

# Binary Search Tree

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- Recursion Revisited
- binary search tree *Implementation*
  - traversal - inorder, preorder, postorder, levelorder
  - minimum, maximum,
  - predecessor, successor
  - height
  - clear
  - contains
  - grow
  - *trim*

## Binary search trees

### **bunnyEars():** counting bunny ears in recursion

```
// each bunny has two ears.  
int bunnyEars(int bunnies) {  
      
    return 2 + bunnyEars(bunnies-1);  
}
```

### **funnyEars():** counting funny ears in recursion

```
// even numbered funny has two ears, odd numbered funny three.  
int funnyEars(int funnies) {  
    if (bunnies == 0) return 0;  
  
    if (funnies % 2 == 0)  
        return   
    else  
        return   
}
```

## Binary search trees

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### **bunnyEars():** counting bunny ears in recursion

```
// each bunny has two ears.
int bunnyEars(int bunnies) {
    if (bunnies == 0) return 0;
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### **funnyEars():** counting funny ears in recursion

```
// even numbered funny has two ears, odd numbered funny three.
int funnyEars(int funnies) {
    if (bunnies == 0) return 0;

    if (funnies % 2 == 0)
        return 2 + funnyEars(funnies - 1);
    else
        return 3 + funnyEars(funnies - 1);
}
```

## Binary search trees

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### size(): in doubly linked list

```
int size(pList p) {  
    int count = 0;  
    for (pNode c = begin(p); c != end(p); c = c->next)  
        count++;  
    return count;  
}
```

### size(): in singly linked list

```
int size(pNode node) {  
    if (node->next == nullptr) return 0;  
    return 1 + size(node->next);  
}
```

## Binary search trees

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**size:** Count the number of nodes in the binary tree recursively.

```
int size(tree node) {  
    if (node == nullptr) return 0;  
    return   
}
```

## Binary search trees

---

**size:** Count the number of nodes in the binary tree recursively.

```
int size(tree node) {  
    if (node == nullptr) return 0;  
    return 1 + size(node->left)   
}
```

## Binary search trees

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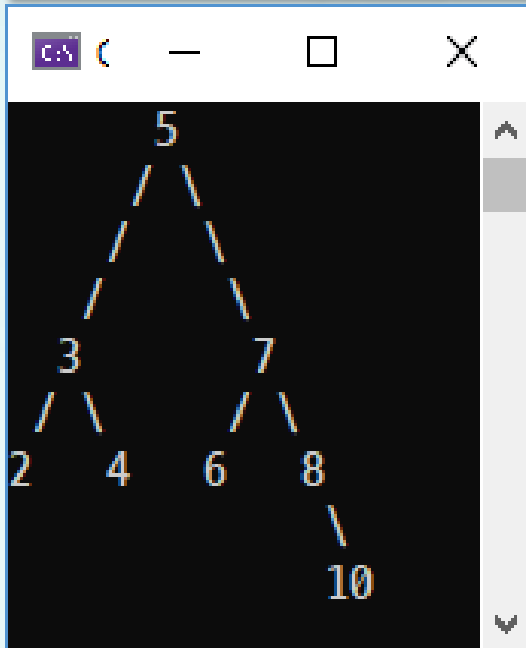
**size:** Count the number of nodes in the binary tree recursively.

```
int size(tree node) {  
    if (node == nullptr) return 0;  
    return 1 + size(node->left) + size(node->right);  
}
```

## Binary search trees

**size:** Count the number of nodes in the binary tree recursively.

```
int size(tree node) {  
    if (node == nullptr) return 0;  
    cout << " size at: " << node->key << endl;  
    return 1 + size(node->left) + size(node->right);  
}
```

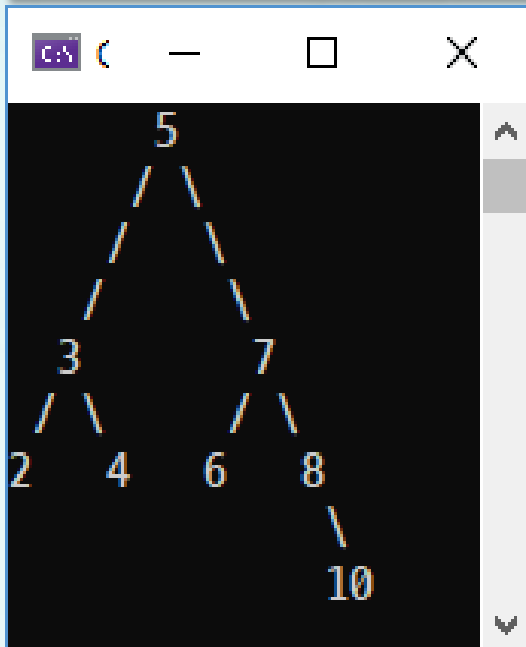




## Binary search trees

**size:** Count the number of nodes in the binary tree recursively.

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int size(tree node) {  
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}
```

