

CSCI 241

Scott Wehrwein

Runtime Analysis:
Case study - Binary Search
Best-, Worst-, and Average-case Analysis

Goals

Understand the runtime analysis of binary search.

Know how to perform **best-case**, **worst-case**, and **average-case** runtime analysis.

Runtime of Binary Search

Let $N = A.length$ and assume x is not in A .

```
public static int binarySearch(int[] A, int x) {  
    int start = 0;  
    int end = A.length;  
    // invariant: A[start] <= x <= A[end-1]  
    while (start < end) {  
        int mid = (start + end) / 2;  
        if (x == A[mid]) {           Strategy:  
            return mid;  
        } else if (x < A[mid]) {     1. Identify constant-time  
            end = mid;               operations.  
        } else {  
            start = mid + 1;  
        }  
    }  
    return -1;  
}
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1*

(L+1)*

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1*

L*

0*

L*

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1*

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Total: **5L + 4**

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```

Total: **5L + 4**
so, $O(L)$...but what is L?

(L+1)*

1*

L*

0*

L*

L*

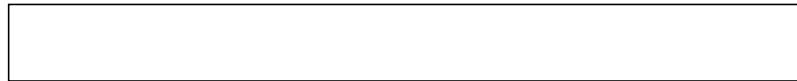
1*

Strategy:

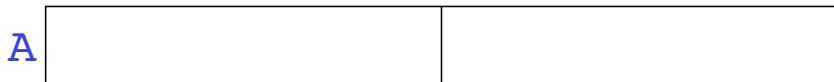
1. Identify constant-time operations.
2. Determine how many times each happens.
3. Drop constants and lower-order terms.

- Steps of a hypothetical binary search:

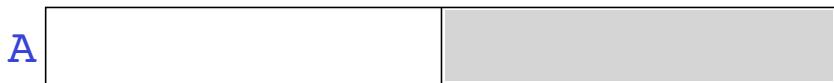
A



- Steps of a hypothetical binary search:



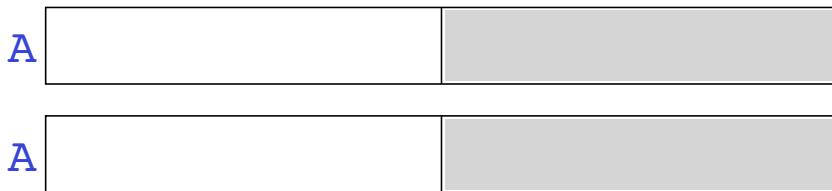
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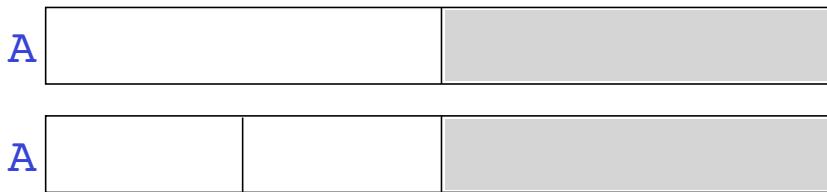
