

AQA Computer Science A-Level
4.3.4 Searching algorithms
Intermediate Notes



Specification:

4.3.4.1 Linear search:

Know and be able to trace and analyse the complexity of the linear search algorithm. Time complexity is $O(n)$.

4.3.4.2 Binary search

Know and be able to trace and analyse the time complexity of the binary search algorithm. Time complexity is $O(\log n)$.

4.3.4.3 Binary tree search

Be able to trace and analyse the time complexity of the binary tree search algorithm. Time complexity is $O(\log n)$.



Searching Algorithms

A **searching algorithm** is used to find a **specified data item** within a **set of data**. This could be an array, a list or even a binary tree. There are several different searching algorithms which can be used in varying circumstances. The three studied below are **linear search**, **binary search** and a **binary tree search**.

Linear Search

A linear search can be conducted on any list, even if the data isn't in order. It is very simple to program, but it has a comparatively **high time complexity**, so is rarely used in the real world. It has one loop, and thus has a **time complexity** of $O(N)$.

Synoptic Link

The ideas of **time and space complexity** and **Big-O** notation are covered in **Order of Complexity** under **Theory of Computation**

Linear search works by inspecting every item in a list **one by one** until the desired item (the **target**) is found.

If the target **does not exist** in the list, the algorithm will **check every single item** in the list before finishing. If the algorithm has been properly programmed, this will not result in an error.

Linear Search Example

Here is an array of people:

Position	0	1	2	3	4	5
Data	Dean	Angelina	Oliver	Seamus	Cho	Fred

Where is "Oliver" in the array?

The first position of the array is checked.

Position	0	1	2	3	4	5
Data	Dean	Angelina	Oliver	Seamus	Cho	Fred

"Oliver" \neq "Dean"

Check the next position in the array.



Position	0	1	2	3	4	5
Data	Dean	Angelina	Oliver	Seamus	Cho	Fred

“Oliver” ≠ “Angelina”

So check the next position in the array

Position	0	1	2	3	4	5
Data	Dean	Angelina	Oliver	Seamus	Cho	Fred

“Oliver” = “Oliver”

Hence Oliver is found at position 3 in the array.

Pseudocode

The linear search algorithm could be programmed using the following pseudocode:

```

LinearSearch(Target, ArrayofNames)
Boolean Found
Integer Count
Found ← FALSE
Count ← 0

Do Until Found == TRUE or Count == ArrayofNames Count
    If Target == ArrayofNames(Count)
        Found ← TRUE
    Else
        Count ← Count + 1
    End If
Loop

If Found = TRUE
    Output Target found at Count
Else
    Output Target not found
End if
  
```



Binary Search

The binary search algorithm is more efficient than the linear search algorithm, but it can only be used on **ordered** lists.

A binary search works by looking at the **midpoint** of a list and determining if the **target** is **higher or lower** than the midpoint. The time complexity is $O(\log N)$ because the list is **halved** each search.

Binary Search Example

Here is an array of people:

Position	0	1	2	3	4	5	6
Data	Charles	Fredrick	George	Ginevra	Percy	Ronald	William

Where is George?

The first step is to take the middle piece of data. To find the midpoint of the data, **add** the **highest position** and the **lowest position** of the array being considered, and **divide by 2**.

Note

If you calculate a midpoint that isn't a whole number, be sure to always round up

For example:

$0 + 6 = 6$, $6 / 2 = 3$. Look at position 3 of the array.

Position	0	1	2	3	4	5	6
Data	Charles	Fredrick	George	Ginevra	Percy	Ronald	William

“George” \neq “Ginevra”

“George” $<$ “Ginevra” because George is before Ginevra in the list.

Hence we discard all places in the array beyond and including “Ginevra”

Our new array looks like this:

Position	0	1	2
Data	Charles	Fredrick	George



Again, we check the middle position. $0 + 2 = 2$, $2 / 2 = 1$.

Position	0	1	2
Data	Charles	Fredrick	George

“George” \neq “Fredrick”

“George” $>$ “Fredrick”

Hence, everything before and including “Fredrick” does not need to be checked.

Position	2
Data	George

There is only one element in the array. $2 + 2 = 4$, $4 / 2 = 2$

Position	2
Data	George

“George” = “George”

George is found at position 2 of the array.



