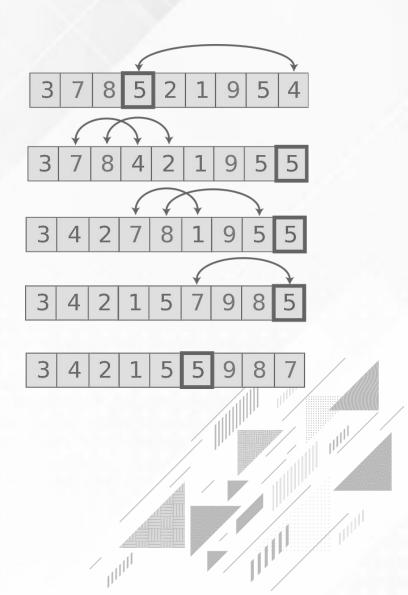
Data Structures (DS) GTU # 3130702

Unit-5 **Searching & Sorting**



Sorting & Searching

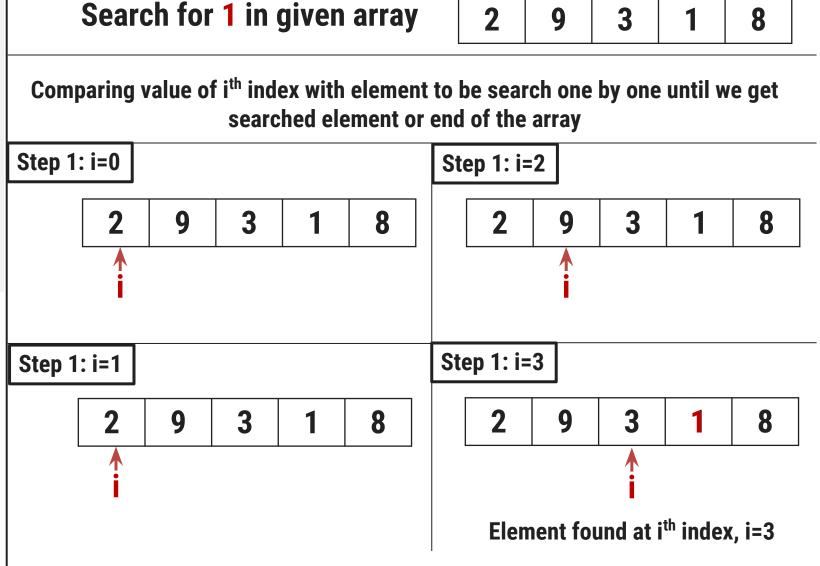
- Searching
 - Linear/Sequential Search
 - Binary Search
- Sorting
 - Bubble sort
 - Selection Sort
 - Insertion Sort
 - Quick Sort
 - Merge Sort

Linear/Sequential Search

- □ In computer science, linear search or sequential search is a method for finding a particular value in a list that consists of checking every one of its elements, one at a time and in sequence, until the desired one is found.
- ☐ Linear search is the simplest search algorithm.
- ☐ It is a special case of brute-force search.
- ☐ Its worst case cost is proportional to the number of elements in the list.

Sequential Search - Algorithm & Example

```
# Input: Array A, integer key
# Output: first index of key in A
# or -1 if not found
Algorithm: Linear Search
for i = 0 to last index of A:
                                     Step 1: i=0
     if A[i] equals key:
        return i
                                                  9
                                                       3
                                                                  8
return -1
                                     Step 1: i=1
```



Binary Search

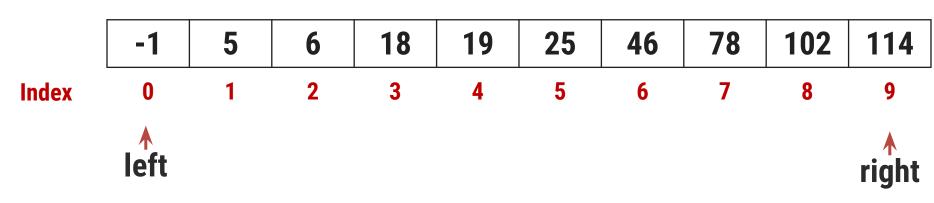
- ☐ If we have an **array** that is **sorted**, we can use a much more **efficient algorithm** called a **Binary Search**.
- ☐ In binary search each time we divide array into two equal half and compare middle element with search element.
- ☐ Searching Logic
 - If middle element is equal to search element then we got that element and return that index
 - if middle element is less than search element we look right part of array
 - ☐ if middle element is greater than search element we look left part of array.

