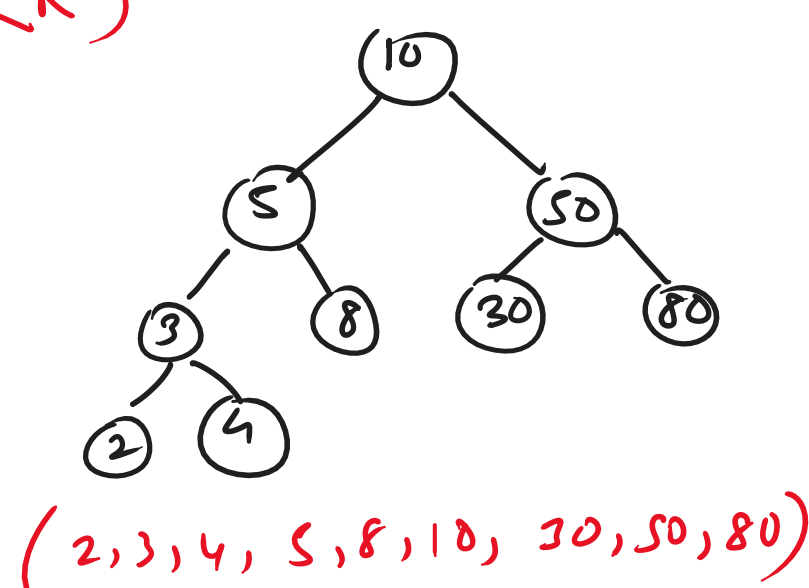


BST Implementation: $\rightarrow (L < N < R)$

Operations: \rightarrow

- (i) Insert (root, key)
- (ii) Search (root, key)
- (iii) Delete (root, key)
- (iv) InOrder Traversal \rightarrow Ascending Order



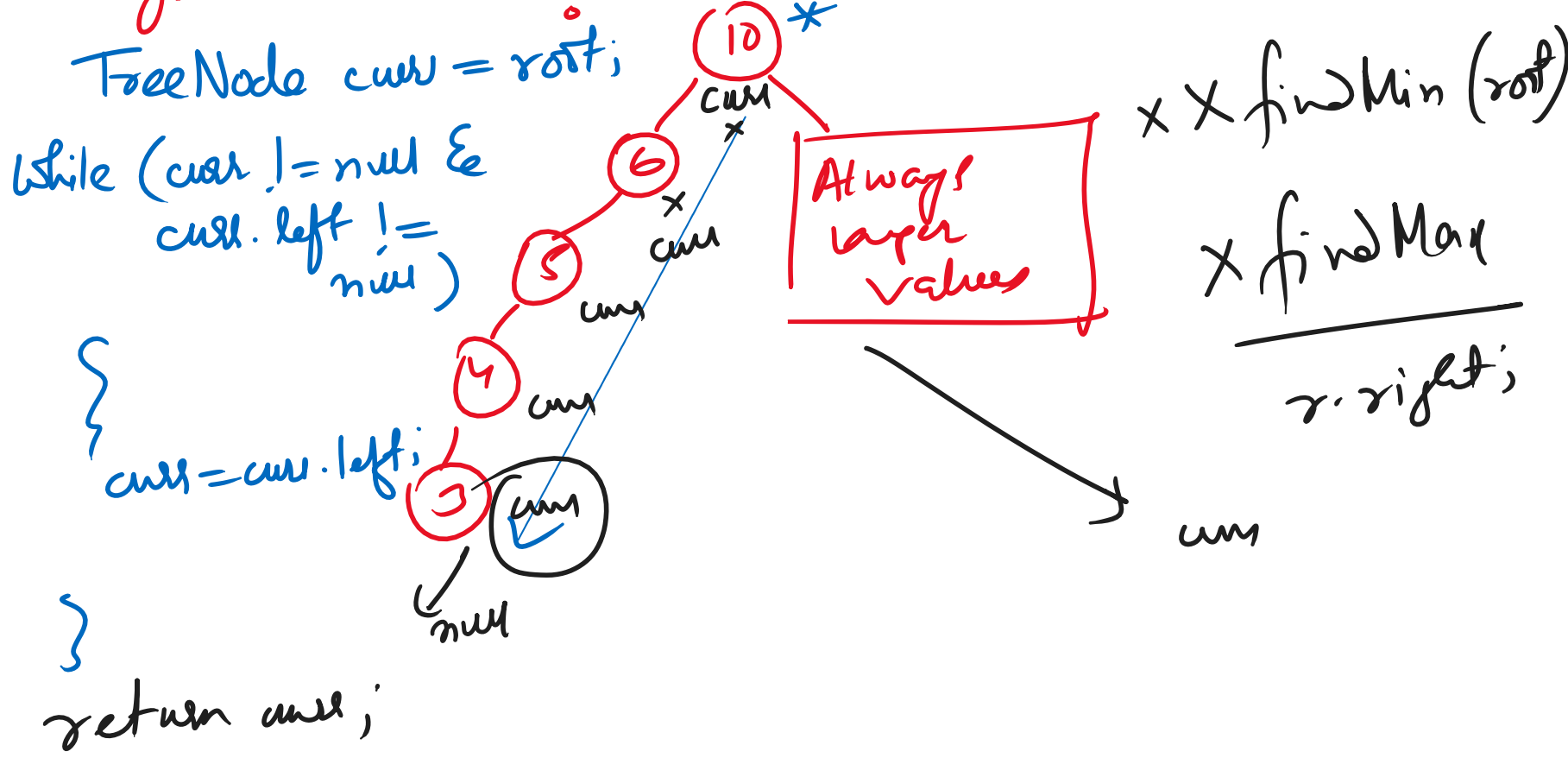
Note: For (skewed data) the BST height becomes $O(n)$ or $O(h)$ where n or h becomes the height of the tree.

