



# Data Structures and Algorithms Design

**BITS Pilani**  
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# SESSION 9 -PLAN



Online Sessions(#)	List of Topic Title	Text/Ref Book/external resource
9	Binary Search Tree - Motivation with the task of Searching and Binary Search Algorithm, Properties of BST, Searching an element in BST, Insertion and Removal of Elements,  AVL Trees	T1: 3.1  T1: 3.2

# Binary Search Tree

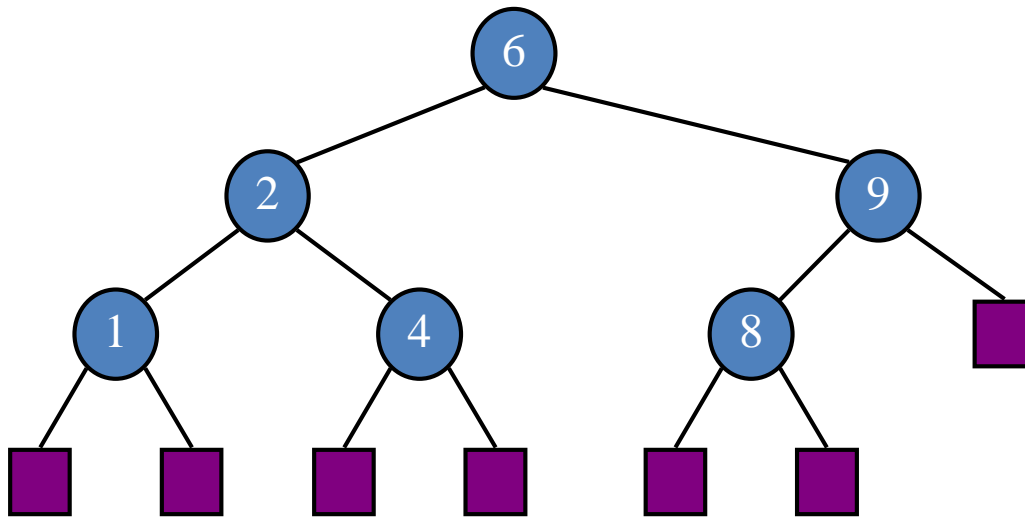


- A binary search tree is a binary tree storing keys (or key-element pairs) at its internal nodes and satisfying the following property
  - Let  $u$ ,  $v$ , and  $w$  be three nodes such that  $u$  is in the left subtree of  $v$  and  $w$  is in the right subtree of  $v$ . We have  $key(u) \leq key(v) \leq key(w)$

# Binary Search Tree



- An inorder traversal of a binary search trees visits the keys in increasing order

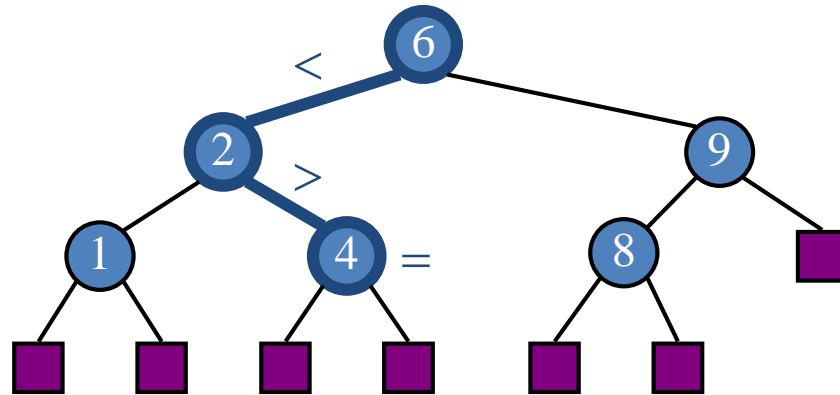


# Binary Search Tree- Search



- To search for a key  $k$ , we trace a downward path starting at the root
- The next node visited depends on the outcome of the comparison of  $k$  with the key of the current node
- If we reach a leaf, the key is not found and we return NO\_SUCH\_KEY
- Example: `findElement(4)`
- External nodes do not store items

# Binary Search Tree- Search



# Binary Search Tree- Search



## Algorithm *findElement(k, v)*

- Input: A search key  $k$ , and a node  $v$  of a binary search tree  $T$
- Output: A node  $w$  of the subtree  $T(v)$  of  $T$  rooted at  $v$ , such that either  $w$  is an internal node storing key  $k$  or  $w$  is the external node where an item with key  $k$  would belong if it existed