Binary Search - Algorithm

```
# Input: Sorted Array A, integer key
# Output: first index of key in A,
# or -1 if not found
Algorithm: Binary_Search (A, left, right)
left = 0, right = n-1
while left < right
 middle = index halfway between left, right
  if A[middle] matches key
     return middle
  else if key less than A[middle]
     right = middle -1
  else
     left = middle + 1
return -1
```

Binary Search - Algorithm

Search for 6 in given array

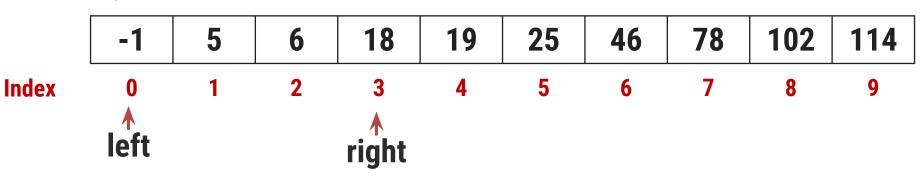


Key=6, No of Elements = 10, so left = 0, right=9

middle index = (left + right)
$$/2 = (0+9)/2 = 4$$

middle element value = a[4] = 19

Key=6 is **less than** middle element = 19, so **right** = middle -1 = 4 - 1 = 3, **left = 0**



Binary Search - Algorithm

Step 2: **middle index =** (left + right) /2 = (0+3)/2 = 1middle element value = a[1] = 5 Key=6 is greater than middle element = 5, so left = middle + 1 = 1 + 1 = 2, right = 3 -1 Index left right Step 3: **middle index =** (left + right) /2 = (2+3)/2 = 2middle element value = a[2] = 6 **Key=6** is **equals to** middle element **= 6**, so **element found** -1 Index **Element Found**

- ☐ Selection sort is a simple sorting algorithm.
- ☐ The **list** is **divided into two parts**,
 - ☐ The sorted part at the left end and
 - ☐ The unsorted part at the right end.
 - ☐ Initially, the sorted part is empty and the unsorted part is the entire list.
- ☐ The smallest element is selected from the unsorted array and swapped with the leftmost element, and that element becomes a part of the sorted array.
- □ This process continues moving unsorted array boundary by one element to the right.
- This algorithm is not suitable for large data sets as its average and worst case complexities are of O(n²), where n is the number of items.

Unsorted Array

5	1	12	-5	16	2	12	14

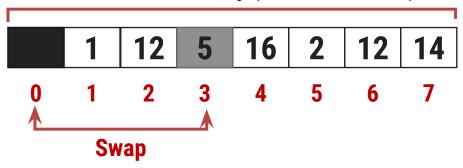
Step 1:

Unsorted Array

5	1	12	-5	16	2	12	14
0	1	2	3	4	5	6	7

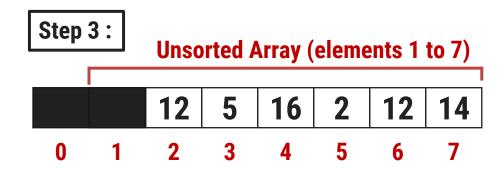
Step 2:

Unsorted Array (elements 0 to 7)



