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Jump Search - GeeksforGeeks

5-6 minutes

Like [Binary Search](#), Jump Search is a searching algorithm for sorted arrays. The basic idea is to check fewer elements (than [linear search](#)) by jumping ahead by fixed steps or skipping some elements in place of searching all elements.

For example, suppose we have an array `arr[]` of size `n` and block (to be jumped) size `m`. Then we search at the indexes `arr[0]`, `arr[m]`, `arr[2m]`,.....`arr[km]` and so on. Once we find the interval (`arr[km] < x < arr[(k+1)m]`), we perform a linear search operation from the index `km` to find the element `x`.

Let's consider the following array: (0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610). Length of the array is 16. Jump search will find the value of 55 with the following steps assuming that the block size to be jumped is 4.

STEP 1: Jump from index 0 to index 4;

STEP 2: Jump from index 4 to index 8;

STEP 3: Jump from index 8 to index 16;

STEP 4: Since the element at index 16 is greater than 55 we will jump back a step to come to index 9.

STEP 5: Perform linear search from index 9 to get the element 55.

What is the optimal block size to be skipped?

In the worst case, we have to do n/m jumps and if the last checked value is greater than the element to be searched for, we perform $m-1$ comparisons more for linear search. Therefore the total number of comparisons in the worst case will be $((n/m) + m-1)$. The

value of the function $((n/m) + m - 1)$ will be minimum when $m = \sqrt{n}$.
Therefore, the best step size is $m = \sqrt{n}$.

- C++
- Java
- Python3

C++

```
#include <bits/stdc++.h>

using namespace std;

int jumpSearch(int arr[], int x, int n)
{
    int step = sqrt(n);
    int prev = 0;
    while (arr[min(step, n)-1] < x)
    {
        prev = step;
        step += sqrt(n);
        if (prev >= n)
            return -1;
    }
    while (arr[prev] < x)
    {
        prev++;
        if (prev == min(step, n))
```

```
        return -1;
    }

    if (arr[prev] == x)
        return prev;

    return -1;
}

int main()
{
    int arr[] = { 0, 1, 1, 2, 3, 5, 8, 13, 21,
                  34, 55, 89, 144, 233, 377, 610
    };

    int x = 55;

    int n = sizeof(arr) / sizeof(arr[0]);

    int index = jumpSearch(arr, x, n);

    cout << "\nNumber " << x << " is at index " <<
index;

    return 0;
}
```

Java

```
public class JumpSearch
{
    public static int jumpSearch(int[] arr, int x)
    {
```

```
int n = arr.length;

int step = (int) Math.floor(Math.sqrt(n));

int prev = 0;

while (arr[Math.min(step, n)-1] < x)
{
    prev = step;
    step +=
(int) Math.floor(Math.sqrt(n));

    if (prev >= n)
        return -1;
}

while (arr[prev] < x)
{
    prev++;

    if (prev == Math.min(step, n))
        return -1;
}

if (arr[prev] == x)
    return prev;

return -1;
}

public static void main(String [ ] args)
{
    int arr[] = { 0, 1, 1, 2, 3, 5, 8, 13, 21,
```

```
        34, 55, 89, 144, 233, 377,
610};

int x = 55;

int index = jumpSearch(arr, x);

System.out.println("\nNumber " + x +
                    " is at index " +
index);
    }
}
```

Python3

```
import math

def jumpSearch( arr , x , n ):
    step = math.sqrt(n)
    prev = 0
    while arr[int(min(step, n)-1)] < x:
        prev = step
        step += math.sqrt(n)
        if prev >= n:
            return -1
    while arr[int(prev)] < x:
        prev += 1
        if prev == min(step, n):
            return -1
```

```
        if arr[int(prev)] == x:
            return prev

        return -1

arr = [ 0, 1, 1, 2, 3, 5, 8, 13, 21,
        34, 55, 89, 144, 233, 377, 610 ]

x = 55

n = len(arr)

index = jumpSearch(arr, x, n)

print("Number" , x, "is at index" , "%.0f"%index)
```

Output:

Number 55 is at index 10

Time Complexity : $O(\sqrt{n})$

Auxiliary Space : $O(1)$

Important points:

- Works only sorted arrays.
- The optimal size of a block to be jumped is $O(\sqrt{n})$. This makes the time complexity of Jump Search $O(\sqrt{n})$.
- The time complexity of Jump Search is between Linear Search ($O(n)$) and Binary Search ($O(\log n)$).
- Binary Search is better than Jump Search, but Jump search has an advantage that we traverse back only once (Binary Search may require up to $O(\log n)$ jumps, consider a situation where the element to be search is the smallest element or smaller than the smallest). So in a systems where jumping back is costly, we use Jump Search.

References:

https://en.wikipedia.org/wiki/Jump_search

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