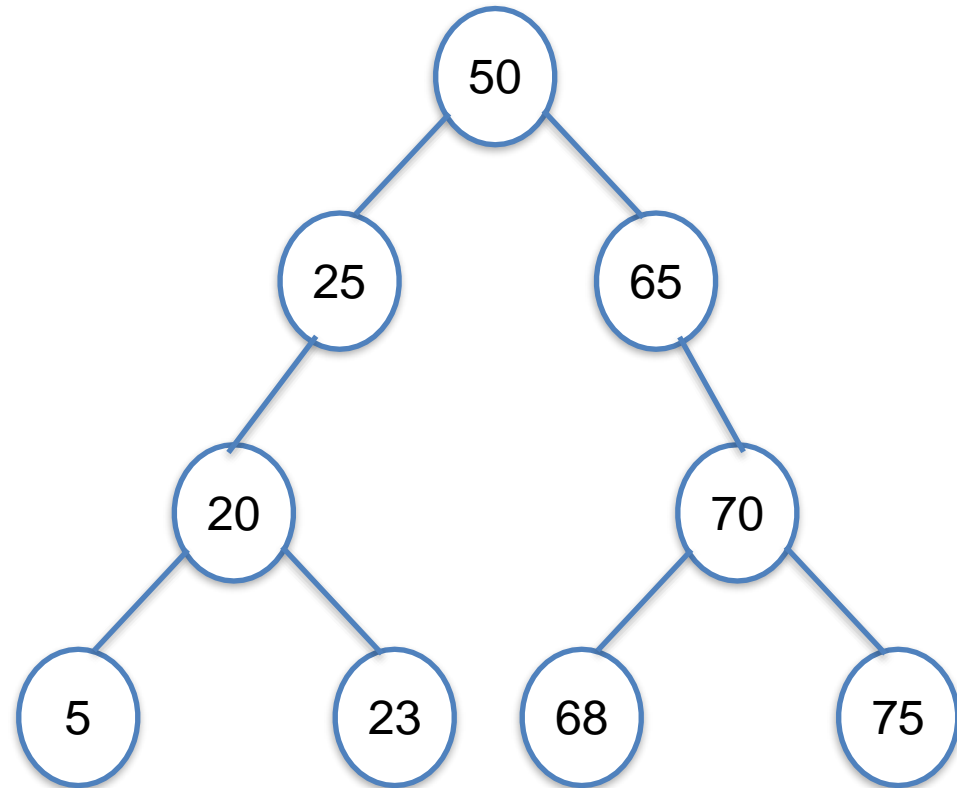


# Binary Search Trees

# BST property

- Keys in a BST satisfy the *binary-search-tree property*
- Let  $x$  be a node in a binary search tree.
- If  $y$  is a node in the left subtree of  $x$ , then  $y.key \leq x.key$
- If  $y$  is a node in the right subtree of  $x$ , then  $y.key \geq x.key$



# Querying a binary search tree

- **Query operations** - Search, Minimum, Maximum, Successor and Predecessor
- BST support these operations each one in time  **$O(h)$**  on any binary search tree of **height  $h$ .**