Min index = 0, value = 5

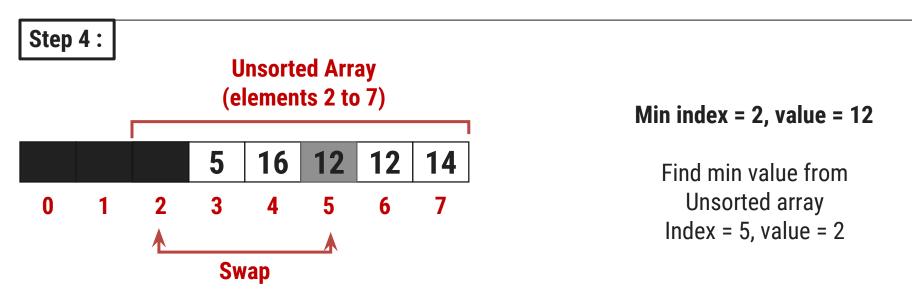
Find min value from Unsorted array

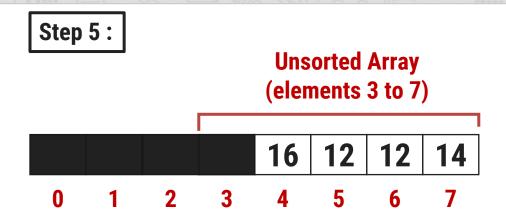


Min index = 1, value = 1

Find min value from Unsorted array Index = 1, value = 1

No Swapping as min value is already at right place

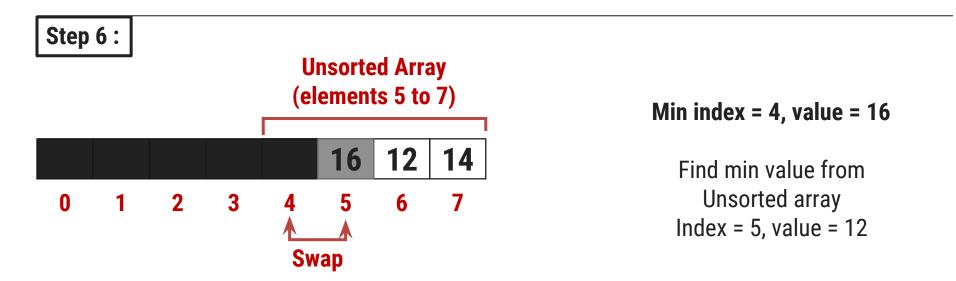


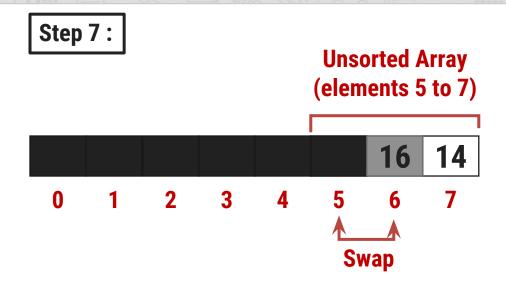


Min index = 3, value = 5

Find min value from Unsorted array Index = 3, value = 5

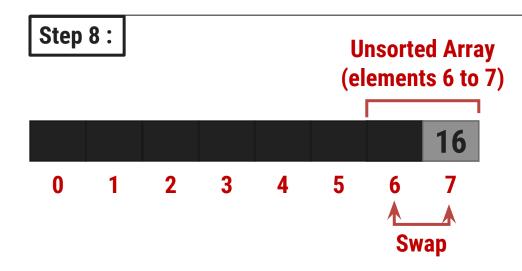
No Swapping as min value is already at right place





Min index = 5, value = 16

Find min value from Unsorted array Index = 6, value = 12



Min index = 6, value = 16

Find min value from Unsorted array Index = 7, value = 14

SELECTION_SORT(K,N)

- ☐ Given a **vector K** of **N** elements
- ☐ This procedure rearrange the vector in ascending order using Selection Sort
- ☐ The variable PASS denotes the pass index and position of the first element in the vector
- ☐ The variable MIN_INDEX denotes the **position of** the **smallest element** encountered
- ☐ The variable I is used to index elements

SELECTION_SORT(K,N)

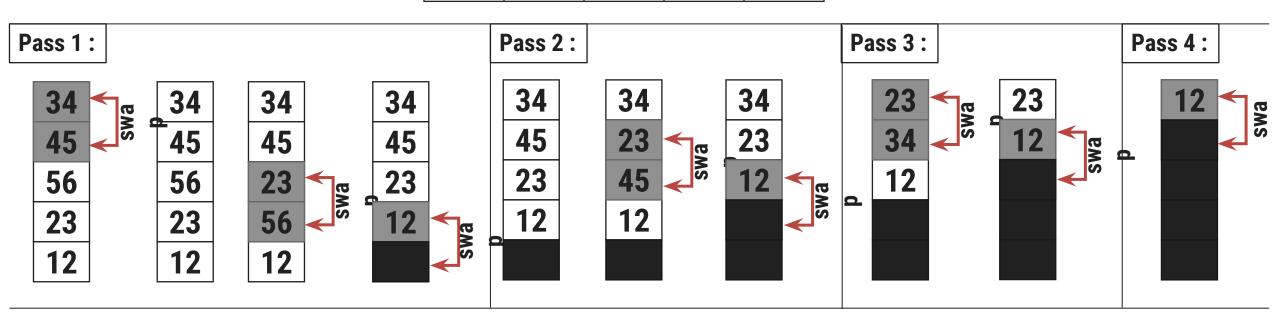
```
1. [Loop on the Pass index]
  Repeat thru step 4 for PASS = 1,2,...., N-1
2. [Initialize minimum index]
   MIN INDEX PASS
3. [Make a pass and obtain element with smallest value]
  if K[i] < K[MIN INDEX]</pre>
  Then MIN INDEX 2 I
4. [Exchange elements]
  IF MIN INDEX <> PASS
  Then K[PASS] DE K[MIN INDEX]
5. [Finished]
  Return
```

Bubble Sort

- ☐ Unlike **selection sort**, **instead of finding the smallest record** and performing the interchange, two records are **interchanged immediately** upon discovering that they are out of order
- During the first pass R_1 and R_2 are compared and interchanged in case of our of order, this process is repeated for records R_2 and R_3 , and so on.
- ☐ This method will cause records with small key to move "bubble up",
- ☐ After the first pass, the record with largest key will be in the nth position.
- □ On each successive pass, the records with the next largest key will be placed in position n-1, n-2, 2 respectively
- □ This approached required at most n-1 passes, The complexity of bubble sort is $O(n^2)$

Bubble Sort

Unsorted Array



BUBBLE_SORT(K,N)

- ☐ Given a **vector K** of **N** elements
- ☐ This procedure **rearrange** the **vector** in **ascending order** using **Bubble Sort**
- ☐ The variable PASS & LAST denotes the pass index and position of the first element in the vector
- ☐ The variable **EXCHS** is used to count number of exchanges made on any pass
- ☐ The variable I is used to index elements

Procedure: BUBBLE_SORT (K, N)

```
1. [Initialize]
   LAST P N
2. [Loop on pass index]
  Repeat thru step 5 for PASS = 1, 2, 3, ..., N-1
3. [Initialize exchange counter for this pass]
   EXCHS 2 0
4. [Perform pairwise comparisons on unsorted elements]
  Repeat for I = 1, 2, \dots, LAST - 1
     IF K[I] > K[I+1]
     Then K[I] 22 K[I+1]
      EXCHS PEXCHS + 1
5. [Any exchange made in this pass?]
  IF EXCHS = 0
   Then Return (Vector is sorted, early return)
   ELSE LAST 1 LAST - 1
6. [Finished]
  Return
```

