

# SEARCHING AND SORTING



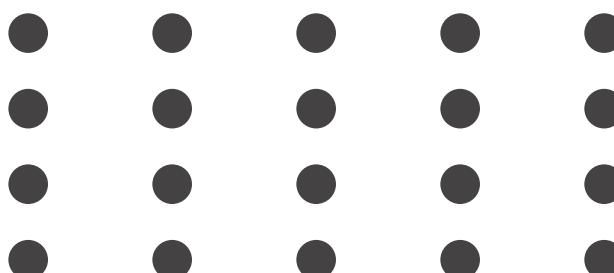


# Searching Algorithm

Linear Search

Binary Search

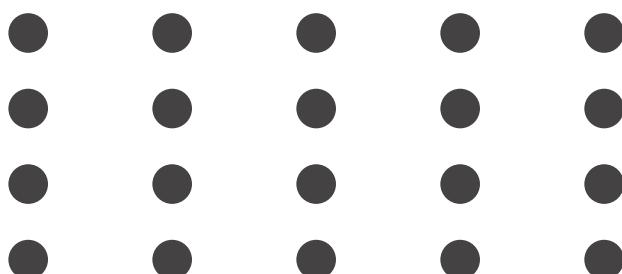
# Linear Search In Data Structure



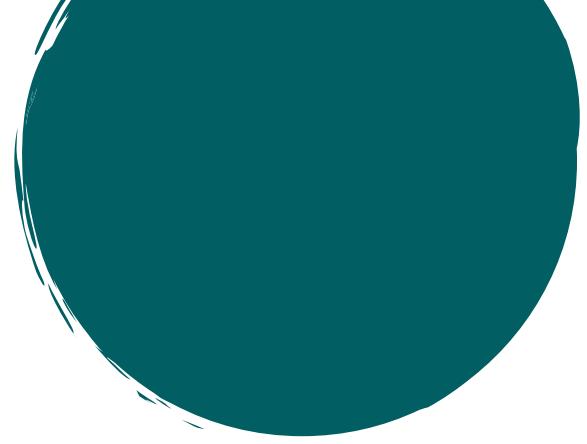


# LINEAR SEARCH

- list is traversed from one end to other

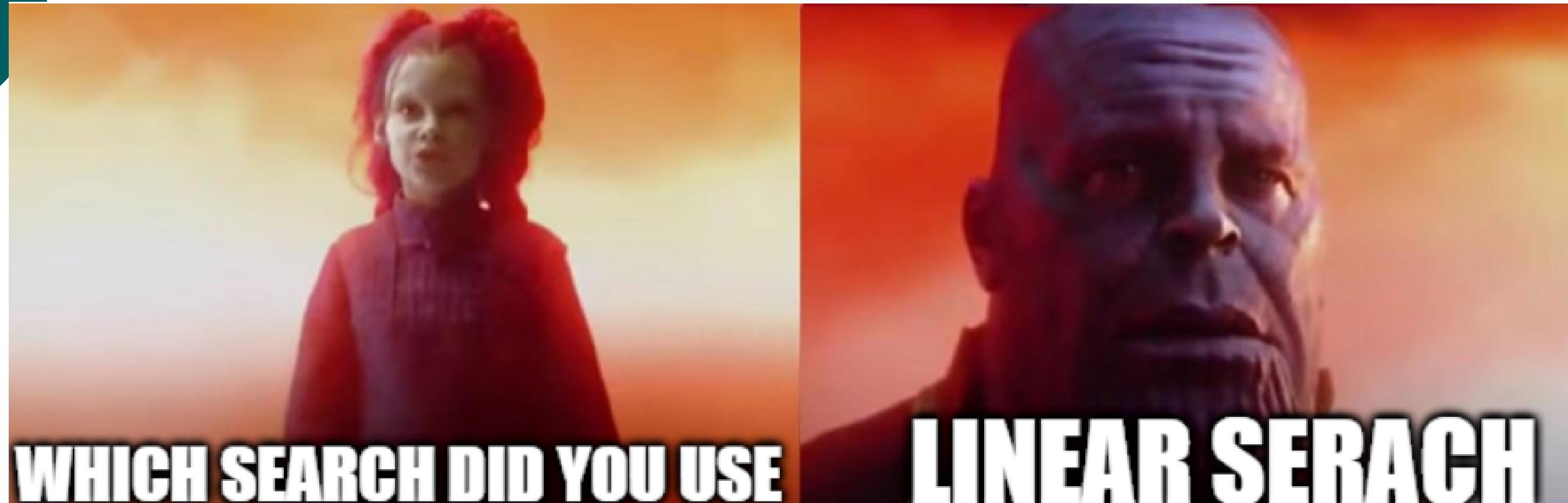


```
int LS (int arr[] , int size , int  
value)  
    for(int i=0 ; i<size ; i++)  
    {  
        if(arr[i] == value)  
            return i;  
    }  
    return -1;  
}
```



i=0	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10
i=1	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10
i=2	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10
i=3	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10
i=4	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
i=5	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10
i=6	5	2	3	4	17	21	71	10	12	14	31
	0	1	2	3	4	5	6	7	8	9	10





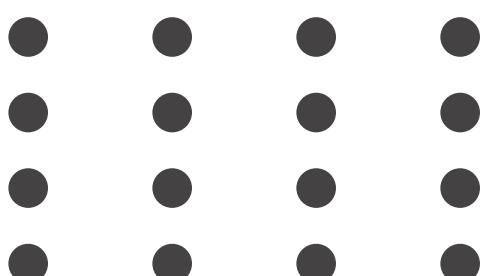
**WHICH SEARCH DID YOU USE**

**LINEAR SERACH**



**WHAT DID IT COST?**

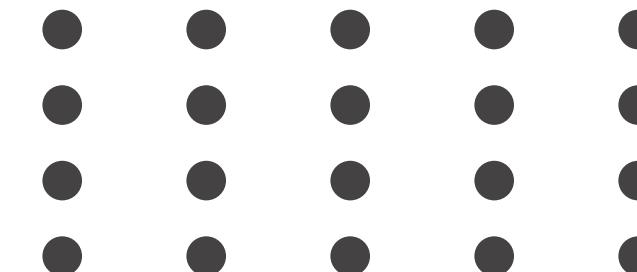
**TIME COMPLEXITY**

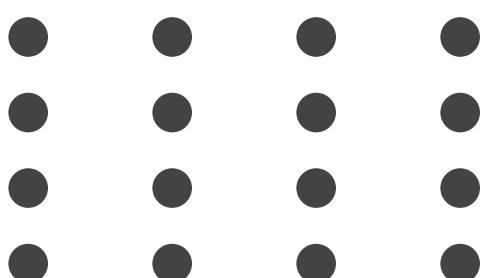


# TIME COMPLEXITY FOR LINEAR SEARCH

As we have to traverse the whole array for the worst case so the time complexity will be

