

CSC508 Data Structures

Topic 9 : Tree 2 Binary Search Tree

Recap

- ▶ Tree Definition
- ▶ Tree Terminologies
- ▶ Binary Tree
- ▶ Binary Tree Representation
- ▶ Binary Tree Traversal

Topic Structure

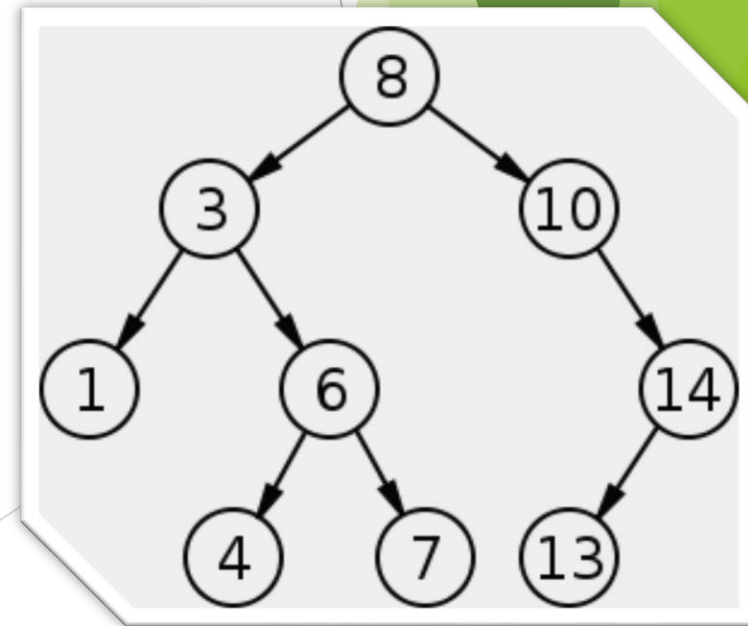
- ▶ Binary Search Tree (BST)
- ▶ BST Operation
- ▶ AVL Tree

Learning Outcomes

- ▶ At the end of this lesson, students should be able to:
 - ▶ Describes the properties of a binary search tree
 - ▶ Explain main operations on BST : Searching, Insertion, & Deletion
 - ▶ Describe AVL Tree and its algorithm

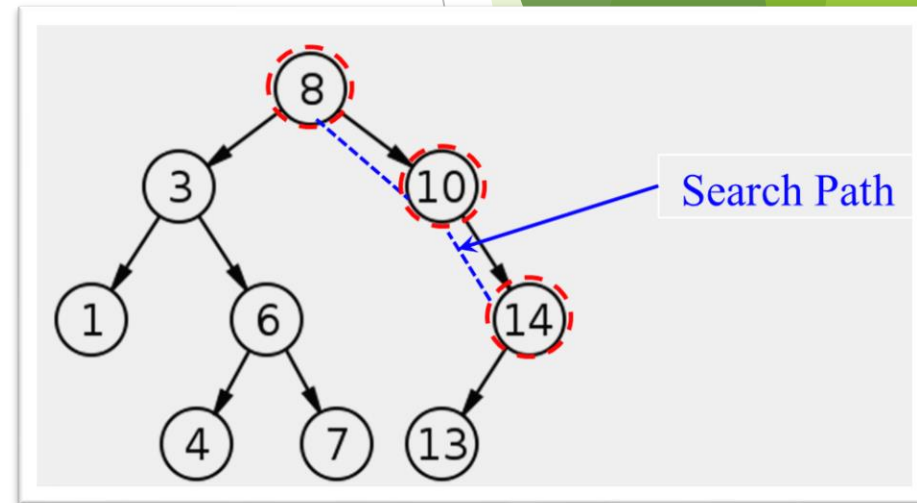
Binary Search Tree

- ▶ A type of binary trees, where nodes' data has a key element, and the tree has the following properties:
 - ▶ The left subtree of any node contains only nodes with keys less than the node's key
 - ▶ The right subtree of any node contains only nodes with keys greater than the node's key
 - ▶ There must be no duplicate keys among the nodes



Searching in BST

- ▶ A faster searching algorithm can be done using BST.
- ▶ Example : Find node 14
 - ▶ BST : 8 - 10 - 14 3 nodes visited
 - ▶ Pre-Order : 8 - 3 - 1 - 6 - 4 - 7 - 10 - 14
 - ▶ In-Order : 1 - 3 - 4 - 6 - 7 - 8 - 10 - 13 - 14
 - ▶ Post-Order : 1 - 4 - 7 - 6 - 3 - 13 - 14
- ▶ If the tree is complete (or near complete) and contains n elements, the worst-case scenario for time spent to find a node is $\log_2(n)$