records are placed in their positions

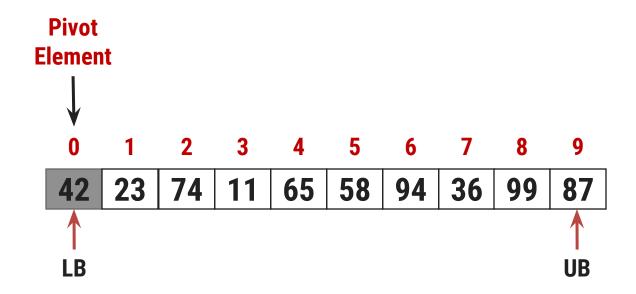
Quick sort is a highly efficient sorting algorithm and is based on partitioning of array of data into **smaller arrays**. ☐ Quick Sort is **divide and conquer** algorithm. ☐ At each step of the method, the goal is to place a particular record in its final position within the table, ☐ In doing so all the records which precedes this record will have smaller keys, while all records that follows it have larger keys. ☐ This particular records is termed **pivot element**. ☐ The same process can then be applied to each of these subtables and repeated until all

- ☐ There are many **different versions** of Quick Sort **that pick pivot** in different ways.
 - ☐ Always pick **first element as pivot**. (in our case we have consider this version).
 - Always pick last element as pivot (implemented below)
 - Pick a random element as pivot.
 - ☐ Pick **median as pivot**.
- Quick sort partitions an array and then calls itself recursively twice to sort the two resulting sub arrays.
- ☐ This algorithm is quite **efficient for large-sized data sets**
- \square Its average and worst case complexity are of $O(n^2)$, where n is the number of items.

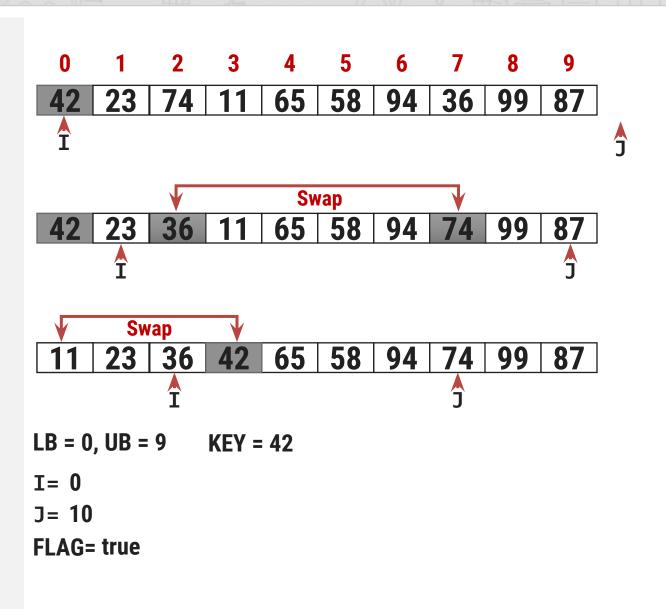
Sort Following Array using Quick Sort Algorithm

We are considering first element as pivot element, so Lower bound is First Index and Upper bound is Last Index

We need to find our proper position of Pivot element in sorted array and perform same operations recursively for two sub array



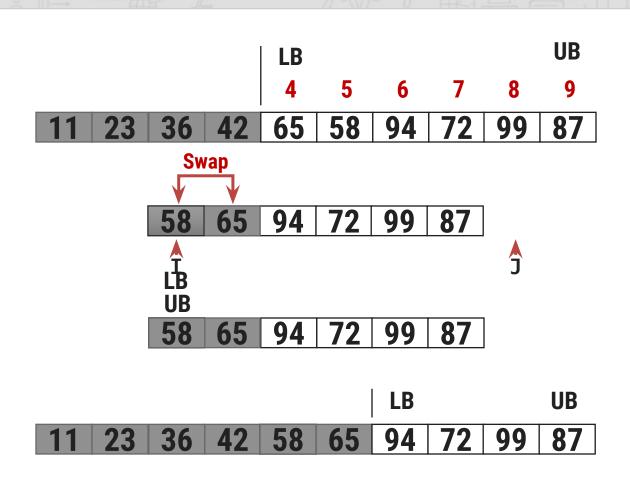
```
FLAG 1 true
IF
  LB < UB
Then
  I 2 LB
  J 2 UB + 1
  KEY 2 K[LB]
  Repeat While FLAG = true
     I ? I+1
     Repeat While K[I] < KEY
      I ? I + 1
     J 2 J - 1
     Repeat While K[J] > KEY
       J P J - 1
     IF I<J
     Then K[I] 2---2 K[J]
     Else FLAG ? FALSE
   K[LB] ?---? K[J]
```



