

# Lecture 19

## Searching

*October 26, 2021*  
*Tuesday*

# SEARCHING

- For each particular structure used to hold data, the functions that allow access to elements in the structure must be defined.
  - Such as only top element can be accessed.
    - LIFO ordered structure.
  - Only front or bottom element can be accessed.
    - FIFO ordered structure.
  - Sometimes when we already know the location of the elements, we can access directly.
    - 5th element of the array.

# SEARCHING

- What if we don't know the position of the element in the structure.
- What if we don't know if the required element exist or not in the structure.
- In this particular situation we have to search the element in the structure.
  - We require a key, to identify the element in the structure.
  - We refer to the unique features of the element as keys, which distinguishes one element from another.

# SEARCHING FUNCTION FEATURES

Function: Determine whether an item in the list has a key that matches element's key

Precondition: List has been initialized. Items keys have been initialized.

Postcondition: location = position of elements whose key matches item's key, if it exists; otherwise, location = NULL

# SEARCHING

- These specifications applies to both array-based and linked-lists
  - In case of array, location would be the index
  - -1 in case, item does not exist in the array.
  - In case of linked-list, location would be the pointer to that node
  - NULL pointer in case, item does not exist in the linked-list.

# SEARCHING TYPES

- There are different ways we can search our data
  - Linear Search
  - Binary Search
  - Jump Search
  - Interpolation Search
  - Exponential Search

# Linear Search

# Linear Search

- When the data is not sorted, or the storage medium does not allow direct access.
  - Linked list, magnetic tape, where data may or maynot be ordered.
- The simplest way to search.
- The element to be found is sequentially searched in the list
- The method will work with both, sorted & unsorted data
- The search continues until the target element is found or the list ends.



# Linear Search

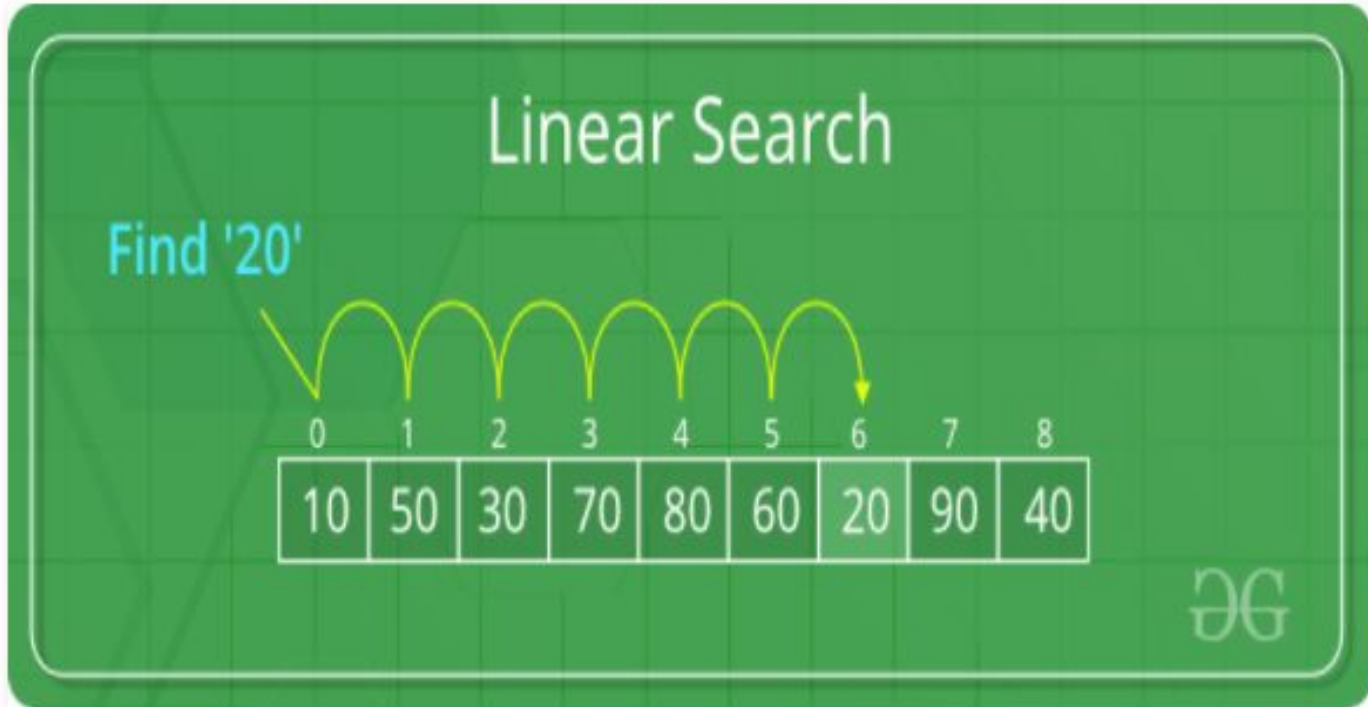


Image Taken from Geeks Of Geeks

# PSEUDOCODE

LinearSearch ( unsorted data )