**if** *T.isExternal* ( $v$ )

**return** *NO\_SUCH\_KEY*

**if**  $k < \text{key}(v)$

**return** *findElement*( $k$ , *T.leftChild*( $v$ ))

**else if**  $k = \text{key}(v)$

**return** *element*( $v$ )

**else**  $\{ k > \text{key}(v) \}$

**return** *findElement*( $k$ , *T.rightChild*( $v$ ))

# Analysis of Binary Tree Searching



- The binary tree search algorithm executes a constant number of primitive operations for each node it traverses in the tree.
- Each new step in the traversal is made on a child of the previous node.
- That is, the binary tree search algorithm is performed on the nodes of a path of  $T$  that starts from the root and goes down one level at a time.
- Thus, the number of such nodes is bounded by  $h + 1$ , where  $h$  is the height of  $T$ .

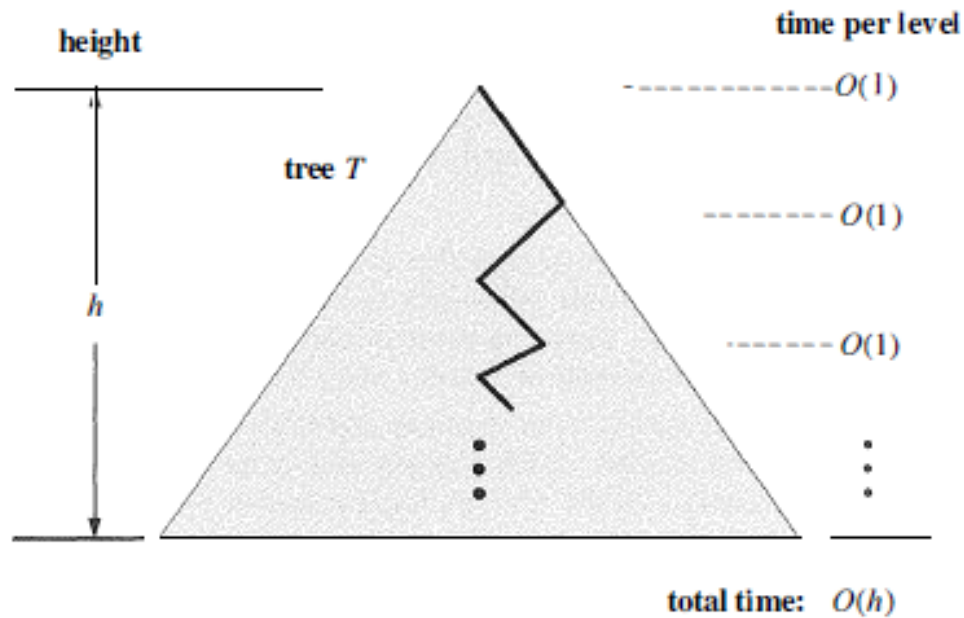


# Analysis of Binary Tree Searching



- In other words, since we spend  $O(1)$  time per node encountered in the search, method `findElement` (or any other standard search operation) runs in  $O(h)$  time, where  $h$  is the height of the binary search tree  $T$  used to implement the dictionary  $D$ .
- ie. The running time of searching in a binary search tree  $T$  is proportional to the height of  $T$ . The height of a tree with  $n$  nodes can be  **$O(\log n)$**