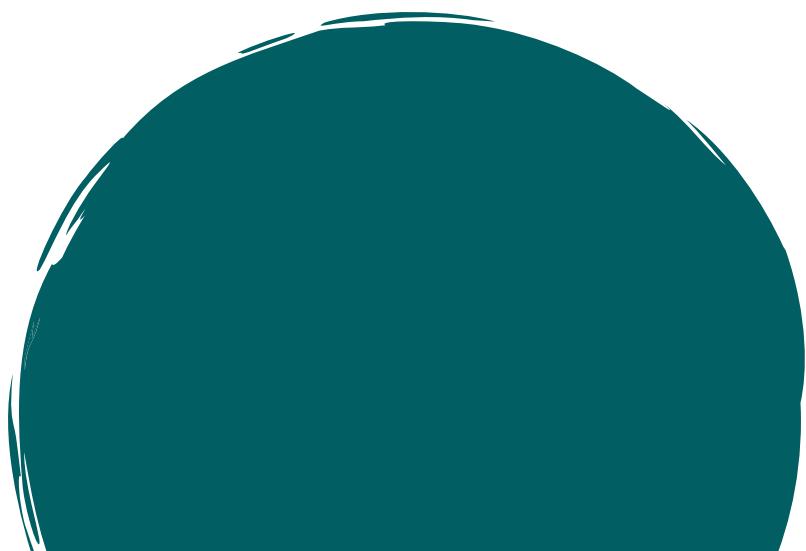
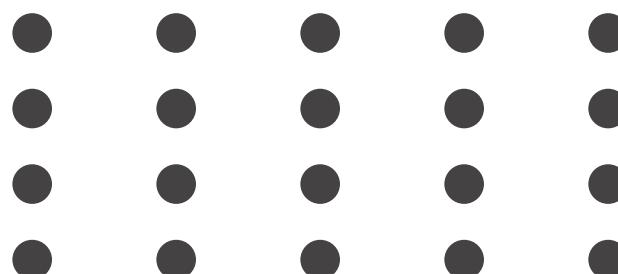
$$O(n)$$







# BINARY SEARCH

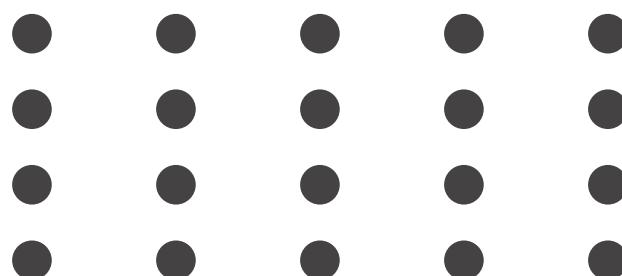


# BINARY SEARCH

## Why binary search ?

The linear search takes a large amount of time to complete.

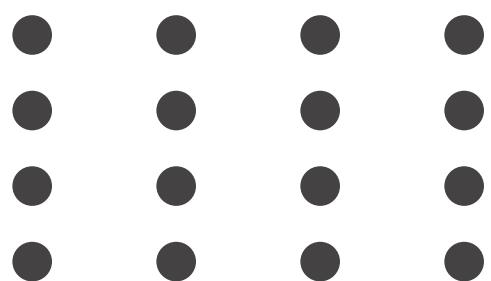
- Linear search is useful on very small sized arrays
- For very large search space binary search is an efficient method.



A close-up photograph of a man with dark hair and a beard, looking directly at the camera with a wide-eyed, shocked expression. He appears to be wearing a dark shirt. The background is dark and out of focus.

Binary search  
endings it's  
career

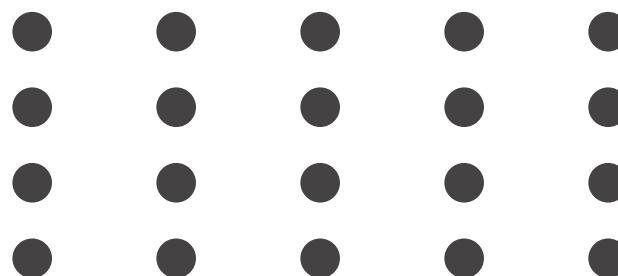
Linear search  
thinking it's cool



# BINARY SEARCH

What is binary search ?

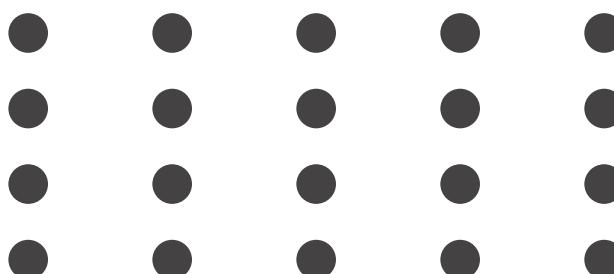
- list or dataset is divided repeatedly into half
- used on sorted array
- mid value is calculated.



# BINARY SEARCH

A condition for binary search :

- The list/array must be sorted.



