Topic 14
Searching and Simple Sorts

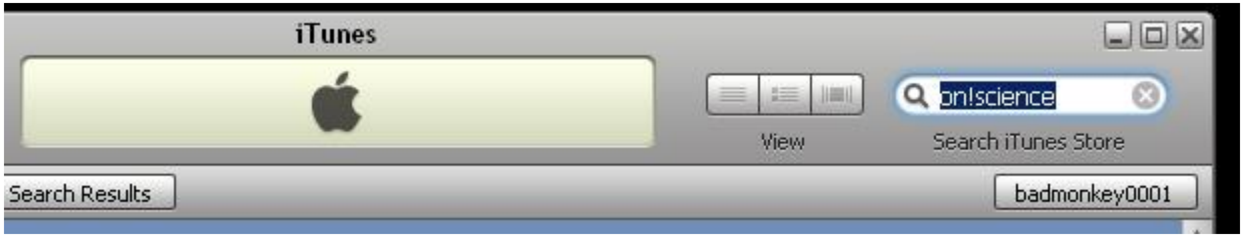
"There's nothing in your head the sorting hat can't see. So try me on and I will tell you where you ought to be."

-The Sorting Hat, *Harry Potter and the Sorcerer's Stone*

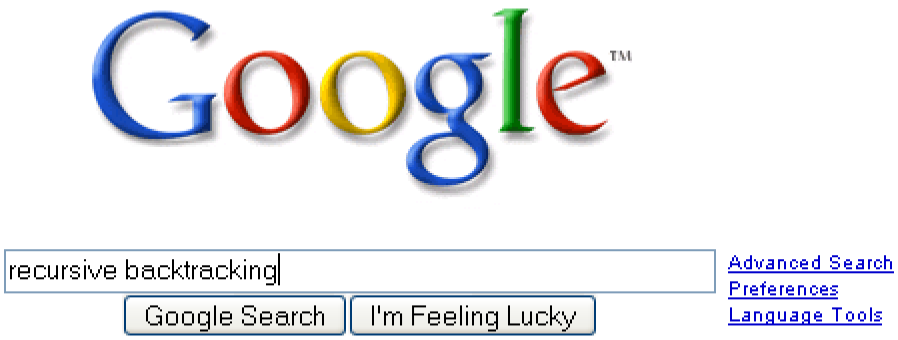
Sorting and Searching

- Fundamental problems in computer science and programming
- Sorting done to make searching easier
- Multiple different algorithms to solve the same problem
  - How do we know which algorithm is "better"?
- Look at searching first
- Examples use arrays of ints to illustrate algorithms

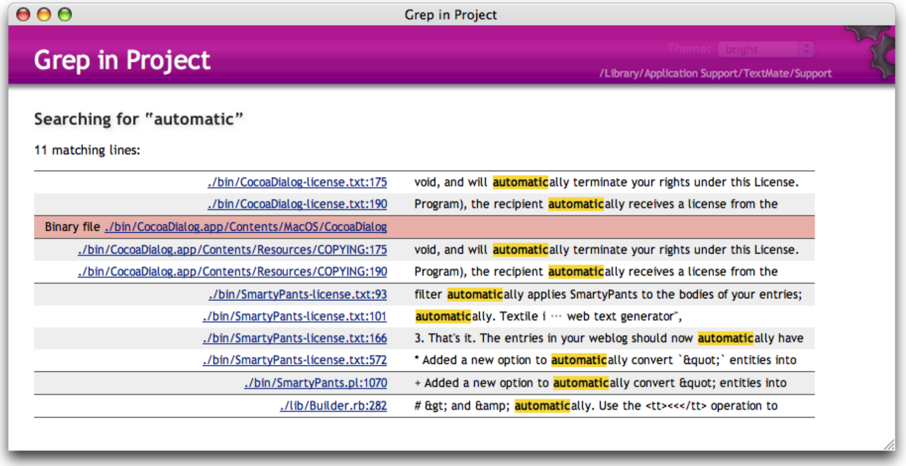
Searching



iTunes
on!science
View
Search iTunes Store
Search Results
badmonkey0001



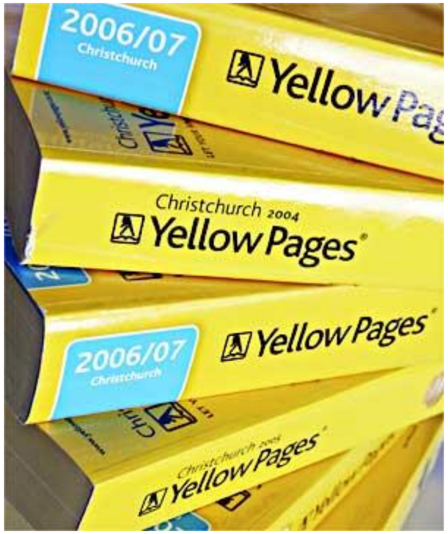
Google™
recursive backtracking
Google Search
I'm Feeling Lucky
Advanced Search
Preferences
Language Tools



