

704. Binary Search

Easy

👍 4389

💬 103

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Given an array of integers `nums` which is sorted in ascending order, and an integer `target`, write a function to search `target` in `nums`. If `target` exists, then return its index. Otherwise, return `-1`.

You must write an algorithm with $O(\log n)$ runtime complexity.

Example 1:

Input: `nums = [-1,0,3,5,9,12]`, `target = 9`

Output: `4`

Explanation: 9 exists in `nums` and its index is 4

Example 2:

Input: `nums = [-1,0,3,5,9,12]`, `target = 2`

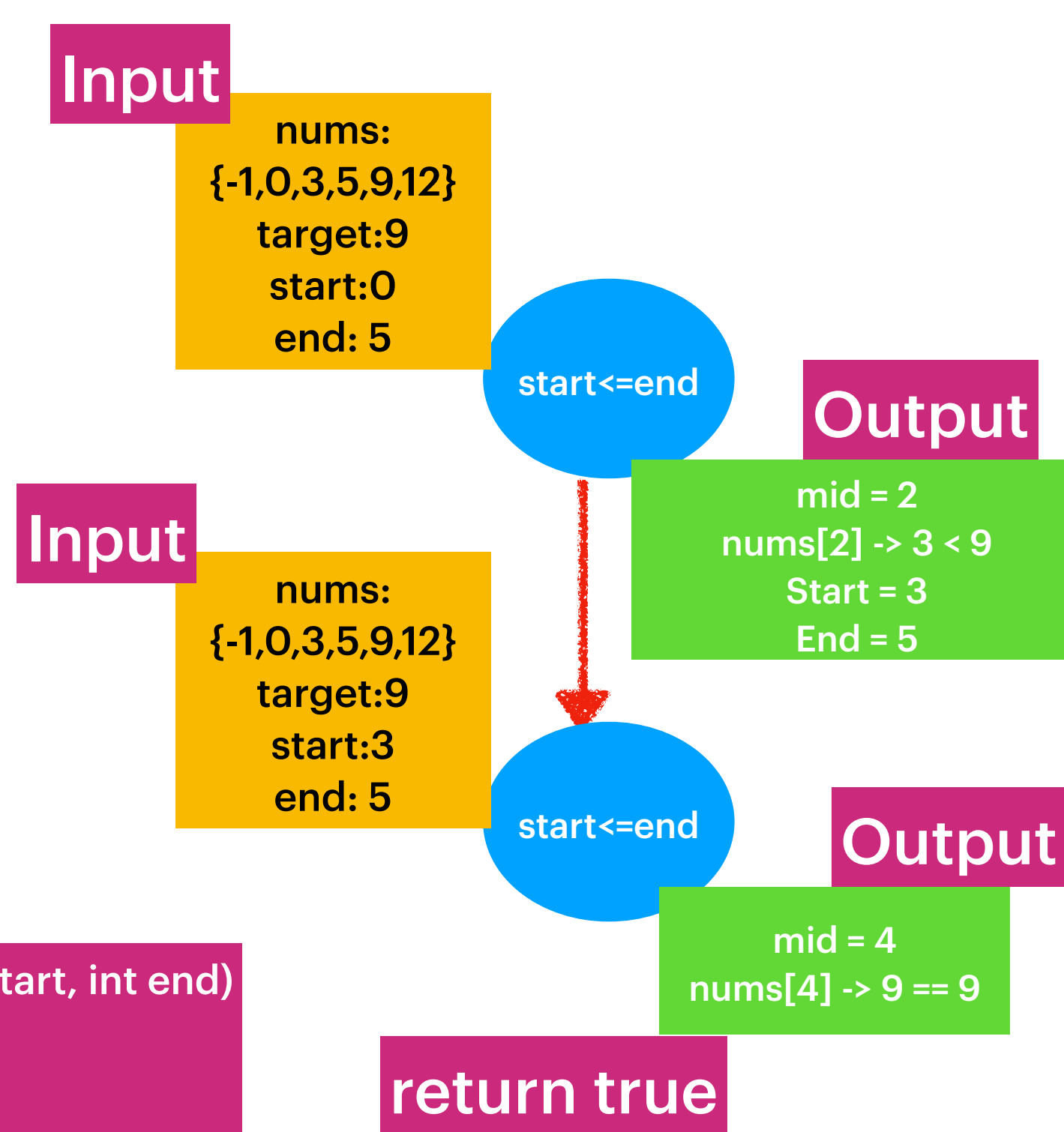
Output: `-1`

Explanation: 2 does not exist in `nums` so return `-1`

Constraints:

- `1 <= nums.length <= 104`
- `-104 < nums[i], target < 104`
- All the integers in `nums` are **unique**.
- `nums` is sorted in ascending order.