# Analysis of Binary Tree Searching

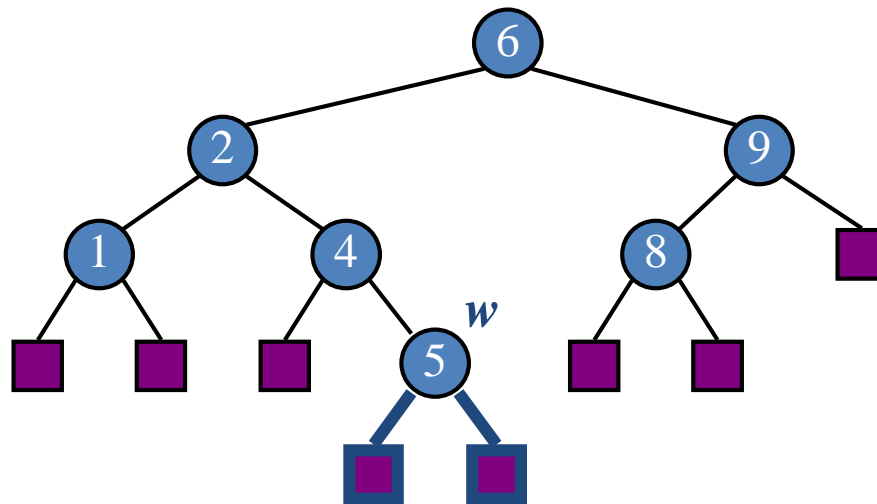
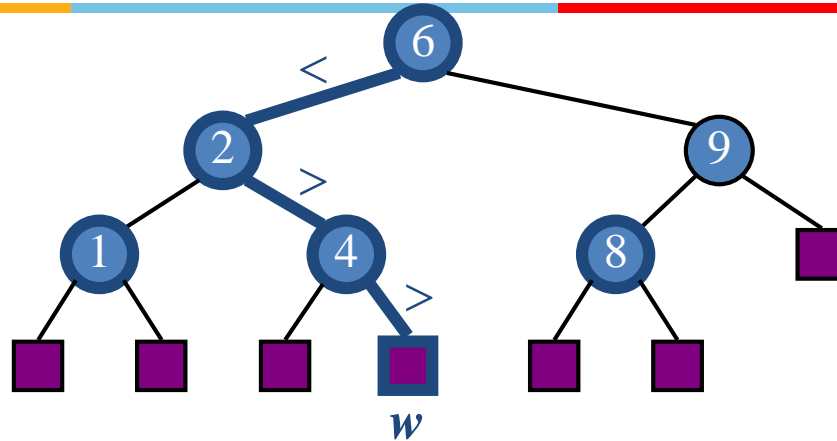


# Binary Search Tree- Insertion

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- To perform operation `insertItem(k, o)`, we search for key  $k$
- Assume  $k$  is not already in the tree, and let  $w$  be the leaf reached by the search
- We insert  $k$  at node  $w$  and expand  $w$  into an internal node
- Example: insert 5

# Binary Search Tree- Insertion



# In-order Successor and Predecessor

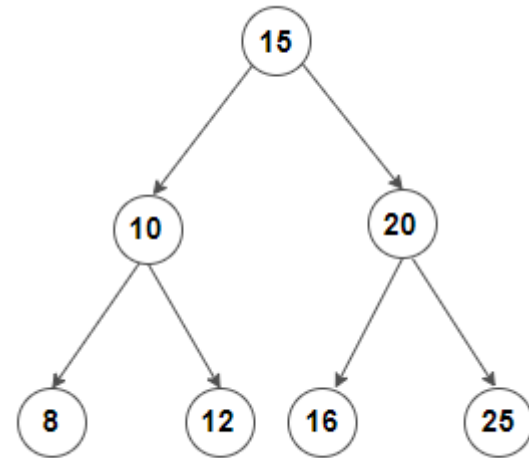


- In a Binary Search Tree, the successor of a given key is the smallest number which is larger than the key.
- In the same way, a predecessor is the largest number which is smaller than the key.
- If X has two children then its in-order predecessor is the maximum value in its left subtree and its in-order successor the minimum value in its right subtree.

# Predecessor



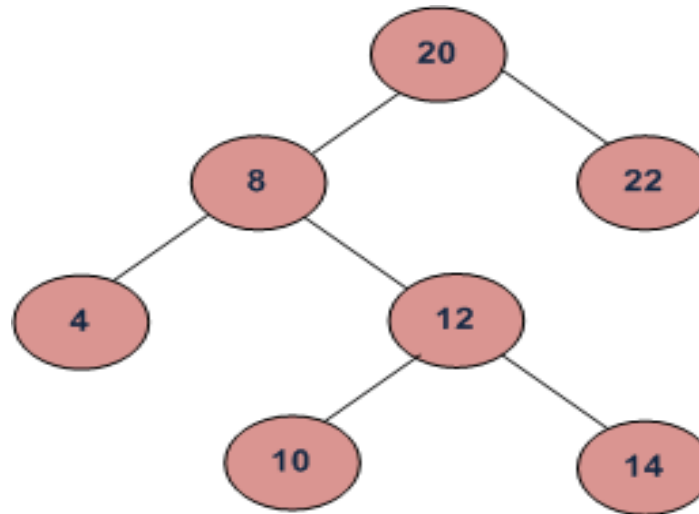
- Inorder predecessor of 8 doesn't exist
- Inorder predecessor of 20 is 16
- Inorder predecessor of 12 is 10



