

BINARY SEARCH TREES

David Kauchak
CS 62 – Spring 2021

1

Administrative

Autocomplete

Lab tomorrow: Q&A + work session (make some progress on assignment!)

Midterm 2 next week

Pre-pre enrollment

2

Binary Search Trees

BST – A binary tree where each node has a value, and every node's value is:

- Greater than all values in its left subtree. (everything left is smaller)
- Less than or equal to all values in its right subtree. (everything right is larger)

```

graph TD
    12((12)) --- 8((8))
    12 --- 14((14))
    8 --- 5((5))
    8 --- 9((9))
    14 --- 20((20))
  
```

3

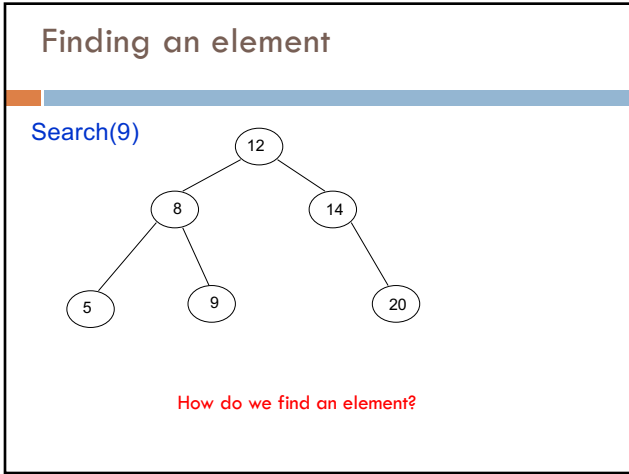
Operations

Search – Does the key exist in the tree

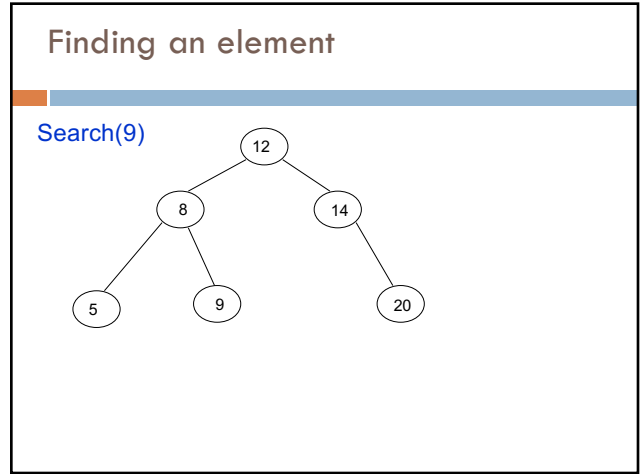
Insert – Insert the key into tree

Delete – Delete the key from the tree

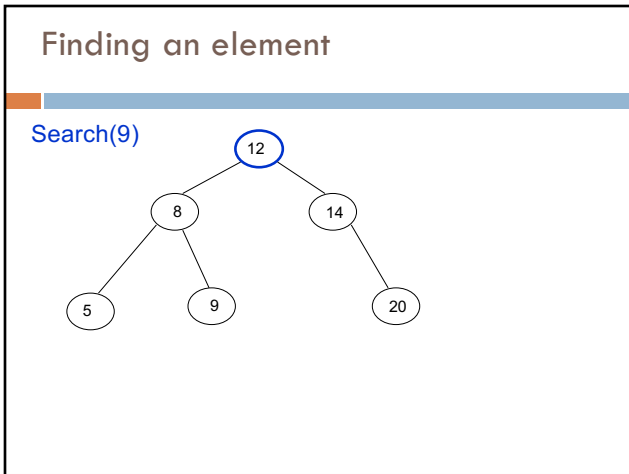
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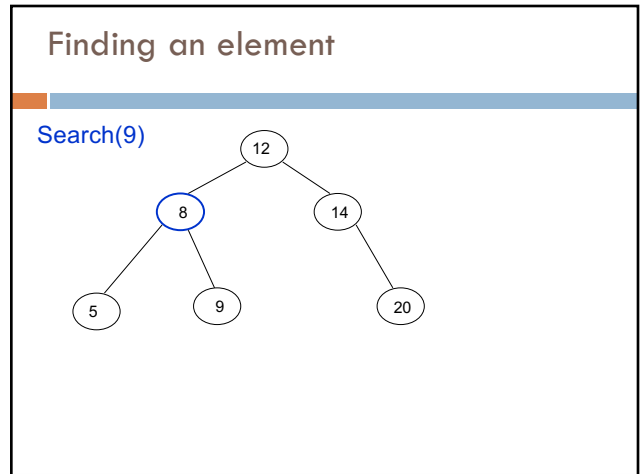
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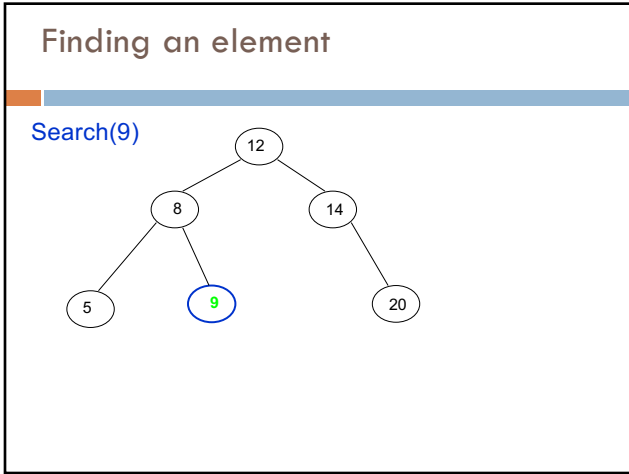
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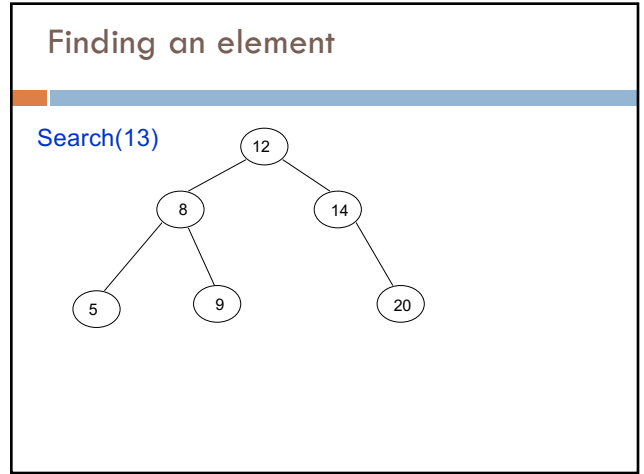
