



CIT 596

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# Binary Search and Introduction Randomized Algorithms

# SEARCHING IN AN ARRAY

How long does it take to search for an element  $x$  in an array?

$O(n)$

Can we do better if we know that the array is sorted?

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# BINARY SEARCH

Idea: Comparing  $x$  to middle element of array eliminates half the array.

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- Each step of the algorithm, the size of the input (the search space) halves.

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- $T(n) = T\left(\frac{n}{2}\right) + 1$

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- Apply Master Theorem:  $a = 1, b = 2,$
- Note that  $n^0 = 1$ . So  $c = 0$  and  $a = b^c$ .
- All levels contribute equally and each contributes 1.
- Running time is  $O(\log n)$ .

# BINARY SEARCH – ALGORITHM

```
BinarySearch(A, val, lo, hi):
```

```
    if hi < lo
```

```
        return -1
```

```
    mid ← (lo + hi) / 2
```

```
    if A[mid] > val:
```

```
        return BinarySearch(A, val, lo, mid - 1)
```

```
    else if A[mid] < val:
```

```
        return BinarySearch(A, val, mid + 1, hi)
```

```
    else
```

```
        return mid
```

```
# to initially call the function:
```

```
BinarySearch(A, val, 0, len(A) - 1)
```

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# NEXT EXAMPLE

Quicksort: an algorithm that tosses coins!

What does an algorithm gain by tossing coins?

- Remember we are interested in the worst-case behavior of an algorithm.
  - A deterministic algorithm (one with no randomization) can have a bad worst-case behavior.
  - Think about a penalty kicker in soccer as an algorithm that can shoot right or left. If it always does the same thing, the goalie can easily anticipate it and block the shot.
  - A worst-case goalie will cause the kicker to have no success!
- Randomizing helps.

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# WHY RANDOMIZE?

- In the previous example, the algorithm is like the kicker, and the goalie is like an adversary (opponent) trying to make the algorithm look bad.
- Similarly, think of an adversary creating the inputs to an algorithm based on how it works.
  - Of course, there is no adversary, but since we want to consider worst-case performance, we can imagine the worst case being constructed by an adversary (like the goalie).
- Randomizing helps to avoid such worst cases.

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# EXAMPLE: RANDOMIZATION IN ROCK-PAPER-SCISSORS

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