

6. Searching

Linear Search, Binary Search [Ottman/Widmayer, Kap. 3.2, Cormen et al, Kap. 2: Problems 2.1-3,2.2-3,2.3-5]

The Search Problem

Provided

- A set of data sets

telephone book, dictionary, symbol table

- Each dataset has a key k .
- Keys are comparable: unique answer to the question $k_1 \leq k_2$ for keys k_1 , k_2 .

Task: find data set by key k .

Search in Array

Provided

- Array A with n elements ($A[1], \dots, A[n]$).
- Key b

Wanted: index k , $1 \leq k \leq n$ with $A[k] = b$ or "not found".

22	20	32	10	35	24	42	38	28	41
1	2	3	4	5	6	7	8	9	10

Linear Search

Traverse the array from $A[1]$ to $A[n]$.

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- **Best case:** 1 comparison.

Linear Search

Traverse the array from $A[1]$ to $A[n]$.

- **Best case:** 1 comparison.
- **Worst case:** n comparisons.

Search in a Sorted Array

Provided

- Sorted array A with n elements $(A[1], \dots, A[n])$ with $A[1] \leq A[2] \leq \dots \leq A[n]$.
- Key b

Wanted: index k , $1 \leq k \leq n$ with $A[k] = b$ or "not found".

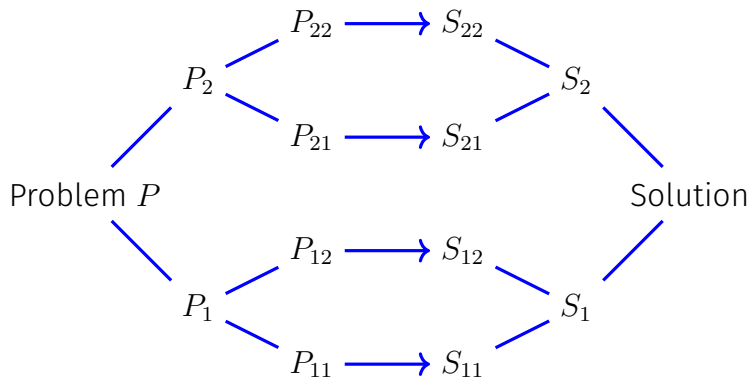
10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

divide et impera

Divide and Conquer

Divide the problem into subproblems that contribute to the simplified computation of the overall problem.

divide et impera



Divide and Conquer!

Search $b = 23$.

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10	20	22	24	28	32	35	38	41	42
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$b < 28$

Divide and Conquer!

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10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b < 28$

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b > 20$

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42	$b < 28$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b > 20$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b > 22$
1	2	3	4	5	6	7	8	9	10	

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42	$b < 28$
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10	20	22	24	28	32	35	38	41	42	$b > 22$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b < 24$
1	2	3	4	5	6	7	8	9	10	

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b < 28$

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b > 20$

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b > 22$

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b < 24$

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

erfolglos

Binary Search Algorithm

BSearch(A, l, r, b)

Input: Sorted array A of n keys. Key b . Bounds $1 \leq l, r \leq n$ mit $l \leq r$ or $l = r + 1$.

Output: Index $m \in [l, \dots, r + 1]$, such that $A[i] \leq b$ for all $l \leq i < m$ and $A[i] \geq b$ for all $m < i \leq r$.

$m \leftarrow \lfloor (l + r) / 2 \rfloor$

if $l > r$ **then** // Unsuccessful search

return l

else if $b = A[m]$ **then** // found

return m

else if $b < A[m]$ **then** // element to the left

return BSearch($A, l, m - 1, b$)

else // $b > A[m]$: element to the right

return BSearch($A, m + 1, r, b$)

Analysis (worst case)

Recurrence ($n = 2^k$)

$$T(n) = \begin{cases} d & \text{falls } n = 1, \\ T(n/2) + c & \text{falls } n > 1. \end{cases}$$

Compute: ²

$$T(n) = T\left(\frac{n}{2}\right) + c$$

²Try to find a closed form of T by applying the recurrence repeatedly (starting with $T(n)$).

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Compute: ²

$$T(n) = T\left(\frac{n}{2}\right) + c = T\left(\frac{n}{4}\right) + 2c$$

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Analysis (worst case)

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Compute: ²

$$\begin{aligned} T(n) &= T\left(\frac{n}{2}\right) + c = T\left(\frac{n}{4}\right) + 2c = \dots \\ &= T\left(\frac{n}{2^i}\right) + i \cdot c \end{aligned}$$

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Analysis (worst case)

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Compute: ²

$$\begin{aligned} T(n) &= T\left(\frac{n}{2}\right) + c = T\left(\frac{n}{4}\right) + 2c = \dots \\ &= T\left(\frac{n}{2^i}\right) + i \cdot c \\ &= T\left(\frac{n}{n}\right) + \log_2 n \cdot c = d + c \cdot \log_2 n \in \Theta(\log n) \end{aligned}$$

²Try to find a closed form of T by applying the recurrence repeatedly (starting with $T(n)$).

