

Binary Search Trees

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Maps

Definition

A **map** is an abstract data type designed to store and retrieve records

- Every map contains a collection of records (*key-value pairs*) $(k_1, v_1), (k_2, v_2), \dots, (k_n, v_n)$
- In maps, keys must be unique (two records cannot have the same key)
- However, two records can have same values though
- Association of keys to values define a **mapping**: $f(\text{key}) = \text{value}$

Examples of maps

- UNF maintains a map of (N#, student information) records
- A social media company maintains a map of (email address, user account information) records
- An assembler maintains a symbol table (a map) of (opcode, hex) records
- A text-editor maintains a map of (color, RGB representation) records
- \vdots

How to implement a map?

Common map operations

- **Insert** a record (k, v)
- **Retrieve** a record having key k
- **Delete** a record having key k

Approach 1: maintain a sorted list of records

- **Insertion.** will take $O(n)$ time for figuring out the correct spot for the record; then $O(n)$ time for shifting items to the right to accommodate the new record; total time taken is $O(n)$
- **Retrieval.** will take $O(\log n)$ time using binary search
- **Deletion.** will take $O(\log n)$ time to locate it using a binary search; then then $O(n)$ time for left shifting items to fill the empty spot; total time taken $O(\log n) + O(n) = O(n)$

How to implement a map?

Common map operations

- **Insert** a record (k, v)
- **Retrieve** a record having key k
- **Delete** a record having key k

Approach 2: maintain an unsorted list of records

- **Insertion.** will take $O(1)$ time (add at the end)
- **Retrieval.** will take $O(n)$ time; may need to search the whole list in the worst-case
- **Deletion.** will take $O(n)$ time to locate it using a binary search; then then $O(n)$ time for left shifting items to fill the empty spot; total time taken $O(\log n) + O(n) = O(n)$

Common map operations

- **Insert** a record (k, v)
- **Retrieve** a record having key k
- **Delete** a record having key k

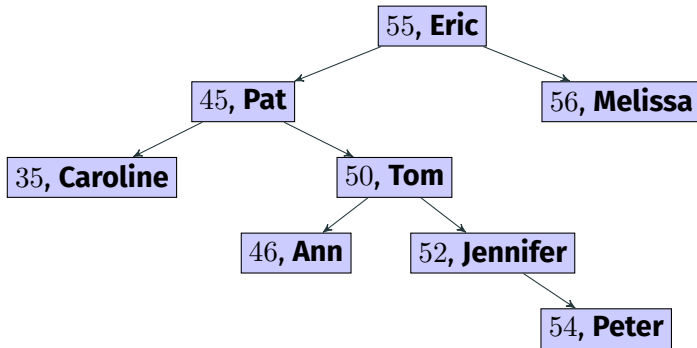
- ☞ To accomplish the above three tasks in $O(\log n)$ time each
- ☞ **Balanced** binary search trees is the solution; stay tuned ...

The map ADT

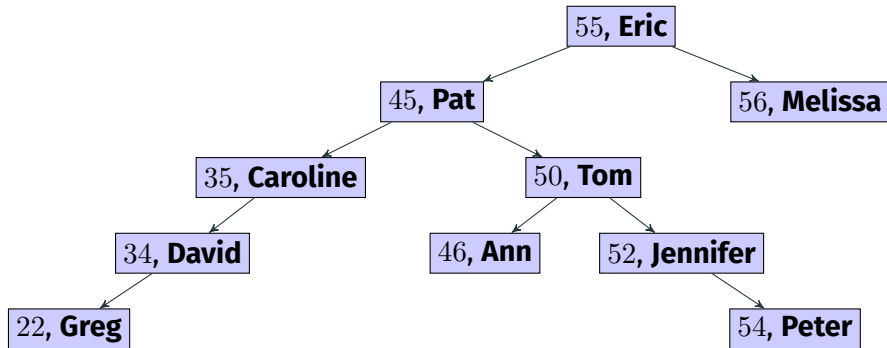
```
public interface MapADT<K,V> {  
    boolean put(K key, V value); // adds a new record with key 'key' and value 'value'  
    V remove(K key); // removes the record having key 'key'  
    V get(K key); // return the value part of the record whose key is 'key'  
    int size(); // returns the number of records stored in the map  
    void clear(); //Removes all records from the map  
}
```

What is a Binary Search Tree?

