Binary Search

```
int[] arr = { 0  1  2  3  4  5  6  7
              1, 3, 7, 10, 11, 14, 20, 30 }
```

Sorted array

Key = 14

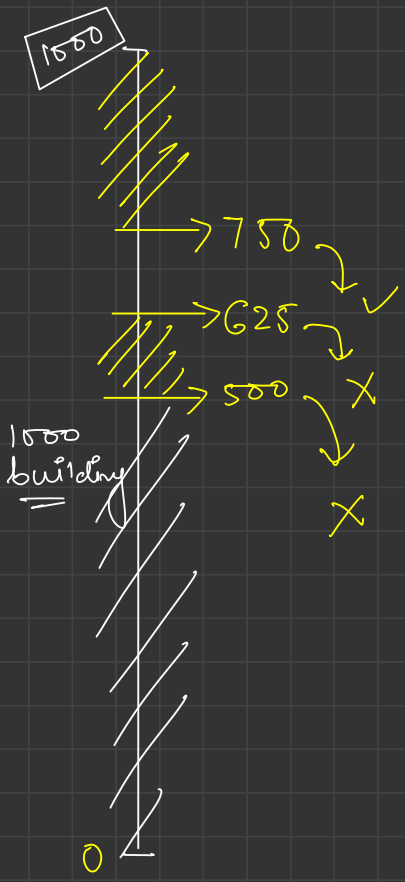
Brute force

Linear Search

```
for (int i = 0 ; i < n ; i++)
{
    if (arr[i] == key)
        return i;
}
return -1;
```

TC: O(N)

SC: O(1)



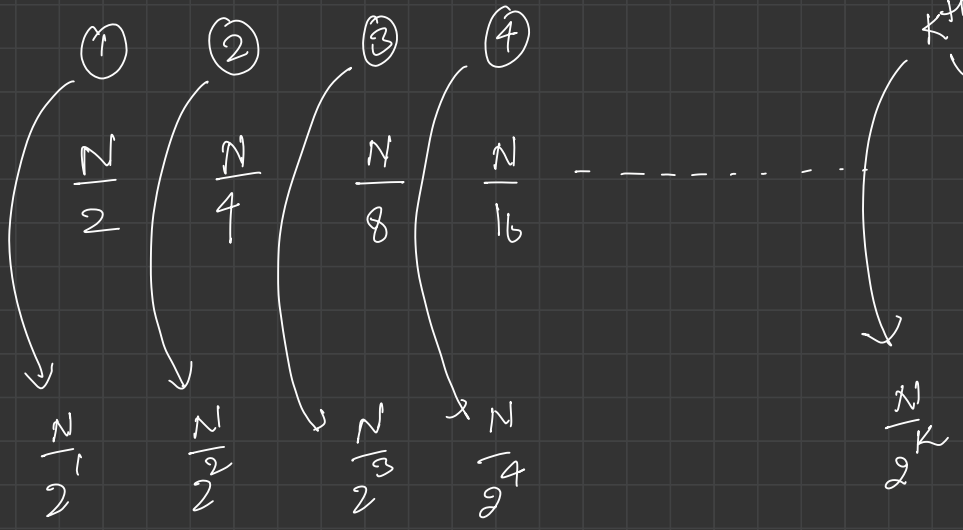
 → min^{n} floor from which phone will break

1000 → Brute force!