Main Operations on BST

- ▶ Searching
- ▶ Adding a new node
- ▶ Removing as node

BST - Searching

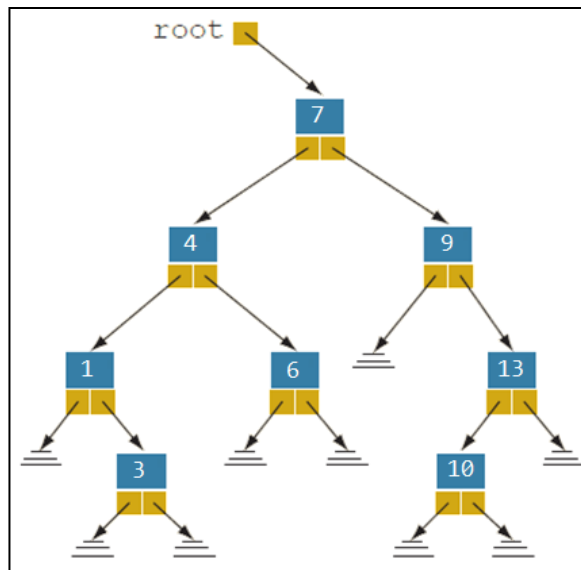
- ▶ A recursive function
 - ▶ Start from the root node.
 - ▶ Check if the node value equal to key
 - ▶ If yes, return. If you no, check whether the node value is less than key.
 - ▶ If yes, traverse to the right child. If no, traverse to the left child.
 - ▶ Repeat until the value is found or reach the end of the tree branch

```
public Node search(Node root, int key) {  
    if (root==null || root.key==key)  
        return root;  
  
    if (root.key < key)  
        return search(root.right, key);  
    else  
        return search(root.left, key);  
}
```


Minimum and Maximum Value

- ▶ Maximum-key node is the rightmost node in the tree
- ▶ Minimum-key node is the leftmost one

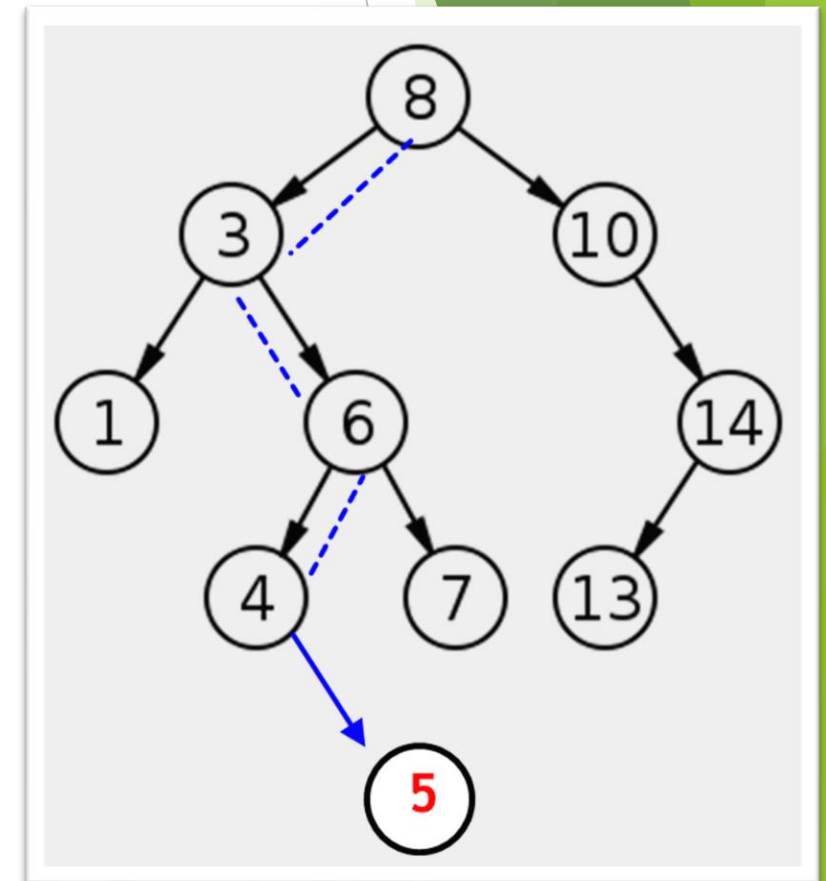
```
public Node max(){  
    if (root==null)  
        return null;  
  
    while (root.right != null)  
        root = root.right;  
  
    return root;  
}
```



```
public Node min(){  
    if (root==null)  
        return null;  
  
    while (root.left != null)  
        root = root.left;  
  
    return root;  
}
```