# Binary Search

	0	1	2	3	4	5	6
Search 50	11	17	18	45	50	71	95
50 > 45	0	1	2	3	4	5	6
Take 2 <sup>nd</sup> half	11	17	18	45	50	71	95
50 < 71	0	1	2	3	4	5	6
Take 1 <sup>st</sup> half	11	17	18	45	50	71	95
50 found at position 4	11	17	18	45	50	71	95
					done		



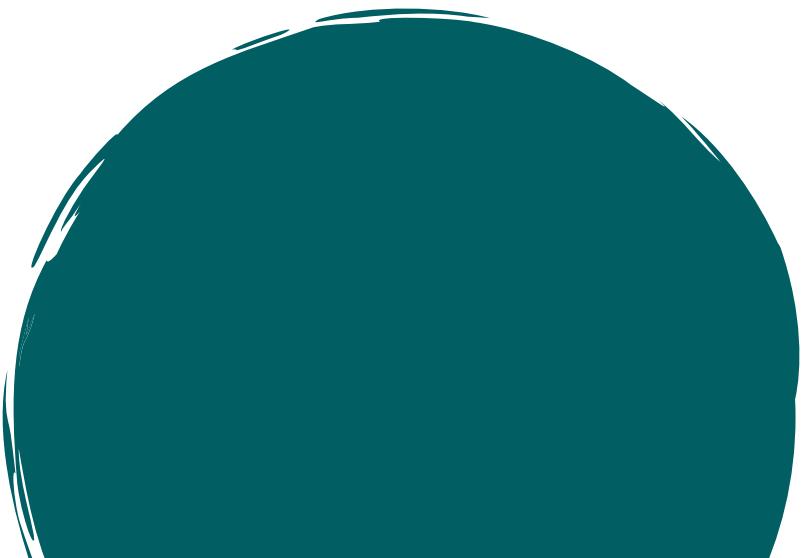
# TIME COMPLEXITY FOR BINARY SEARCH

## BEST CASE :

Best case is when the element is at the middle index of the array. It takes only one comparison to find the target element. So the best case complexity is  $O(1)$ .

## WORST CASE :

The time complexity for the worst case is  $O(\log N)$ .