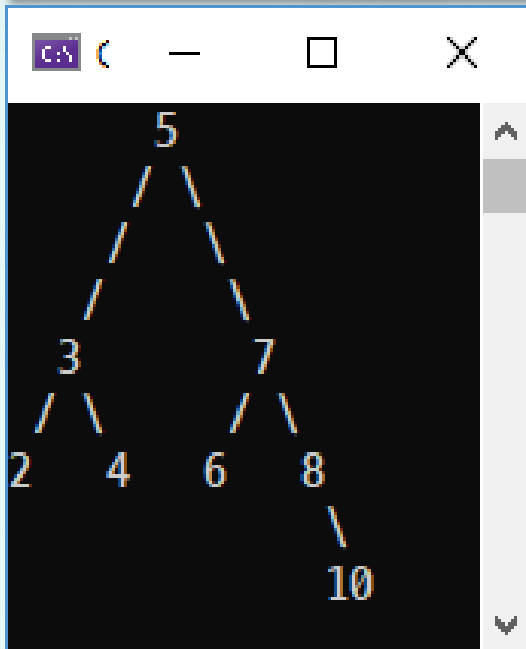


```
size at:  
size at:  
size at:  
size at:  
size at:  
size at:  
size at:  
size at:
```

## Binary search trees

**size:** Count the number of nodes in the binary tree recursively.

```
int size(tree node) {  
    if (node == nullptr) return 0;  
    cout << " size at: " << node->key << endl;  
    return 1 + size(node->left) + size(node->right);  
}
```



```
size at: 5  
size at: 3  
size at: 2  
size at: 4  
size at: 7  
size at: 6  
size at: 8  
size at: 10  
size at: 8  
size at: 10
```

# Binary search trees

**size:** Count the number of nodes in the binary tree recursively.

```
int size(tree node) {
    if (node == nullptr) return 0;
    return 1 + size(node->left) + size(node->right);
}
```

**height:** compute the max height(or depth) of a tree.

```
// It is the number of nodes along the longest path from the root node
// down to the farthest leaf node.
```

```
int height(tree node) {  
  
}
```

## Binary search trees

**BST Node structure:**

Key	
Left	Right

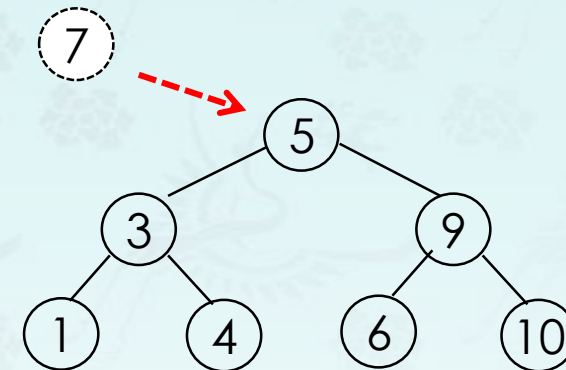
```
struct TreeNode{
    int      key;      // sorted by key
    TreeNode* left;    // left child
    TreeNode* right;   // right child
    TreeNode(const int k = 0, Tree* l = nullptr, Tree* r = nullptr) {
        key = k; left = l; right = r;
    }
    ~TreeNode() {}
};
using tree = TreeNode*;
```



## Binary search trees

### Operations: grow

- $\text{grow}(T, k)$ 
  - Insert a node with Key =  $k$  into BST  $T$
  - Time complexity?  $O(h)$
- **Step 1:**  
if the tree is empty, then  $\text{Root}(T) = k$
- **Step 2:**  
Pretending we are searching for  $k$  in BST, until we meet a nullptr node
- **Step 3:**  
Insert  $k$



