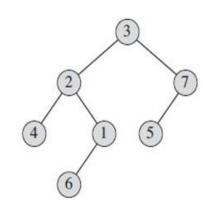
Binary Search Trees

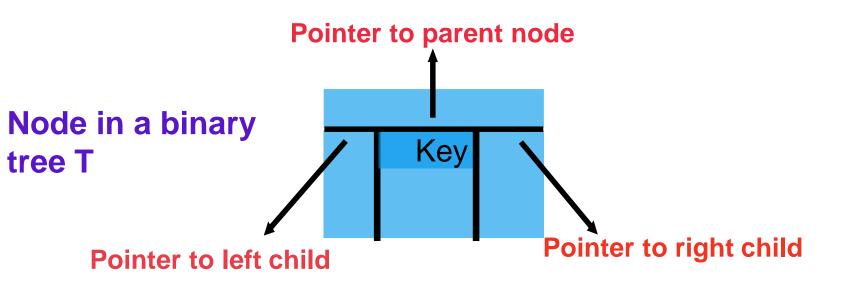
Recap

- Binary tree: A binary tree is defined recursively.
- A binary tree T is a structure defined on finite set of nodes that either
 - Contains no nodes (the empty tree or null tree) denoted NIL or
 - Composed of three disjoint set of nodes:
 - a root node
 - a binary tree called its left subtree
 - a binary tree called its right subtree



Binary Search Tree (BST)

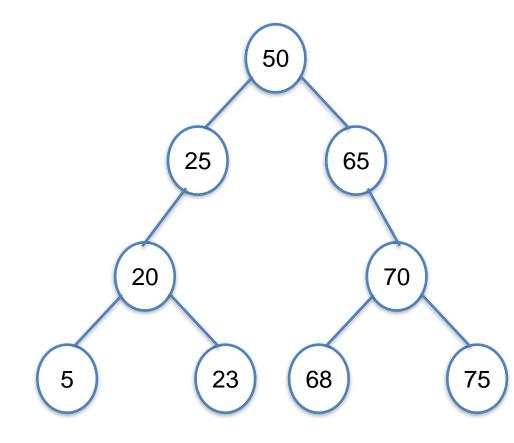
- BST is organized as a binary tree.
- key and satellite data, pointers left, right, and parent
- value NIL, if a child or the parent is missing
- Root node only node in the tree whose parent is NIL.
- Represent BST by a linked data structure (linked list) in which each node is an object



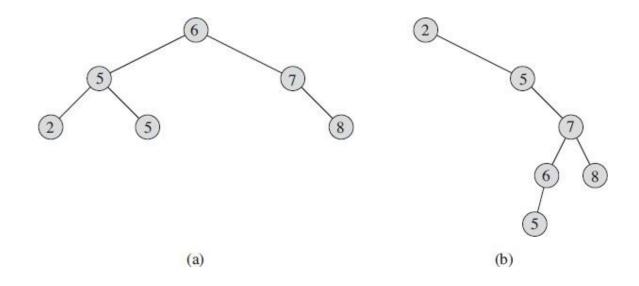
BST property

- 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 < = x. key

If y is a node in the right subtree of x, then
 y. key > = x. key



Binary Search Tree (BST) - Example



- Different binary search trees can represent the same set of values
- Running time for various operations Proportional to height of the tree
- Fig (a) BST on 6 nodes with height 2, Fig (b) BST on 6 nodes with height 4
- Ex: Draw two more different BSTs with the same set of keys.

How to print the elements in BST?

Traversals:

- In order (In order tree walk)
 - Prints the key of the root of a subtree between printing the values in its left subtree and printing those in its right subtree
 - LeftSubTree—Root—RightSubTree
- Pre order (Pre order tree walk)
 - Prints the root before the values in either subtree
 - Root—LeftSubTree—RightSubTree
- Post order (Post order tree walk)
 - Prints the root after the values in its subtrees.
 - LeftSubTree—RightSubTree—Root

Inorder-tree traversal

INORDER-TREE-WALK (x)

```
1 if x \neq \text{NIL}

2 INORDER-TREE-WALK(x.left)

3 print x.key

4 INORDER-TREE-WALK(x.right)
```

Call the function: INORDER-TREE-WALK(T.root)

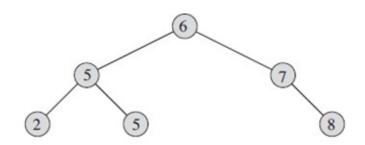
Correctness of the algorithm follows by induction using the binary-search-tree property.

