

Data Structures

Searching Technique – Binary Search



CODE
FOR THINGS

Algorithm - Binary Search Recursive

Algorithm

Binary_search_recursive(arr, key,low,high)

Input Specification:

arr : Array to hold the elements
key : Item to be searched
low : Index Variable to indicate starting point
high : Index Variable to indicate ending point

Output Specification:

mid : Positon of key element
-1 : Key is not found



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If (low <= high)
    mid = (low+high) / 2
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arr[SIZE]

SIZE = 10

2	3	6	8	10	12	14	16	34	88
arr[0]	arr[1]	arr[2]	arr[3]	arr[4]	arr[5]	arr[6]	arr[7]	arr[8]	arr[9]



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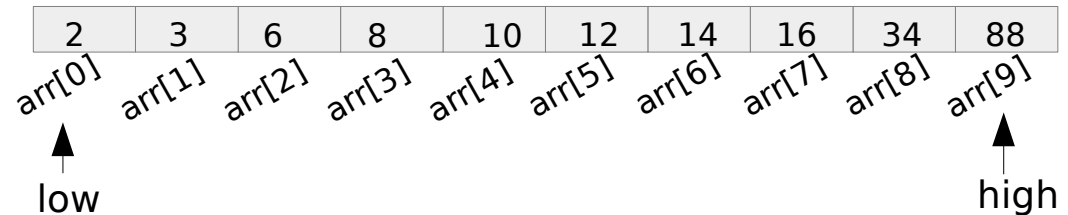
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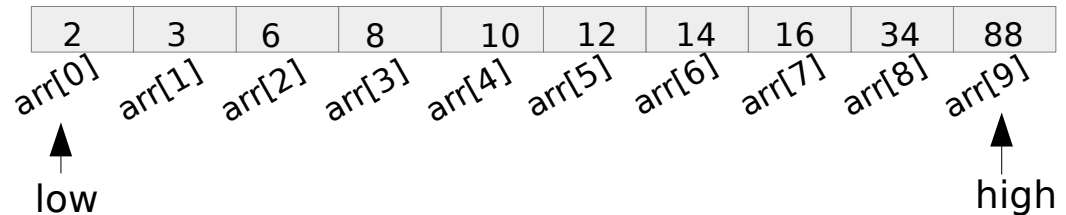
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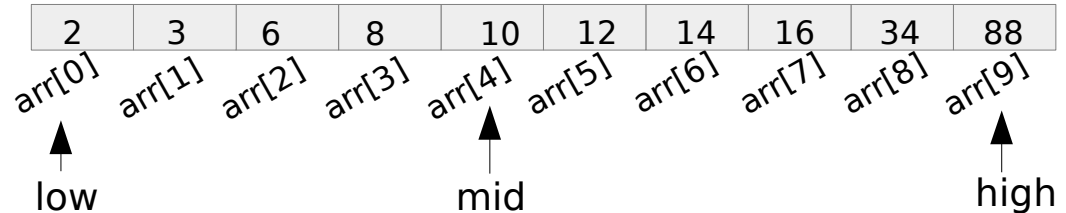
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$(0+9)/2 = 4$



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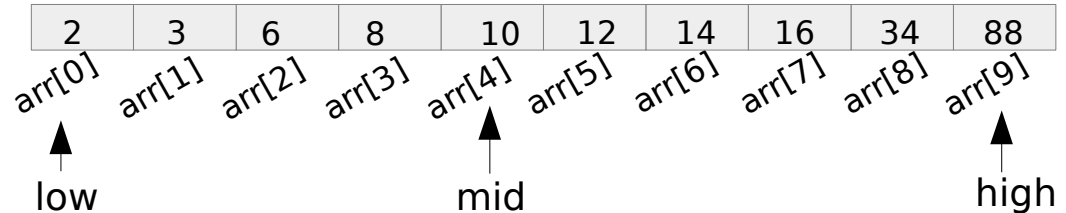


Diagram illustrating the initial state of the array for the binary search algorithm:

Index	Value
0	2
1	3
2	6
3	8
4	10
5	12
6	14
7	16
8	34
9	88

Initial pointers: **low** points to index 0, **mid** points to index 4, and **high** points to index 9.

Binary_search_recursive(arr,key,low,high)