using only 1 phone you eleminated 500 floor

using 2nd phone you eleminated 250 floors

" 3rd " " " 125 floors



$\log N$ ⇝ phones

$\log_2 1000$

$3 \log_2 10$

3×3.1

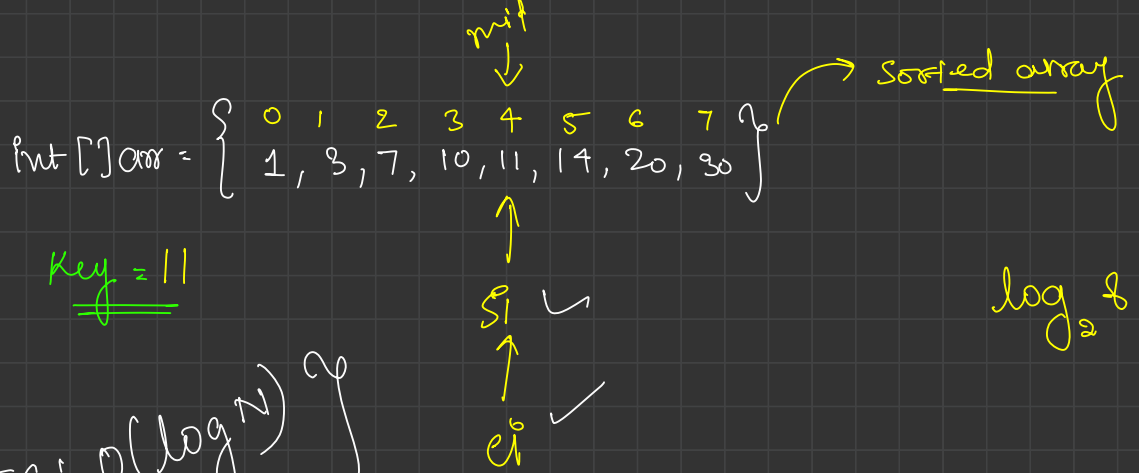
$\simeq 10$ approx

$$\frac{N}{2^K} = 1$$

$$N = 2^K$$

taking $\log_2$ both side

$$\log_2 N = \log_2 2^K \rightsquigarrow \boxed{\log_2 N = K}$$



$\log_2 8 = \log_2 2^3 = 3\log_2 2$

$= 3$

TC: $O(\log N)$

SC: $O(1)$

Binary Search

```
if arr[mid] == key
    return mid
if arr[mid] < key        { move right }
    si = mid + 1;
if arr[mid] > key
    ei = mid - 1;
```

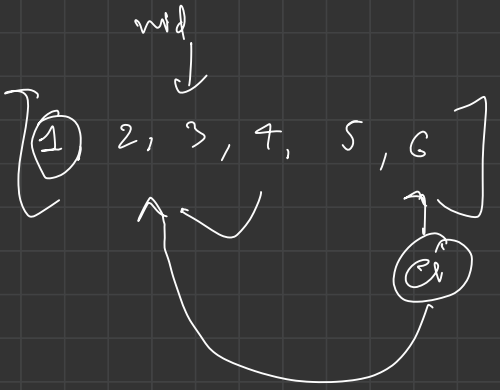
Binary Search

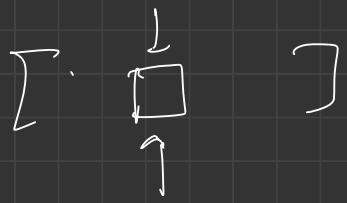
① It's always applicable over a sorted region

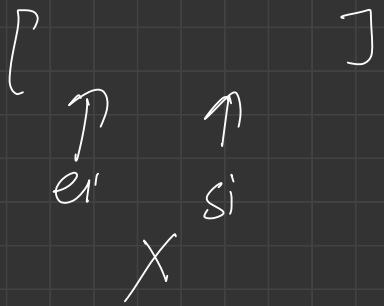
→ Sorted Region / Array

→ TC: O(log N) (Expected)

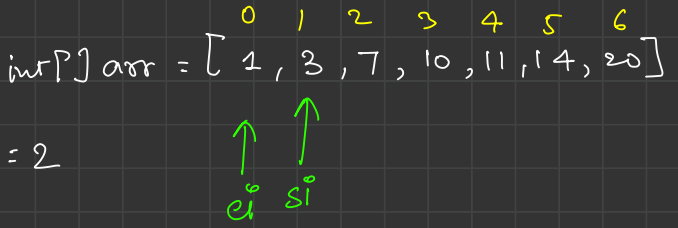
99% time it is a Binary Search


mid
1
2, 3, 4, 5, 6
ei


1


ei
si
X

```java
// TC: O(logN), SC: O(1)
public int search(int[] arr, int target) {
    int n = arr.length;

    // step 1: define your search range
    // it's 0 -> n - 1
    int si = 0;
    int ei = n - 1;

    // do some steps repeadly
    while (si <= ei) {
        // step 2: calculate mid
        // mid = (si + ei) / 2;
        int mid = (si + ei) / 2;

        // step 3: check is arr[mid] == target
        // if yes then return mid index
        if (arr[mid] == target) {
            return mid;
        } else if (arr[mid] > target) {
            // move towards left
            ei = mid - 1;
        } else if (arr[mid] < target) {
            // move towards right
            si = mid + 1;
        }
    }

    // you are not able to find the target
    return -1;
}
```



