

Binary Search Tree (BST)

Lecture Task

- Enemy AI: Lecture Task 4 -

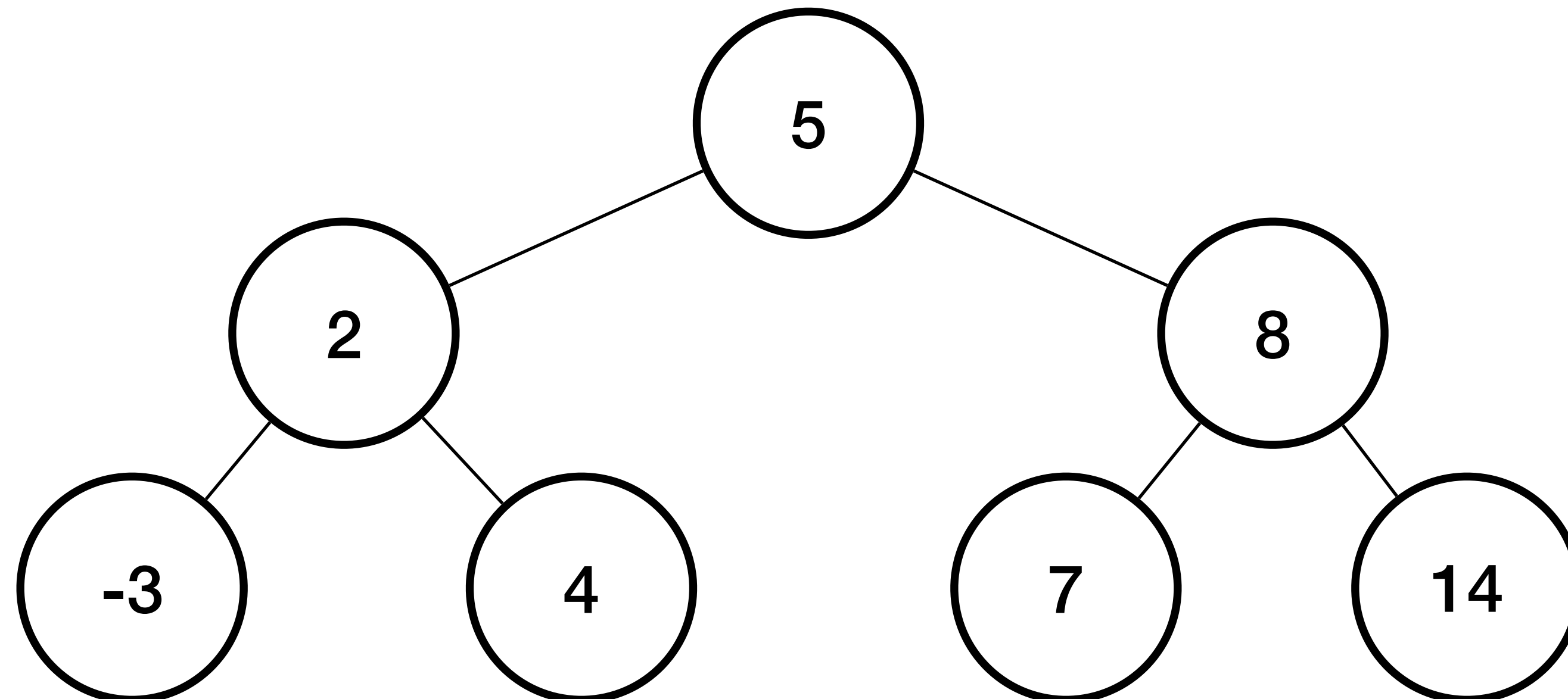
Functionality: In the `game.enemyai.AIPlayer` class, implement the following method:

- A method named “makeDecision” with:
 - Parameters of type `AIGameState` and `BinaryTreeNode` of `DecisionTreeValue`
 - Returns the action determined by the decision tree
 - To determine the action, first call the `check` method on the `DecisionTreeValue`
 - If a negative number is returned, navigate to the left child of the node
 - If a positive number is returned, navigate to the right child of the node
 - If 0 is returned, call the `action` method to determine which action to take and return this action

Testing: No required testing for this objective.

BST - Definition

- For each node:
 - All values in the left subtree are less than the node's value
 - All values in the right subtree are greater than the node's value
 - Duplicate values handled differently based on implementation
 - Sometimes not allowed at all



BST - Code

- To make the BST generic
 - Take a type parameter
 - Take a comparator to decide the sorted order
- Store a reference to the root node

```
class BinarySearchTree[A](comparator: (A, A) => Boolean) {  
    var root: BinaryTreeNode[A] = null  
  
    def insert(a: A): Unit  
    def find(a: A): BinaryTreeNode[A]  
}
```

BST - Usage

```
class BinarySearchTree[A](comparator: (A, A) => Boolean) {  
    var root: BinaryTreeNode[A] = null  
  
    def insert(a: A): Unit  
    def find(a: A): BinaryTreeNode[A]  
}
```

```
val intLessThan = (a: Int, b: Int) => a < b  
val bst = new BinarySearchTree[Int](intLessThan)  
bst.insert(5)  
bst.insert(2)  
bst.insert(8)  
bst.insert(4)  
bst.insert(7)  
bst.insert(14)  
bst.insert(-3)  
  
val node = bst.find(4)
```

