

3.2 BINARY SEARCH TREES

- ▶ BSTs
- ordered operations
- deletion

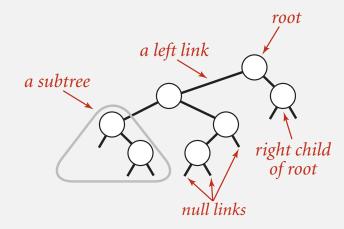
3.2 BINARY SEARCH TREES ▶ BSTs ordered operations deletion Algorithms ROBERT SEDGEWICK | KEVIN WAYNE http://algs4.cs.princeton.edu

Binary search trees

Definition. A BST is a binary tree in symmetric order.

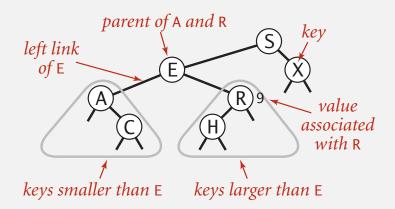
A binary tree is either:

- Empty.
- Two disjoint binary trees (left and right).



Symmetric order. Each node has a key, and every node's key is:

- Larger than all keys in its left subtree.
- Smaller than all keys in its right subtree.



BST representation in Java

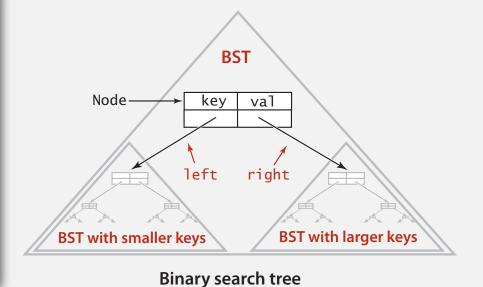
Java definition. A BST is a reference to a root Node.

A Node is comprised of four fields:

- A Key and a Value.
- A reference to the left and right subtree.

```
smaller keys larger keys
```

```
private class Node
{
   private Key key;
   private Value val;
   private Node left, right;
   public Node(Key key, Value val)
   {
      this.key = key;
      this.val = val;
   }
}
```



Key and Value are generic types; Key is Comparable

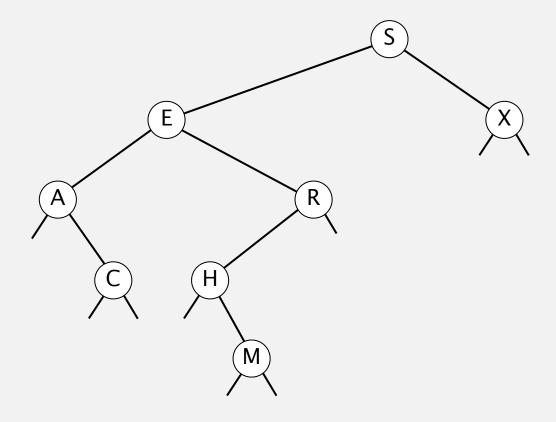
BST implementation (skeleton)

```
public class BST<Key extends Comparable<Key>, Value>
                                                            root of BST
    private Node root;
   private class Node
   { /* see previous slide */ }
   public void put(Key key, Value val)
   { /* see next slides */ }
   public Value get(Key key)
   { /* see next slides */ }
   public void delete(Key key)
   { /* see next slides */ }
   public Iterable<Key> iterator()
   { /* see next slides */ }
}
```

Binary search tree demo

Search. If less, go left; if greater, go right; if equal, search hit.

successful search for H

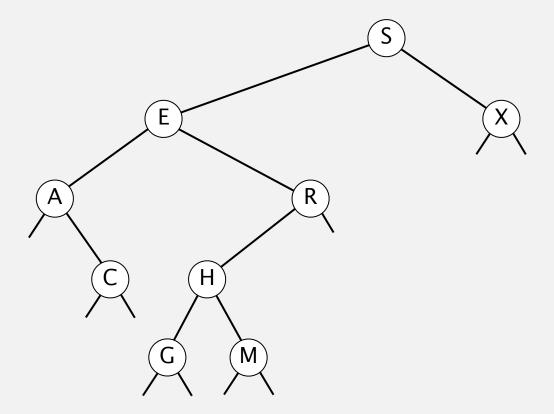




Binary search tree demo

Insert. If less, go left; if greater, go right; if null, insert.

insert G



BST search: Java implementation

Get. Return value corresponding to given key, or null if no such key.

```
public Value get(Key key)
{
   Node x = root;
   while (x != null)
   {
      int cmp = key.compareTo(x.key);
      if (cmp < 0) x = x.left;
      else if (cmp > 0) x = x.right;
      else if (cmp == 0) return x.val;
   }
   return null;
}
```

Cost. Number of compares is equal to 1 + depth of node.