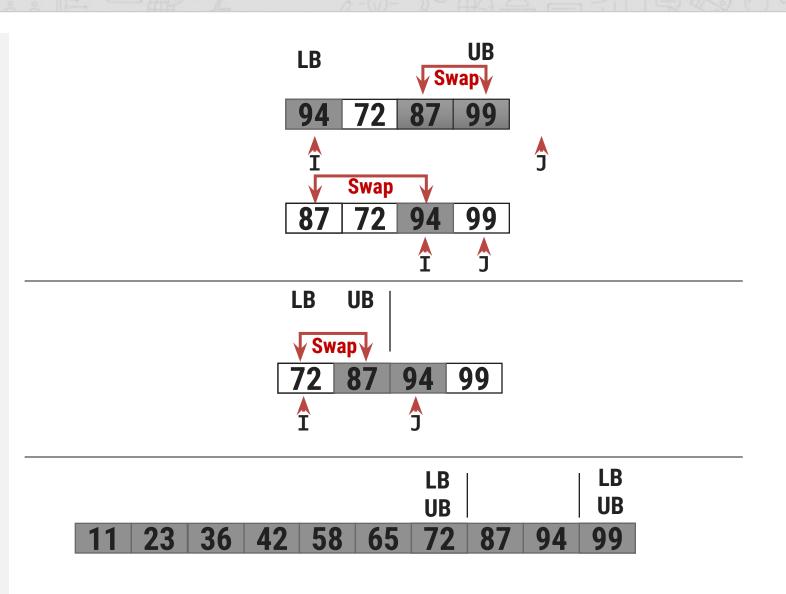
```
FLAG 1 true
  LB < UB
Then
  I 2 LB
  J 2 UB + 1
  KEY 2 K[LB]
  Repeat While FLAG = true
     I ? I+1
     Repeat While K[I] < KEY
       I 2 I + 1
     J P J - 1
     Repeat While K[J] > KEY
       J 2 J - 1
     IF I<J
     Then K[I] 2---2 K[J]
     Else FLAG ? FALSE
   K[LB] 2---2 K[J]
```

```
LB
       UB
       36
               65
                   58
                           74
   23
                       94
   23 | 36
   LB
       UB
       36
           42 | 65 | 58 |
                       94
                           74
                                   87
                               99
      36
   23
        LB
UB
                   58
                                   87
               65
                       94
                           74
```

```
FLAG 1 true
  LB < UB
IF
Then
 I 2 LB
  J 2 UB + 1
 KEY PK[LB]
  Repeat While FLAG = true
     I ? I+1
     Repeat While K[I] < KEY
       I ? I + 1
     J 2 J - 1
     Repeat While K[J] > KEY
       J 2 J - 1
     IF I<J
     Then K[I] 2---2 K[J]
     Else FLAG ? FALSE
   K[LB] ?---? K[J]
```



```
FLAG 1 true
IF
  LB < UB
Then
  I 🖸 LB
  J 2 UB + 1
 KEY PK[LB]
  Repeat While FLAG = true
     I ? I+1
     Repeat While K[I] < KEY
       I ? I + 1
     J 2 J - 1
     Repeat While K[J] > KEY
       J 2 J - 1
     IF I<J
     Then K[I] 2---2 K[J]
     Else FLAG ? FALSE
   K[LB] ?---? K[J]
```



Algorithm: QUICK_SORT(K,LB,UB)

```
1. [Initialize]
  FLAG 2 true
2. [Perform Sort]
  IF LB < UB
  Then I 2 LB
       J 2 UB + 1
       KEY 2 K[LB]
        Repeat While FLAG = true
          I ? I+1
          Repeat While K[I] < KEY
             I 2 I + 1
          J 2 J - 1
          Repeat While K[J] > KEY
              J 2 J - 1
          IF I<J
          Then K[I] 2---2 K[J]
          Else FLAG 2 FALSE
       K[LB] 2---2 K[J]
```

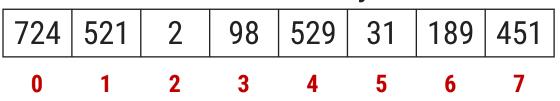
```
CALL QUICK_SORT(K,LB, J-1)
CALL QUICK_SORT(K,J+1, UB)

CALL QUICK_SORT(K,LB, J-1)

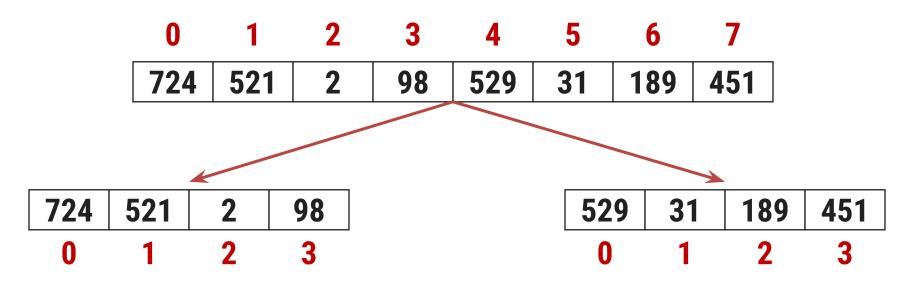
3. [Finished]
Return
```