- Steps of a hypothetical binary search:

A	can be here	can't be here
---	-------------	---------------

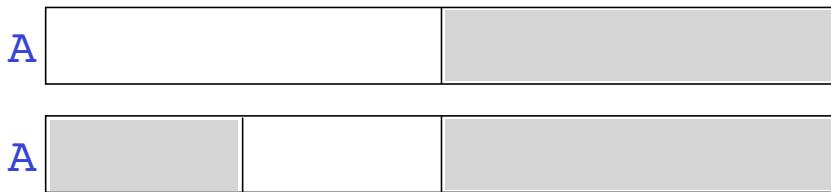
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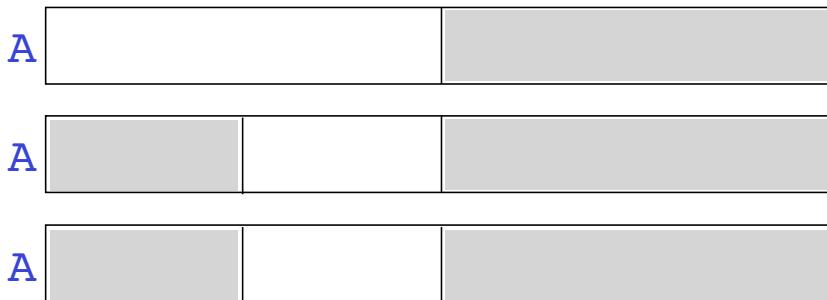
- Steps of a hypothetical binary search:



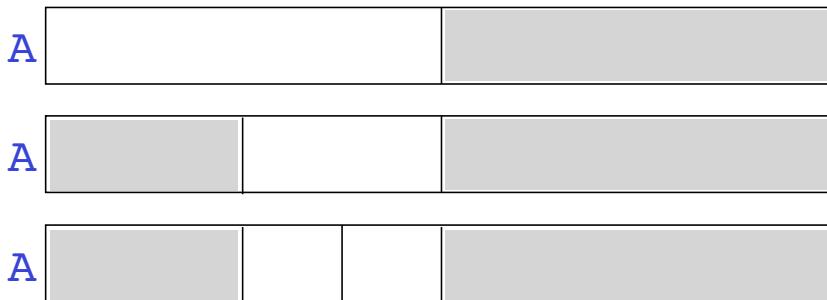
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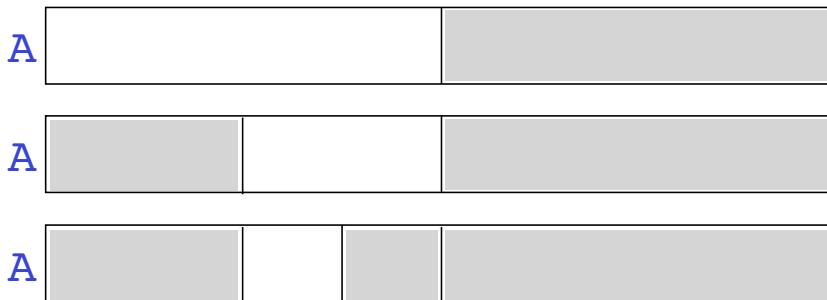
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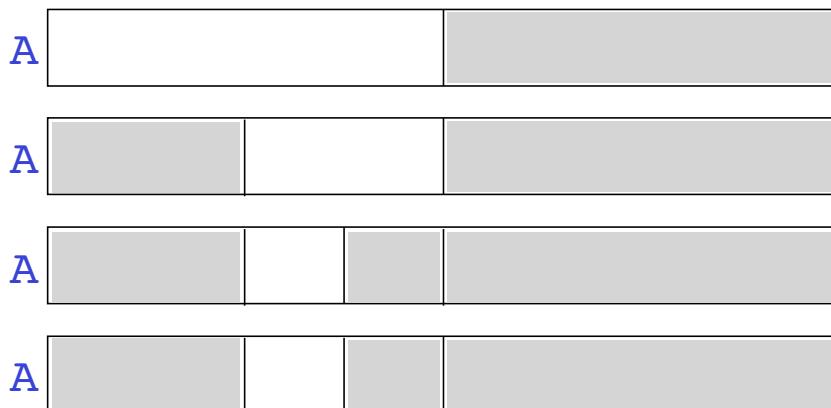
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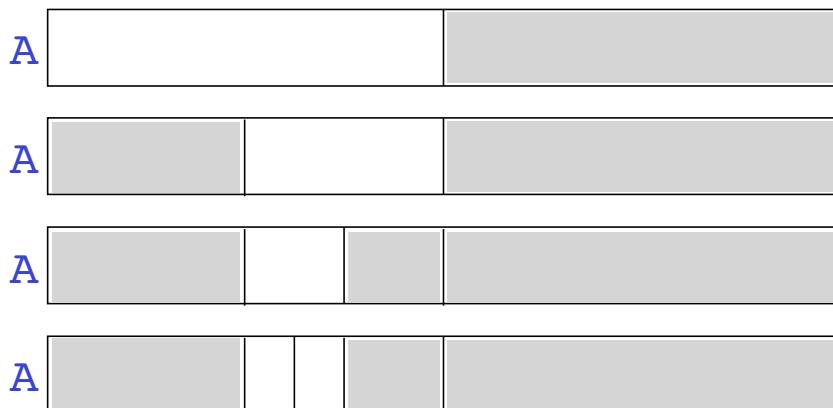
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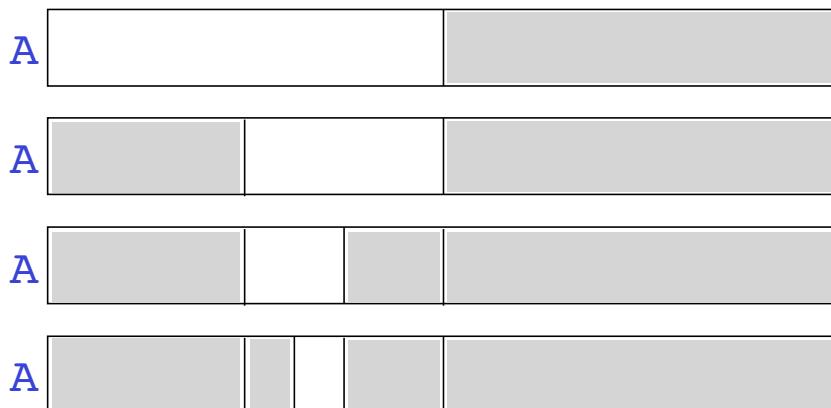
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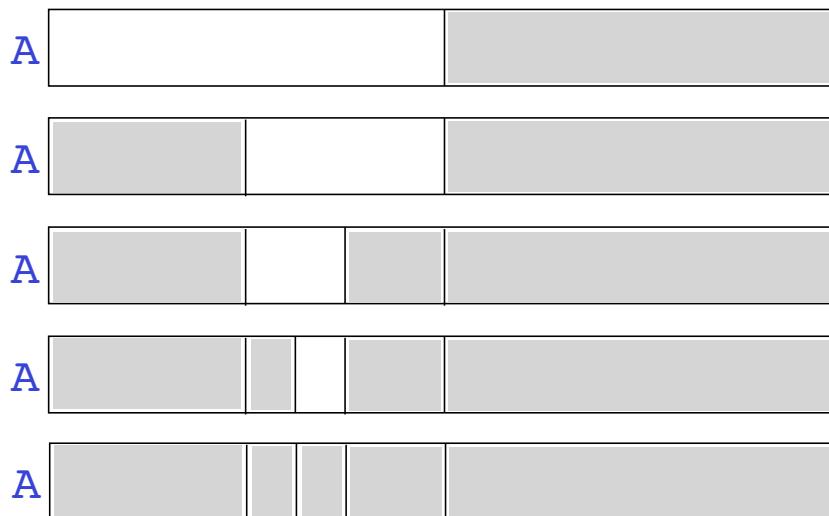
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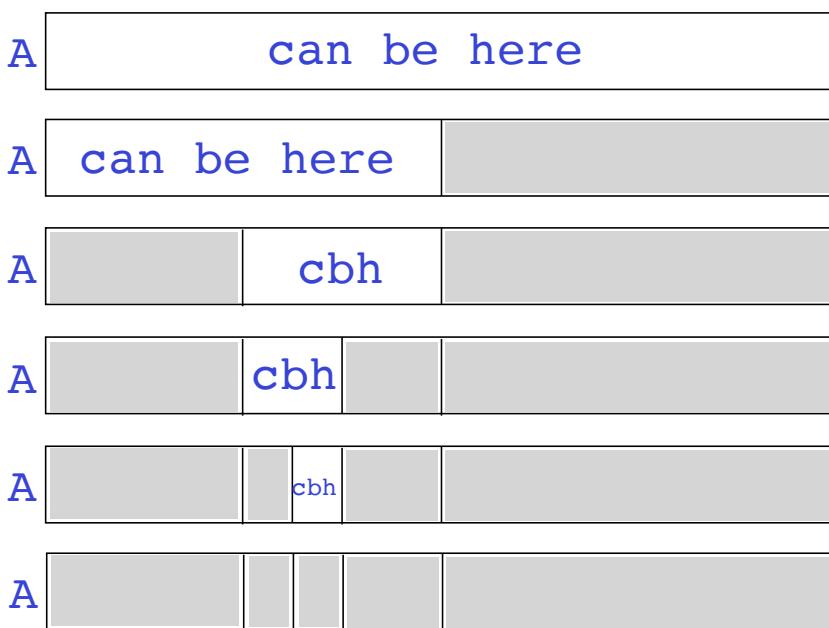