# BST Insertion

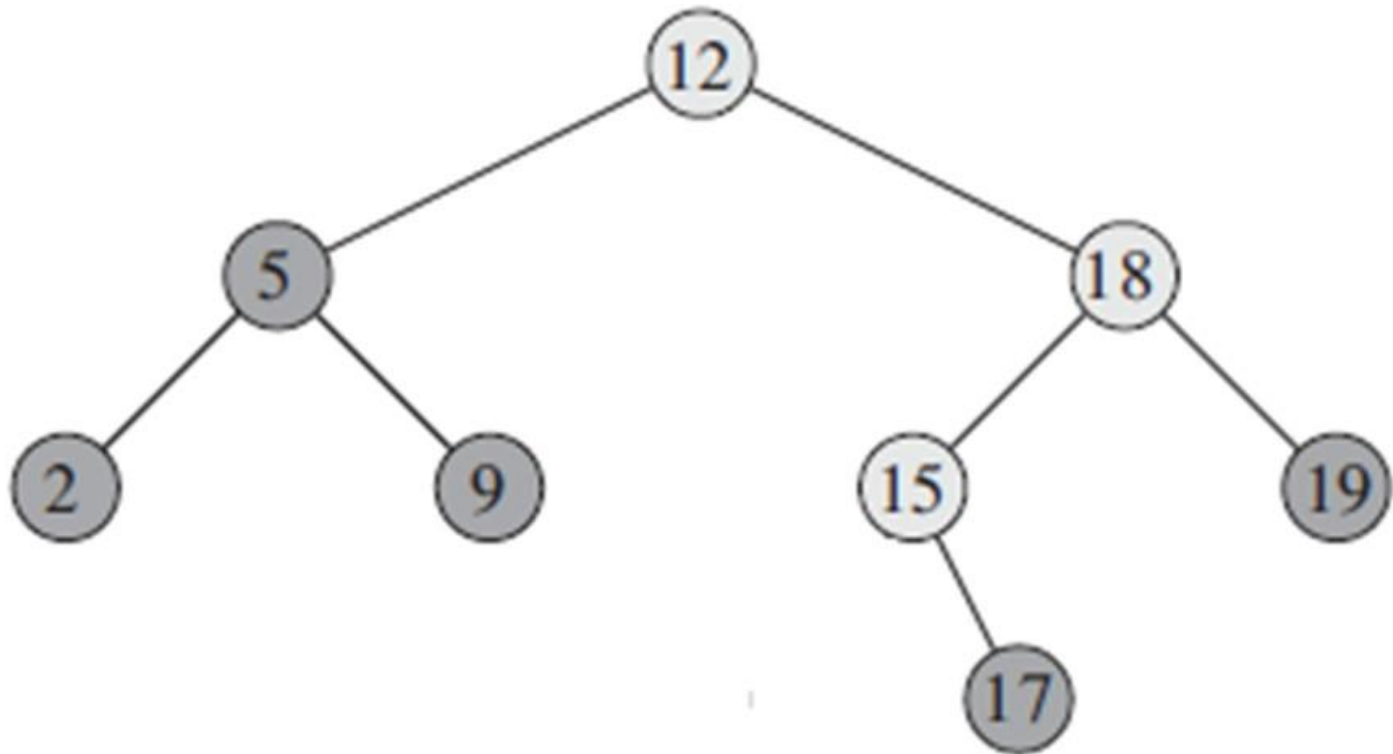
# BST Insertion

- Insertion & Deletion are modifying operations
  - BST changes as the result of these operations
  - BST property continues to hold

# Procedure to insert a value $v$ into a BST $T$

- **Input**
  - BST  $T$
  - A node  $z$  for which  $z.\text{key} = v$ ,  $z.\text{left} = \text{NIL}$  &  $z.\text{right} = \text{NIL}$
- **Tree-Insert** modifies
  - $T$
  - Some attributes of  $z$
  - Inserts  $z$  into an appropriate position in  $T$

Insert the node with key 13 to given T



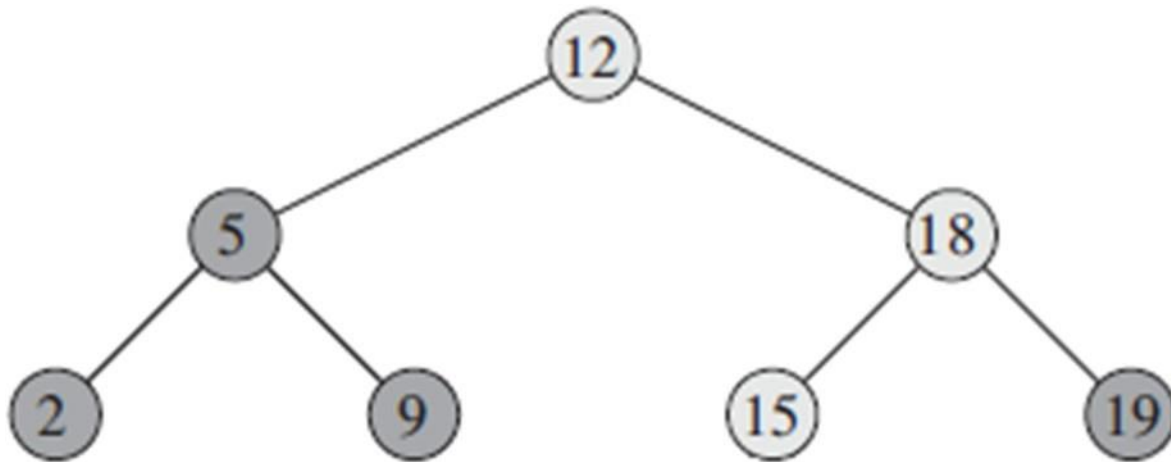
# TREE-INSERT( $T, z$ )

- Starts with the root of  $T$
- Maintains two pointers  $x$  and  $y$
- $x$  traces a simple path downward looking for a NIL to replace with  $z$
- $y$  is the trailing pointer which is the parent of  $x$
- Why do we need a trailing pointer  $y$  as the parent of  $x$ ?



