

# CSC508 Data Structures

Topic 9 : Tree 2  
Binary Search Tree

# Recap

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

# Topic Structure

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

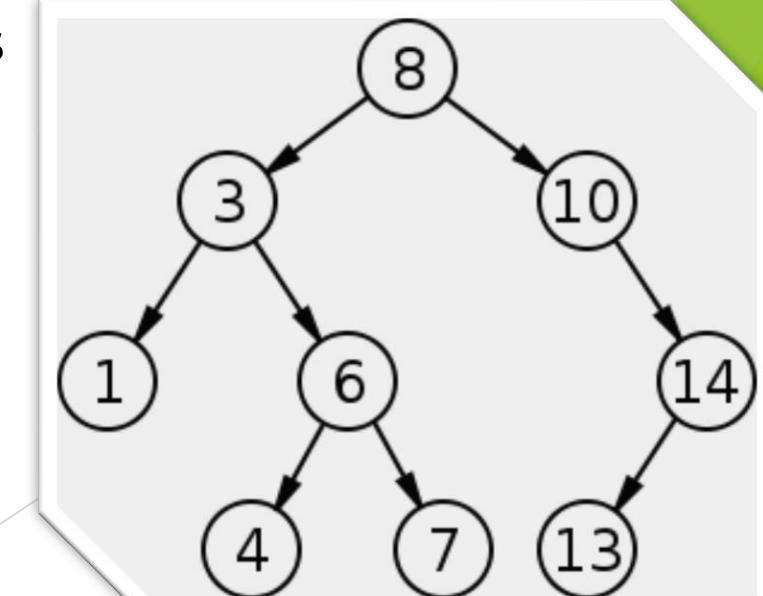
# Learning Outcomes

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- ▶ 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