# Q.Finding Square Root of a Number

**Given a number find the square root of it.**

**eg.**

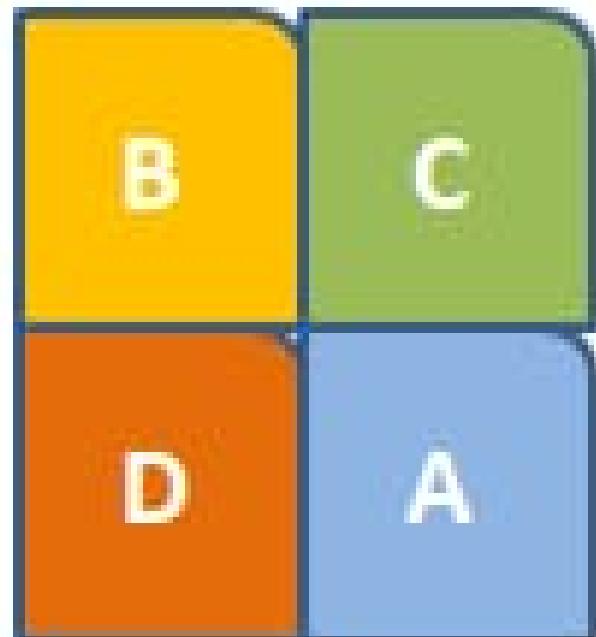
**number = 36**

**root : 6**

# Sorting



Ascending

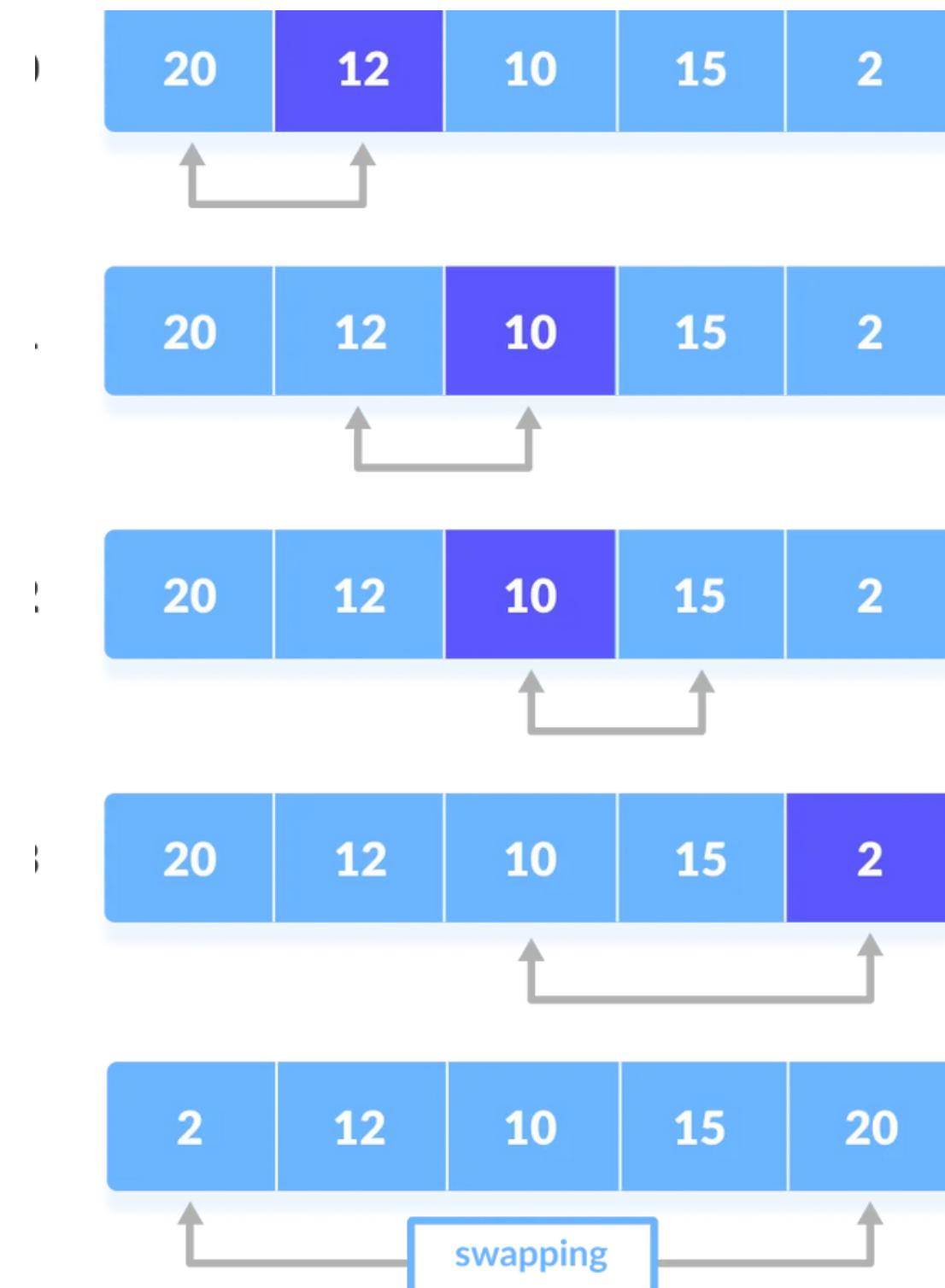


Descending

# Selection Sort



Finding the minimum element in unsorted array  
and then swap with element with begining.

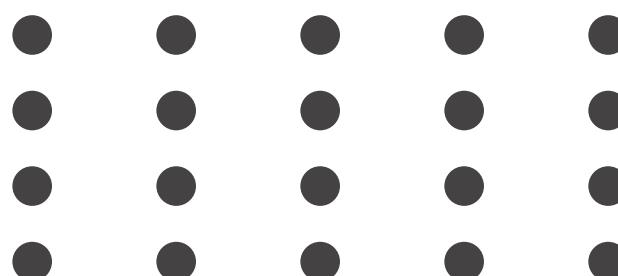




```
int sortingincreasing(int arr[],int n)
{
    int i;
    for( i=0;i<(n-1);i++)
    {

        int minindex=i;
        for(int j=i+1;j<n;j++)
        {
            if(arr[j]<arr[minindex] )
            {
                minindex=j;
            }
        }

        swap(arr[minindex],arr[i]);
    }
    return arr[i];
}
```





# Time Complexity

Best Case:  $O(n^2)$

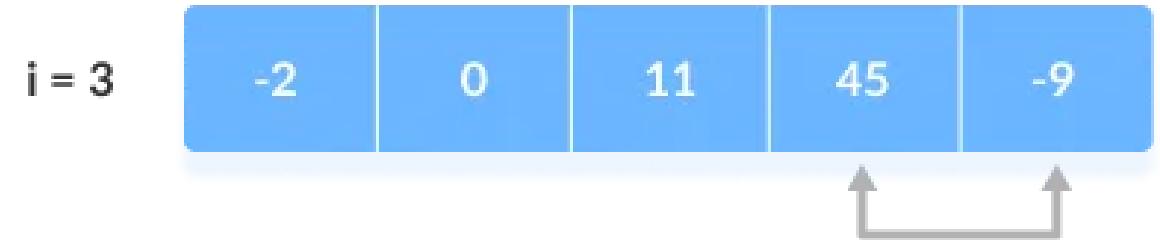
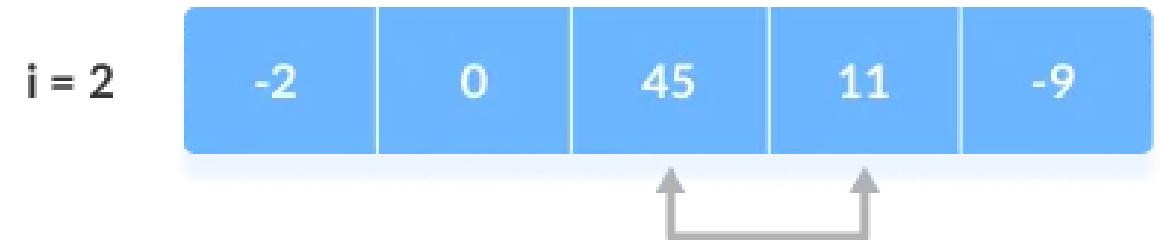
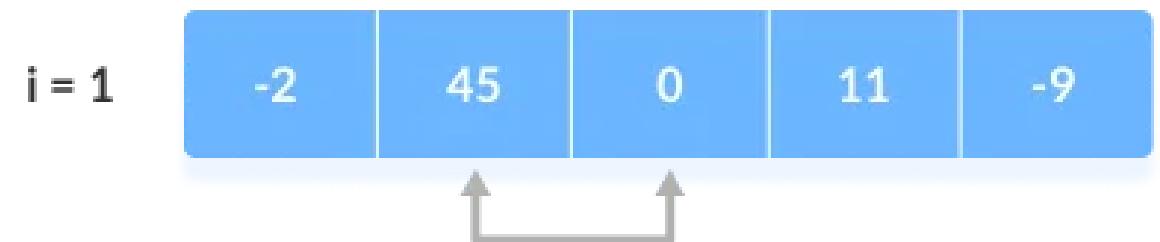
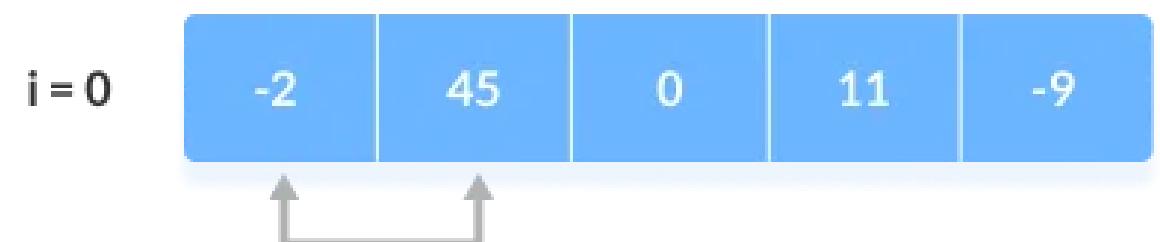
Worst case :  $O(n^2)$

