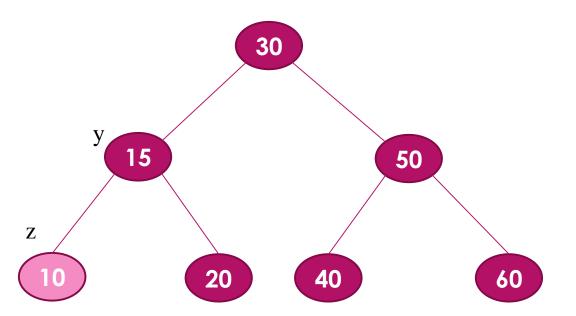
## Overview

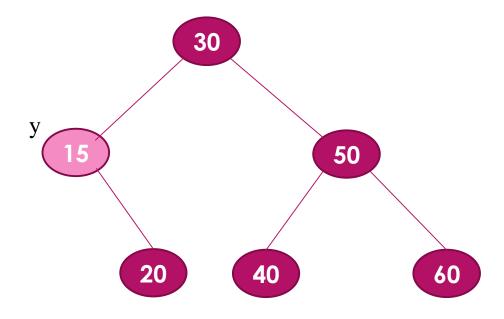
- ▶ Binary Search Tree Deletion
  - Examples
  - Different cases
  - > Algorithm

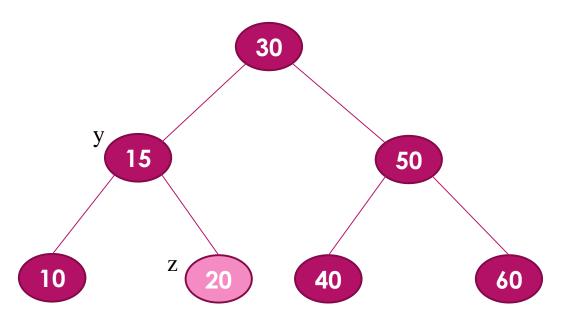


Delete z: a leaf node

Link updations ?