BST - Find

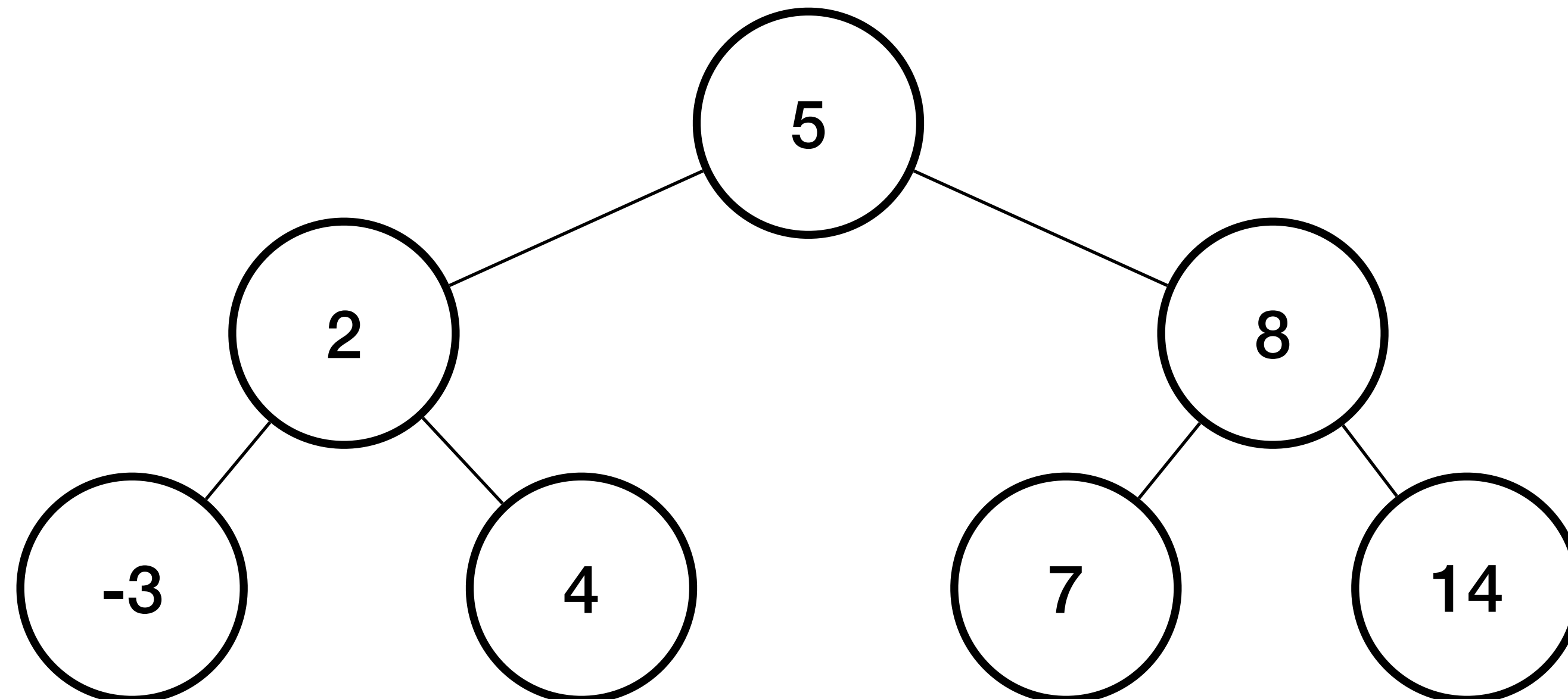
- If the value to find is less than the value of the node - Move to the left child
- If the value to find is greater than the value of the node - Move to right child
- If value is found - return this node
- If value is not found - return null

```
def find(a: A): BinaryTreeNode[A] = {  
    findHelper(a, this.root)  
}
```

```
def findHelper(a: A, node: BinaryTreeNode[A]): BinaryTreeNode[A] = {  
    if (node == null) {  
        null  
    } else if (comparator(a, node.value)) {  
        findHelper(a, node.left)  
    } else if (comparator(node.value, a)) {  
        findHelper(a, node.right)  
    } else {  
        node  
    }  
}
```