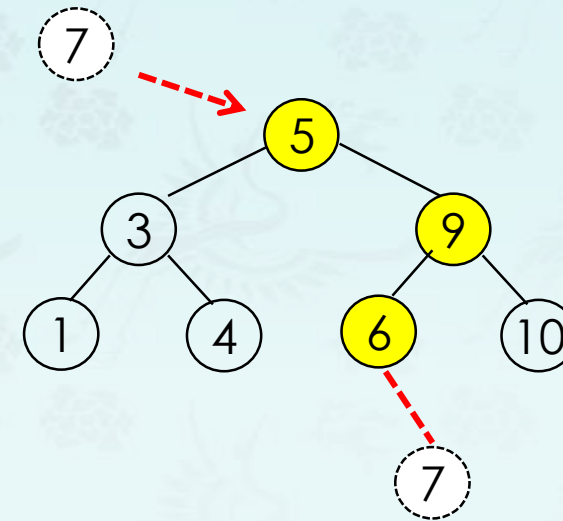
Q: Where is it inserted at?



## Binary search trees

### Operations: grow

- $\text{grow}(T, k)$ 
  - Insert a node with Key =  $k$  into BST **T**
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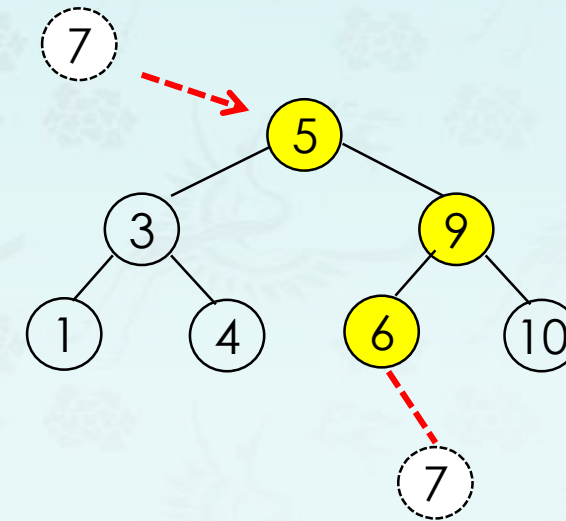


The light nodes are compared with key.

## Binary search trees

### Operations: grow

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  - Time complexity?  $O(h)$
- **Step 1:**  
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- **Step 2:**  
Pretending we are searching for  $k$  in BST, until we meet a nullptr node
- **Step 3:**  
Insert  $k$



The light nodes are compared with key.

**Q:** Do you see the difference between the complete binary tree and binary search tree?



## grow: insert a new node with given key in BST

Something wrong?

```
tree grow(tree node, int key) {  
    if (node == nullptr)   
    if (key < node->key) // recur down the tree  
        grow(node->left, key);  
    else   
        grow(node->right, key);  
    else   
        cout << "grow: the same key " << key << " is ignored.\n";  
  
    return node;  
}
```

## grow: insert a new node with given key in BST

Something wrong?

```
tree grow(tree node, int key) {  
    if (node == nullptr) return new Tree(key);  
    if (key < node->key) // recur down the tree  
        grow(node->left, key);  
    else   
        grow(node->right, key);  
    else   
        cout << "grow: the same key " << key << " is ignored.\n";  
  
    return node;  
}
```

## grow: insert a new node with given key in BST

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tree grow(tree node, int key) {  
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        grow(node->left, key);  
    else if (key > node->key)  
        grow(node->right, key);  
    else  
        cout << "grow: the same key " << key << " is ignored.\n";  
  
    return node;  
}
```

Something wrong?

## grow: insert a new node with given key in BST

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    if (key < node->key) // recur down the tree  
        grow(node->left, key);  
    else if (key > node->key)  
        grow(node->right, key);  
    else  
        ;  
  
    return node;  
}
```

## grow: insert a new node with given key in BST

Something wrong?

```
tree grow(tree node, int key) {  
    if (node == nullptr) return new Tree(key);  
    if (key < node->key) // recur down the tree  
        node->left = grow(node->left, key);  
    else if (key > node->key)  
        node->right = grow(node->right, key);  
    else  
        ;  
  
    return node;  
}
```

## inorder traversal: do inorder traversal of BST.

---

```
void inorder(tree node) {  
    if (node == nullptr) return;  
  
    inorder(node->left);  
    cout << node->key;  
    inorder(node->right);  
}
```

## inorder traversal: do inorder traversal of BST.

---

```
void inorder(tree node) {  
    if (node == nullptr) return;  
  
    inorder(node->left);  
    cout << node->key;  
    inorder(node->right);  
}
```

```
void inorder(tree node, vector<int>& vec) {  
    if (node == nullptr) return;  
  
    inorder(node->left, vec);  
    _____  
    inorder(node->right, vec);  
}
```