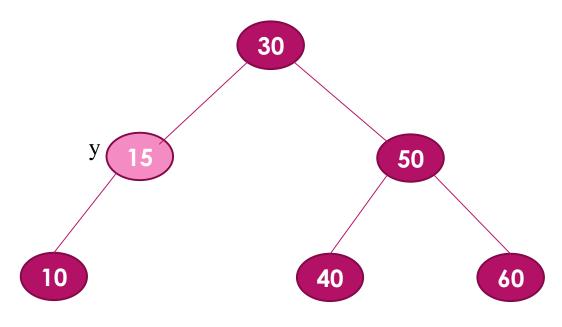
y.lchild to be set to NIL





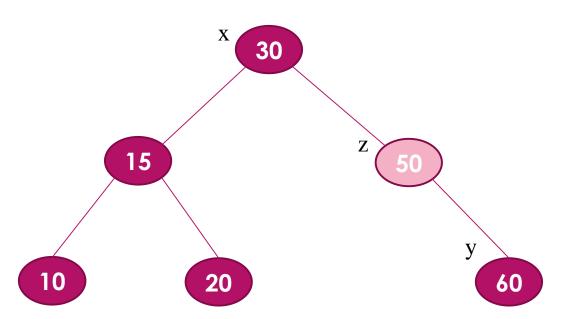
delete z, a leaf node

y.rchild to be set to NIL



# BST Deletion - examples

- ▶ Deletion of
  - a leaf node
  - •

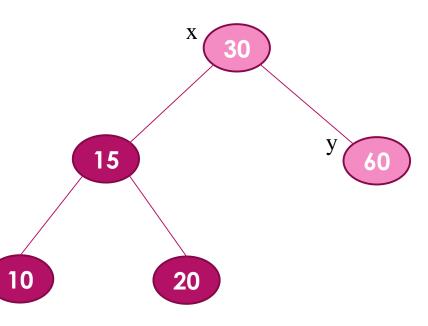


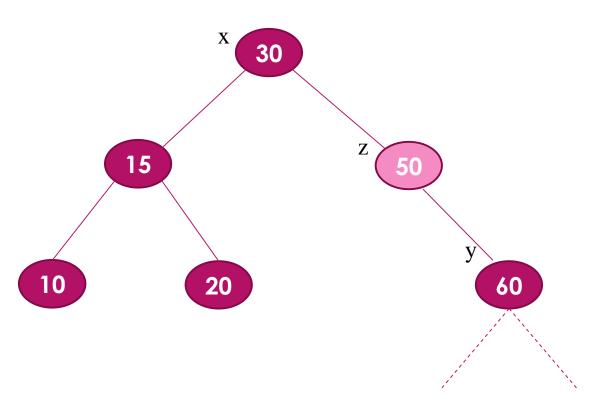
z: internal node with a single child

The lone child y can replace z

y.parent to be set as x

x.rchild to be set as y



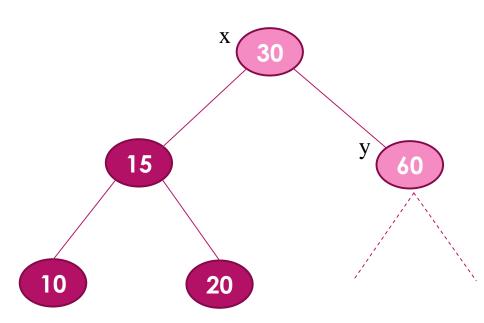


z: internal node with a single
nonempty subtree

y can replace z

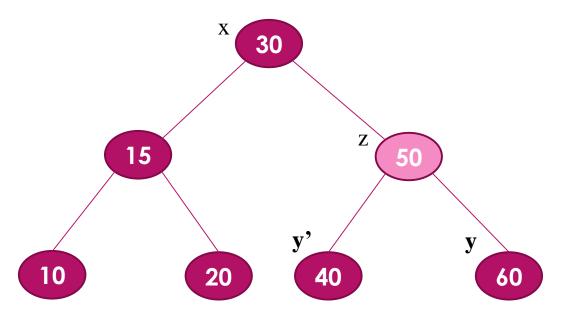
y.parent to be set as x

x.rchild to be set as y



# BST Deletion - examples

- ▶ Deletion of
  - a leaf node
  - · a node with one child
  - •

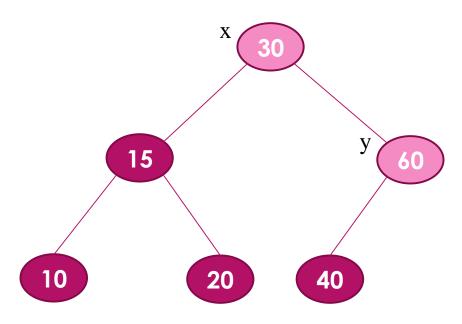


z:internal node with both left child
and right child nonempty

y.parent to be set as x

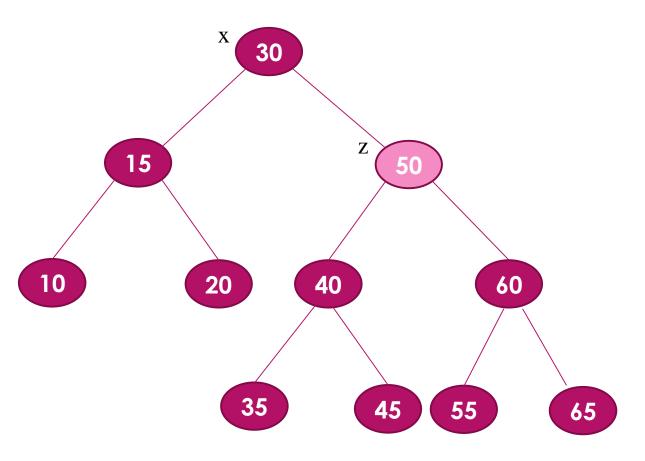
x.rchild to be set as y

Alternatively can y' replace z ?