- It is a **binary tree** where every node contains a **<key, value>** pair (a **record**); keys must be **comparable** but the values don't need to be
- Moreover, for every node p in the tree, the following 2 properties hold
 - 1 Keys stored in the left subtree of p are $<$ the key stored at p
 - 2 Keys stored in the right subtree of p are $>$ the key stored at p



What is a Binary Search Tree?

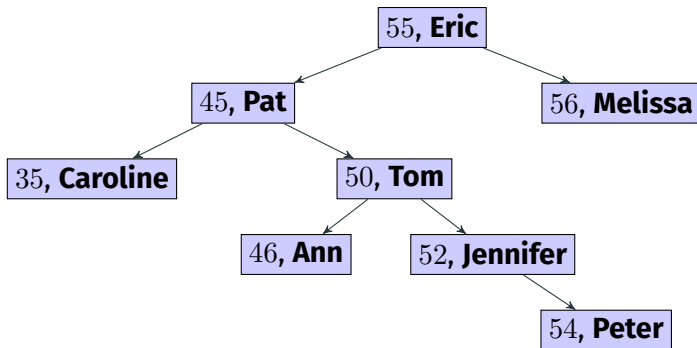


Use

BSTs can be used to implement **maps** and are commonly used for fast searching (typically need far less comparisons than lists)

An important property of BSTs

An inorder traversal of a BST always gives the sorted sequence based on the keys



Inorder traversal

35, **Caroline**; 45, **Pat**; 46, **Ann**; 50, **Tom**; 52, **Jennifer**; 54, **Peter**; 55, **Eric**; 56, **Melissa**

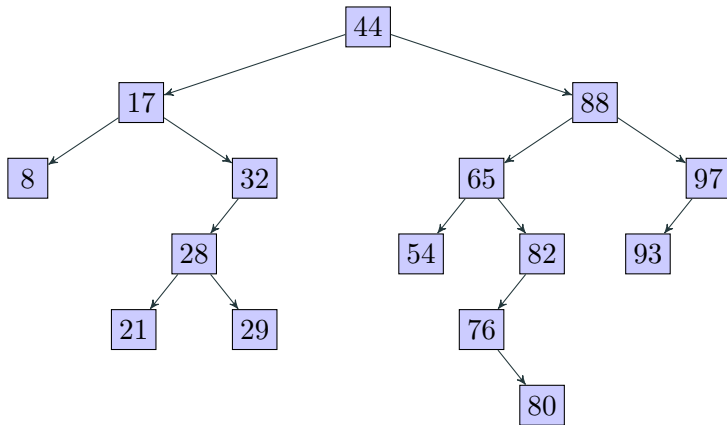
Let's say you need to look for the record that has the key k ; how will you do this?

Algorithm

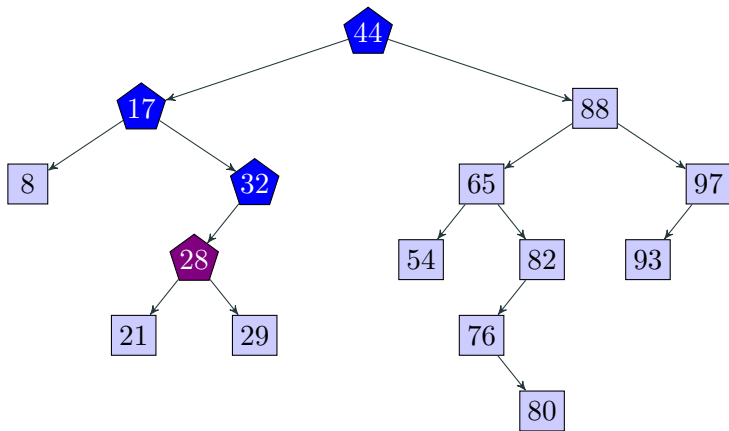
- Start at the root
- If the root's key is k , then search is successful
- If $k <$ root's key, search recursively (or iteratively) in the left subtree of the root
- Otherwise, search recursively (or iteratively) in the right subtree of the root
- If we have reached a null link, no record exists in the tree with key k