Time Complexity : $O(\log n)$
Space Complexity : $O(\log n)$



`nums = [-1,0,3,5,9,12]`, `target = 9`

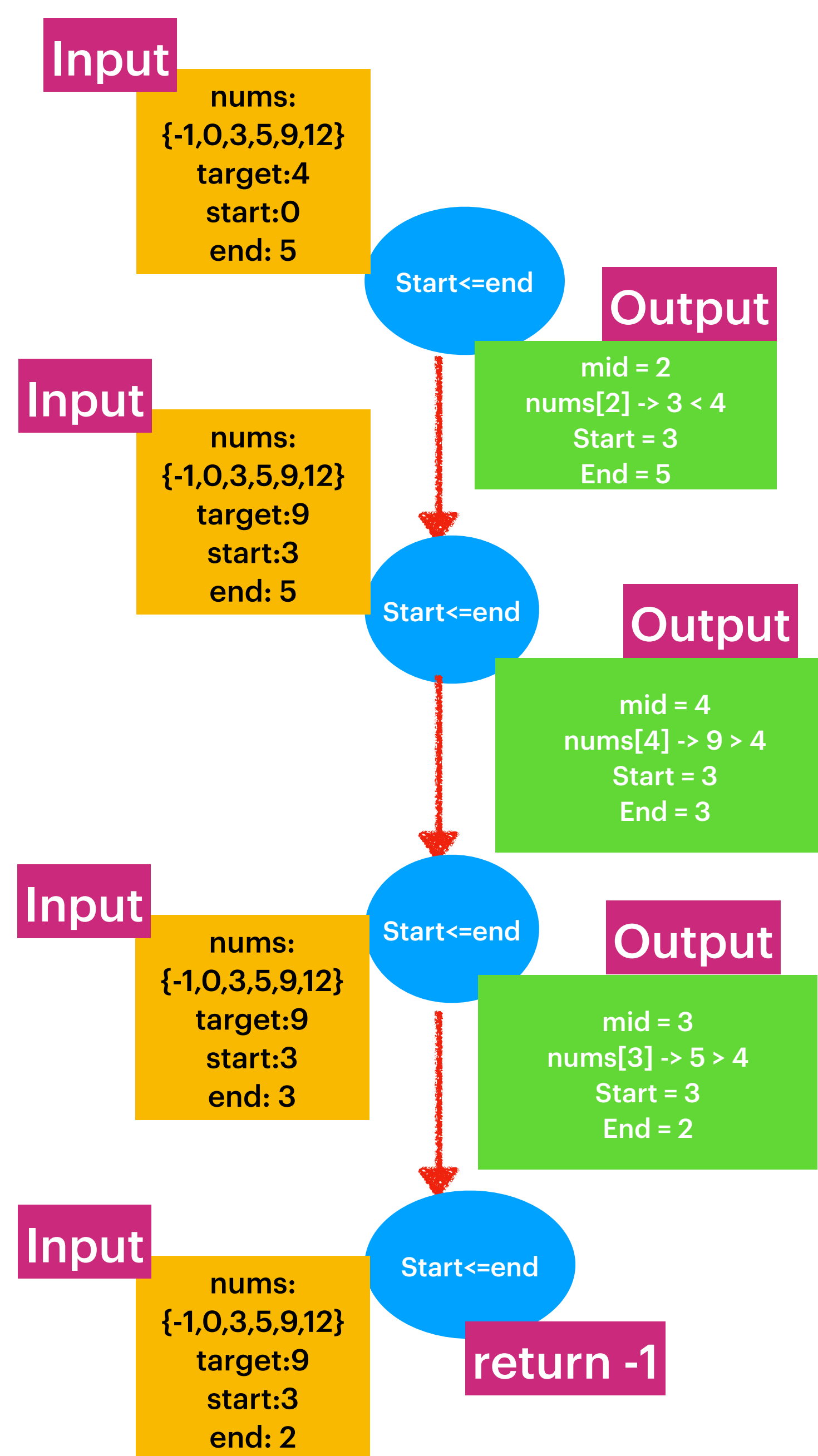
BaseCheck \rightarrow `start > end`

```
private int binarySearch(int[] nums, int target , int start, int end)
{
    if( start > end)
    {
        return -1;
    }

    int mid = start + (end-start)/2;

    if(nums[mid] == target )
    {
        return mid;
    }
    else if(nums[mid] < target )
    {
        return binarySearch(nums, target, mid+1, end);
    }else // nums[mid] > target
    {
        return binarySearch(nums, target, start, mid-1);
    }
}
```

