

Searching

Sequential / Linear Search

- Search from beginning to the end
- Compare every element in list to the required item
- Match --> found; no match --> go to next element
- Advantages:
 - Elements can be in any order
- Challenges:
 - Require large amount of memory
 - May cause stack overflow and/or memory problems
- Code:

```
array = [ ... ]  
target = input("enter item to be searched")
```

```
for i in range( len(array) ):  
    if array[i] is target:  
        return i
```

Binary Search

- Search in order e.g. ascending, descending
- Steps:
 1. Arrange list of elements in order
 2. Compare key with mid-index value of list
 3. Determine which side the key is on the list
 4. E.g. key < mid-index element:
 - ◆ Change high-index to mid-1
 - ◆ Compare key with new mid
 5. E.g. key > mid-index element:
 - ◆ Change low-index to mid+1
 - ◆ Compare key with new mid
 6. Repeat until found or not found, low-index > high-index
- Advantages:
 1. Faster search by eliminating half the elements at once
 2. Uses less memory
- Challenges:
 1. Elements must be arranged in specific order: ascending or

descending

- Iterative code:

```
target = input("enter item to be searched")  
array = [...] # array of  
sorted elements
```

```
def binary_search(array, target):  
    low, high = 0, len(array) - 1  
  
    while low < high:  
        mid = (low + high) // 2 # get pivot  
index  
        pivot = array[mid] # assign  
pivot value  
  
        if pivot == target: # target  
found  
            return mid  
  
        elif target < mid_value: # target in  
lower subarray  
            low = mid + 1  
  
        else: # target in  
higher subarray  
            high = mid - 1
```

- Recursive code:

```
target = input("enter item to be searched")  
array = [...] # array of  
sorted elements  
n = len(array) - 1  
  
if len(array) <= 1: # array is  
already sorted  
    return array  
else:  
    rec_binary_search(target, array, 0, n)
```

```

def rec_binary_search(target, array, low, high):
    if low < high:
        return None # target not
found

    mid = (low + high) // 2 # get pivot
index

    pivot = array[mid] # assign
pivot value

    if pivot == target: # target
found

        return mid

    elif pivot < target: # target in
lower subarray

        rec_binary_search(target, array, low, mid - 1)

    else: # target in
higher subarray

        rec_binary_search(target, array, mid + 1, high)

```

Hash Table Search

- **Hash Function:**

- Location of an item is determined directly as a function of the time itself rather than by a sequence of trial-and-error comparisons
- Only one location is required to be examined
- Time required to locate the item is constant and doesn't depend on the number of items stored

- **Collision Strategies:**

- Collision: Many values may have the same hash value and is tried to be stored at the same location
- **Linear Probing:**
 - ◆ Linear search of the table begins at the location where collision occurs and continues until an empty slot is found in which the item can be stored
 - ◆ Determining is an element is in the hash table:
 - ◆ Apply hash function to compute the position of the

value

- ◆ Three cases to consider:
 1. If location is empty, the value is not in the table
 2. If location contains the specified value, search is immediately successful
 3. If location contains a value other than the specified value, begin a “circular” linear search until the item is found or reach empty location or the starting location, indicating item isn’t in the table

- **Chaining:**

- ◆ All elements that are stored at the same location are chained together
- ◆ Advantages:
 - ◆ Fast searching
- ◆ Challenges:
 - ◆ Collisions occur, causing some elements to occupy locations reserved for other hash values
 - ◆ Hash table may not have enough space to store all elements