# Predecessor



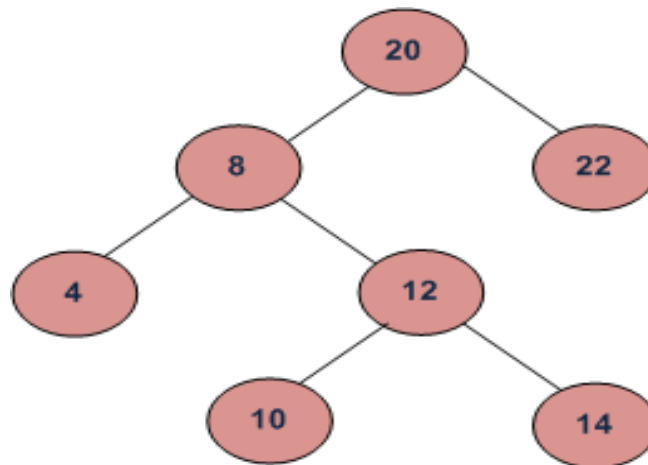
- Inorder predecessor of a node is a node with maximum value in its left subtree. i.e left subtree's right most child.
- If left subtree doesn't exist, then predecessor is one of the ancestors. Travel up using the parent pointer until you see a node which is right child of its parent. The parent of such a node is the predecessor.



# Successor



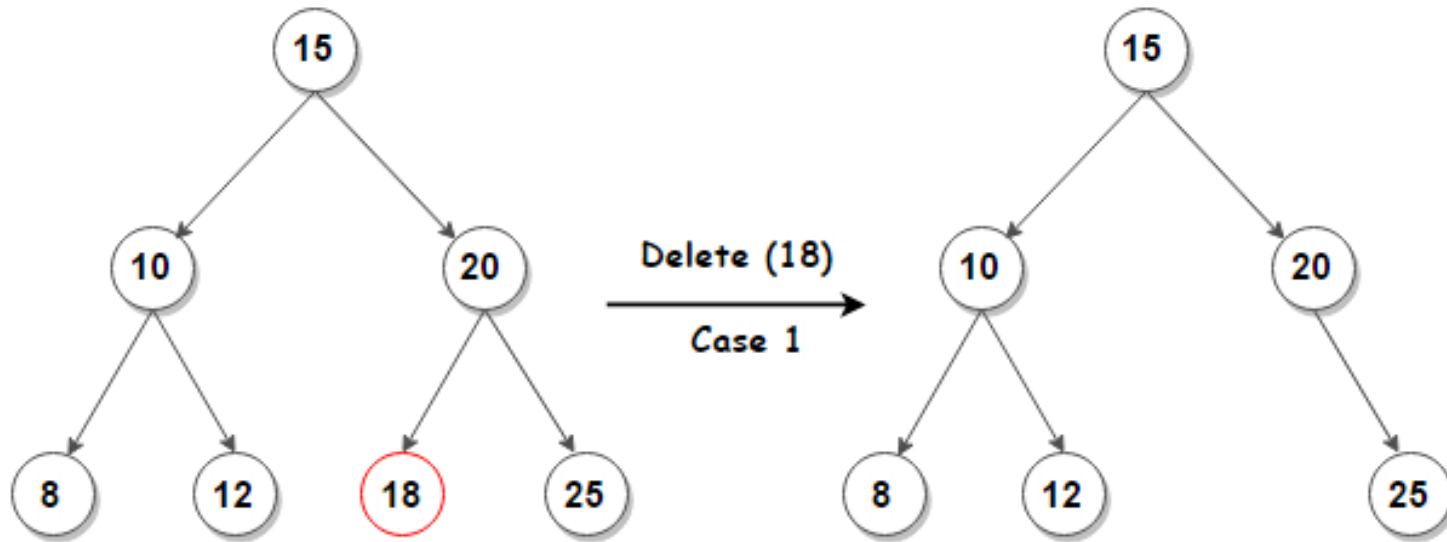
- If right subtree of node is not NULL, then succ lies in right subtree. Go to right subtree and return the node with minimum key value in right subtree. i.e **right subtree's left most child**.
- If right subtree of node is NULL, then succ is one of the ancestors. Travel up using the parent pointer until you see a node which is left child of its parent. The parent of such a node is the succ.





