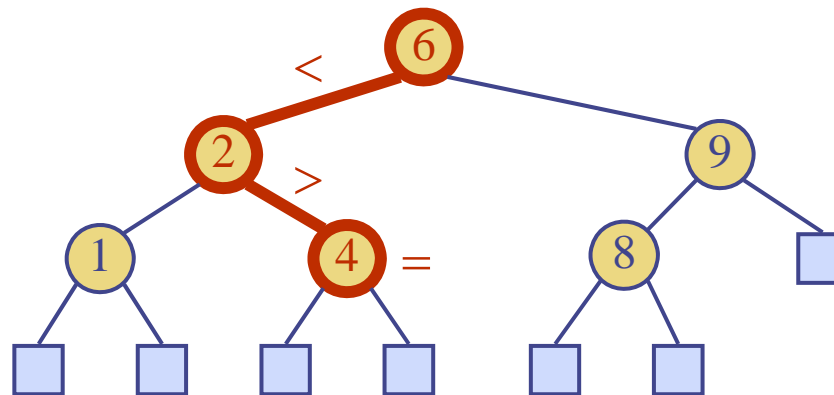


# G52ADS 2014-15

## Binary Search Trees



# Note intended to help with your coding: “Global vs. Local Perspectives”

- Global view of tree (or any other data structure)
  - can look at entire tree in one go
  - human seeing a picture of a (small) tree
- Local view of tree
  - what your code sees: “code perspective”
  - code generally only sees a local portion of a tree and must work with that
- Vital coding skill: develop ability to see the local view, “code perspective”, and not only the global
  - at each code line need to know data that is immediately accessible
  - otherwise danger of trying to code in a way that cannot be done locally
  - though the local view needs to work towards a global goal

## Note intended to help with your coding: “Global vs. Local Perspectives” Analogies

- Your Data Structure:
  - A real tree
- Your code:
  - A short-sighted ant crawling over the tree

## Note intended to help with your coding: “Global vs. Local Perspectives” Analogies

- Your Data Structure:
  - A big underground cave system
- Your code:
  - You!
  - ... with a weak flashlight
  - ... and no overall map
  - ... but a goal of which cavern to reach

# Motivations

- Suppose you have an array  $A$  (of ints) and want to search for a particular int  $k$
- If the array is unsorted then no choice but to scan all elements, hence  $O(n)$
- If it is sorted then we can do a lot better. How?

# Motivations

- Binary Search for an element within a sorted array:

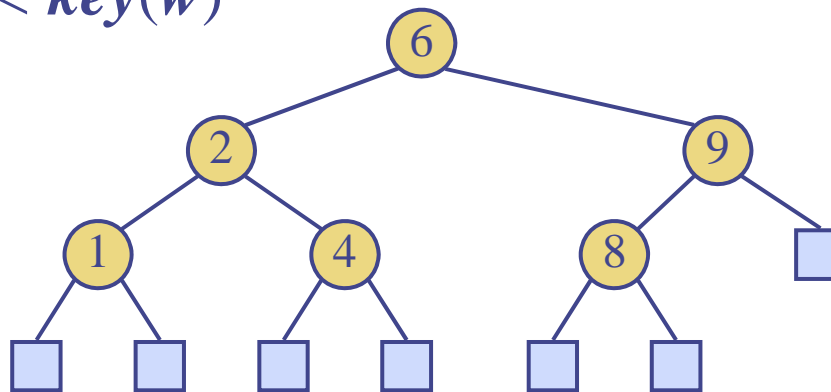
**Algorithm** *BinarySearch*(int[] A, int *k*, int *L*, int *R*)  
*// searches for k in the range A[L] ... A[R] of the sorted array A*  
*// (note the standard technique of working with a sub-array)*  
    if *R* < *L*  
        return false  
    *m* = floor( (*L* + *R*) / 2 ) *// an approximate midpoint*  
    if *k* == *A*[*m*]  
        return true  
    else if *k* < *A*[*m*]  
        return *BinarySearch*(A, *k*, *L*, *m*-1)  
    else *// k* > *A*[*m*]  
        return *BinarySearch*(A, *k*, *m*+1, *R*)

# Motivations

- Binary Search for an element within a sorted array is fast
  - The array to be searched is halved at each iteration
  - Hence  $O(\log n)$  (Exercise: prove this).
- It only works because of the step of “knowing whether to go left or right”
- But arrays suffer from being slow,  $O(n)$ , to insert new elements
  - because need to shift  $O(n)$  elements to make room for them
- Search trees attempt to fix the inefficiency of insertion whilst keeping good  $O(\log n)$  properties for search
- We need a tree where we “know which way to go”:

# Binary Search Trees

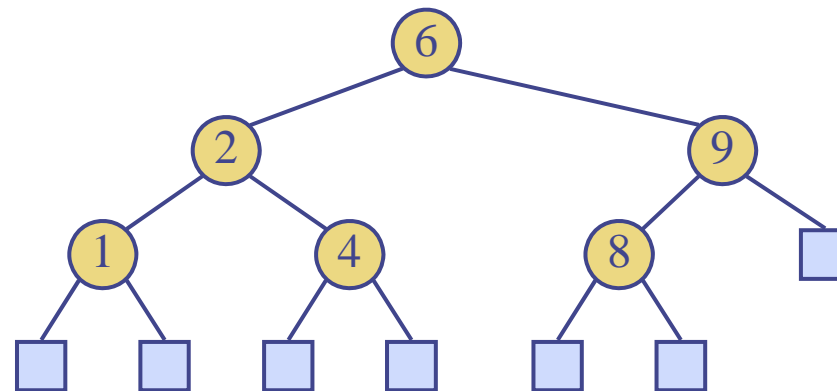
- A binary search tree is a binary tree storing key-value entries at its internal nodes and satisfying the following “search tree” property:
  - Let  $u$ ,  $v$ , and  $w$  be any three nodes such that  $u$  is in the left subtree of  $v$  and  $w$  is in the right subtree of  $v$ . Then we must have
$$\text{key}(u) \leq \text{key}(v) \leq \text{key}(w)$$
or, as we assume there are no duplicate keys,
$$\text{key}(u) < \text{key}(v) < \text{key}(w)$$





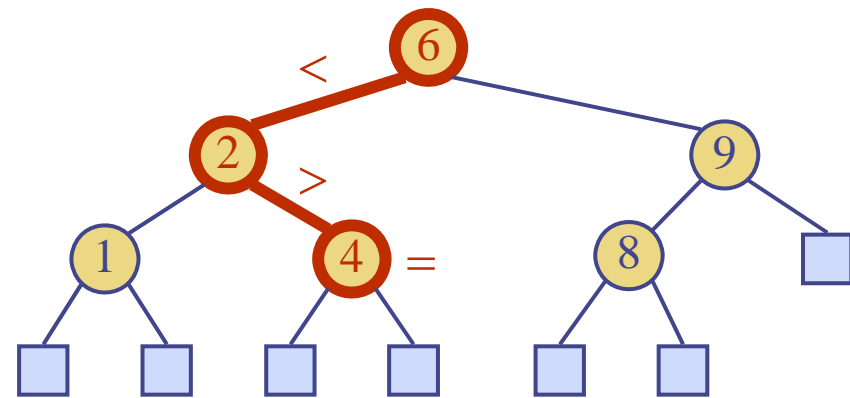
# Binary Search Trees

- External nodes do not store items
  - and likely are not actually implemented, but are just null links from the parent



# Search

- To search for key  $k$ , trace a downward path starting at the root
- The next node visited depends on the outcome of the comparison of  $k$  with the key of the current node
- If we reach a leaf, the key is not found and we return null



# Search

**Algorithm** *Node TreeSearch*(Key  $k$ , Node  $n$ )

if  $n.isExternal()$  // or, “if  $n == null$ ”

return *null*

if  $k < n.key()$

return *TreeSearch*( $k$ ,  $n.left()$ )

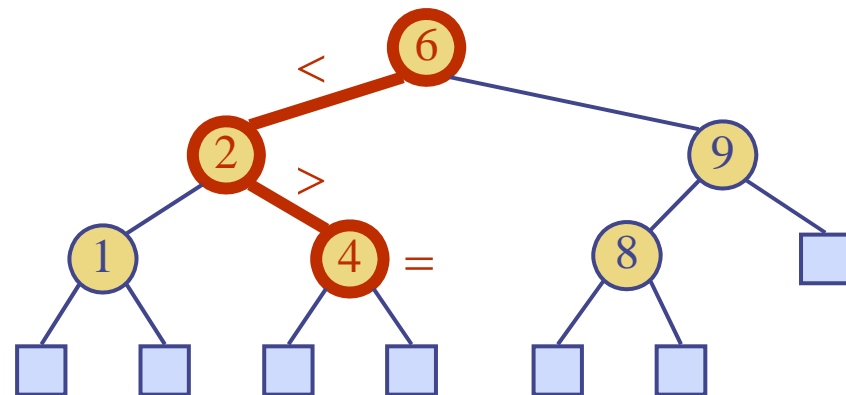
else if  $k = n.key()$

return  $n$

else //  $k > n.key()$

return *TreeSearch*( $k$ ,  $n.right()$ )

- Example: find(4):
  - Call *TreeSearch*(4, root)
  - Note: standard trick of using an auxiliary function that keeps more of the “state”
- Compare this with the binary search of an array