TC: $O(\log_2 N)$

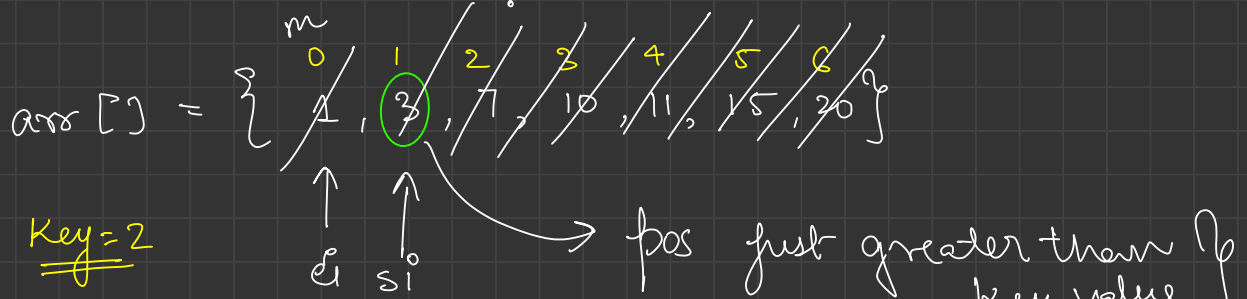
SC: $O(1)$

Recursively

```java
class Solution {
    // TC: O(log N), SC: O(log N)
    int binarySearch (int[] arr, int si, int ei, int target) {
        if (si > ei) {
            return -1;
        }

        int mid = (si + ei) / 2;
        if (arr[mid] == target) {
            return mid;
        } else if (arr[mid] > target) {
            // move left
            return binarySearch(arr, si, mid - 1, target);
        } else {
            // move right
            return binarySearch(arr, mid + 1, ei, target);
        }
    }

    public int search(int[] nums, int target) {
        return binarySearch(nums, 0, nums.length - 1, target);
    }
}
```

Binary Search → iterative (is better)
→ recursive

Search Insert Position



{ceil value}

arr[mid] == key

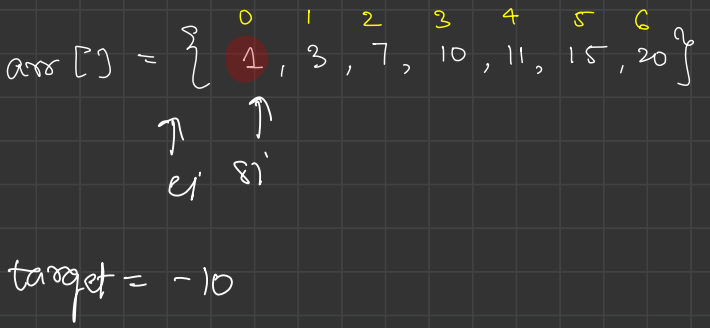
arr[mid] > key

move left

arr[mid] < key

move right

```java
public static int searchInsert(int[] a, int b) {
    // Write code here
    int si = 0;
    int ei = a.length - 1;

    int pans = a.length;
    while (si <= ei) {
        int mid = (si + ei) / 2;

        if (a[mid] == b) {
            return mid;
        } else if (a[mid] > b) {
            pans = mid;
            ei = mid - 1;
        } else {
            si = mid + 1;
        }
    }

    return pans;
}
```



TC: $O(\log_2 N)$

SC: $O(1)$

find first and last position of Element

inc {1, 2, 5, 10, - - -

non dec { 1, 1, 1, 2, 3, 5, 5, 10, 10, 11, 11 - - -

arr[] = { 0 1 2 3 4 5 6 7 8 9 10 11
1, 1, 2, 2, 2, 3 4, 5, 7, 7, 10, 11 }

target = 2

first occurance.

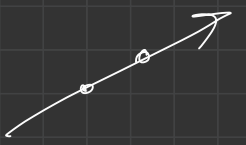
arr[mid] == target
ans = mid;
ei = mid - 1;

arr[mid] > target
ei = mid - 1;

arr[mid] < target
si = mid + 1;

```java
static int firstOcc(int[] arr, int n, int tar) {
    int si = 0;
    int ei = n - 1;

    int pans = -1;

    while (si <= ei) {
        int mid = (si + ei) / 2;

        if (arr[mid] == tar) {
            pans = mid;
            // try to find target in left
            ei = mid - 1;
        } else if (arr[mid] > tar) {
            ei = mid - 1;
        } else {
            si = mid + 1;
        }
    }

    return pans;
}
```

find Minimum in Rotated Sorted Array



arr[]: { 0 1 2 3 4 5 6 7 8
4, 5, 6, 7, 8, 9, 1, 2, 3 }

```
if (arr[m] < arr[m-1])
    return m;
if (arr[m] > arr[m+1])
    return m+1;
if arr[s] <= arr[m]   → left is sorted.
    s = m+1;
else
    e = m-1;
```

left is not sorted ←

Square root of a Number

$N = 9 \longrightarrow Sqrt(9) = \boxed{3}$

Brute force:

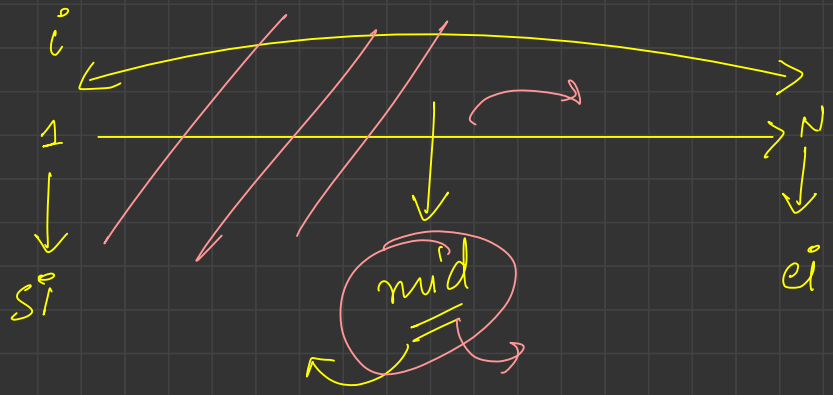
```
for(i = 1; i <= n; i++)
{
    if (i * i == N)
        return i;
}
```

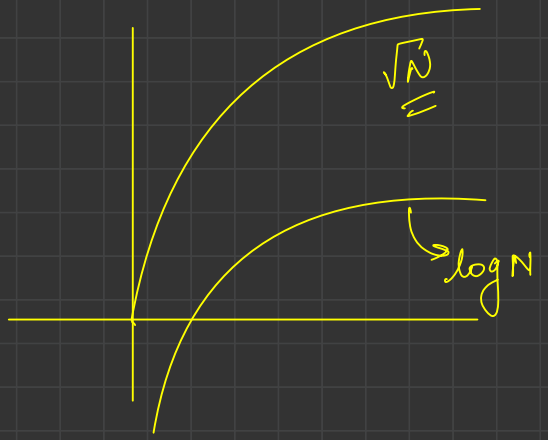
TC: O(N)
SC: O(1)

```
for(int i=1; i*i<=N; i++)
{
    if (i*i == N)
        return i;
}
```

TC : $O(\sqrt{N})$

SC : $O(1)$





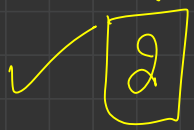

```
if (mid * mid == N)
    return mid;
else if (mid * mid > N)
    ei = mid - 1;
else
    ans = mid * mid;
    si = mid + 1;
```

TC: $O(\log_2 N)$

SC: $O(1)$

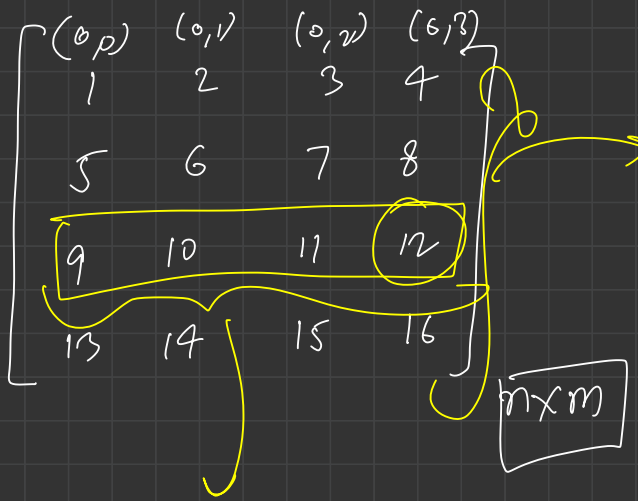
$N = 8$

$sqrt(8) = 2$.



Search in 2D Array

arr[][]:



target = 10

log(N)

logM

logN + logM

TC : O(logN * M)

S.C : O(1)