## BST Deletion - examples

- ▶ Deletion of
  - a leaf node
  - · a node with one nonempty subtree
  - a node with both the children

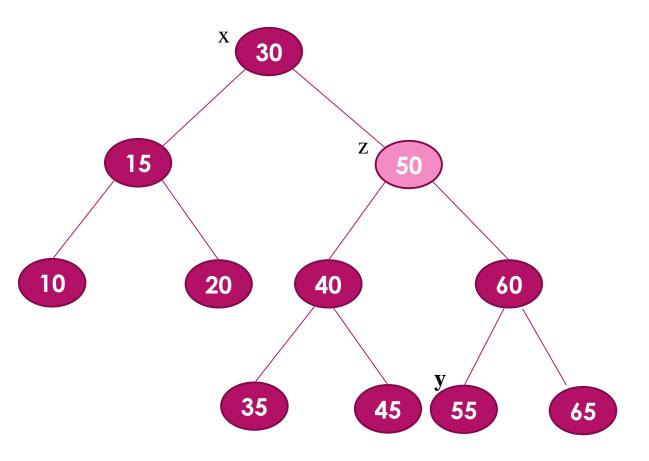


z: internal node, both the subtrees nonempty

Can not simply remove z

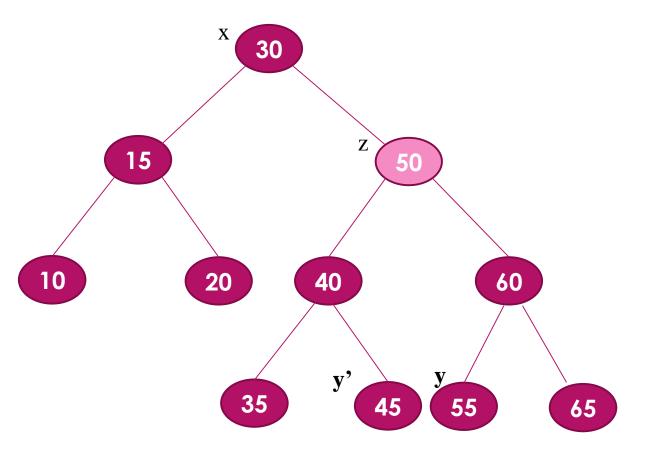
can z be replaced by some other node y ?

Can we select a y from the subtree of z?



z: internal node, both the subtrees
nonempty

can z be replaced by y ?

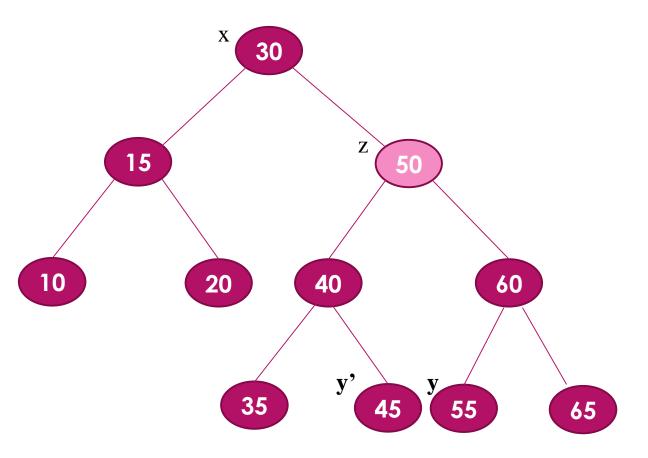


z: internal node, both the subtrees nonempty

can z be replaced by y'?