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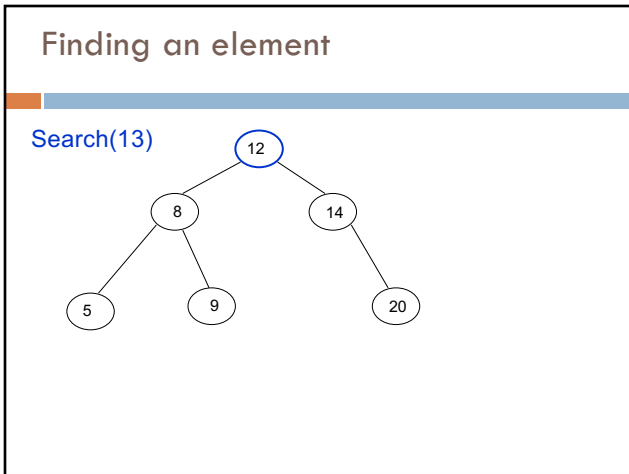
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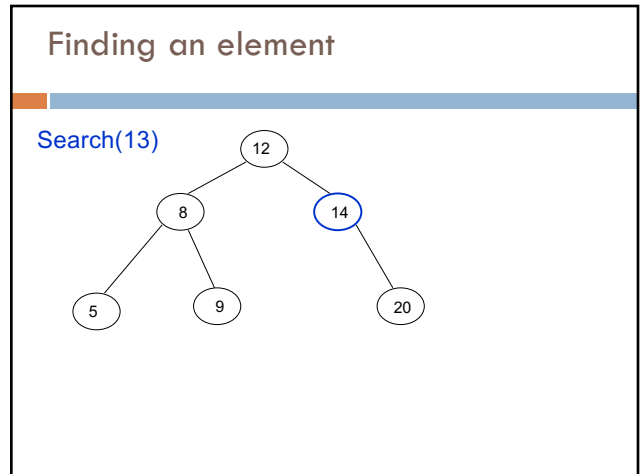
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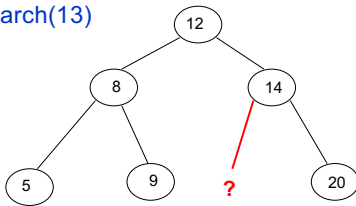
11



12

Finding an element

Search(13)



13

Finding an element

```

public boolean search(E item){
    return search(root, item);
}

private boolean search(Node c, E item) {
    if( c == null ) {
        return false;
    } else {
        int cmp = item.compareTo(c.value);

        if( cmp == 0 ){
            return true;
        } else if( cmp < 0 ){
            return search(c.left, item);
        } else {
            return search(c.right, item);
        }
    }
}
  
```

14

Finding an element

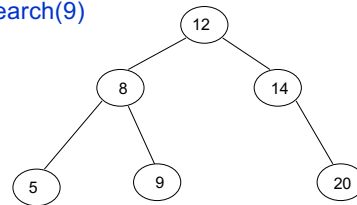
```

private boolean iterativeSearch(Node c, E item) {
    while( c != null && item.compareTo(c.value) != 0 ) {
        if( item.compareTo(c.value) < 0 ){
            c = c.left;
        } else {
            c = c.right;
        }
    }
    return c != null;
}
  
```

15

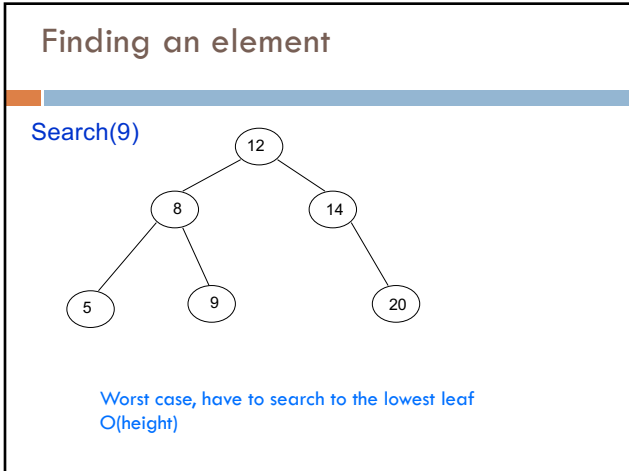
Finding an element

Search(9)