## inorder traversal: do inorder traversal of BST.

```
void inorder(tree node) {  
    if (node == nullptr) return;  
  
    inorder(node->left);  
    cout << node->key;  
    inorder(node->right);  
}
```

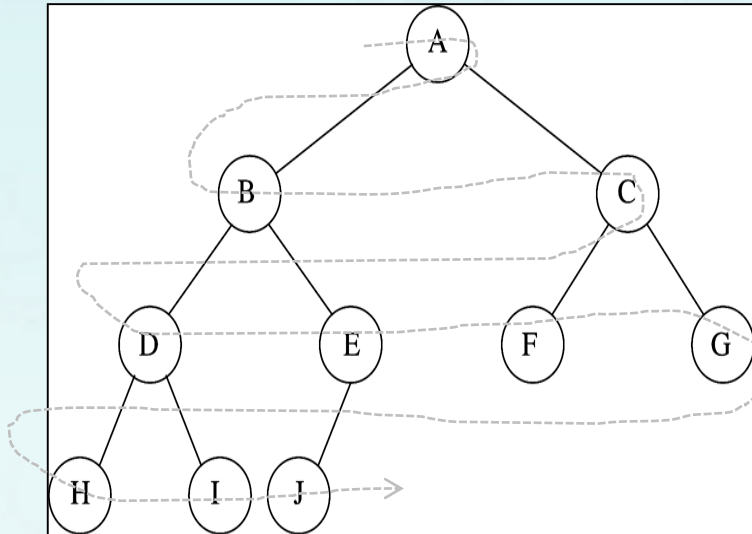
```
void inorder(tree node, vector<int>& vec) {  
    if (node == nullptr) return;  
  
    inorder(node->left, vec);  
      
    inorder(node->right, vec);  
}
```

```
case 'l':  
    cout << "\n\tinorder: ";  
    vec.clear();  
    inorder(root, vec);  
    for (int i : vec)  
        cout << i << " ";
```



## Level-order traversal

1. **Depth first** search(DFS) – preorder, inorder, postorder traversal
2. **Breadth first** search(BFS) - **level-order** traversal



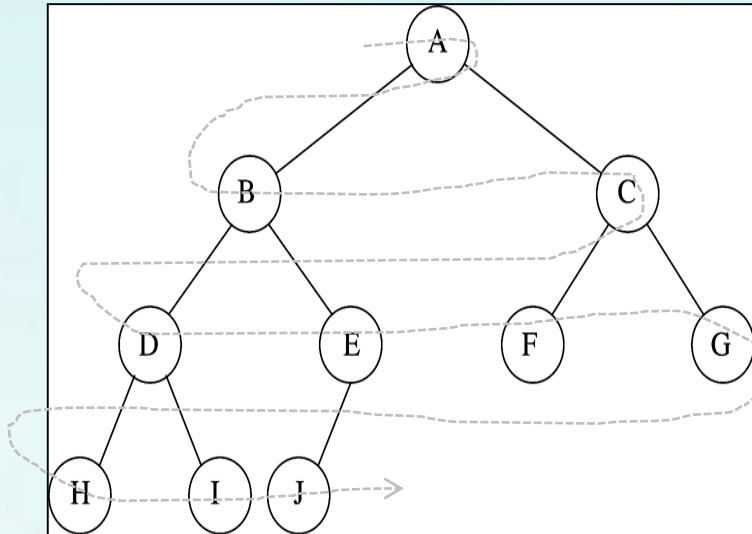
```
#include <queue>
#include <vector>
```

```
void levelorder(tree root, vector<int>& vec)
```

- Visit the root. if it is not null, enqueue it.
- while queue is not empty
  1. que.front() - get the node in the queue
  2. save the key in vec.
  3. if its left child is not null, enqueue it.
  4. if its right child is not null, enqueue it.
  5. que.pop() - remove the node in the queue.

## Level-order traversal

1. **Depth first** search(DFS) – preorder, inorder, postorder traversal
2. **Breadth first** search(BFS) - **level-order** traversal



```
#include <queue>
#include <vector>
```

```
void levelorder(tree root, vector<int>& vec) {
    queue<tree> que;
    if (!root) return;
    que.push(root);
    while ...{
```

```
        cout << "your code here\n";
```

```
    }
}
```

## minimum, maximum:

---

returns the node with min or max key.