Running time – Inorder traversal

- ⊕(n)-time to walk an n-node BST
- After the initial call, the procedure calls itself recursively exactly twice for each node in the tree,
 - once for its left child and
 - once for its right child.

INORDER-TREE-WALK (x)

```
    if x ≠ NIL
    INORDER-TREE-WALK(x.left)
    print x.key
    INORDER-TREE-WALK(x.right)
```



Running Time of INORDER-TREE-WALK

- Let T(n) denote the time taken by INORDER-TREE-WALK, when it is called on the root of an n-node subtree.
- Since INORDER-TREE-WALK visits all n nodes of the subtree -T(n)=Ω(n)

INORDER-TREE-WALK (x)

```
• Now, show that T(n)=O(n).

1 if x \neq NIL
2 INORDER-TREE-WALK(x.left)
3 print x.key
4 INORDER-TREE-WALK(x.right)
```

- INORDER-TREE-WALK takes a small, constant amount of time on an empty subtree (for the test x ≠ NIL), T(0)=c for some constant c > 0.
- For n > 0, INORDER-TREE-WALK is called on a node x whose left subtree has k nodes and whose right subtree has n-k-1 nodes.

- Time to perform INORDER-TREE-WALK(x) is bounded by $T(n) \le T(k) + T(n-k-1) + d$, for some constant d > 0
- It reflects an upper bound on the time to execute the body of INORDER-TREE-WALK(x), exclusive of the time spent in recursive calls.
- Substitution method to show that T(n)=O(n) by proving that T(n)<= (c+d)n + c.
- For n = 0, we have (c+d).0 + c = c = T(0).
- For n > 0, we have T(n) <= T(k)+T(n-k-1)+d

Substitute
$$T(k) = (c+d)k + c$$
 and $T(n-k-1) = (c+d)(n-k-1) + c$

$$T(n) \leq T(k) + T(n-k-1) + d$$

$$= ((c+d)k+c) + ((c+d)(n-k-1)+c) + d$$

$$= (c+d)n + c - (c+d) + c + d$$

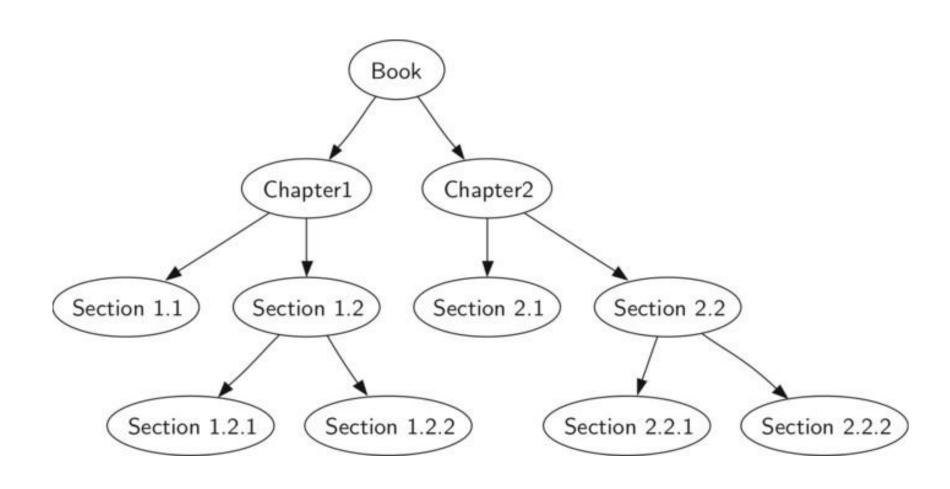
$$= (c+d)n + c,$$

Thus,
$$T(n) = O(n)$$
 -----(2)