Theorem 3

The binary sorted search algorithm requires $\Theta(\log n)$ fundamental operations.

7. Sorting

Simple Sorting, Quicksort, Mergesort


Problem

Input: An array $A = (A[1], \dots, A[n])$ with length n .

Output: a permutation A' of A , that is sorted: $A'[i] \leq A'[j]$ for all $1 \leq i \leq j \leq n$.


Selection Sort

5 6 2 8 4 1 ($i = 1$)



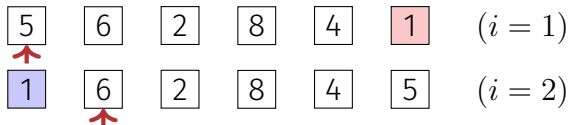
- Selection of the smallest element by search in the unsorted part $A[i..n]$ of the array.

Selection Sort

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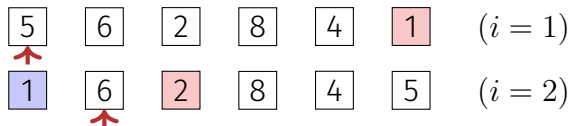
- Selection of the smallest element by search in the unsorted part $A[i..n]$ of the array.
- Swap the smallest element with the first element of the unsorted part.

Selection Sort



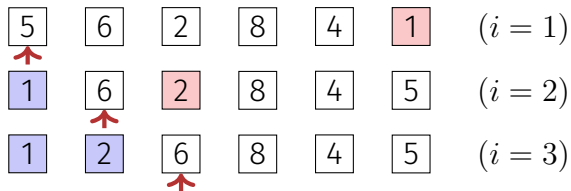
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- Swap the smallest element with the first element of the unsorted part.
- Unsorted part decreases in size by one element ($i \rightarrow i + 1$). Repeat until all is sorted. ($i = n$)

Selection Sort



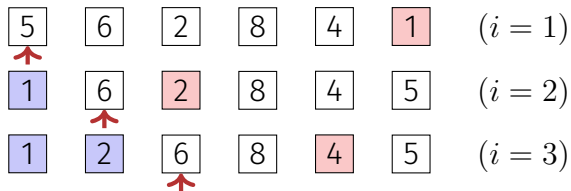
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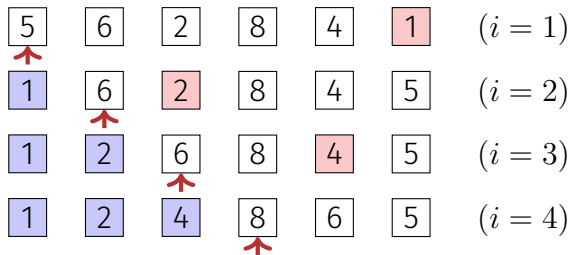
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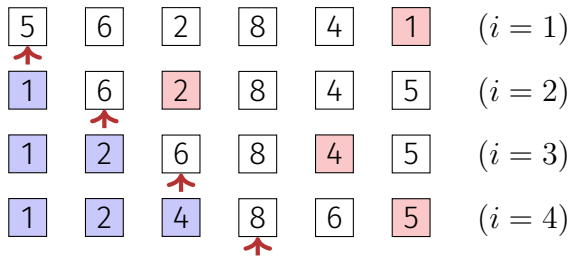
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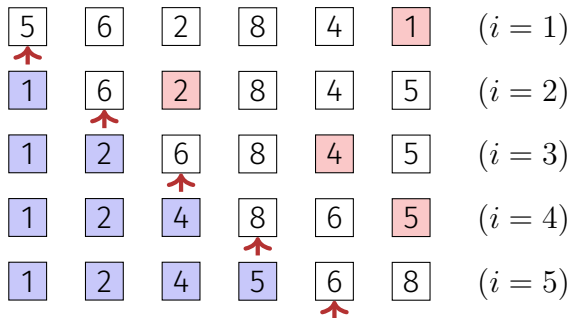
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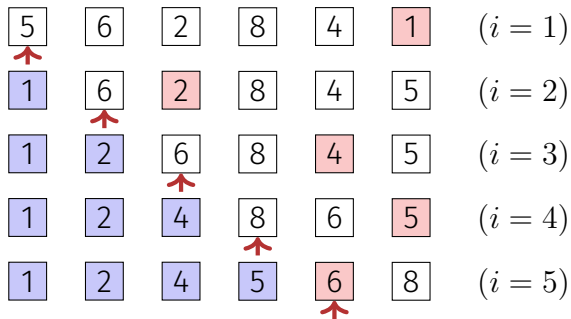
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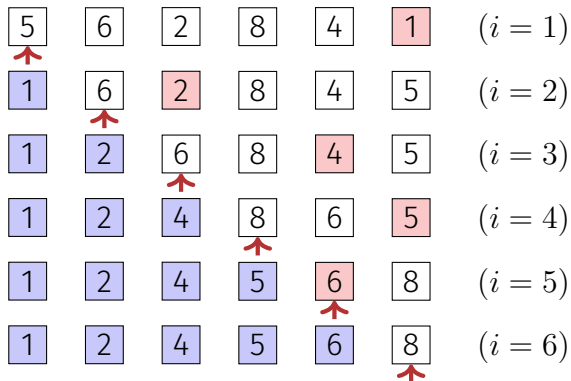
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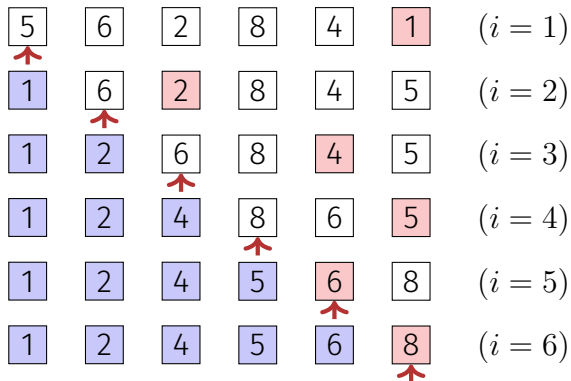
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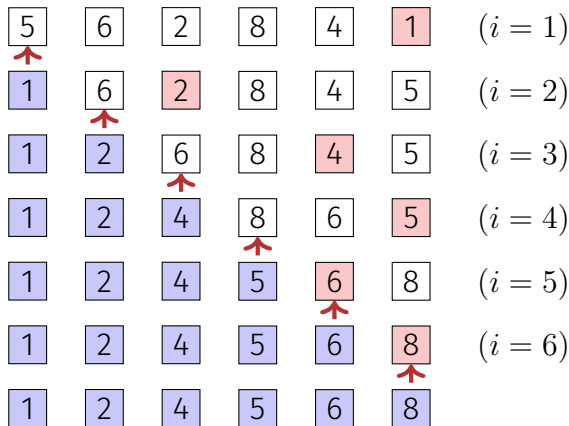
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Algorithm: Selection Sort