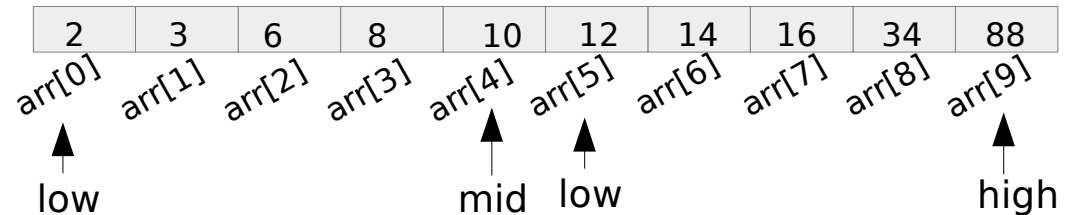
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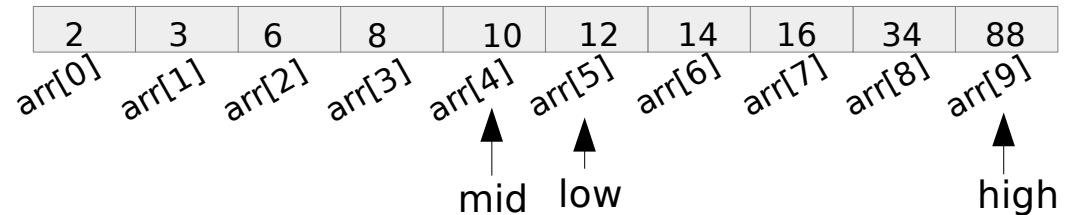
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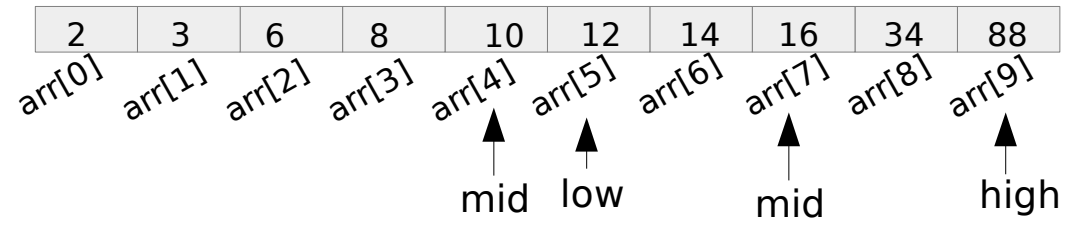
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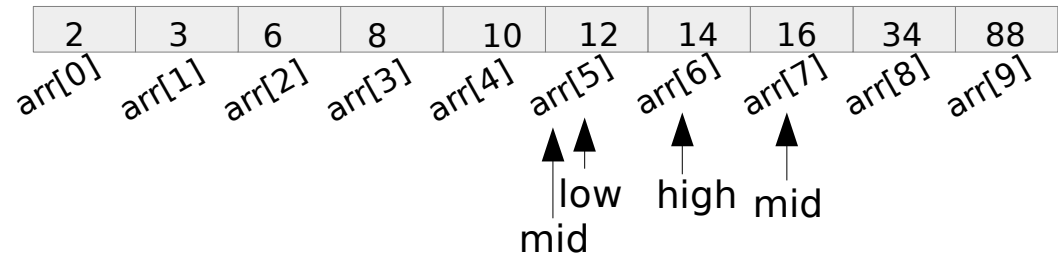
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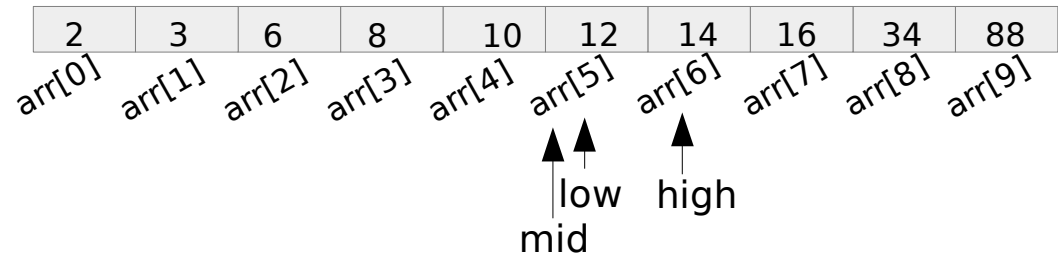
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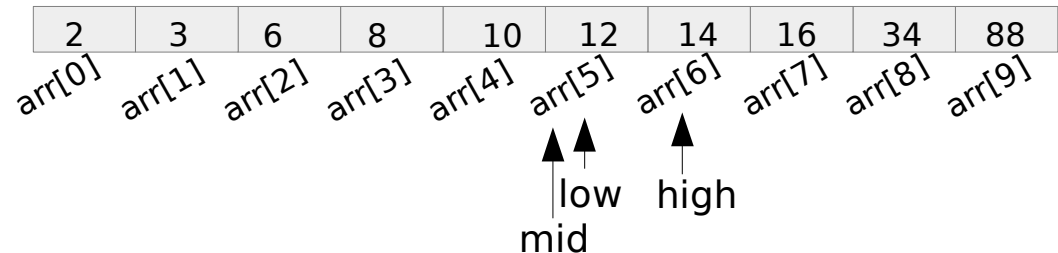
mid

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$(5+9)/2 = 7$

$(5+6)/2 = 5$

mid=5



Comparison

Linear Search

- Time Complexity = $O(n)$

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Linear Search

- Time Complexity = $O(n)$

Binary Search Iterative

- Efficient
- Space Complexity = $O(1)$
- Time Complexity = $O(\log n)$

Binary Search Recursive

- Easy
- Space Complexity = $O(\log n)$
- Time Complexity = $O(\log n)$

Code - Binary Search Recursive