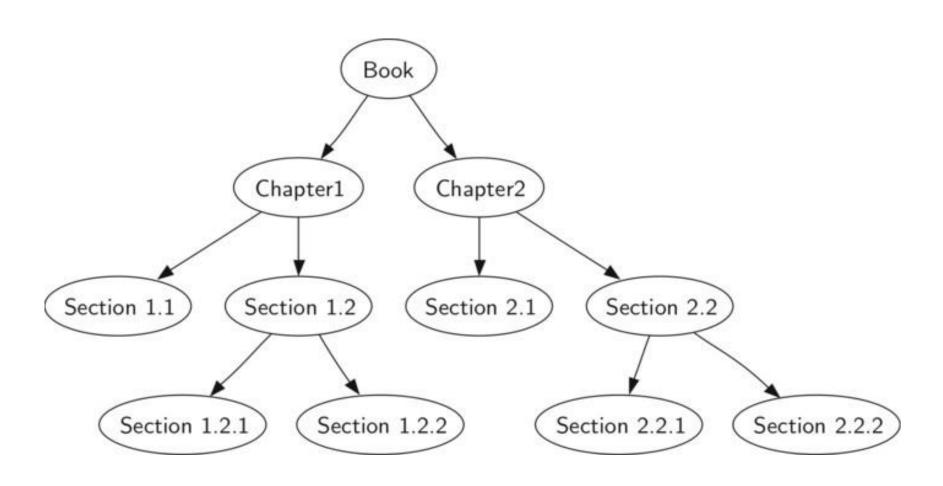
From (1) and (2), it is clear that $T(n) = \Theta(n)$

Application of traversals

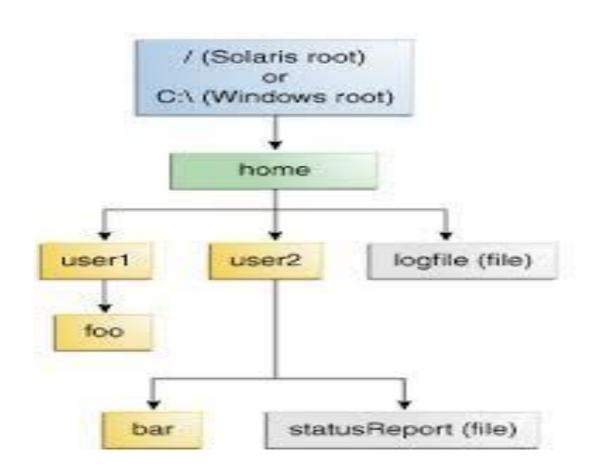
A book is represented as a binary tree as follows:



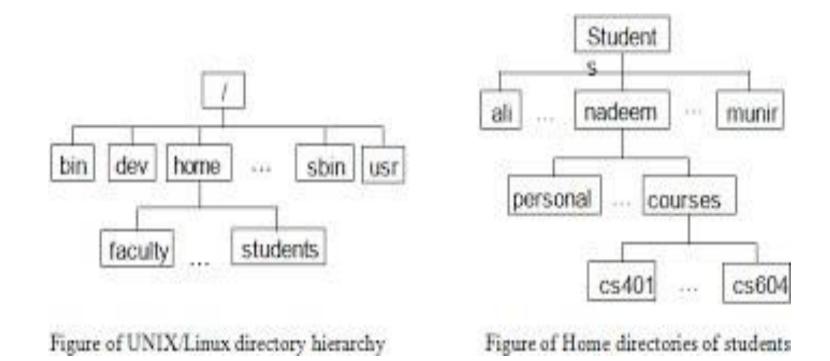
Print the Table of Contents



Directory structure of Operating Systems



Directory structure — Unix/Linux



Think about how do you find the size of "Student" directory, given the size of files in each of the subfolders?

Exercises

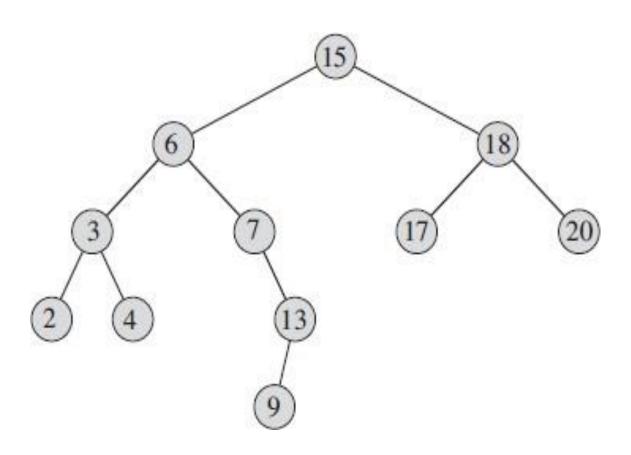
- Write the pseudocode for Postorder and Preorder traversal algorithms (recursive)
- Prove the correctness of these traversal algorithms
- Derive the running time of Postorder and Preorder traversal algorithms

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.

