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Interpolation search vs Binary search

[Interpolation search](#) works better than Binary Search for a sorted and uniformly distributed array.

On average the interpolation search makes about $\log(\log(n))$ comparisons (if the elements are uniformly distributed), where n is the number of elements to be searched. In the worst case (for instance where the numerical values of the keys increase exponentially) it can make up to $O(n)$ comparisons.

Sources:

http://en.wikipedia.org/wiki/Interpolation_search

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**Goku** • 9 months ago

Code for interpolation Search using C

<http://ideone.com/N2DnX8>

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**sooraj** • a year agoPlease explain the complexity $\log(\log(n))$..!!

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**salilag** • a year agocheck this <http://www.queryhome.com/39879...>

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**Priyanshu** • 2 years ago

a short useful note on interpolation search.

<http://data.linkedin.com/blog/...>

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**Priyanshu** ➔ Priyanshu • 2 years ago

Happy Coding :)

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**abhishek08aug** • 2 years ago

Intelligent :)

```
/* Paste your code here (You may delete these lines if not writing code) */
```



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coder • 2 years ago

Can you please explain how is the complexity $O(\log \log n)$

Also, please explain these lines of the code given at the wikipedia page :

if (sortedArray[low] == toFind)

return low;

why do we need to check this condition after coming out of the while loop ??

^ | v • Reply • Share ›



Poorna Durga Yeddu • 2 years ago

What is uniformly distributed array?

^ | v • Reply • Share ›



GeeksforGeeks → Poorna Durga Yeddu • 2 years ago

[http://en.wikipedia.org/wiki/Uniform_distribution_\(discrete\)](http://en.wikipedia.org/wiki/Uniform_distribution_(discrete))

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Poorna Durga Yeddu → GeeksforGeeks • 2 years ago

So, that is the probability of occurrence of every key is same.

1 ^ | v • Reply • Share ›



Avinash • 2 years ago

[sourcecode language="C++"]

//interpolation search

```
#include <stdio.h>
```

```
#include <iostream>
```

```
using namespace std;
```

```
#define SIZE 10
```

```
bool InterpolationSearch(int array[SIZE], int low, int high, int toFind,int size){
int mid;
```

```
while(array[low]<=toFind && array[high]>=toFind){
```

```
mid= low + ((toFind-array[low])*(high-low))/(array[high]-array[low]);
```

```
if(array[mid]==toFind){
```

```
return true;
```

```
}
```

```
else if(array[mid]>toFind){
```

```
high=mid-1;
```

[see more](#)

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