Exercise 2.3-5

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August 19, 2013

Here is the main algorithm for Binary Search (found in *BinarySearch.java*), which includes *begin* and *end* indices (note that there's an overloaded version with values of 0 and $list.size() - 1$ for *begin* and *end*, respectively):

```
public static <T extends Comparable<T>> int search(AbstractList<T> list
                ,T element,int begin,int end){

        if(begin > end || begin < 0 || end >= list.size()){
                throw new IllegalArgumentException();
        }

        int result = -1;

        if(begin == end){
                result = list.get(begin).equals(element) ? begin : -1;
        }
        else{
                int middle = (begin + end) / 2;

                int comparison = list.get(middle).compareTo(element);

                if(comparison == 0){
                        result = middle;
                }
                else if(comparison < 0){ //element is on the right (if it exists)
                        result = search(list,element,middle + 1,end);
                }
                else{ //element is on the left (if it exists)

                        /*
                         * We use upperIndex to avoid the edge case of when
                         * our beginning and ending indices are adjacent.
                         * In such a case, middle == begin, so we can't go
                         * from begin to middle - 1 == begin - 1.
                         */
```

```
                int upperIndex = begin + 1 == end ? begin : middle - 1;

                result = search(list,element,begin,upperIndex);
            }
        }

        return result;
}
```

Again, since this algorithm is recursive, we'll compute the cost for one iteration and use induction to view the larger picture.

cost	times
c_4	1
c_8	1
c_{10}	1
c_{11}	0 or 1
c_{14}	1
c_{16}	1
c_{18}	1
c_{19}	0 or 1
c_{21}	1
$T\left(\lfloor \frac{n}{2} \rfloor\right)$ if we reach this branch of code	1
c_{24}	1
c_{32}	1
$T\left(\lfloor \frac{n}{2} \rfloor\right)$ if we reach this branch of code	1
c_{38}	1

So, let's consider the worst-case scenario: namely that the element that we seek isn't within our list. We have a total of $\lfloor lg(n) + 1 \rfloor$ iterations of our algorithm (where n is the length of our list) since

- $\lfloor lg(n) \rfloor$ is the smallest integer power of 2 that does not exceed n–and hence the largest number of sublists that we can pick, and
- a list with only one element obviously undergoes only one iteration

Since the only source of non-constant cost in our binary search algorithm above is due to recursion, it follows that the worst case running time is

$$\Theta\left(\lfloor lg(n) + 1 \rfloor\right) = \Theta(lg(n) + 1) = \Theta(lg(n)).$$