



Data Structures and Algorithms (10)

Instructor: Ming Zhang Textbook Authors: Ming Zhang, Tengjiao Wang and Haiyan Zhao Higher Education Press, 2008.6 (the "Eleventh Five-Year" national planning textbook)

https://courses.edx.org/courses/PekingX/04830050x/2T2014/



10.1 Search in a Linear List

Chapter 10. Search

- 10.1 Search in a linear list
- 10.2 Search in a set
- 10.3 Search in a hash table
- Summary





Search in a Linear List

- 10.1.1 Sequential search
- 10.1.2 Binary search
- 10.1.3 Blocking search

Sequential Search

- Compare the key values of records in a linear list with the given value one by one
 - If the key value of a record is equal to the given value, the search hits;
 - Otherwise the search misses (cannot find the given value in the end)
- \cdot Storage: sequential or linked
- Sorting requirements: none

Search

10.1 Search in a Linear List



Sequential Search with Sentinel

```
// Return position of the element if hit; otherwise return 0
template <class Type>
class Item {
private:
  Type key;
                                       // kev field
                                       // other fields
public:
  Item(Type value):key(value) {}
  Type getKey() {return key;}
                                      // get the key
                                      // set the key
  void setKev(Type k){ key=k;}
}:
vector<Item<Tvpe>*> dataList:
template <class Type> int SeqSearch(vector<Item<Type>*>& dataList, int
length, Type k) {
  int i=length:
  dataList[0]->setKey (k);
                                       // set the 0<sup>th</sup> element as the element
                                       to be searched, set the lookout
  while(dataList[i]->getKey()!=k) i--;
                                       // return the position of the element
  return i;
```

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Search



10.1 Search in a Linear List Performance Analysis of the **Sequential Search**

• Search hits: assume the probability of searching any key value is uniform: $P_i = 1/n$

$$\sum_{i=0}^{n-1} P_i \cdot (n-i) = \frac{1}{n} \sum_{i=0}^{n-1} (n-i)$$
$$= \frac{1}{n} \sum_{i=1}^n i = \frac{n+1}{2}$$

Search misses: assume that n+1 times of comparisons are needed when the search misses (with a sentinel)

10.1 Search in a Linear List



• Assume the probability of search hit is p, and the probability of search miss is q=(1-p)

ASL =
$$p \cdot \frac{n+1}{2} + q \cdot (n+1)$$

= $p \cdot \frac{n+1}{2} + (1-p)(n+1)$

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$$= (n+1)(1-p/2)$$

• (n+1)/2 < ASL < (n+1)



Pros and Cons of Sequential Search

- Pros: insertion in $\Theta(1)$ time
 - We can insert a new element into the tail of list
- Cons: search in $\Theta(n)$ time
 - Too time-consuming



10.1 Search in a Linear List

Binary Search

- Compare any element dataList[i].Key with the given value K, there are three situations:
 - (1) Key = K, succeed, return dataList[i]
 - (2) Key > K, the element to find must be before dataList[i] if exists
 - (3) Key < K, the element to find must be after dataList[i] if exists
- Reduce the range of latter search

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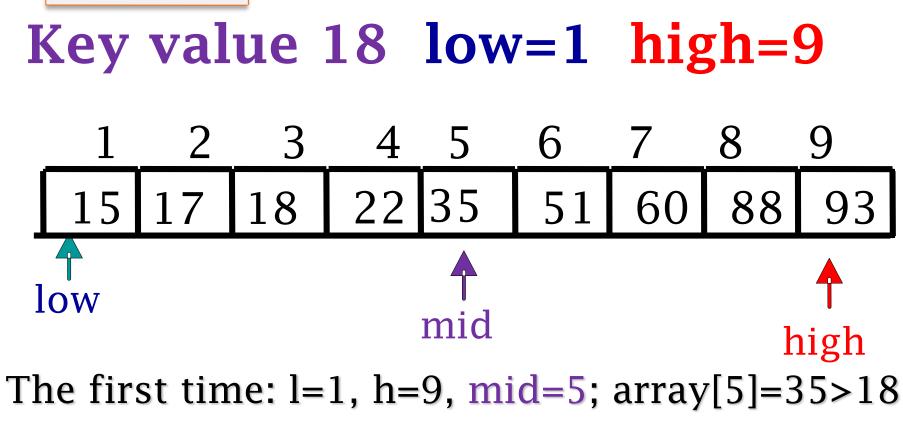
Search

Search



Binary Search Algorithm

```
template <class Type> int BinSearch (vector<Item<Type>*>& dataList, int
length, Type k){
  int low=1, high=length, mid;
  while (low<=high) {
    mid=(low+high)/2;
    if (k<dataList[mid]->getKey())
      high = mid-1; // drop the right half of the search range
    else if (k>dataList[mid]->getKey())
      low = mid+1;
                             // drop the left half of the search range
                             // return if succeeds
   else return mid;
                             // if fails, return 0
  return 0;
```



The second time: l=1, h=4, mid=2; array[2]=17<18

The third time: l=3, h=4, mid=3; array[3]=18 = 18

Search 10.1 Search in a Linear List Performance Analysis of the Binary Maximum search length is Search