Replacing with z's inorder successor/inorder predecessor

BST property is to be maintained



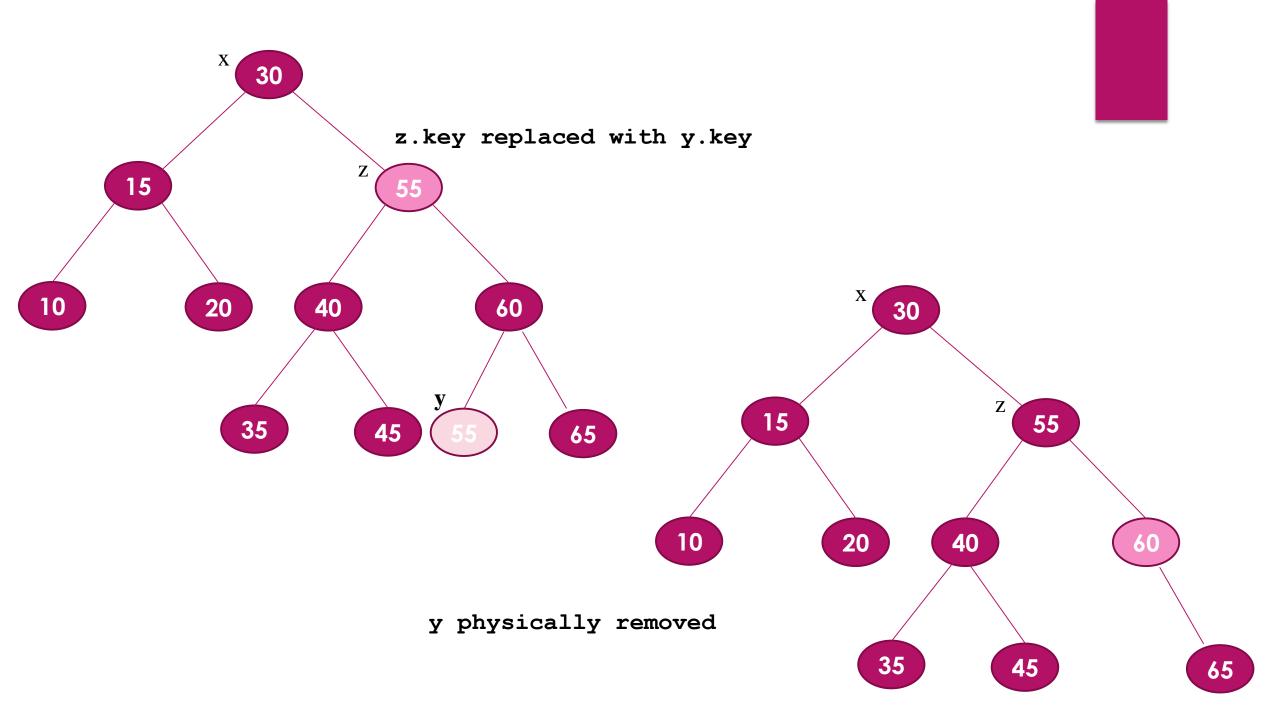
z: internal node, both the subtrees nonempty

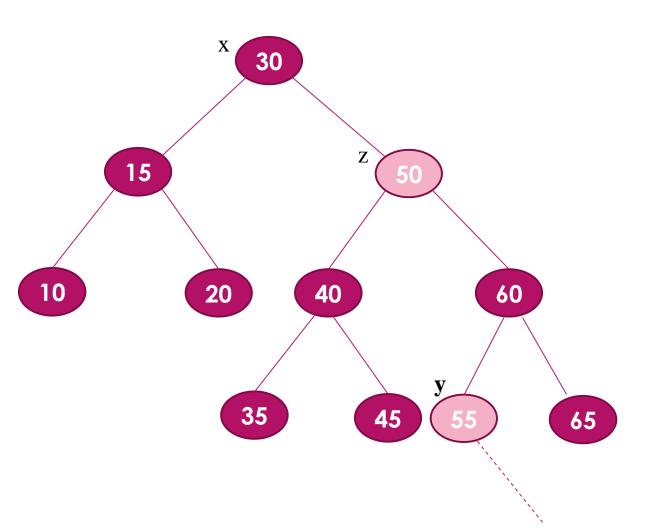
#### Solution1:

- Let y be z's inorder successor
- Replace z.key with y.key
- Delete y

z is not physically removed

Is it correct to replace z.key with y'.key, where y' is the inorder predecessor of z and then remove y'?

