

# Design and Analysis of Algorithms

## 03-02

# Divide – and – Conquer

## Linear Search

### **Imran Ihsan**

Assistant Professor, Department of Computer Science  
Air University, Islamabad, Pakistan  
[www.imranihsan.com](http://www.imranihsan.com)

# Linear Search in Array

Ann	Pat	...	Joe	Bob
-----	-----	-----	-----	-----

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# Real Life Example

English    French    Italian    German    Spanish

House	Maison	Casa	Haus	Casa
Car	Voiture	Auto	Auto	Auto
Table	Table	Tavola	Tabelle	Mesa

# Searching in an Array

Input: An array  $A$  with  $n$  elements.

A key  $k$ .

Output: An index,  $i$ , where  $A[i] = k$ .

If there is no such  $i$ , then

**NOT\_FOUND.**



# Recursive Solution

```
LinearSearch(A, low, high, key)
```

```
    if high < low:
```

```
        return NOT_FOUND
```

```
    if A[low] = key:
```

```
        return low
```

```
    return LinearSearch(A, low + 1, high, key)
```

# Definition

A **recurrence relation** is an equation recursively defining a sequence of values

## Fibonacci Recurrence Relation

$$F_n = \begin{cases} 0, & n = 0, \\ 1, & n = 1, \\ F_{n-1} + F_{n-2}, & n > 1. \end{cases}$$

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Recurrence defining worst-case time:

$$T(n) = T(n - 1) + c$$

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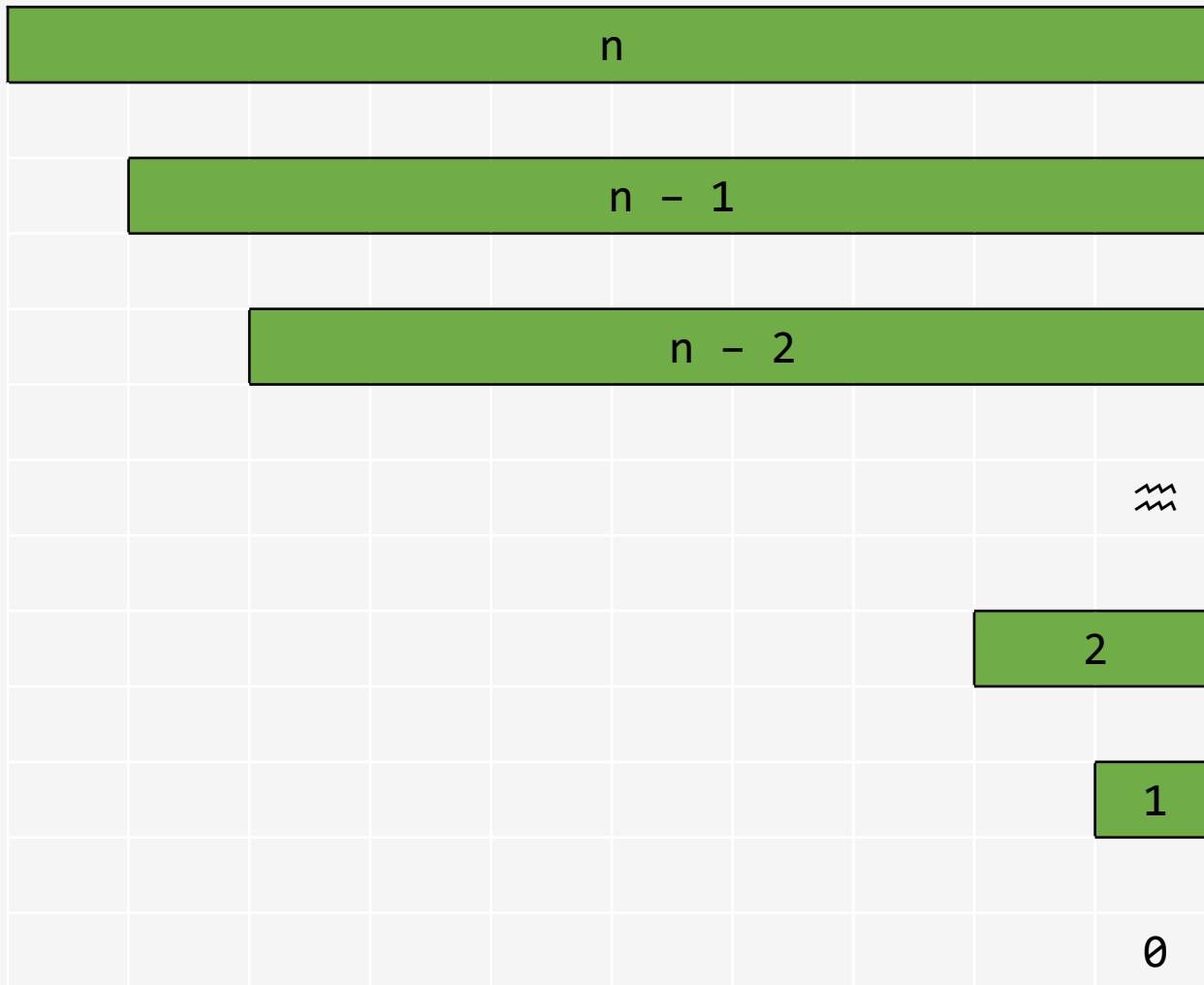
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Recurrence defining worst-case time:

$$T(n) = T(n - 1) + c$$

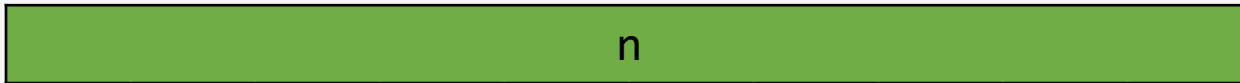
$$T(0) = c$$

# Runtime of Linear Search

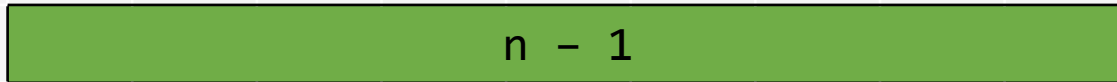


# Runtime of Linear Search

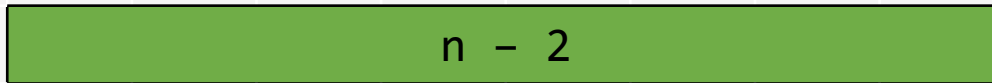
work



C



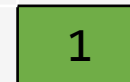
C



C



C



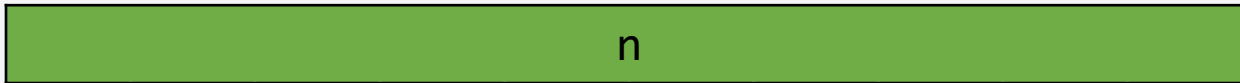
C

$\emptyset$

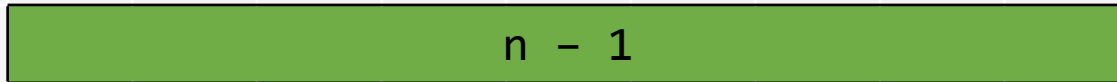
C

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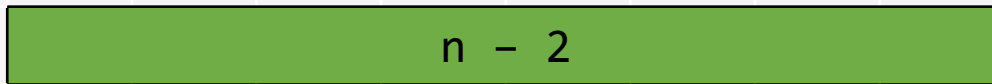
work



C



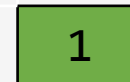
C



C



C



C

0

C

$$Total = \sum_{i=0}^n C = \theta(n)$$

# Iterative Version

```
LinearSearchIt(A, low, high, key)
```

```
  for i from low to high:
```

```
    if A[i] = key:
```

```
      return i
```

```
  return NOT_FOUND
```



# Summary

Create a recursive solution

Define a corresponding recurrence relation,  $T$

Determine  $T(n)$ : worst-case runtime

Optionally, create iterative solution