Time Complexity : $O(\log n)$
Space Complexity : $O(\log n)$

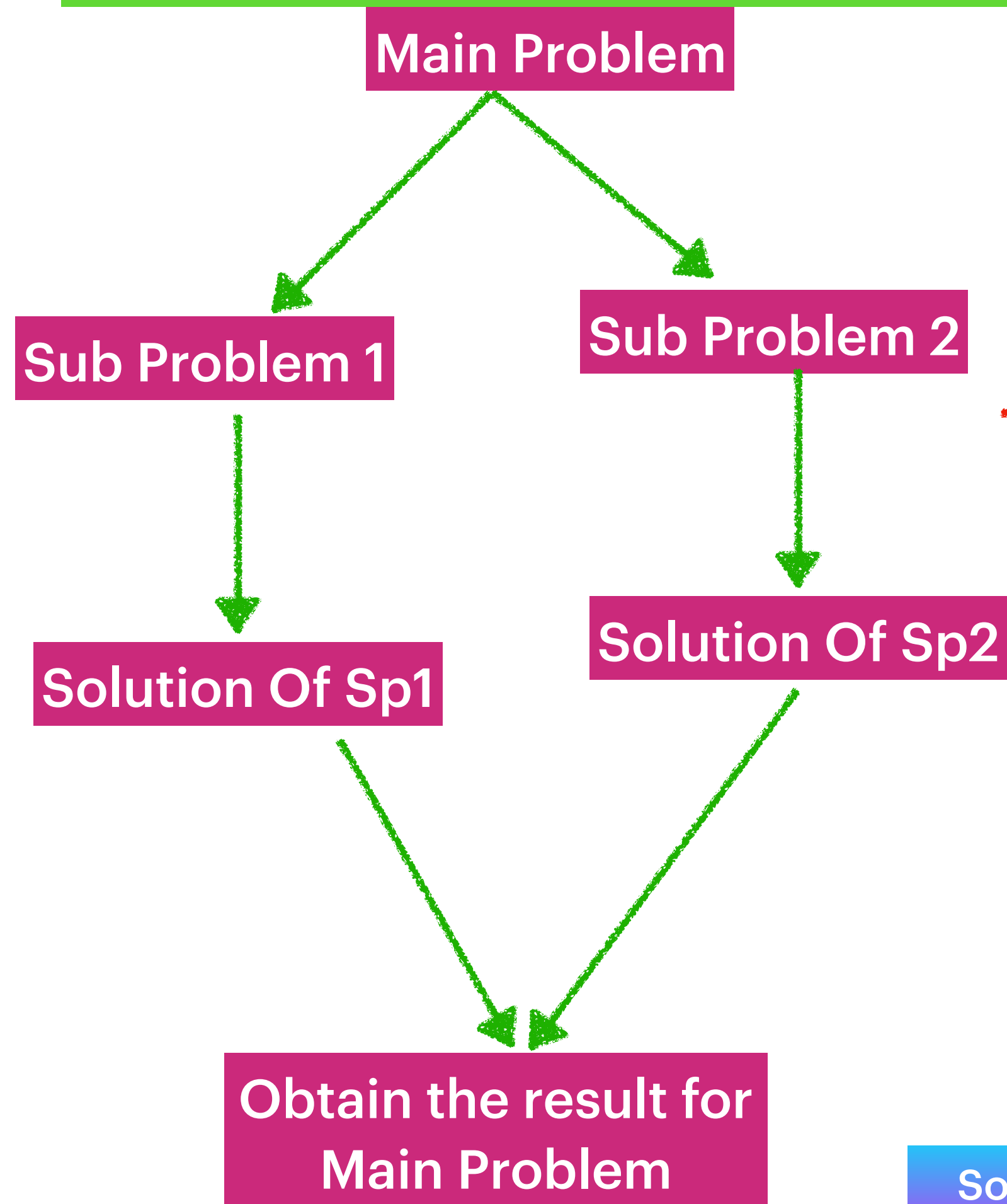


`nums = [-1,0,3,5,9,12]`, `target = 4`

BaseCheck \rightarrow `start > end`

Divide And Conquer :