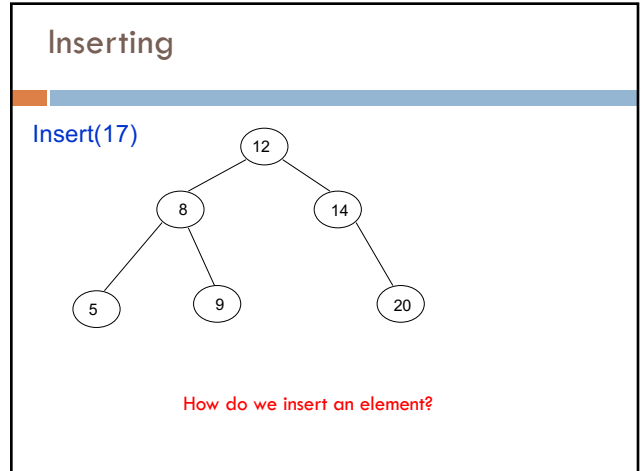


What is the worst case running time of search?

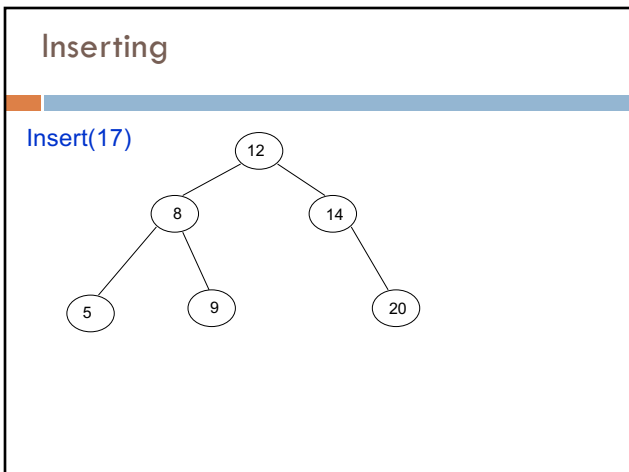
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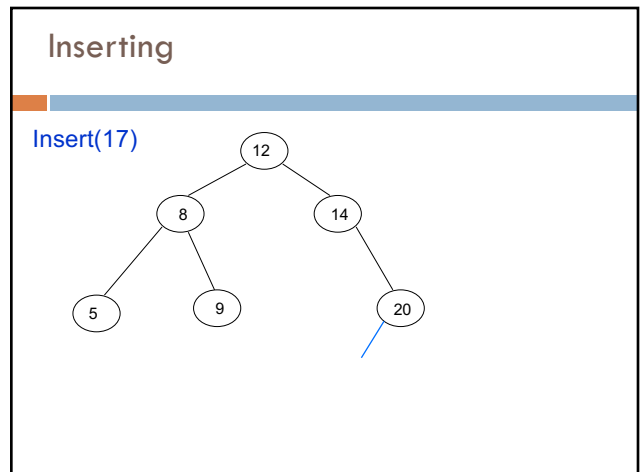
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18



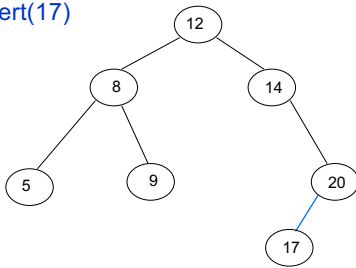
19



20

Inserting

Insert(17)



21

Inserting

```

private void insert(Node c, E item) {
    if( item.compareTo(c.value) < 0) {
        if( c.left == null ) {
            c.left = new Node(item);
        } else {
            insert(c.left, item);
        }
    } else {
        if( c.right == null ) {
            c.right = new Node(item);
        } else {
            insert(c.right, item);
        }
    }
}

```

22

Inserting

```

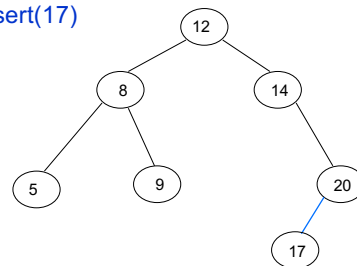
public void insert(E item){
    if( root == null ) {
        root = new Node(item);
    } else {
        insert(root, item);
    }
}

```

23

Inserting

Insert(17)



What is the worst case running time of insert?

24

Inserting

Insert(17)

```

    graph TD
      12((12)) --- 8((8))
      12 --- 14((14))
      8 --- 5((5))
      8 --- 9((9))
      14 --- 20((20))
      20 --- 17((17))
  
```

Worst case, have to search to the lowest leaf
 $O(\text{height})$

25

Inserting duplicate

Insert(14)

```

    graph TD
      12((12)) --- 8((8))
      12 --- 14((14))
      8 --- 5((5))
      8 --- 9((9))
      14 --- 20((20))
  
```

```

private void insert(Node c, E item) {
    if( item.compareTo(c.value) < 0) {
        if( c.left == null ) {
            c.left = new Node(item);
        } else {
            insert(c.left, item);
        }
    } else {
        if( c.right == null ) {
            c.right = new Node(item);
        } else {
            insert(c.right, item);
        }
    }
}
  
```

26

Visiting all nodes

In sorted order

```

    graph TD
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      12 --- 14((14))
      8 --- 5((5))
      8 --- 9((9))
      14 --- 20((20))
  