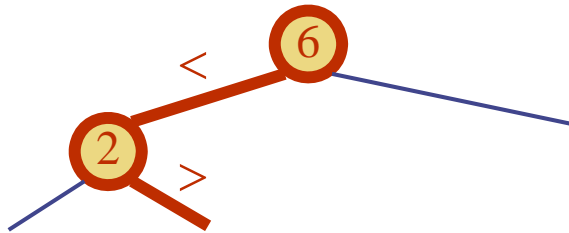
# Search from “code perspective”

- Example: `find(4)`:
- $4 < 6$  so need to go left



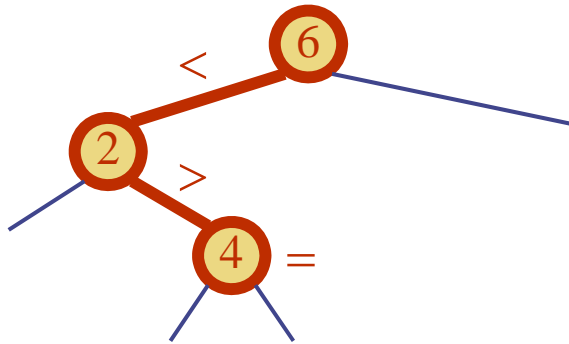
# Search from “code perspective”

- Example: `find(4)`:
- $4 > 2$  so need to go right



# Search from “code perspective”

- Example: `find(4)`:
- Found 4, but only visited a small part of the entire tree

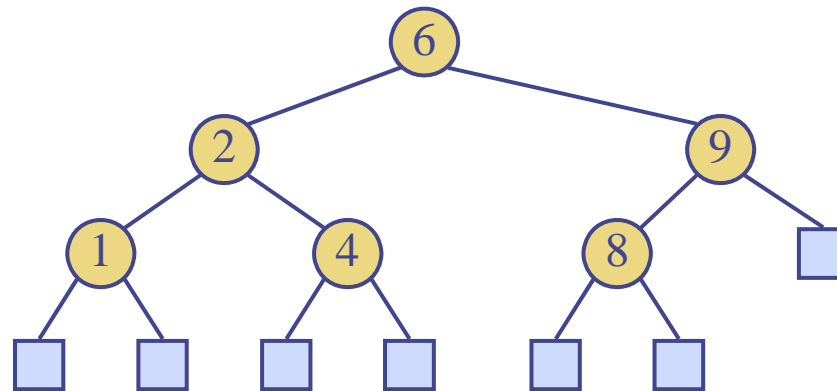


# Recursive vs. Iterative

- Generally: Recursive programs are easier to implement, but less efficient
  - because of the overhead of a function call
- For best efficiency, will need to convert to an iterative program
  - “while ( test ) { ... }”
- Exercises (offline): convert to iterative
  - binary search of an array
  - search in a binary search tree

# Fundamental Property of Search Tree

- Exercise: what does an inorder traversal of the following search tree produce?





# Fundamental Property of Search Tree

Directly from the definition:

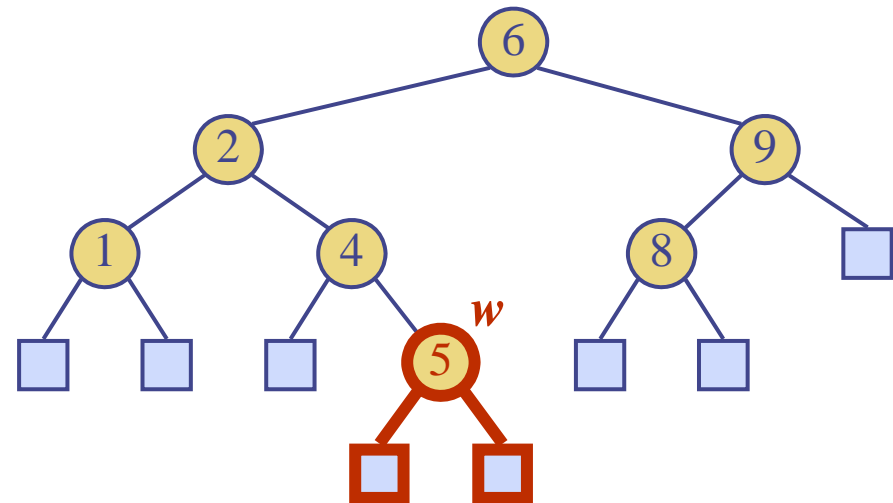
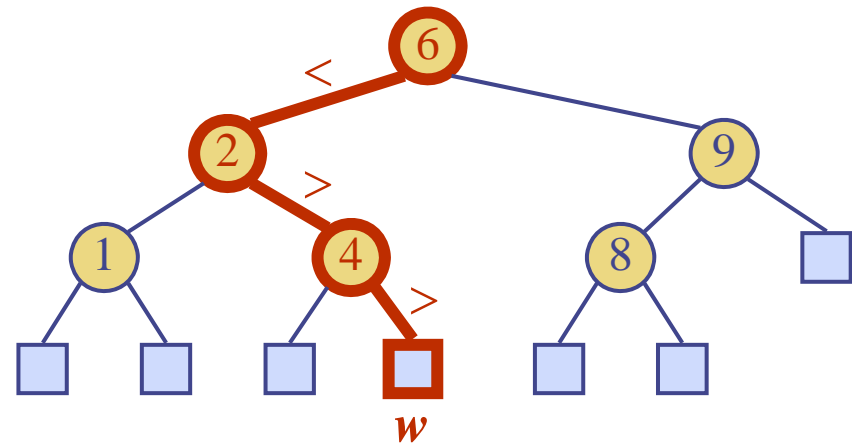
- An inorder traversal of a (binary) search trees visits the keys in increasing order

