



Vidyavardhini's College of Engineering and Technology

Department of Artificial Intelligence & Data Science

AY: 2024-25

Class:	SE	Semester:	IV
Course Code:	CSL401	Course Name:	Analysis of Algorithm Lab

Name of Student:	Shravani Sandeep Raut
Roll No. :	48
Experiment No.:	4
Title of the Experiment:	Binary Search Algorithm
Date of Performance:	30/01/2025
Date of Submission:	06/02/2025

Evaluation

Performance Indicator	Max. Marks	Marks Obtained
Performance	5	
Understanding	5	
Journal work and timely submission	10	
Total	20	

Performance Indicator	Exceed Expectations (EE)	Meet Expectations (ME)	Below Expectations (BE)
Performance	4-5	2-3	1
Understanding	4-5	2-3	1
Journal work and timely submission	8-10	5-8	1-4

Checked by

Name of Faculty : Mrs. Sneha Yadav

Signature :

Date:



Experiment No. 4

Title: Binary Search Algorithm

Aim: To study and implement Binary Search Algorithm

Objective: To introduce Divide and Conquer based algorithms

Theory:

Search a sorted array by repeatedly dividing the search interval in half. Begin with an interval covering the whole array. If the value of the search key is less than the item in the middle of the interval, narrow the interval to the lower half. Otherwise, narrow it to the upper half. Repeatedly check until the value is found or the interval is empty

- Binary search is efficient than linear search. For binary search, the array must be sorted, which is not required in case of linear search.
- It is divide and conquer based search technique.
- In each step the algorithm divides the list into two halves and check if the element to be searched is on upper or lower half the array
- If the element is found, algorithm returns.



The idea of binary search is to use the information that the array is sorted and reduce the time complexity to $O(\log n)$.



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- ☐ Compare x with the middle element.
- ☐ If x matches with the middle element, we return the mid index.
- ☐ Else If x is greater than the mid element, then x can only lie in the right half subarray after the mid element. So we recur for the right half.
- ☐ Else (x is smaller) recur for the left half.
- ☐ Binary Search reduces search space by half in every iterations. In a linear search, search space was reduced by one only.
- ☐ n=elements in the array
- ☐ Binary Search would hit the bottom very quickly.

	Linear Search	Binary Search
2 nd iteration	n-1	n/2
3 rd iteration	n-2	n/4



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Example:

Algorithm `BINARY_SEARCH(A, key)`

// Description: Perform BS on array A

// I/P : array A of size n & key element to be searched.

// O/P : Success/failure.

```
low ← 1
high ← n
while low < high do
    mid ← (low + high) / 2
    if A[mid] == key then
        return mid
    else if A[mid] < key then
        low ← mid + 1
    else
        high ← mid - 1
end
return 0
```

Example execution:

Array A: $\{11, 22, 33, 44, 55, 66, 77, 88\}$ (indices 0 to 8)

key = 33

low = 1, high = 8

mid = $(1 + 8) / 2 = 4$

A[4] = 55 ≠ 33 X

A[4] > 33 X

high = 4 - 1 = 3

low = 1, high = 3

mid = $(1 + 3) / 2 = 2$

A[2] = 22 ≠ 33 X

22 < 33

low = 2 + 1 = 3

low = 3, high = 3

mid = $(3 + 3) / 2 = 3$

A[3] = 33

A[mid] = 33

key = A[3]



Algorithm and Complexity:

The binary search

- Algorithm 3: the binary search algorithm

Procedure binary search (x : integer, a_1, a_2, \dots, a_n : increasing integers)