Note that the entire tree does not need to be searched.

```
tree minimum(tree node) { // returns left-most node key  
  
}
```

```
tree maximum(tree node) { // returns right-most node key  
  
}
```

## **pred(), succ()** – predecessor, successor:

---

Input: root node, key

output: predecessor node, successor node

1. If root is nullptr, then return

2. if key is found then

a. If its left subtree is not nullptr

Then **predecessor** will be the right most child of left subtree or left child itself.

b. If its right subtree is not nullptr

The **successor** will be the left most child of right subtree or right child itself.

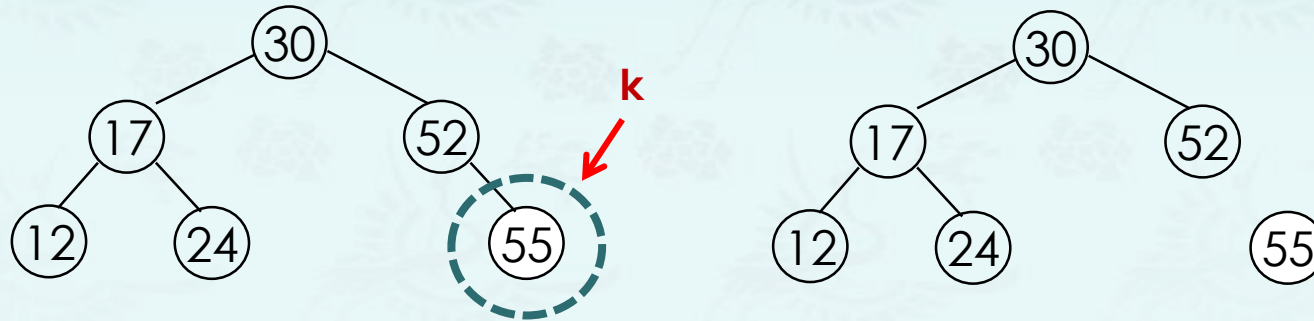
return

## Binary search trees

### Operations: trim

- $\text{trim}(\mathbf{T}, k)$ 
  - trim a node with Key =  $k$  into BST  $\mathbf{T}$
  - Time complexity:  $O(h)$

**Case 1:  $k$  has no child**



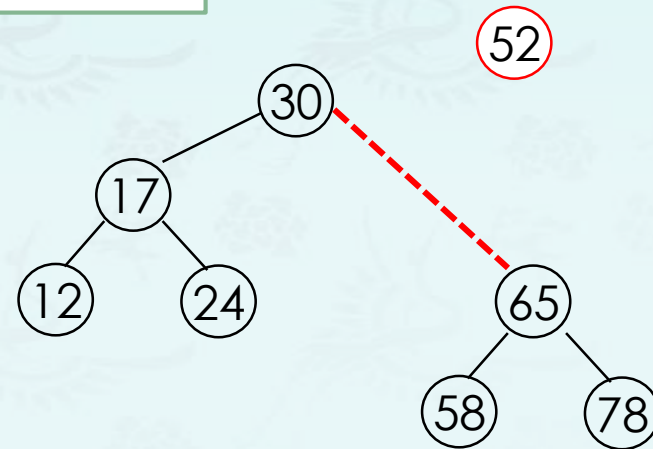
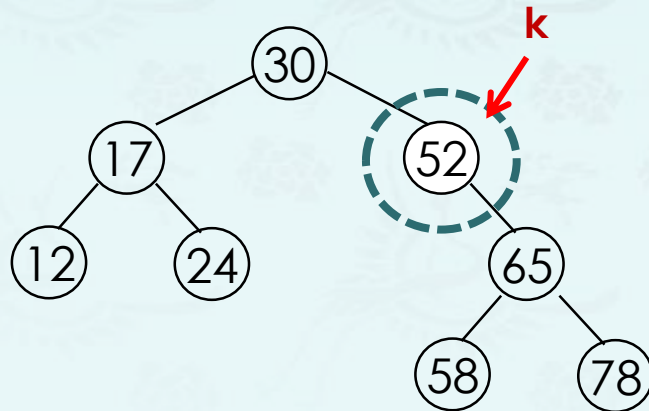
We can simply trim it from the tree

## Binary search trees

### Operations: trim

- trim(**T**, k)
  - trim a node with Key = k into BST **T**
  - Time complexity:  $O(h)$