# Insertion

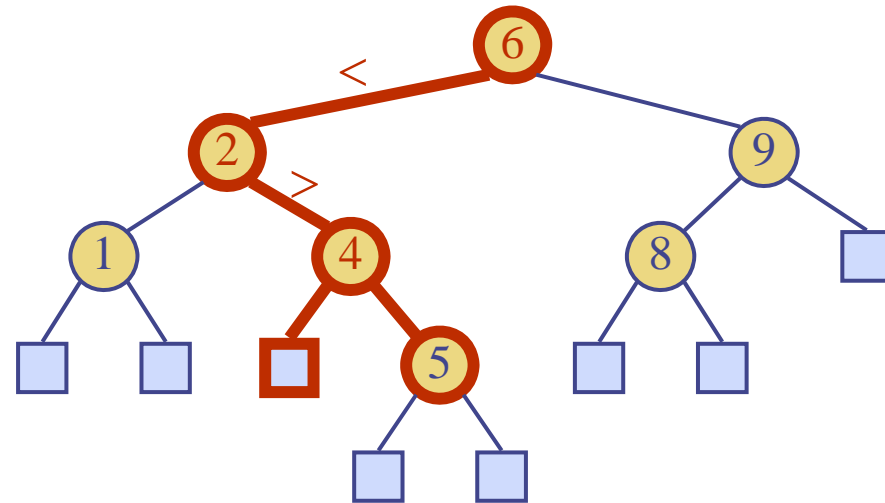
- Exercise: how to do insertion, `insert(k, v)` ?
- Have to insert `k` where a `get(k)` would find it!
- So natural that `insert(k,v)` starts with `get(k)`
- We search for key `k` (using `TreeSearch`)
- If `k` is already in the tree then just replace the value
- Otherwise, `k` is not already in the tree, and let `w` be the leaf reached by the search
  - We “insert `k` at node `w` and expand `w` into an internal node”

# Insertion

- Example: insert 5
- We search for key  $k=5$  (using TreeSearch)
- Let  $w$  be the leaf reached by the search
- We insert  $k$  at node  $w$  and expand  $w$  into an internal node
- Exercise: check that this is correct! Does it preserve the search tree property?



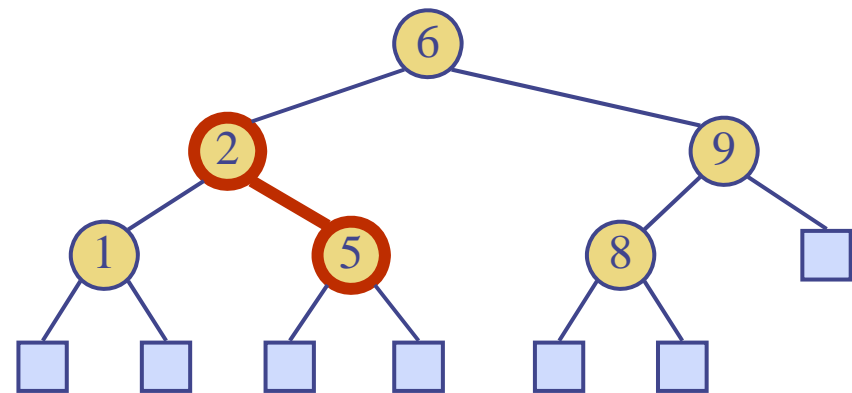
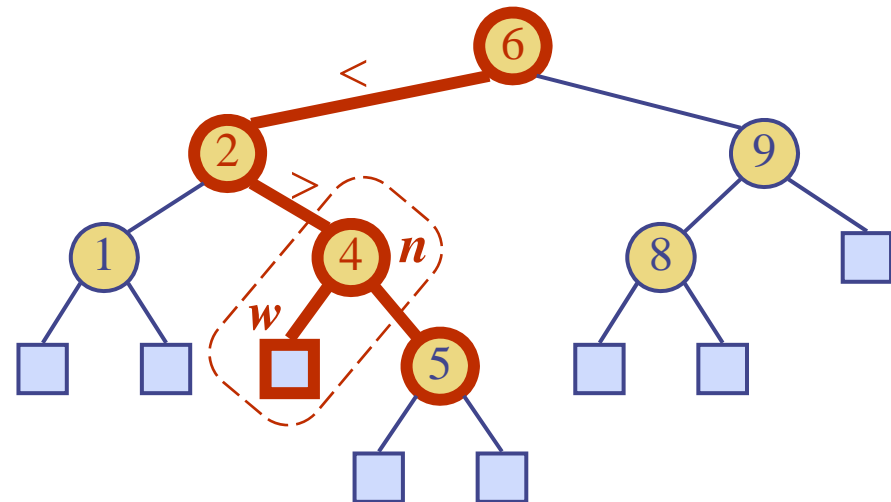
# Deletion