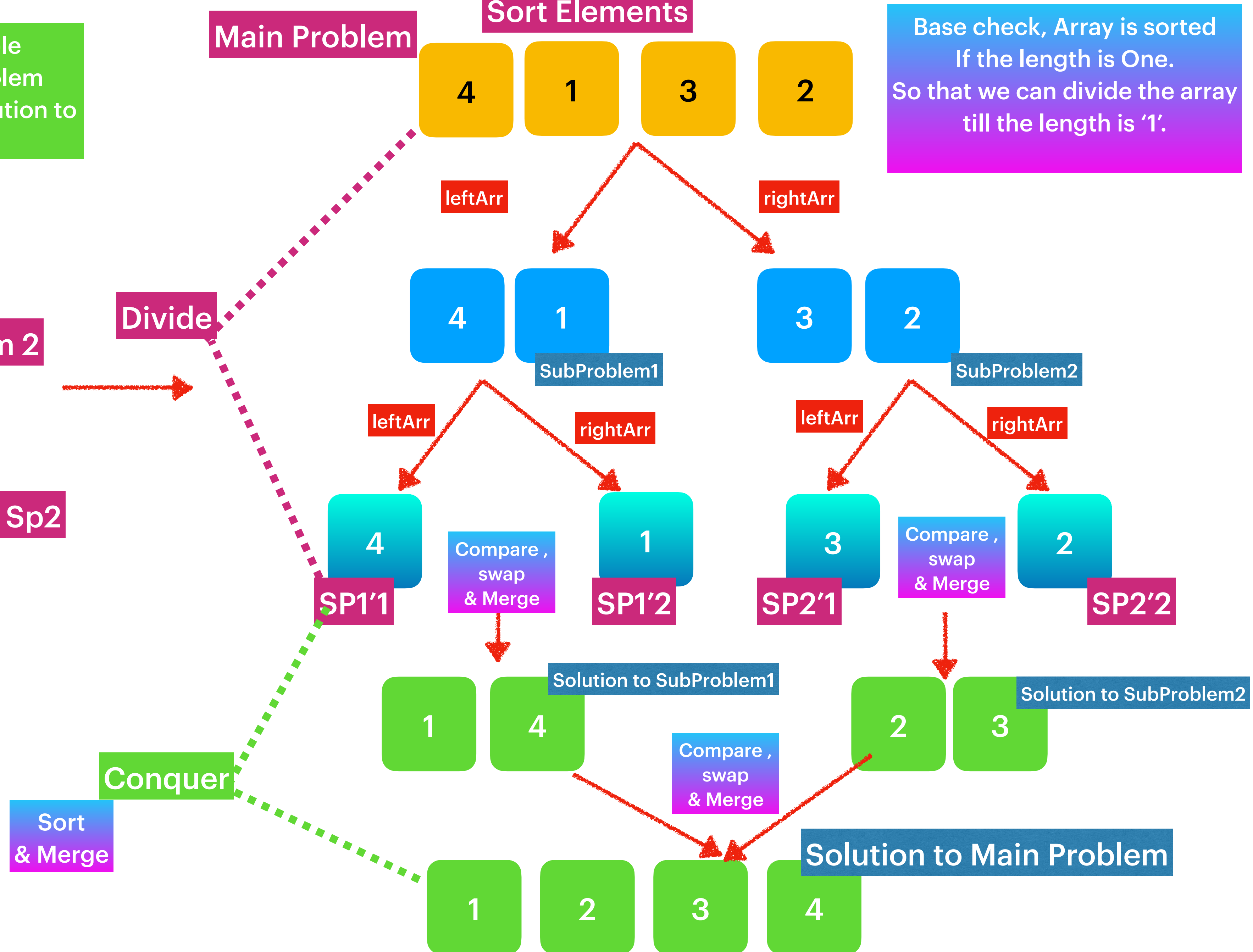
Divide the main problem into possible subproblems, solve the each sub problem recursively so that we can obtain the solution to main problem.