Initialize location to position of first item

Set found to false

Set moreToSearch to (have not examined Info ( last ) )

while moreToSearch AND NOT found

    if item equals Info ( location )

        Set found to true;

    else

        Set location to Next ( location )

        Set moreToSearch to (have not examined Info (last ) )

if NOT found

    Set location to NULL

# Linear Search Time Complexity

- Based on the number of comparisons
  - Worst Case we compare key to  $n$ -elements resulting in  $O(n)$ .
  - For average case we may compare half of the elements resulting in  $O(n/2)$ , dropping the constant  $O(n)$ .
  - In best case scenario the first item is the target and we only make one comparison,  $O(1)$ .

# Linear Search Class Activity

- Write a function which searches for a given item in linear time
  - In an Array [].
  - In a Linked List.

# Jump Search

# Jump Search

- What if NADRA was using Linear Search to find a given CNIC number.
  - Sequential search is extremely slow when massive data is search repeatedly.
- One way to reduce search time is to preprocess the data by sorting them.
- An obvious improvement over simple linear search is to check if the current element in data is greater than the key or not?
  - If it is, we know that the key cannot occur later in the data.
  - Does this improves over worst case cost of the algorithm.

# Jump Search

- If we look at position 1 of Sorted array and find that key is greater.
  - Then we can rule out position 0 as well as position 1.
- Similarly, if we look at position 2 of Sorted array and find that key is greater.
  - Then we can rule out position 0, 1 and 2 with one comparison.
- What if we carry this to extreme?
  - Comparing the last element with the key?
  - If key is still greater than what does it mean?

# Jump Search

- Shall we always start by looking at the last position.
  - What we learn a lot sometimes
  - Usually we learn a little bit (last element is not equal to key).
- Then we have to ask ourselves, what is the proper size of Jump?
  - This idea leads to the Jump Search
  - For some value  $j$ , we check every data  $[j]$ , data  $[j + j]$  and so on.
  - As long as key is greater than  $K$ .
  - When we reach a value in data greater than key.
  - We perform a linear search on the piece of the length  $j - 1$ , with the guarantee that  $K$  must be in the interval  $mj \leq n \leq (m + 1)j$



# Jump Search

- Then the total cost of this algorithm is at most  $m + j - 1$ , 3 way comparison.
  - 3 way comparison, as we want to know
    - $\text{data}[j] == \text{key}$
    - $\text{data}[j] > \text{key}$
    - $\text{data}[j] < \text{key}$
- Solving for the minimum value  $T(n, j) = m + j - 1 = \lfloor \ln / j \rfloor + j - 1$ .
  - $j = \sqrt{n}$
- Follows Divide & Conquer strategy.

```

int JumpSearch ( int data [ ], int value, int n) {

    int step = sqrt ( n );
    int prev = 0;
    while (data [ min (step, n) - 1] < x ) {
        prev = step;
        step += sqrt ( n )
        if (prev >= n)
            return -1;
    }
    while (data [prev ] < x) {
        prev ++;
        if (prev == min( step, n ) )
            return -1;
    }
    if (data [ prev ] == x )
        return prev;
    return - 1;
}

```

# TIME COMPLEXITY

- Time complexity
  - Best Case:  $O(1)$
  - Average Case:  $O(\sqrt{n})$
  - *Worst Case*:  $O(\sqrt{n})$
  - Space Complexity  $O(1)$

# Binary Search

# BINARY SEARCH

- What if NADRA was using Linear Search to find a given CNIC number.
  - Sequential search is extremely slow when massive data is search repeatedly.
- One way to reduce search time is to preprocess the data by sorting them.
- If the data elements are sorted and stored in an array sequentially.
  - We can use Binary Search to find a particular element
- The binary search improves the efficiency of search by limiting the search to the area where the element might be.
- Uses Divide & Conquer strategy.

# BINARY SEARCH

- Looking for the name Dawood in the phone book.