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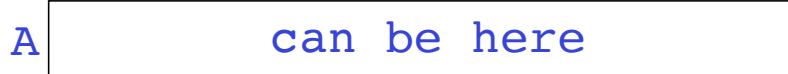
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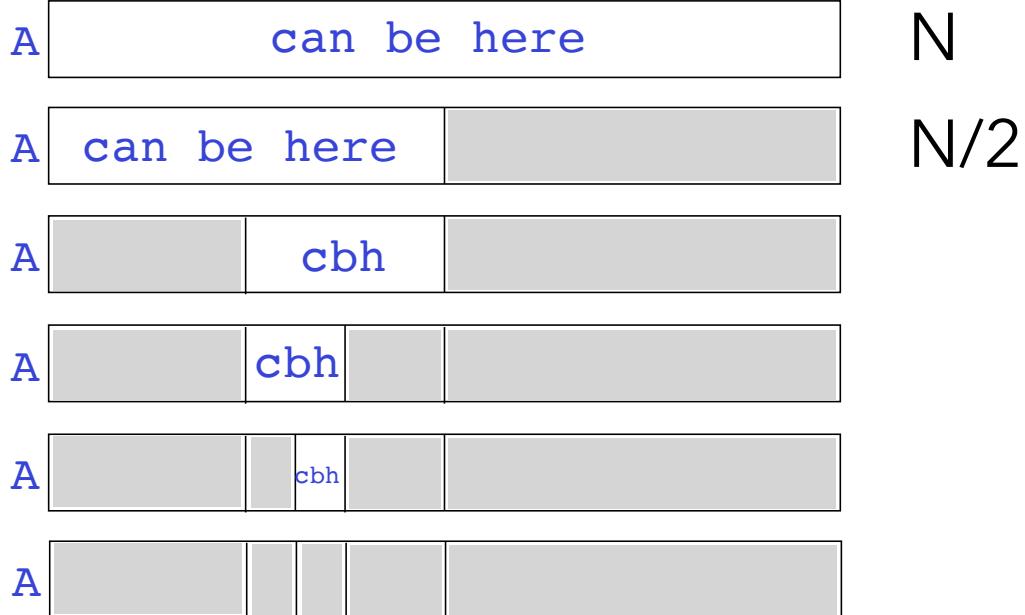
Size of the "can be here" region:



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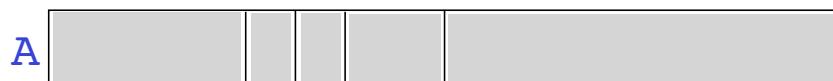
Size of the "can be here" region:



Size of the "can be here" region: integer



N division
 $N/2$



Size of the "can be here" region: integer



N division



$N/2$



$N/4$



Size of the "can be here" region: integer division



N



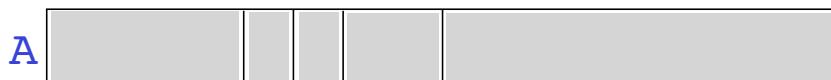
$N/2$



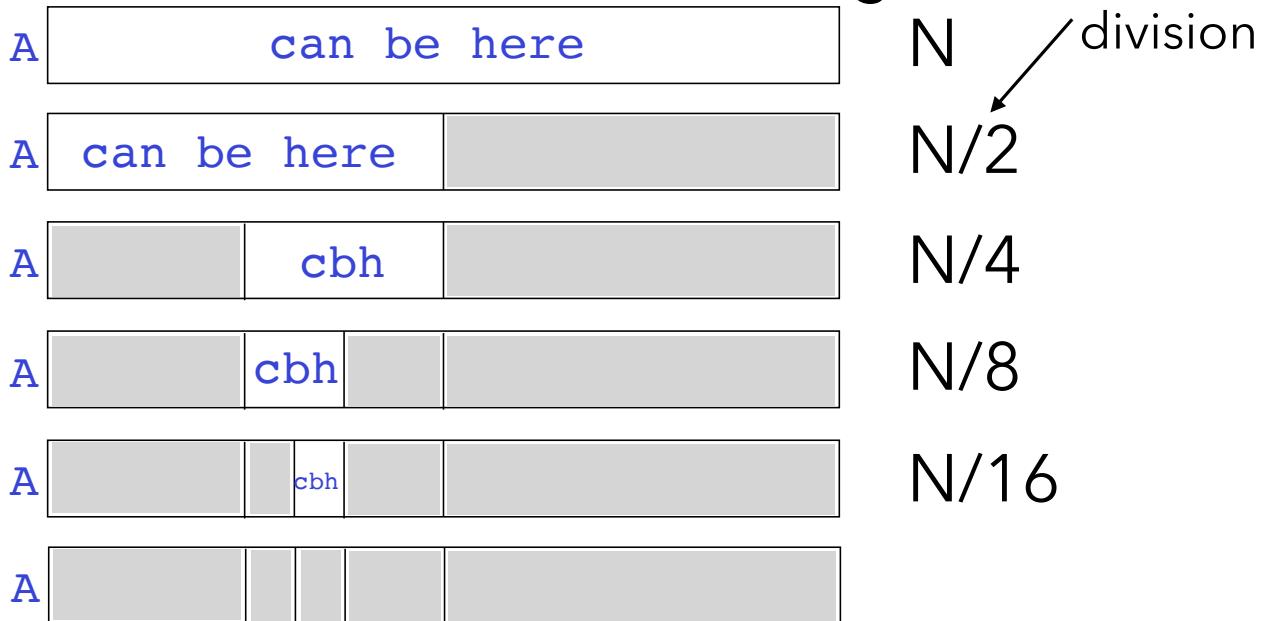
$N/4$



$N/8$



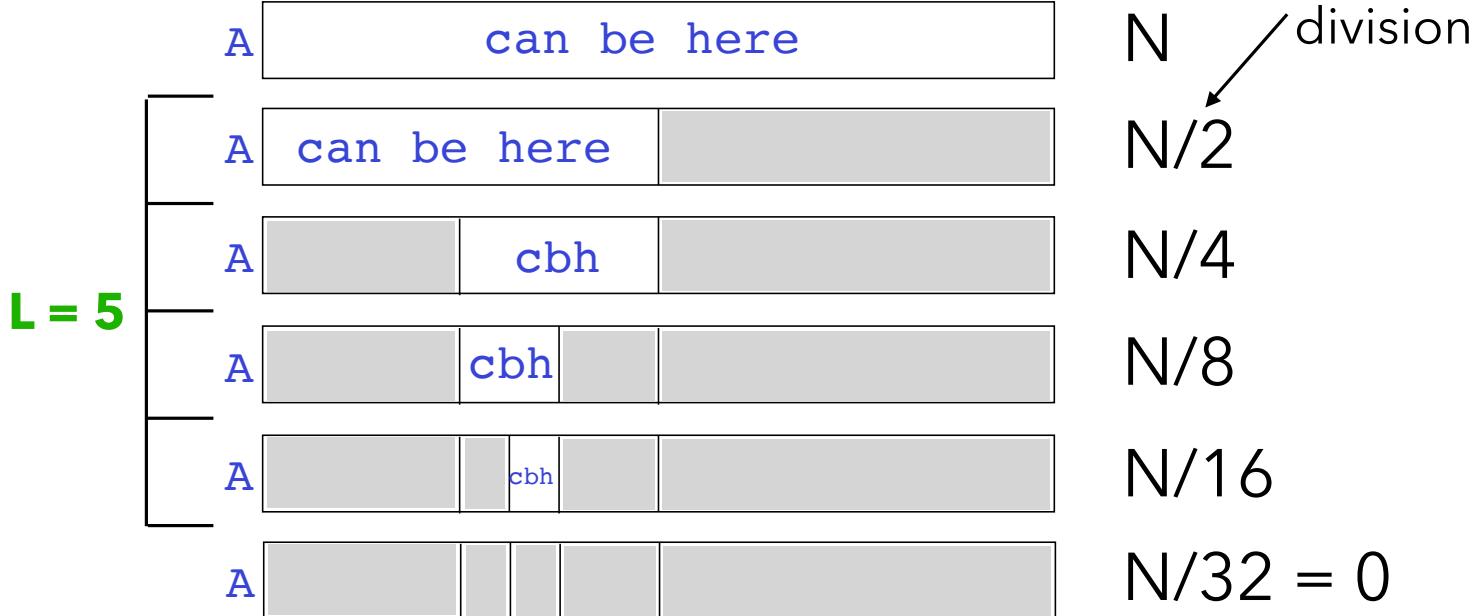
Size of the "can be here" region: integer



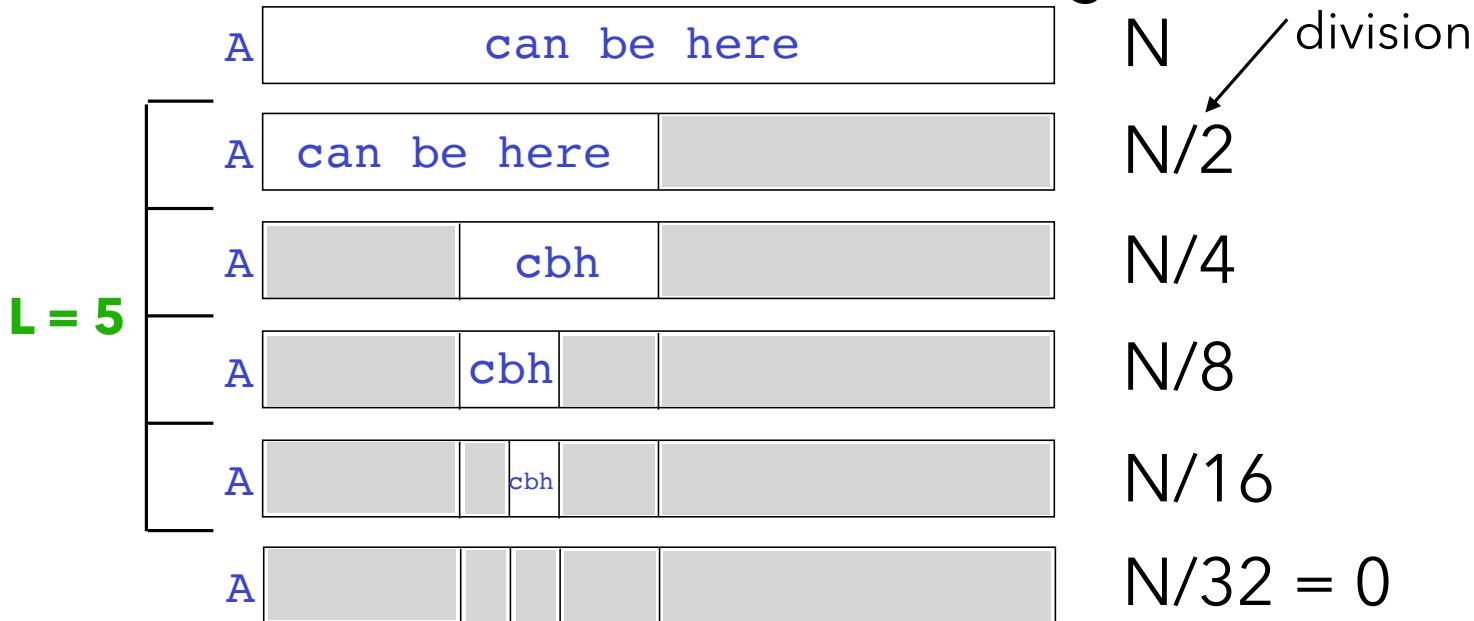
Size of the "can be here" region: integer

A	can be here	N