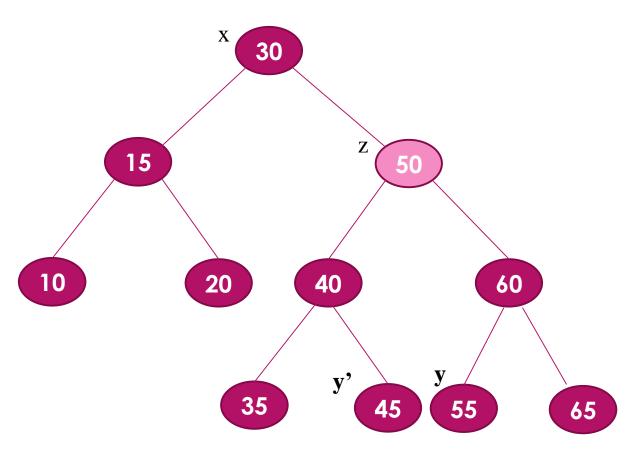




z: internal node with both the subtrees nonempty

z's successor has no left child, can have a nonempty right subtree

Physically deleted node has at most one nonempty subtree



z: internal node, both the subtrees nonempty. y: z's inorder successor)

#### Solution #1 (CLRS 2<sup>nd</sup> edn.):

- Copy data in y to z
- Delete y
- z is not physically removed

#### Solution #2 (CLRS 3<sup>rd</sup> edn.):

- Node z replaced by node y
- Node y is not deleted

## BST Deletion - examples

- ▶ Deletion of
  - a leaf node
  - · a node with one nonempty subtree
  - a node with both the subtrees non empty

#### BST Deletion - Cases

▶ Let z be the node to be deleted

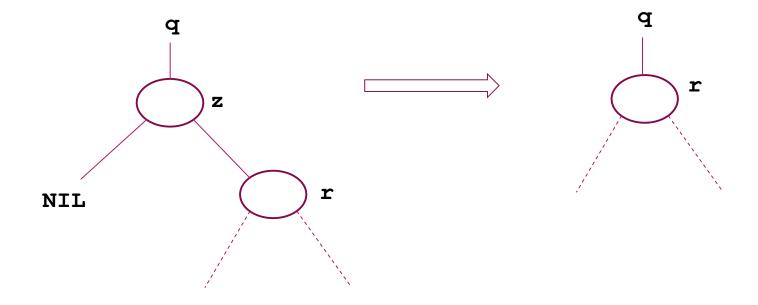
- 1. z has no children
- 2. z has just one child
- 3. z has both left and right child

## BST Deletion - Algorithm : Cases

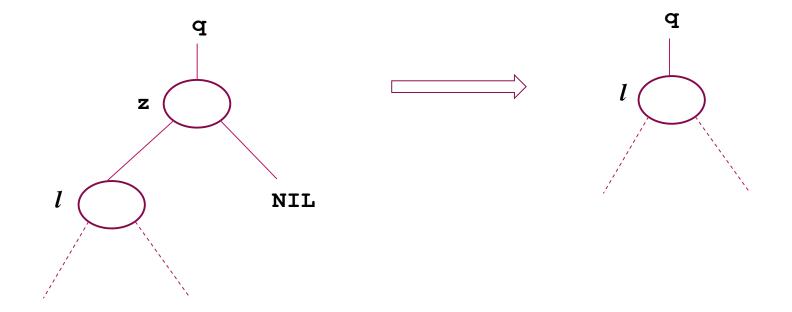
Let z be the node to be deleted

- 1. z has no left child
- 2. z has just one child, which is its left child
- 3. z has both a left and a right child

z being a leaf node - taken care of in case 1(right child can be empty on non empty)



z has no left child
Replace z by its right child r
r may or may not be empty



 ${\tt z}$  has left child  ${\it l}$  no right child Replace  ${\tt z}$  by its left child