Main Problem

Sort Elements

Base check, Array is sorted If the length is One. So that we can divide the array till the length is '1'.



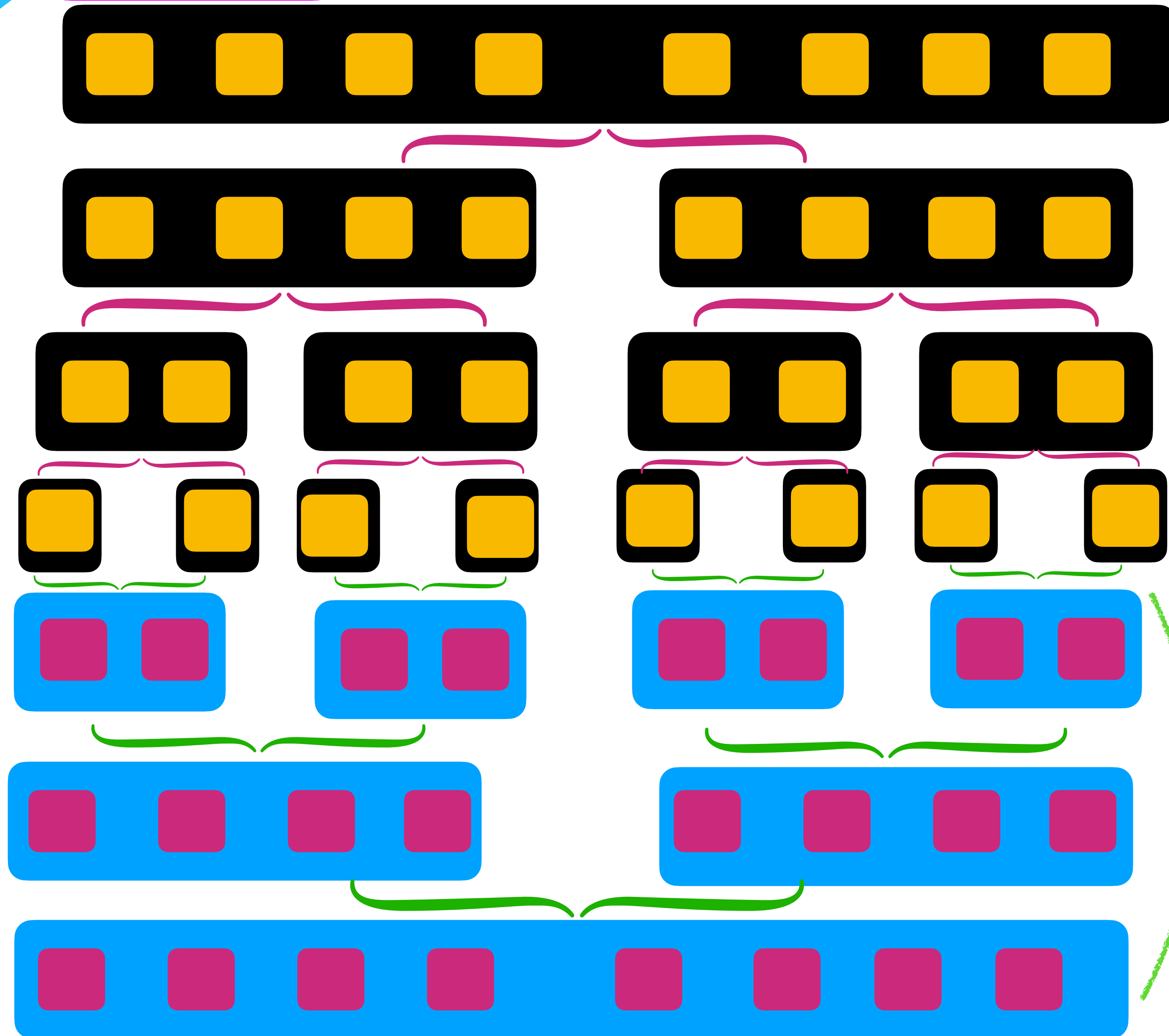
MergeSort

Merge Sort uses divide and conquer pattern.

Merge sort divides the problem into possible small problems then applies sorting recursively.