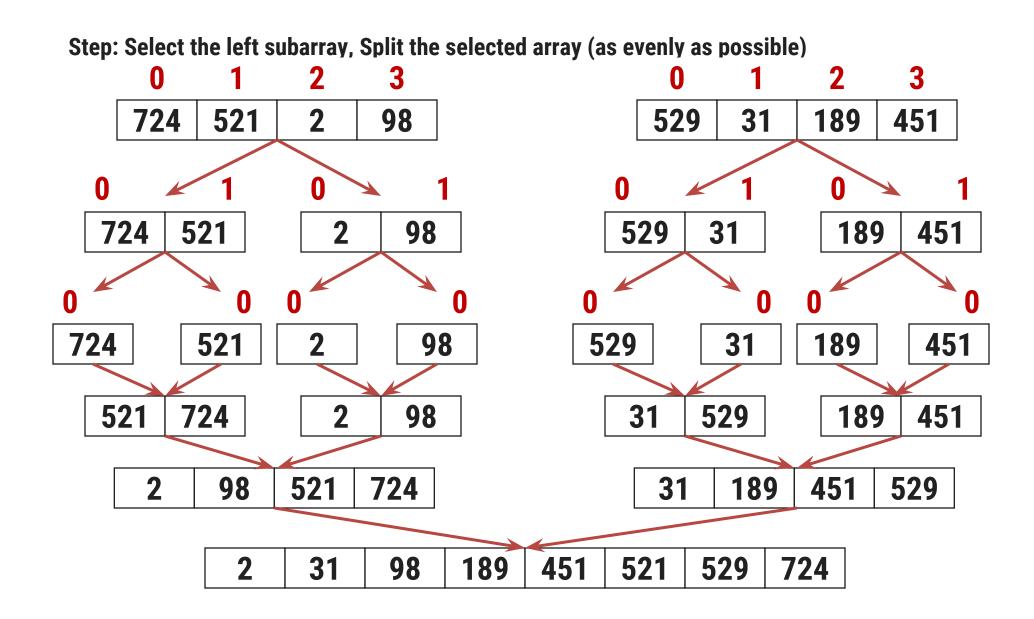
- ☐ The operation of sorting is closely related to process of merging
- ☐ Merge Sort is a divide and conquer algorithm
- □ It is based on the idea of breaking down a list into several sub-lists until each sub list consists of a single element
- Merging those sub lists in a manner that results into a sorted list
- Procedure
 - Divide the unsorted list into N sub lists, each containing 1 element
 - ☐ Take **adjacent pairs** of two singleton lists and **merge them** to form a **list of 2 elements**. N will now convert into N/2 lists of size 2
 - Repeat the process till a single sorted list of obtained
- \square Time complexity is $O(n \log n)$

