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Problem: Search

- We are given a list of records.
- Each record has an associated key.
- Give efficient algorithm for searching for a record containing a particular key.
- Efficiency is quantified in terms of average time analysis (number of comparisons) to retrieve an item.

Serial Search

- Step through array of records, one at a time.
- Look for record with matching key.
- Search stops when
 - record with matching key is found
 - or when search has examined all records without success.

Pseudocode for Serial Search

Serial Search Analysis

- What are the worst and average case running times for serial search?
- We must determine the O-notation for the number of operations required in search.
- Number of operations depends on *n*, the number of entries in the list.

Worst Case Time for Serial Search

- For an array of *n* elements, the worst case time for serial search requires *n* array accesses: O(*n*).
- Consider cases where we must loop over all n records:
 - desired record appears in the last position of the array
 - desired record does not appear in the array at all

Average Case for Serial Search

Assumptions:

- 1. All keys are equally likely in a search
- 2. We always search for a key that is in the array

Example:

- We have an array of 10 records.
- If search for the first record, then it requires 1 array access; if the second, then 2 array accesses. etc.

The average of all these searches is: (1+2+3+4+5+6+7+8+9+10)/10 = 5.5

Average Case Time for Serial Search

Generalize for array size *n*.

Expression for average-case running time:

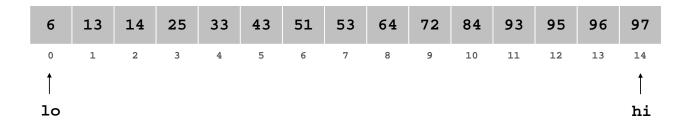
$$(1+2+...+n)/n = n(n+1)/2n = (n+1)/2$$

Therefore, average case time complexity for serial search is O(n).

- Perhaps we can do better than O(n) in the average case?
- Assume that we are give an array of records that is sorted. For instance:
 - an array of records with integer keys sorted from smallest to largest (e.g., ID numbers), or
 - an array of records with string keys sorted in alphabetical order (e.g., names).

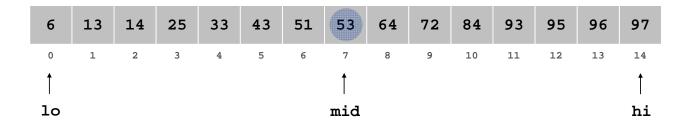
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Invariant. Algorithm maintains a[lo] ≤ value ≤ a[hi].



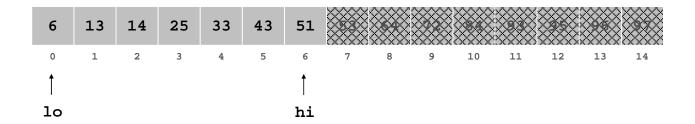
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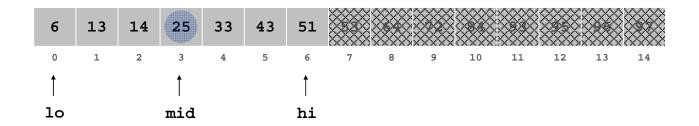
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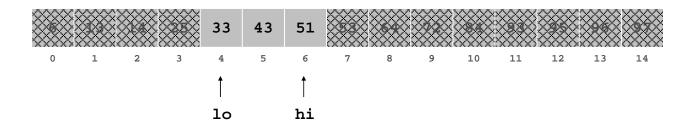
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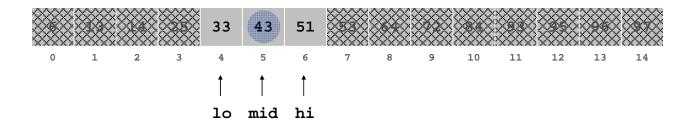
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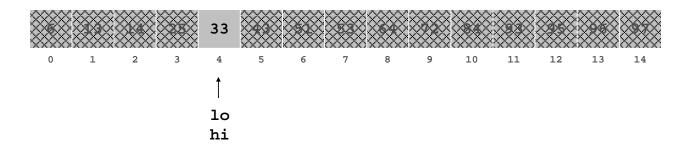
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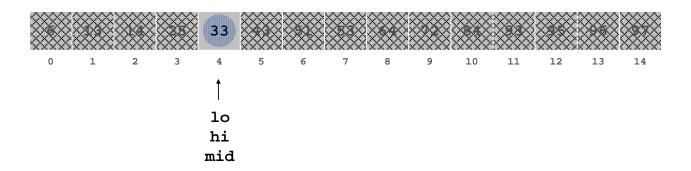
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