



Binary Search & Sorting

Part 5

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Binary Search

Cutting the problem in half... many times

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Binary Searching

- A *binary search* is a fast and efficient way to search an array
- Algorithm works like the classic "secret number game"
- Requires that the array is sorted before the search



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How it Works

- Starts knowing the max & min values
 - in the case of arrays, this is the min and max index
 - in the number game, it is the min and max value
- Algorithm continues
 - it looks at the midpoint between the first and last
 - if the value > target, the max is set to the midpoint
 - if the value < target, the min is set to the midpoint
 - *this eliminates half of the numbers each iteration*

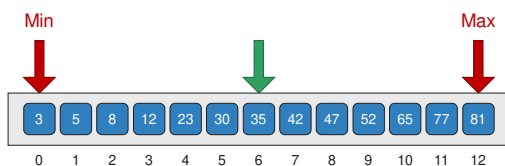
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Binary Example: Find 30



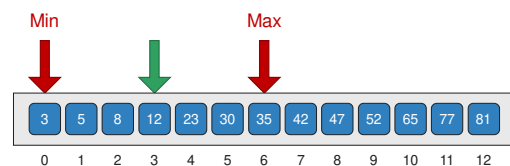
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Binary Example: Find 30

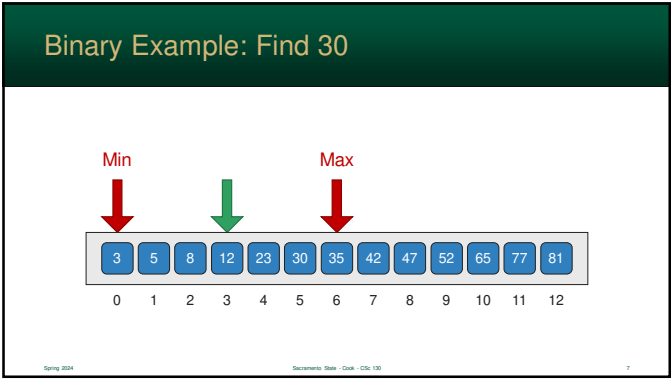


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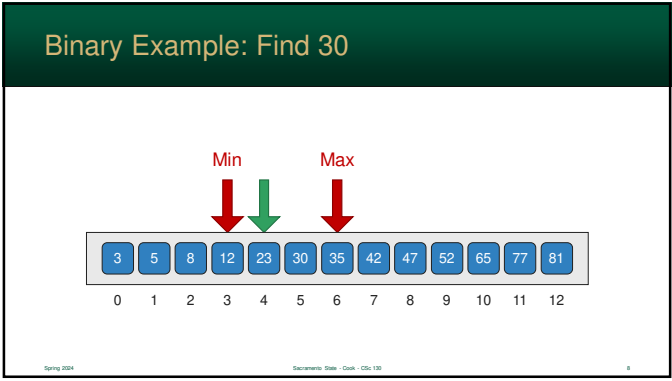
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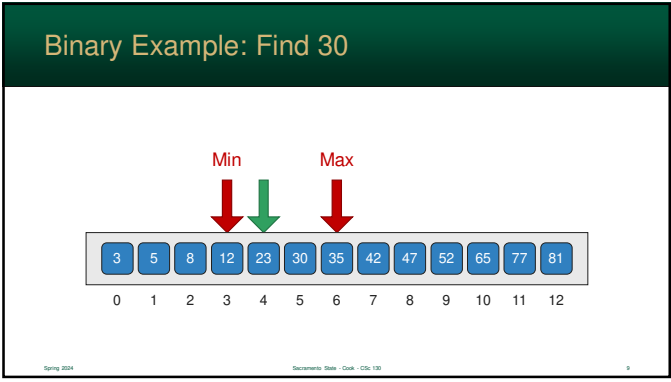
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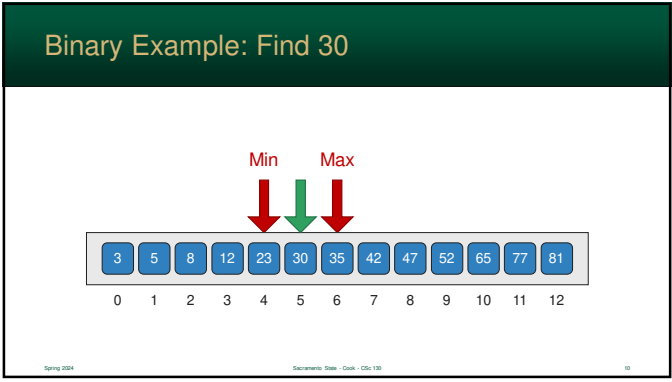
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Benefits

- The binary search is incredibly efficient and **absolutely necessary** for large arrays
- Any item can be found only $\log_2(n)$ searches! It is $O(\log n)$
- However, since array must be sorted, sorting algorithms are equally vital

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Maximum # of Searches

Array Size	Sequential	Binary
10	10	4
100	100	7
1,000	1,000	10
10,000	10,000	14
100,000	100,000	17
1,000,000	1,000,000	20
10,000,000	10,000,000	24
100,000,000	100,000,000	27
1,000,000,000	1,000,000,000	30

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Sorting

Bringing Order of "Chaos"

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Sorting

- It is useful (and efficient) to *sort* a list of data – to put it in specific order
- There are multiple sorting algorithms which get complex as they become more efficient

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Sorting

- Examples:
 - sorting scores by highest to lowest
 - sorting filenames in alphabetical order
 - sorting students by their student-id

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Sorting Algorithm Attributes

- Time Complexity
 - Big-O classification
 - naturally, the smallest classification is better
- Auxiliary space
 - how extra much memory is needed to run the algorithm
 - some algorithms require extra memory – *perhaps as large as the array itself*

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Sorting Algorithm Attributes

- Stable
 - what happens when two array elements, *a* and *b*, have the same sort value?
 - if *a* is initially stored before *b*, a "stable" sort will not change their relative positions
- Online
 - elements can be added at the same time that the data is being sorted
 - data can be *streamed* into the array at runtime

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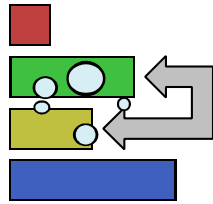
Bubble Sort

Carbonated Sorting

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Bubble Sort

- The *bubble sort* is one of the least efficient algorithms ...but it is easy to understand
- Basic approach
 - "lighter" elements "bubble up" to the top of the array
 - "heavier" items sink to the bottom



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How It Works

- Consists of two For Loops
- Outer loop runs from the first to the last
- Inner loop ...
 - runs from the bottom of the array *up* to the top (well, the position of the first loop)
 - it checks every two neighbor elements, if they are out of order, it swaps them
 - so, the smallest element moves up the array

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The Bubble Sort (Java-ish)

```
for(i = 0; i < count-1; i++)
{
    for(j = count-1; j > i; j--)
    {
        if (array[j-1] < array[j])
        {
            //swap array[j-1] and array[j]
        }
    }
}
```

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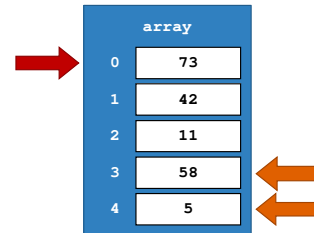
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Bubble Sort Example

- Outer Loop
- Inner Loop



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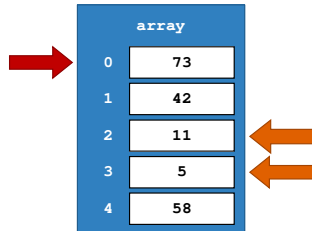
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Bubble Sort Example

- Outer Loop
- Inner Loop



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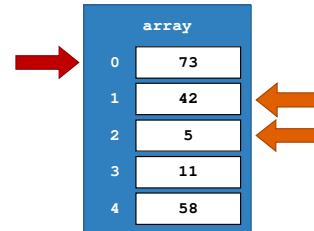
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Bubble Sort Example