Input: Array $A = (A[1], \dots, A[n])$, $n \geq 0$.

Output: Sorted Array A

for $i \leftarrow 1$ **to** $n - 1$ **do**

$p \leftarrow i$

for $j \leftarrow i + 1$ **to** n **do**

if $A[j] < A[p]$ **then**

$p \leftarrow j$;

 swap($A[i], A[p]$)

Analysis

Number comparisons in worst case:

Analysis

Number comparisons in worst case: $\Theta(n^2)$.

Number swaps in the worst case:

Analysis

Number comparisons in worst case: $\Theta(n^2)$.

Number swaps in the worst case: $n - 1 = \Theta(n)$

Insertion Sort

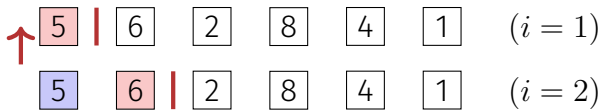
5 | 6 2 8 4 1 ($i = 1$)

Insertion Sort

↑ 5 | 6 2 8 4 1 ($i = 1$)

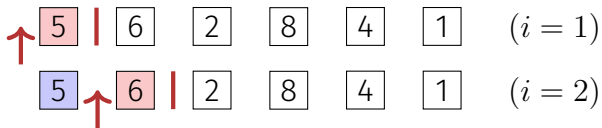
- Iterative procedure:
 $i = 1 \dots n$

Insertion Sort



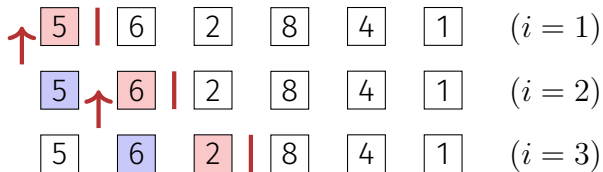
- Iterative procedure:
 $i = 1 \dots n$
- Determine insertion position for element i .

Insertion Sort



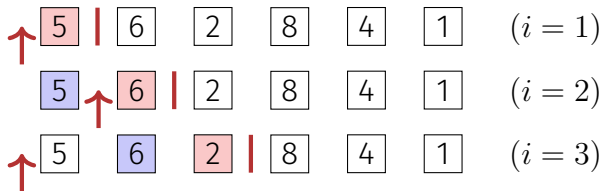
- Iterative procedure:
 $i = 1 \dots n$
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- Insert element i

