

# SEARCH AND SORT

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CMSC 46I

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# OUTLINE

- WHY SEARCH AND SORT
- SEARCHING
  - Linear
  - Binary
- SORTING
  - Selection
  - Insertion
  - Merge
  - Quick

## WHY SEARCH AND SORT?

- Search: find an item or a group from a collection
  - Used by search engines, AI algorithms
- ordering a list of objects (numerical, lexicographical)
  - helps search increase its efficiency
  - $\{1, 4, 3, 13\} \rightarrow \{1, 3, 4, 13\}$

SEARCHING

# LINEAR

- Searching for x
- looking at each value in turn
- It quits and returns true if the current value is x
- it quits and returns false if it has looked at all of the values in the array without finding x

$O(n)$

# UNSORTED LIST ALGORITHM

```
bool linearSearch(vector<int> nums, int x) {  
    bool found = false;  
    for (int i = 0; i < nums.size(); i++) {  
        if (nums[i] == x)  
            found = true;  
    }  
    return found;  
}
```

# SORTED LIST ALGORITHM

```
bool linearSearch(vector<int> nums, int x) {  
    bool found = false;  
    for (int i = 0; i < nums.size(); i++) {  
        if (nums[i] == x)  
            return true;  
    }  
    if (nums[x] > x)  
        return false;  
}
```

$O(n)$

# BINARY

- starts by looking at the middle item  $n$
- If  $n$  is equal to  $x$ , it quits and returns true
- Otherwise, eliminates half of the array
- algorithm repeats on the remaining half until an element is found and returns true or returns false
- The call is reduced by a factor of two every time:

$O(\lg(n))$



```
def bisect_search2(L, e):  
    def bisect_search_helper(L, e, low, high):  
        if high == low:  
            return L[low] == e  
        mid = (low + high)//2  
        if L[mid] == e:  
            return True  
        elif L[mid] > e:  
            if low == mid: #nothing left to search  
                return False  
            else:  
                return bisect_search_helper(L, e, low, mid - 1)  
        else:  
            return bisect_search_helper(L, e, mid + 1, high)  
    if len(L) == 0:  
        return False  
    else:  
        return bisect_search_helper(L, e, 0, len(L) - 1)
```

```
def bisect_search2(L, e):
    def bisect_search_helper(L, e, low, high):
        if high == low:
            return L[low] == e
        mid = (low + high)//2
        if L[mid] == e:
            return True
        elif L[mid] > e:
            if low == mid: #nothing left to search
                return False
            else:
                return bisect_search_helper(L, e, low, mid - 1)
        else:
            return bisect_search_helper(L, e, mid + 1, high)
    if len(L) == 0:
        return False
    else:
        return bisect_search_helper(L, e, 0, len(L) - 1)
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def bisect_search2(L, e):
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            return True
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            else:
                return bisect_search_helper(L, e, low, mid - 1)
        else:
            return bisect_search_helper(L, e, mid + 1, high)
    if len(L) == 0:
        return False
    else:
        return bisect_search_helper(L, e, 0, len(L) - 1)
```