- Outer Loop
- Inner Loop

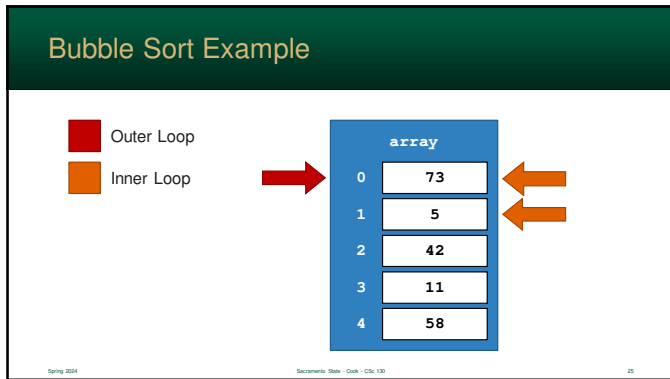


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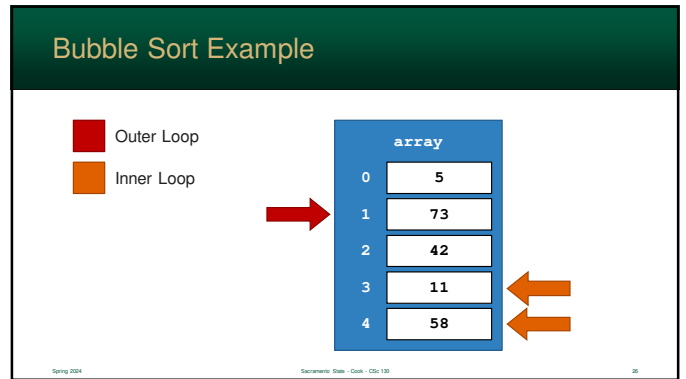
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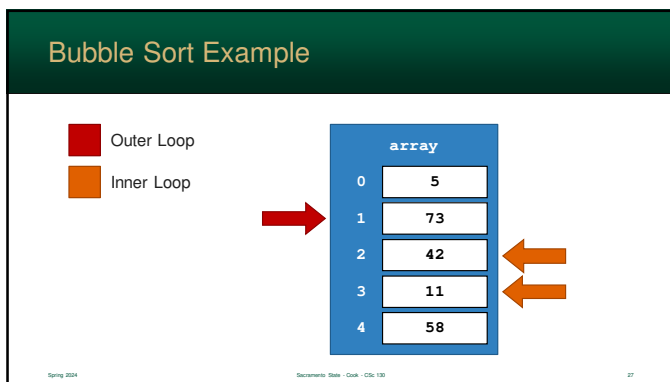
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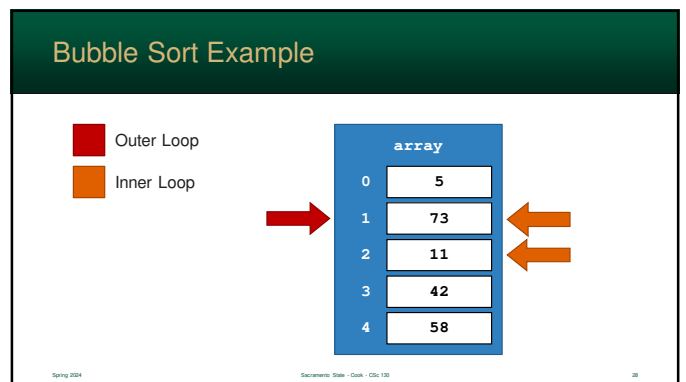
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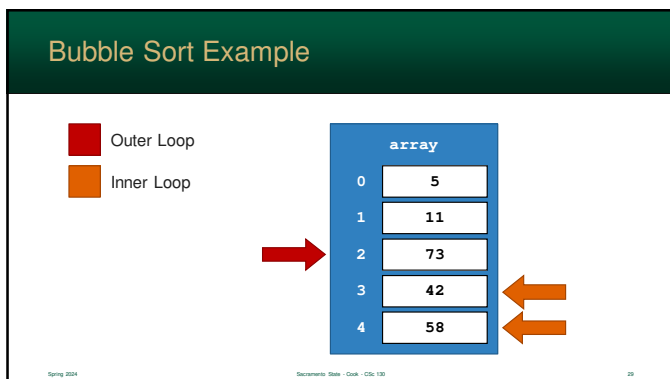
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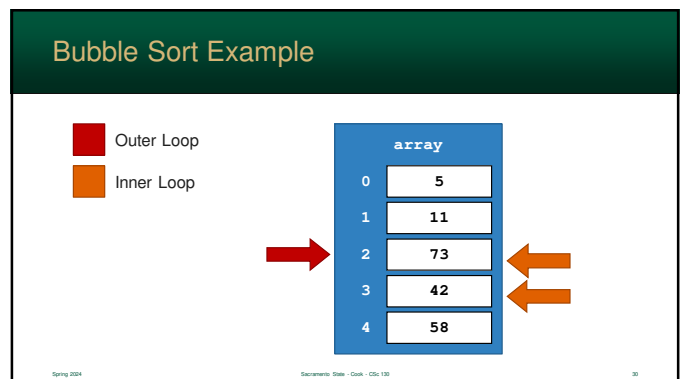
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Bubble Sort Example

Outer Loop
 Inner Loop

array

05

111

242

373

458

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Bubble Sort Example

Outer Loop
 Inner Loop

array

05

111

242

358

473

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Efficiency of the Bubble Sort

- The Bubble Sort is **extremely** inefficient and only good for tiny arrays
- Since Bubble Sort uses two embedded loops
 - the outer loop looks at all n items
 - the inner loop looks at basically n items
 - the resulting algorithm gets **exponentially** less efficient as n increases

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Efficiency of the Bubble Sort

- The Bubble Sort $O(n^2)$
- ... two embedded loops that are based on n
- ... and all that swapping doesn't help either!

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Bubble Sort Summary

Bubble Sort	
Time Average	$O(n^2)$
Time Best	$O(n^2)$
Time Worst	$O(n^2)$
Auxiliary space	$O(1)$
Stable	Yes – Equal element order preserved
Online?	No – Entire array in use

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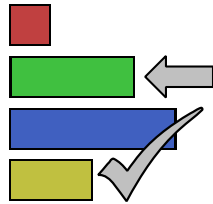
Selection Sort

The Human Way

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Selection Sort

- The *Selection Sort* is a similar to the Bubble Sort
- However...
 - rather than "bubble up" smaller items, it scans the entire array
 - it finds the smallest element
 - only *then* does it swap the values



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Selection Sort

- Like the Bubble Sort, it consists of two For Loops – one outer and one inner
- Outer loop runs from the first to the last
- Inner loop ...
 - starts at the position of the outer loop
 - scans down and finds the *smallest* value
- Then, after the scan, do a single swap

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The Selection Sort

```
for(i = 0; i < count-1; i++)
{
    best = i;
    for(j = i; j < count; j++)
    {
        if (array[j] < array[best])
        {
            best = j;
        }
    }
    //swap array[i] and array[best]
}
```

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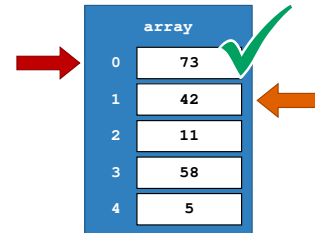
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Selection Sort Example

- Outer Loop
- Inner Loop



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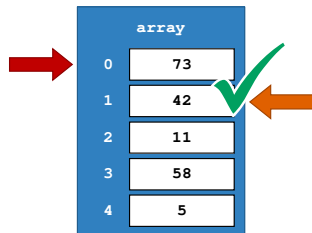
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Selection Sort Example: New Best

- Outer Loop
- Inner Loop



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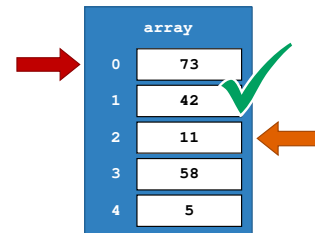
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Selection Sort Example

- Outer Loop
- Inner Loop



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Selection Sort Example: New Best

