



Binary Search.

what is searching?

arr[] = { 1, 2, 5, 7, 13, 20, 25, 36 }

target = 20

find?

sorted (inc. order)

TC: $O(N)$

Sc: $O(1)$

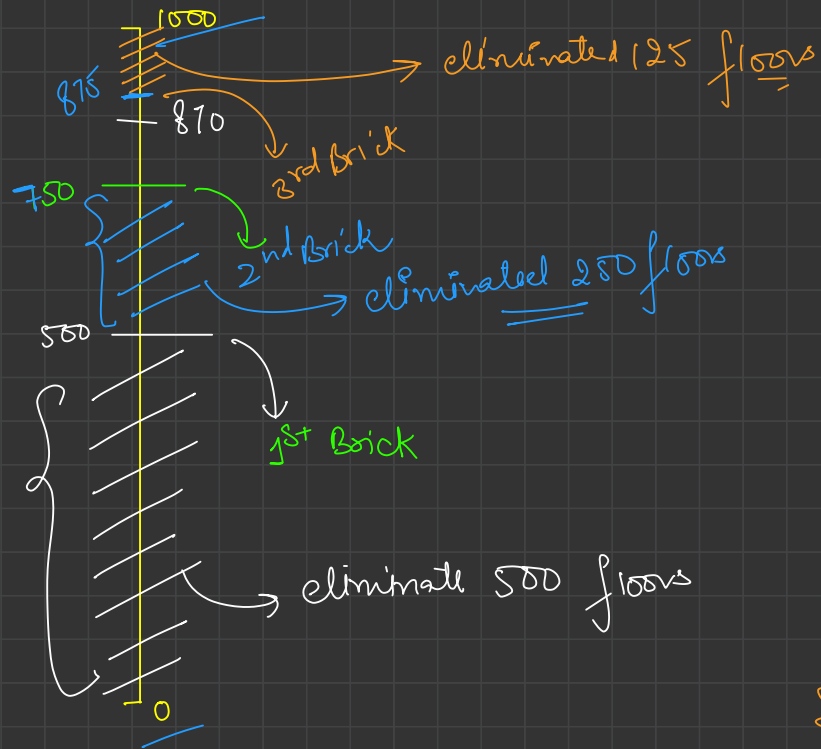
Linear Search.

```
for(int i = 0 → n)
{
    if (arr[i] == target)
        return true;
}
```

Whenever you see sorted region, and you have to
search something,

then 99% chances are this ques. is from BS

$$\underline{\underline{T_c: O(\log N)}}$$



$$\log_2(1000)$$

$$\log_2 10^3$$

$$3 \times \log_2 10$$

$$3 \times 3.1 \approx 9.3$$

≈ 10 Bricks

1st

$$\frac{N}{2}$$



$$\frac{N}{2^k}$$

2nd

$$\frac{N}{4}$$



$$\frac{N}{2^2}$$

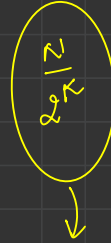
3rd

$$\frac{N}{8}$$



$$\frac{N}{2^3}$$

.....



Hence,

$\log_2 N$ Bricks will be required!

In worst case, 1 person will be get eliminated and, rest 1 is your ans.

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

$$N = 2^k$$

Taking \log_2 both side

$$\log_2(N) = \log_2 2^k$$

$$\log_2(N) = k \log_2 2^1$$

$$\log_2 N = k$$

$$\begin{array}{ccccccc}
 0 & 1 & 2 & 3 & 4 & 5 & 6 \\
 [1, & 2, & 3, & 5, & 10, & 25, & 35] \\
 \uparrow & & & & & & \uparrow \\
 si & & & & & & ei
 \end{array}$$

target = 10

① Sorted region

↳ to Apply B.S

TC: $O(\log N)$ <hr/> Sc: $O(1)$

while ($si \leq ei$)

{

int mid = $(si + ei) / 2$;

if ($arr[mid] == target$)

return mid;

else if ($arr[mid] > target$)

ei = mid - 1;

else

si = mid + 1;

}

```
// TC: O(log N), SC: O(1)
public static int findIndex(int key, int[] arr) {
    // step 1: define a search range
    int si = 0;
    int ei = arr.length - 1;

    // step 2: try finding till the search range is valid
    while (si <= ei) {

        // step 3: get mid point
        int mid = (si + ei) / 2;

        // step 4: check if arr[mid] equal to the key, else try eliminating half of the range
        if (arr[mid] == key) {
            return mid;
        } else if (arr[mid] > key) {
            // eliminate right region and move left
            ei = mid - 1;
        } else {
            // eliminate left region and move right
            si = mid + 1;
        }
    }

    // key not present in the array
    return -1;
}
```

find insert position in a Sorted Array

arr[] = { 0 1 2 3 4 5 6 7 8 }
 ↑ ↑
 ei si

key = 3

Basically we need index of ceil value of key

```
while (si <= ei)
{
    mid = (si + ei) / 2;
    if (arr[mid] == key)
        return mid;
    else if (arr[mid] > key)
    {
        ceil = mid;
        ei = mid - 1;
    }
    else
        si = mid + 1;
}
```



```
// TC: O(log N), SC: O(1)
public static int searchInsert(int[] a, int b) {
    // define search range
    int si = 0;
    int ei = a.length - 1;

    int ceil = a.length;

    while (si <= ei) {
        int mid = (si + ei) / 2;
        if (a[mid] == b) {
            return mid;
        } else if (a[mid] > b) {
            // move towards left, but as we are eliminating bigger values so update potential ceil index
            ceil = mid;
            ei = mid - 1;
        } else {
            // move right, and as we are eliminating smaller people so won't affect our ceil value
            si = mid + 1;
        }
    }

    return ceil;
}
```

find first Occ

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

Key = 3

```
if (arr[mid] == Key)
{
    ans = mid;
    ei = mid - 1;
}
```

find Min^m in a rotated Sorted Array

$\text{arr}[] = [4, 5, 6, 7, 8, 9, 10, 11]$

```
if (arr[mid] < arr[mid - 1])
```

```
return mid;
```

```
else if (arr[mid] > arr[mid+1])
```

$$r \leftarrow \text{turn mid} + 1;$$

```
else if (arr[si] <= arr[mi])
```

$$s_i = mid + 1,$$

$$e_i = \omega_i - 1$$

Square Root

$$N = 9$$

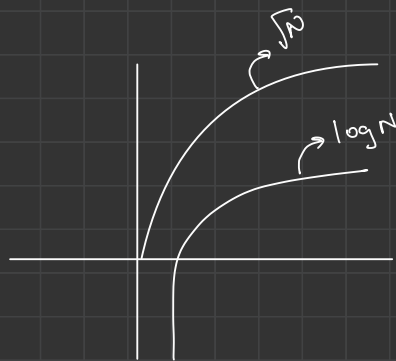
Brute force

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

```
for (i = 0; i * i ≤ n; i++)
{
    if (i * i == N)
        return i;
}
```

TC:
 $O(N)$

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



$$\underline{\underline{N = 10}}$$



→ floor value of sqrt. \sqrt{N}