Insertion Sort



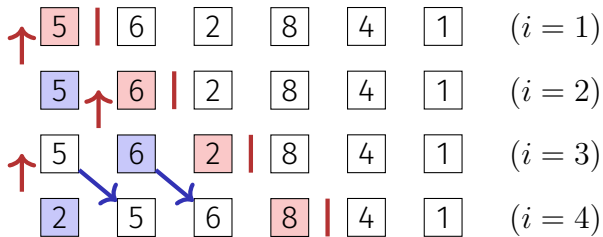
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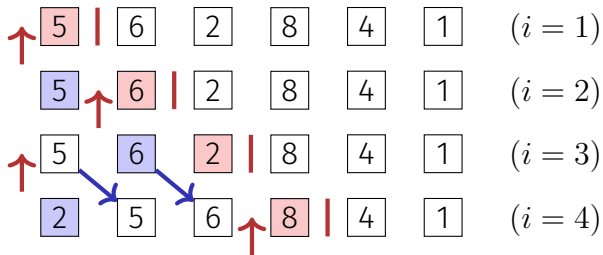
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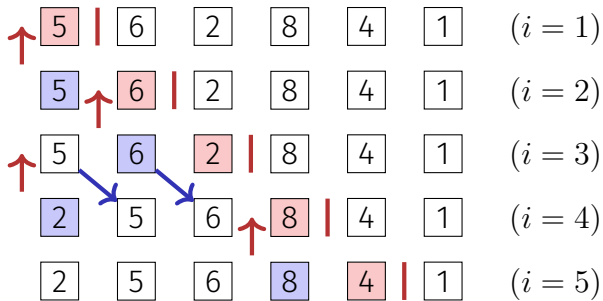
- Iterative procedure:
 $i = 1 \dots n$
- Determine insertion position for element i .
- Insert element i array block movement potentially required

Insertion Sort



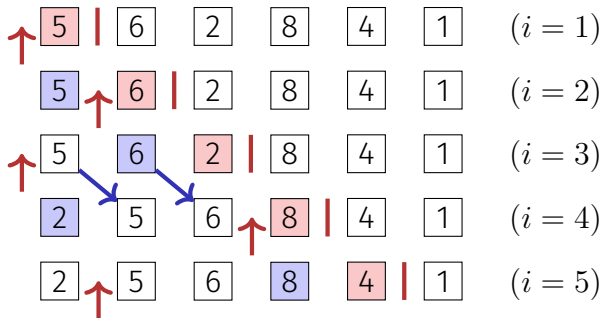
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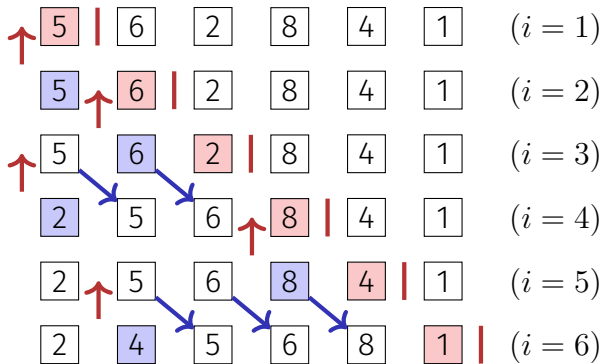
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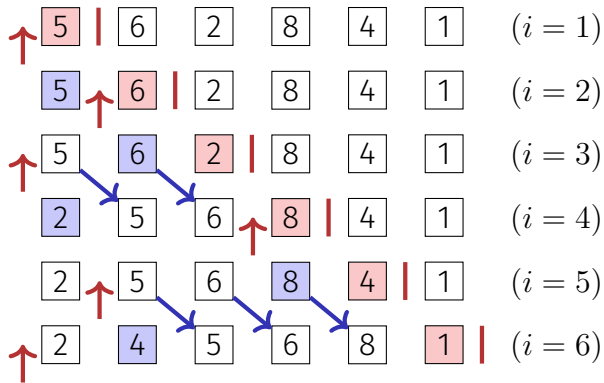
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Insertion Sort



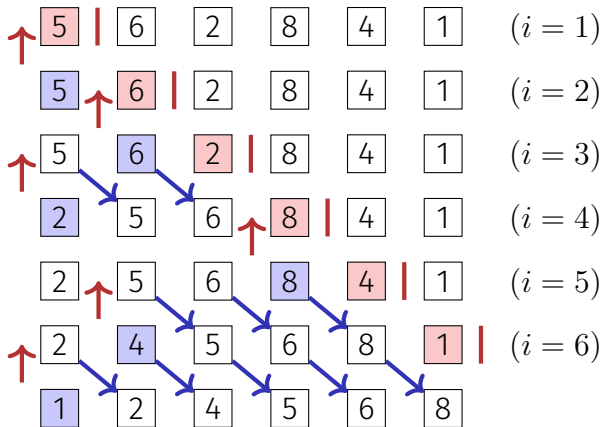
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Insertion Sort

What is the disadvantage of this algorithm compared to sorting by selection?

Insertion Sort

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Many element movements in the worst case.

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Many element movements in the worst case.

What is the advantage of this algorithm compared to selection sort?

The search domain (insertion interval) is already sorted. Consequently: binary search possible.

Algorithm: Insertion Sort

Input: Array $A = (A[1], \dots, A[n])$, $n \geq 0$.

