

## Binary Search (with a BST)

We went over the Binary Search algorithm in class; this handout is so you can see the function typeset in the CLRS pseudocode style. In this version, the function takes in a Binary Search Tree  $x$  and looks for a *key*. It returns TRUE if the key is found in the tree and FALSE otherwise.

We identify a tree through its root,  $x$ . The root (and every node) has a value, which we'll call  $x.value$ . Because  $x$  is a binary search tree, all the values in its left subtree are smaller than  $x.value$  and all the values in its right subtree are greater than  $x.value$ .

We won't worry about how the tree got created, just the algorithmic step of searching for a key in the tree. We'll make the following assumptions:

- The BST is balanced
- We access a tree  $x$  by its root.
- $x.left$  is  $x$ 's left subtree
- $x.right$  is  $x$ 's right subtree
- All the values are distinct

BINARYSEARCH( $x, key$ )

```

1  if  $x == \text{NULL}$ 
2      return FALSE
3  elseif  $x.value == key$ 
4      return TRUE
5  elseif  $key < x.value$ 
6      return BINARYSEARCH( $x.left, key$ )
7  else
8      return BINARYSEARCH( $x.right, key$ )

```

Here's how we typeset the above function in CLRS style:

```

\begin{codebox}
\Procname{\proc{BinarySearch}( $x, \text{id}\{key\}$ )$}
\li \If  $x == \text{const}\{\text{Null}\}$ $
\Then
\li \Return \const\{False\}
\li \ElseIf  $\text{id}\{x.value\} == \text{id}\{key\}$ $
\Then
\li \Return \const\{True\}
\li \ElseIf  $\text{id}\{key\} < \text{id}\{x.value\}$ $
\Then
\li \Return  $\text{proc}\{\text{BinarySearch}\}(\text{id}\{x.left\}, \text{id}\{key\})$ $
\li \Else
\li \Return  $\text{proc}\{\text{BinarySearch}\}(\text{id}\{x.right\}, \text{id}\{key\})$ $
\end{codebox}

```