Inserting a New Node into a BST

- ▶ New node will always be added as a leaf node.
 - ▶ Apply a search to find the value of the node
 - ▶ If found, then no insertion takes place (no duplicate keys)
 - ▶ Otherwise, insert the node at the end of the search path by linking it to its parent node as a left or right child
- ▶ The shape of the new BST is depending on the order of nodes insert.

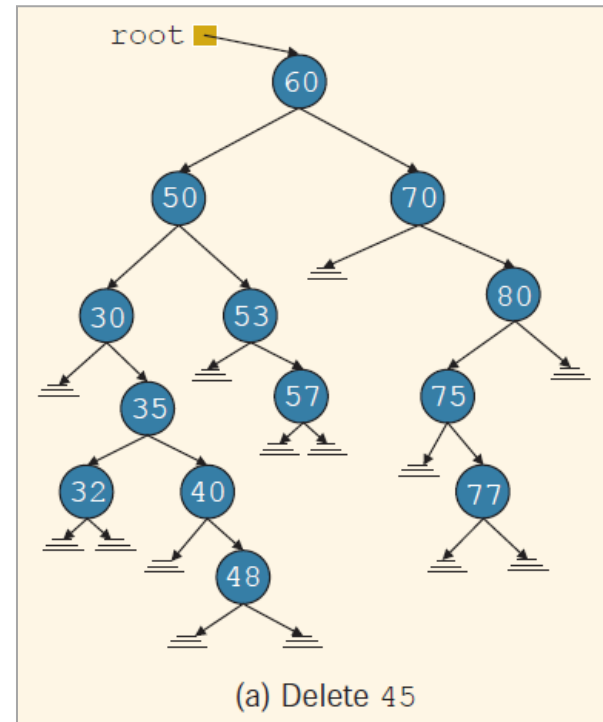
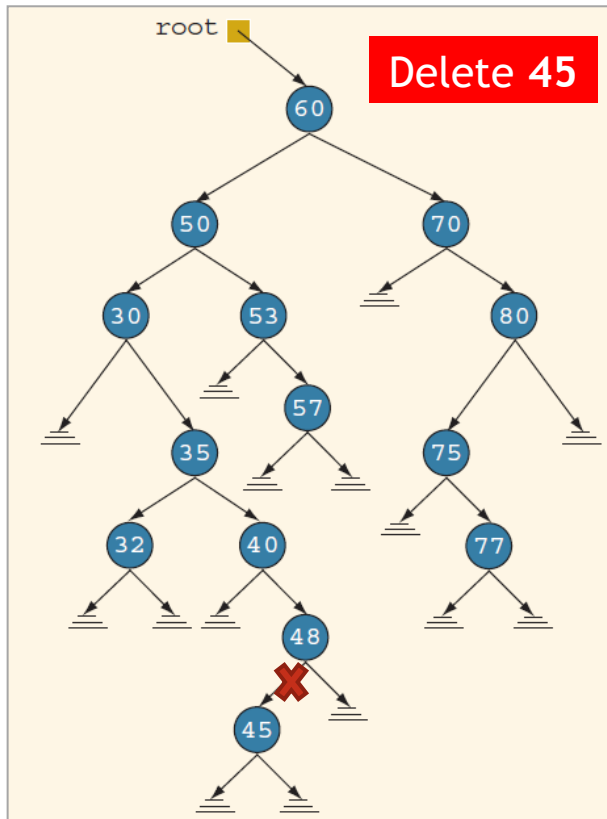


Deleting a Node from a BST

- ▶ After deleting the desired item, the resulting tree must remain a binary search tree structure
- ▶ Therefore, delete operation must handle these four cases:
 - ▶ The node to be deleted is a leaf
 - ▶ The node to be deleted has no left subtree
 - ▶ The node to be deleted has no right subtree
 - ▶ The node to be deleted has nonempty left and right subtrees