- How can we perform operation `remove(k)` ?
- As usual we start by trying to find(k)
- Four cases: (think of the externals as null – not as real children)
  1. k is not present, e.g. `remove(7)`  
nothing to do  
otherwise k is stored in some node n
  2. n has no children, e.g. `remove(5)`,  
(straightforward, left as an exercise)
  3. n has one child, e.g. `remove(4)`
  4. n has two children, e.g. `remove(2)`

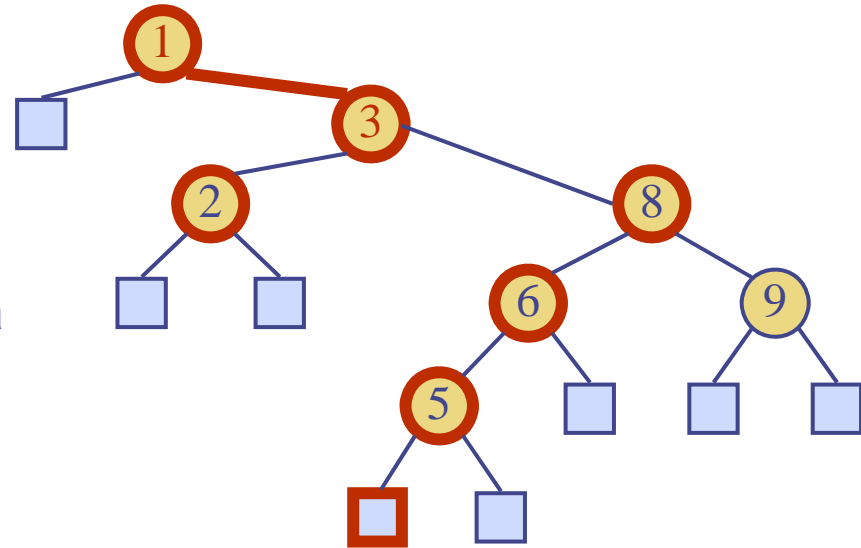
# Deletion – with one child

- Example: remove 4
- To perform operation **remove(4)**, we search for key 4. Let  $n$  be the node storing 4.
- Node  $n$  has a null (leaf) child  $w$ , and a real child 5
- We remove  $n$  from the tree and connect 5 back to the parent of  $n$
- **Note that this still works if  $n$  is a right child and has a left child. (Exercise).**



