

Binary Search

CMPT 125

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SFU Computing Science

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Lecture 12

Today

- Binary Search

What if the array was ordered?

Think of searching a dictionary for a word?

- Strategy: *Not* one word at a time in sequential order starting from aardvark, etc.
- Strategy: Jump to where you estimate the word to be based on what you know about the alphabet.
Refine your jumps + hone in on the correct page quickly.

This is the main idea behind *binary search*.

Divide and Conquer

Generic Strategy (*Paradigm*):

- 1. Divide:** Cut the array into 2 or more roughly equally sized pieces
- 2. Conquer:** Use what you know about the pieces to solve the original problem

Binary Search

Strategy: Divide and Conquer

1. Examine the *middle* element of the array of candidates.
This divides the array into two [roughly] equal halves.
2. Compare the middle element with the target.
 - If $\text{middle} < \text{target}$ then throw out the first half.
 - But if $\text{middle} > \text{target}$ then throw out second half.
3. Repeat 1-3 until $\text{middle} == \text{target}$ (found!) or no candidates remain (fail!).

E.g., target = 42:

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
-8	-7	-5	-2	0	4	6	7	17	20	28	29	42	49	64

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return true
or index=12

Binary Search

Requirements (Pre-Conditions):

- Candidate array must be sorted

How to keep track of the list of candidates?

- Use integers `first` and `last` for remaining candidates `arr[first..last]`
- Initially, `first=0`; `last=len-1`
- Middle element is at index $(first+last)/2$

E.g., target = 42:

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
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`first = 0`
`last = 14`
`mid = 7`

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first = 0
last = 14
mid = 7

→

8
14
11

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E.g., target = 42:

first = 0	8	12
last = 14	14	14
mid = 7	11	13

Diagram showing the progression of the binary search algorithm. Blue arrows indicate the update of the `last` index from 14 to 11, and the `first` index from 0 to 8.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
-8	-7	-5	-2	0	4	6	7	17	20	28	29	42	49	64

Binary Search

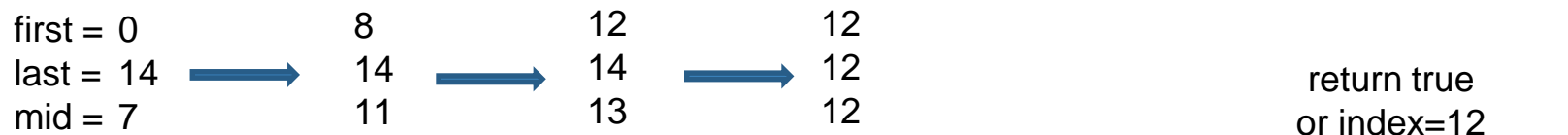
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How to keep track of the list of candidates?

- Use integers `first` and `last` for remaining candidates `arr[first..last]`
- Initially, `first=0`; `last=len-1`
- Middle element is at index $(first+last)/2$

E.g., target = 42:



Binary Search Code

```
int BinarySearch(int arr[], int len, int target) {
```

- Search candidate array `arr[first..last]` while not empty

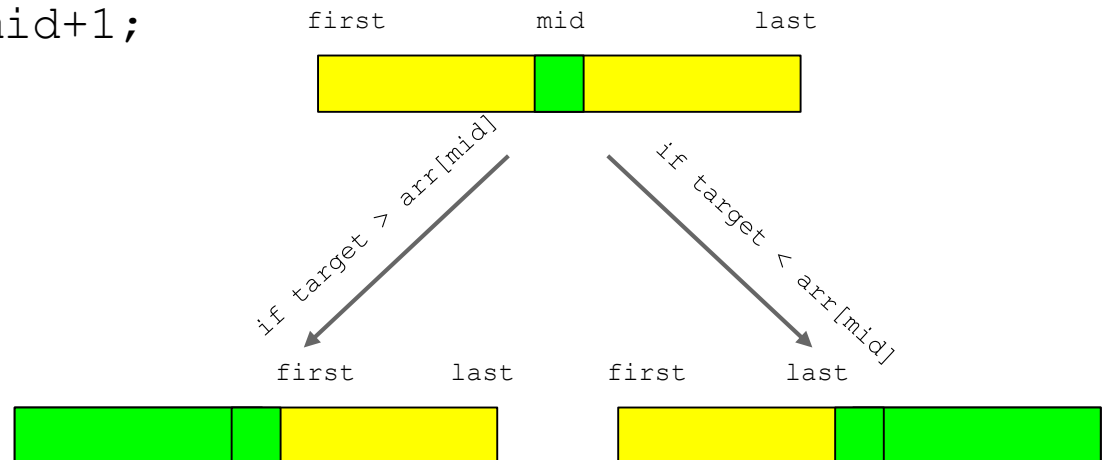
- Compare with the middle element
- Algorithm:
 - found if equal to `target`, so return position
 - throw out second half if greater than `target` OR
 - throw out first half if less than `target`