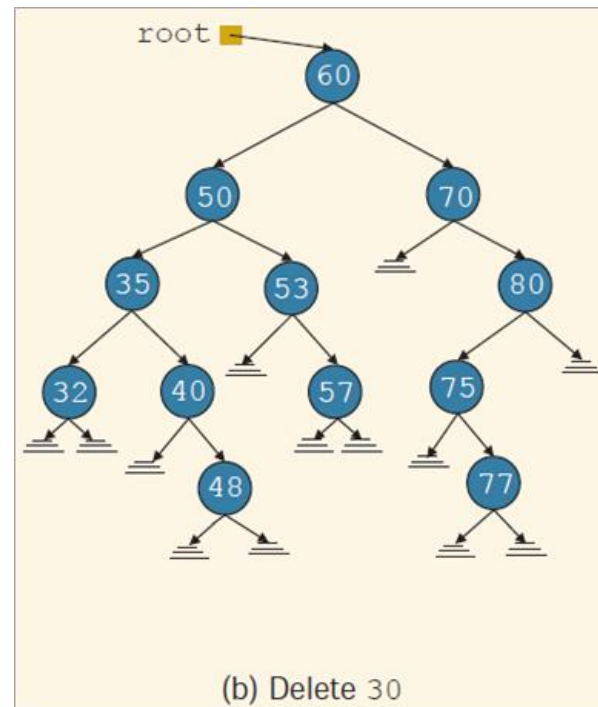
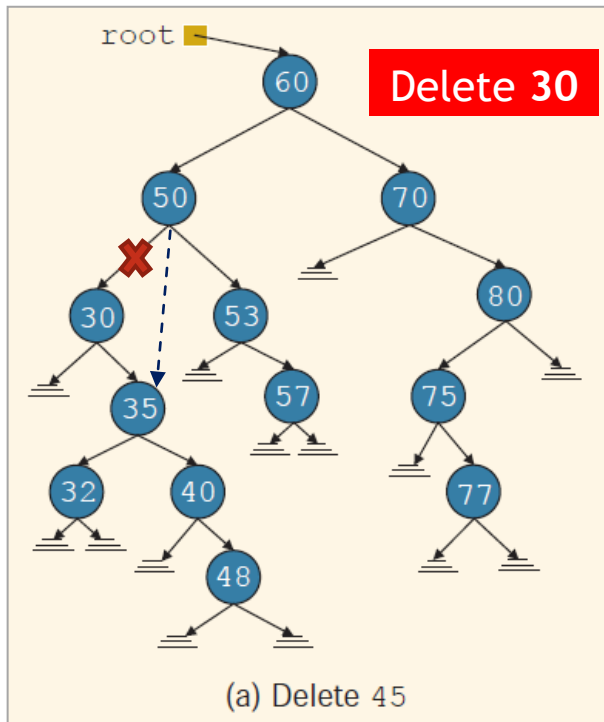
Delete cases

- Case 1: The node to be deleted is a leaf



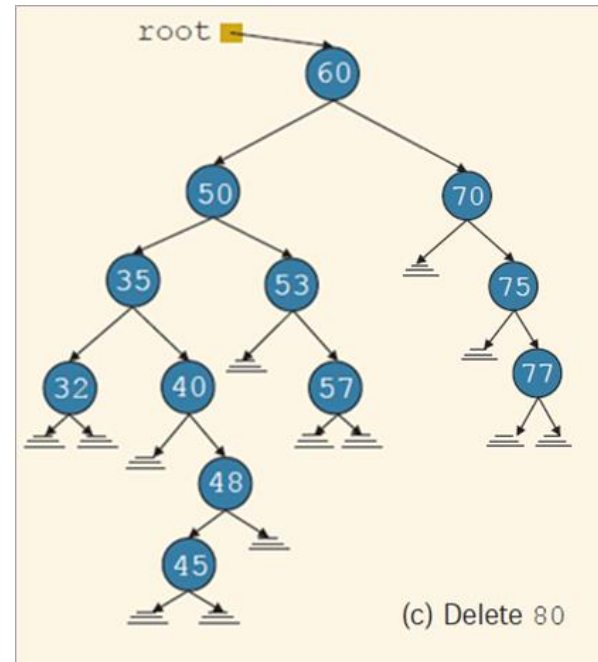
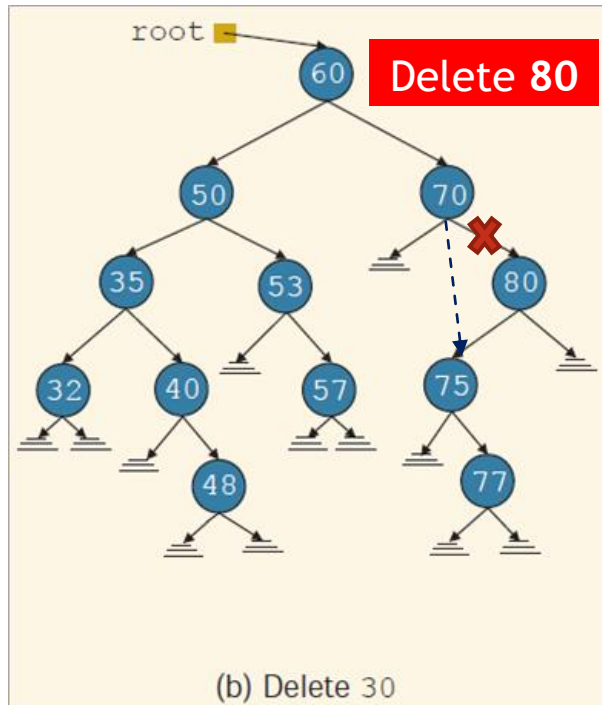
Delete cases