$i := 1$ { i is left endpoint of search interval }

$j := n$ { j is right endpoint of search interval }

While $i < j$

begin

$m := \lfloor (i + j) / 2 \rfloor$

if $x > a_m$ **then** $i := m + 1$

else $j := m$

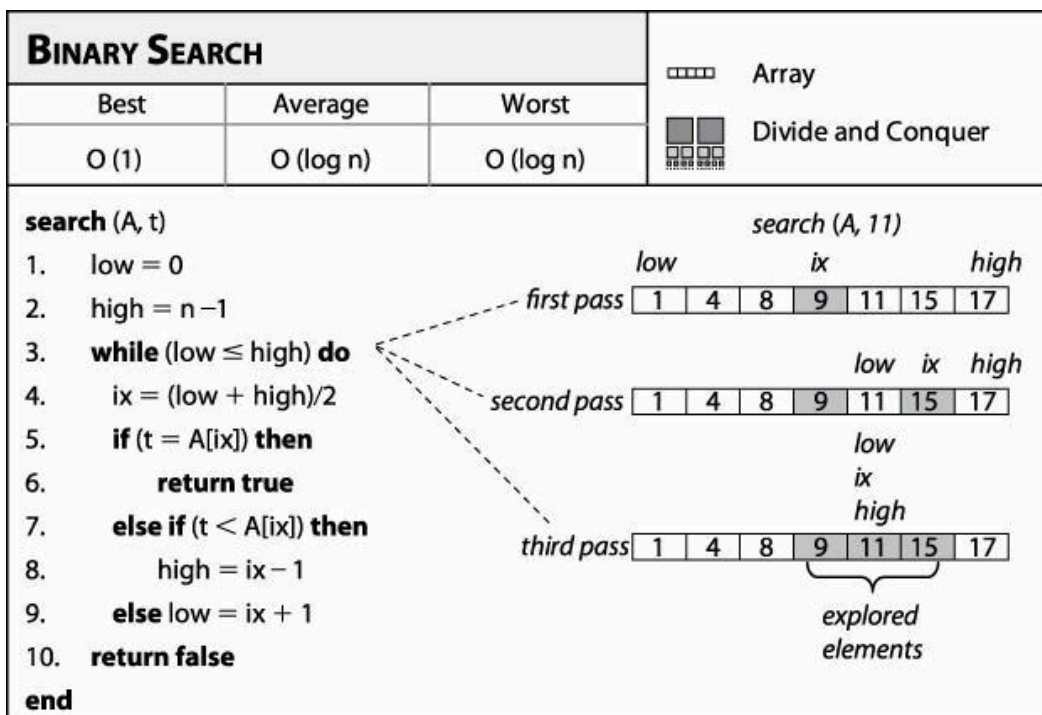
end

If $x = a_i$ **then** $location := i$

else $location := 0$

{ $location$ is the subscript of the term equal to x , or 0 if x is not found }

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Best Case:

Key is first compared with the middle element of the array.

The key is in the middle position of the array, the algorithm does only one comparison, irrespective of the size of the array.

$$T(n)=1$$

Worst Case:

In each iteration search space of BS is reduced by half, Maximum $\log n$ (base 2) array divisions are possible.

Recurrence relation is

$$T(n)=T(n/2) + 1$$

Running Time is $O(\log n)$.

Average Case:

Key element neither is in the middle nor at the leaf level of the search tree.

It does half of the $\log n$ (base 2).

Base case= $O(1)$

Average and worst case= $O(\log n)$

Implementation:

```
#include <stdio.h>
int A[20], n, i, x, found=0, low, high, mid;

void main()
{
    printf("Enter the number of elements: ");
    scanf("%d", &n);
    printf("Enter sorted array only\n");
    for(i=0; i<n; i++)
    {
        printf("Enter element: ");
        scanf("%d", &A[i]);
    }
    printf("Enter the element to be searched: ");
    scanf("%d", &x);
    low = 0;
    high = n-1;
    while(low <= high)
    {
        mid = (low + high)/2;
        if(x == A[mid])
        {
            found ++;
            break;
        }
    }
}
```



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```
else if(A[mid] < x)
{
    low = mid +1;
}
else
{
    high = mid -1;
}
}

if(found == 1)
{
    printf("Search successful!! \nFound at %d", mid);
}
else
{
    printf("Element not present");
}
}
```

```
Enter the number of elements: 6
Enter sorted array only
Enter element: 10
Enter element: 48
Enter element: 50
Enter element: 78
Enter element: 91
Enter element: 100
Enter the element to be searched: 48
Search successful!!
Found at 1
```

Conclusion:

Binary search is a powerful and efficient algorithm that exemplifies the divide and conquer approach. Unlike linear search, it significantly reduces the number of comparisons by halving the search space with each iteration. This efficiency makes it ideal for large, sorted datasets, achieving a time complexity of $O(\log n)$. The algorithm's reliance on the sorted order is both its strength and limitation. Understanding binary search not only deepens one's grasp of algorithmic logic but also highlights the importance of algorithm selection in software development for optimal performance and resource management.