■ Outer Loop
■ Inner Loop

array	
0	73
1	42
2	11
3	58
4	5

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Selection Sort Example

■ Outer Loop
■ Inner Loop

array	
0	73
1	42
2	11
3	58
4	5

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Selection Sort Example

■ Outer Loop
■ Inner Loop

array	
0	73
1	42
2	11
3	58
4	5

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Selection Sort Example: New Best

■ Outer Loop
■ Inner Loop

array	
0	73
1	42
2	11
3	58
4	5

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Selection Sort Example: Swapped

■ Outer Loop
■ Inner Loop

array	
0	5
1	42
2	11
3	58
4	73

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Selection Sort Example: Search Again

■ Outer Loop
■ Inner Loop

array	
0	5
1	42
2	11
3	58
4	73

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Selection Sort Example: New Best

■ Outer Loop
■ Inner Loop

array	
0	5
1	42
2	11
3	58
4	73

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Selection Sort Example

■ Outer Loop
■ Inner Loop

array	
0	5
1	42
2	11
3	58
4	73

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Selection Sort Example

■ Outer Loop
■ Inner Loop

array	
0	5
1	42
2	11
3	58
4	73

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Selection Sort Example: Swapped

■ Outer Loop
■ Inner Loop

array	
0	5
1	11
2	42
3	58
4	73

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Selection Sort Example: Search Again

■ Outer Loop
■ Inner Loop

array	
0	5
1	11
2	42
3	58
4	73

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Selection Sort Example

■ Outer Loop
■ Inner Loop

array	
0	5
1	11
2	42
3	58
4	73

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Selection Sort Example: No Swap

Outer Loop
 Inner Loop

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Selection Sort Example: Search Again

Outer Loop
 Inner Loop

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Selection Sort Example: No Swap

Outer Loop
 Inner Loop

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Selection Sort Example: Done

Outer Loop
 Inner Loop

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Selection Sort Summary

Selection Sort	
Time Average	$O(n^2)$
Time Best	$O(n^2)$
Time Worst	$O(n^2)$
Auxiliary space	$O(1)$
Stable	Yes – Equal element order preserved
Online?	No – Entire array in use

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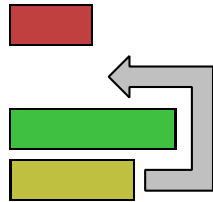
Insertion Sort

Building a sorted array... bit by bit
(er... byte by byte?)

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Insertion Sort

- The *Insertion Sort* is a $O(n^2)$ sorting algorithm with several advantages over bubble-sort and selection-sort
- While it is still $O(n^2)$ is far more efficient than the other two



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Deck of Cards

- Often, it is compared to sorting a deck of cards
- This is how you would manually sort a row of cards
 - if you start sorting on the left side, you will find a card, move it, and shift the rest of the cards right
 - you build a sorted list a bit at a time – on the left side of your row



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How it Works

- The algorithm consists of two loops – one embedded within the other
- The outer loop starts and the top of the array and moves down
- The algorithm builds a sorted array *above* the outer loop.



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How it Works

- Current array value is saved into a temporary variable
- Inner loop then searches all the values that come *before* it in the array
- If the value, being looked at, is larger than the saved value, it's moved down



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The Insertion Sort

```
for (i = 1; i < count; i++)
{
    value = array[i];
    j = i - 1;
    while (j >= 0 && array[j] > value)
    {
        array[j + 1] = array[j];
        j--;
    }
    array[j + 1] = value;
}
```

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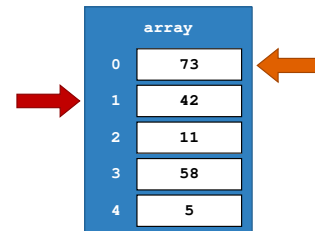
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Insertion Sort Example

