

# Sequential Search Algorithm

# Introduction

ALGORITHM SequentialSearch(A[0..n-1], K)

//Output: index of the first element in A, whose //value is equal to K or -1 if  
no such element is found

i <- 0

**while** i < n **and** A[i] ≠ K **do**

    i <- i+1

**if** i < n

**return** i

**else**

**return** -1

**Input size: n**

**Basic op: <, ≠**

**$C_{\text{worst}}(n) = n$**

# Example

Let the elements of array are -

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

Let the element to be searched is  $K = 41$

Now, start from the first element and compare  $K$  with each element of the array.

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

↑  
 $K \neq 70$

The value of  $K$ , i.e., **41**, is not matched with the first element of the array. So, move to the next element. And follow the same process until the respective element is found

# Cont...

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

↑  
 $K \neq 40$

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

↑  
 $K \neq 30$

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

↑  
 $K \neq 11$

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

↑  
 $K \neq 57$

0	1	2	3	4	5	6	7	8
70	40	30	11	57	41	25	14	52

↑  
 $K = 41$

Now, the element to be searched is found.  
So algorithm will return the index of the element matched.

# Time Complexity

- **Best Case Complexity** - In Linear search, best case occurs when the element we are finding is at the first position of the array.
- **Average Case Complexity** - The average case time complexity of linear search is  $O(n)$ .
- **Worst Case Complexity** - In Linear search, the worst case occurs when the element we are looking is present at the end of the array. The worst-case in linear search could be when the target element is not present in the given array, and we have to traverse the entire array.

Case	Time Complexity
<b>Best Case</b>	$O(1)$
<b>Average Case</b>	$O(n)$
<b>Worst Case</b>	$O(n)$

# Brute-Force String Matching Algorithm

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Given a **text** array  $T[1 \dots n]$  and a **pattern** array  $P[1 \dots m]$  such that the elements of  $T$  and  $P$  are characters taken from alphabet  $\Sigma$ . e.g.,  $\Sigma = \{0, 1\}$  or  $\Sigma = \{a, b, \dots, z\}$ .

The **String Matching Problem** is to find *all* the occurrence of  $P$  in  $T$ .

A pattern  $P$  occurs with **shift**  $s$  in  $T$ , if  $P[1 \dots m] = T[s + 1 \dots s + m]$ . The String Matching Problem is to find all values of  $s$ . Obviously, we must have  $0 \leq s \leq n - m$ .

# Cont...

Examples:

1. String and pattern matching
2. Computing  $n!$
3. Multiplying two matrices
4. Searching for a key of a given value in a list



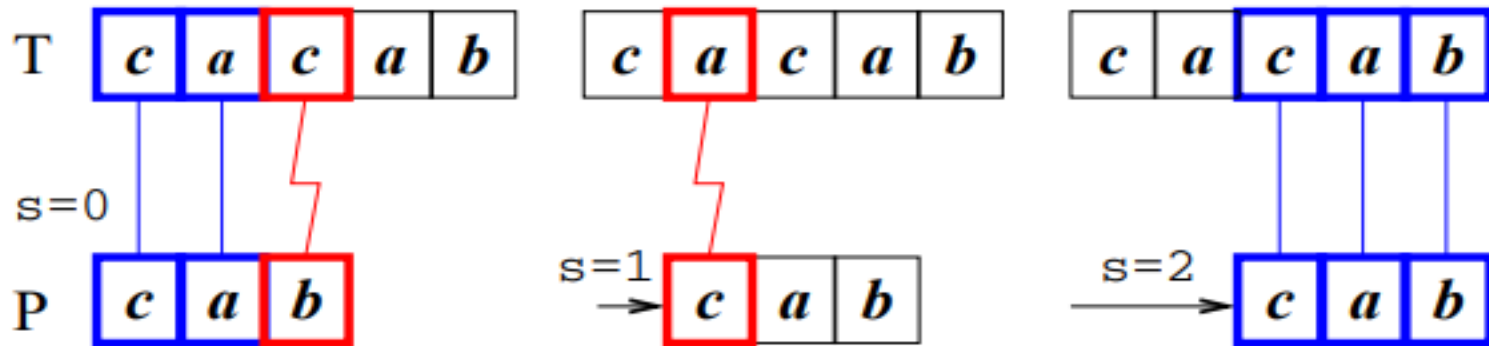
# Brute-Force String Matching Algorithm

**ALGORITHM** *BruteForceStringMatch*( $T[0..n-1]$ ,  $P[0..m-1]$ )  
//Implements brute-force string matching  
//Input: An array  $T[0..n-1]$  of  $n$  characters representing a text and  
// an array  $P[0..m-1]$  of  $m$  characters representing a pattern  
//Output: The index of the first character in the text that starts a  
// matching substring or  $-1$  if the search is unsuccessful

```
for  $i \leftarrow 0$  to  $n - m$  do
     $j \leftarrow 0$ 
    while  $j < m$  and  $P[j] = T[i + j]$  do
         $j \leftarrow j + 1$ 
    if  $j = m$  return  $i$ 
return  $-1$ 
```

# Example

Initially,  $P$  is aligned with  $T$  at the first index position.  $P$  is then compared with  $T$  from **left-to-right**. If a mismatch occurs, "slide"  $P$  to *right* by 1 position, and start the comparison again.



# Efficiency

Brute-force pattern matching runs in time  **$O(nm)$** .

Brute-force exact pattern match: worst case

Brute-force algorithm can be slow if text and pattern are repetitive



but this situation is **rare** in typical applications

# Strengths

## Strengths:

- It is wide applicable.
- It is not complex in nature unlike other algorithms.
- It yields reasonable algorithms for some important problems
  - searching; string matching; matrix multiplication
- It yields standard algorithms for simple computational tasks
  - sum/product of  $n$  numbers; finding max/min in a list

# Weakness

Weaknesses:

- It rarely yields efficient algorithms
- Some brute force algorithms are unacceptably slow
  - e.g., the recursive algorithm for computing Fibonacci numbers
- It is not as constructive/creative as some other design techniques

# Applications

- parsers.
- spam filters.
- digital libraries.
- screen scrapers.
- word processors.
- web search engines.
- natural language processing.
- computational molecular biology.
- feature detection in digitized images. . . .