# Bubble Sort

Repeatedly compare two adjacent elements  
and if they are in wrong order swap



step = 0





```
int bubblesort(int arr[],int n)
{
    int i,j;
    for( i=0;i<(n-1);i++)
    {
        int flag=1;
        for( j=0;j<(n-1);j++)
        {
            if(arr[j+1]<arr[j])
            {
                swap(arr[j],arr[j+1]);
                flag=0;
            }
        }
        if(flag==1)
            break;
    }
    return arr[j];
}
```

## TIME COMPLEXITY :

**Best Time Complexity :  $O(n)$**

**Worst Time Complexity :  $O(n^2)$**

**When no swapping  
takes place in a pass**

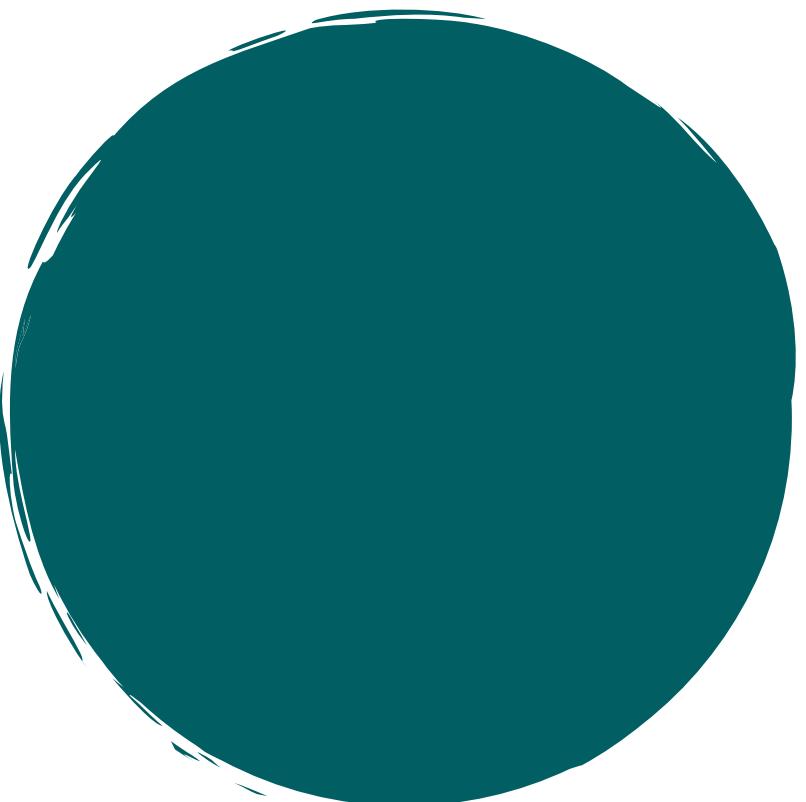
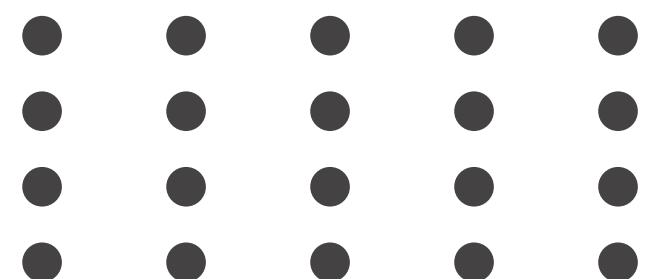
**Bubble sort**



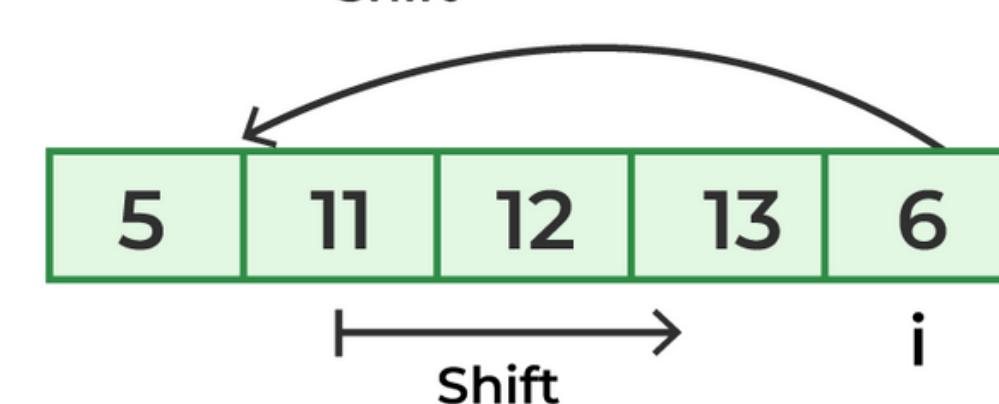
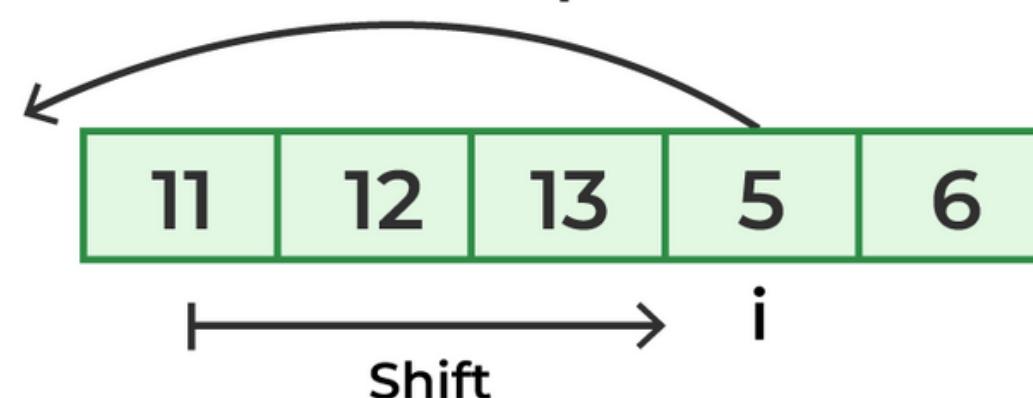
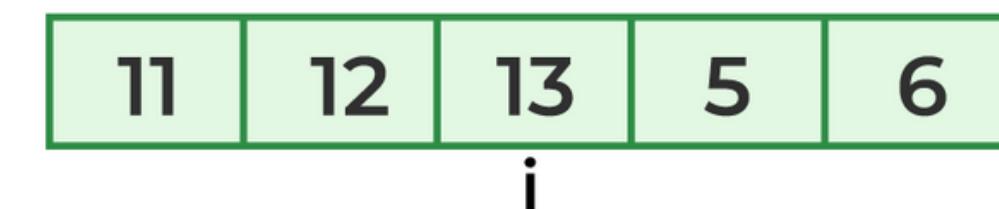
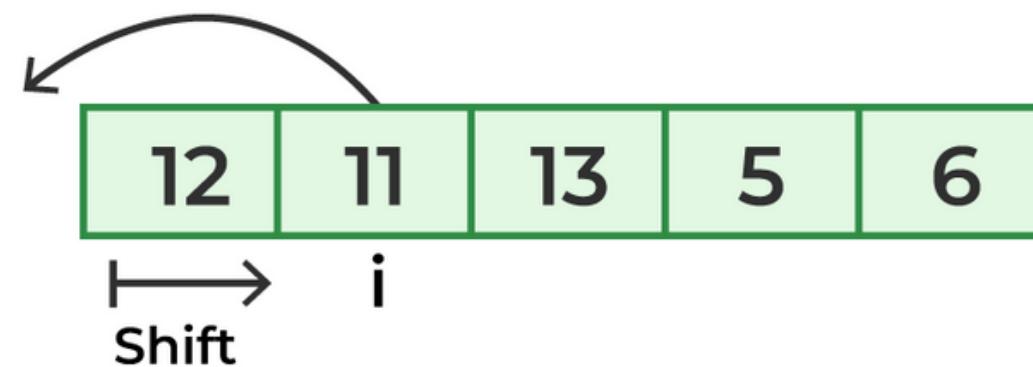
If there is no swapping in a pass,  
then the array is sorted completely