```

27

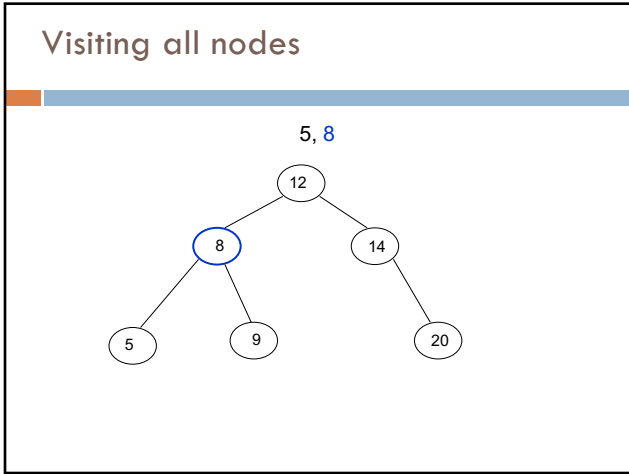
Visiting all nodes

In sorted order

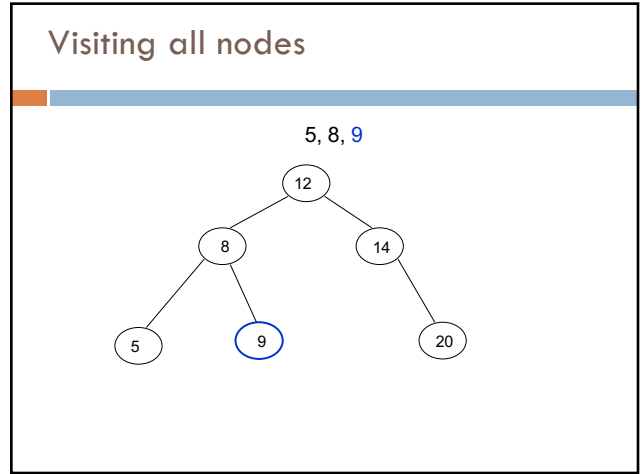
```

    graph TD
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      14 --- 20((20))
  
```

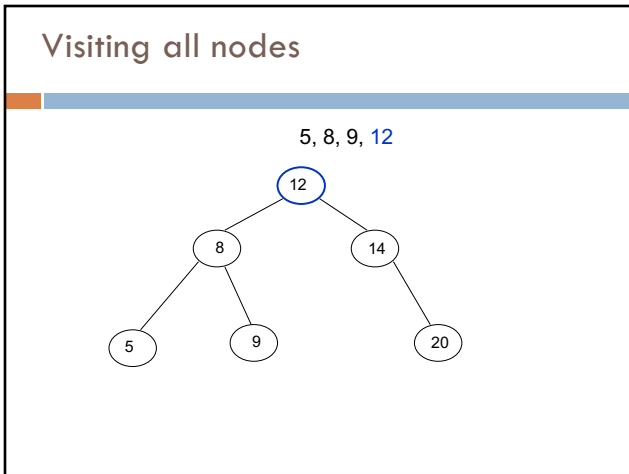
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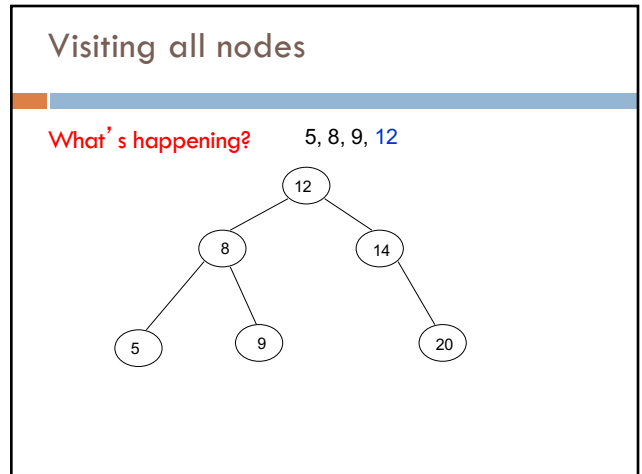
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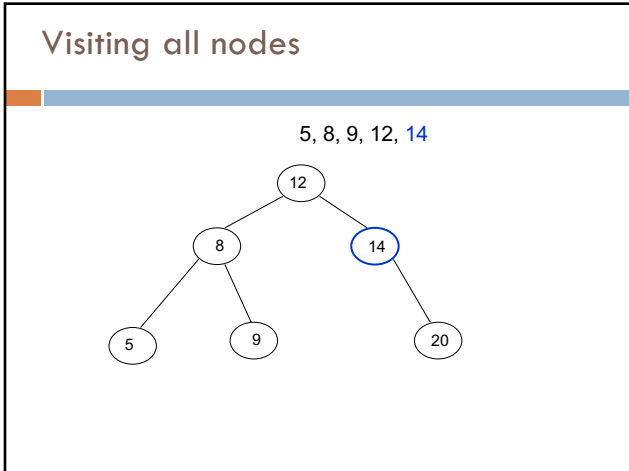
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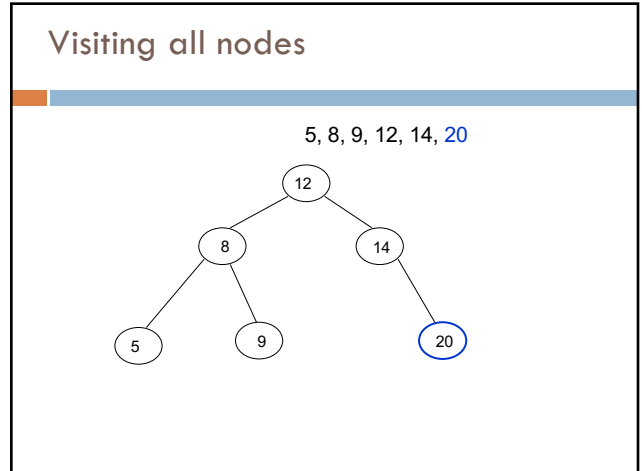
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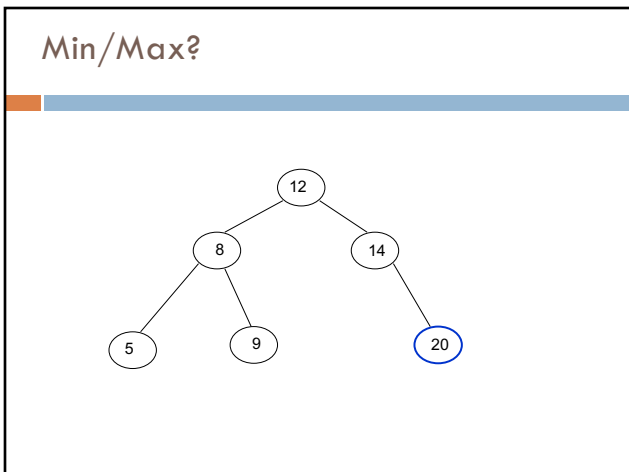
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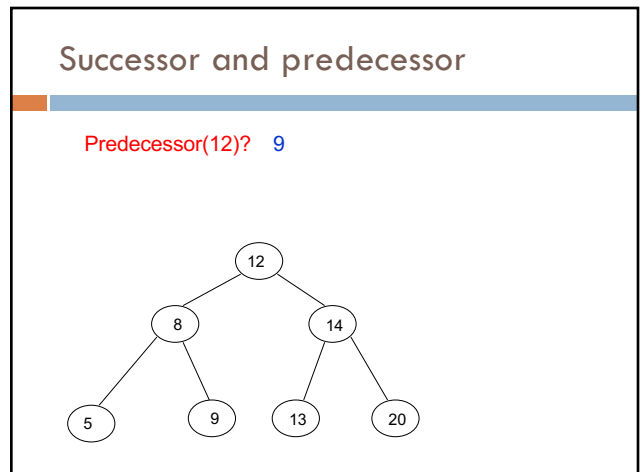
33