Grep in Project
Grep in Project
/Library/Application Support/TextMate/Support
Searching for "automatic"
11 matching lines:
./bin/CocoaDialog-license.txt:175 void, and will automatically terminate your rights under this License.
./bin/CocoaDialog-license.txt:190 Program), the recipient automatically receives a license from the
Binary file ./bin/CocoaDialog.app/Contents/MacOS/CocoaDialog
./bin/CocoaDialog.app/Contents/Resources/COPYING:175 void, and will automatically terminate your rights under this License.
./bin/CocoaDialog.app/Contents/Resources/COPYING:190 Program), the recipient automatically receives a license from the
./bin/SmartyPants-license.txt:93 filter automatically applies SmartyPants to the bodies of your entries;
./bin/SmartyPants-license.txt:101 automatically. Textile i ··· web text generator",
./bin/SmartyPants-license.txt:166 3. That's it. The entries in your weblog should now automatically have
./bin/SmartyPants-license.txt:572 * Added a new option to automatically convert `"` entities into
./bin/SmartyPants.pl:1070 + Added a new option to automatically convert " entities into
./lib/Builder.rb:282 # > and & automatically. Use the <tt><<</tt> operation to

Searching

- Given an array or list of data find the location of a particular value or report that value is not present
- linear search
  - intuitive approach?
  - start at first item
  - is it the one I am looking for?
  - if not go to next item
  - repeat until found or all items checked
- If items not sorted or unsortable this approach is necessary



Linear Search

```
/*   pre: data != null
     post: return the index of the first occurrence
     of target in data or -1 if target not present in
     data
*/
public int linearSearch(int[] data, int target) {
    for (int i = 0; i < data.length; i++) {
        if (data[i] == target) {
            return i;
        }
    }
    return -1;
}
```

Linear Search, Generic

```
/*    pre: data != null, no elements of data == null
           target != null
      post: return the index of the first occurrence
      of target in data or -1 if target not present in
      data
*/
public int linearSearch(Object[] data, Object target) {
    for (int i = 0; i < data.length; i++)
        if (target.equals(data[i]))
            return i;
    return -1;
}
```

T(N)? Big O? Best case, worst case, average case?

Clicker 1

- What is the average case Big O of linear search in an array with N items, if an item is present once?

A. O(1)

B. O(logN)

C. O(N)

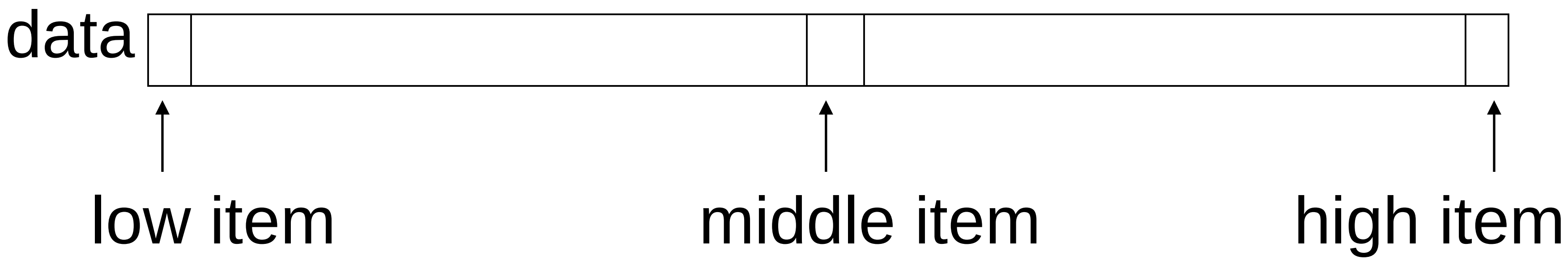
D. O(NlogN)