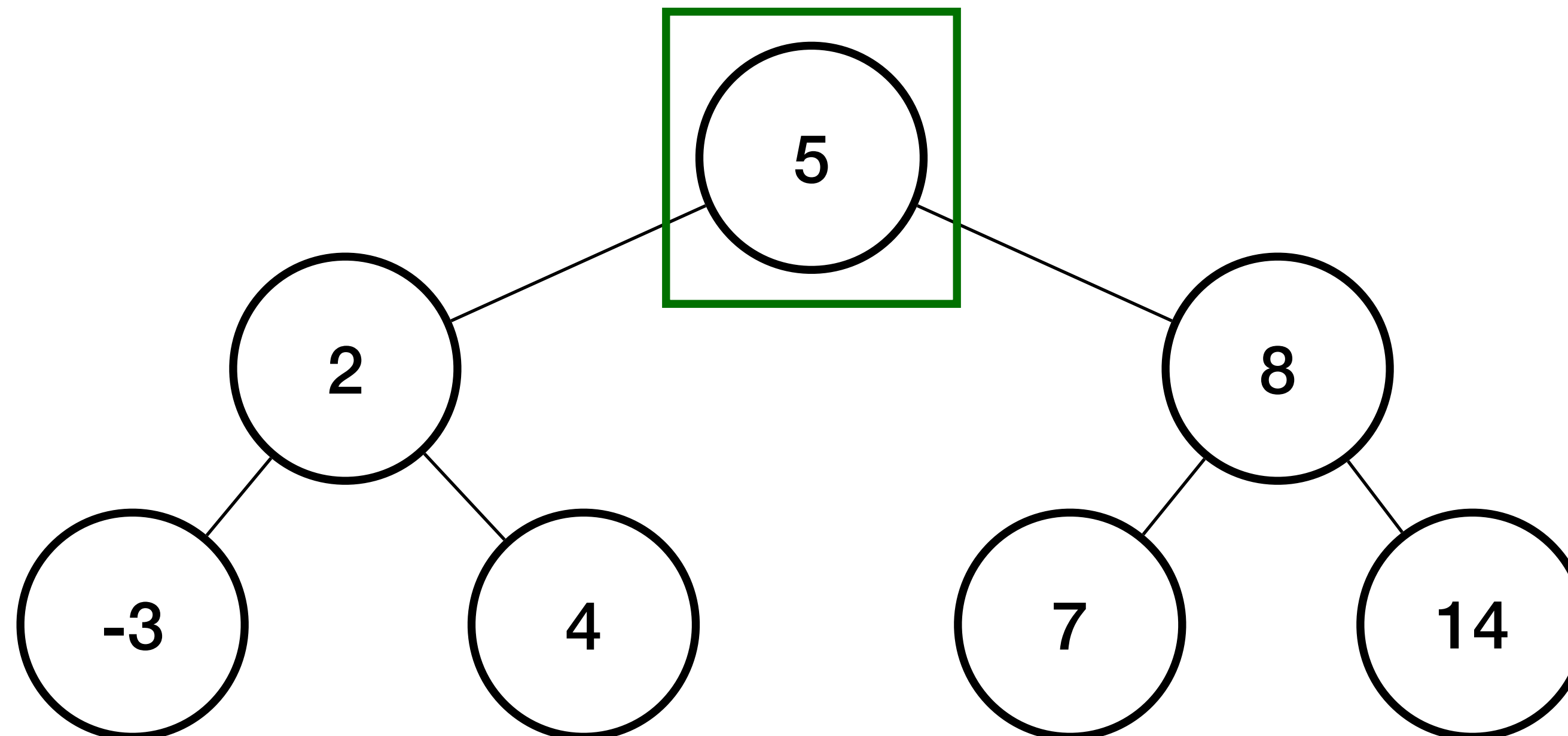
BST - Find

- Find the value 4



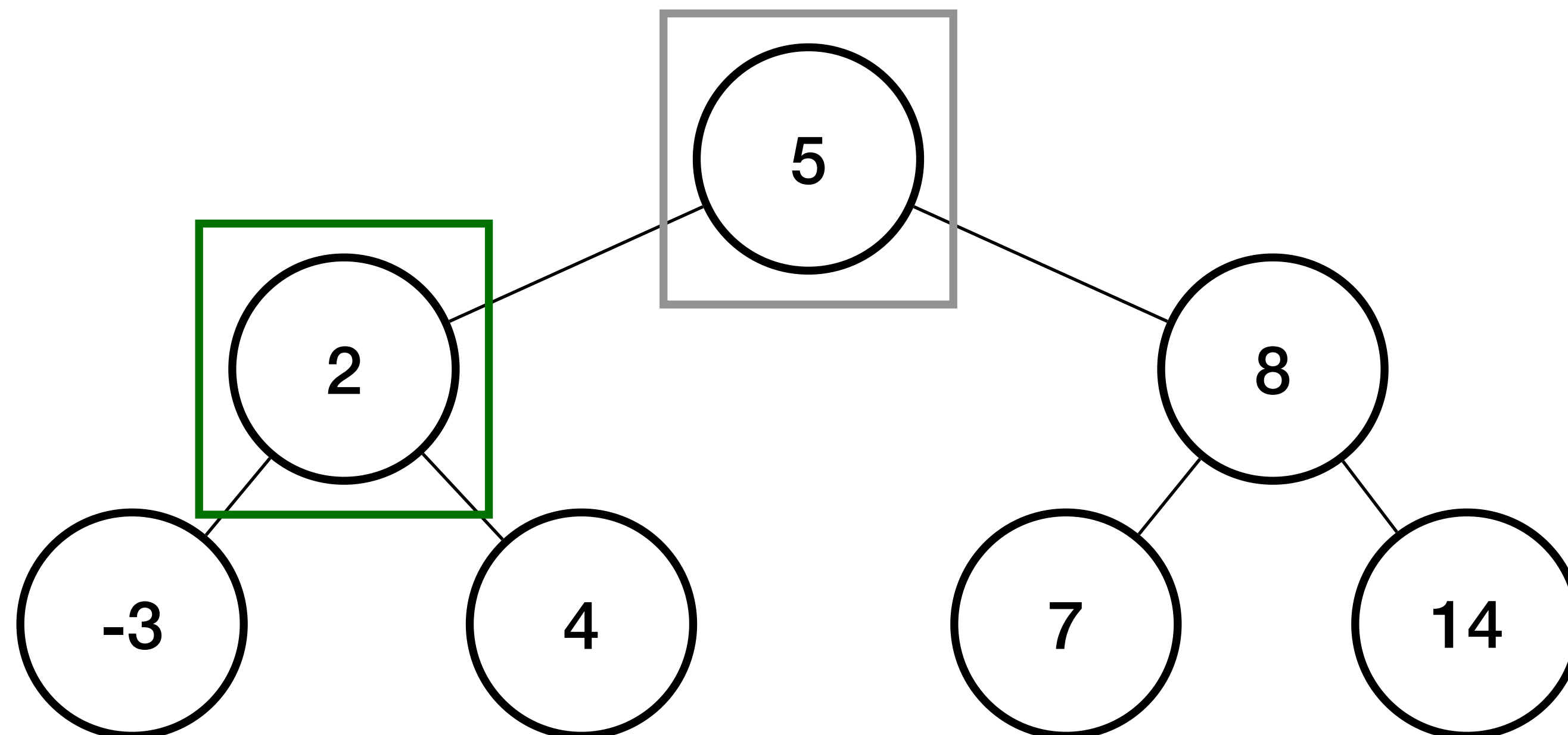
BST - Find

- Find the value 4
- $4 < 5$



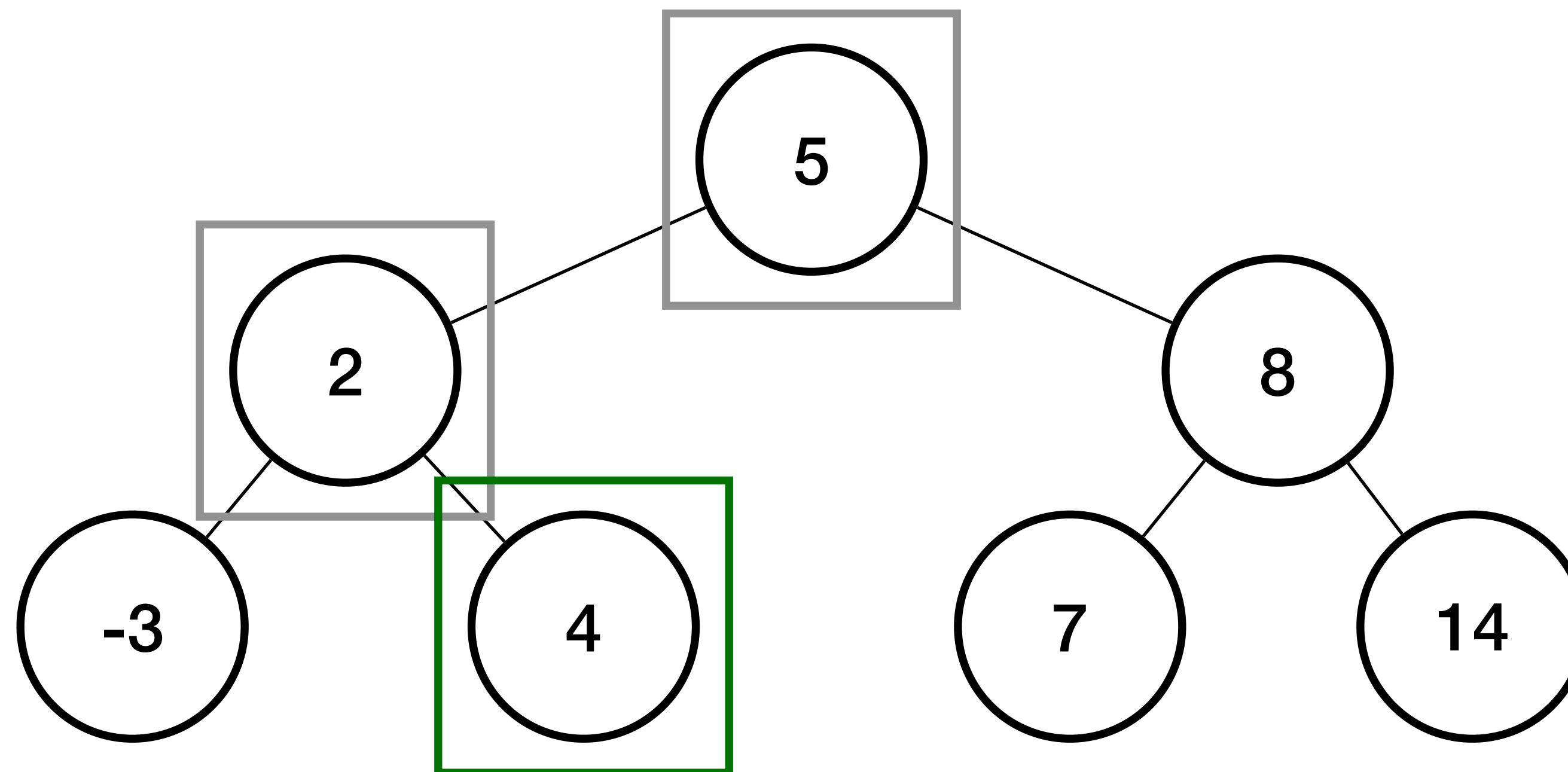
BST - Find

- Find the value 4
- $4 < 5$
- $4 > 2$



BST - Find

- Find the value 4
- $4 < 5$
- $2 < 4$
- $4 == 4$ - return this node