Therefore, we use AVL Trees or Red Black Trees for strictly height balanced BST property.

Balance Factor = height(left) - height(right) (0 to ± 1)

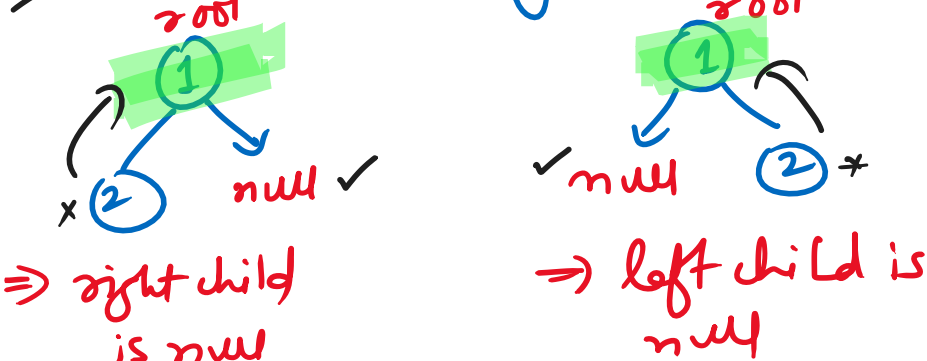
[1962] \rightarrow Thesis Report \rightarrow (Process of Storing Infor)
Adelson Velsky & Evgenii Landis
AVL (Rotations)

* How to find the least value of a BST for any given node?



Three important factors for the delete operation in a BST.

1. Node with only 1 child



\Rightarrow right child is null

if (root.right == null)

{

Tree temp = r.l

root = null;