## Another T

- Insert 3, 17, 25, 8 in sequence (one after another)

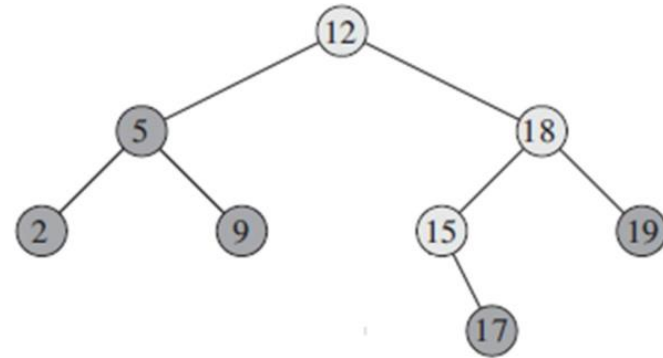


## TREE-INSERT( $T, z$ )

- Starts with the root of  $T$
- Maintains two pointers  $x$  and  $y$
- $x$  traces a simple path downward looking for a NIL to replace with  $z$
- $y$  is the trailing pointer which is the parent of  $x$

## TREE-INSERT( $T, z$ )

```
1   $y = \text{NIL}$ 
2   $x = T.\text{root}$ 
3  while  $x \neq \text{NIL}$ 
4       $y = x$ 
5      if  $z.\text{key} < x.\text{key}$ 
6           $x = x.\text{left}$ 
7      else  $x = x.\text{right}$ 
8   $z.p = y$ 
9  if  $y == \text{NIL}$ 
10      $T.\text{root} = z$     // tree  $T$  was empty
11  elseif  $z.\text{key} < y.\text{key}$ 
12      $y.\text{left} = z$ 
13  else  $y.\text{right} = z$ 
```

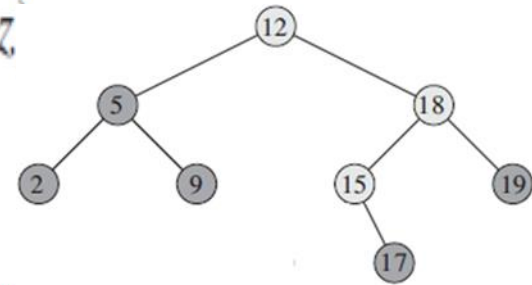


# TREE-INSERT( $T, z$ ) – contd.

- While loop (lines 3-7) causes  $x$  &  $y$  to move down  $T$  until  $x$  becomes NIL
- NIL occupies the position where we need to insert  $z$
- Lines 8-13 sets the pointers that cause  $z$  to be inserted

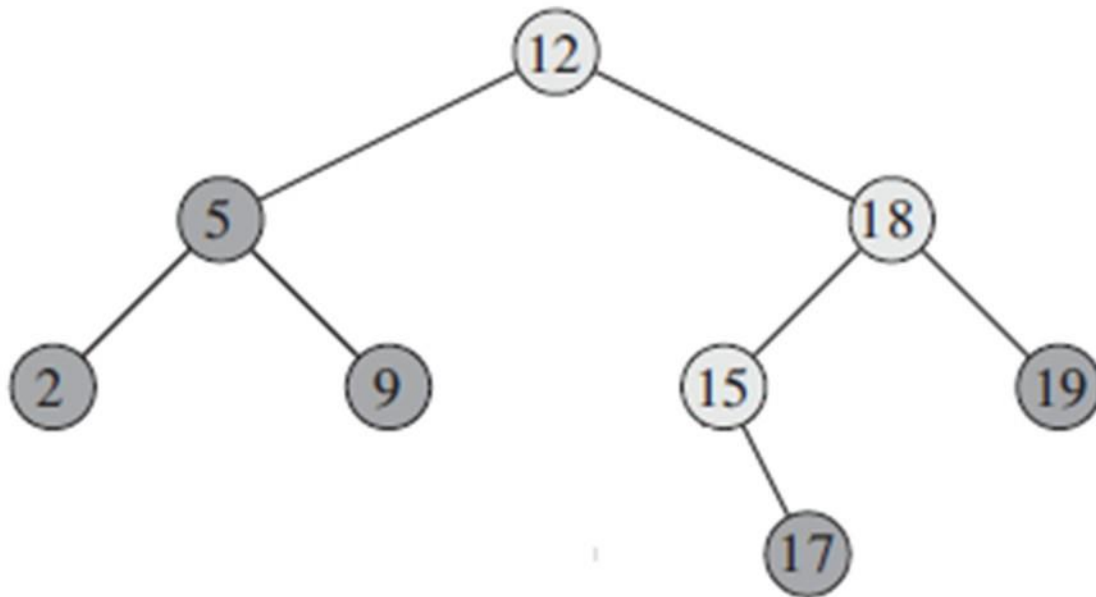
TREE-INSERT( $T, z$ )

```
1   $y = \text{NIL}$ 
2   $x = T.\text{root}$ 
3  while  $x \neq \text{NIL}$ 
4       $y = x$ 
5      if  $z.\text{key} < x.\text{key}$ 
6           $x = x.\text{left}$ 
7      else  $x = x.\text{right}$ 
8   $z.p = y$ 
9  if  $y == \text{NIL}$ 
10      $T.\text{root} = z$       // tree  $T$  was empty
11  elseif  $z.\text{key} < y.\text{key}$ 
12      $y.\text{left} = z$ 
13  else  $y.\text{right} = z$ 
```