Divide => divides source collection into possible $n/2$ sub problems recursively.

Conquer=> Applies the sorting at subproblem level (compare, swap & merge) then



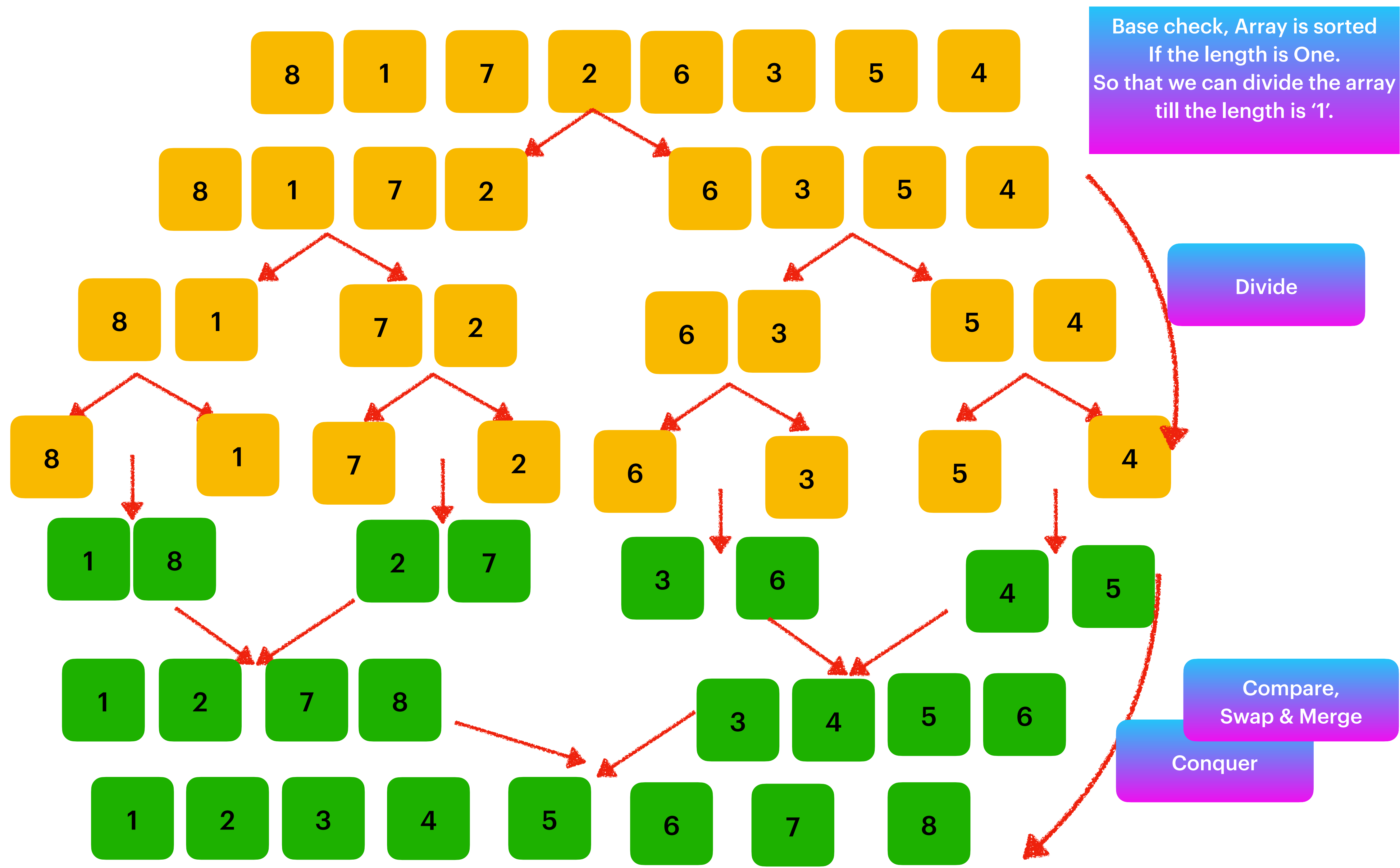
Divide

Divide=> Break up the problem into smallest possible sub problems.

Compare, Swap & Merge

Conquer

Conquer=> Figure out the solution for the smallest sub problem, then apply the same technique to solve larger problems recursively .

