

BINARY SEARCH

MSCI 240: Algorithms & Data Structures

lab 3 (program complexity)

lab 3 next week (week of Oct 22)

lab 4 the week after that (week of Oct 29)

resume every other week (lab 5, week of Nov 12, etc.)

lecture/tutorial swap (Nov 5 + 7)

Mon, Nov 5: **two lectures**—normal lecture + lecture in tutorial time

Wed, Nov 7: **tutorial** in lecture time

lecture summary

logarithmic complexity

binary search

clicker questions

Topic	Building Java Programs	Algorithms (Sedgewick)
classes, ADTs	chapter 8	1.2
arrays	chapter 7	
ArrayList<T>	chapter 10	1.3
Stack/Queue	chapter 14, (11)	1.3
LinkedList	chapter 16	1.3
Complexity	chapter 13	1.4
Searching		pp. 46-47
Sorting		chapter 2.1-2.3
Recursion	chapter 12	1.1 (p. 25)
BSTs	chapter 17	chapter 3.1-3.2
Dictionaries	chapter 18.1	chapter 3.4
Graphs	N/A (Wikipedia good)	chapter 4.1
Heaps/Priority Queues	chapter 18.2	chapter 2.4

what is a logarithm?

$$x^y = z$$
$$\log_x z = y$$

$$n = 2^k$$
$$T(n) \sim C \cdot k = C \cdot \log_2 n$$

$n = 2^k$	k	$T(n)$
2	1	0.1s
4	2	0.2s
8	3	0.3s
16	4	0.4s
32	5	0.5s
64	6	0.6s
128	7	0.7s
256	8	0.8s
512	9	0.9s
1024	10	1.0s

logarithmic complexity: whenever the input size **doubles**, the running time increases by a **constant** amount

how could an algorithm take logarithmic time?

binary search

recall: linear search

input:

n numbers, $A = \langle a_1, a_2, \dots, a_n \rangle$

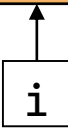
a value, v

output:

index i , such that $v = a_i$

or, *nil* if $v \notin A$

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	10	15	20	22	25	30	36	42	50	56	68	85	92	103



input:

n sorted numbers, $A = \langle a_1, a_2, \dots, a_n \rangle$

a value, v (e.g., 42 above)

output:

index i , such that $v = a_i$ (e.g., 10 above)

or, *nil* if $v \notin A$

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	10	15	20	22	25	30	36	42	50	56	68	85	92	103

↑
min

↑
mid

↑
max

binary search: locates target value in a sorted array/list by successively eliminating half of the array from consideration

example: phonebook

how many **steps** does it take to complete?

(a.k.a. how many **elements** does it need to examine?)

binary search algorithm

examine the middle element of the array

if it is **too big**, eliminate the **right half** of the array and repeat

if it is **too small**, eliminate the **left half** of the array and repeat

else it is the value we're searching for, so **stop**

binary search (pseudocode)

```
binarySearch(int[] a, int target) {  
    while (a has remaining elements) {  
        int mid = middle element index;  
        if (a[mid] < target) {  
            eliminate left half;  
        } else if (a[mid] > target) {  
            eliminate right half;  
        } else {  
            return mid; // target found  
        }  
    }  
    return nil; // target not found  
}
```

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	10	15	20	22	25	30	36	42	50	56	68	85	92	103
	↑								↑								↑
	min								mid								max

```

public static int binarySearch(int[] a, int target) {
    int min = 0; int max = a.length - 1;
    while (min <= max) {
        int mid = (min + max) / 2;
        if (a[mid] < target) {
            min = mid + 1;
        } else if (a[mid] > target) {
            max = mid - 1;
        } else {
            return mid; // target found
        }
    }
    return -(min + 1); // target not found
}

```

binary search (code)

```
public static int binarySearch(int[] a, int target) {  
    int min = 0; int max = a.length - 1;  
    while (min <= max) {  
        int mid = (min + max) / 2;  
        if (a[mid] < target) {  
            min = mid + 1;  
        } else if (a[mid] > target) {  
            max = mid - 1;  
        } else {  
            return mid; // target found  
        }  
    }  
    return -(min + 1); // target not found  
}
```


recall: class `Arrays` in package `java.util` has useful static methods for manipulating arrays:

syntax: `Arrays.methodName(parameters)`

Method name	Description
<code>binarySearch(array, value)</code>	returns the index of the given value in a <i>sorted</i> array (or < 0 if not found)
<code>binarySearch(array, minIndex, maxIndex, value)</code>	returns index of given value in a <i>sorted</i> array between indexes <i>min</i> / <i>max</i> - 1 (< 0 if not found)
<code>copyOf(array, length)</code>	returns a new copy of an array
<code>equals(array1, array2)</code>	returns <code>true</code> if the two arrays contain the same elements in the same order
<code>fill(array, value)</code>	sets every element to the given value
<code>sort(array)</code>	arranges the elements into sorted order
<code>toString(array)</code>	returns a string representing the array, such as <code>"[10, 30, -25, 17]"</code>

```
// searches an entire sorted array for a given value
// returns its index if found; a negative number if not found
// Precondition: array is sorted
Arrays.binarySearch(array, value)

// searches given portion of a sorted array for a given value
// examines minIndex (inclusive) through maxIndex (exclusive)
// returns its index if found; a negative number if not found
// Precondition: array is sorted
Arrays.binarySearch(array, minIndex, maxIndex, value)
```

the `binarySearch` method in the `Arrays` class searches an array very efficiently if the array is sorted

you can search the entire array, or just a range of indexes (useful for “unfilled” arrays such as the one in `ArrayListOfDouble`)

if the array is not sorted, **you may need to sort it first**

```
// index    0  1  2  3  4  5  6  7  8  9  10  11  12  13  14  15
int[] a = {-4, 2, 7, 9, 15, 19, 25, 28, 30, 36, 42, 50, 56, 68, 85, 92};
int index  = Arrays.binarySearch(a, 42);    // index1 is 10
int index2 = Arrays.binarySearch(a, 21);    // index2 is -7
```

binarySearch returns the **index** where the value is found

if the value is **not found**, binarySearch returns:

$-(\text{insertionPoint} + 1)$

where `insertionPoint` is the index where the element **would have been**, if it had been in the array in sorted order

to insert the value into the array, negate `insertionPoint + 1`

```
int indexToInsert21 = -(index2 + 1);    // 6
```

which **indexes** does the algorithm **examine** to find value 22?