# INSERTION SORT



**ARRAY**



**RESULT**

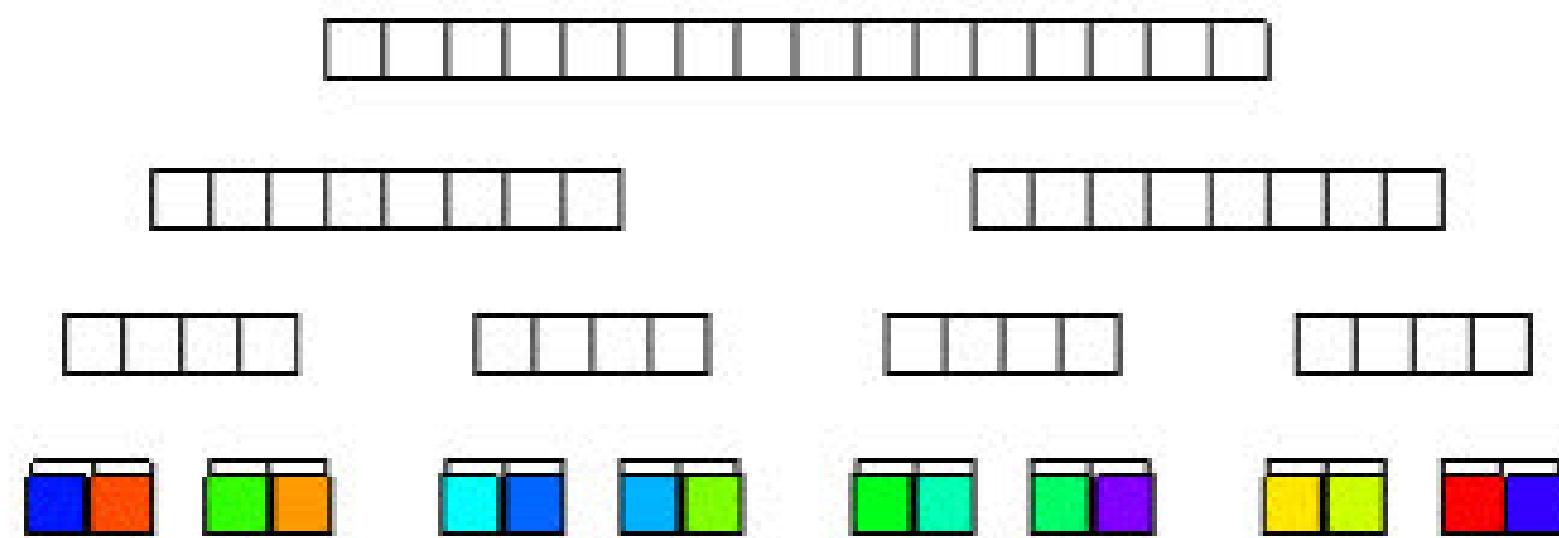
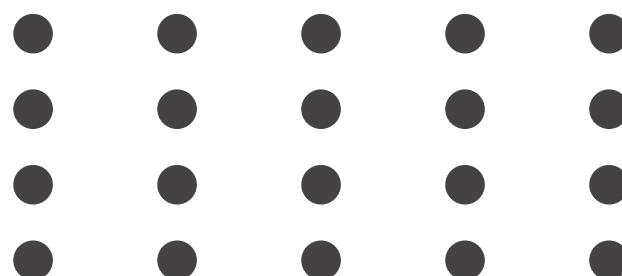