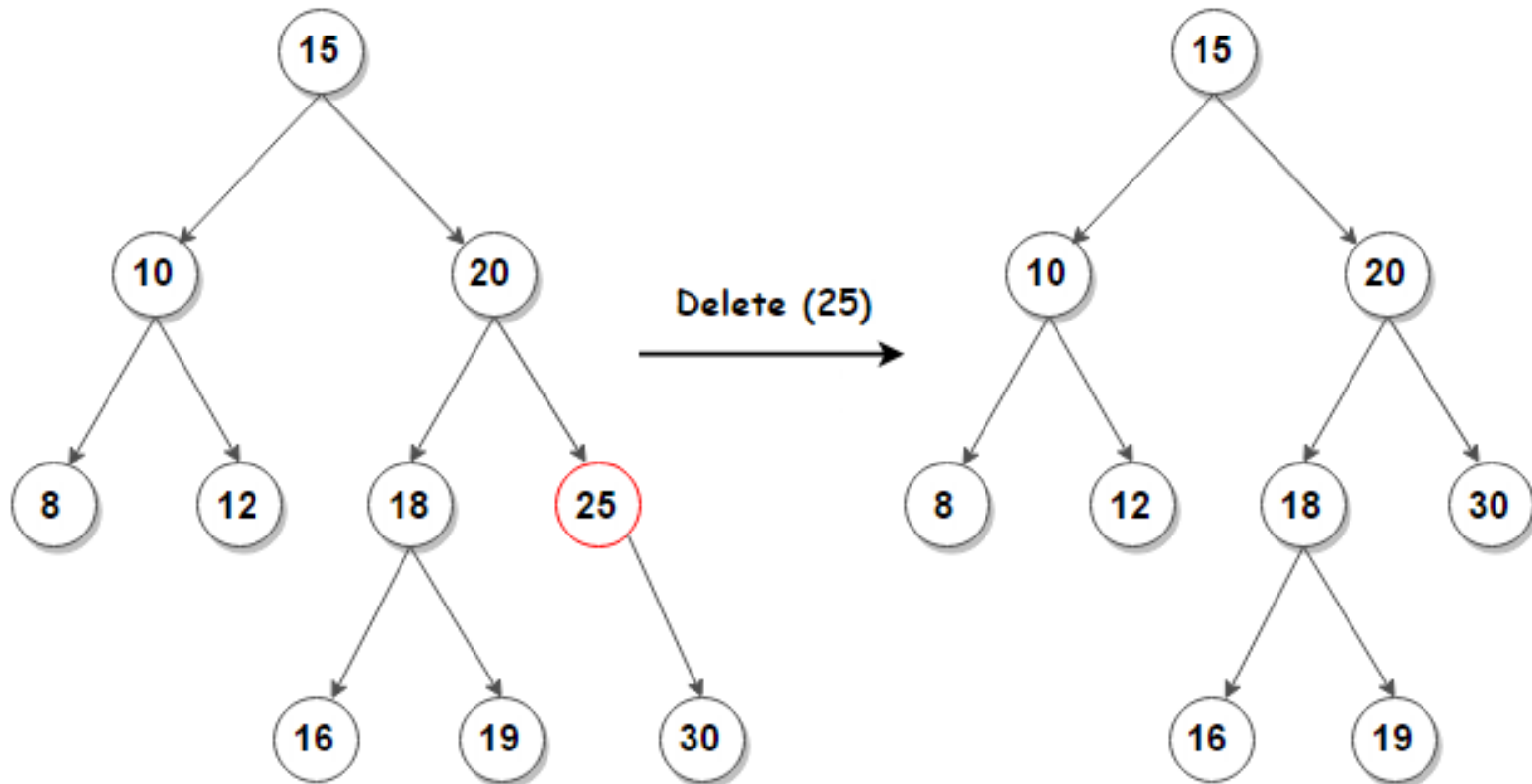
# Binary Search Tree-Deletion

- Deleting a node with no Children

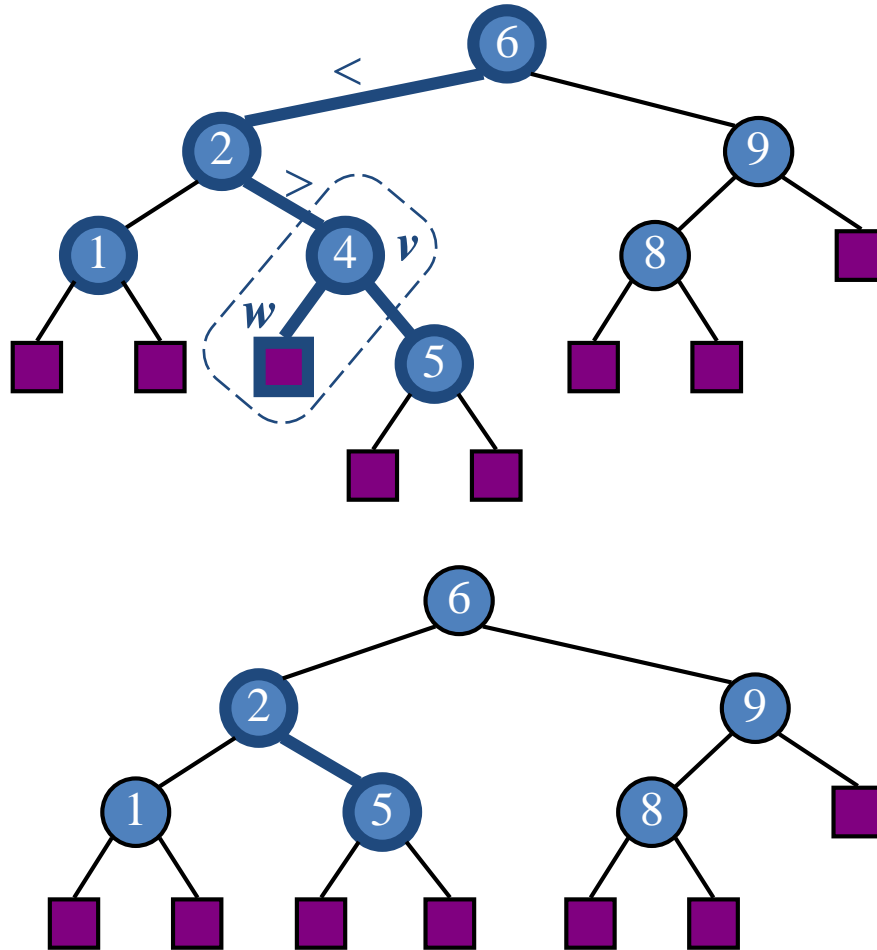


# Binary Search Tree-Deletion

- **Deleting a node with 1 child:** Remove the node and replace it with its child