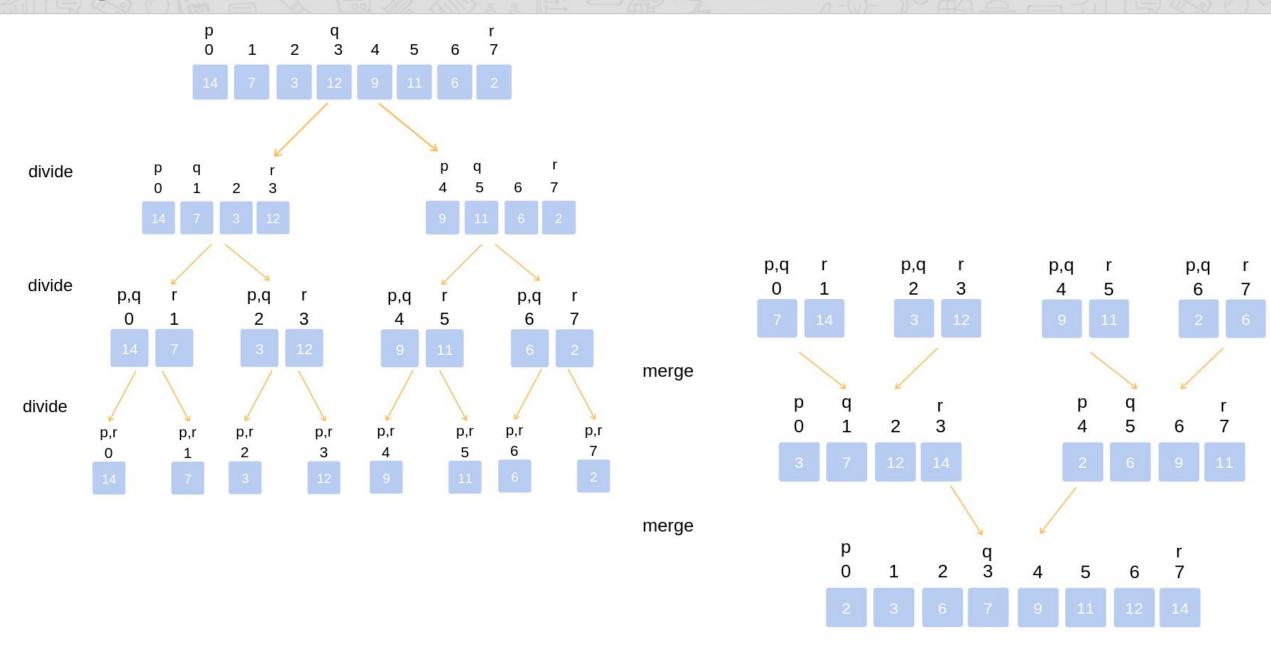
Unsorted Array

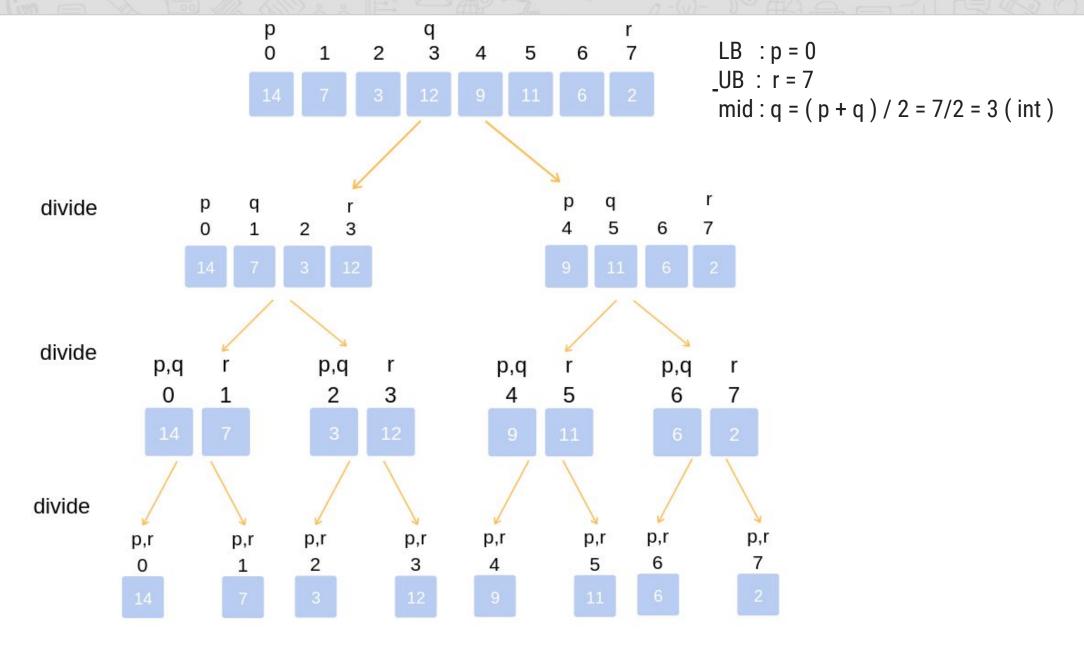


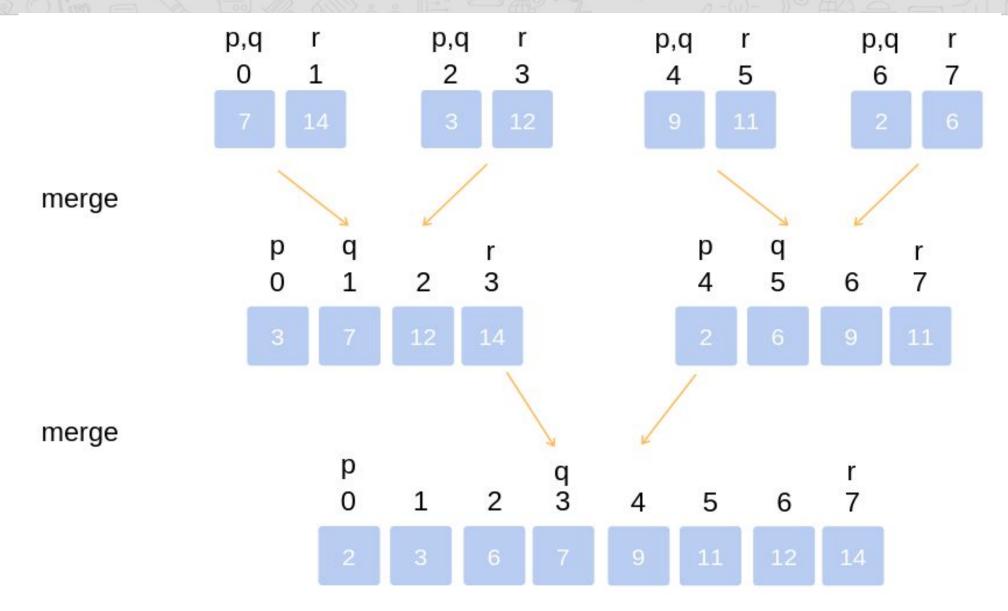
Step 1: Split the selected array (as evenly as possible)











Algorithm:

```
procedure mergesort( var a as array )
1. if ( n == 1 )
   Return a
2. var 11 as array = a[0] ... a[n/2]
   var 12 as array = a[n/2+1] ... a[n]
3. l1 = mergesort( l1 )
   12 = mergesort(12)
4. merge( 11, 12 )
5. Return
```

```
procedure merge( var a as array, var b as array )
 var c as array
 while ( a and b have elements )
   if (a[0] > b[0])
      add b[0] to the end of c
     remove b[0] from b
   else
      add a[0] to the end of c
     remove a[0] from a
   end if
 end while
 while ( a has elements )
   add a[0] to the end of c
   remove a[0] from a
 end while
 while ( b has elements )
   add b[0] to the end of c
   remove b[0] from b
 end while
 return c
end procedure
```

Algorithm: MERGE_SORT(K,LB,UB)

```
1. [Initialize]
  FLAG 2 true
2. [Perform Sort]
  IF LB < UB
  Then I 2 LB
       J 2 UB + 1
       KEY 2 K[LB]
        Repeat While FLAG = true
         I ? I+1
          Repeat While K[I] < KEY
             I 2 I + 1
          J 2 J - 1
          Repeat While K[J] > KEY
              J 2 J - 1
          IF I<J
          Then K[I] 2---2 K[J]
          Else FLAG 2 FALSE
       K[LB] 2---2 K[J]
```

```
CALL QUICK_SORT(K,LB, J-1)
CALL QUICK_SORT(K,J+1, UB)

CALL QUICK_SORT(K,LB, J-1)

3. [Finished]
Return
```

Insertion Sort

In insertion sort, every iteration moves an element from unsorted portion to sorted portion until all the elements are sorted in the list.