A	can be here	$N/2$
A	cbh	$N/4$
A	cbh	$N/8$
A	cbh	$N/16$
A		$N/32 = 0$

Size of the "can be here" region: integer



Size of the "can be here" region: integer



So, L is the answer to:

How many times can I divide N by 2 before it becomes 0?

How many times can I divide N by 2 before it becomes 0?

Or equivalently, using real (non-integer) division:

How many times can I divide N by 2 before it's less than 1?

$$\frac{N}{2^L} < 1$$

$$N < 2^L$$

$$\log_2 N < \log_2 2^L$$

$$\lceil \log_2 N \rceil = L$$

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Strategy:

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Total: **5L + 4**

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$5 \log_2(n) + 4$

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Total: **5L + 4**

5 log₂(n) + 4 is O(log n)

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Aside: Bases of Logarithms

Fact: converting from one base to another only requires multiplication by a constant.

$$\log_b(x) = \frac{\log_d(x)}{\log_d(b)}$$

$$\log_b(x) = \cancel{\frac{1}{\log_d(b)}} \cdot \log_d(x)$$

~~C~~

Aside: Bases of Logarithms

Corollary: the base of the logarithm doesn't affect the big-O class.

$$C \cdot \log_2(n) = \log_{10} n$$

$O(\log_2 n)$ is same as $O(\log_{10} n)$

Aside: Bases of Logarithms

Convention: We can use logs without specifying a base in big-O notation.

$$G(\log_2 n)$$



$$O(\log n)$$

Which algorithm is better?

Suppose you have two different algorithms that solve the same problem. For example, *search a sorted array*.

```
int linearSearch(int[] A, int x) {    int binarySearch(int[] A, int x) {  
    for (int i = 0; i < A.length; i++){        int start = 0;  
        if (A[i] == x) {            int end = A.length;  
            return i;            while (start < end) {  
        }                int mid = (start + end) / 2;  
    }                    if (x == A[mid]) {  
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A consequential question:

Which is better?

What is "better"?

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$O(n)$

$O(\log n)$

Best-, worst-, and Average-case

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/** Return the index of x in A or -1 not found.*/
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The operation count depends on the data!

- If x is at $A[0]$, runtime is $O(1)$
- If x is not in A , runtime is $O(N)$
- If x is at a random location in A , runtime is $O(N)$

Best-, worst-, and Average-case

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(one possible notion of **average-case** runtime)