To save space in the figures, we will write only the record keys inside the nodes and avoid the corresponding values

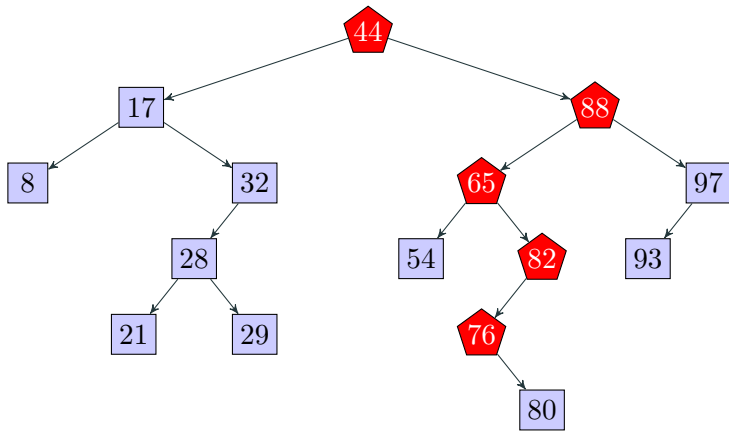
Example



Example: search for 28



Example: search for 68



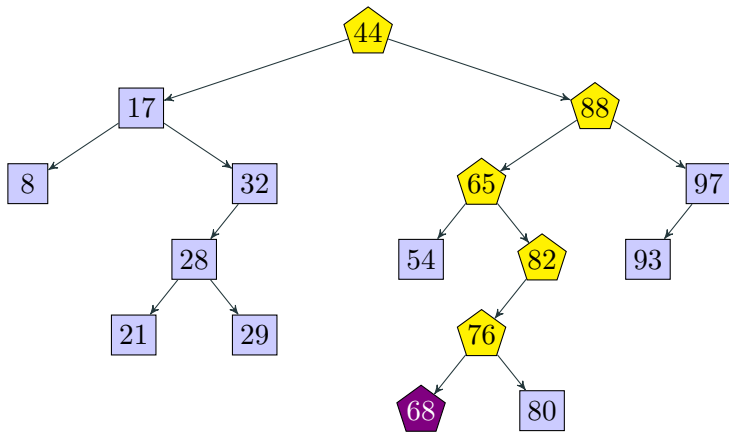
$O(h)$, where h is the height

How to insert a record into a BST having key k ?

Algorithm

- Start at the root
- If the root is null, replace empty tree with a new tree with the new record as the root, return this new node, and signal **SUCCESS**
- If k equals root's key, signal **FAILURE** since a record with key k already exists
- If $k <$ root's key, insert recursively in the left subtree of the root
- Otherwise, insert recursively in the right subtree of the root

Example: insert 68



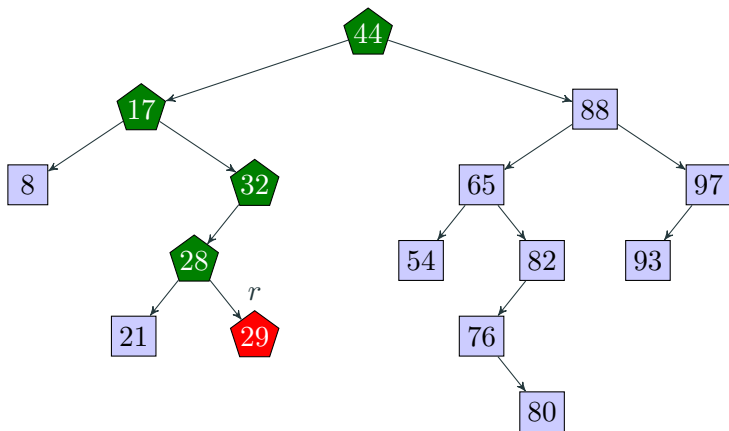
$O(h)$, where h is the height

How to delete the record from a BST having key k ?

