Lab: 3

Execution Time, Linear Search and Binary Search Implementation

Due Date: January 21, 2021

Lab Session: Virtual/Remote (A3, 16603)

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Linear Search Algorithm Simulation Result (n = 10 terms)

```
main.c
   1 /* Adrian Gomez
  int linearSearch(int length, int numToFind, int array[]) {
           int k;
           for (k = 0; k < length; k++) { // linearly goes through the array to find the element
               if (array[k] == numToFind) {
    return k; // return the index
           return -100; //error code to show that the element was not found within the array.
  22 }
  24 void mergeAlg(int lowerBound, int x, int upperBound, int array[]) {
           int a, b;
           int c = lowerBound;
           int n1 = 1 + x - lowerBound;
          int n2 = upperBound - x;
          int L[n1];
          int R[n2];
          for (a = 0; a < n1; a++) {
               L[a] = array[lowerBound + a];
                                                                                          input
7 8 6 4 6 7 3 10 2
2 3 4 4 6 6 7 7 8 10
The execution time of Linear Search is 0.002000 ms
The element 10 was found at index 9
 ..Program finished with exit code 0
Press ENTER to exit console.
```

Linear Search Algorithm Simulation Result (n = 1000 terms)

Binary Search Algorithm Simulation Result (n = 10 terms)

```
int main() {
   int length = 10;
                   int searchResult;
                   int numToFind = 11;
                  int initialIndex = 0;

//we must start an array with a given length.
                 //we must start an array with a given length.
int array[10];
int y; //responsible for creating array elements
int element; // element gets put into this variable to get put into array
for (y = 0; y < length; y++) {
    element = (rand() % length) + 1; // makes elements range from 1-the actual length of array
    array[y] = element;
}</pre>
                 int i; // printing variable
for (i = 0; i < length; i++) {//printing alg.
    printf("%d ", array[i]); // prints on the same line
} // prints initial array
printf("\n");</pre>
                  mergeSortAlg(0, length - 1, array);
                 for (i = 0; i < length; i++) {//printing alg.
    printf("%d ", array[i]); // prints on the same line
}// prints sorted array</pre>
                  clock_t begin, end;
                  double time;
begin = clock(); //record the begining time
                   searchResult = BinarySearch(initialIndex ,length, numToFind, array); //put the return number into search result for comparison
                  end = clock(); //record the end time
double end2 = (double)end;
double begin2 = (double)begin;
time = (end2 - begin2) * 1000 / CLOCKS_PER_SEC;
print=("\nThe execution time of linear Search is
the execution time of Linear Search is 0.001000 ms
The element 11 was not found in the array.
 ..Program finished with exit code 0
Press ENTER to exit console.
```

Binary Search Algorithm Simulation Result (n = 1000 terms)

Conclusion

In conclusion, we can conclude that Binary Search is a faster search algorithm in comparison to Linear Search. From our intuition, we can have an assumption that Binary Search will be the faster algorithm since it will divide and conquer the array. On the other hand, the Linear Search would essentially brute force the array and go through all the elements to search for the element. We can see the difference between these two algorithms from the time complexities given from lecture. For instance, Binary Search has the execution time of $T(n) = T(n/2) + \theta(1) = \theta(\lg n)$. On the other, Linear Search will have the time complexity of $T(n^2)$. As time gets larger, Linear Search will get larger faster than Binary Search, which is consistent with the simulation results provided above.