E. $O(N^2)$

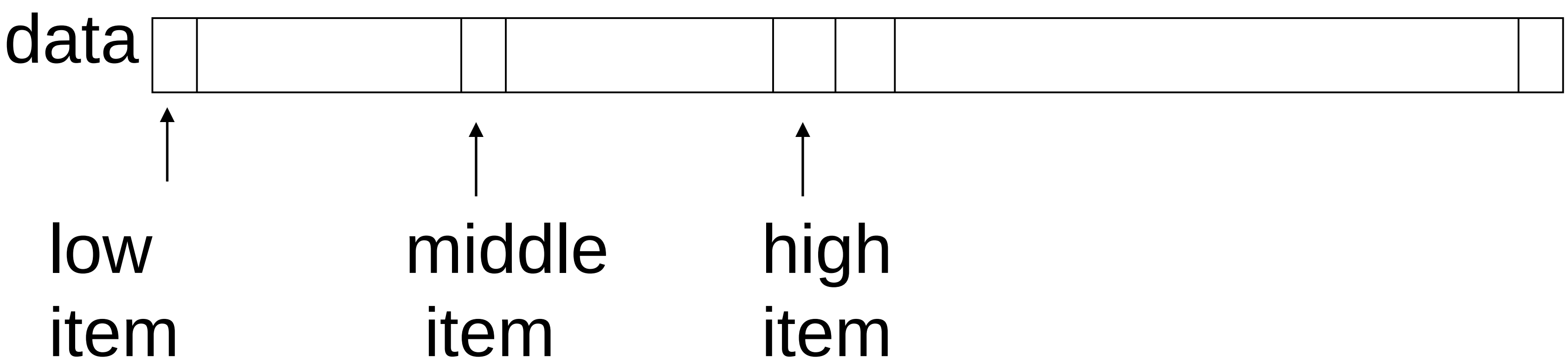
Searching in a Sorted Array or List

- If items are sorted then we can *divide and conquer*
- dividing your work in half with each step
  - generally a good thing
- The Binary Search with array in ascending order
  - Start at middle of list
  - is that the item?
  - If not is it less than or greater than the item?
  - less than, move to second half of list
  - greater than, move to first half of list
  - repeat until found or sub list size = 0

Binary Search



Is middle item what we are looking for? If not is it more or less than the target item? (Assume lower)



and so forth…

Binary Search in Action

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	3	5	7	11	13	17	19	23	29	31	37	41	43	47	53

```
public static int bsearch(int[] data, int target) {
      int indexOfTarget = -1;
      int low = 0;
      int high = data.length - 1;
      while(indexOfTarget == -1 && low <= high ) {
            int mid = low + ((high - low) / 2);
            if( data[mid] == target )
                   indexOfTarget = mid;
            else if( data[mid] < target)
                  low = mid + 1;
            else.
                  high = mid - 1;
      }
      return indexOfTarget;
}
// mid = (low + high) / 2; // may overflow!!!
// or mid = (low + high) >>> 1; using bitwise op
```

Trace When Key == 3
Trace When Key == 30

Variables of Interest?

Clicker 2

What is the worst case Big O of binary search in an array with N items, if an item is present?

A. O(1)
B. O(logN)
C. O(N)
D. O(NlogN)
E. O(N^2)

Generic Binary Search

```
public static <T extends Comparable<? super T>> int
             bsearch(T[] data, T target) {

       int result = -1;
       int low = 0;
       int high = data.length - 1;
       while( result == -1 && low <= high ) {
             int mid = low + ((high - low) / 2);
             int compareResult = target.compareTo(data[mid]);
             if(compareResult == 0)
                    result = mid;
             else if(compareResult > 0)
                    low = mid + 1;
             else
                    high = mid - 1; // compareResult < 0
       }
       return result;
}
```

Recursive Binary Search

```
public static int bsearch(int[] data, int target) {
    return bsearch(data, target, 0, data.length - 1);
}

public static int bsearch(int[] data, int target,
                                int low, int high) {
    if(low <= high){
        int mid = low + ((high - low) / 2);
        if( data[mid] == target )
            return mid;
        else if(data[mid] > target)
            return bsearch(data, target, low, mid - 1);
        else
            return bsearch(data, target, mid + 1, high);
    }
    return -1;
}
// Clicker 3 Is this a recursive backtracking algorithm?
A. NO
B. YES
```

Other Searching Algorithms

- Interpolation Search
  - more like what people really do
- Indexed Searching
- Binary Search Trees
- Hash Table Searching
- best-first
- A*