- No candidates, so return fail

```
}
```

Binary Search Code

```
int BinarySearch(int arr[], int len, int target) {  
    int first = 0;  
    int last = len-1;  
    while(first <= last) {  
        // Q. What's a good assertion this time?  
        int mid = (first+last) / 2;  
        if (target == arr[mid]) return mid;  
        if (target < arr[mid]) last = mid-1;  
        else first = mid+1;  
    }  
    return -1;  
}
```



Binary Search - Loop Free Version

```
int BinarySearch(int arr[], int len, int target) {
```

- Search candidate array `arr[0..len-1]`
- Algorithm:
 - return fail if empty

- Compare with the middle element + re-search
- Algorithm:
 - found if equal to `target`, so return true
 - throw out second half if greater than `target` OR
 - throw out first half if less than `target`

```
}
```

Binary Search - Loop Free Version

```
int BinarySearch(int arr[], int len, int target) {  
    if (len <= 0) {  
        return 0;  
    }
```

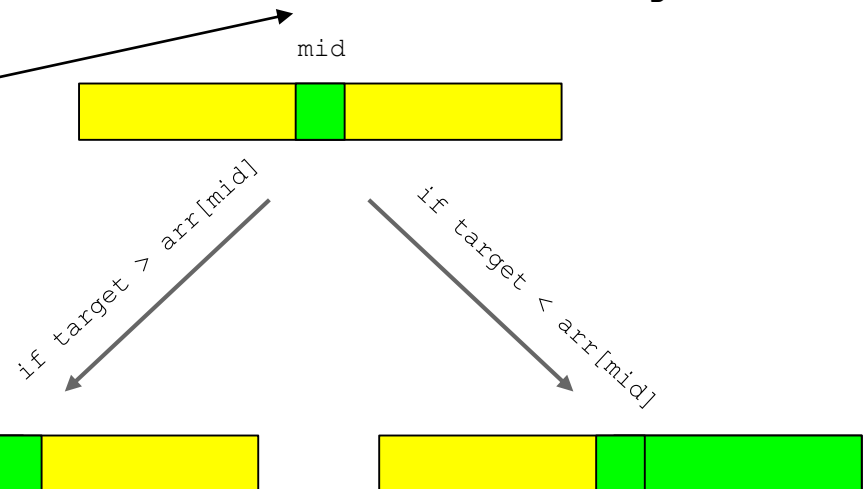
- Compare with the middle element + re-search
- Algorithm:
 - found if equal to `target`, so return true
 - throw out second half if greater than `target` OR
 - throw out first half if less than `target`

```
}
```


Binary Search - Loop Free Version

```
int BinarySearch(int arr[], int len, int target) {  
    if (len <= 0) {  
        return 0;  
    }  
    int mid = len/2;  
    if (target == arr[mid]) return 1;  
    if (target < arr[mid]) return BinarySearch(arr, mid, target);  
    else return BinarySearch(arr+mid+1, len-mid-1, target);  
}
```

If we go from index 0 to len-1, there are len items
If we go from index a to b, there are b-a+1 items
If we go from index mid+1 to len-1, there are
 $(len-1) - (mid+1) + 1$ items



Analysis of Binary Search

What's the worst case on an array of length N ?

- After one iteration, the possible candidates are [roughly] cut in half.

After k iterations, how many candidates remain?

- Roughly $N / 2^k$

When do you run out of candidates?

- when $2^k \geq N$
- i.e., after $k \geq \log_2 N$ iterations

Thus binary search runs in $O(\log N)$.

Linear Search vs Binary Search

Even though the inner loop of binary search is more complex than linear search, we expect $O(\log N)$ to outperform $O(N)$ as N gets large.

	Linear Search	Binary Search
N	$(3 + 4N)$	$(4 + 12 \log_2(N+1))$
1	7	16
3	15	28
7	31	40
15	63	52
100	403	88
1000	4003	124
10^6	4000003	244
10^9	4×10^9	364

Linear Search vs Binary Search

- Binary search has a fast running time.
- Disadvantages?
 - Harder to code
 - Requires the array be sorted
- Keeping the array sorted can be expensive!
 - Significantly more searching than update? Keep list sorted (slow) and use (fast) binary search
 - Significantly more update than search? Keep array unsorted (fast) and use (slow) linear search