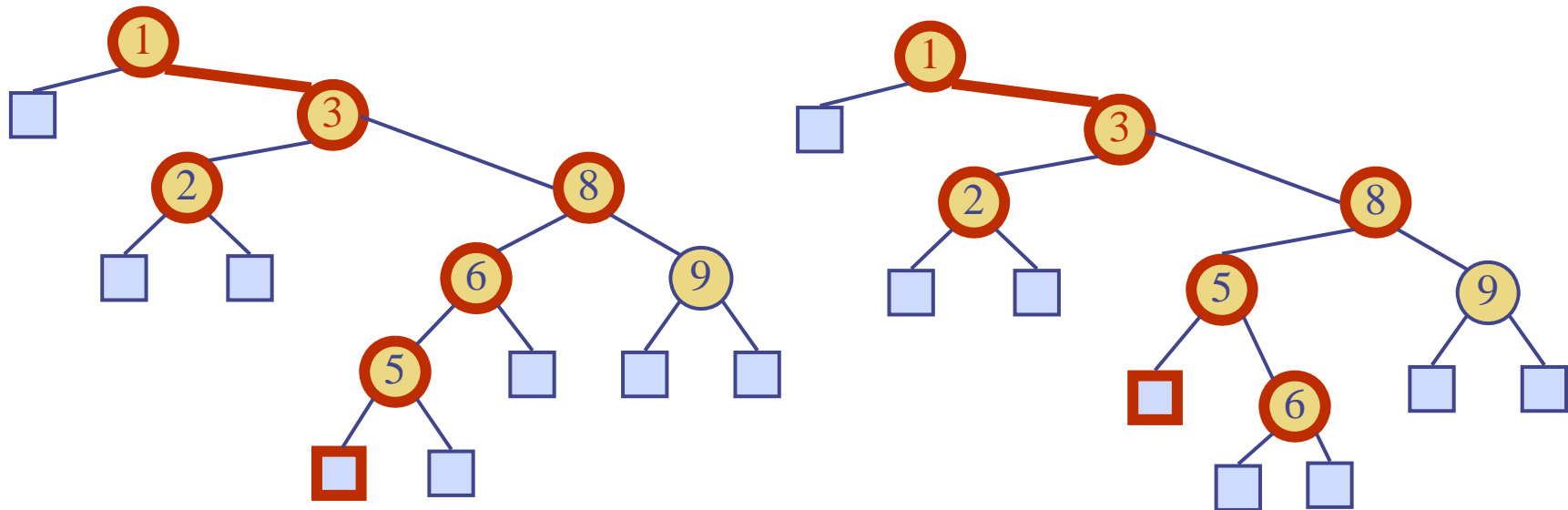
# Deletion – with two children

- Example: remove 3
- **What can we do and still keep the property of being a search tree?**



- “Search tree” means an “inorder traversal” visits the keys “in order”
- If these were a sorted list then “adjacent in the sequence” nodes 2 and 5 would be involved in the removal of node 4
- Can the next key after 3 ever have any left children?
- Can the next key after 3 ever have any children?

# Deletion – with two children



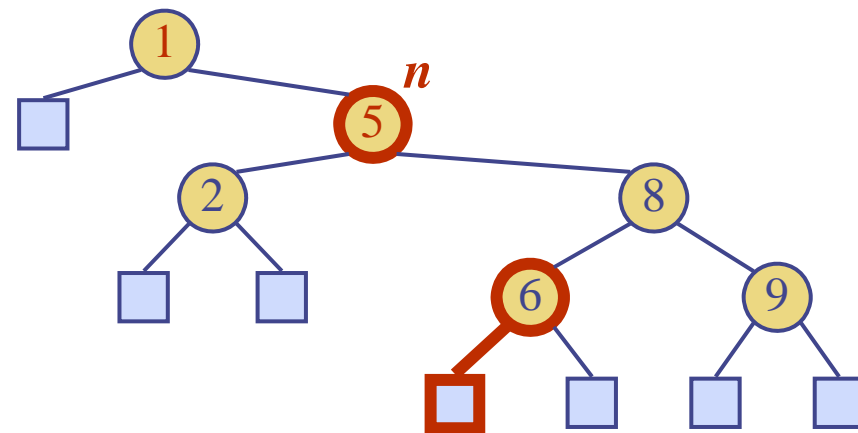
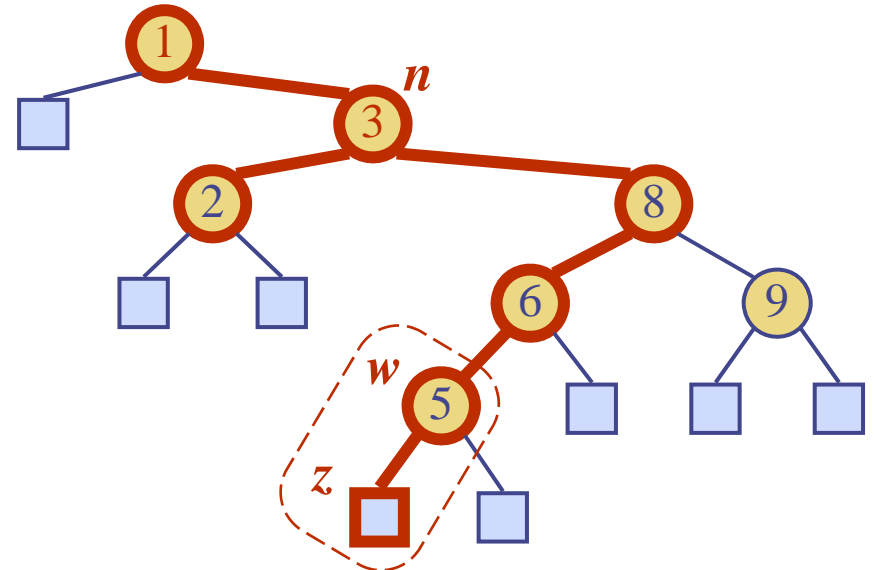
- Can the next (using inorder) key after 3 ever have any children?
- YES. The right hand tree is also a possible search tree with same keys
- BUT note that the next key from 3 cannot have a left child:  
Proof by contradiction. (Exercise)

