacent components:  
swap 6 & 4

# Push Down

one push  
down

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 8 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 |
|---|---|---|---|---|

one push  
down

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 | 4 |
|---|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 4 | 9 |
|---|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 6 | 4 | 8 | 9 |
|---|---|---|---|---|---|

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 2 | 3 | 4 | 6 | 8 | 9 |
|---|---|---|---|---|---|



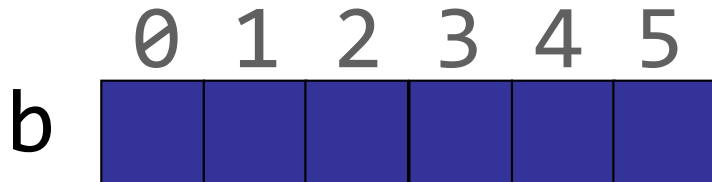
Compare adjacent components:  
**DONE!** No more swaps.

See `push_down()` in `insertion_sort.py`

# Sort list **b** using Insertion Sort (1)

---

Need to start with a *sorted* segment. How do you find one?

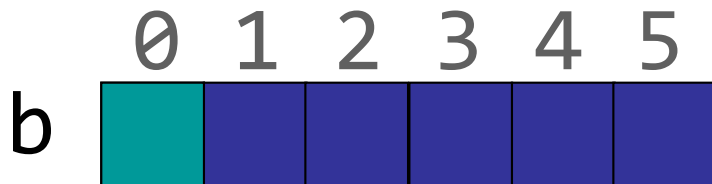


See `insertion_sort()`

## Sort list **b** using Insertion Sort (2)

---

Need to start with a *sorted* segment. How do you find one?



Length 1 segment is sorted

`push_down(b, 1)`

See `insertion_sort()`

## Sort list **b** using Insertion Sort (3)

---

Need to start with a *sorted* segment. How do you find one?



Length 1 segment is sorted

`push_down(b, 1)` Then sorted segment has length 2

`push_down(b, 2)`

See `insertion_sort()`

## Sort list **b** using Insertion Sort (4)

---

Need to start with a *sorted* segment. How do you find one?



Length 1 segment is sorted

`push_down(b, 1)` Then sorted segment has length 2

`push_down(b, 2)` Then sorted segment has length 3

`push_down(b, 3)`

See `insertion_sort()`



# Sort list **b** using Insertion Sort (rest)

---

Need to start with a *sorted* segment. How do you find one?



Length 1 segment is sorted

push\_down(b, 1) Then sorted segment has length 2

push\_down(b, 2) Then sorted segment has length 3

push\_down(b, 3) Then sorted segment has length 4

push\_down(b, 4) Then sorted segment has length 5

push\_down(b, 5) Then entire list is sorted

For a list of length  $n$ , call push\_down  $n-1$  times.

See insertion\_sort()

# Helper functions make clear the algorithm

```
def swap(b, h, k):  
  
    :  
def push_down(b, k):  
    while k > 0 and b[k-1] > b[k]:  
        swap(b, k-1, k)  
        k = k-1
```

```
def insertion_sort(b):  
    for i in range(1, len(b)):  
        push_down(b, i)
```

VS.

```
def insertion_sort(b):  
    for i in range(1, len(b)):  
        k = i  
        while (k > 0 and  
                b[k-1] > b[k]) :  
            temp = b[k-1]  
            b[k-1] = b[k]  
            b[k] = temp  
            k = k-1
```

Difficult to understand!!

# Algorithm Complexity

---

- Count the number of comparisons needed
- In the worst case, need  $i$  comparisons to push down an element in a sorted segment with  $i$  elements.

# How much work is a push down?

push down  
a “big”  
value

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 8 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 8 | 9 |
|---|---|---|---|---|

This push down takes  
2 comparisons

push down  
a “small”  
value

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 9 | 1 |
|---|---|---|---|---|

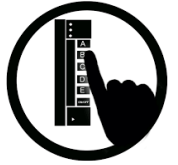
|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 6 | 1 | 9 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 3 | 1 | 6 | 9 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 2 | 1 | 3 | 6 | 9 |
|---|---|---|---|---|

|   |   |   |   |   |
|---|---|---|---|---|
| 1 | 2 | 3 | 6 | 9 |
|---|---|---|---|---|

This push down takes  
4 comparisons.  
Worst case scenario:  
 $n$  comparisons  
needed to push down  
into a length  $n$  sorted  
segment.



# Algorithm Complexity (A)

Count (approximately) the number of **comparisons** needed to sort a list of length  $n$

```
def swap(b, h, k):  
    :  
  
def push_down(b, k):  
    while k > 0 and b[k-1] > b[k]:  
        swap(b, k-1, k)  
        k = k-1  
  
def insertion_sort(b):  
    for i in range(1, len(b)):  
        push_down(b, i)
```

- A.  $\sim 1$  comparison
- B.  $\sim n$  comparisons
- C.  $\sim n^2$  comparisons
- D.  $\sim n^3$  comparisons
- E. I don't know

# Algorithm Complexity Explained

---

- Count the number of comparisons needed
- In the worst case, need  $i$  comparisons to push down an element in a sorted segment with  $i$  elements.
- For a list of length  $n$ 
  - 1<sup>st</sup> push down: 1 comparison
  - 2<sup>nd</sup> push down: 2 comparisons (worst case)
  - $\vdots$
  - $1+2+\dots+(n-1) = n*(n-1)/2$  , say,  $n^2$  for big  $n$
- For fun, check out this visualization:  
<https://www.youtube.com/watch?v=xxcpvCGrCBc>

# Complexity of algorithms discussed

---

- Linear search: on the order of  $n$
- Binary search: on the order of  $\log_2 n$ 
  - Binary search is faster but requires **sorted** data
- Insertion sort: on the order of  $n^2$