Output: Sorted Array A

for $i \leftarrow 2$ **to** n **do**

$x \leftarrow A[i]$

$p \leftarrow \text{BinarySearch}(A, 1, i - 1, x)$; // Smallest $p \in [1, i]$ with $A[p] \geq x$

for $j \leftarrow i - 1$ **downto** p **do**

$A[j + 1] \leftarrow A[j]$

$A[p] \leftarrow x$

7.1 Mergesort

[Ottman/Widmayer, Kap. 2.4, Cormen et al, Kap. 2.3],

Mergesort

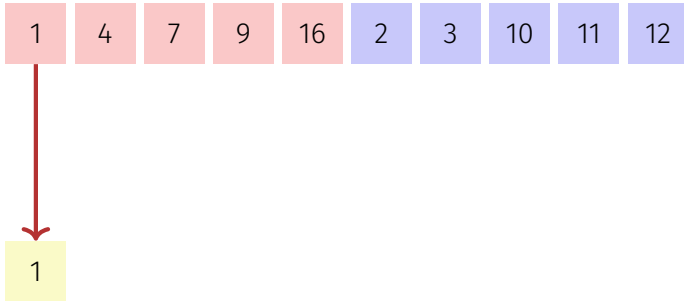
Divide and Conquer!

- Assumption: two halves of the array A are already sorted.
- Minimum of A can be evaluated with two comparisons.
- Iteratively: merge the two presorted halves of A in $\mathcal{O}(n)$.

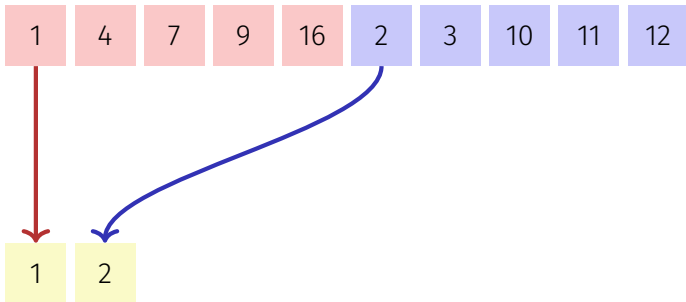
Merge



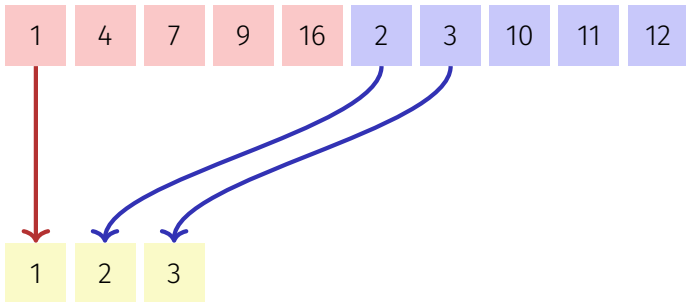
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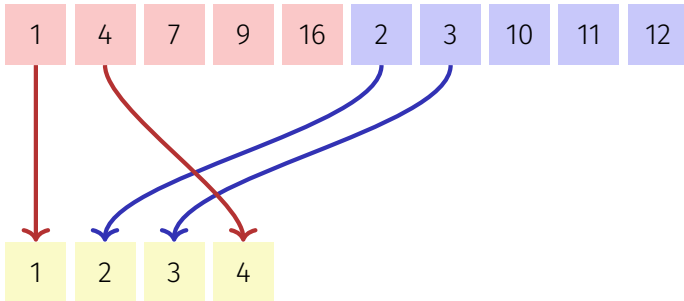
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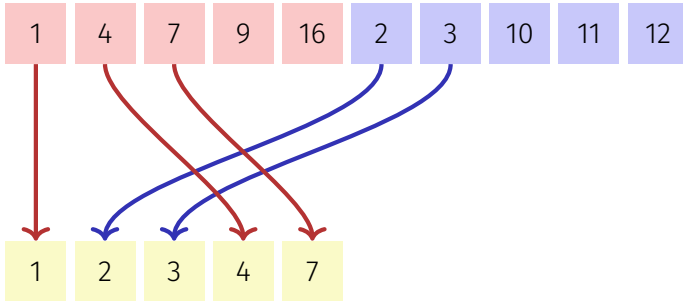
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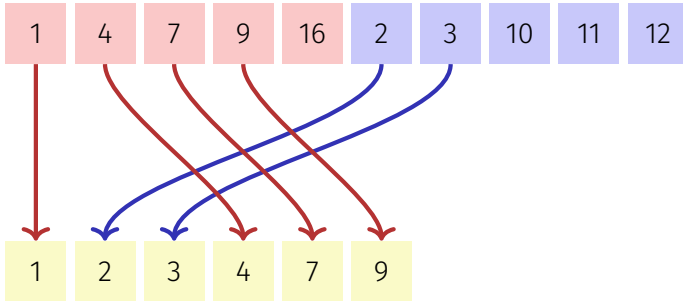
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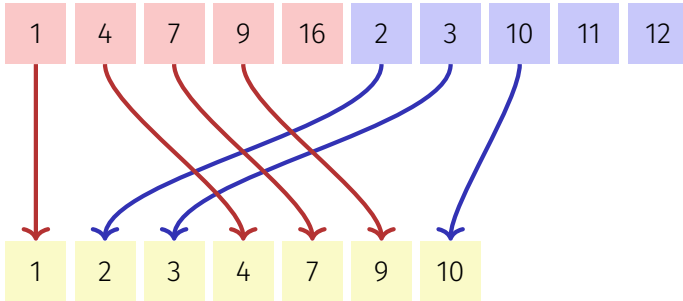
Merge