# Deletion – with two children

Example: remove 3

The key node  $n$  has two internal children

1. we find the internal node  $w$  that follows  $n$  in an inorder traversal
2. we copy  $key(w)$  into node  $n$
3. we remove node  $w$  and its left child  $z$  (which must be a leaf) by means of same procedure as before for “one child”





# Deletion – with two children

General procedure:

- Consider the case where the key  $k$  to be removed is stored at a node  $n$  whose children are both internal
  - we find the internal node  $w$  that follows  $n$  in an inorder traversal
  - we copy  $key(w)$  into node  $n$
  - we remove node  $w$  and its left child  $z$  (which must be a leaf) by using the same procedure as discussed earlier for “remove node with one child”
- Exercise (offline): convince yourself this works properly even when  $w$  has a right child

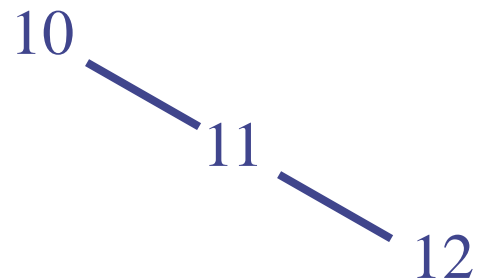
# Exercises

In the “2 children deletion”, we had  
“we find the internal node that follows  
*n* in an inorder traversal”

1. Could it also have been “precedes” instead of “follows”?
2. Might making a good choice of “follows” of “precedes” have some advantages?

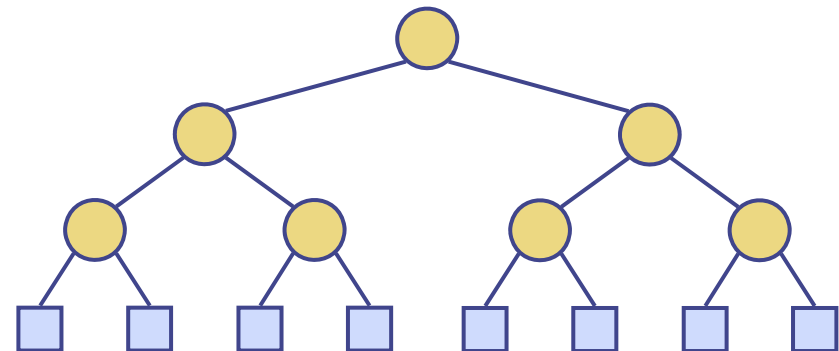
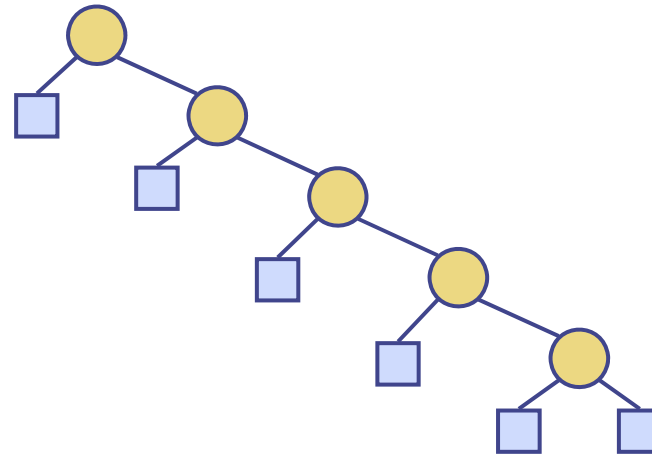
# Balanced Trees

- Binary search trees: if all levels filled, then search, insertion and deletion are  $O(\log N)$ .
- However, performance may deteriorate to linear if nodes are inserted in order:



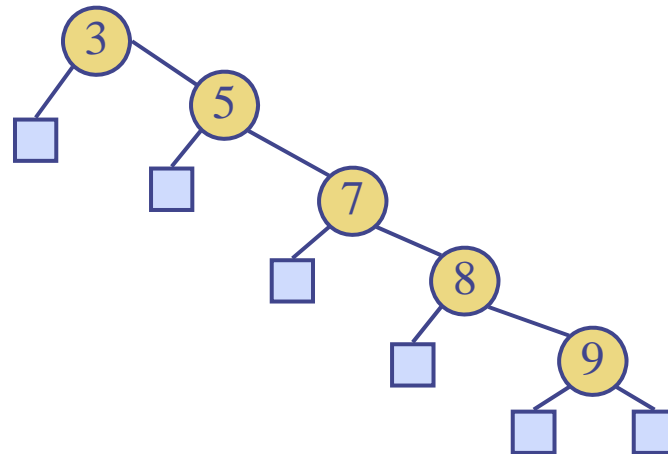
# Performance

- Consider a binary search tree of height  $h$  with  $n$  items
  - the space used is  $O(n)$
  - methods **find**, **insert** and **remove** take  $O(h)$  time
- EXERCISE: carefully study the methods and check that this is true
- The height  $h$  is  $O(n)$  in the worst case and  $O(\log n)$  in the best case