Pseudocode

A binary search can be conducted in many different ways. Here is pseudocode for one solution:

```
BinarySearch(Target, ArrayofNames)
  Integer TopPointer
  Integer BottomPointer
  Integer Midpoint
  Boolean Found

  Found ← FALSE
  BottomPointer ← 0
  TopPointer ← ArrayofNames Count - 1

  Do Until Found = TRUE or TopPointer < BottomPointer
    Midpoint = int mid TopPointer, BottomPointer
    If ArrayofNames(Midpoint) = Target
      Found = TRUE
    ElseIf ArrayofNames(Midpoint) > Target
      TopPointer = Midpoint - 1
    ElseIf ArrayofNames(Midpoint) < Target
      BottomPointer = Midpoint + 1
    End If
  Loop

  If Found = TRUE
    Output Target found at Midpoint
  Else
    Output Target not found
  End if
```



Binary Tree Search

Synoptic Link

Graphs can be used as visual representations of complex relationships.

Graphs are covered in **Graphs** under **Fundamentals of Data Structures**.

A binary tree search is the same as a binary search, except it is conducted on a **binary tree** rather than a list. A tree is an type of **connected graph** that has **no cycles**.

A binary tree is a **rooted, ordered tree** in which **each node has no more than 2 children**. Just like the binary search algorithm, the binary tree search algorithm has a time complexity of $O(\log N)$.

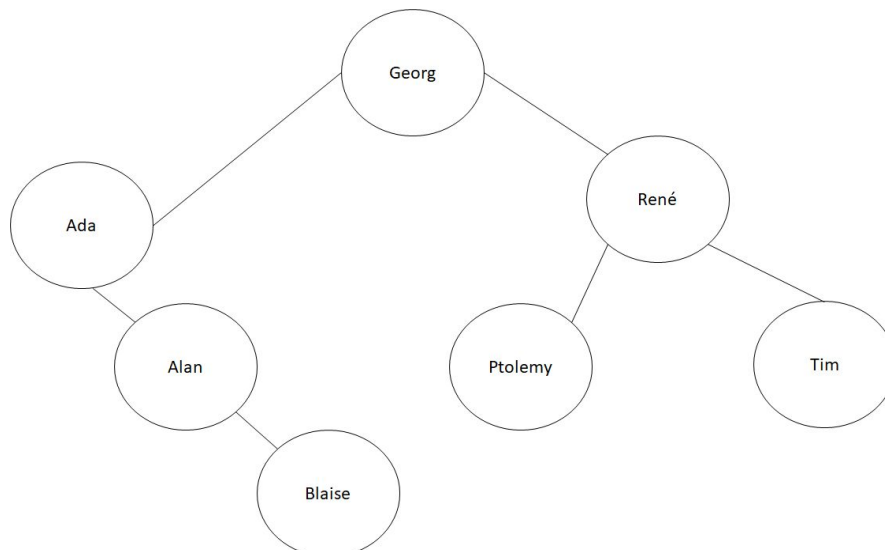
Binary Tree Search Example

Here is a list of names:

Georg, René, Ada, Alan, Blaise, Ptolemy, Tim.

Does the list contain “Alan”?

The first stage in a binary tree search is to put the list into a **binary tree**.



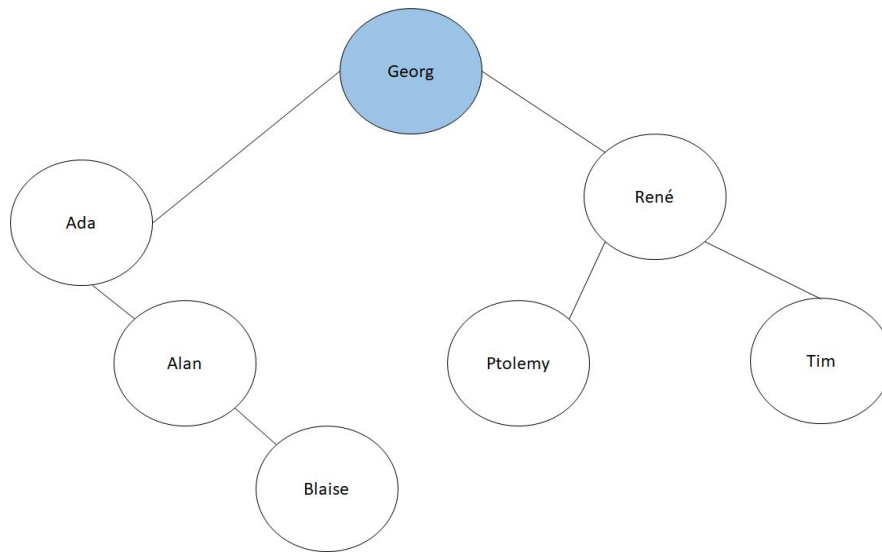
Synoptic Link

Information on how to create **binary trees** can be found under **Trees** in **Fundamentals of Data Structures**