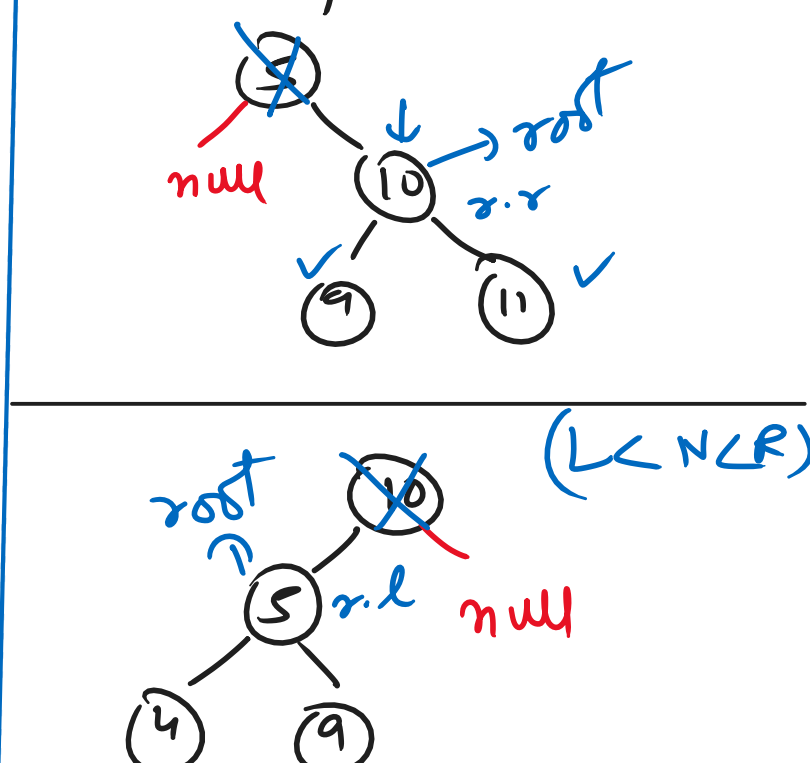
return temp;