- Outer Loop
- Inner Loop

value

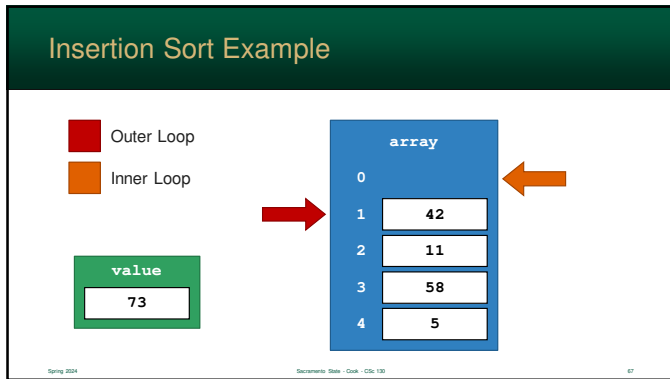


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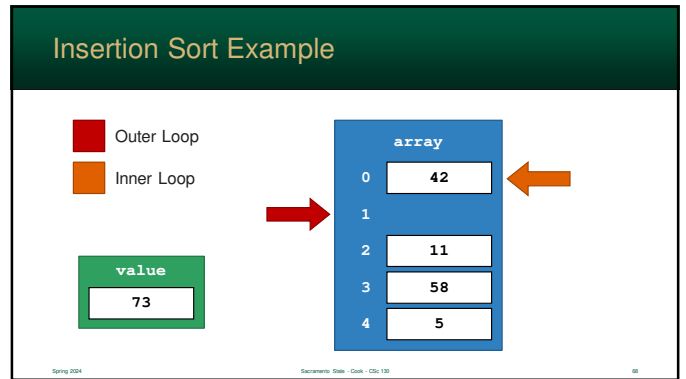
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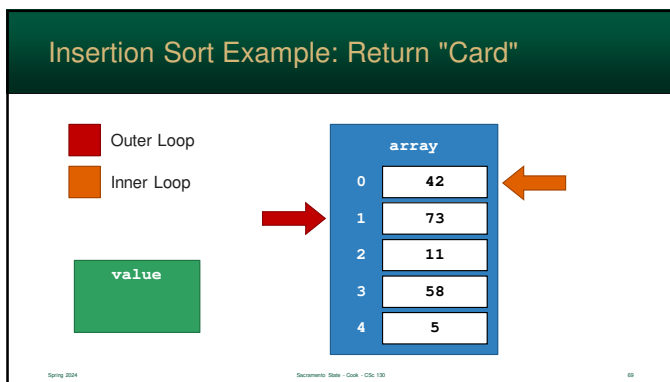
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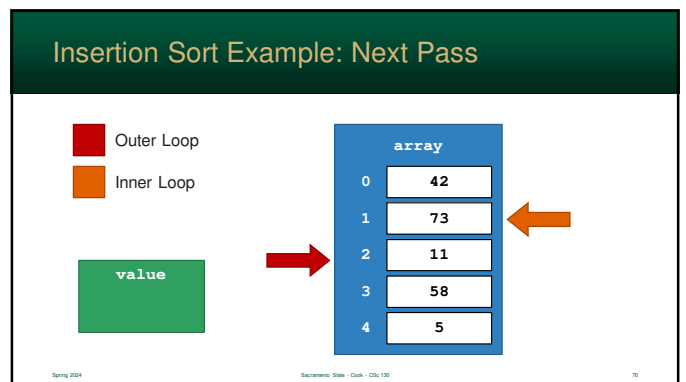
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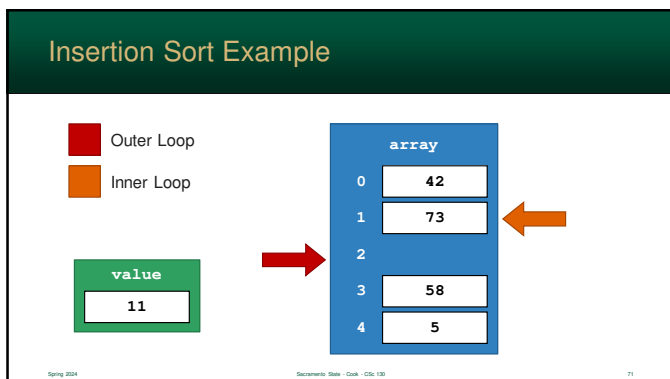
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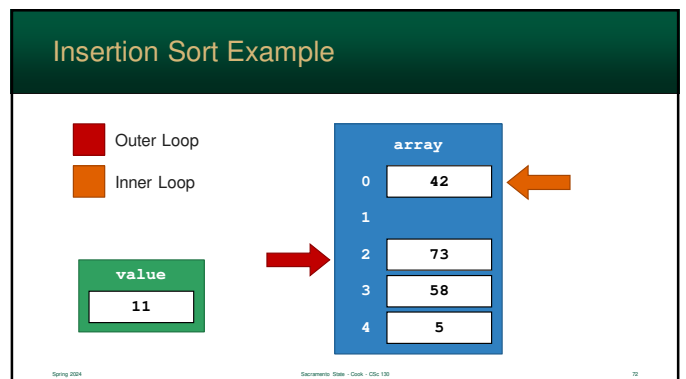
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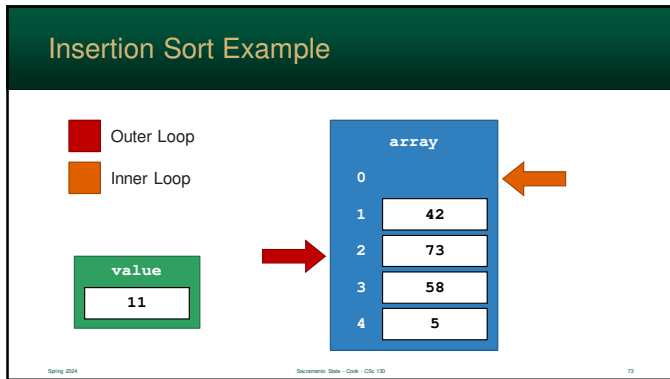
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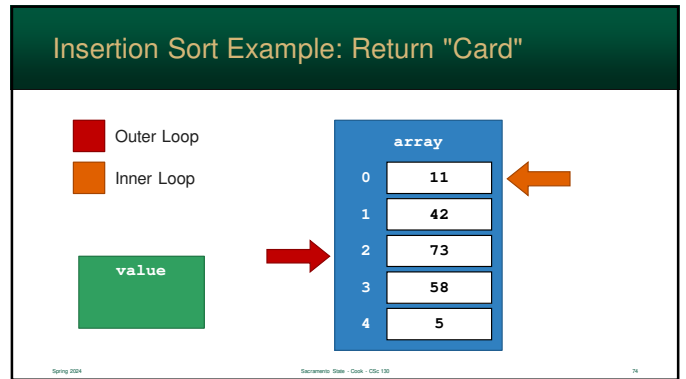
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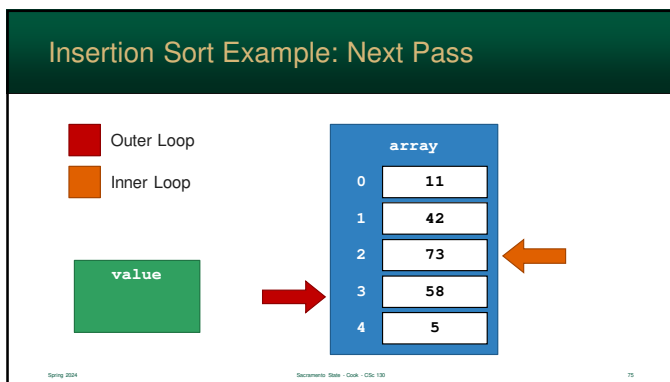
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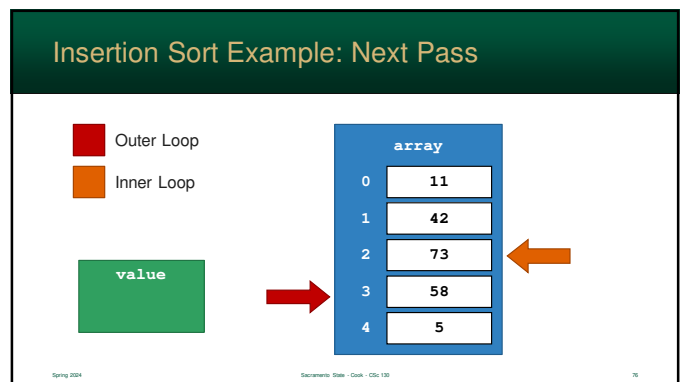
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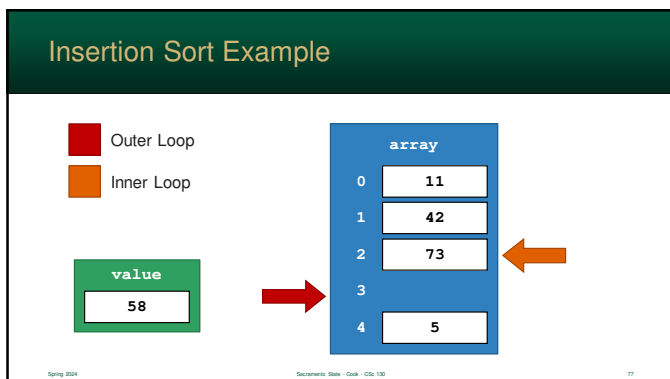
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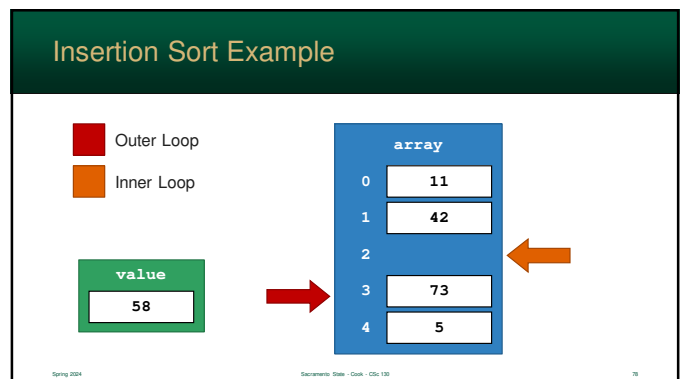
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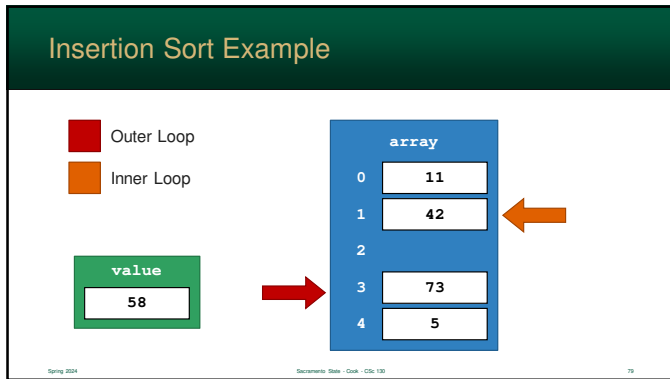
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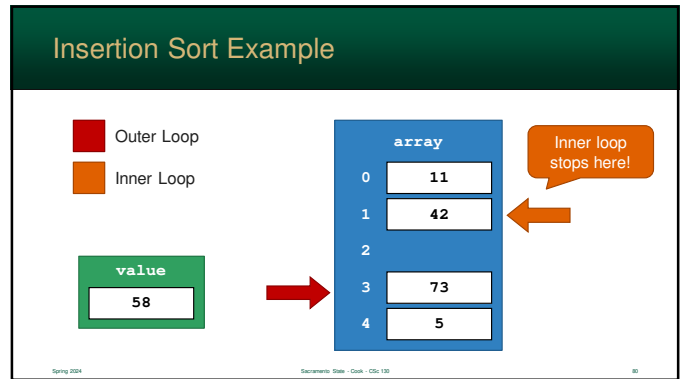
