

UNIVERSITY of WISCONSIN-MADISON
Computer Sciences Department

CS 202
Introduction to Computation

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Lecture 20: How can computation... find what you're looking for - faster?

Motivating Exercise

Play 20 questions in pairs

- Repeat few times
 - Person A thinks of a number between 1 and 100
 - Person B guesses number with YES/NO questions
 - Record how many guesses needed
- Switch roles and play a few times more

Repeat with numbers between 1 and 1000

- Handout sheet of number grid may be useful
- Cross off guesses or numbers that secret can't be

How many guesses on average did it take you?

- What algorithm works well?

Use Number Grid to Track Guesses

Best algorithm for searching?

BINARY SEARCH

Guess number midway between "lo" and "hi"
(lo starts out at 1, hi at 1000, midway = 500)

Ask "Lower than this midway number?"

If Yes then

- Set hi = midway - 1
- Guess number 1/2 btwn lo and hi (< 250?)

ELSE

- Set lo = midway
- Guess number 1/2 btwn lo and hi (< 750?)

Repeat

Play guessing game again with 1000 numbers - should need 10 or fewer guesses!

How would you implement Binary Search for Key?

Exercise Guessing Game:

What was the secret to be guessed?

Integer between 1 and 1000 partner was thinking of

Binary Search for Specified Key:

What is the secret to be guessed?

Secret is **index in List** holding key we are looking for

Different Assumptions for Linear vs. Binary Search?

Binary search assumes list is sorted!

Data organization very important

- Can you think of other organization techniques for helping people look up data?

Trade-off: Should application pay cost to sort data or not?

- Will look at sorting later...

Review: Linear Search

```

when clicked
  broadcast Create Variable Numbers and wait
  set What Number Should I Search For? and wait
  set Key to answer
  broadcast Find Key and wait
  if not Key Index = 0
    say join The key Key join is located at index Key Index for 2 secs
    say join The matching name is item Key Index of Names
  else
    say join The key Key was not found

when I receive Find Key
  set index to 1
  set Key Index to 0
  repeat length of Variable Numbers
    if item index of Variable Numbers = Key
      set Key Index to index
      stop script
  change index by 1
  
```

Algorithm checks every element in list (in order) to see if it is the one...

Variables

- Key: Input - What we are searching for
- Key Index: Output - Index where we found Key
- index: local variable

Binary Search in Scratch

Use index to skip around List efficiently

Invariant (condition always holds true)

lo <= Index of Secret key <= hi

True before loop begins

True every time after

```

when I receive Binary Search
  set Key Index to 0
  set lo to 
  set hi to 
  repeat until lo > hi
    set index to round (hi + lo / 2)
    if item index of Variable Numbers = 
      set Key Index to 
      stop script
    if item index of Variable Numbers > 
      set index to index + 1
    else
      set index to index - 1
  
```

Running Binary Search: Ex 1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	15	28	31	32	33	49	60	62	68	69	74	81	85	96	97

Looking for key 85

Loop	Index	Item	Item > Key?	Lo	Hi
Initial					
1					
2					
3					
4					

Running Binary Search: Ex 2

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	15	28	31	32	33	49	60	62	68	69	74	81	85	96	97

Looking for key 33

Loop	Index	Item	Item > Key?	Lo	Hi
Initial					
1					
2					
3					
4					

Running Binary Search: Ex 3

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	15	28	31	32	33	49	60	62	68	69	74	81	85	96	97

Looking for key 34

Loop	Index	Item	Item > Key?	Lo	Hi
Initial					
1					
2					
3					
4					

Not found! Key Index still 0

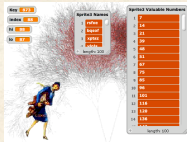
How many guesses to find Key with Linear Search?

How many loops?
N = Elements in List

- Best case (minimum)?
- 1 loop!
- Worst case (maximum)?
- N loops
- Average case?
- N/2 loops
- O(N)
- Just like Find Max

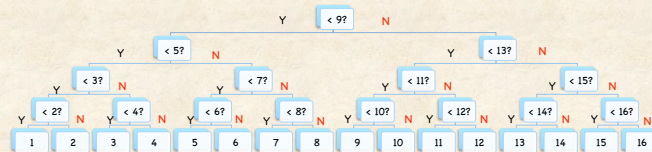
How many Guesses Needed?

N	16	32	64	128	256	512	1024	2048	4096
Linear									
Binary									



Decision Tree for 1..16

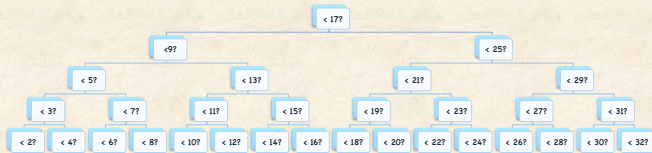
How many questions needed to find answer between 1 and 16 (16 numbers)?



Only 4 questions for 16 numbers

Decision Tree for 1..32

How many questions needed to find answer between 1 and 32 (32 numbers)?
Double range of numbers covered



Just one more question --> 5 questions

Decision Tree for 1..64

How many questions needed to find answer between 1 and 64 (64 numbers)?
Double again range of numbers covered



6 questions

Decision Tree for N items

How many questions needed for N integers?



Each level of tree corresponds to one question
How deep (or high) is tree of N integers?

- 1 question -> 2 numbers
- 2 questions -> 4 numbers
- 3 questions -> 8 numbers
- 4 questions -> 16 numbers
- 5 questions -> 32
- 6 questions -> 64
- Q questions -> ??
- 2^Q numbers

How to go from N to Q?

$$Q = \log_2 N$$

Binary Search in Scratch

Use index to skip around
List efficiently

How many iterations?

```

when I receive Binary Search
  set Key Index to 0
  set hi to length of Valuable Numbers
  set lo to 1
  repeat until lo > hi
    set index to round (hi + lo) / 2
    if item index of Valuable Numbers = Key
      set Key Index to index
      stop script
    if item index of Valuable Numbers > Key
      set hi to index - 1
    else
      set lo to index + 1
  
```

Worst case:
Operations: $O(\log_2 N)$

Modification to decision tree
(2 ifs per loop)
Stops early if item at index = key

20 Questions



How many objects can you choose between with 20 questions?



2²⁰

This is approximately 1 million objects! (1,048,576)

How to be a good player of 20 questions?

Today's Summary

Today's Topics

- How to efficiently search for element in a List
- $O(N)$ guesses to find using Linear Search
- $O(\log_2 N)$ guesses to find using Binary Search (depth of tree)
 - Assumes data is sorted!

Reading:

- Invitation pp 55-66 and 80-88 (Searching and complexity)

Announcements

- Exam 1 Returned Friday
- Project 1 Draft uploaded to Website Gallery by Friday 5pm
 - Comment on others by Monday at 5pm