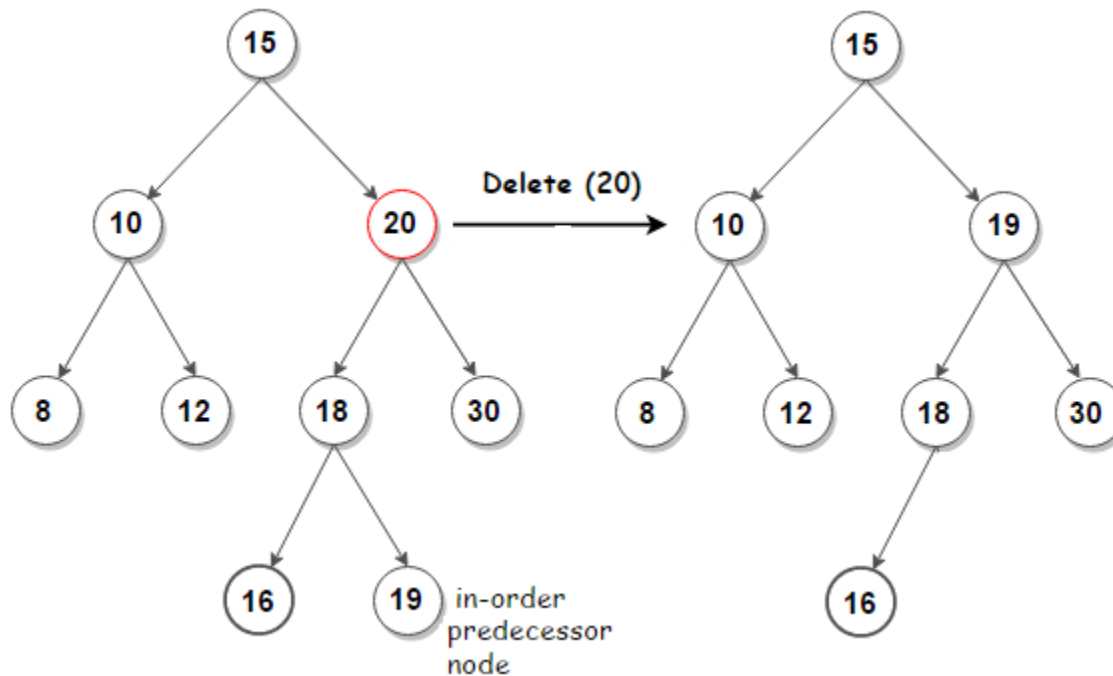


# Binary Search Tree-Deletion



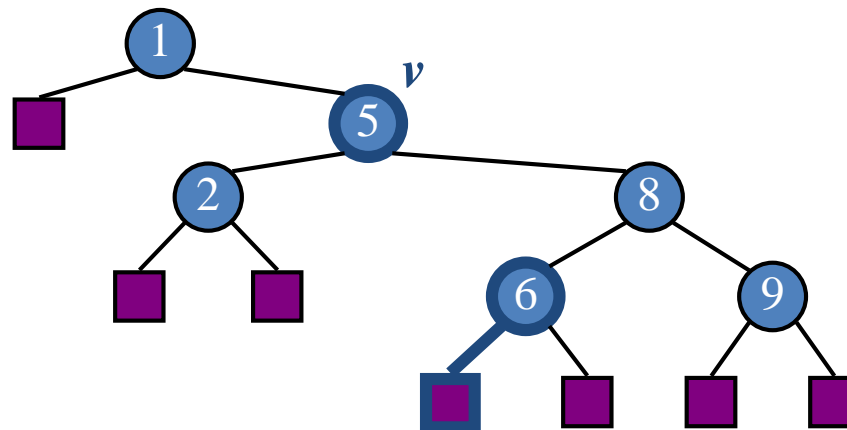
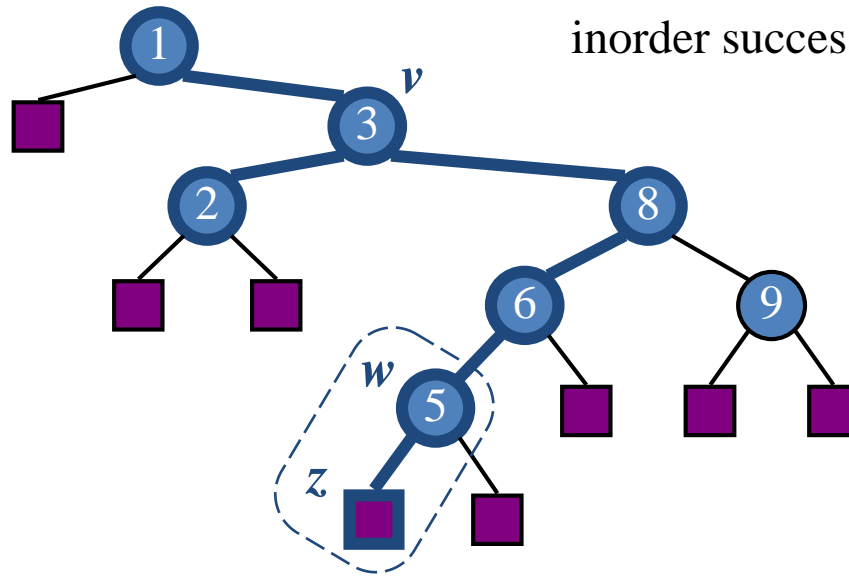
# Binary Search Tree-Deletion

- Deleting a node with 2 children: Replace the node with its inorder successor(Predecessor)