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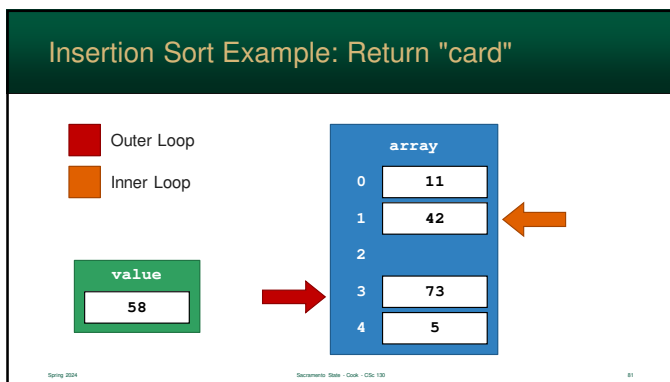
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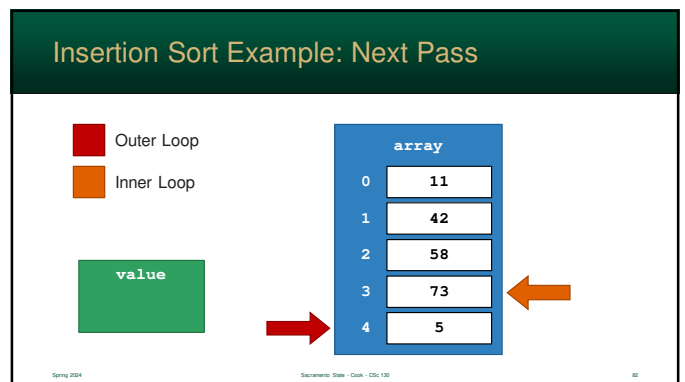
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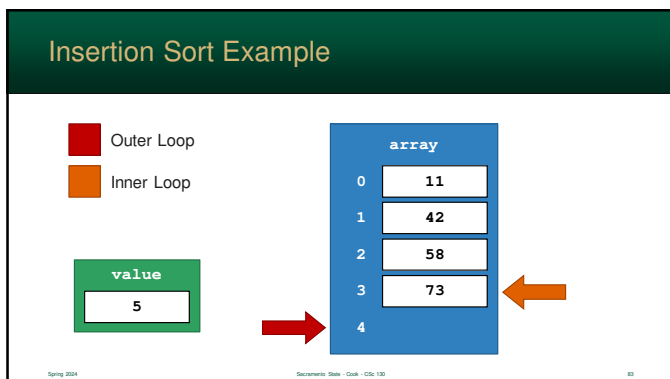
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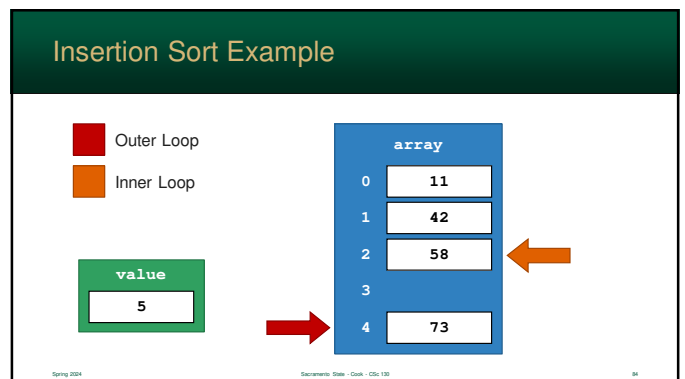
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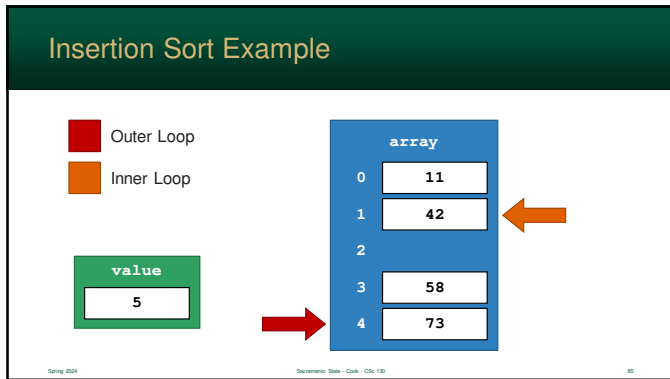
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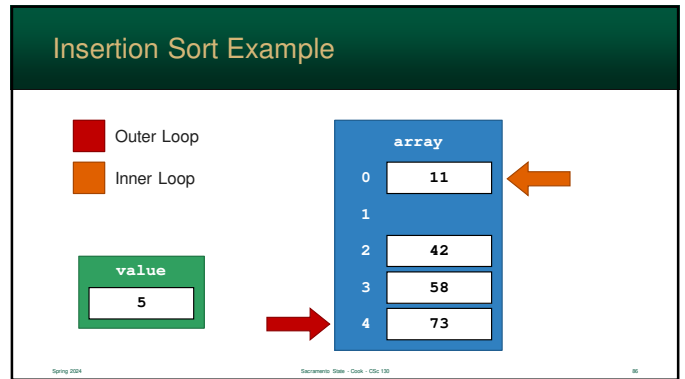
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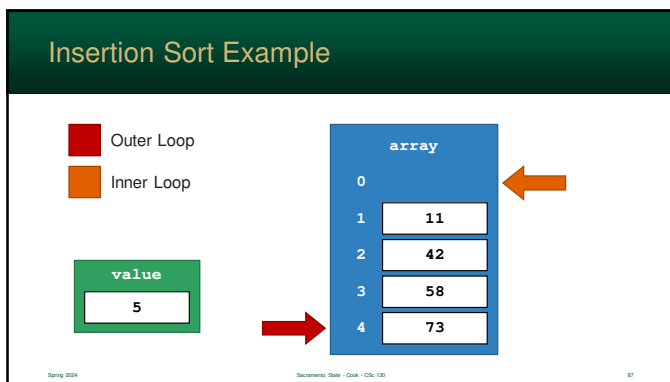
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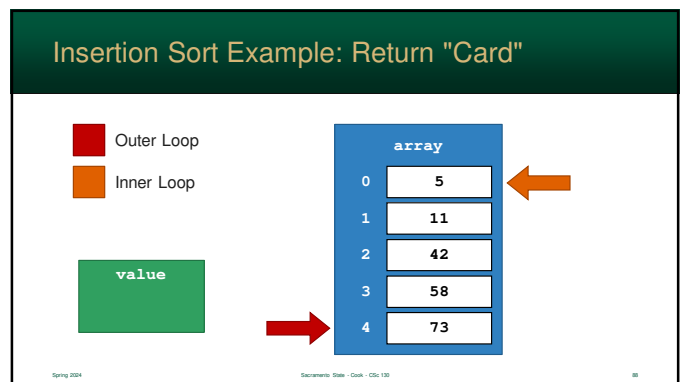
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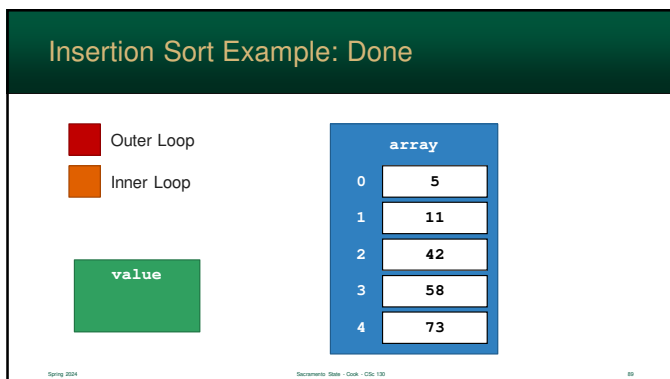
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- ### Advantages
- Because Insertion Sort creates a sorted array above the outer loop
 - inner loop, on average, only needs to move 1/2 positions up – far faster!
 - data can be sent during the sorting process
 - this means the algorithm is considered *"online"* – i.e. it can sort *streaming* data
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Advantages