- Case 2: The node to be deleted has no left subtree



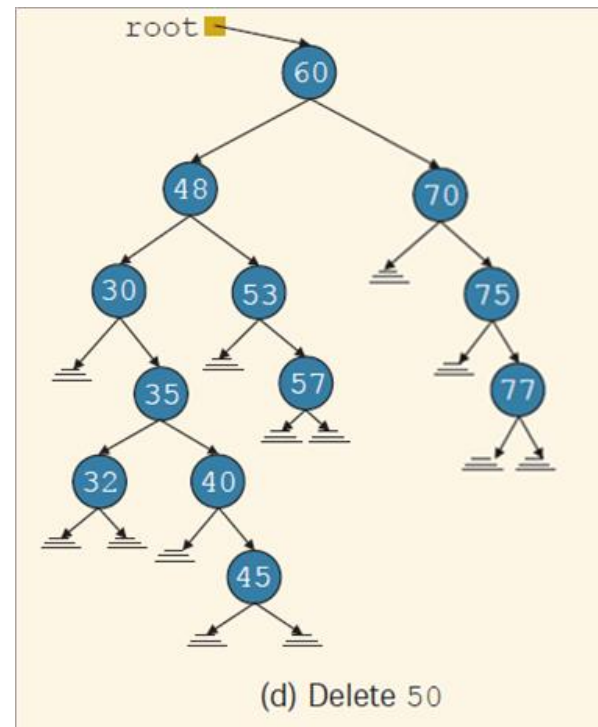
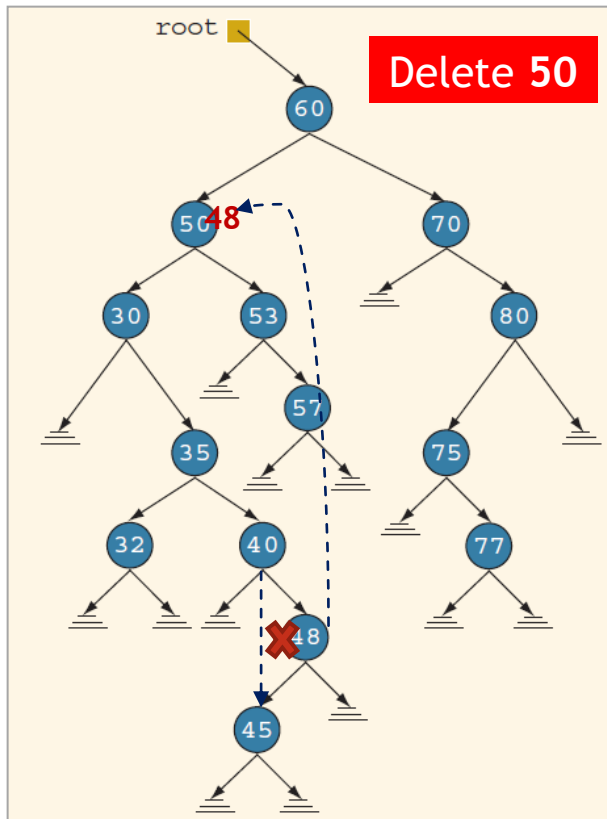
Delete cases

