Lecture 12

Fundamental Algorithms

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PREVIOUS LECTURE

- Object Oriented Programming
 - A different way of thinking about programming
- · Classes
- Objects

TODAY

- Searching
- Sorting

FUNDAMENTAL ALGORITHMS

Algorithmic Complexity

- A problem can be solved with many different algorithms
- Some will take seconds, others will take years
- Algorithm design is an important part of engineering
- **Complexity** shows how an algorithm will perform on **very large inputs**

Fundamental Algorithms

- There are two types of algorithms that are frequently used by other algorithms
 - *Searching* algorithms : search within a list for an item
 - *Sorting* algorithms : sort a list of items in ascending order
- General algorithm design methodology:
 - Develop an understanding of the **complexity** of the problem
 - Think about how to break the problem into subproblems
 - Solve subproblems using existing efficient algorithms

SEARCHING

Search Algorithm

- A **search algorithm** is a method for finding an item or group of items with specific properties within a collection of items
- We refer to the collection of items as a **search space**
- Many problems in real life can be reduced to search problems

Specification

```
def lin_search(L, e):
    """Assumes L is a list.
    Returns True if e is in L and False otherwise"""
```

• How is that different than e in L?

Linear Search

```
def lin_search(L, e):
    """Assumes L is a list.
    Returns True if e is in L and False otherwise"""
    for i in range(len(L)):
        if L[i] == e:
            return True
    return False
```

- This is how Python implements search
- This takes linear time to find an item
 - We need to look at each item once to find a specific item
 - If we are **lucky**, it can be the **first** item in the list
 - The for loop runs only once
 - If we are **unlucky**, it can be the **last** item in the list
 - The for loop runs len(L) times
- Worst case is the for loop runs len(L) times
 - len(L) -> Size of input -> linear time algorithm

Binary Search

- If we know nothing about the list and the items, then linear time search is the best we can do
- But consider searching for a **word in the dictionary**
 - Do you go over each word one by one to find the word?
 - You actually jump to a page
 - Check the words on that page,
 - Keep jumping into the half that makes sense
 - You can do that because a dictionary is **sorted**

Binary Search

- If you are given a list of items in sorted order, can you search for a specific item faster than linear time?
 - The answer is YES
- strategy
 - Look at the item in the middle
 - If it is equal to the item you are searching for,
 - return True
 - Else if it is less than what you are searching for
 - Repeat the search with the right half
 - Else,
 - Repeat the search with the left half



- example
 - Searching for 7
 - Given a **sorted** list:

li = [1,3,4,5,7,12,17,18,19,24,32,33,35,40]

 \cdot Is 7 in this list?



 \cdot There are

len(li) ## 14 items in the list

• Check the middle one

li[len(li) // 2]

18

• 18 is greater than 7, so we repeat with the left half.



```
li = li[0:(len(li)//2)]
li
```

[1, 3, 4, 5, 7, 12, 17]

• Check the middle one

li[len(li) // 2]

5

• 5 is **less** than 7, so we repeat with the **right** half.

Example

```
li = li[(len(li)//2+1):len(li)]
li
```

[7, 12, 17]

· Check the middle one

li[len(li) // 2]

12

• 12 is **greater** than 7, so we repeat with the **left** half.



```
li = li[0:(len(li)//2)]
li
```

[7]

· Check the middle one

li[len(li) // 2]

7

• We found 7 in the list!

Implementation

 \cdot Let's turn this into python code

```
def bsearch(L, e, start, end): # Search e in L[start:end]
  if start == end:
    return L[start] == e:
    else:
```

Implementation

• Now, check the middle item:

```
def bsearch(L, e, start, end): # Search e in L[start:end]
if start == end:
    return L[start] == e:
else:
    middle = (start+end)//2  # middle item of the list
    if L[middle] == e:
        return True
    ...
```

Implementation

• Now, recurse into the correct half:

```
def bsearch(L, e, start, end): # Search e in L[start:end]
  if start == end:
    return L[start] == e
  else:
    middle = (start+end)//2  # middle item of the list
    if L[middle] == e:
        return True
    elif e < L[middle]:
        return bsearch(L, e, start, middle)  # keep searching in the left half
    else:
        return bsearch(L, e, middle + 1, end) # keep searching in the right half</pre>
```