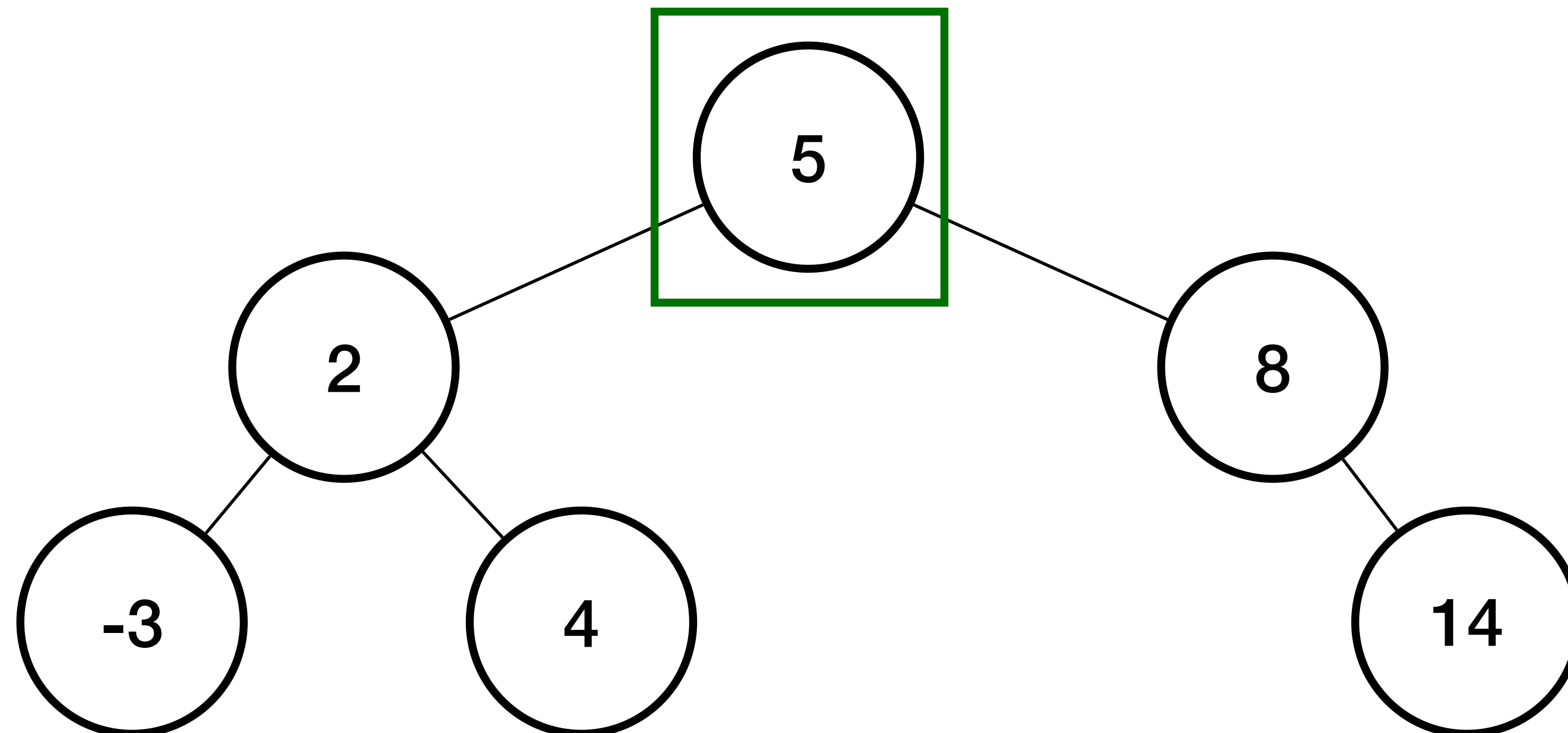
BST - Insert

- Run find until a null node is reached - insert new node here
- If value is a duplicate, move to the left

```
def insert(a: A): Unit = {  
  if(this.root == null){  
    this.root = new BinaryTreeNode(a, null, null)  
  }else{  
    insertHelper(a, this.root)  
  }  
}  
  
def insertHelper(a: A, node: BinaryTreeNode[A]): Unit = {  
  if(comparator(node.value, a)){  
    if(node.right == null){  
      node.right = new BinaryTreeNode[A](a, null, null)  
    }else{  
      insertHelper(a, node.right)  
    }  
  }else{  
    if(node.left == null){  
      node.left = new BinaryTreeNode[A](a, null, null)  
    }else{  
      insertHelper(a, node.left)  
    }  
  }  
}
```