Idea

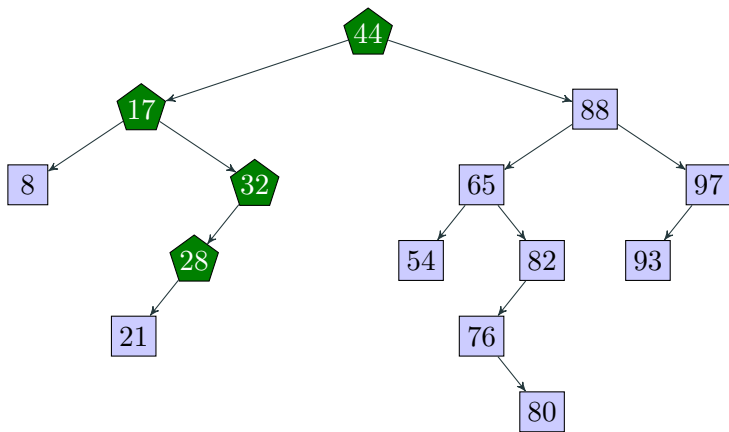
- Traverse through the tree to find the record having key k
- If the record cannot be found, no action is needed
- Now assume that we have found the record that has key k at node r
 - 1 r is a leaf node
 - 2 r has exactly one child
 - 3 r has two children