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	10	15	20	22	25	30	36	42	50	56	68	85	92	103

- A. 0, 1, 2, 3, 4, 5, 6
- B. 8, 12, 10
- C. 8, 4, 6
- D. 0, 16, 7, 4, 6
- E. 8, 3, 5, 6

what is the runtime complexity of binary search?

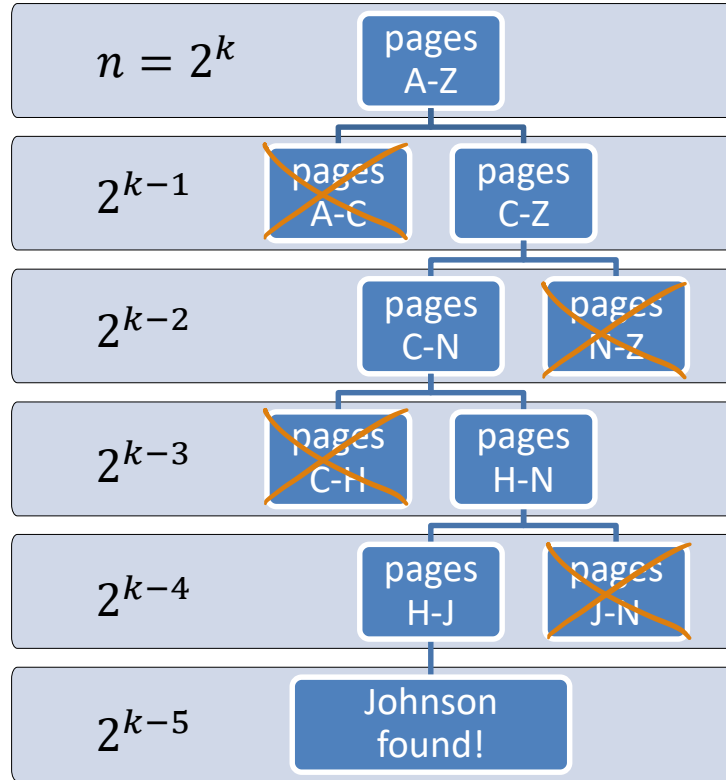
best case?

found at middle element (1 step)

worst case?

not found (? steps)

binary search (phonebook: "Johnson")



if **not found**, how many steps (rows)?

k steps would be required
left with only $2^{k-k} = 1$ page

remember: $n = 2^k$, so $k = \log_2 n$

$\therefore \log_2 n$ steps would be required

# pages	# tests	$T(n)$?
2	1	0.1s
4	2	0.2s
8	3	0.3s
16	4	0.4s
32	5	0.5s
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1024	10	1.0s

for an array of size n , it eliminates **half** until **one** element remains

$$n, \frac{n}{2}, \frac{n}{4}, \frac{n}{8}, \dots, 4, 2, 1$$

how many divisions does it take?

think of it from the other direction:

how many times do I have to **multiply** by 2 to reach n ?

$$1, 2, 4, 8, \dots, \frac{n}{4}, \frac{n}{2}, n$$

call this number of multiplications k

$$2^k = n$$

$$k = \log_2 n$$

if you only have to search once through an **unsorted** array,
which is better: **linear** or **binary** search?

what is the order of growth of binary search on a **linked list**?

does data ever actually get thrown away/deleted?

binary search and objects

can we `binarySearch` an array of `Strings`?

operators like `<` and `>` do not work with `String` objects

but we do think of strings as having an **alphabetical** ordering

natural ordering: rules governing the relative placement of all values of a given type

comparison function: code that, when given two values a and b of a given type, decides their relative ordering:

$a < b$, $a == b$, $a > b$

the compareTo method (10.2)

the standard way for a Java class to define a comparison function for its objects is to define a `compareTo` method

example: in the `String` class, there is a method:

```
public int compareTo(String other)
```

a call of `a.compareTo(b)` will return:

a value < 0 if `a` comes "before" `b` in the ordering,

a value > 0 if `a` comes "after" `b` in the ordering,

or 0 if `a` and `b` are considered "equal" in the ordering

binary search summary

divides problem in half until trivial to solve

because it is ignoring these halves, requires at most $\log_2 n$ steps

requires a **sorted** array (sorting is expensive—will discuss later)

use `Arrays.binarySearch` in Java to search a sorted array

need to define `compareTo` instance method for objects to be able to use the `Arrays.binarySearch` method

clicker questions

You have an unsorted array A . You want to know if it contains a value v . Should you use binary or linear search to determine if A contains v ? You want the result as fast as possible.

- A. binary search
- B. linear search
- C. neither will work

You have an unsorted array **A** that will not change. You need to test 10 billion values for their presence or absence from **A**. Should you use binary or linear search to determine if **A** contains each of these values? You want the results as fast as possible.

- A. binary search
- B. linear search
- C. depends on the size of *A*, but most likely binary search
- D. depends on the size of *A*, but most likely linear search
- E. neither will work

next:
big oh