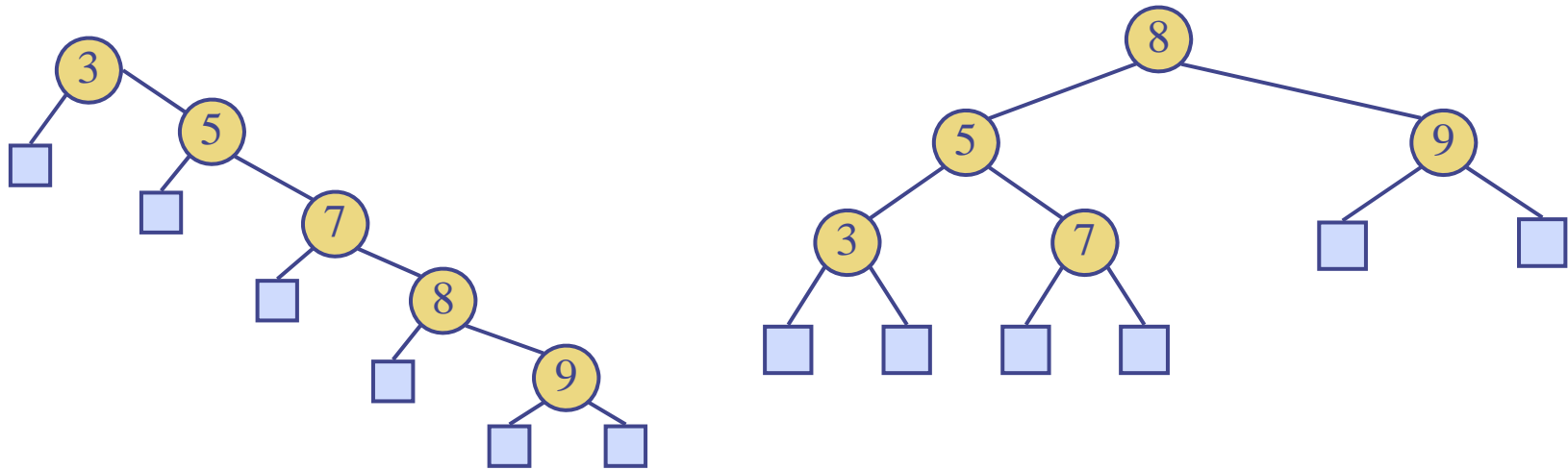


# Issues in “Self-Balancing”

- Suppose you have a very imbalanced search tree – is there always a corresponding balanced search tree?
- Exercise (online): find a balanced tree for



# Example



- For any number of nodes, there is (obviously?) a balanced tree
- Could balance by a “total rebuild”
  - just placing the keys into a new tree in the correct order

# Solution: Self-Balancing

Goal of “Self-Balancing”:

- Constantly re-structure the trees:
- Keep the trees height balanced so that the height is logarithmic in the size
- Performance always logarithmic.

# Issues in Self-Balancing

- Suppose you have a very imbalanced search tree, there are always corresponding balanced search trees
- Could make trees balanced using a “total rebuild”
  - But would require  $O(n)$ , and so very inefficient compared to the desired  $O(\log n)$
- Re-balancing needs to be  $O(\log n)$  or  $O(\text{height})$
- Suggests re-balancing needs to just look at the path to some recently changed node, not the entire tree
- A priori, it is not at all obvious that this is possible!



# AVL Trees

- AVL (Adelson-Velskii & Landis) trees are binary search trees where nodes also have additional information: the difference in depth between their right and left subtrees (*balance factor*). First example of balanced trees.
- For each node, the “balance factor” of that node is  $\text{height}(\text{right subtree}) - \text{height}(\text{left subtree})$
- In an AVL tree the balance of **every** node is allowed to be **only** 0, 1 or -1.
- AVL trees do dynamic self-balancing in  $O(\log n)$  time

# Top down and bottom up insertion

- Top down insertion algorithms make changes to the tree (necessary to keep the tree balanced) as they search for the place to insert the item. They make one pass through the tree.
- Bottom up: first insert the item, and then work back through the tree making changes. Less efficient because make two passes through the tree.

# Examples

- Bottom up: AVL trees
  - Not required this session!
- Top down: 2-4 trees & red-black trees
  - Not required this session!

# Minimal Expectations

- The definitions of Map ADT, BST, etc
- How to use binary search trees
- The complexity of operations as function of nodes  $n$  and height  $h$