- Case 3: The node to be deleted has no right subtree



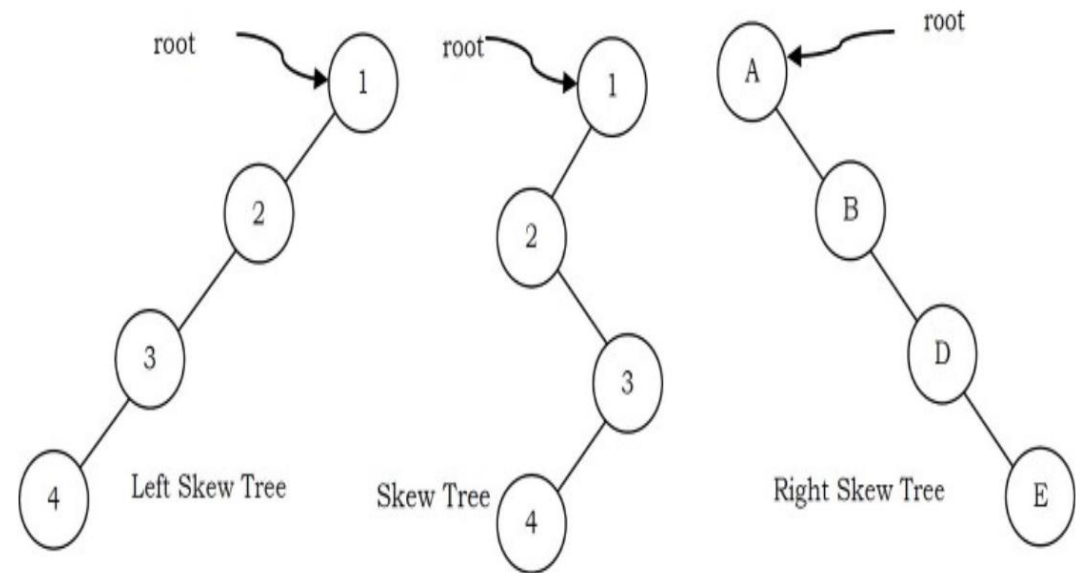
Delete cases

- Case 4: node has left and right subtrees
 - Replace with max of left subtree (or min of right subtree)



Balance BST

- ▶ The addition and deletion of node in the BST will change its structure.
- ▶ An unbalanced BST, e.g. skewed tree, may have $O(n)$ complexity in the worst-case scenario.
- ▶ A balanced BST is required to achieve $O(\log n)$ complexity.
- ▶ Adelson-Velsky Landis (AVL) Tree is a balanced BST.



AVL Tree

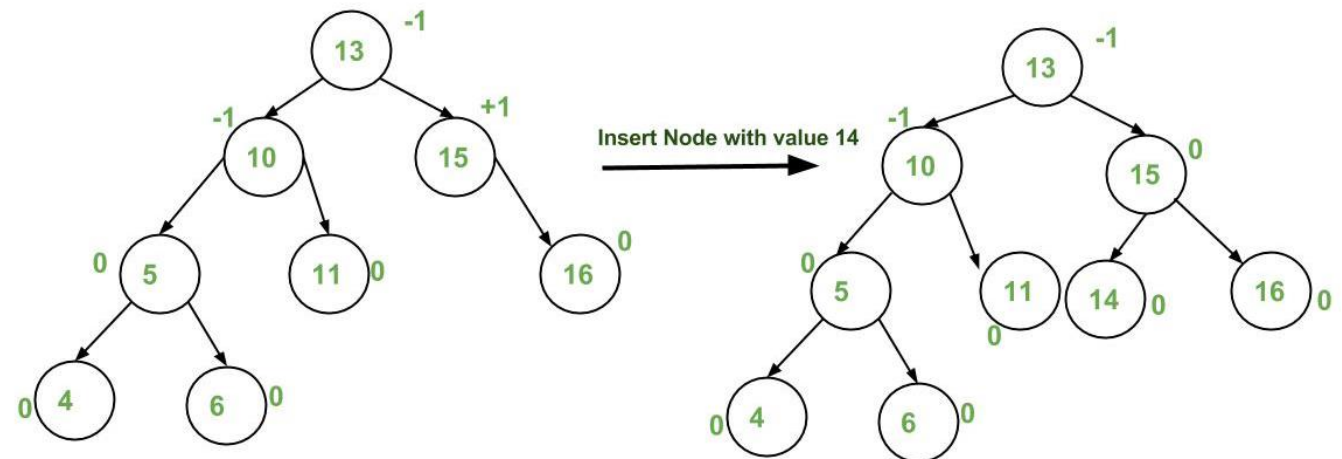
- ▶ A self-balancing BST, where the difference between heights of left and right subtrees cannot be more than one for all nodes.
- ▶ The balance factor of x , written $bf(x)$, is defined as
$$bf(x) = x_r - x_l$$
- ▶ Let x be a node in the AVL tree T . Then:
 - ▶ If x is left high, then $bf(x) = -1$
 - ▶ If x is equal high, then $bf(x) = 0$
 - ▶ If x is right high, then $bf(x) = 1$
- ▶ Node x violates the balance criteria if $|x_r - x_l| > 1$, that is, the height of the left and right subtrees of x differ by more than 1.

