

Searching and Sorting

Searching

- ▶ Unordered collection
 - Must check every element
 - Linear-time operation – $O(n)$

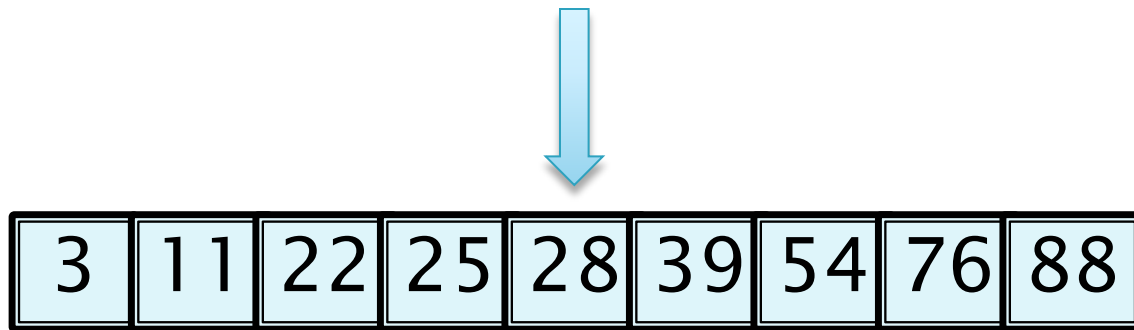
- ▶ Ordered collection
 - Exploit order to check only necessary elements
 - Logarithmic-time operation – $O(\log n)$

Binary Search

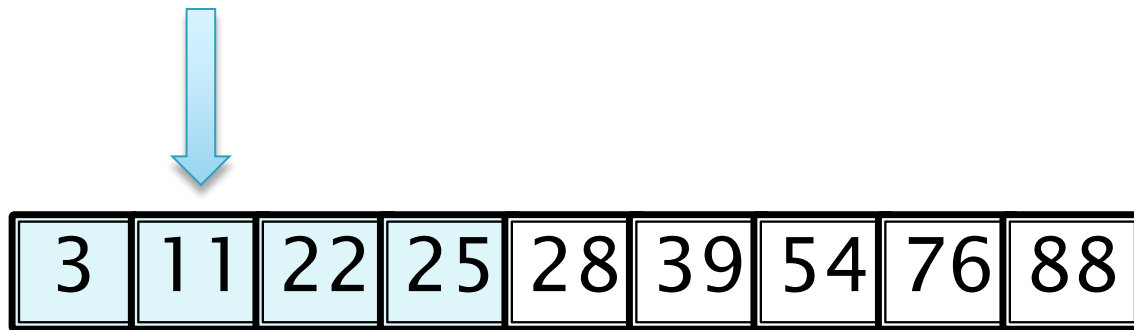
- ▶ Like searching a binary search tree
- ▶ Elements must be sorted
- ▶ Algorithm:
 - Compare the “middle” element with the desired one
 - If the desired element is smaller, search the half of the collection with smaller elements
 - If the desired element is larger, search the half of the collection with larger elements
 - Repeat algorithm with the sub-collection until element found, or sub-collection size reaches zero

3	11	22	25	28	39	54	76	88
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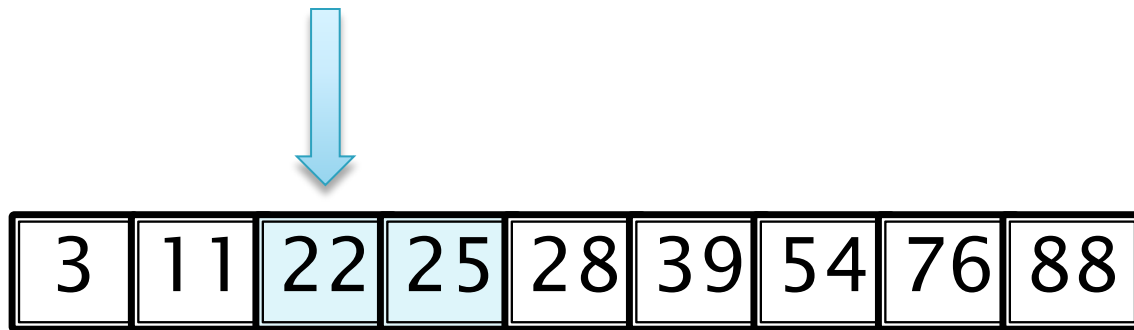
Find element 22



$22 < 28$, search left



$22 > 11$, search right



Found element 22

Sorting

- ▶ But how do we sort the elements in the first place?
- ▶ Isn't it easy to sort things?
 - Human often sort things without exactly knowing how they do it
 - We can scan and recognize patterns that can aid in sorting
 - Computers can only compare two items at once

Isn't it easy?

- ▶ Humans often sort things without exactly knowing how they do it
- ▶ We can scan and recognize patterns that can aid in sorting
- ▶ Computers can only compare two items at once

Bubble Sort

- ▶ Compare each element with the next one and swap them if needed
- ▶ Repeat until no more swaps are required
- ▶ Slow ($O(n^2)$ time complexity), but simple

Selection Sort

- ▶ Find the largest element not yet sorted
- ▶ Swap it with the last element not yet sorted
- ▶ Repeat until no more swaps are required

- ▶ Some implementations find the smallest element and swap it with the first element

- ▶ Also $O(n^2)$ complexity, but more consistent

Insertion Sort

- ▶ Sort the last two elements, creating an ordered sublist
- ▶ Insert the other elements (one by one) into the sublist so that it grows, while remaining in sorted order
- ▶ $O(n^2)$, but faster than Selection or Bubble
- ▶ Good when data is already almost sorted
- ▶ Good when collection is still receiving elements

Merge Sort

- ▶ Repeatedly divide the collection in halves until each sub-collection has only one element
- ▶ Merge pairs of adjacent sub-collections such that their elements are sorted
- ▶ Has better complexity ($O(n \log n)$)
- ▶ Can be parallelized to be performed faster
- ▶ Typically needs extra memory space to perform merge

Implementation

- ▶ Pseudo-code and/or code for algorithms are available on the course website
- ▶ Implementing merge sort is left as an exercise