# Running time of TREE-INSERT( $T, z$ )

- Traverses from root to the appropriate position where  $z$  (eg: 13) has to be inserted



- Running time :  $O(h)$  on a tree of height  $h$

# Exercise

Write the recursive version of TREE-INSERT

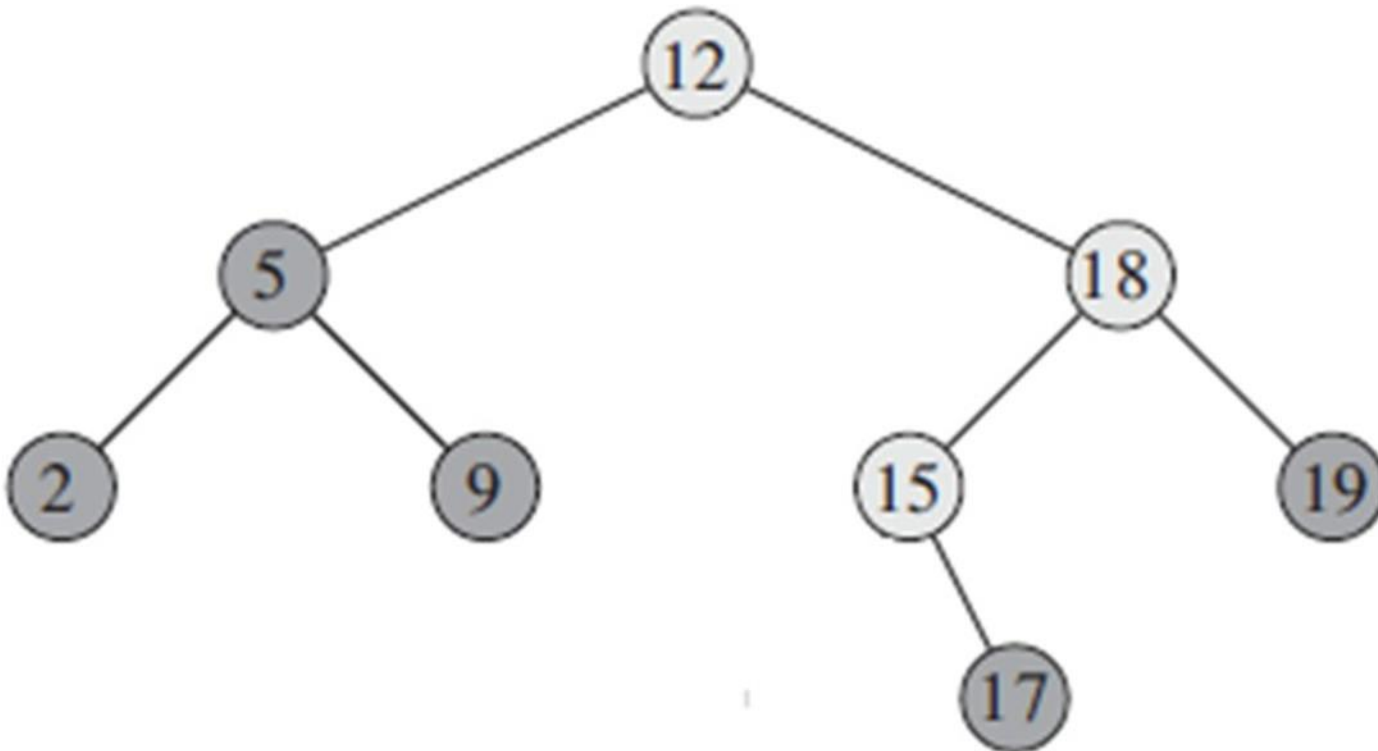
# BST Deletion

# Overview

## □ Binary Search Tree Deletion

- Examples
- Different cases
- Algorithm

# Deletion of a node from a BST





# References

- CLRS Book