### BST Deletion: Cases a and b

```
TREE-DELETE(T, z)

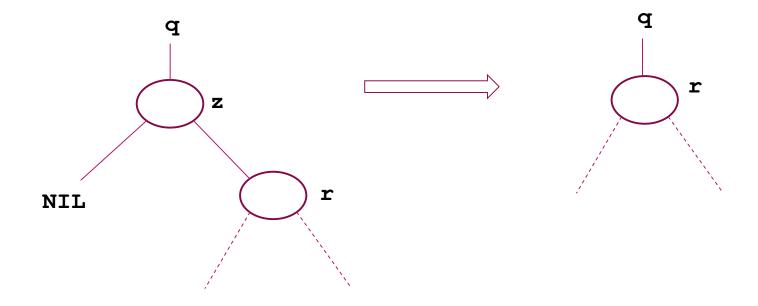
if z.left == NIL

    TRANSPLANT (T, z, z.right)

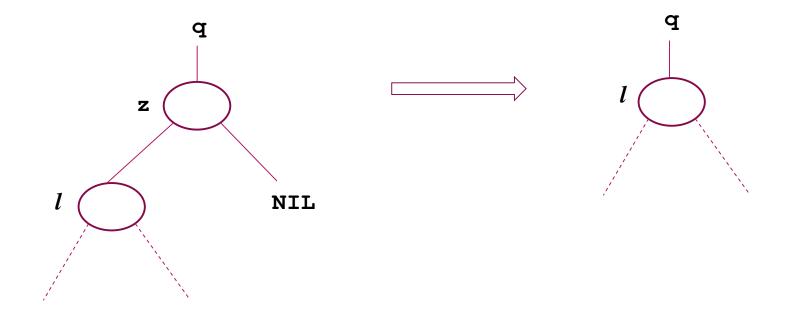
elseif z.right == NIL

    TRANSPLANT (T, z, z.left)

else ....... //z has both children, split into two cases c and d
```



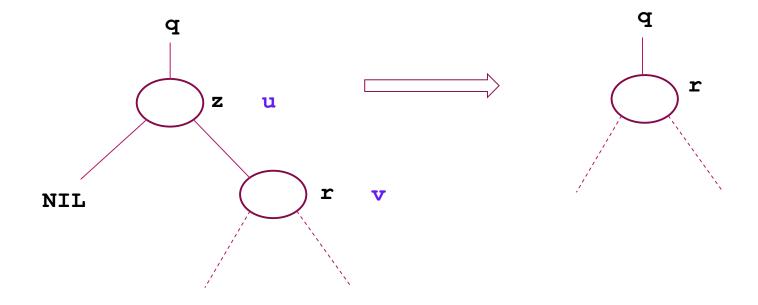
subtree rooted at z replaced with the subtree rooted at r



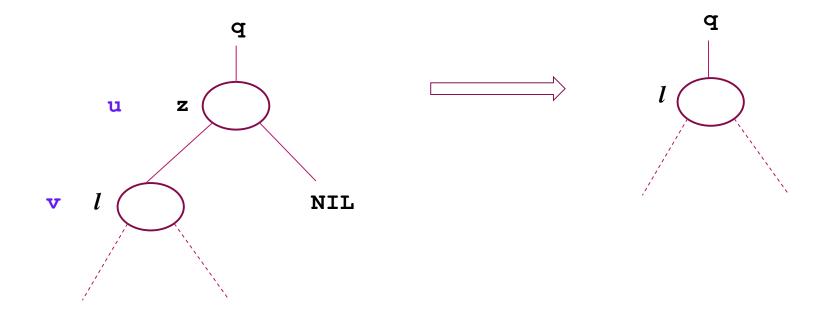
### BST Deletion: Cases a and b

```
TRANSPLANT(T, u, v) // replaces the subtree rooted at u with
                     // the subtree rooted at v
  if u.p == NIL // u is root
      T.root = v
  elseif u == u.p.left //u is lchild of its parent
      u.p.left = v
  else u.p.right = v
  if v \neq NIL
      v.p = u.p // v.left, v.right updations, if required, to
                   // to be done by the caller
```

(a)



TRANSPLANT(T, u, v)replaces the subtree rooted at u with the subtree rooted at v



### Reference

1. T H Cormen, C E Leiserson, R L Rivest, C Stein *Introduction to Algorithms*, 3<sup>rd</sup> ed., PHI, 2010