- Insertion sort does not "swap" values
 - most of the overhead of bubble and selection-sort is swapping
 - insertion sort moves data as it sorts, so, there is little unnecessary overhead
- Little to no auxiliary storage overhead
 - like Bubble-Sort and Selection-Sort, Insertion-Sort requires little storage overhead
 - so, in regards to n , storage complexity is $O(1)$

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Advantages

- Insertion sort is $O(n)$ on sorted lists
 - inner loop **stops** when the current array value cannot be moved up
 - the more sorted the list, the more the inner loop approaches $O(1)$

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Insertion Sort Summary

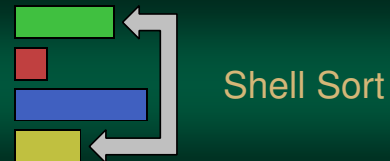
Insertion Sort	
Time Average	$O(n^2)$
Time Best	$O(n)$
Time Worst	$O(n^2)$
Auxiliary space	$O(1)$
Stable	Yes – Equal element order preserved
Online?	Yes – Can sort streamed data

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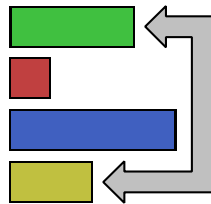


Insertion Sort with an identity crisis

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Shell Sort

- *Shell-Sort* is a version of the Insertion-Sort created by *Donald Shell* in 1959 (*5 BBW*)
- Yes, it is named after the guy, *not a shell metaphor*
- But, ironically, that metaphor works



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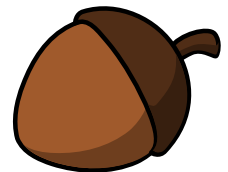
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Shell Sort

- It was the first algorithm to break the $O(n^2)$ barrier
- For a few years, this was the fastest sort algorithm available – until $O(n \log n)$ was invented



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What is Going On?

- With insertion sort, each time we insert an element, the rest are moved one step closer to where they belong
- Can we move elements a larger distance than just one?
- Yes...** Shell Sort works like Insertion Sort, but works on elements at large distances
- This distance is called the gap

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What's Going On?

- Gap changes with each outer loop iteration
 - the distance between comparisons decreases as the sorting algorithm runs
 - in the last iteration, the gap is 1
 - so, at that point, adjacent elements are compared – so it is a regular Insertion Sort
- Shell Sort is also known as a "diminishing increment sort"

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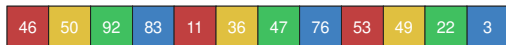
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Sorting "Shells"

- Shell Sort orders elements that are spaced a relative distance from each other
- So, the red cells above are sorted relative to each other, as are the yellow, green, and blue elements



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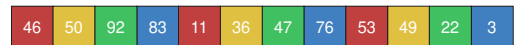
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Sorting "Shells"

- The decreasing gaps are a sequence
- The notation $h_1, h_2, h_3, \dots, h_i$ represents a sequence of increasing integer values which will be used (from right to left)
- Any sequence works if it $h_n > h_{n-1}$ and $h_1 = 1$



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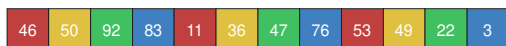
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Each Shell is Sorted

- h_k -sorted array - all elements with gap h_k are sorted relative to each other
- For each i , we have $\text{array}[i] \leq \text{array}[i + h_k]$
- All elements spaced h_k apart will be sorted



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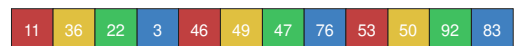
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Each Shell is Sorted

- Shell-Sort only works because an array that is h_k -sorted...
- ...remains h_k -sorted when h_{k-1} -sorted.



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So, What are Gap Values?

- For $h_1, h_2, h_3, \dots, h_t$ we need to determine what the actual values will be
- Some sequences are better than others
- Shell's original design...
 - starts at $N / 2$ (where N is the size of the array)
 - cuts the gap in half for each iteration
- There are several competing sequences

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So, What are the Gap Values

- The algorithm is most efficient when...
 - the gap sequence are *relatively prime*
 - i.e. the sequence does not share any divisors
- However...
 - using a prime sequence is often not practical in a program – too much to store!
 - so, real, practical solutions attempt to approximate a relatively prime sequence

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So, What are Gap Values?

Creator	Sequence
Shell	1, ..., (n / 8), (n / 4), (n / 2)
Hibbard	1, 3, 7, 15, 31, ..., $2^k - 1$
Knuth	1, 4, 13, 40, 121, ..., $(3^k - 1) / 2$
Sedgewick	1, 5, 19, 41, 109, ..., $(4^k - 3 * 2^k + 1)$

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The Shell Sort: Original

```

for (gap = count / 2; gap > 0; gap /= 2)
{
    for(i = gap; i < count; i++)
    {
        value = array[i];
        j = i;
        while (j >= gap && array[j - gap] > value)
        {
            array[j] = array[j - gap];
            j -= gap;
        }
        a[j] = value;
    }
}
    
```

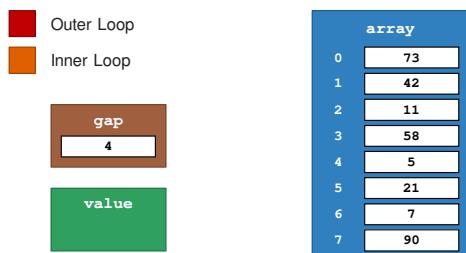
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Gap = 4, First Outer Loop Pass



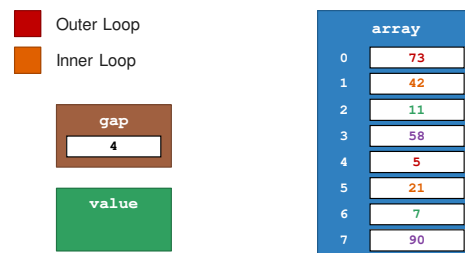
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Gap = 4, So, 4 overlapped arrays