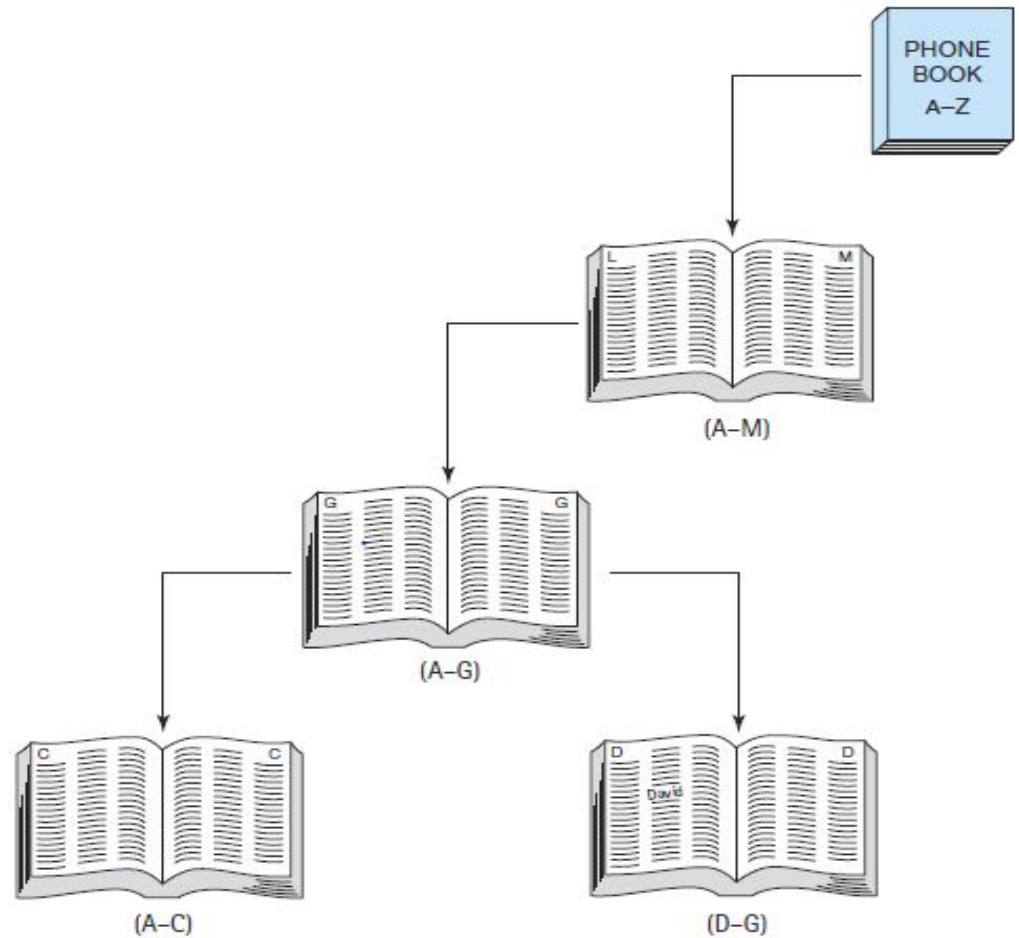


Figure 3.6 A binary search of the phone book

# BINARY SEARCH

- We compare the key with the center element of the array.
  - If it matches, search is successful return the index.
- Otherwise, the list is divided into two halves
  - One half from 0 to the center, containing the elements less than the center value.
  - Second half from center to the last index, containing the elements greater than the center value.

# BINARY SEARCH

- The searching will start in either of the two halves depending upon
  - If the key is less than the center element then search will continue in the left subarray.
  - else the search will continue in right subarray.
- Same process will be repeated in the subarray
  - Key will be compared with the center of the subarray
  - If not found, new subarrays will be created.



# RECURSIVE IMPLEMENTATION

```
BinarySearch (Array [ ], int low, int high, int value)
```

```
    if ( low < high ) {
```

```
        int mid = ( low + high ) / 2;
```

```
        if ( Array [ mid ] == value )  
            return mid;
```

```
        if ( value < Array [ mid ] )  
            return BinarySearch (Array, low, mid - 1, value);
```

```
        if ( value > Array [ mid ] )  
            return BinarySearch (Array, mid + 1, high, value);
```

```
    }
```

```
    return -1;
```

```
}
```

# BINARY SEARCH EXAMPLE

# Binary Search

	0	1	2	3	4	5	6	7	8	9
Search 23	2	5	8	12	16	23	38	56	72	91
	L=0				M=4					H=9
23 > 16 take 2 <sup>nd</sup> half	2	5	8	12	16	23	38	56	72	91
	0	1	2	3	4	L=5	6	M=7	8	H=9
23 > 56 take 1 <sup>st</sup> half	2	5	8	12	16	23	38	56	72	91
	0	1	2	3	4	L=5, M=5	H=6	7	8	9
Found 23, Return 5	2	5	8	12	16	23	38	56	72	91



# Binary Search Time Complexity

- Based on the number of comparisons
  - Worst Case we call divide problem in subarrays until we can no longer divide it into subarrays, single item is accessed.
    - $O(\log n)$ .
  - For average case dropping some factors we will still have
    - $O(\log n)$ .
  - In best case scenario the first center item is the target and we only make one comparison,  $O(1)$ .

# BINARY SEARCH LIMITATION

- The binary search is not guaranteed to be faster for searching very small arrays.
  - Even though the binary search generally requires fewer comparisons,
    - Each comparison requires more computation
- Binary search maynot be efficient on linked lists
  - How can you efficiently find the mid-node of the linked list