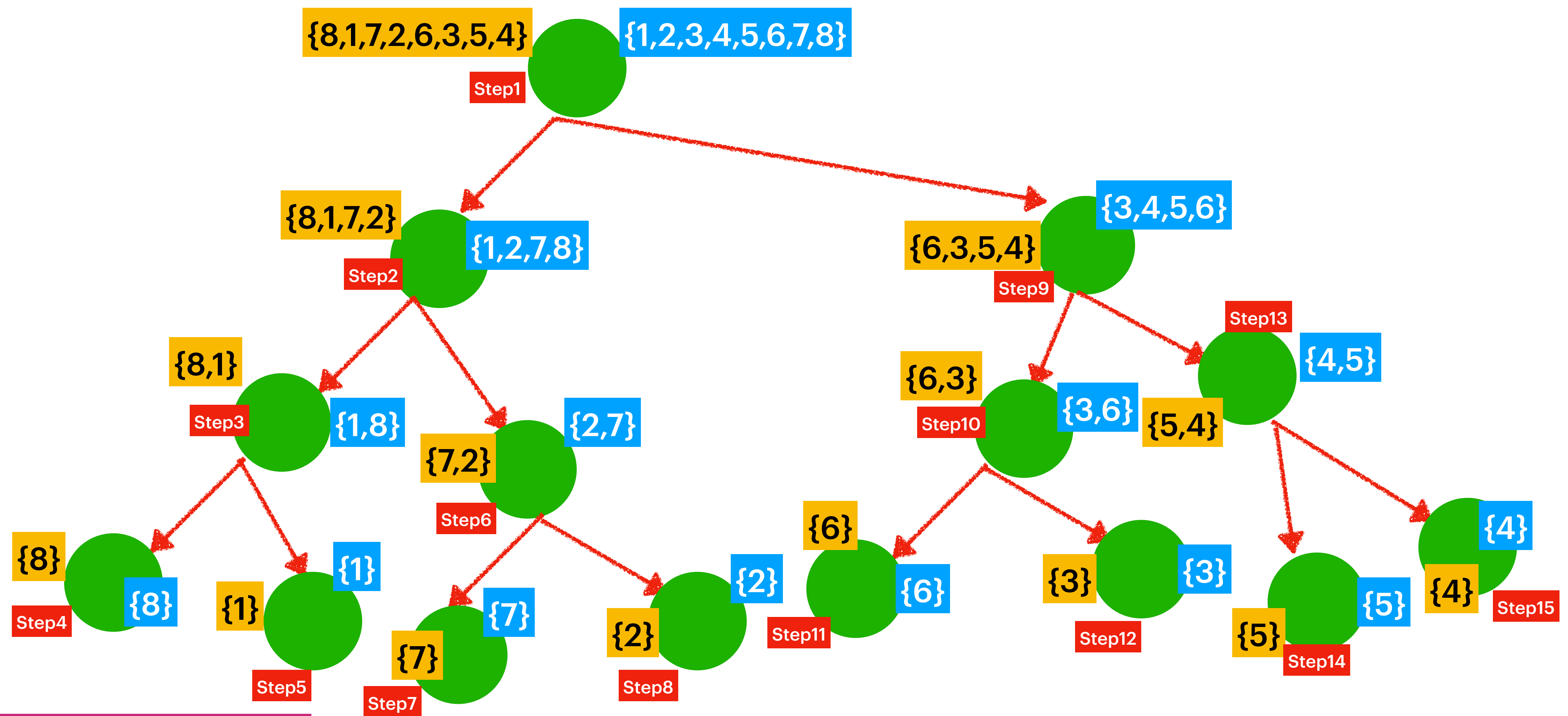


Base check, Array is sorted
If the length is One.
So that we can divide the array
till the length is '1'.

Divide

Compare,
Swap & Merge

Conquer



Time Complexity :

Lets analyse divide & conquer.
 Divide operation
 is always constant.
 Conquering involves processing and
 is varied
 based on input size and behaviour of
 elements.



So in the above use case we had 3 levels
 and in each level in worst case there could
 be 8 swaps.
 $8 * 3 = 24$ swaps .
 Here 8 is the input length and $\log_2(8) = 3$
 So I can replace $8 * 3 = n * \log(n)$.