Testing

• Let's test

L = [1,3,4,5,7,12,17,18,19,24,32,33,35,40] bsearch(L, 7, 0, len(L)-1)

True

bsearch(L, 1, 0, len(L)-1)

True

bsearch(L, 40, 0, len(L)-1)

True

bsearch(L, 0, 0, len(L)-1)

False

bsearch(L, 50, 0, len(L)-1)

False

bsearch(L, 9, 0, len(L)-1)

False

Improvement

- It is not pretty to write bsearch(L, 7, 0, len(L) 1)
 - Too many arguments to call

```
def bin_search(li, it):
    return bsearch(li, it, 0, len(L) - 1)
```

bin_search(L, 7)

True

bin_search(L, 45)

False

Justification

- Is bin_search really faster than lin_search?
 - If the list is sorted, on the average, YES

```
import time
from random import gauss
li = [gauss(0,1) for i in range(1000000)] # Create a list of one million random numbers
li.sort()
                                       # sort the list
                                      # mark the start of lin search
start = time.process time()
                                        # search for 20 different numbers
for i in range(1, 20):
  res = lin search(li, li[50000*i])
lin elapsed = time.process time() - start # mark the end
start = time.process time()  # do the same for bin search
for i in range(1, 20):
  res = bin search(li, li[50000*i])
bin elapsed = time.process time() - start
print("Time spent in linear search:", lin elapsed) # print the results
```

Time spent in linear search: 1.25

print("Time spent in binary search:", bin_elapsed)

Time spent in binary search: 0.0

Justification

- What really happened?
 - At each recursive call, binary search gets rid of half of the current list
 - In the first call it gets rid of 500000 items,
 - Then 250000 items,
 - Then 125000 items,
 - ...
- How many times can you do that?
 - When you hit 1 item, you have to stop
- This is called **logarithms** in base two
 - Recursion will run $log_2(len(li))$ times
 - $log_2(1000000) << 1000000$
 - log time << linear time



Sorting

- A sorted list is easier to search
- But how can we sort a list as fast as possible?
- Python's built-in sort function is very efficient
 - It runs in $O(n\log n)$ time
 - That is a special notation computer scientists use to represent speed of algorithms
 - $O(n^2) > O(n\log n) > O(n) > O(\log n) > O(1)$
 - binary search: $O(\log n)$
 - linear search: O(n)
 - python's sort: $O(n \log n)$

Selection Sort

- Python's sort is **fast**, use it!
- We provide **selection sort** only for practice purposes
- strategy
 - loop invariant
 - L = prefix + suffix
 - prefix = L[0:i]
 - suffix = L[i:len(L)]
 - ⁻ at the end of ith iteration
 - prefix is sorted
 - all items in suffix are greater than all items in prefix

Selection Sort

```
def selSort(L):
    """Assumes that L is a list of elements that can be compared using >.
    Sorts L in ascending order"""
    suffixStart = 0
    while suffixStart != len(L):
        #look at each element in suffix
        for i in range(suffixStart, len(L)):
            if L[i] < L[suffixStart]:
                #swap position of elements
                L[suffixStart], L[i] = L[i], L[suffixStart]
        suffixStart += 1
li = [9,8,7,6,5,4,3,2,1]
selSort(li)
li</pre>
```

[1, 2, 3, 4, 5, 6, 7, 8, 9]

Complexity

- What is the complexity of selection sort?
 - the for loop runs O(n) times
 - the while loop runs O(n) times
 - overall: $O(n) * O(n) = O(n^2)$
- It is a very slow algorithm for large inputs

```
li = [i for i in range(10000, 1, -1)]
li2 = li.copy()
start = time.process_time()
selSort(li)
elapsed = time.process_time() - start
print(elapsed)
```

4.515625

```
start = time.process_time()
li2.sort()
elapsed = time.process_time() - start
print(elapsed)
```

0.0

How To Sort Fast?

- Fast sorting algorithms use an approach called **Divide and Conquer**
 - Divide the problem into two halves
 - Solve the problem on each half
 - Combine/merge the halves
- Examples
 - mergesort
 - quicksort

END OF THE COURSE