#### Case 2: k has one child



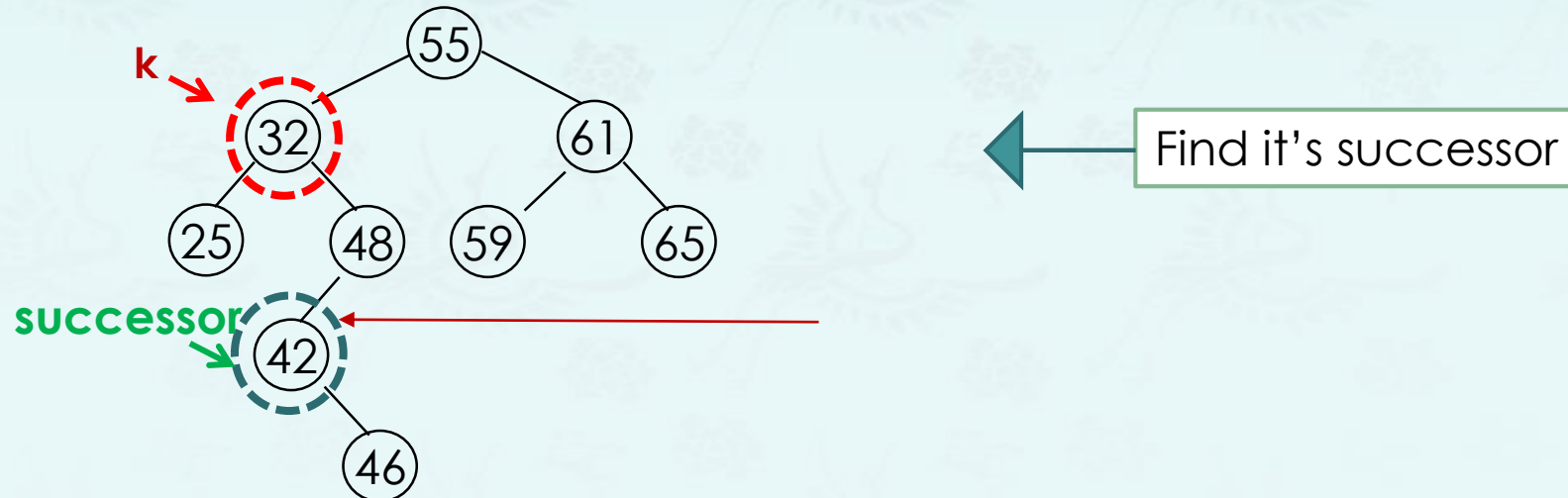
After removing it, connect it's subtree to it's parent node.

## Binary search trees

### Operations: trim

- $\text{trim}(\mathbf{T}, k)$ 
  - trim a node with Key =  $k$  into BST  $\mathbf{T}$
  - Time complexity:  $O(h)$