Steps for Insertion Sort

- Assume that **first element** in the list is in **sorted portion** of the list and **remaining all elements** are in **unsorted portion**.
- Select first element from the unsorted list and insert that element into the sorted list in order specified.
 - Repeat the above process until all the elements from the unsorted list are moved into the sorted list.

This algorithm is not suitable for large data sets

Insertion Sort cont.

Complexity of the Insertion Sort Algorithm

To sort a unsorted list with 'n' number of elements we need to make (1+2+3+.....+n-1) = (n (n-1))/2 number of comparisons in the worst case.

If the list already sorted, then it requires 'n' number of comparisons.

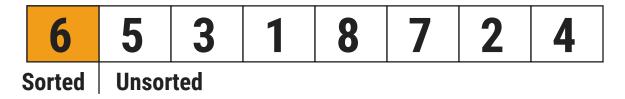
- Worst Case : $\Theta(n^2)$
- Best Case : Ω(n)
- Average Case : Θ(n²)

Insertion Sort Example

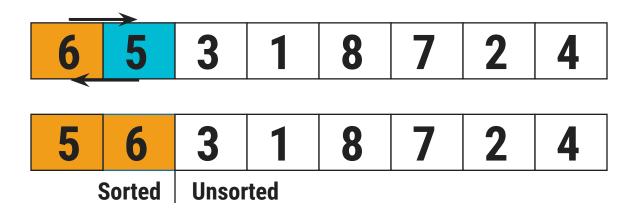




Pass - 1: Select First Record and considered as Sorter Sub-array

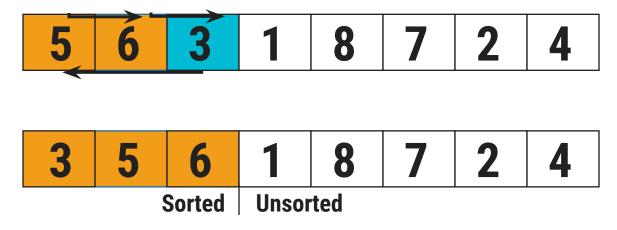


Pass - 2 : Select Second Record and Insert at proper place in sorted array

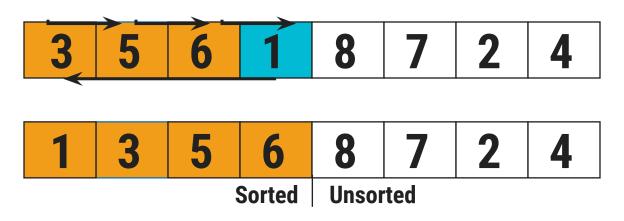


Insertion Sort Example Cont.

Pass - 3 : Select Third record and Insert at proper place in sorted array

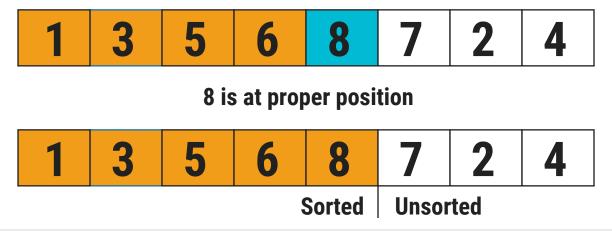


Pass - 4: Select Forth record and Insert at proper place in sorted array

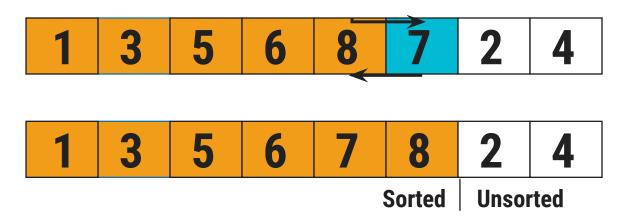


Insertion Sort Example Cont.

Pass - 5: Select Fifth record and Insert at proper place in sorted array

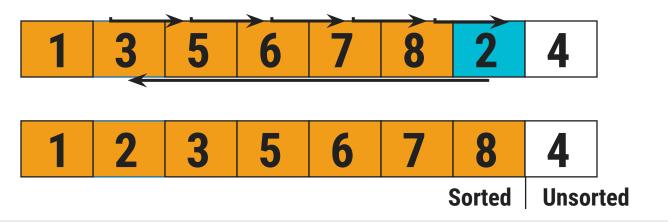


Pass - 6 : Select Sixth Record and Insert at proper place in sorted array



Insertion Sort Example Cont.

Pass - 7: Select Seventh record and Insert at proper place in sorted array



Pass - 8 : Select Eighth Record and Insert at proper place in sorted array