34



35



36

Successor and predecessor

Predecessor in general? largest node of all those smaller than this node

rightmost element of the left subtree

37

Successor

Successor(12)? 13

38

Successor

Successor in general? smallest node of all those larger than this node

leftmost element of the right subtree

39

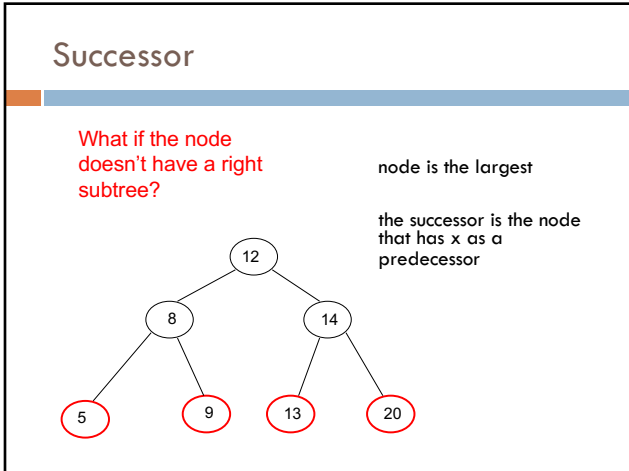
Successor

What if the node doesn't have a right subtree?

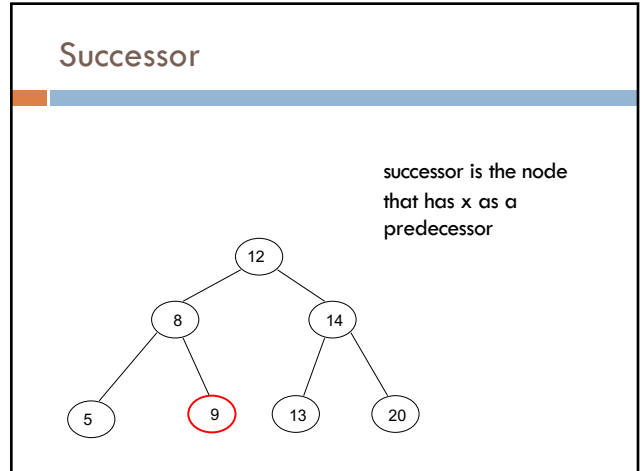
smallest node of all those larger than this node