#### Case 3: $k$ has two children

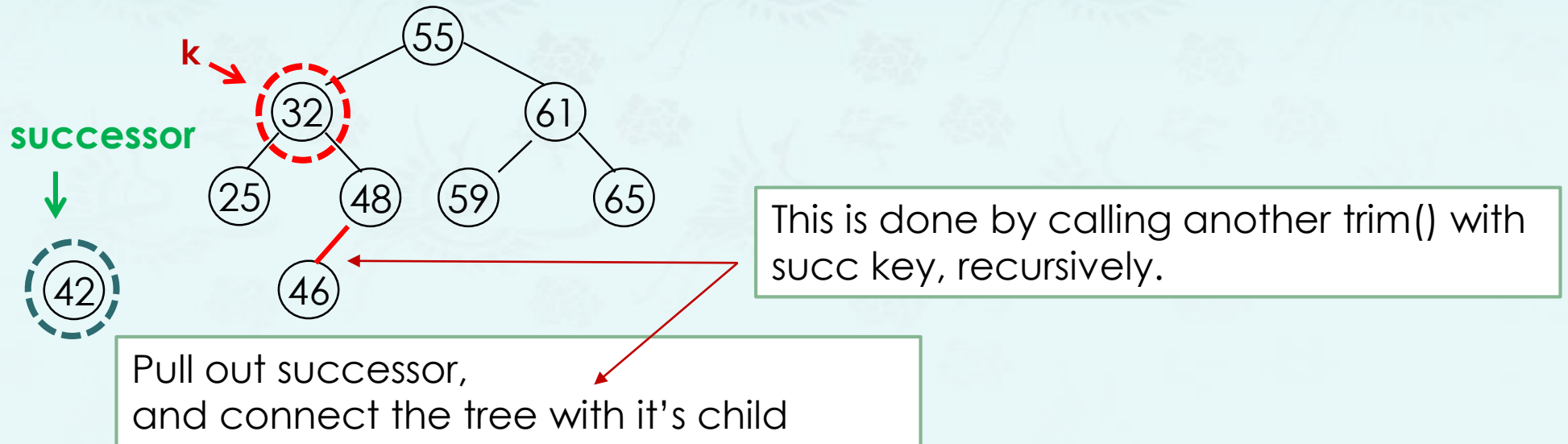


## Binary search trees

### Operations: trim

- $\text{trim}(\mathbf{T}, k)$ 
  - trim a node with Key =  $k$  into BST  $\mathbf{T}$
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#### Case 3: $k$ has two children



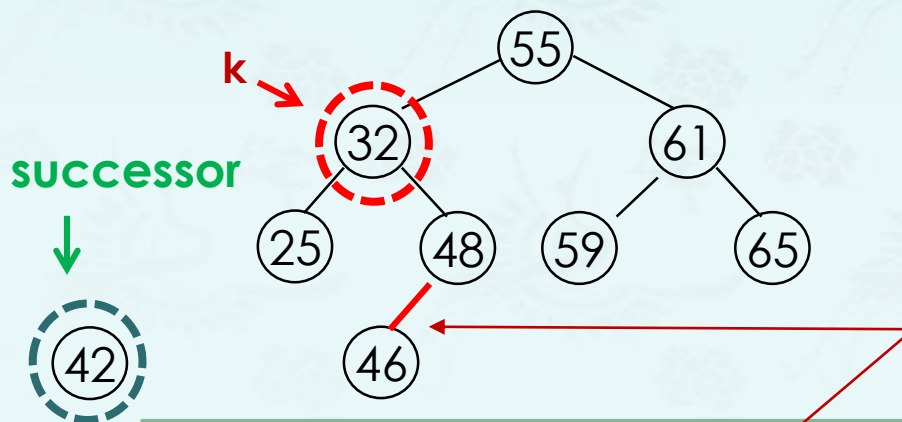


## Binary search trees

### Operations: trim

- trim(**T**, k)
  - trim a node with Key = k into BST **T**
  - Time complexity:  $O(h)$

#### Case 3: k has two children



```
int succ = value(minimum(node->right));  
node->key = succ;  
node->right = trim(node->right, succ);
```

This is done by calling another trim() with succ key, recursively.

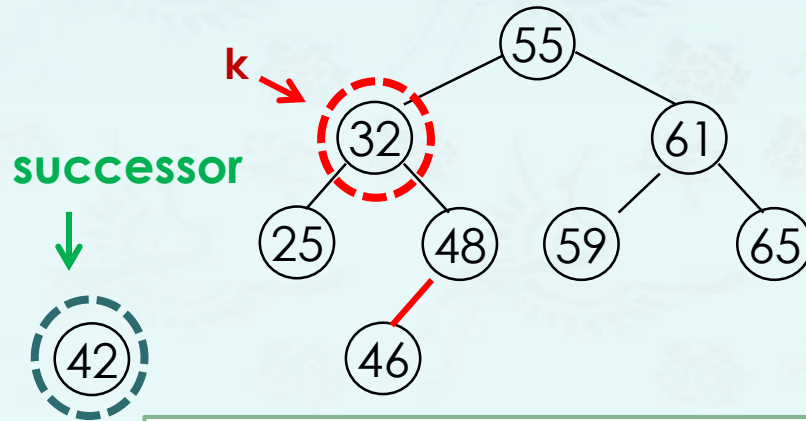
Pull out successor,  
and connect the tree with it's child

## Binary search trees

### Operations: trim

- $\text{trim}(\mathbf{T}, k)$ 
  - trim a node with Key =  $k$  into BST  $\mathbf{T}$
  - Time complexity:  $O(h)$