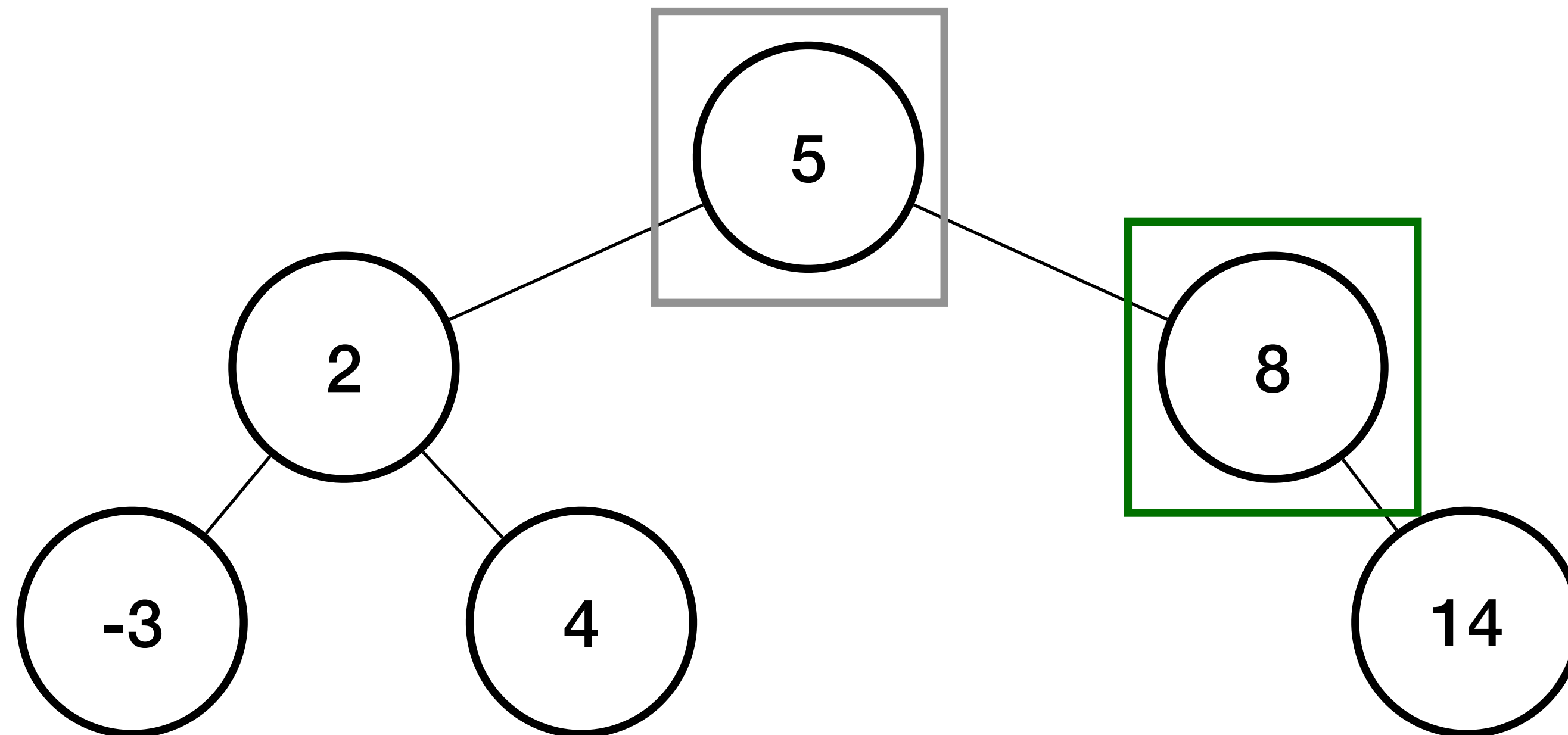
BST - Insert

- Insert 7



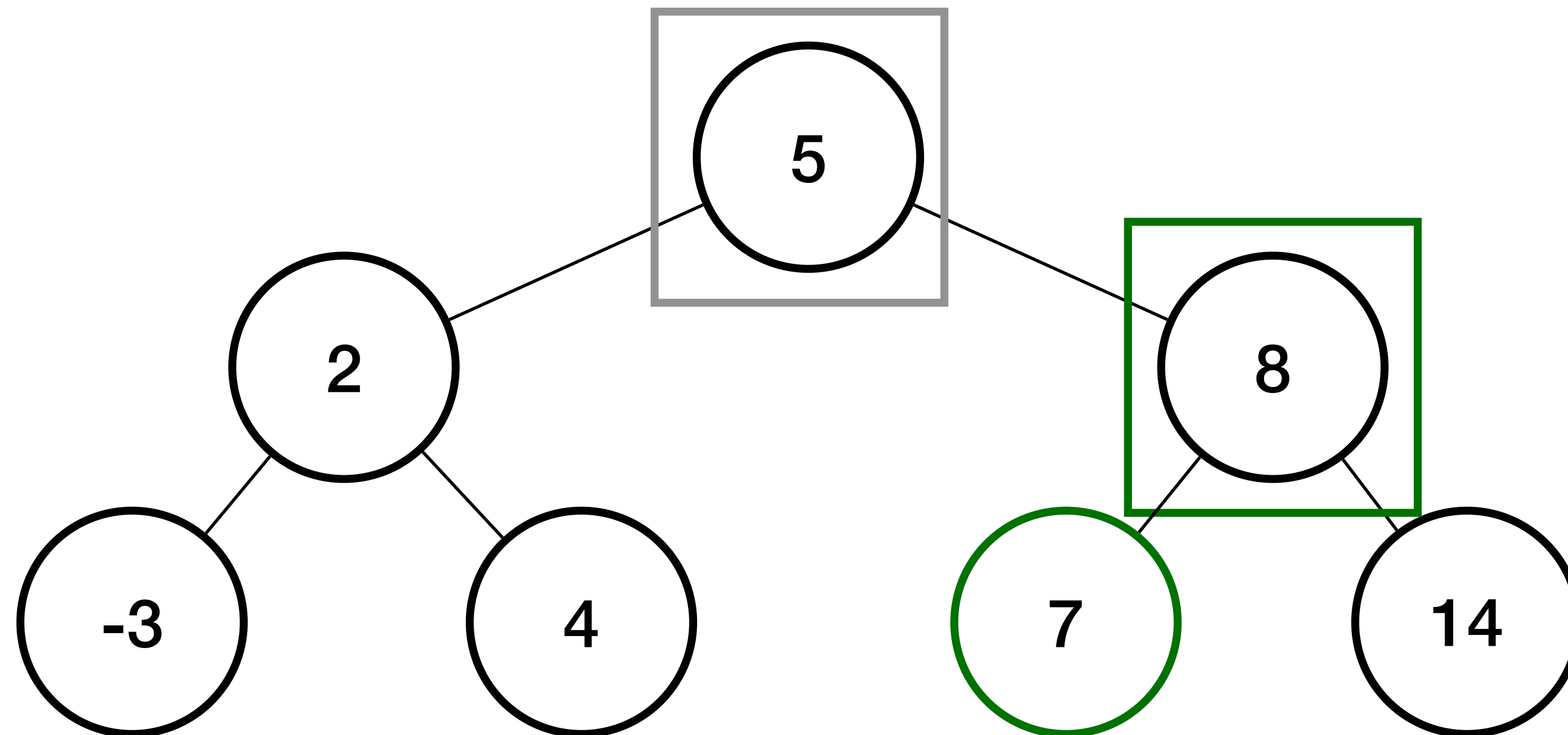
BST - Insert

- Insert 7
- $5 < 7$



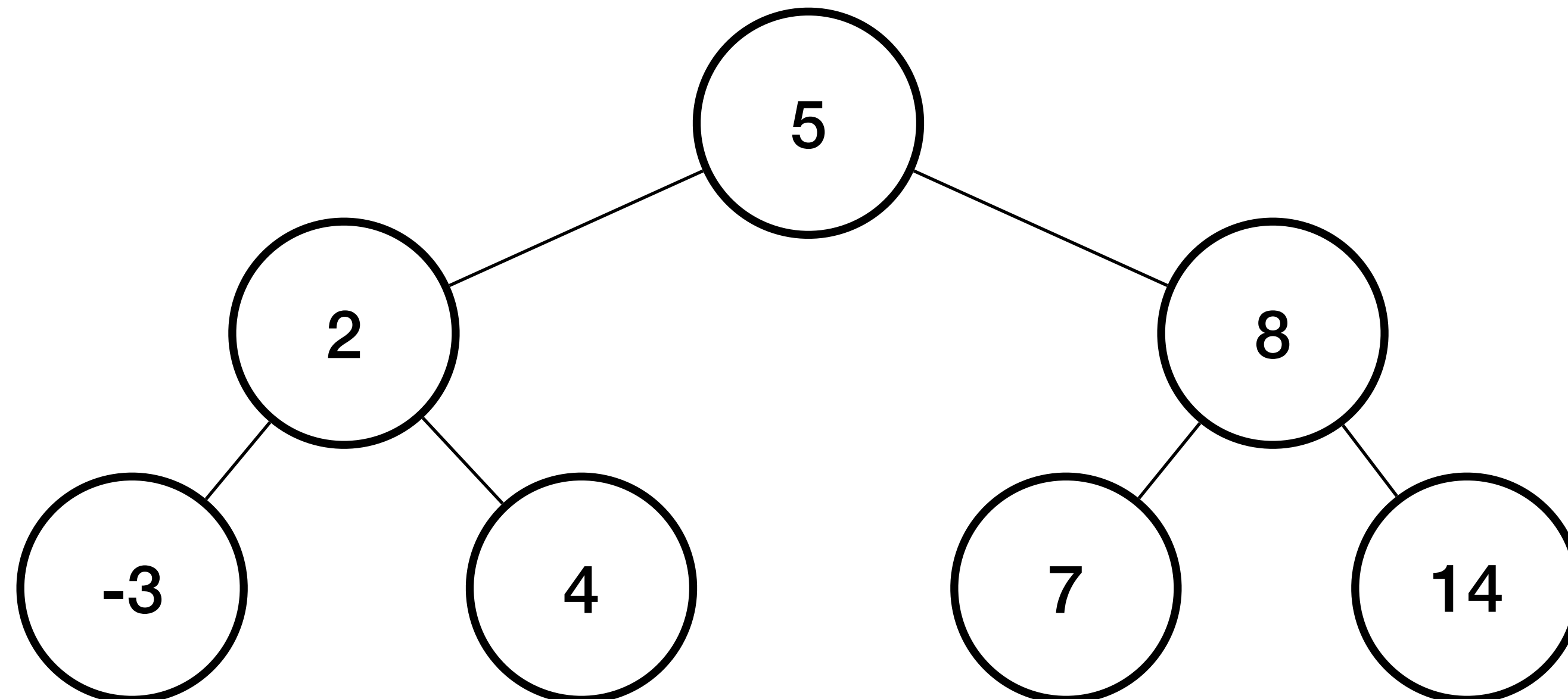
BST - Insert

- Insert 7
- $5 < 7$
- $7 < 8$ and left child is null - Insert here



BST - Insert

- Insert 7
- $5 < 7$
- $7 < 8$ and left child is null - Insert here