Case 1: r is a leaf node, delete 29

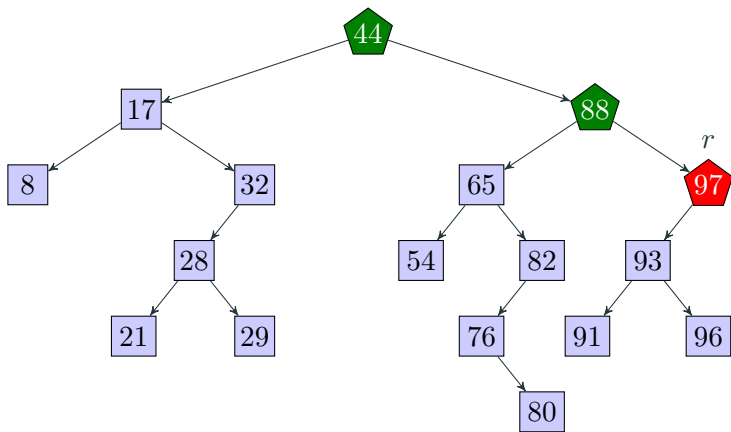


Easy! just delete it right away

Case 1: r is a leaf node, delete 29

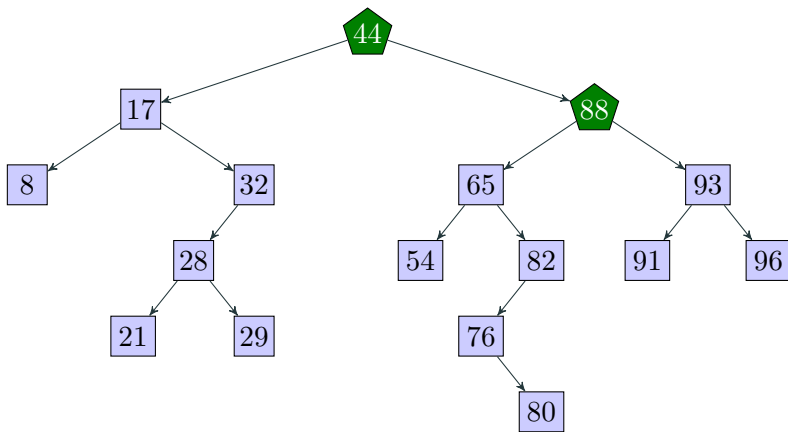


Case 2: r has one child, delete 97

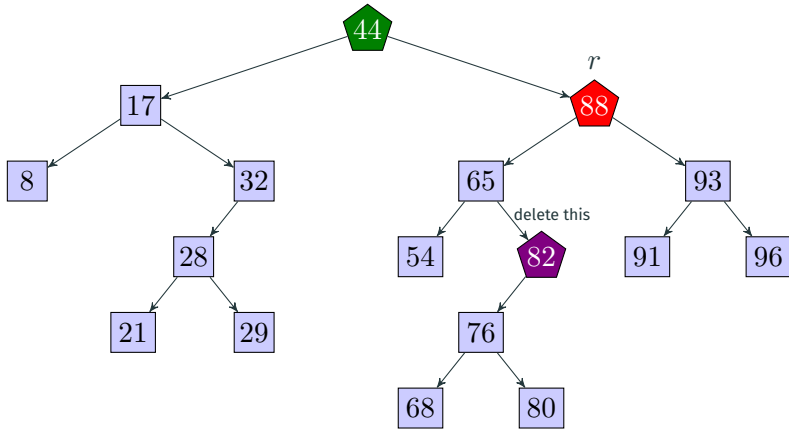


Make the parent of r point to the only child of r instead of r

Case 2: r has one child, delete 97

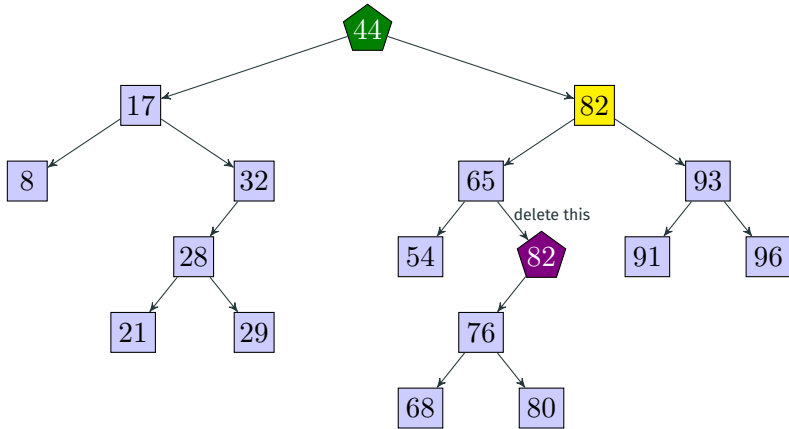


Case 3: r has two children, delete 88



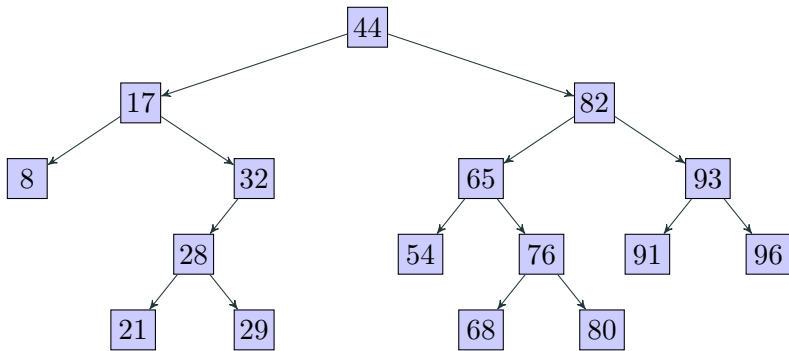
Replace the record at r with the record at the inorder predecessor p of n ; then delete p using Case 1 or 2, depending on the number of children of p . Note that the inorder predecessor is either a leaf node or has a left child only (no right child).

Case 3: r has two children, delete 88



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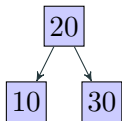


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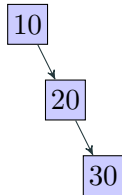
$O(h)$, where h is the height

See the class `TreeMapBST`

BSTs are not unique



Insertion sequence: 20, 10, 30



Insertion sequence: 10, 20, 30

Their structures really depend on the insertion sequence

An application

Problem

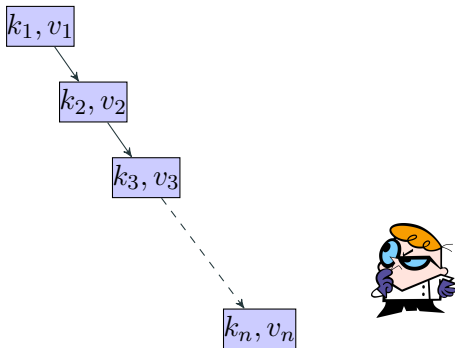
Given a text, find out the unique words in it along with their counts. We also need to output the distinct words with their count.