Sorting

U.S. All-time List - Marathon

As of 4/24/08

Women

1	1	2:19:36	Deena Kastor nee Drossin
2		2:21:16	Drossin (2)
3	2	2:21:21	Joan Benoit Samuelson
4		2:21:25	Kastor (3)
5		2:22:43a	Benoit (2)
6		2:24:52a	Benoit (3)
7		2:26:11	Benoit (4)
8	3	2:26:26a	Julie Brown
9	4	2:26:40a	Kim Jones

Song Name	Time	Track # ▲	Artist	Album
Letters from the Wasteland	4:29	1 of 10	The Wallflowers	Breach
When You're On Top	3:54	1 of 13	The Wallflowers	Red Letter Days
Hand Me Down	3:35	2 of 10	The Wallflowers	Breach
How Good It Can Get	4:11	2 of 13	The Wallflowers	Red Letter Days
Sleepwalker	3:31	3 of 10	The Wallflowers	Breach
Closer To You	3:17	3 of 13	The Wallflowers	Red Letter Days
I've Been Delivered	5:01	4 of 10	The Wallflowers	Breach
Everybody Out Of The Water	3:42	4 of 13	The Wallflowers	Red Letter Days
Witness	3:34	5 of 10	The Wallflowers	Breach
Three Ways	4:19	5 of 13	The Wallflowers	Red Letter Days
Some Flowers Bloom Dead	4:43	6 of 10	The Wallflowers	Breach
Too Late to Quit	3:54	6 of 13	The Wallflowers	Red Letter Days
Mourning Train	4:04	7 of 10	The Wallflowers	Breach
If You Never Got Sick	3:44	7 of 13	The Wallflowers	Red Letter Days
Up from Under	3:38	8 of 10	The Wallflowers	Breach
Health and Happiness	4:03	8 of 13	The Wallflowers	Red Letter Days
Murder 101	2:31	9 of 10	The Wallflowers	Breach
See You When I Get There	3:09	9 of 13	The Wallflowers	Red Letter Days
Birdcage	7:42	10 of 10	The Wallflowers	Breach
Feels Like Summer Again	3:48	10 of 13	The Wallflowers	Red Letter Days
Everything I Need	3:37	11 of 13	The Wallflowers	Red Letter Days
Here in Pleasantville	3:40	12 of 13	The Wallflowers	Red Letter Days
Empire in My Mind (Bonus Track)	3:31	13 of 13	The Wallflowers	Red Letter Days

Sorting

- A fundamental application for computation
- Done to make finding data (searching) faster
- Many different algorithms for sorting
- One of the difficulties with sorting is working with a fixed size storage container (array)
  - if resize, that is expensive (slow)
- The simple sorts are slow
  - bubble sort
  - selection sort
  - insertion sort

Selection sort

- Algorithm
  - Search through the data and find the smallest element
  - swap the smallest element with the first element
  - repeat starting at second element and find the second smallest element

```
public static void selectionSort(int[] data) {

    for (int i = 0; i < data.length - 1; i++) {
        int min = i;
        for (int j = i + 1; j < data.length; j++)
            if (data[j] < data[min])
                min = j;
        int temp = data[i];
        data[i] = data[min];
        data[min] = temp;
    }
}
```

Insertion Sort in Practice

44 68 191 119 119 37 83 82 191 45 158 130 76 153 39 25

What is the T(N), *actual* number of statements executed, of the selection sort code, given an array of N elements? What is the Big O?

Generic Selection Sort

```
public static <T extends Comparable<? super T>>
     void selectionSort(T[] data) {

   for(int i = 0; i < data.length - 1; i++) {
      int min = i;
      for(int j = i + 1; j < data.length; j++)
         if( data[min].compareTo(data[j]) > 0 )
            min = j;
      T temp = data[i];
      data[i] = data[min];
      data[min] = temp;
   }
}
```

Insertion Sort

- Another of the $O(N^2)$ sorts
- The first item is sorted
- Compare the second item to the first
  - if smaller swap
- Third item, compare to item next to it
  - need to swap
  - after swap compare again
- And so forth…

Insertion Sort Code

```
public void insertionSort(int[] data) {
     for (int i = 1; i < data.length; i++) {
          int temp = data[i];
          int j = i;
          while (j > 0 && temp < data[j - 1]) {
               // swap elements
               data[j] = data[j - 1];
               data[j - 1] = temp;
               j--;
          }
     }
}
```

- Best case, worst case, average case Big O?

Clicker 4 - Comparing Algorithms

- Which algorithm do you think has a smaller T(N) given random data, selection sort or insertion sort?

A. Insertion Sort

B. Selection Sort

C. About the same