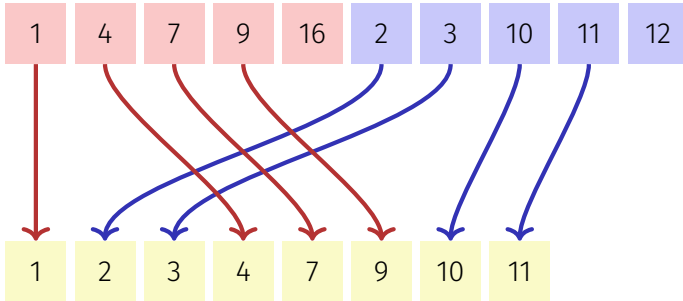
Merge



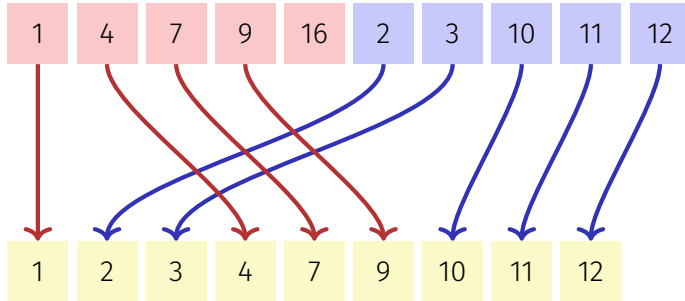
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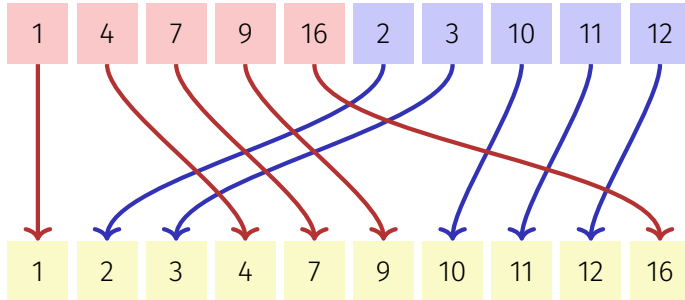
Merge



Merge



Merge



Algorithm Merge(A, l, m, r)

Input: Array A with length n , indexes $1 \leq l \leq m \leq r \leq n$.
 $A[l, \dots, m]$, $A[m + 1, \dots, r]$ sorted

Output: $A[l, \dots, r]$ sorted

```
1  $B \leftarrow$  new Array( $r - l + 1$ )
2  $i \leftarrow l$ ;  $j \leftarrow m + 1$ ;  $k \leftarrow 1$ 
3 while  $i \leq m$  and  $j \leq r$  do
4   if  $A[i] \leq A[j]$  then  $B[k] \leftarrow A[i]$ ;  $i \leftarrow i + 1$ 
5   else  $B[k] \leftarrow A[j]$ ;  $j \leftarrow j + 1$ 
6    $k \leftarrow k + 1$ ;
7 while  $i \leq m$  do  $B[k] \leftarrow A[i]$ ;  $i \leftarrow i + 1$ ;  $k \leftarrow k + 1$ 
8 while  $j \leq r$  do  $B[k] \leftarrow A[j]$ ;  $j \leftarrow j + 1$ ;  $k \leftarrow k + 1$ 
9 for  $k \leftarrow l$  to  $r$  do  $A[k] \leftarrow B[k - l + 1]$ 
```


Mergesort

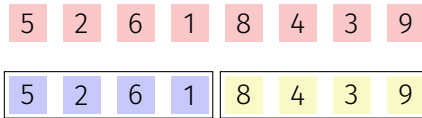
5 2 6 1 8 4 3 9

Mergesort

5 2 6 1 8 4 3 9

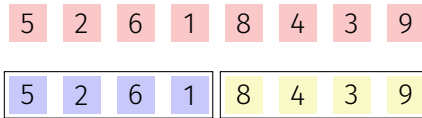
Split

Mergesort



Split

Mergesort



Split

Split

Mergesort

5 2 6 1 8 4 3 9

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Split

Split

Mergesort

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

Split

Split

Split

Mergesort

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

Split

Split

Split

Mergesort

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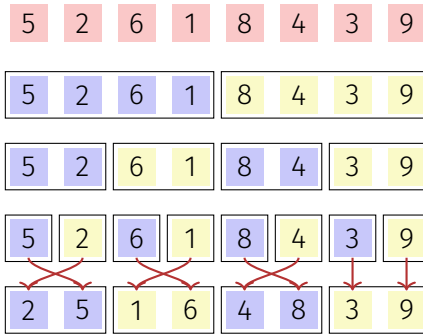
Split