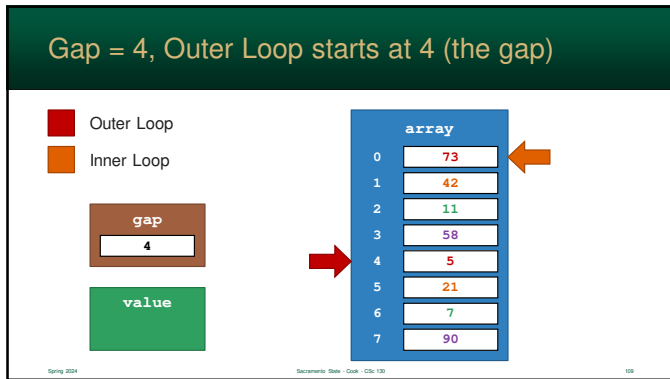


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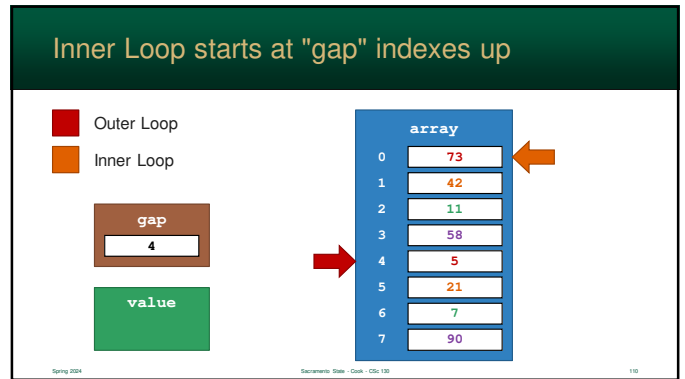
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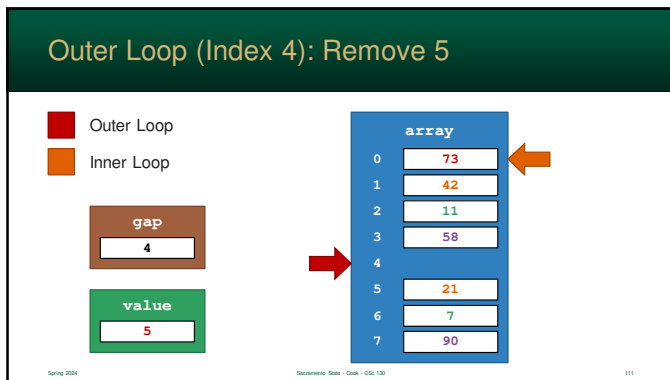
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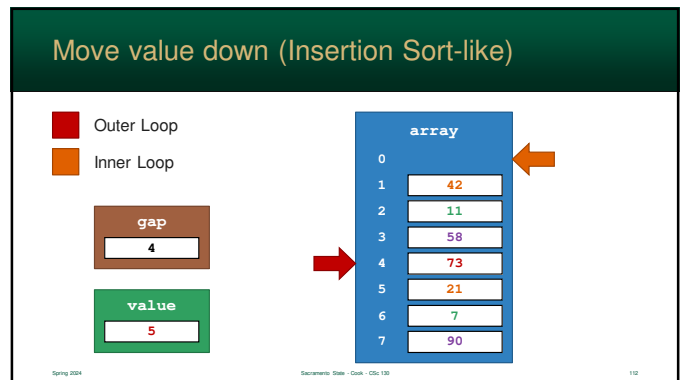
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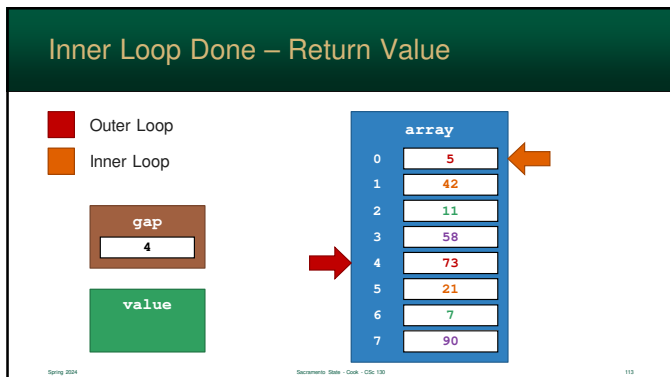
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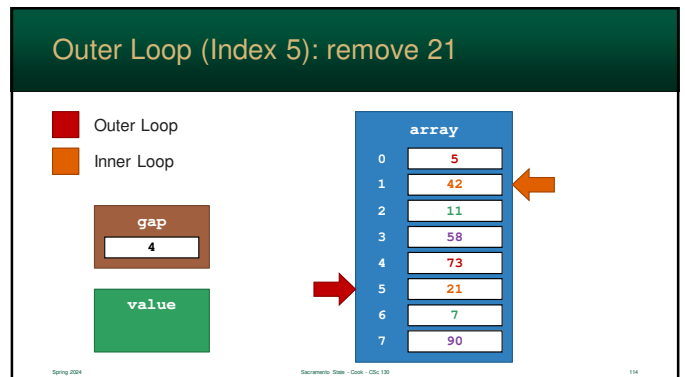
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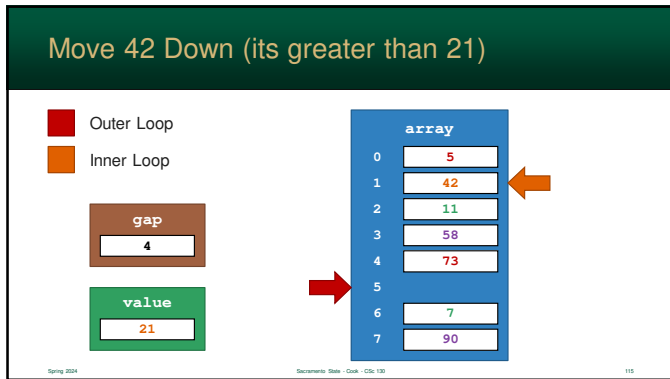
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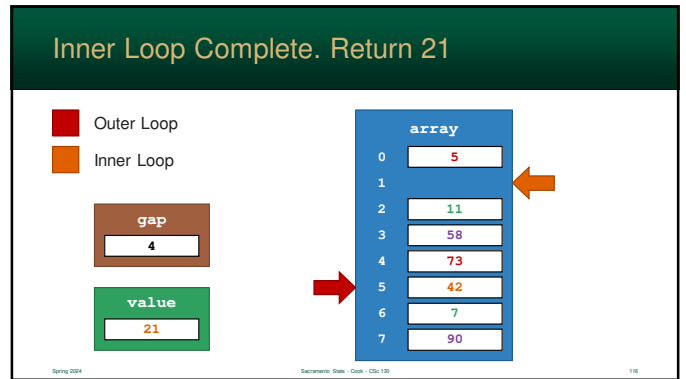
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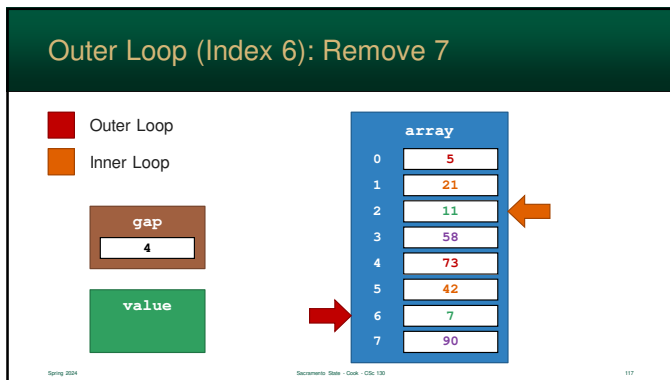
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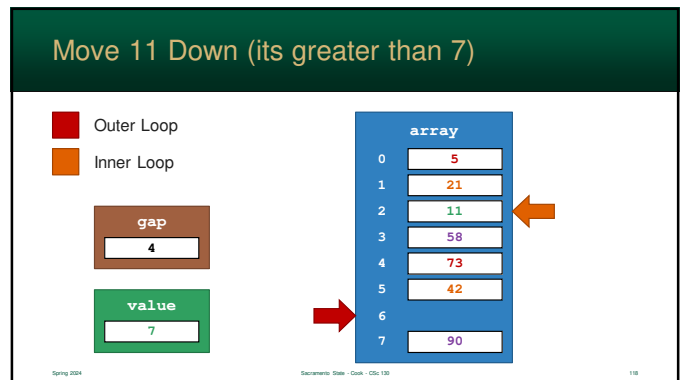
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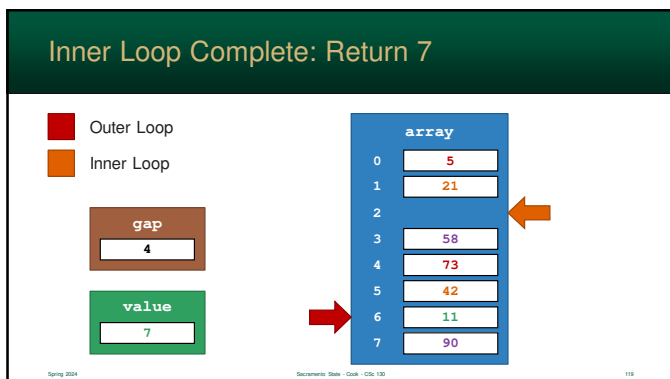
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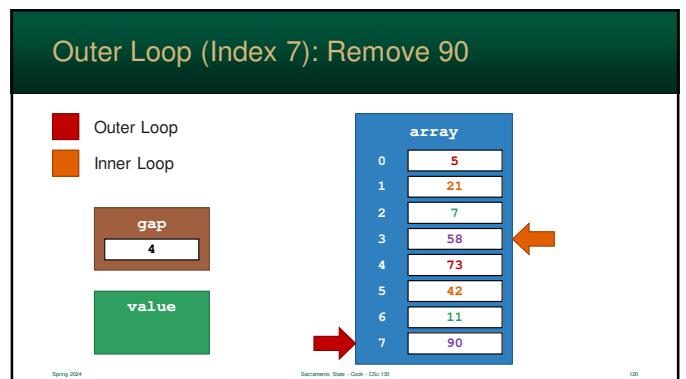
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120

Don't Move 58 Down. It's less than 90.