leftmost element of the right subtree

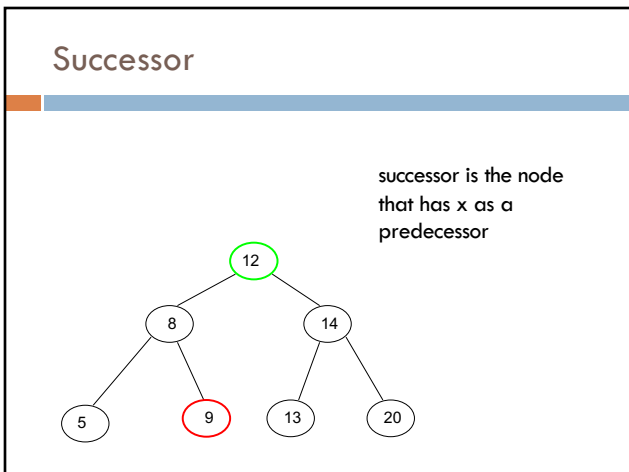
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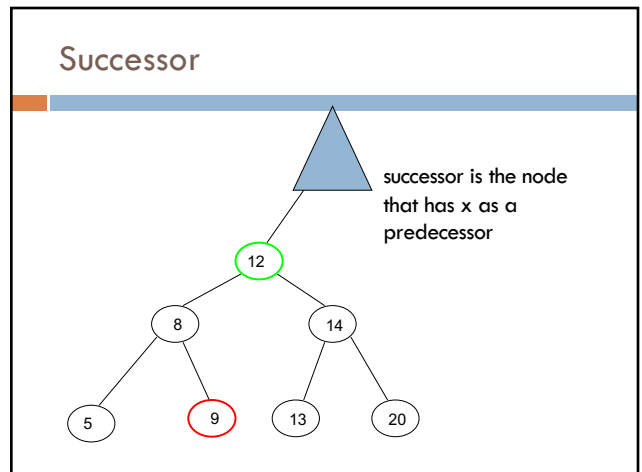
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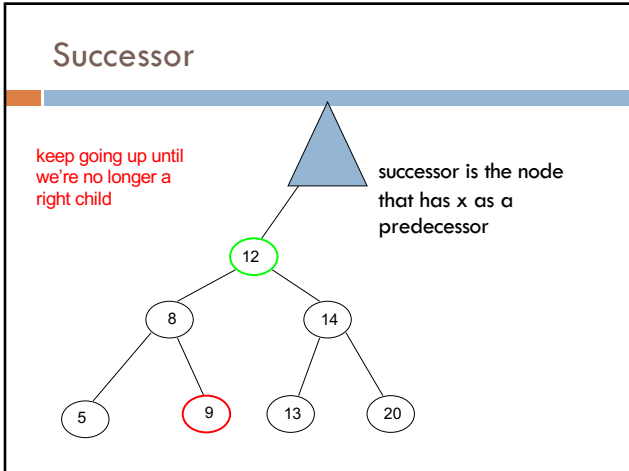
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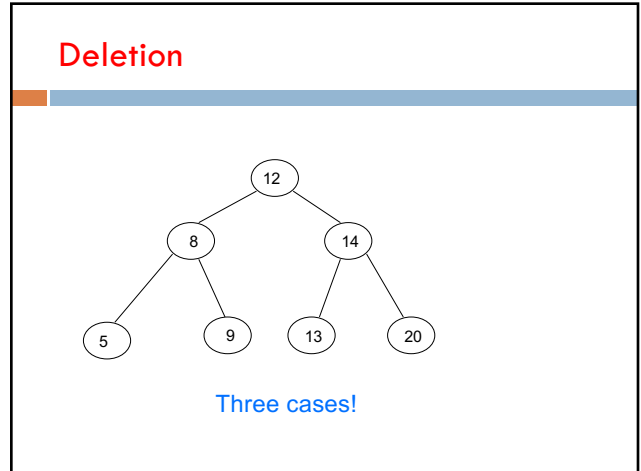
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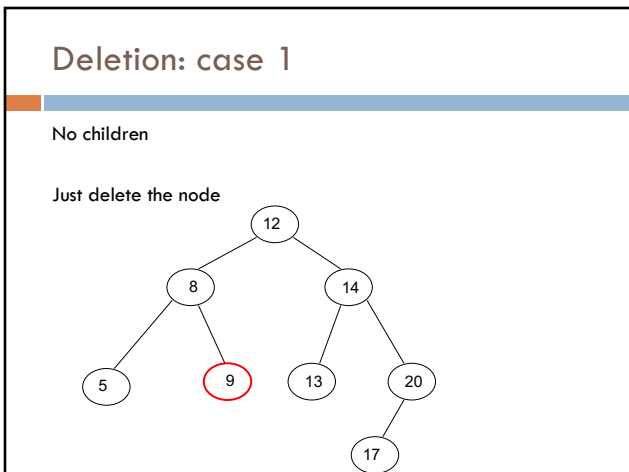