Exercise
Search for the key 13



TREE-SEARCH(x, k)

 Given a pointer to the root of the tree and a key k, TREE-SEARCH returns a pointer to a node with key k if one exists; otherwise, it returns NIL.

```
TREE-SEARCH(x,k)

1 if x == NIL or k == x.key

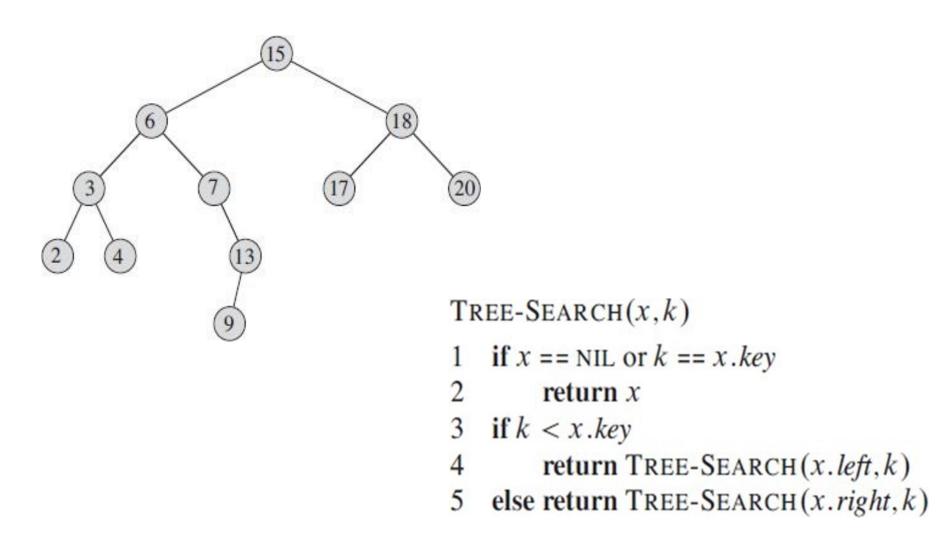
2 return x

3 if k < x.key

4 return TREE-SEARCH(x.left,k)

5 else return TREE-SEARCH(x.right,k)
```

Exercise Search for the key 15 and 14



TREE-SEARCH(x, k)

- The procedure begins its search at the root and traces a simple path downward in the tree
- For each node x it encounters, it compares the key k with x.key.
- If the two keys are equal, the search terminates.
- If k is smaller than x.key, the search continues in the left subtree of x, since the binary-search tree property implies that k could not be stored in the right subtree.

TREE-SEARCH(x, k)

- Symmetrically, if k is larger than x.key, the search continues in the right subtree.
- The nodes encountered during the recursion form a simple path downward from the root of the tree.
- Running time of TREE-SEARCH is O(h), where h
 is the height of the tree.

Iterative version - Search

 Write the iterative version of Tree-Search(x,k)

 Generally, iterative version is more efficient than recursive version.

• Why....?

Tree-Search(x,k)

```
ITERATIVE-TREE-SEARCH(x, k)

1 while x \neq \text{NIL} and k \neq x.key

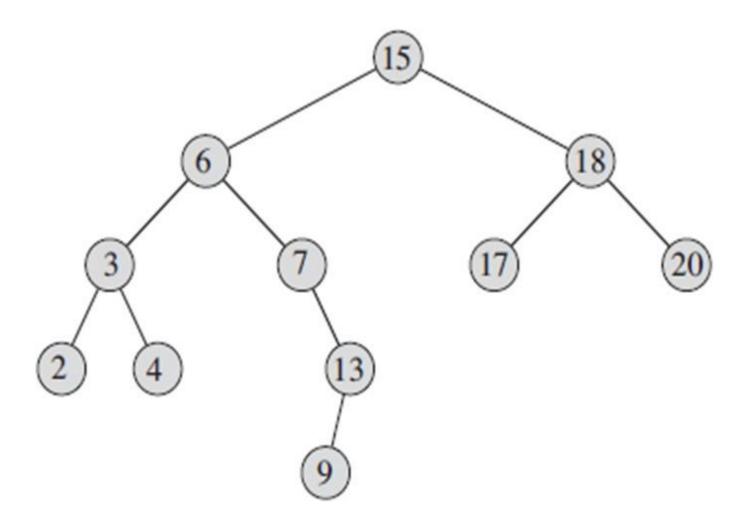
2 if k < x.key

3 x = x.left

4 else x = x.right

5 return x
```

HOW DO WE FIND THE MINIMUM AND MAXIMUM ELEMENT IN BST?