■ Outer Loop
■ Inner Loop

gap
4

value
90

➔

array	
0	5
1	21
2	7
3	58
4	73
5	42
6	11
7	90

➔

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121

Inner Loop Complete: Return 90

■ Outer Loop
■ Inner Loop

gap
4

value
90

➔

array	
0	5
1	21
2	7
3	58
4	73
5	42
6	11
7	90

➔

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122

Gap of 4 is Complete

■ Outer Loop
■ Inner Loop

gap
4

value

➔

array	
0	5
1	21
2	7
3	58
4	73
5	42
6	11
7	90

Note that each
overlapped
array is sorted

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123

Gap = 2. So now, 2 overlapped arrays

■ Outer Loop
■ Inner Loop

gap
2

value

➔

array	
0	5
1	21
2	7
3	58
4	73
5	42
6	11
7	90

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Gap = 2, Outer Loop #1: Remove 7

■ Outer Loop
■ Inner Loop

gap
2

value

➔

array	
0	5
1	21
2	7
3	58
4	73
5	42
6	11
7	90

➔

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Don't Move 5 Down (smaller than 7)

■ Outer Loop
■ Inner Loop

gap
2

value
7

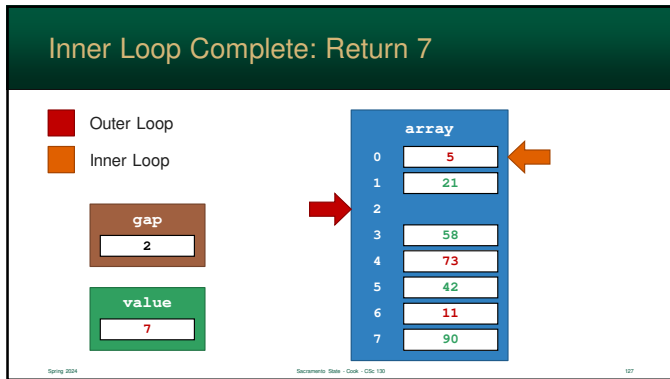
➔

array	
0	5
1	21
2	
3	58
4	73
5	42
6	11
7	90

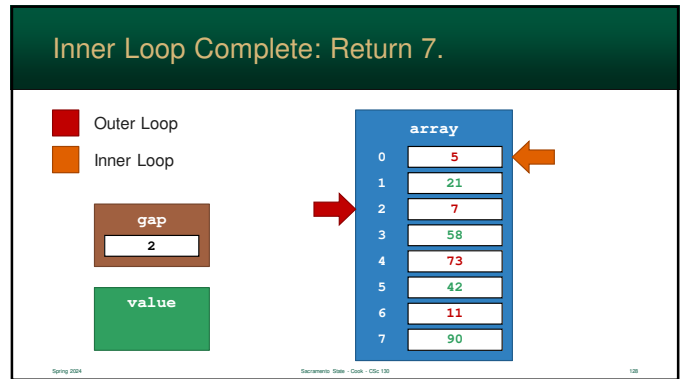
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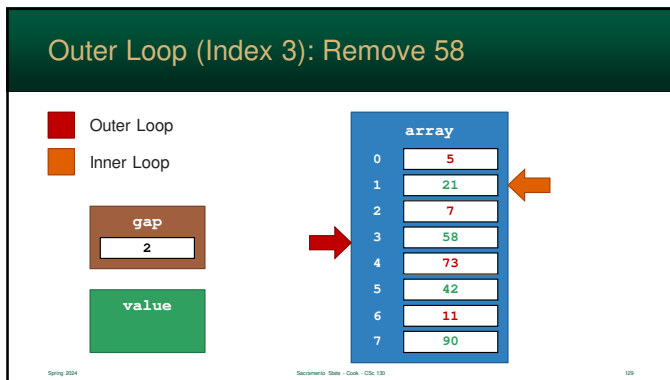
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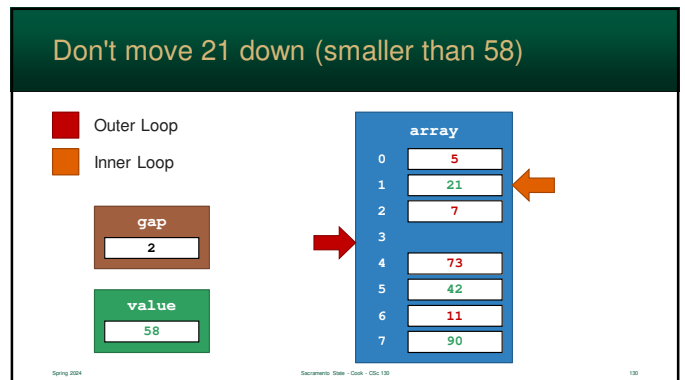
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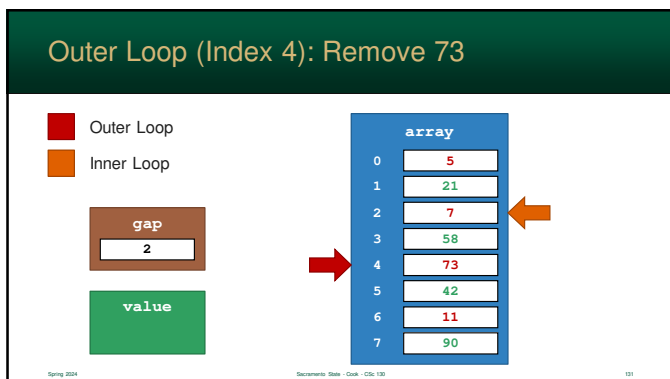
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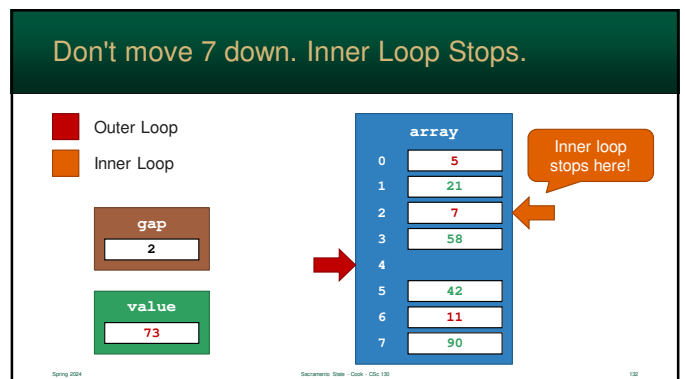
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132

Inner Loop Complete: Return 7.

■ Outer Loop
■ Inner Loop

gap
2

value
73

array

0	5
1	21
2	7
3	58
4	
5	42
6	11
7	90

←

→

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133

Outer Loop (Index 5): Remove 42

■ Outer Loop
■ Inner Loop

gap
2

value

array

0	5
1	21
2	7
3	58
4	73
5	42
6	11
7	90

←

→

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134

Move 58 down (it's greater than 42)

■ Outer Loop
■ Inner Loop

gap
2

value
42

array

0	5
1	21
2	7
3	58
4	73
5	
6	11
7	90

←

→

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135

Inner Loop Complete. Return 42

■ Outer Loop
■ Inner Loop

gap
2

value
42

array

0	5
1	21
2	7
3	
4	73
5	58
6	11
7	90

←

→

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... and so on....

- The example continues to sort for each h_k
- The outer loop continues to the bottom of the array
- Finally, gap will go to one and the sort acts just like an Insertion-Sort

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Gap of 2 is Complete

■ Outer Loop
■ Inner Loop

gap
2

value

array

0	5
1	21
2	7
3	42
4	11
5	58
6	73
7	90

Note that each overlapped array is sorted

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Time Complexity

- Time complexity of Shell Sort is up for debate
- Although the algorithm is fairly simple, proving its time complexity is not
- What is known...
 - it is approximately $O(n^r)$ where $1 < r < 2$
 - this is ultimately faster than $O(n^2)$ but worse than $O(n \log n)$

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Time Complexity

- Empirical analysis of the algorithm has given some widely accepted values for average, best, and worst times
- Worst case performance (using Hibbard's sequence) is $O(n^{3/2})$
- Average performance is thought to be about $O(n^{5/4})$

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Shell Sort Summary

Shell Sort	
Time Average	$\approx O(n^{5/4})$
Time Best	$\approx O(n \log n)$ – For a near sorted list
Time Worst	$\approx O(n^{3/2})$
Auxiliary space	$O(1)$
Stable	No – Equal element order not preserved
Online?	No – Entire array in use

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