Searching CS 240

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Searching

Definition (The Searching Problem)

Given: An array, E[] haystack and an item, E needle

Return: true is needle can be found at any point in haystack;

otherwise, false

I.e., "can we find this element in this sequence?"

Given the haystack

$${3, 1, 4, 1, 5, 9, 2}$$

is the needle 1 in the haystack?

- (A) Yes
- (B) No

What do you suppose our algorithm is for finding 1 in the following array?

$${3, 1, 4, 1, 5, 9, 2}$$

- (A) Look through each element, stop when we see a 1
- (B) Look through each element, stop when we see something that isn't a 1
- (C) Look through every element, but don't stop; note whether we saw 1 anywhere
- (D) Look at index [1] or [3]

What do you suppose our algorithm is for finding 1 in the following array?

$$\{8, 6, 7, 5, 3, 0, 9\}$$

- (A) Look through each element, stop when we see a 1
- (B) Look through each element, stop when we see something that isn't a 1
- (C) Look through every element, but don't stop; note whether we saw 1 anywhere
- (D) Look at index [1] or [3]

What should we do in the body of the **for**-loop?

- (A) Check if item is the same thing as the needle
- (B) Check if item is not the same as needle
- (C) Both of the above
- (D) None of the above

Why do we use equals instead of ==?

- (A) Because == doesn't do a "deep" comparison
- (B) Because == only compares addresses
- (C) Because item and needle are objects, not primitive types
- (D) All of the above

```
public boolean search(E needle, E[] haystack) {
   for (E item : haystack) {
      if (item.equals(needle)) {
```

If we've found the needle, what should we do?

- (A) Set a boolean flag to true
- (B) Return true
- (C) Increment a counter
- (D) Advance to the next element

```
public boolean search(E needle, E[] haystack) {
   for (E item : haystack) {
      if (item.equals(needle)) {
          return true;
      }
      else {
        return false;
      }
}
```

Where is the bug in the above code?

```
public boolean search(E needle, E[] haystack) {
   for (E item : haystack) {
       if (item.equals(needle)) {
          return true:
   return false;
What is the running time complexity of the above method?
(A) O(1)
(B) O(\log n)
(C) O(n)
(D) O(n^2)
```

Let's make the search method recursive.

```
public boolean search(E needle, E[] haystack) {
   if (/* Base Case */) {
      ...
   }
   /* Recursive Case */
}
```

What do you suppose the base case should be?

- (A) If haystack is empty
- (B) If needle is equal to haystack[0]
- (C) If needle is null
- (D) None of the above

Let's make the search method recursive.

```
public boolean search(E needle, E[] haystack, int i) {
   if (/* Base Case */) {
        ...
}
   /* Recursive Case */
}
```

What do you suppose the base case should be *now*?

- (A) If i == 0
- (B) If needle is equal to haystack[0]
- (C) If needle is equal to haystack[i]
- (D) If i >= haystack.length

Let's make the search method recursive.

```
public boolean search(E needle, E[] haystack, int i) {
   if (i >= haystack.length) {
      return false;
   }
   /* Recursive Case */
}
```

What is the recursive case?

- (A) When i < haystack.length
- (B) When needle is equal to haystack[i]
- (C) Both of the above

Let's make the search method recursive.

```
public boolean search(E needle, E[] haystack, int i) {
   if (i >= haystack.length) {
      return false;
   if (needle.equals(haystack[i])) {
      return true;
   /* Recursive Case */
}
```

What is the recursive case?

- (A) When i < haystack.length
- (B) When needle is not equal to haystack[i]
- (C) Both of the above

Let's make the search method recursive.

```
public boolean search(E needle, E[] haystack, int i) {
   if (i >= haystack.length) {
      return false;
   }
   if (needle.equals(haystack[i])) {
      return true;
   }
   return this.search(needle, haystack, i + 1);
}
```

What is the running time complexity of the above method?

- (A) O(1)
- (B) $O(\log n)$
- (C) O(n)
- (D) $O(n^2)$

Let's make the search method recursive.

```
public boolean search(E needle, E[] haystack, int i) {
   if (i >= haystack.length) {
      return false;
   }
   if (needle.equals(haystack[i])) {
      return true;
   }
   return this.search(needle, haystack, i + 1);
}
```

Let T(n) be the exact running time of the above method (though, assume constant-time operations only cost 1). How can we express it?