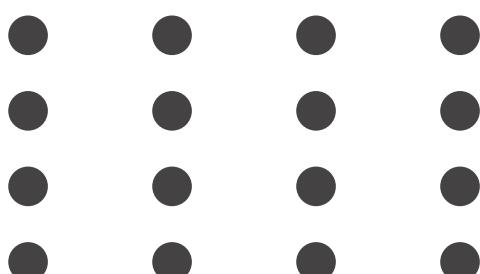
**WAITING FOR  
PROGRAM TO FINISH**



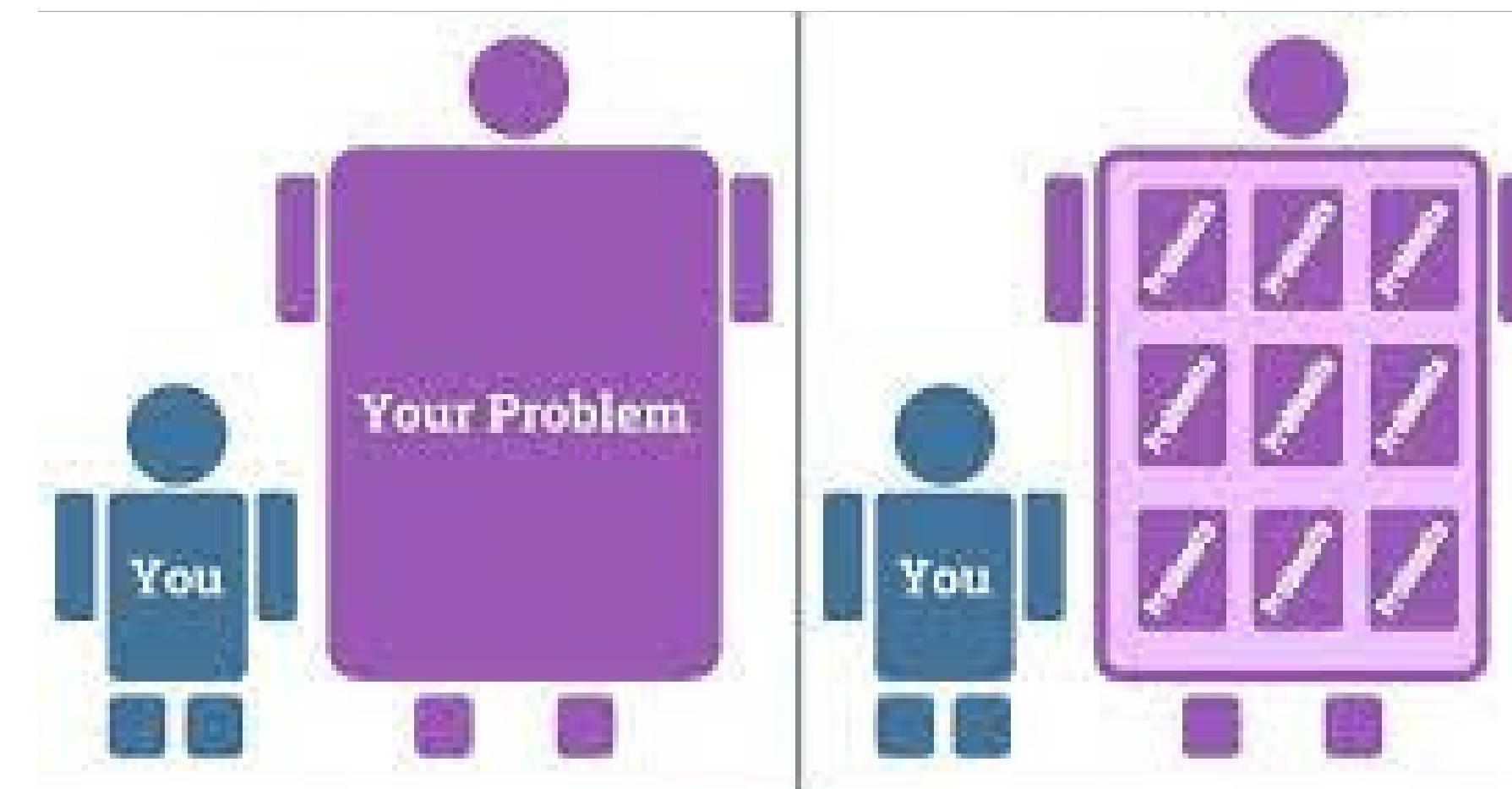
**WHEN YOU APPLY INSERTION  
SORT ON LARGE SIZE ARRAY**

# MERGE SORT

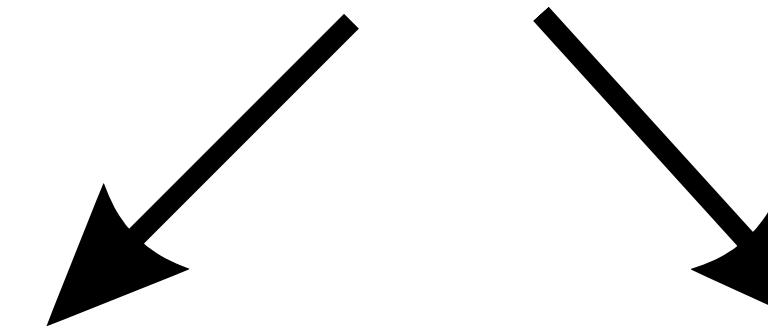




- Merge Sort is based on Divide and Conquer
- A Problem is divided into multiple sub-problems.
- Each Subproblem is solved and we combine a result of subproblems to get ans of larger problem.

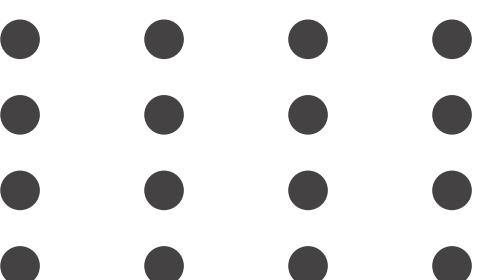


**Large Problem: sort a whole array**



**Smaller Problem: sort a smaller array**

**Smaller Problem: sort a smaller array**





Should we divide array  
for an infinite time??



