VE477 Lab7

Q1

1. RandomSearch

```
# random search array A for a given key k

def RandomSearch(A, k):
    index_set = set()
    n = len(A)
    while len(index_set) < n:
        index = random.randint(0, n - 1)
        if A[index] == k:
            return index
        index_set.add(index)
    return n # not found, index out of range</pre>
```

2. a) **no index**: average number of picked index is approximately $n \ln n$

Define each time we found a new index as a hit, so we want to know the expected number x to obtain n hits. Partition x into stages, such that the i th stage contains the choosing between i-1th hit and ith hit.

For each chosen during the ith stage, (i-1) index have been chosen, (n-i+1) index have not been chosen. So the probability of getting a hit is (n-i+1)/n.

Use x_i to denote the number of chosen during stage i. The total number of chosen is $x = \sum_{i=1}^n x_i$. $E[x_i] = n/(n-i+1)$. Then we get

$$E[x] = E[\sum_{i=1}^n x_i] = \sum_{i=1}^n E[x_i] = \sum_{i=1}^n rac{n}{n-i+1} = n \sum_{i=1}^n rac{1}{i} = n (\ln n + O(1))$$

b) **one index**: average number is n.

Then each pick is a bernoulli trial with parameter p=1/n, to get a total number of success as 1, from the expectation of binomial distribution, we should pick n indices.

c) **more than one index (assume m)**: average number is n/m.

Same as b), parameter p=m/n, so from expectation should be n/m.

Q2

1. LinearSearch

```
def LinearSearch(A, k):
    n = len(A)
    for i in range(n):
        if A[i] == k:
            return i
    return n # not found, index out of range
```

2. a) **no index**: average and worse case should both be n

b) **one index**: average
$$\frac{(n+1)}{2}$$
, worse n

Average case: examine the expected running time, assume all permutation are equally like to happen, then the probability that k occur on each index is the same as 1/n.

$$E = 1 \cdot \frac{1}{n} + 1 \cdot \frac{2}{n} + \ldots + 1 \cdot \frac{n}{n} = \frac{(n+1)}{2}$$

c) more than one index (assume m): average $\frac{n}{m}$, worse n-m+1

Assume all the permutations occur equally likely. Let i be the number of index picked to find the key.

$$Pr[i=1]=rac{m}{n}, Pr[i=2]=rac{n-m}{n}\cdotrac{m}{n-1}\dots Pr[i]<rac{m}{n}\cdot(rac{n-m}{n-1})^{i-1}.$$

$$E[X] = \sum_{i=1}^{n-m+1} i \cdot Pr[i] < rac{n}{m}$$

Q3

1. ScrambleSearch

```
def ScrambleSearch(A, k):
    random.shuffle(A)
    return LinearSearch(A, k)
```

2. same as Linear Search

Q4

scrambleSearch is the best.

Based on the analysis, as LinearSearch and scrambleSearch have the same time but LinearSearch need the equally likely assumption.

Q5

```
1000 times random search time: 28.78109426004812
1000 times linear search time: 0.09934000810608268
1000 times linear search time: 1.3530246154405177
```

- 1. LinearSearch is the best in practice.
- 2. Practice give different answer to the theoretical answer, because in reality, the random permutation time is much longer.

```
setup="from main
import LinearSearch, arr, key", number=3))
       # print("1000 times linear search time:
{}".format(linear_time))
        scramble time.append(timeit.timeit("ScrambleSearch(arr,
key)",
                                           setup="from __main__
import ScrambleSearch, arr, key", number=3))
        # print("1000 times linear search time:
{}".format(scramble_time))
    print("1000 times random search time:
{}".format(np.mean(random_time)))
    print("1000 times linear search time:
{}".format(np.mean(linear_time)))
    print("1000 times linear search time:
{}".format(np.mean(scramble time)))
```