

# Decrease-Conquer Binary Search

3 14 27 31 39 **42** 55 70 74 81 85 93 98  
△

## Classic top-down

### Exercise

Write the sequence of lengths of searched lists in each iteration (code and generate the log below).

? [0 ?], m = ? (?)  
6 [0 5], m = 2 (27)  
3 [3 5], m = 4 (39)  
1 [5 5], m = 5

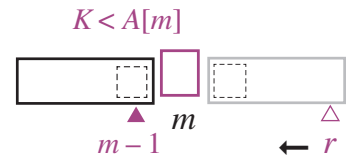
3-way key-comp counts  
once regardless of its  
runtime cost (why?)

### Algorithm *BinarySearch*

**Input**  $A[0..n-1]$  sorted in ascending order, key  $K$

**Output** key index in  $A$  if found,  $-1$  otherwise

- 1:  $l \leftarrow 0, r \leftarrow n - 1$
- 2: **while**  $l \leq r$  **do**
- 3:      $m \leftarrow \lfloor \frac{l+r}{2} \rfloor$
- 4:     **if**  $K = A[m]$  **then** **return**  $m$
- 5:     **else if**  $K < A[m]$  **then**  $r \leftarrow m - 1$
- 6:     **else**  $l \leftarrow m + 1$
- 7: **return**  $-1$



# Binary Search Analysis

**Quiz**  
What's a suitable basic operation?

⇒ **Choice of basic operation**

**Quiz**  
Specify inputs leading to best and worst cases for efficiency. Which keys in example cause each?

⇒ **Count dependance**

 **Best case, efficiency?**

 **Worst case**

A **tail recursion** involving one recursive call to a smaller instance, typical of decrease-conquer, is often easy to specify.

**Exercise**  
Compare to definition-based recursive version.

## Design clues

## A simple recursive plan

**Algorithm** *Factorial* ( $n, val$ )

1: **if**  $n = 0$  **then**

2:     **return**  $val$       $f(n)$

3:  $val \leftarrow val \times n$       $\rightarrow$

▶ 4: **return** *Factorial* ( $n-1, val$ )

# Binary Search Efficiency


 Appx B ⇨ Smoothness rule

**Exercise**  
Write a recursive pseudo-code for binary search.

⇨ **Initial condition:  $C(n = 1)$**

**Quiz**  
Guess an  $f(n)$  for insertion sort. Write a recurrence. (Ans. last slide).

⇨ **Worst-case recurrence**

 Solve for  $n = 2^k, k = 1, 2, \dots$

 Use smoothness rule to extend result

**Exercise**  
Show that  $n \log_2 n$  is smooth.

⇨ **Smooth functions**

⇨ **Average-case efficiency**

# Decrease-by-a-Constant-Factor Design Pattern




**Quiz**  
State concisely why both binary search and the fake-coin problem may not be considered divide-conquer. **Hint:** any of 3 reasons good enough.

## ⇒ Principle

Use mid-point key to eliminate half of ordered list



## ⇒ Fake-coin problem

-  n-Coin underweight-fake version
-  Brute-force thinking
-  Decrease-by-half solution

**Quiz**  
What's the initial condition in the recurrence?

*Quiz (Previous Slide)  
Recall, insertion sort does  
at most  $n-1$  comps per  
iteration therefore worst  
case  $f(n) = n-1$ , init cond  
0 at  $n=1$  (no comps when  
reduced to 1 element), try  
it in `WolfmanAlpha`.*

# Test 1 Review

## Proper Pseudocode

Pseudocode should not lead to wrong results due to mis-statement.

⇒ **Statement vs. correctness**

Input specs typically essential in how steps are stated.

⇒ **Specify legal input instances**

Inputs in terms of parameters used in steps, limitations or preconditions

③  
Components of statement

A search may return true/false (or 0/1) or an index in an array, or a pointer in a linked list or the found item itself.

⇒ **Specify expected results**

Output items or effects, specs (how) if needed

User must be able to unambiguously follow intended steps even if the algorithm is flawed.

⇒ **Elucidate structure to clarify logic**  
Iterations, conditionals, indent to show nesting