#### Case 3: $k$ has two children



Pull out successor,  
and connect the tree with it's child

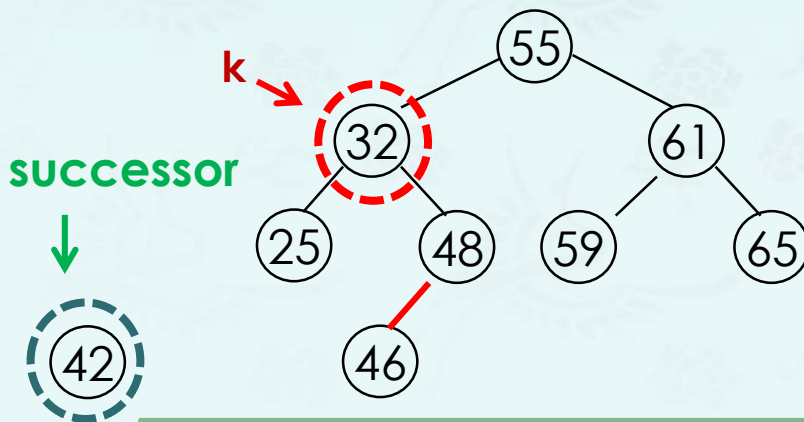
**Q:** What if successor has **two** children?

## Binary search trees

### Operations: trim

- $\text{trim}(\mathbf{T}, k)$ 
  - trim a node with Key =  $k$  into BST  $\mathbf{T}$
  - Time complexity:  $O(h)$

#### Case 3: $k$ has two children



#### A: Not possible !

Because if it has two nodes, at least one of them is less than it, then in the process of finding successor, we won't pick it !

Pull out successor,  
and connect the tree with it's child

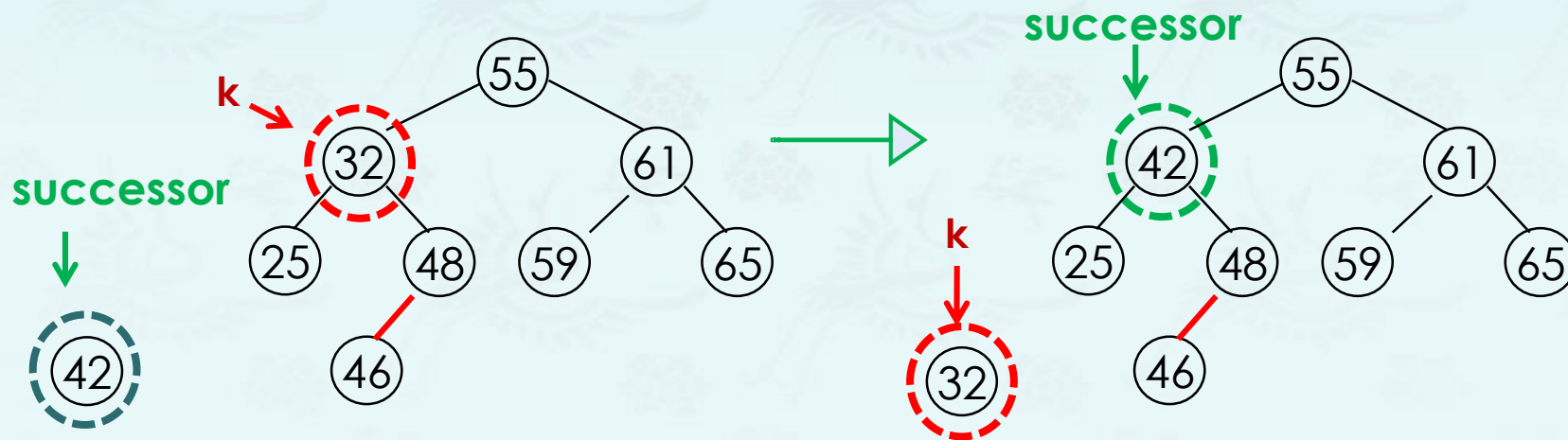
Q: What if successor has **two** children?

## Binary search trees

### Operations: trim

- $\text{trim}(\mathbf{T}, k)$ 
  - trim a node with Key =  $k$  into BST  $\mathbf{T}$
  - Time complexity:  $O(h)$

#### Case 3: $k$ has two children



Replace the **key** with its successor

**trim\*\*:** trim node with the key and return the new root.

```
tree trim(tree node, int key) {
    if (node == nullptr) return node; // base case
    if (key < node->key)
        node->left = trim(node->left, key);
    else if (key > node->key) {
        node->right = trim(node->right, key);
    }
    else {
        if (node->left == nullptr) {
            // your code here - trim the right one, return node
        }
        else if (node->right == nullptr) {
            // your code here - trim the left one, return node
        }
        else { // two children case
            // get the successor: smallest in right subtree
            // copy the successor's content to this "node" node
            // node->right = trim the successor recursively, which has one or no child case
        }
    }
    return node;
}
```

## Binary search trees

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<http://visualgo.net/bst>