CSC215

Math and Computer Science



Binary Search

- Much like the game "I am thinking of a number between 1 and 100".
 - Fewest guesses: always pick the middle (50)
 - Higher
- Now "I am thinking of a number between 51 and 100"
 - Guess: Pick middle (75)
 - Lower
- Now "I am thinking of a number between 51 and 74"
 - Guess: Pick middle (62)
 - Correct



Binary Search

- Much like that game
- Must have a sorted list
- Search for the target value between left and right inclusive, start at the middle (left + right) / 2
- If equal, return that value
- If left index becomes greater than right index, target not found, return -1
- If target value is less than array[middle], search left half
- If target value is greater than array[middle], search right half



Binary Search Criteria

• left > right return -1

Array[middle] == Target return middle

Target < Array[middle] search left half, adjust right index

Target > Array[middle] search right half, adjust left index



Writing the function

```
int binarySearch(int arr[], int left, int right, int tgt)
    int mid = ( left + right ) / 2;
    // not found
    if( left > right )
        return -1;
    // see if it is in the middle
    if( arr[ mid ] == tgt )
        return mid;
```



Writing the function

```
int binarySearch(int arr[], int left, int right, int tgt)
    int mid = ( left + right ) / 2;
   // not found
   if( left > right )
       return -1;
   // see if it is in the middle
   if( arr[ mid ] == tgt )
       return mid;
    // see what half of list to search
    if( tgt < arr[mid] ) // Left half</pre>
        right = mid -1;
    else
                          // Right half
        left = mid + 1;
    return binarySearch( arr, left, right, tgt );
```



```
int main()
    int arr[11] = \{5,6,9,10,13,14,19,20,22,24,30\};
    int tgt, pos;
    cin >> tgt;
    pos = binarySearch( arr, 0, 10, tgt);
    if( pos != -1 )
        cout << "the number is found in the " << pos</pre>
              << " position" << endl;</pre>
    return 0;
```



Array (a)	5	6	9	10	13	14	19	20	22	24	30
Index	0	1	2	3	4	5	6	7	8	9	10

Main

tgt =10

pos=b(a,0,10,tgt)



Array (a)	5	6	9	10	13	14	19	20	22	24	30
Index	0	1	2	3	4	5	6	7	8	9	10

Main	
tgt =10	
pos=b()	\rightarrow
	•

A[mid] != tgt

tgt < a[mid] search left half

right = mid - 1 = 4

Make function call and return results



Array (a)	5	6	9	10	13	14	19	20	22	24	30
Index	0	1	2	3	4	5	6	7	8	9	10

Main		B(0, 10)		B(0,4)
tgt =10		tgt = 10		tgt = 10
pos=b()	\rightarrow	Left = 0	\rightarrow	Left = 0
	•	Right = 10		Right = 4
		Mid = 5		Mid = 2

A[mid] != tgt tgt > a[mid] search Right half Left = mid + 1 = 1 Make function call and return results



 \rightarrow

Array (a)	5	6	9	10	13	14	19	20	22	24	30
Index	0	1	2	3	4	5	6	7	8	9	10

Main
tgt =10
pos=b()

B(0, 10)

tgt = 10

Left = 0

Right = 10

Mid = 5

B(0, 4)

tgt = 10

Left = 0

Right = 4

Mid = 2

B(3,4) tgt = 10 $\rightarrow Left = 3$ Right = 4 $\leftarrow Mid = 3$

A[mid] == tgt return mid



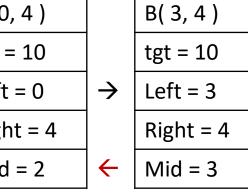
 \rightarrow

Array (a)	5	6	9	10	13	14	19	20	22	24	30
Index	0	1	2	3	4	5	6	7	8	9	10

Main
tgt =10
pos=b()

B(0, 10)	
tgt = 10	
Left = 0	-
Right = 10	
Mid = 5	*

	B(0, 4)
	tgt = 10
\rightarrow	Left = 0
	Right = 4
←	Mid = 2
	IVIIU – Z



A[mid] == tgt return mid



Array (a)	5	6	9	10	13	14	19	20	22	24	30
Index	0	1	2	3	4	5	6	7	8	9	10

	Main		B(0, 10)]	B(0,4)		B(3,4)
ļ	IVIAIII		В(0, 10)		B(0, 4)		D(3, 4)
	tgt =10		tgt = 10		tgt = 10		tgt = 10
	pos=b() = 3	\rightarrow	Left = 0	\rightarrow	Left = 0	\rightarrow	Left = 3
			Right = 10		Right = 4		Right = 4
		(Mid = 5	←	Mid = 2	(Mid = 3

A[mid] == tgt return mid



Iterative Binary Search

```
int ibinarySearch( int arr[], int size, int tgt)
    int left=0, right=size-1;
    int mid;
    while (left <= right )</pre>
        mid = (left + right) / 2;
        if( arr[mid] == tgt )
            return mid;
        if( tgt < arr[mid] )</pre>
            right = mid -1;
        else
            left = mid + 1;
    return -1; }
```