Minimum element

 The following procedure returns a pointer to the minimum element in the subtree rooted at a given node x, which we assume to be non-NIL:

```
TREE-MINIMUM (x)

1 while x.left \neq NIL

2 x = x.left

3 return x
```

TREE-MINIMUM(x)

Correctness:

The binary-search-tree property guarantees that TREE-MINIMUM is correct.

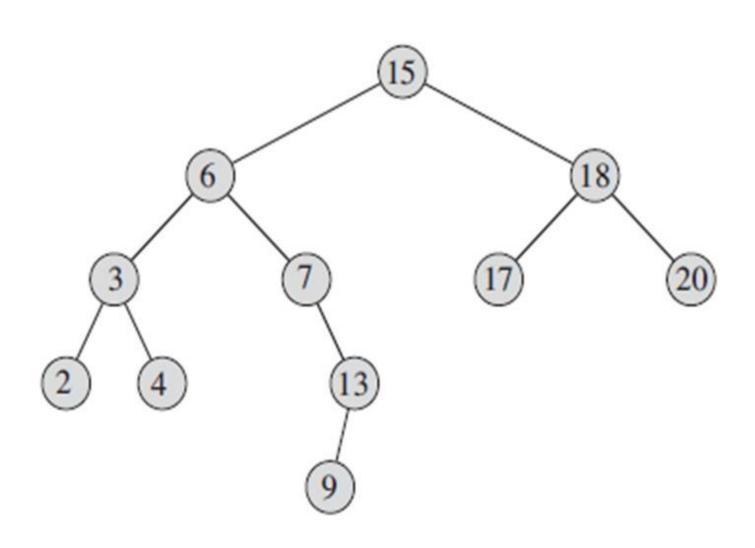
Node x has no left subtree

since every key in the right subtree of x is at least as large as x. key, the minimum key in the subtree rooted at x is x. key.

Node x has a left subtree

No key in the right subtree is smaller than x. key and every key in the left subtree is not larger than x. key, the minimum key in the subtree rooted at x resides in the subtree rooted at x. left.

TREE -MAXIMUM



TREE-MAXIMUM(x)

```
TREE-MAXIMUM(x)

1 while x.right \neq NIL

2 x = x.right

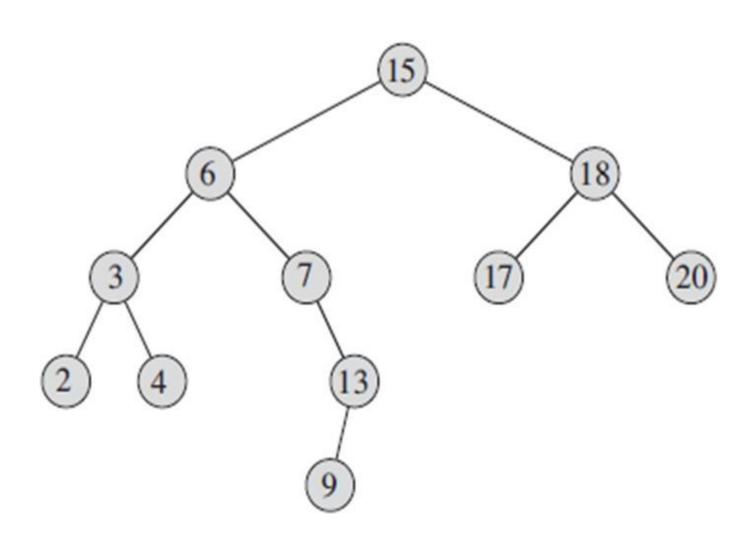
3 return x
```

 Running time of Tree-Minimum and Tree-Maximum

 In this case also, the sequence of nodes encountered forms a simple path downward from the root.

How do we find the Predecessor and Successor of a node in BST?

SUCCESSOR & PREDECESSOR OF A NODE



References

CLRS Book