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- $\left\lceil \log_2(n+1) \right\rceil$
- \cdot Failed search length is

$$\left\lceil \log_2(n+1) \right\rceil$$

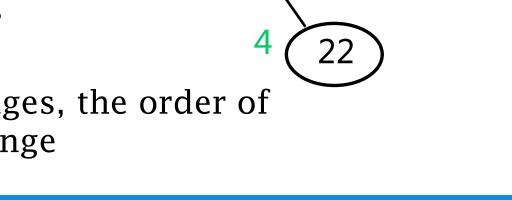
Or

$$\lfloor \log_2(n+1) \rfloor$$

- \cdot In the complexity analysis
 - The logarithm base is 2

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- When the log base changes, the order of complexity will not change



18

35

51

60

88

93

Search



10.1 Search in a Linear List

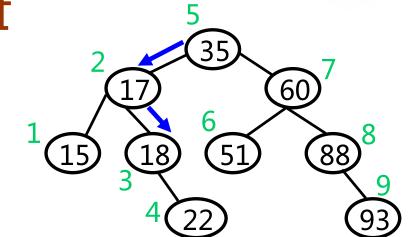
Performance Analysis of the Binary Search

• ASL of successful search is:

$$ASL = \frac{1}{n} (\sum_{i=1}^{j} i \cdot 2^{i-1})$$

= $\frac{n+1}{n} \log_2(n+1) - 1$
 $\approx \log_2(n+1) - 1$ (n>

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- Pros: the average and maximum search length is in the same order, and the search is very fast
- Cons: need sorting, sequential storage, difficult to update (insertion/deletion)

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10.1 Search in a Linear List

Ideas of the Blocking Search

"Ordering between blocks"

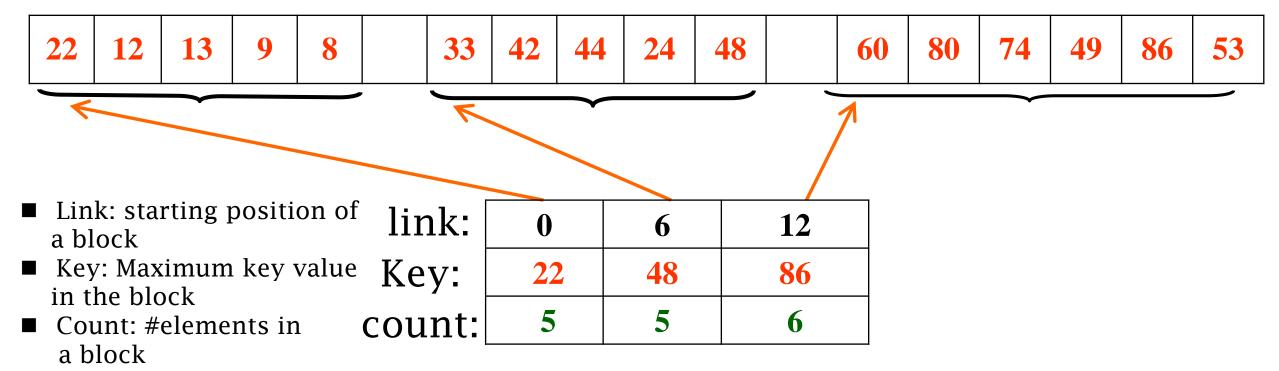
- Assume that the linear list contains *n* data element, split it into *b* blocks
- The maximum element in any block must be smaller than the minimum element in the next block
- Keys of elements are not always ordered in one block
- $\cdot \,$ Tradeoff between sequential and binary searches
 - Not only fast
 - But also enables flexible update



10.1 Search in a Linear List

Blocking Search - Index Sequential Structure

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17





Search 10.1 Search in a Linear List Performance Analysis of Blocking Search

- Blocking search is a two-level search
 - First, find the block where the specific element stays at, with ASL_b
 - Second, find the specific element inside that block, with ASL_w

$$ASL = ASL_b + ASL_w$$

$$\approx \log_2 (b+1) - 1 + (s+1)/2$$

$$\approx \log_2(1+n/s) + s/2$$

Performance Analysis of Blocking Search

• If we use sequential search in both the index table and the blocks

$$ASL_b = \frac{b+1}{2} \qquad \qquad ASL_w = \frac{s+1}{2}$$

$$ASL = \frac{b+1}{2} + \frac{s+1}{2} = \frac{b+s}{2} + 1$$
$$= \frac{n+s^2}{2s} + 1$$

Search

• When s = \sqrt{n} , we obtain the minimum ASL: $ASL = \sqrt{n} + 1 \approx \sqrt{n}$



Search 10.1 Search in a Linear List Performance Analysis of Blocking Search

- When n=10,000,
 - Sequential search takes 5,000 comparisons
 - Binary search takes 14 comparisons
 - Block search takes 100 comparisons



Pros & Cons of Blocking Search

- Pros:
 - Easy to insert and delete
 - Few movement of records
- \cdot Cons:
 - Space of a auxiliary array is needed
 - The blocks need to be sorted at the beginning
 - When a large number of insertion/deletion are done, or nodes are distributed unevenly, the efficiency will decrease.





Thinking

- Try comparing the sequential search witch binary search in terms of advantages and disadvantages.
- What are the application scenes of these search methods respectively?

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Ming Zhang "Data Structures and Algorithms"



Data Structures and Algorithms Thanks

the National Elaborate Course (Only available for IPs in China) http://www.jpk.pku.edu.cn/pkujpk/course/sjjg/ Ming Zhang, Tengjiao Wang and Haiyan Zhao Higher Education Press, 2008.6 (awarded as the "Eleventh Five-Year" national planning textbook)