Time Complexity : $n \log(n)$

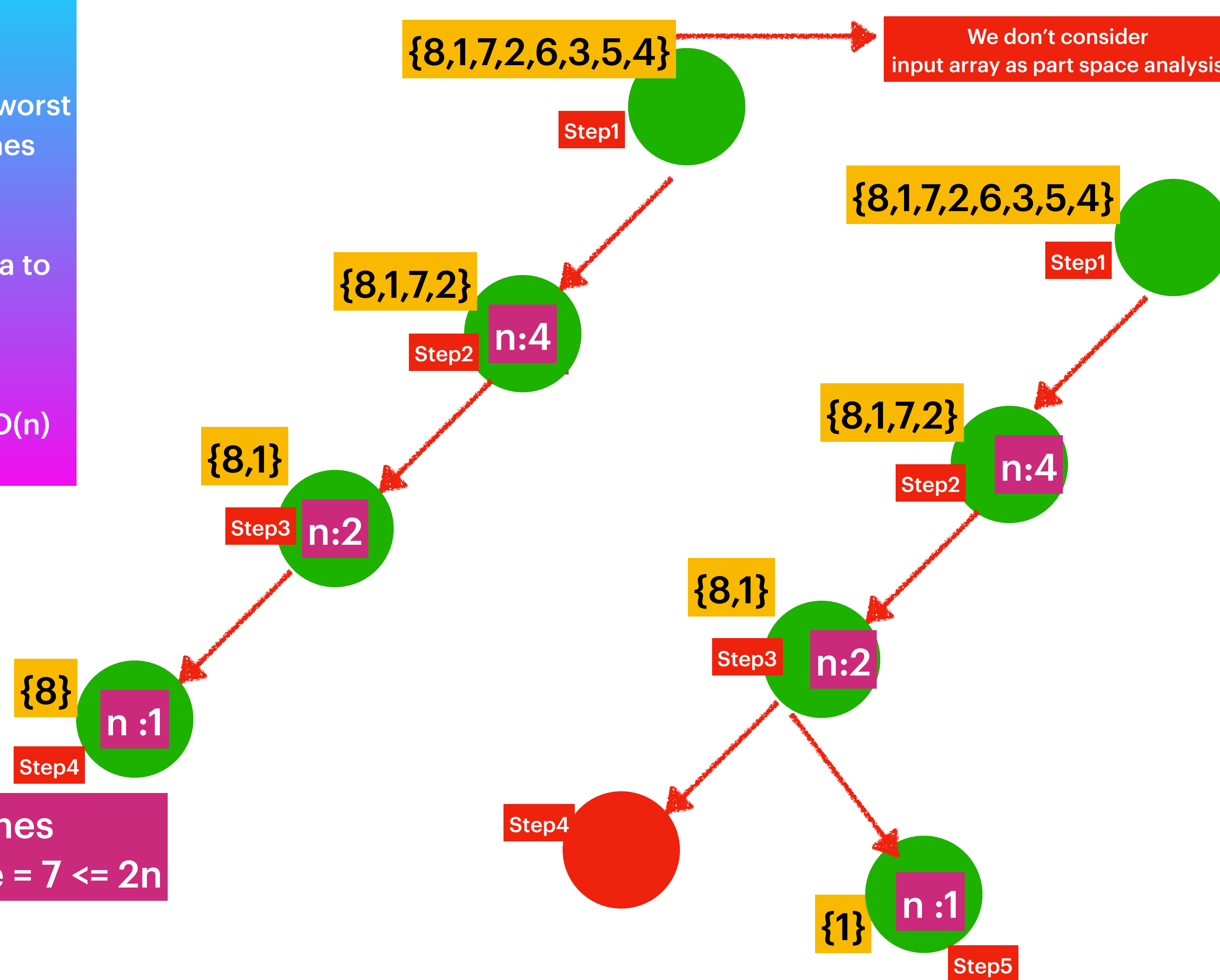
Space Complexity :

Which is little tricky, let's break it. In worst case we can have $\log(n)$ stack frames active.

The space occupies for copying data to subarrays in total $\log(n)$ active StackFrames is always $\leq 2n$

Space Complexity = $\log(n) + O(n) = O(n)$

In this active stack frames copied of array elements size = 7 $\leq 2n$



In this active stack frames
Observe by the time we reach to step5,
step4 StackFrame was terminated so that
total copied of array elements size again 7 $\leq 2n$