# SORTING

## WHEN TO DO IT?



When Big O is less than  $n$



IMPOSSIBLE



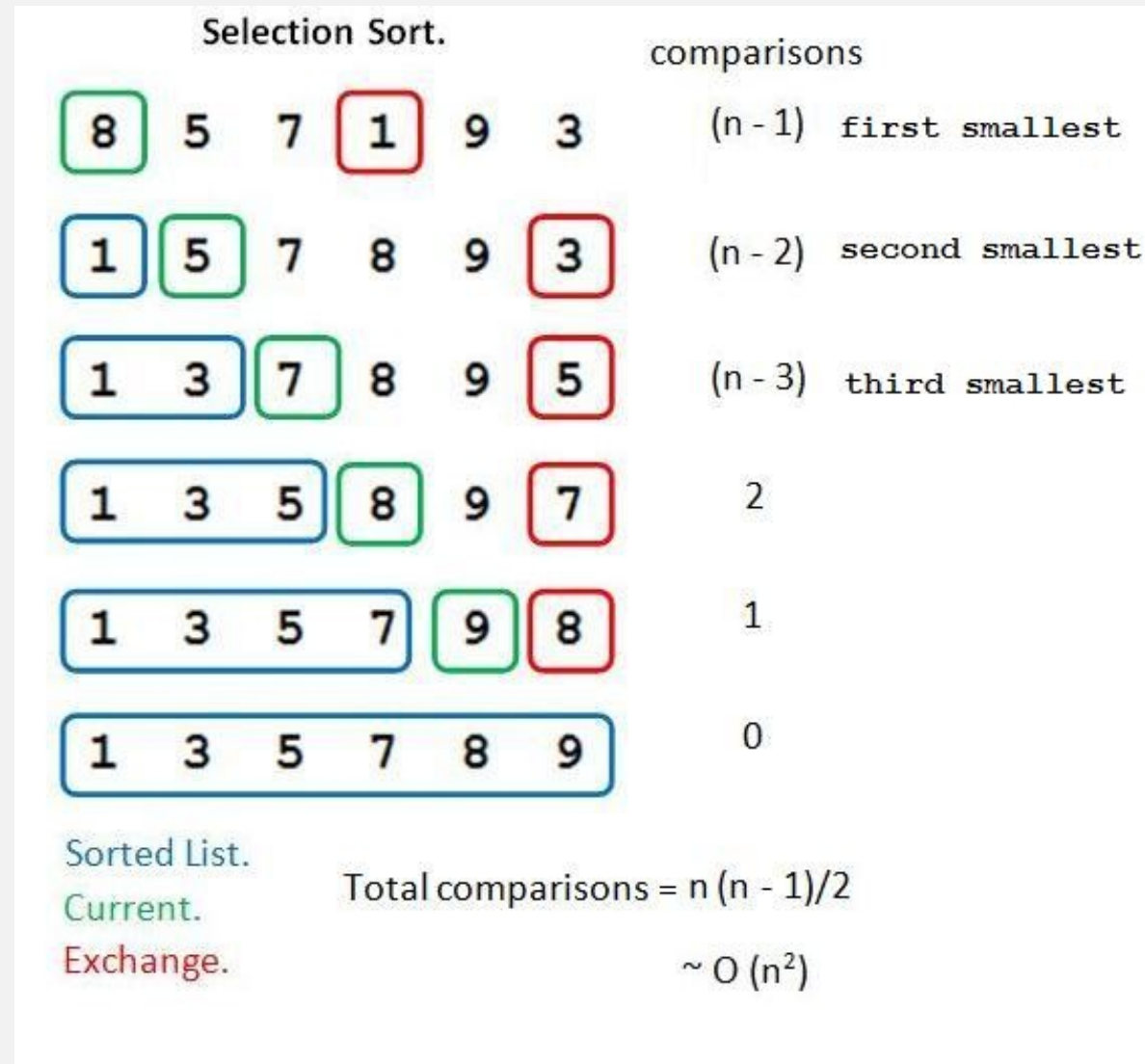
Multiple searches



## SELECTION

- Selecting the smallest one
- To start, find smallest element of the list
- Put it in the beginning of the list by swapping it with the element at position 0
- Find the smallest element in the remaining list
- Swap it with the element at position 1
- All elements to the left of the current element are sorted
- Keep going until list is sorted

$O(n^2)$



Source: <https://stackoverflow.com/questions/15799034/insertion-sort-vs-selection-sort>



# INSERTION

- Two lists, start and empty
- Start with element at position 0
- Insert into the new list
- Insert element into the correct position in the list



$O(n^2)$

For new  
insertions:  $O(n)$

Insertion sort (Card game)						comparisons
8	5	7	1	9	3	1
5	8	7	1	9	3	2
5	7	8	1	9	3	3
1	5	7	8	9	3	$(n-3)^*$
1	5	7	8	9	3	1
1	5	7	8	9	3	$(n-2)^*$
1	5	7	8	9	3	5
1	3	5	7	8	9	$(n-1)^*$
1	3	5	7	8	9	0
Sorted list. Total comparisons =						$n(n-1)/2$
Current element,						(worst case)*
Inserted element.						$\sim O(n^2)$