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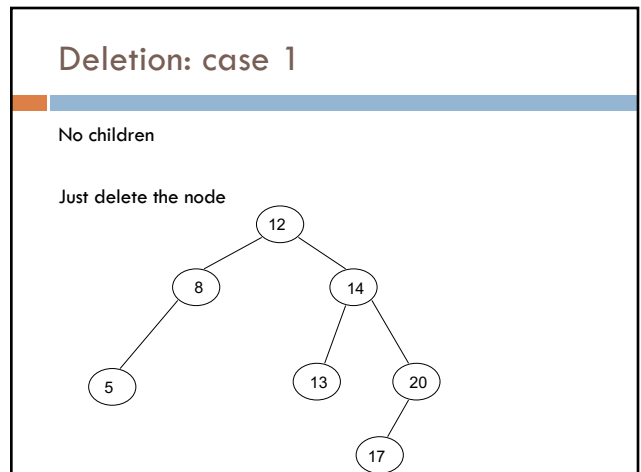
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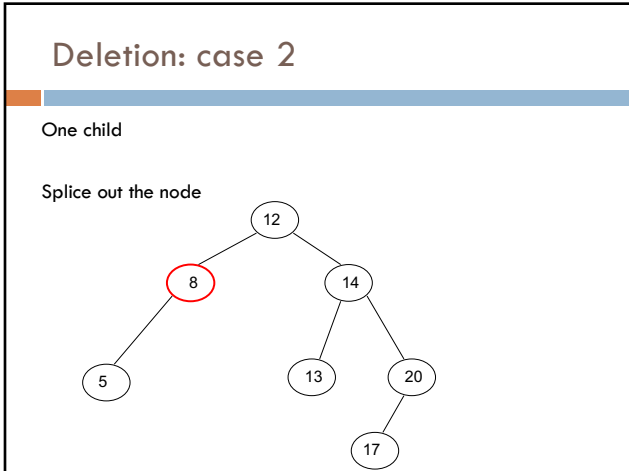
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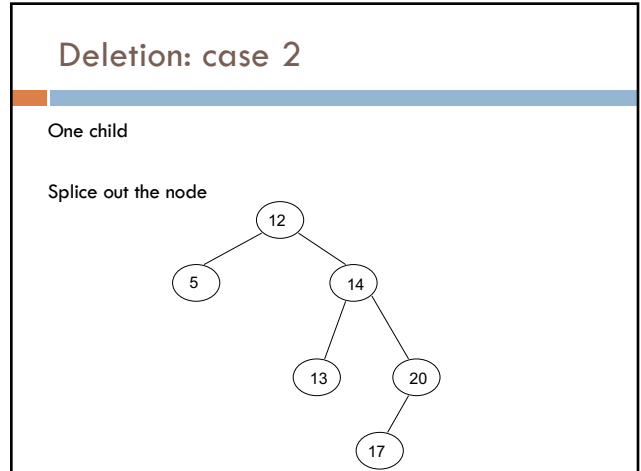
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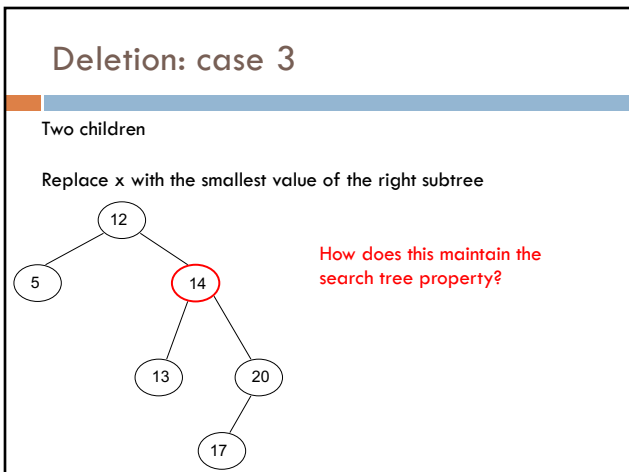
48