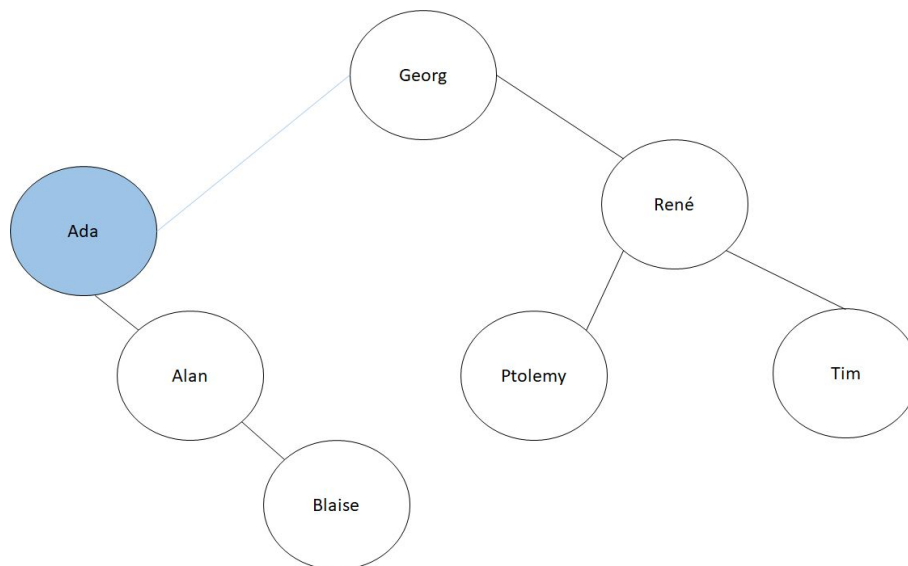
A binary tree search starts at the root.



“Alan” ≠ “Georg”

“Alan” < “Georg”

Therefore only items **left** of the root will be considered further.

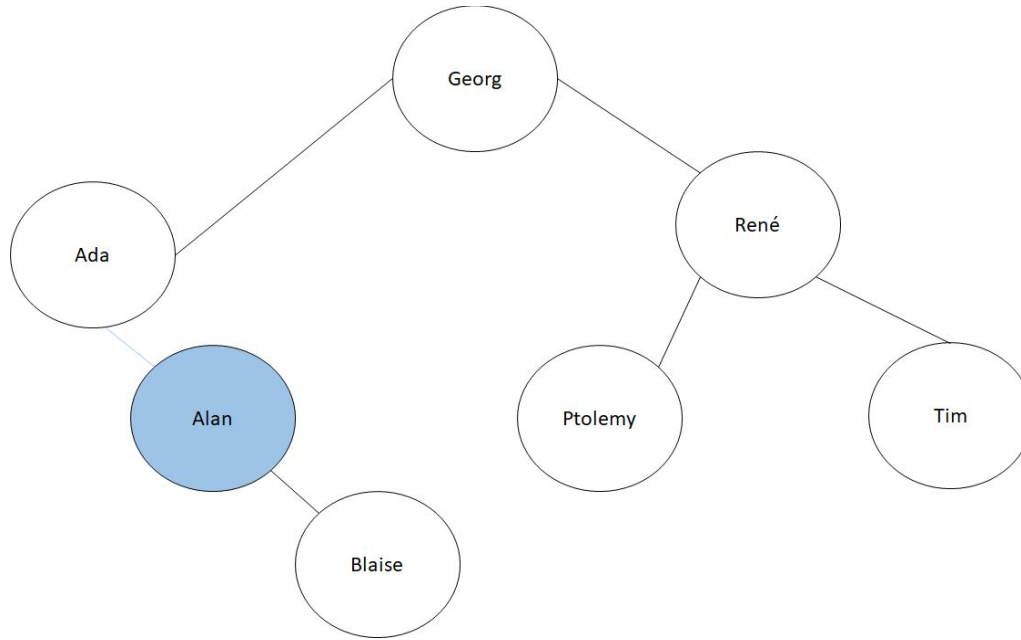


“Alan” ≠ “Ada”

“Alan” > “Ada”

Hence only nodes **right** of Ada will be further considered.





“Alan” = “Alan”
So Alan is in the tree.