A solution

- Use a BST T where the key-type is `String` and the value-type is `Integer`
- For every word w in the text, first check if a node exists in T , where the stored key is w
 - If such a node does not exist, insert a new node in T with key w and value 1
 - If such a node exists in T , increment the stored value (essentially a counter) by 1

See the class `WordCounter`

Worst case scenario



In this case, $k_1 < k_2 < k_3 < \dots < k_n$

So, in the worst-case, $h = n - 1 = O(n)$

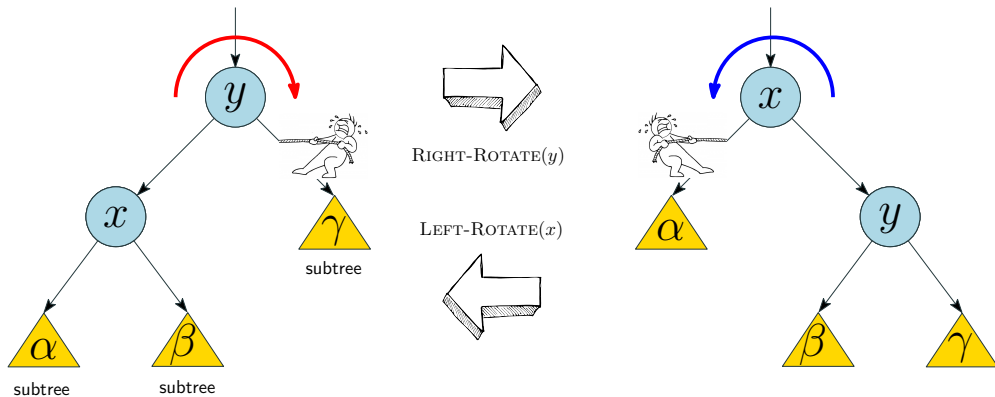
Therefore, searching, insertion, deletion take $O(h) = O(n)$ time each!

This is as bad as using singly linked-lists!

Do something so that h remains bounded
We aim for $h = O(\log n)$

*A solution. use **Red-Black** trees*

Rotation on BSTs

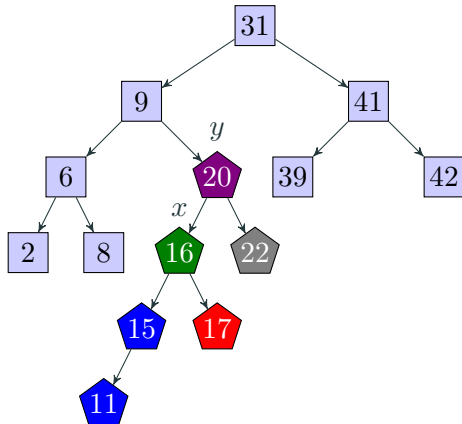


Rotations help in **reducing** height of BSTs; this means faster operations on BSTs

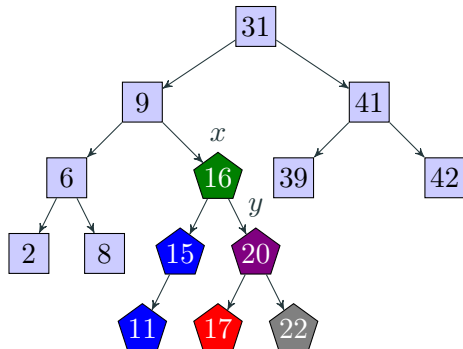
A single rotation can be done in $O(1)$ time

Can be applied to any type of **self-balancing** BST (red-black, AVL, etc.)

An example of right rotation



Height: 5



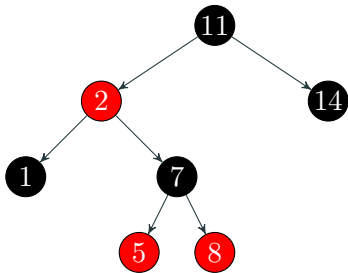
Height: 4

Note that the inorder traversal sequence remains the same!

Definition

A **red-black** tree is a self-balancing BST that maintains the following invariants:

- ① Every node is either **red** or **black**
- ② The root is **black**
- ③ If a node is **red**, then both its children are **black** (The **null** references of the leaves are **black**)
- ④ The number of **black** nodes in any path from the root to a leaf is the same



It can be shown mathematically (out of scope) that
for red-black trees,

$$h = O(\log n)$$