AVL Tree Rotation

- ▶ The balance factor of nodes is calculated after every insertion and deletion.
- ▶ Balancing an AVL tree is done through rotation at any given node, x .
 - ▶ Left rotation: certain nodes from the right subtree of x move to its left subtree; the root of the right subtree of x becomes the new root of the reconstructed subtree.
 - ▶ Right rotation at x : certain nodes from the left subtree of x move to its right subtree; the root of the left subtree of x becomes the new root of the reconstructed subtree

AVL Tree Examples

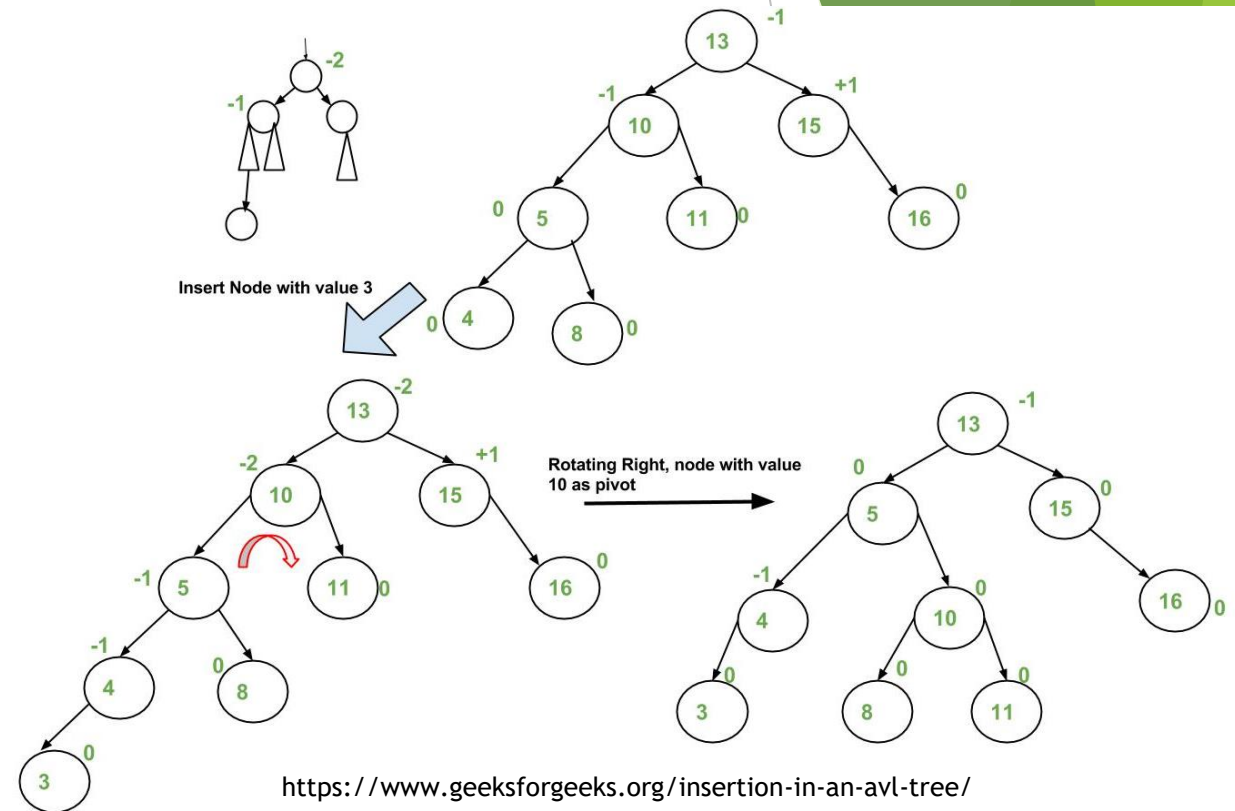
- ▶ Node 14 is inserted as left child of node 15.
- ▶ Balance factor of node 15 updated from +1 to 0.
- ▶ Balance factors for each node in this tree are still within range -1, 0, or +1. No balancing (rotation) required



<https://www.geeksforgeeks.org/insertion-in-an-avl-tree/>

AVL Tree Examples (cont.)