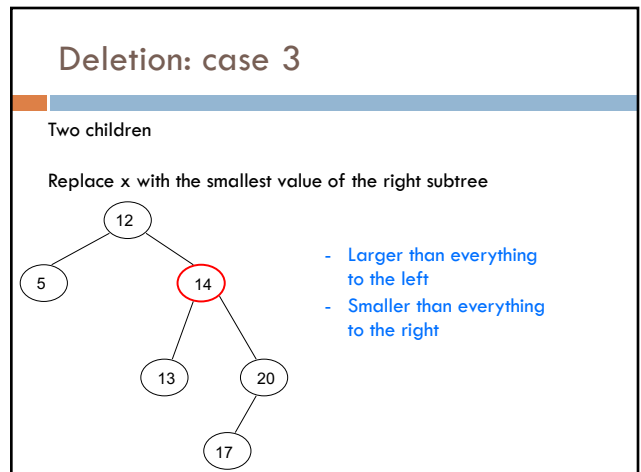
49



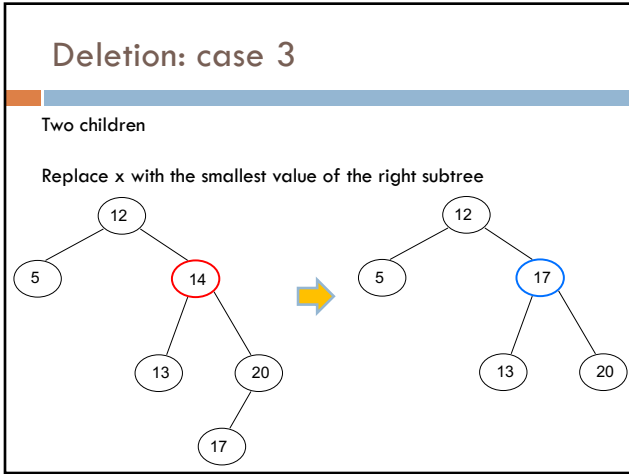
50



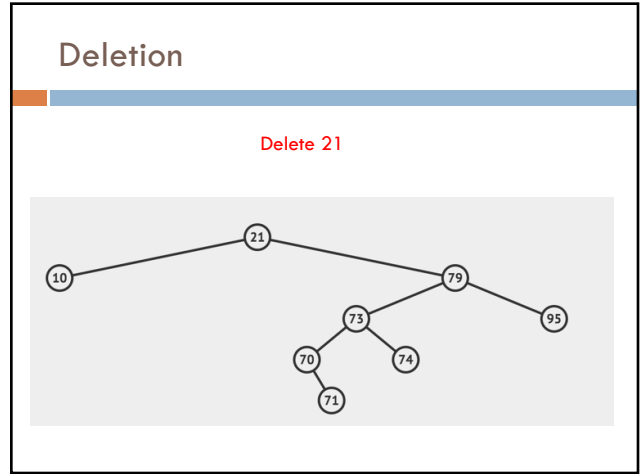
51



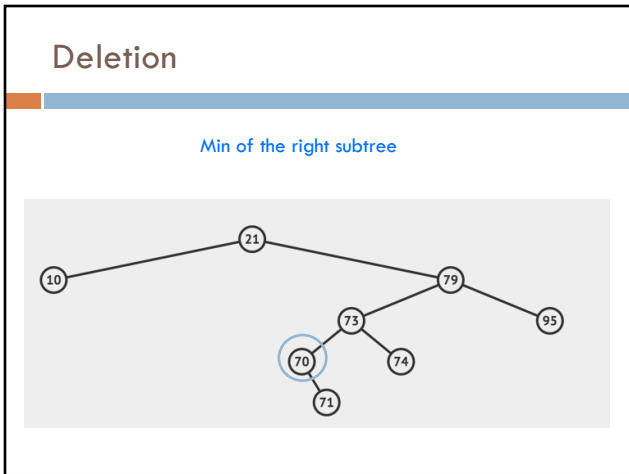
52



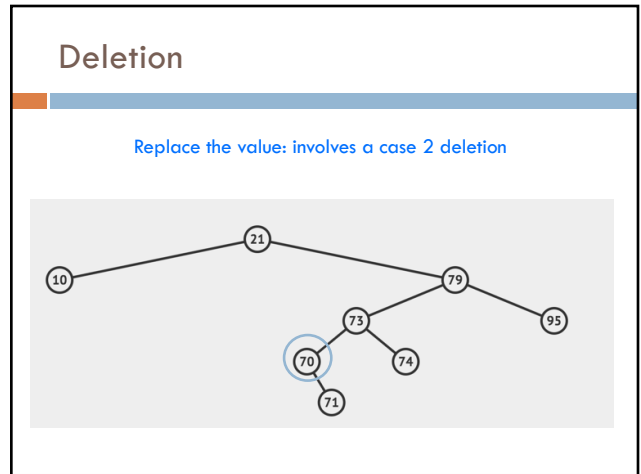
53



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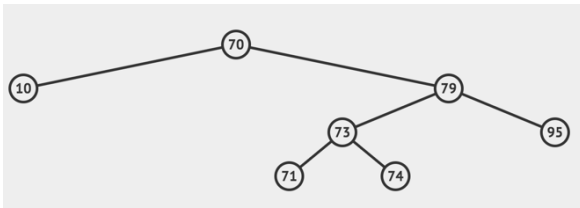
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56

Deletion

Replace the value: involves a case 2 deletion



57

Deletion: case 3

The min of the right subtree will always be either a case 1 deletion or a case 2 deletion

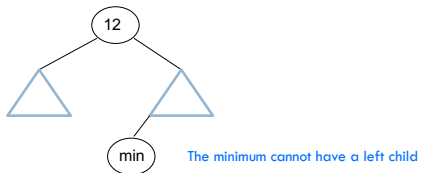
Why?

58

Deletion: case 3

The min of the right subtree will always be either a case 1 deletion or a case 2 deletion

Why?

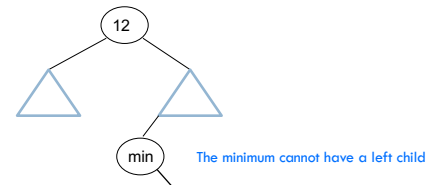


59

Deletion: case 3

The min of the right subtree will always be either a case 1 deletion or a case 2 deletion

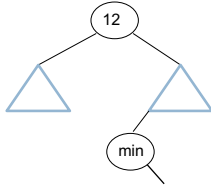
Why?



60

Deletion: case 3

The min of the right subtree will always be either a case 1 deletion or a case 2 deletion

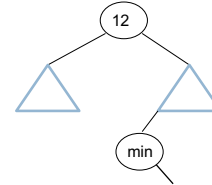


What is the worst case running time of delete?

61

Deletion: case 3

The min of the right subtree will always be either a case 1 deletion or a case 2 deletion



Case 1 and Case 2: $O(1)$
Case 3: Find min and do a case 1 or case 2 delete
 $O(\text{height})$

62

Height of the tree

Most of the operations take time
 $O(\text{height})$

Trees built from random data have height $O(\log n)$

Two problems:

- ▣ We can't always insure random data
- ▣ What happens when we delete nodes and insert others after building a tree?

Worst case height for binary search trees is $O(n)$ ☹

67

Why BSTs?

Hashtables are fast at search/insert/delete, $O(1)$

Why BSTs?

68

Why BSTs?

Hashtables are fast at search/insert/delete, $O(1)$

Min/Max

Successor/predecessor

Inorder traversal

order statistics (5th largest element, etc.)

69

Operations

Search – Does the key exist in the tree

Insert – Insert the key into tree

Delete – Delete the key from the tree

70