







← Search in Rotated Sorted Array

3.73 (240 votes)



Search in Rotated Sorted Array

LeetCode Admin 🛱 Jan 10, 2019

Solution

Approach 1: Binary search

The problem is to implement a search in $\mathcal{O}(\log N)$ time that gives an idea to use a binary search.

The algorithm is quite straightforward:

- Find a rotation index rotation_index , i.e. index of the smallest element in the array. Binary search works just perfect here.
- rotation_index splits array in two parts. Compare nums[0] and target to identify in which part one has to look for target .
- Perform a binary search in the chosen part of the array.

Target = 5

45678123



Find rotation index = index of the smallest element

45678123

1. Pick the element in the middle as a pivot. 7 > 8 = False, hence 8 is not the smallest element.

45678123

2.7 > 4, contir 3 search on the right side.

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3. Pick the element in the middle as a pivot. 1 > 2 = False, hence 2 is not the smallest element.

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4. 8 > 1, continue the search on the left side.

45678123

5. Pick the element in the middle as a pivot. 8 > 1 = True, hence 1 is the smallest element and rotation_index = 5.



1/3

```
🖺 Сору
       Python
Java
    class Solution {
1
 2
       int [] nums;
 3
       int target;
 4
 5
       public int find_rotate_index(int left, int right) {
         if (nums[left] < nums[right])</pre>
 6
 7
           return 0;
 8
 9
        while (left <= right) {</pre>
10
           int pivot = (left + right) / 2;
           if (nums[pivot] > nums[pivot + 1])
11
12
             return pivot + 1;
13
14
             if (nums[pivot] < nums[left])</pre>
               right = pivot - 1;
15
16
               left = pivot + 1;
17
18
           }
19
         }
20
         return 0;
21
22
23
       public int search(int left, int right) {
24
25
         Binary search
26
         */
         while /loft /- might) (
```

Complexity Analysis

- Time complexity : $\mathcal{O}(\log N)$.
- Space complexity : $\mathcal{O}(1)$.

Approach 2: One-pass Binary Search

Instead of going through the input array in two passes, we could achieve the goal in one pass with an *revised* binary search.

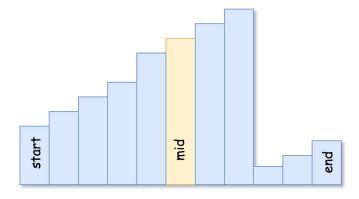
The idea is that we add some additional *condition checks* in the normal binary search in order to better *narrow down* the scope of the search.

Algorithm

As in the normal binary search, we keep two pointers (*i.e.* start and end) to track the search scope. At each iteration, we reduce the search scope into half, by moving either the start or end pointer to the middle (*i.e.* mid) of the previous search scope.

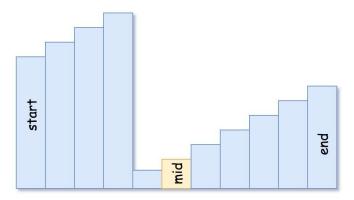
Here are the detailed breakdowns of the algorithm:

- Initiate the pointer start to 0, and the pointer end to n-1.
- Perform standard binary search. While start <= end :
 - Take an index in the middle mid as a pivot.
 - If nums[mid] == target , the job is done, return mid .
 - Now there could be two situations:
 - Pivot element is larger than the first element in the array, *i.e.* the subarray from the first element to the pivot is non-rotated, as shown in the following graph.



```
- If the target is located in the non-rotated subarray:
go left: `end = mid - 1`.
- Otherwise: go right: `start = mid + 1`.
```

o Pivot element is smaller than the first element of the array, *i.e.* the rotation index is somewhere between Ø and mid. It implies that the sub-array from the pivot element to the last one is non-rotated, as shown in the following graph.



```
- If the target is located in the non-rotated subarray:
go right: `start = mid + 1`.
- Otherwise: go left: `end = mid - 1`.
```

• We're here because the target is not found. Return -1.

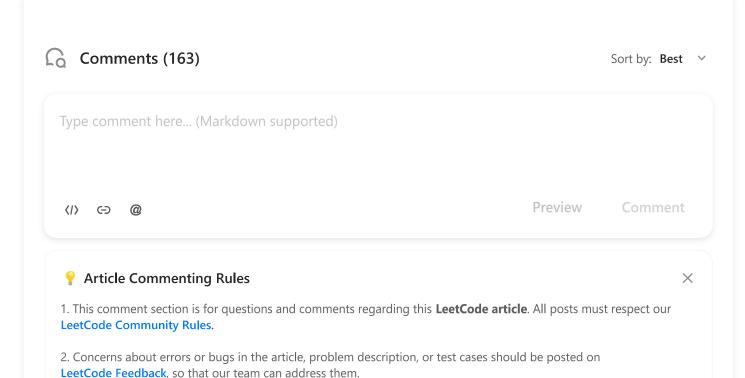
Implementation

```
Copy
       Python
Java
    class Solution {
1
 2
      public int search(int[] nums, int target) {
 3
        int start = 0, end = nums.length - 1;
 4
        while (start <= end) {
 5
          int mid = start + (end - start) / 2;
          if (nums[mid] == target) return mid;
 6
 7
          else if (nums[mid] >= nums[start]) {
 8
            if (target >= nums[start] && target < nums[mid]) end = mid - 1;</pre>
 9
            else start = mid + 1;
10
          }
11
          else {
            if (target <= nums[end] && target > nums[mid]) start = mid + 1;
12
13
            else end = mid - 1;
          }
14
15
        return -1;
16
17
18
```

Complexity Analysis

- Time complexity: $\mathcal{O}(\log N)$.
- Space complexity: $\mathcal{O}(1)$.





reyou Apr 26, 2019

Formula: If a sorted array is shifted, if you take the middle, always one side will be sorted. Take the recursion according to that rule.

- 1- take the middle and compare with target, if matches return.
- 2- if middle is bigger than left side, it means left is sorted
- 2a- if [left] < target < [middle] then do recursion with left, middle 1 (right)
- 2b- left side is sorted, but target not in here, search on right side middle + 1 (left), right
- 3- if middle is less than right side, it means right is sorted
- 3a- if [middle] < target < [right] then do recursion with middle + 1 (left), right
- 3b- right side is sorted, but target not in here, search on left side left, middle -1 (right)



kakrafoon Jan 02, 2021

Took me a while to sort out the cases. I always get stuck figuring out whether to use '<=' or '<' in these type of problems. In this case, while the binary search itself was fine (<=), while looking for the pivot, I used '<'. Need to practice until this becomes second nature I think. Either that or just fix (<=) as the convention and take it from there.

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Jun 24, 2020

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Creating helper methods is key otherwise you'd easily get lost dealing with indices. Great exerc for sharing. I see shorter solutions in the comments, but they might be tricky to come up with c interview.	
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why do we have equal to sign in this condition? nums[mid] >= nums[start]	
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In one of the test case, the input array is [1,3], target 0 How is [1,3] a rotated array?	
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< 1 2 3 4 5 6 17 >	