\Rightarrow left child is null

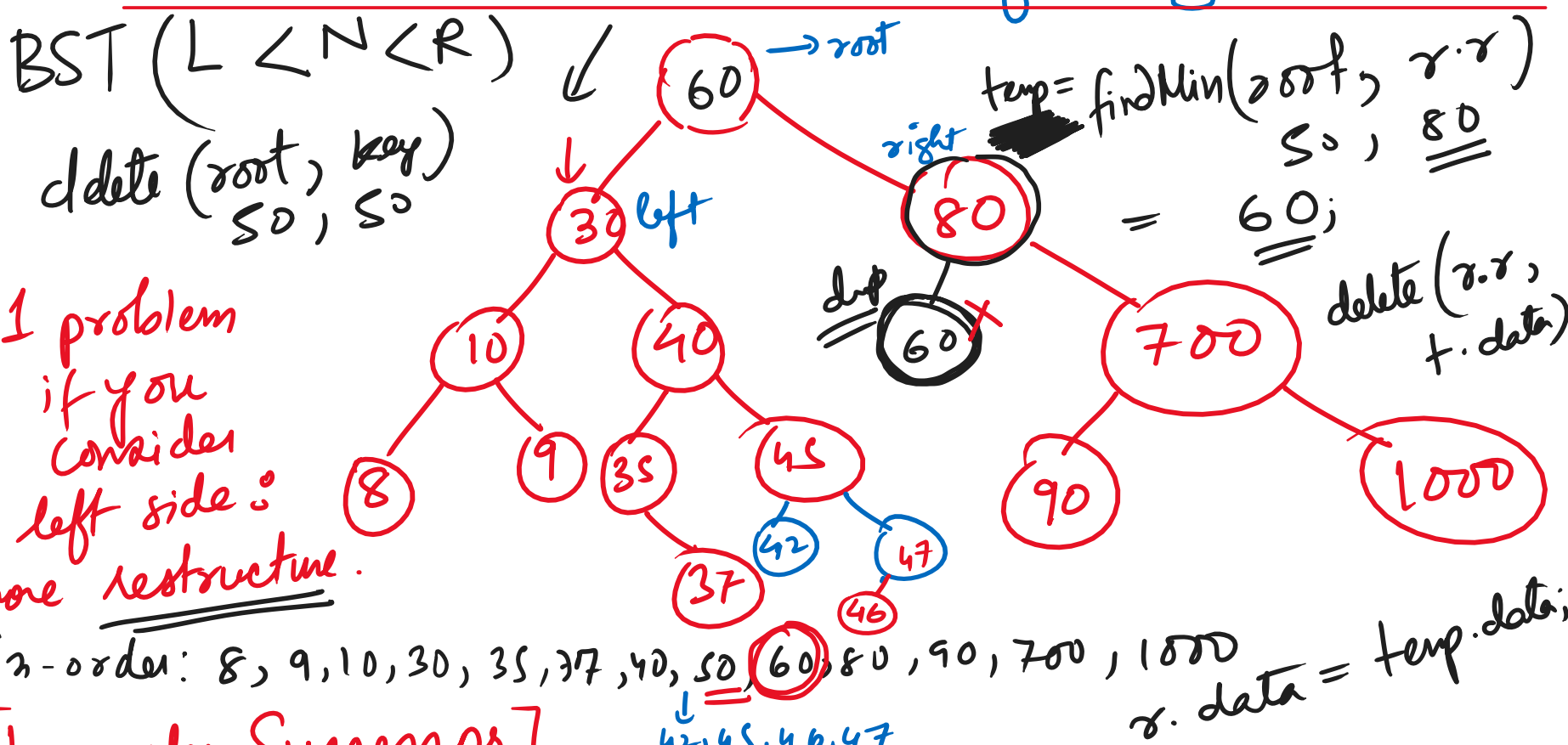
Tree temp = r.r

root = null;

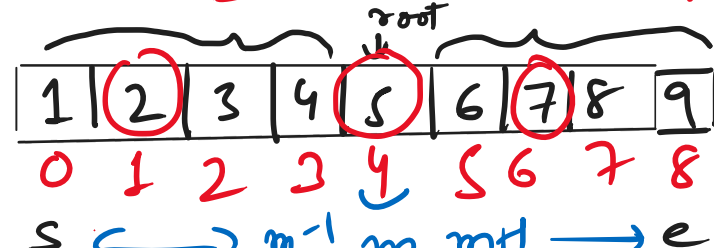
return temp;



* Delete a node with both left & right children:



* Write a Java code to convert a sorted array to a Balanced BST:

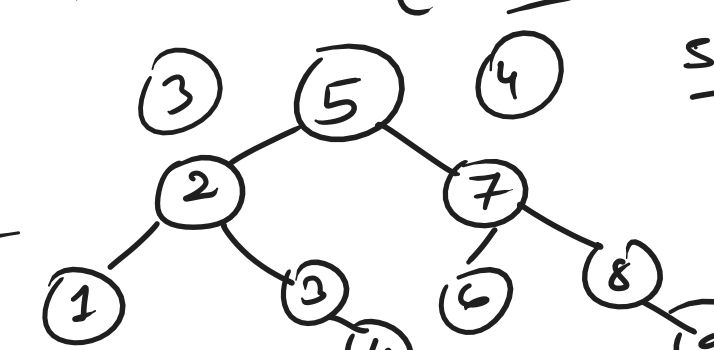


$$m = \frac{s + e - 1}{2} \quad \left| \quad \frac{s + e}{2} = \frac{8}{2} = 4$$

recursion root = arr[mid] recursion

$$\frac{3}{2} = 1$$

$$0, \pm 1$$



$$\frac{s + e}{2} = \frac{13}{2} = 6$$

$$3 - 4 = -1$$

Types of trees: \rightarrow (GFG)

- (i) Normal Trees
- (ii) Binary Trees
- (iii) Search Trees \rightarrow BST
- (iv) Complete Binary Tree (Heap) \rightarrow AVL
- (v) Fenwick Trees (Binary Index Tree)
- (vi) Segment Trees
- (vii) k-dimensional Trees
- (viii) Orthogonal Range Trees
- (ix) B/B+ Trees (DBMS) (Database)
- (x) Suffix Trees \rightarrow Tries

Not height balanced

Right

Left

Skewed trees

Strictly Height Balanced

Use rotations for balancing

Balance factor = lh - rh

range [0 to ± 1]

Tries \rightarrow Phone Book or Directory word Dictionary