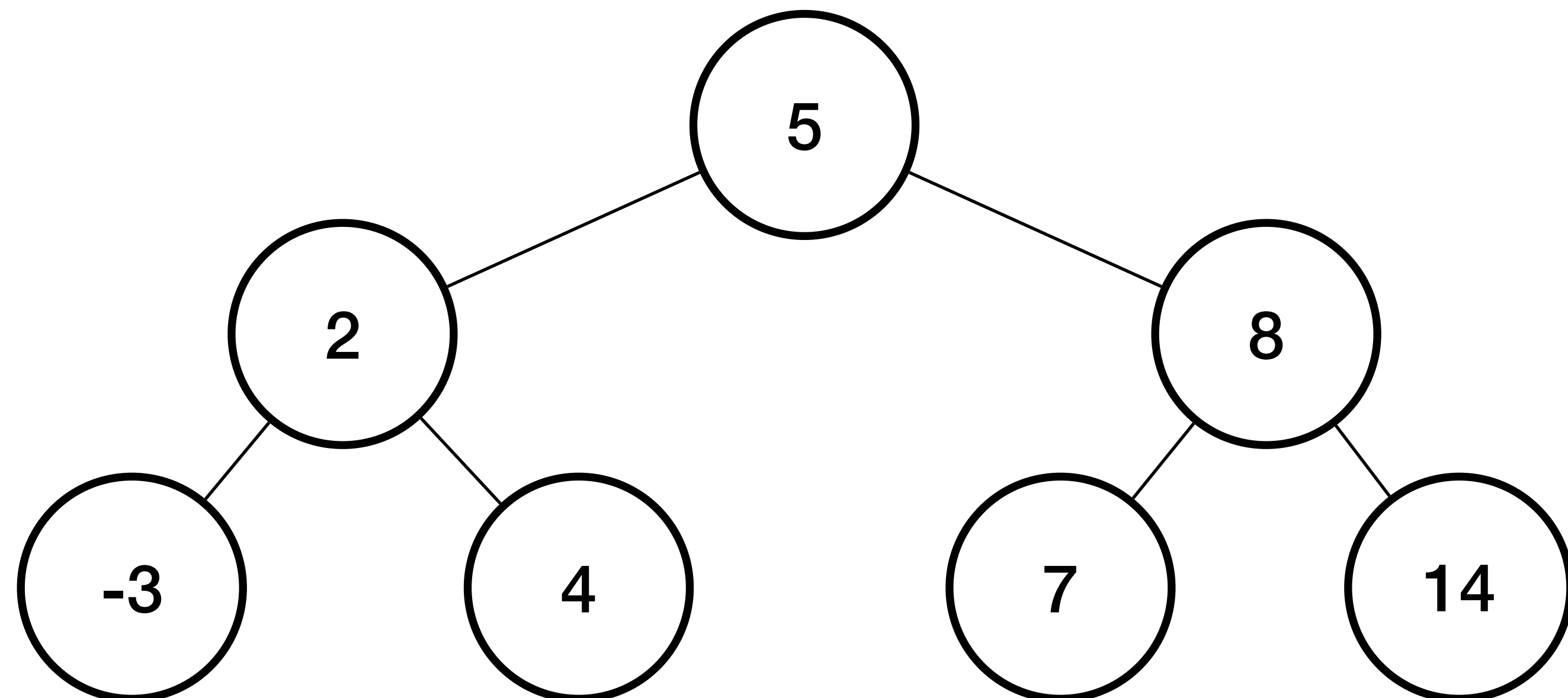


In-Order Traversal

- In-Order traversal of a BST iterates over the values in sorted order
- Visit all elements of the left subtree
 - Elements less than the node's value
- Visit the node's value
- Visit all elements of the right subtree
 - Elements greater than the node's value

Printed:

-3
2
4
5
7
8
14



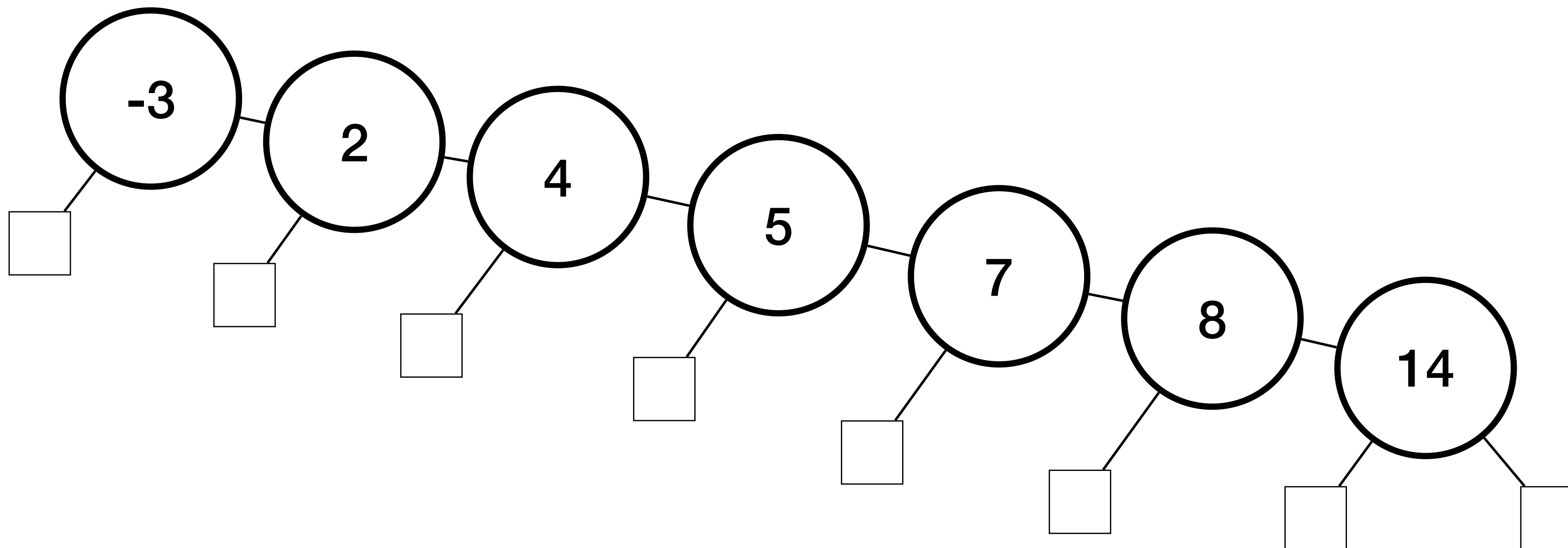
BST - Efficiency

- Vocab: A tree is balanced if each node has the same number of descendants in its left and right subtrees
- *** If a BST is balanced ***
- The number of nodes from the root to a leaf - the height of the tree - is $O(\log(n))$
- Insert and find take $O(\log(n))$ time
- Inserting n elements effectively sorts in $O(n \cdot \log(n))$ time
- Advantage: Sorted order is efficiently maintained as new elements are added in $O(\log(n))$
 - Array takes $O(n)$ to insert
 - Linked list takes $O(n)$ to find where to insert

BST - Inefficiency

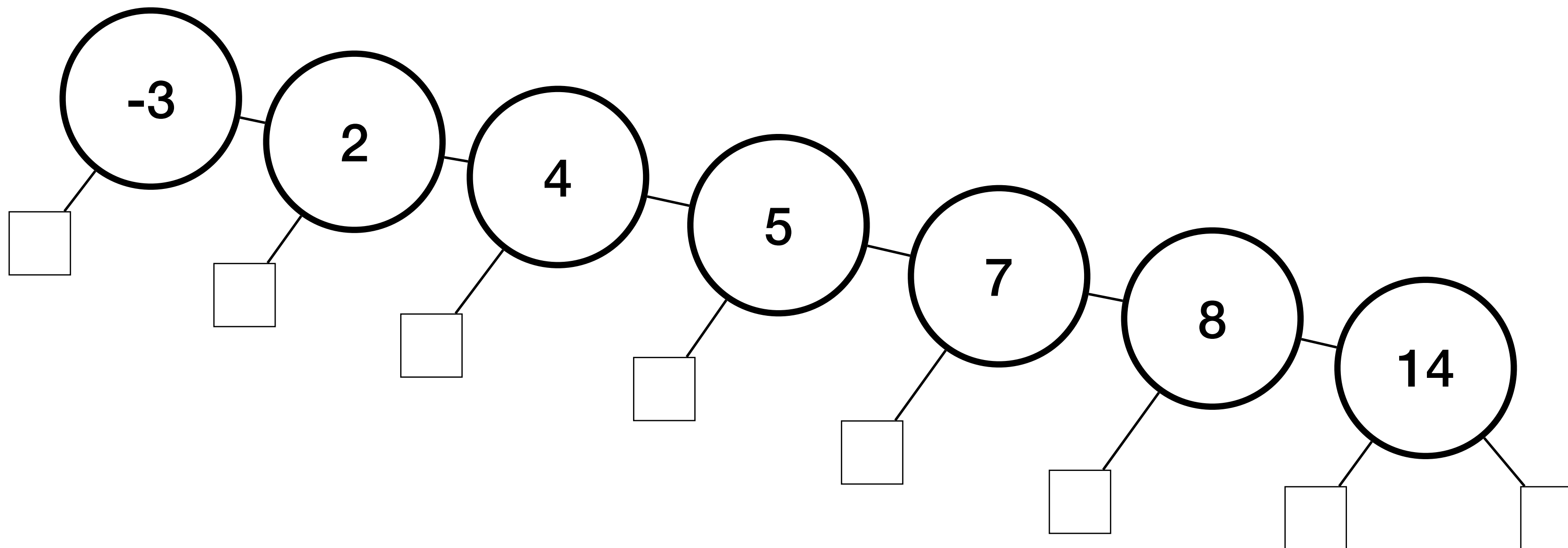
- What if the tree is not balanced?

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bst.insert(2)
bst.insert(4)
bst.insert(5)
bst.insert(8)
bst.insert(7)
bst.insert(14)
```



BST - Inefficiency

- If elements are inserted in sorted order
- Tree effectively becomes a linked list
 - $O(n)$ insert and find



BST for Thought

- How do we keep the tree balanced and still insert in $O(\log(n))$ time
- How would we remove a node while maintaining sorted order?
- How do we handle duplicate values?
 - Should duplicates even be allowed?
- Answers to these questions and more..
 - In **CSE250**

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