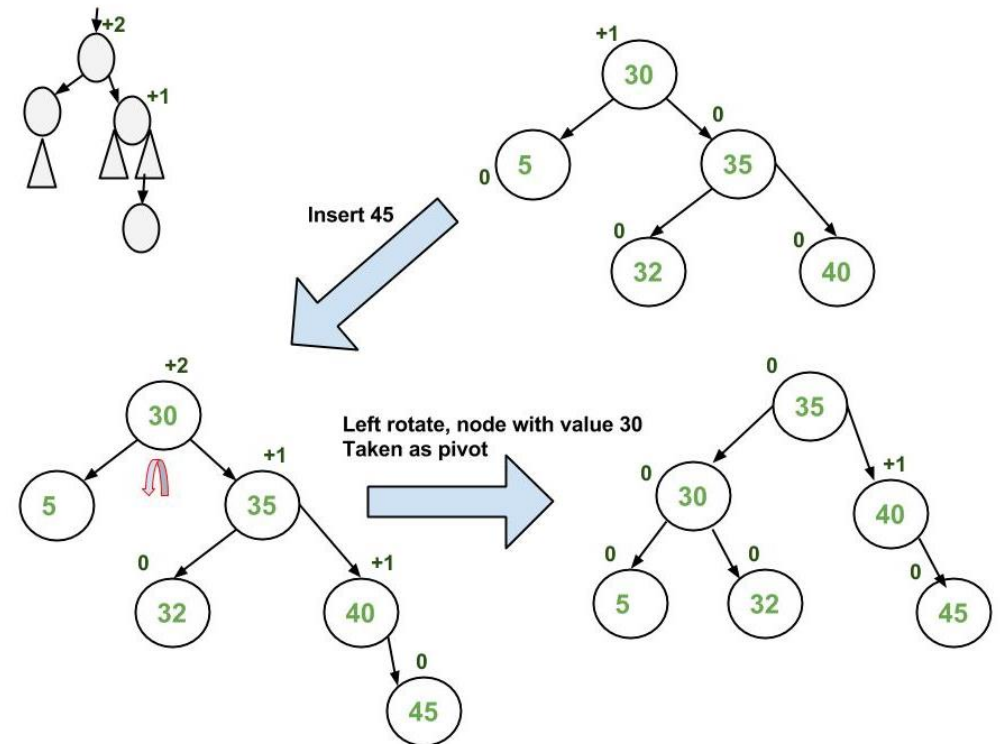
- ▶ Node 3 is inserted as left child of node 4.
- ▶ Balance factor of node 10 updated from -1 to -2.
- ▶ Right rotation at node 10 is done to balance the tree.



<https://www.geeksforgeeks.org/insertion-in-an-avl-tree/>

AVL Tree Examples (cont.)

- ▶ Node 45 is inserted as right child of node 40.
- ▶ Balance factor of node 30 is updated from +1 to +2.
- ▶ Right rotation at node 30 is done to balance the tree.



<https://www.geeksforgeeks.org/insertion-in-an-avl-tree/>

Summary

- ▶ BST is a binary tree which left subtree of a node has value less than the node and right subtree has value more than the node.
- ▶ Maximum value: right-most node, Minimum value: left-most node
- ▶ AVL Tree is a self-balancing BST.
- ▶ Balancing in AVL is done through rotation based on the balance factor

Next Topic...

- Sorting algorithms.

References

- ▶ Carrano, F. & Savitch, W. 2005. *Data Structures and Abstractions with Java, 2nd ed. Prentice-Hall.*
- ▶ Malik D.S, & Nair P.S., Data Structures Using Java, Thomson Course Technology, 2003.
- ▶ Rada Mihalcea, CSCE 3110 Data Structures and Algorithm Analysis notes, U of North Texas.