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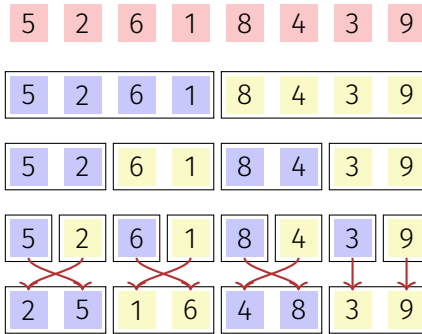
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Split

Split

Merge

Mergesort



Split

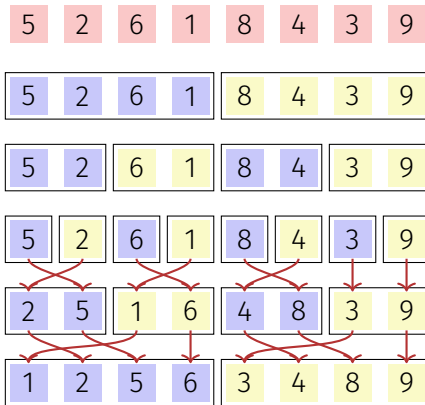
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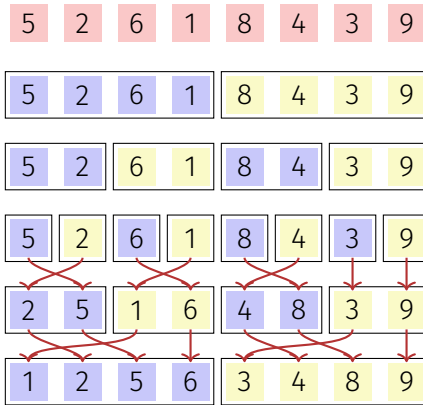
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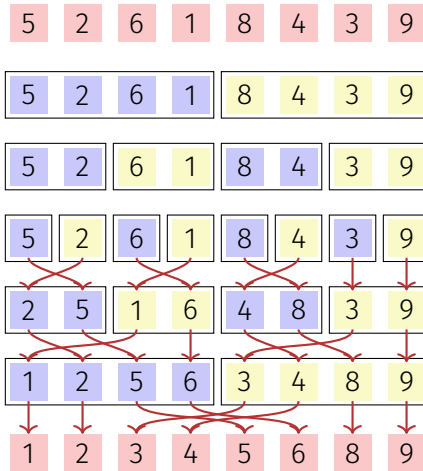
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Algorithm (recursive 2-way) Mergesort(A, l, r)

Input: Array A with length n . $1 \leq l \leq r \leq n$

Output: $A[l, \dots, r]$ sorted.

if $l < r$ **then**

```
 $m \leftarrow \lfloor (l + r) / 2 \rfloor$  // middle position  
Mergesort( $A, l, m$ ) // sort lower half  
Mergesort( $A, m + 1, r$ ) // sort higher half  
Merge( $A, l, m, r$ ) // Merge subsequences
```

Recursion equation for the number of comparisons and key movements:

$$T(n) = T\left(\left\lceil \frac{n}{2} \right\rceil\right) + T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + \Theta(n)$$

Recursion equation for the number of comparisons and key movements:

$$T(n) = T\left(\left\lceil \frac{n}{2} \right\rceil\right) + T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + \Theta(n) \in \Theta(n \log n)$$

Derivation for $n = 2^k$

Let $n = 2^k$, $k > 0$. Recurrence

$$T(n) = \begin{cases} d & \text{if } n = 1 \\ 2T(n/2) + cn & \text{if } n > 1 \end{cases}$$

Apply recursively

$$\begin{aligned} T(n) &= 2T(n/2) + cn = 2(2T(n/4) + cn/2) + cn \\ &= 2(2(T(n/8) + cn/4) + cn/2) + cn = \dots \\ &= 2(2(\dots(2(2T(n/2^k) + cn/2^{k-1})\dots) + cn/2^2) + cn/2^1) + cn \\ &= 2^k T(1) + \underbrace{2^{k-1}cn/2^{k-1} + 2^{k-2}cn/2^{k-2} + \dots + 2^{k-k}cn/2^{k-k}}_{k \text{ terms}} \\ &= nd + cnk = nd + cn \log_2 n \in \Theta(n \log n). \end{aligned}$$

7.2 Quicksort

[Ottman/Widmayer, Kap. 2.2, Cormen et al, Kap. 7]

Quicksort

What is the disadvantage of Mergesort?

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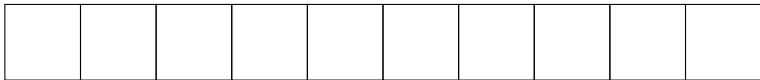
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How?