# Binary Search Tree-Deletion

Delete node 3: Replace the node with its inorder successor, node 5

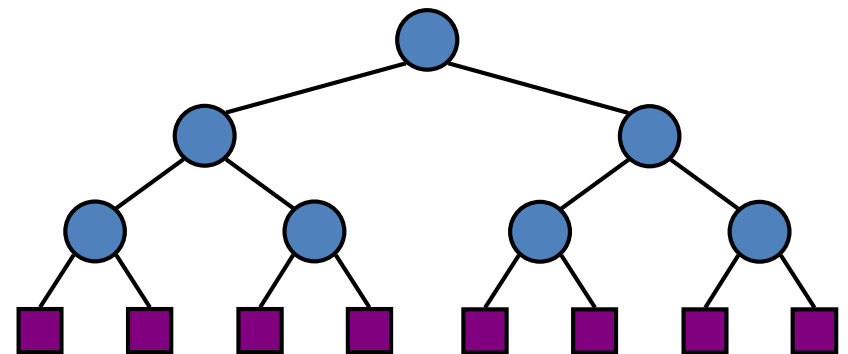
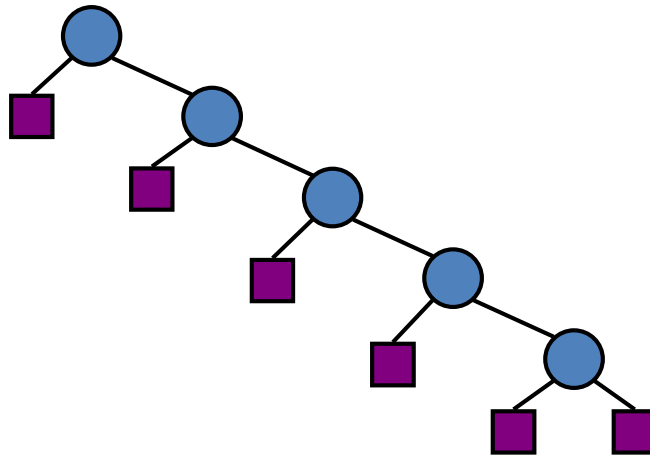


# Performance

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- Consider a BST with  $n$  items and height  $h$
- The space used is  $O(n)$
- Methods `findElement`, `insertItem` and `removeElement` take  $O(h)$  time
- The height  $h$  is  $O(n)$  in the worst case and  $O(\log n)$  in the best case

# Binary Search Tree



# Balanced tree

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- The worst-case performance, a BST achieves for various operations is linear time, which is no better than the performance of sequence-based dictionary implementations (such as log files and lookup tables).
- A simple way of correcting this problem is balanced binary search tree.



# Balanced tree

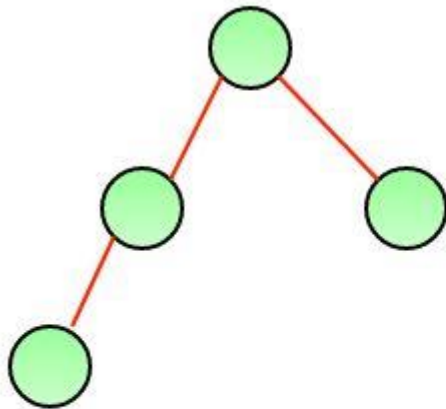
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- A balanced tree is a tree where every leaf is “not more than a certain distance” away from the root than any other leaf.
- Add a rule to the binary search tree definition that will maintain a logarithmic height for the tree
- Height-balance property

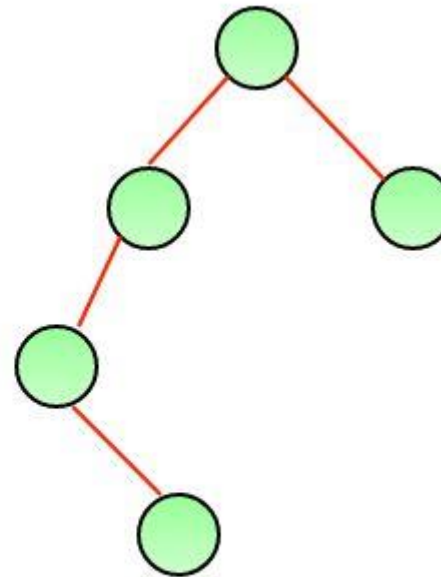
# Balanced tree

- Height-Balance Property:

*For every internal node  $v$  of  $T$ , the heights of the children of  $v$  can differ by at most 1.*



A height balanced tree



Not a height balanced tree



# THANK YOU!!!

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