- (A) T(0) = 1
- (B) T(n) = 1 + T(n-1)
- (C) Both of the above
- (D) None of the above

Can we improve upon the time complexity of the search problem?

- (A) Yes
- (B) No
- (C) Maybe

Binary Search

Definition

Suppose you want to search through a sorted array,

$$S = \{S_1, S_2, S_3, \dots, S_n\}$$

for a particular element, x.

In general, you're always searching between two indices: L and R. Initially, it would be between L=1 and R=n.

- Let $M = \lfloor (L+R)/2 \rfloor$
- If L > R, then x is not in S

(Base Case)

• If $S_M = x$, then x is in S

(Base Case)

• If $S_M > x$, then search between L and M-1

(Recursive Case)

• If $S_M < x$, then search between M+1 and R

(Recursive Case)

After having coded a binary search recursively, how can we express its running time, T(n)?

(A)
$$T(0) = 1$$
, $T(n) = 1 + T(n-1)$

(B)
$$T(1) = 1$$
, $T(n) = 1 + T(n-1)$

(C)
$$T(0) = 1$$
, $T(n) = 1 + T(n/2)$

(D)
$$T(1) = 1$$
, $T(n) = 1 + T(n/2)$

Loosely speaking (to save the headache), we have

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

Proof Sketch $(T(n) = 1 + \log_2 n)$.

By induction on n.

Base:

Inductive:



What is the base case?

- (A) n = 0
- (B) n = 1
- (C) T(n) = 1
- (D) $1 + \log_2(0)$

Loosely speaking (to save the headache), we have

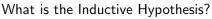
$$T(1) = 1$$
$$T(n) = 1 + T(n/2)$$

Proof Sketch $(T(n) = 1 + \log_2 n)$.

By induction on n.

Base: When
$$n = 1$$
, $1 + \log_2(1) = 1 + 0 = 1 = T(n)$

Inductive: As our I.H., assume...



- (A) T(1) = 1
- (B) $T(k) = 1 + \log_2(k)$ for some $k \in \mathbb{N}$
- (C) $T(r) = 1 + \log_2(r)$ for any $r \le k \in \mathbb{N}$
- (D) $T(k+1) = 1 + \log_2(k)$

Loosely speaking (to save the headache), we have

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

Proof Sketch $(T(n) = 1 + \log_2 n)$.

By induction on n.

Base: When n = 1, $1 + \log_2(1) = 1 + 0 = 1 = T(n)$.

Inductive: As our I.H., assume $T(r) = 1 + \log_2(r)$ for any $r \leq k \in \mathbb{N}$.



What do we want to be true now?

- (A) T(1) = 1
- (B) $T(k) = 1 + \log_2(k)$ for some $k \in \mathbb{N}$
- (C) $T(r) = 1 + \log_2(r)$ for any $r \le k \in \mathbb{N}$
- (D) $T(k+1) = 1 + \log_2(k)$

Loose Proof That Binary Search Is $O(\log_2(n))$

$$T(1) = 1$$

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

Proof Sketch $(T(n) = 1 + \log_2 n)$.

Base: When
$$n = 1$$
, $1 + \log_2(1) = 1 + 0 = 1 = T(n)$.

Inductive: As our I.H., assume $T(r) = 1 + \log_2(r)$ for any $r \leq k \in \mathbb{N}$.

$$T(k+1) = 1 + T((k+1)/2)$$

$$= 1 + 1 + \log_2((k+1)/2)$$
 (by I.H.)
$$= 1 + 1 + \log_2(k+1) - \log_2(2)$$

$$= 1 + 1 + \log_2(k+1) - 1$$

$$= 1 + \log_2(k+1)$$



What's the issue with the Binary Search algorithm?

- (A) It will work when the array is unsorted, but slower
- (B) It won't work when the array is unsorted
- (C) We have to sort the array before a search
- (D) Nothing; it's much faster than a linear search

Can we think of an algorithm better than $O(\log_2(n))$?

- (A) Yes
- (B) No
- (C) Probably