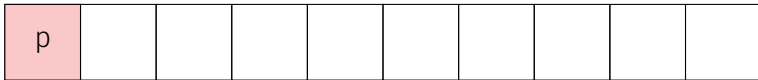
Pivot and Partition!

Use a pivot



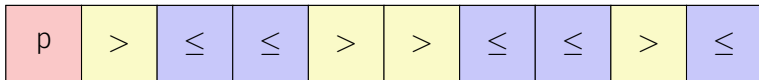
Use a pivot

1. Choose a (an arbitrary) **pivot** p



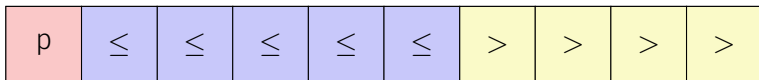
Use a pivot

1. Choose a (an arbitrary) **pivot** p
2. Partition A in two parts, one part L with the elements with $A[i] \leq p$ and another part R with $A[i] > p$



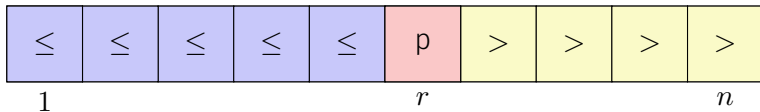
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3. Quicksort: Recursion on parts L and R



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Algorithm Partition(A, l, r, p)

Input: Array A , that contains the pivot p in $A[l, \dots, r]$ at least once.

Output: Array A partitioned in $[l, \dots, r]$ around p . Returns position of p .

while $l \leq r$ **do**

while $A[l] < p$ **do**

$l \leftarrow l + 1$

while $A[r] > p$ **do**

$r \leftarrow r - 1$

 swap($A[l], A[r]$)

if $A[l] = A[r]$ **then**

$l \leftarrow l + 1$

return $l-1$

Algorithm Quicksort(A, l, r)

Input: Array A with length n . $1 \leq l \leq r \leq n$.

Output: Array A , sorted in $A[l, \dots, r]$.

if $l < r$ **then**

 Choose pivot $p \in A[l, \dots, r]$

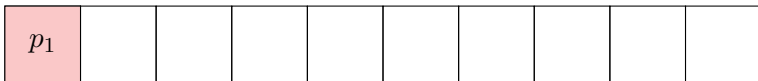
$k \leftarrow \text{Partition}(A, l, r, p)$

 Quicksort($A, l, k - 1$)

 Quicksort($A, k + 1, r$)

Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n^2)$



Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n)$



Choice of the pivot.

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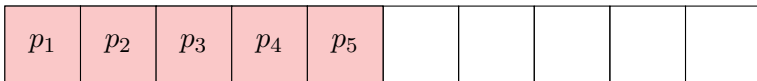
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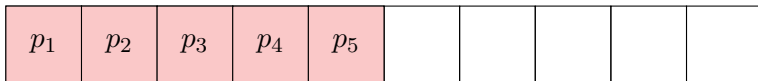
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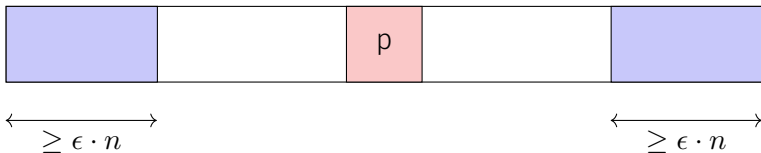


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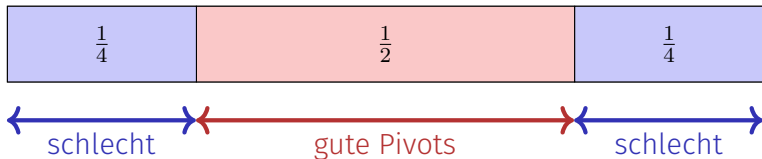


A good pivot has a linear number of elements on both sides.



Choice of the Pivot?

Randomness to our rescue (Tony Hoare, 1961). In each step choose a random pivot.



Probability for a good pivot in one trial: $\frac{1}{2} =: \rho$.

Probability for a good pivot after k trials: $(1 - \rho)^{k-1} \cdot \rho$.

Expected number of trials³: $1/\rho = 2$

³Expected value of the geometric distribution:

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

1 2 3 4 5 6 7 8 9

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

1 2 3 4 5 6 7 8 9

1 2 3 4 5 6 7 8 9

Analysis: number comparisons

Worst case.

Analysis: number comparisons

Worst case. Pivot = min or max; number comparisons:

$$T(n) = T(n - 1) + c \cdot n, T(1) = 0 \quad \Rightarrow \quad T(n) \in \Theta(n^2)$$

Analysis (randomized quicksort)

Theorem 4

On average randomized quicksort requires $\mathcal{O}(n \cdot \log n)$ comparisons.

(without proof.)

Practical Considerations.

- Practically the pivot is often the median of three elements. For example:
 $\text{Median3}(A[l], A[r], A[\lfloor l + r/2 \rfloor])$.