Complexity of Search

- Iteration to recursion
- Asymptotic complexity
 - What is it?
 - What is big O notation?
 - Justifying average case analysis
- Envalope classes
 - Use in i/o

Where does the iteration go?

```
private static int binSearch(int low, int hi, int []
a, int desired){
    if (hi == low +1) {return -1;}
    int mid = (hi+low)/2;
    if (desired == a[mid]) return mid;
    else if (desired < a[mid]) {
        return (binSearch(low, mid, a,desired));
        }
    else return(binSearch(mid, hi, a, desired));</pre>
```

Each time through the loop we halved the interval to be examined. Each time we call binSearch recursively, we half the interval. Number of copies of binSearch needed == number of iterations.

Recursion in "Real" Life

- Trivia question: What famous Dr. Seuss story has an example of recursion in it?
- Answer next week!

Asymptotic Complexity

- Trying to calculate how an algorithm behaves for large amounts of data
 - n or 2n comparisons versus n^2
- For 250 million people in US (2.5E8),
 n is 2.5 E8; 2n is 5. E8; n² is 6.25 E16
- Clearly, for large n, 2n and n are *close* in value whereas n² is much larger!

Asymptotic Complexity

Another comparison

n versus log 2 n (use log e n to approx)

<u>n</u>	<u>log_n</u>	log n grows much more
1.0	0.0	slowly than n.
1.5	.41	
2.0	.69	
5.0	1.61	
8.0	2.08	
20	3.00	
50	3.91	
80	4.38	
100	4.61	

Asymptotic Complexity

- Talk about how cost of an algorithm increases as problem size increases
- Try to find a function of problem size such that worst case behavior is bounded above by that function
 - -O(j) (read this as big-O of j)
 - Means algorithm's performance in worst case is bounded above by j, a measure linear in the problem size (e.g., number of numbers to search).
 - Linear search is O(n); binary search is O(log n)
 - Constant time is O(1)

Revisiting Linear Search Average Cost Analysis

- Assume array holds j elements
- Assume about half the lookups fail (on average)
- Consider doing 2j lookups
 - j lookups find nothing and each costs j
 - j lookups find a match and each costs about j/2
 - Total cost of 2j lookups is:

$$* j + j * (j/2) = 1.5 j^2$$

see next page

- Expected cost for any one search is total cost / # searches = $1.5 j^2 / (2j) = .75 j$

Validity of our Assumptions

- Assume desired value is in the array of size j
 - Any position in array is equally likely to hold the value
- What's expected cost for a lookup that matches?
 - Find total cost of looking up each element

1 + 2 + 3 + ... + (j-2) + (j-1) + j = ((j+1) * j) / 2

- Number of lookups is j
- Average cost:((j + 1)*(j/2))/j = (j + 1)/2 and j/2 is close enough to this value for large j

Search Algorithm Complexities

Assume an array with n values.

	Linear	Linear	Binary
	Unordered	Ordered	
Best	O(1)	O(1)	O(1)
Worst	O(n)	O(n)	O(log n)
Average	O(3n/4)	O(n/2)	O(log n)

Envelope Classes

- Needed because everything in Java is actually an object
- To get the primitive types into the language we need a some mechanism to obtain those kinds of values
- Envelope classes: Integer, Double, Character, Boolean
- Methods in these envelope classes let us move between classes and primitive types

Integer Class

• Interface (partial)

Integer (int value); //creates an Integer object
int IntValue();//obtains int value from Integer
receiver

Integer valueOf(String s);//class method which converts a String object to an Integer object

Integer Iobj = new Integer (i);
System.out.println(Iobj.intValue());

What is this used for?

- Input in standard Java
 - Input is a stream of substring tokens, separated by blanks, commas, or tabs
 - Can pass each token to the appropriate envelope class to convert it to an object of the correct type
 - Then convert to corresponding primitive value
- Have also seen class variables from Double
 - Double.POSITIVE_INFINITY
 - Double.NEGAIVE_INFINITY

TokenStream Class

- cs111.io package contains TokenStream class which uses StringTokenizer
- TokenStream() throws IOException
 - For keyboard input uses *InputStreamReader*
- *TokenStream(String filename)* throws IOException
 - For file input uses *FileReader*
- Allows for multiple input streams in use at at same time by creating multiple TokenStream objects

StringTokenizer Class

- Standard Java StringTokenizer class provides methods for reading substrings:
 - StringTokenizer (String s);//constructor
 - String nextToken();//returns next substring from StringTokenizer reciever
 - boolean hasMoreTokens();//checks if StringTokenizer receiver has more tokens

TokenStream Class Essentials

Similar to JavaGently Text Class

```
public class TokenStream{
  private StringTokenizer t = null;
  private BufferedReader br = null;
  private String currentToken = "";
  private boolean keyboard = true;//reset to false if
      //file io is used
. . .
//2 forms of each read method, one for keyboard
//one for files (which don't use a prompt)
public int readInt() throws IOException();
public int readInt(String prompt) throws IOException();
//similarly for readDouble(), readString(), readChar()
```

/** reads a new line and establishes a tokenizer.

* If reading from keyboard, prompt on each new line

```
* @param prompt string used to prompt for input
*/
```

```
private void refresh(String prompt) throws
IOException {
  while ((t == null) || !(t.hasMoreTokens())) {
    if (keyboard) {
        System.out.print(prompt);
        System.out.flush();
        Java i/o package
        String line = br.readLine();
        if (line == null) throw new EOFException();
        t = new StringTokenizer(line);
    }
    }
    StringTokenizer class
```

```
/**
* reads an integer from the TokenStream
* @param prompt string used to prompt for input
* @return the next integer in the TokenStream
*/
 public int readInt(String prompt) throws
  IOException {
   while (true) {
      refresh(prompt);
                                   String method
      String item = nextToken();
                                           Integer method
      try {return
  (Integer.valueOf(item.trim())).intValue();}
        catch (NumberFormatException e) {
        System.out.println(item + " is an invalid "
            "integer, try again.");
        System.out.flush();
    class method, class Integer
```