Source: <https://stackoverflow.com/questions/15799034/insertion-sort-vs-selection-sort>



# MERGE

- List of 1 or 0 elements are sorted by definition
- Split list in half, until subset of 1 element is remaining
- Merges them back up

split

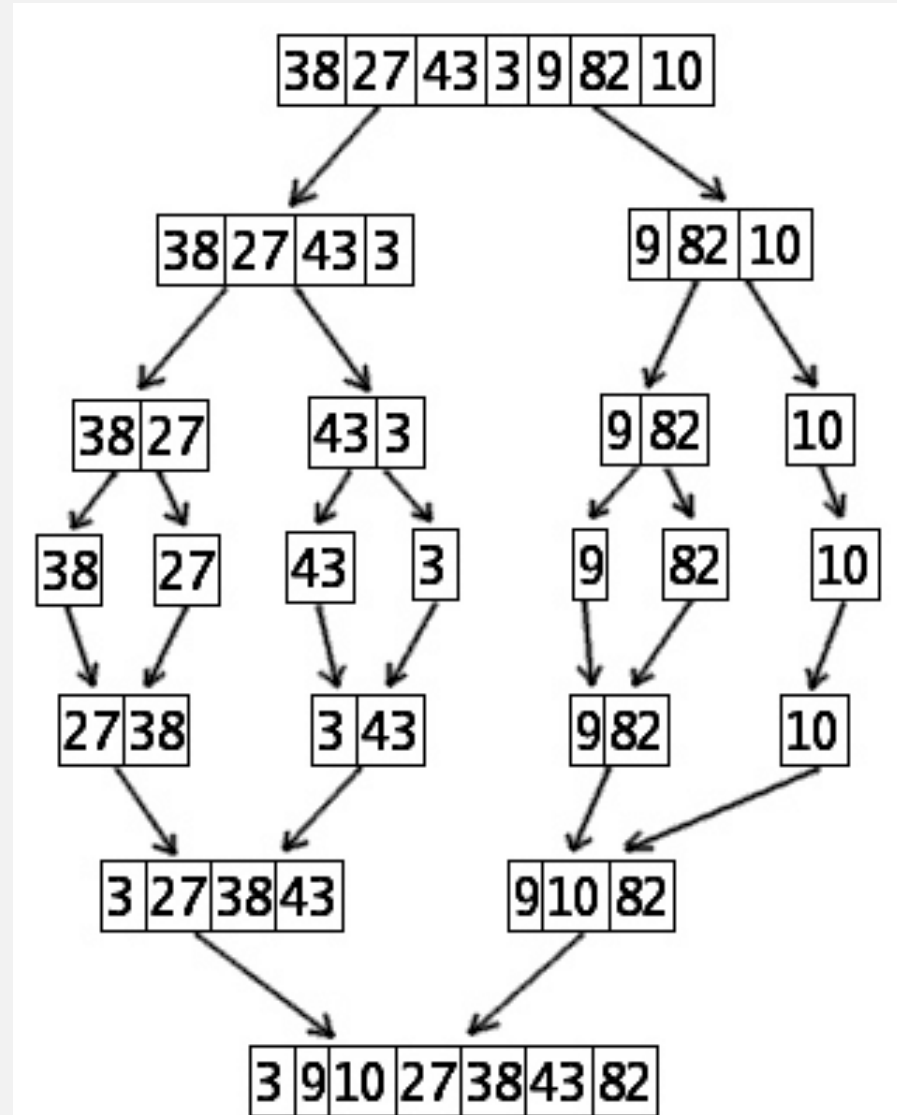
split

split

merge

merge

merge



$O(n \lg(n))$

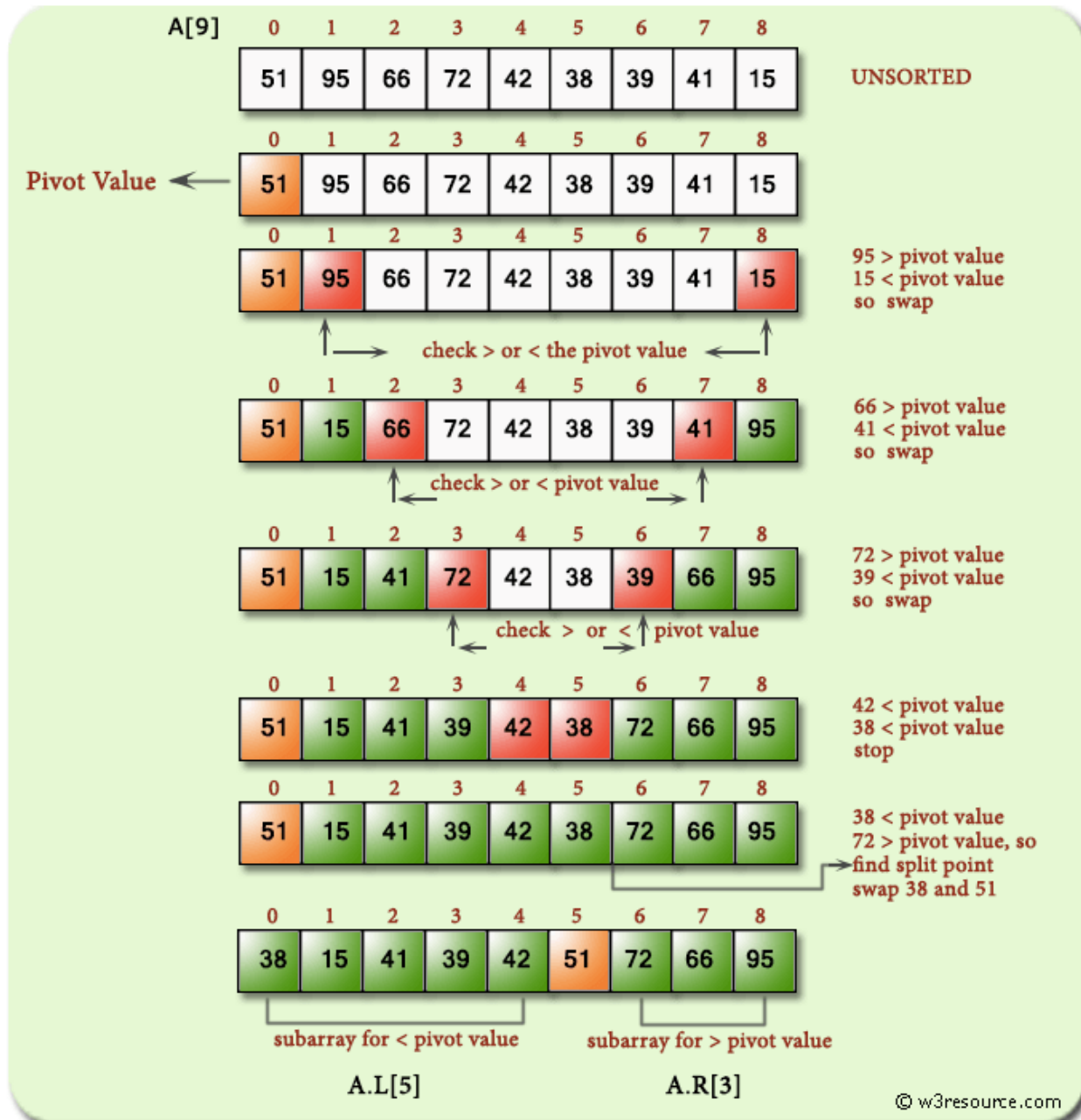
Source: [https://commons.wikimedia.org/wiki/File:Merge\\_sort\\_algorithm\\_diagram.png](https://commons.wikimedia.org/wiki/File:Merge_sort_algorithm_diagram.png)



# QUICKSORT

- PIVOT
  - Items to the left are smaller
  - Items to the right are bigger
- Sort the items on the left and right

# Quick Sort



Average:  
 $O(n \lg(n))$

Worst case:  
 $O(n^2)$

Source: <https://www.w3resource.com/csharp-exercises/searching-and-sorting-algorithm/searching-and-sorting-algorithm-exercise-9.php>

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