0	1	2	3	4	5	6	7
10	15	1	18	100	12	21	1



```
mergeSort(Arr, p, r):  
    1. if left > right return  
    2. mid = (left+right)/2  
    3. mergeSort(Arr, left, mid)  
    4. mergeSort(Arr, mid+1, right)  
    5. merge(Arr, left, mid, right)
```



```
merge(arr, low, mid, high)
```

1. Create a temporary array `temp`.
2. Initialize `left` = low and `right` = mid+1 pointers.
3. While both `left` and `right` are within their sub-arrays, do:
  - Compare elements and append the smaller to `temp`, then increment the pointer.
4. If elements remain in the left sub-array, copy them to `temp` (Case 1).
5. If elements remain in the right sub-array, copy them to `temp` (Case 2).
6. Transfer elements from `temp` to the original array `arr`.



# Lets see the code!



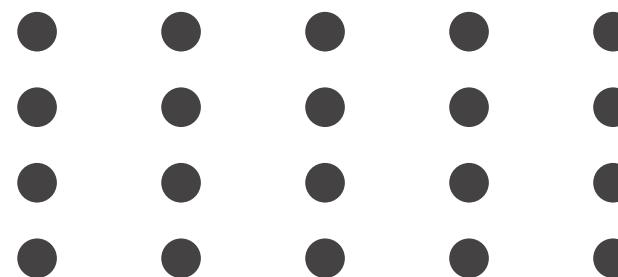
# Time Complexity: $O(n \log n)$

- Best Case:  $O(n * \log_2(n))$  - Rarely observed, occurs when the array is nearly sorted.
- Worst Case:  $O(n * \log_2(n))$  - Happens when the array is in a reverse order.
- Average Case:  $O(n * \log_2(n))$  - Expected performance for most scenarios

## Space Complexity: ?

# Merge Sort

# Quick Sort



Sab log apne apne  
ghar jao



# Quick Sort

6	5	12	10	9	1
---	---	----	----	---	---

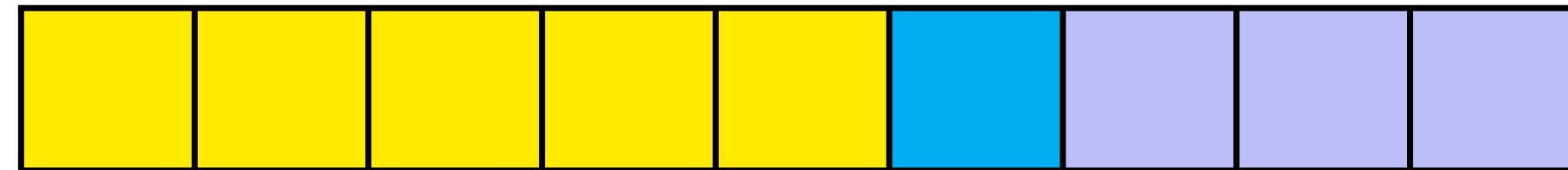
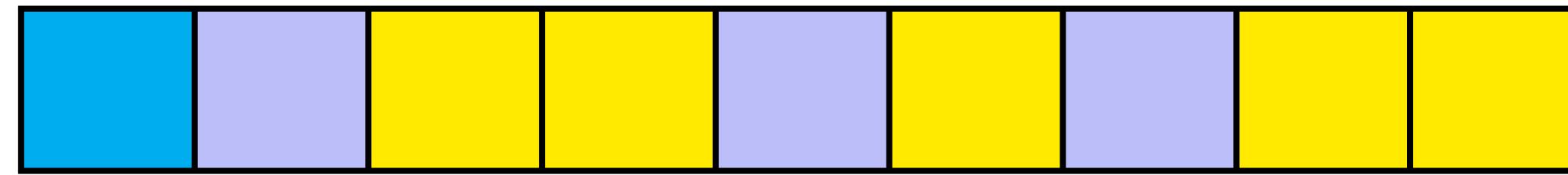
1	5	6	9	10	12
---	---	---	---	----	----

- Divide and Conquer Algorithm
- Pick a **Pivot element** and Place it at its correct position.



How to  
choose a  
pivot?

- Shift the smaller Elements left to pivot and greater elements to right of pivot.



10	4	2	7	3	1	5	6
----	---	---	---	---	---	---	---



```
void quickSort(vector<int> &arr, int low, int high)
{   if (low < high) {
        int pIndex = partition(arr, low, high);
        quickSort(arr, low, pIndex - 1);
        quickSort(arr, pIndex + 1, high);
    }
}
```



```
int partition(vector<int> &arr, int low, int high)
{
    int pivot = arr[low];
    int i = low;
    int j = high;

    while (i < j) {
        while (arr[i] <= pivot && i <= high - 1) {
            i++;
        }

        while (arr[j] > pivot && j >= low + 1) {
            j--;
        }

        if (i < j) swap(arr[i], arr[j]);
    }

    swap(arr[low], arr[j]);
    return j;
}
```



# Time Complexity: $O(n \log n)$

- **Best Case:**  $O(n * \log_2(n))$  - Occurs when the array is nearly sorted.
- **Worst Case:**  $O(n^2)$  - Happens when the array is in reverse order or when a poor pivot strategy is chosen.
- **Average Case:**  $O(n * \log_2(n))$  - Expected performance for most scenarios.

# Space Complexity: ?

# Quick Sort vs Merge Sort

## Quick Sort:

- Efficient and often faster than Merge Sort.
- In-place sorting, conserving memory.
- Requires good pivot selection to avoid worst-case scenarios.
- Adapts well to various data types and performs well when optimized.

## Merge Sort:

- Stable and consistent with  $O(n * \log_2(n))$  time complexity for all cases.
- Uses additional memory for merging.
- Provides predictable performance regardless of data characteristics.
- No worst-case concerns like Quick Sort's potential  $O(n^2)$  worst-case time complexity.

# **WHEN YOU UNDERSTAND QUICK SORT SOMEHOW !!**



# Q.Search in 2D Matrix





# Q.Search in Rotated Sorted Array



WCE  
ACM  
CHAPTER