

## Exercise 2.3-5

Jack Maney

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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):

```
1 public static <T extends Comparable<T>> int search(AbstractList<T> list
2             ,T element,int begin,int end){
3
4     if(begin > end || begin < 0 || end >= list.size()){
5         throw new IllegalArgumentException();
6     }
7
8     int result = -1;
9
10    if(begin == end){
11        result = list.get(begin).equals(element) ? begin : -1;
12    }
13    else{
14        int middle = (begin + end) / 2;
15
16        int comparison = list.get(middle).compareTo(element);
17
18        if(comparison == 0){
19            result = middle;
20        }
21        else if(comparison < 0){ //element is on the right (if it exists)
22            result = search(list,element,middle + 1,end);
23        }
24        else{ //element is on the left (if it exists)
25
26            /*
27            * We use upperIndex to avoid the edge case of when
28            * our beginning and ending indices are adjacent.
29            * In such a case, middle == begin, so we can't go
30            * from begin to middle - 1 == begin - 1.
31            */
```

```

32         int upperIndex = begin + 1 == end ? begin : middle - 1;
33
34         result = search(list,element,begin,upperIndex);
35     }
36 }
37
38 return result;
39 }

```

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
$T(\lfloor \frac{n}{2} \rfloor)$ if we reach this branch of code	1
$c_{24}$	1
$c_{32}$	1
$T(\lfloor \frac{n}{2} \rfloor)$ 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

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

Further, as empirical verification, here are two benchmarks (provided by <http://disy.github.io/perfidix/>) for worst case binary searches (the code is in *BinarySearchBenchmark.java*).

Here are the benchmark results for 100 repetitions of binary search over a list of 1000 integers:

```

|= Benchmark =====
| - | unit | sum | min | max | avg | stddev | conf95 | runs |
|===== TimeMeter =====
|. BinarySearchBenchmark .....
| binarySearchBenchmark | ms | 17.73 | 00.11 | 01.50 | 00.18 | 00.15 | [00.12-00.23] | 100.00 |
| Summary for BinarySearchBenchmark
| | ms | 17.73 | 00.11 | 01.50 | 00.18 | 00.15 | [00.12-00.23] | 100.00 |
|-----
|===== Summary for the whole benchmark =====
| | ms | 17.73 | 00.11 | 01.50 | 00.18 | 00.15 | [00.12-00.23] | 100.00 |
|===== Exceptions =====
|=====

```

And here are the benchmarks when increased to a list of 10000 integers (one order of magnitude greater):

```

|= Benchmark =====
| - | unit | sum | min | max | avg | stddev | conf95 | runs |
|===== TimeMeter =====
|. BinarySearchBenchmark .....
| binarySearchBenchmark | ms | 19.72 | 00.11 | 02.15 | 00.20 | 00.21 | [00.11-00.27] | 100.00 |
| Summary for BinarySearchBenchmark
| | ms | 19.72 | 00.11 | 02.15 | 00.20 | 00.21 | [00.11-00.27] | 100.00 |
|-----
|===== Summary for the whole benchmark =====
| | ms | 19.72 | 00.11 | 02.15 | 00.20 | 00.21 | [00.11-00.27] | 100.00 |
|===== Exceptions =====
|=====

```