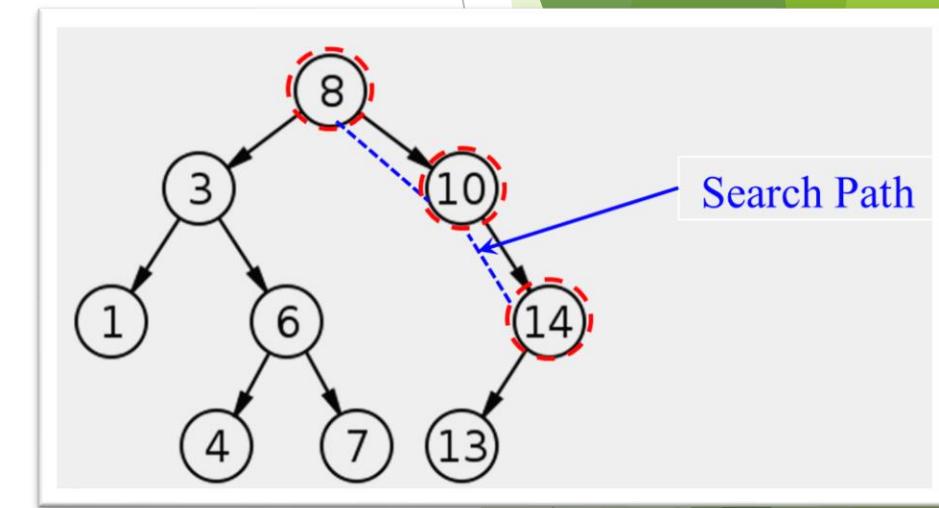
# Binary Search Tree

- ▶ 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  $\text{Log}_2(n)$



# Main Operations on BST

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

# BST - Searching

## ► A recursive function

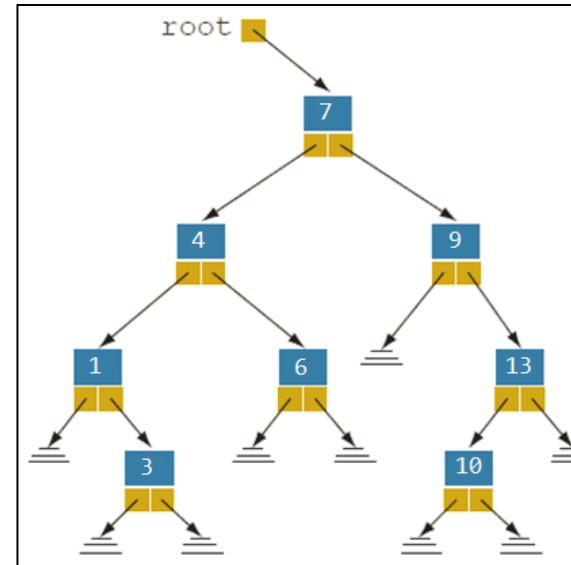
- Start from the root node.
- Check if the node value equal to key
- If yes, return. If you no, check whether the node value is less than key.
- If yes, traverse to the right child. If no, traverse to the left child.
- Repeat until the value is found or reach the end of the tree branch

```
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

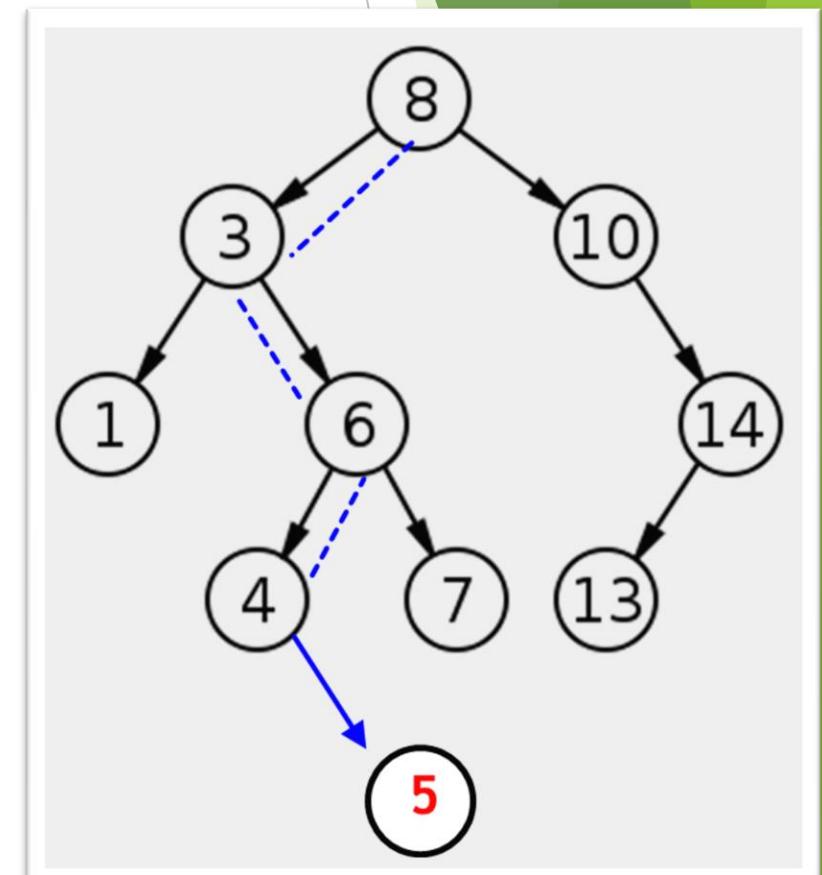
```
public Node max(){  
    if (root==null)  
        return null;  
  
    while (root.right != null)  
        root = root.right;  
  
    return root;  
}
```



```
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.



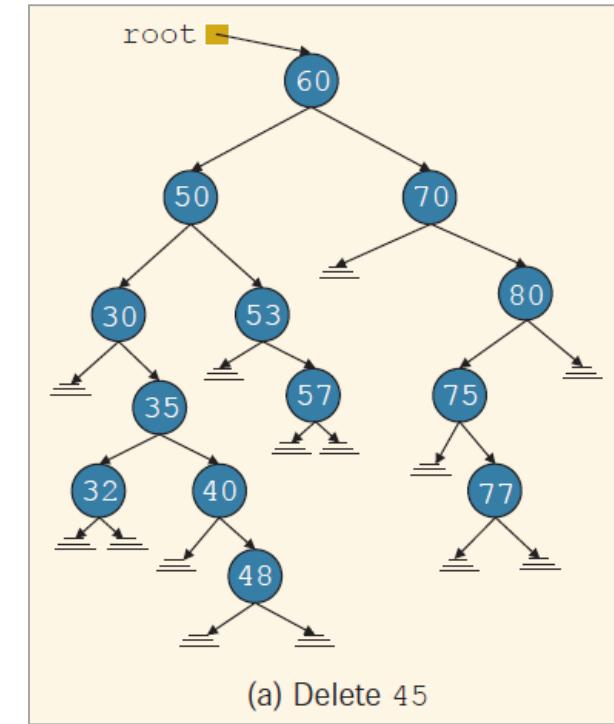
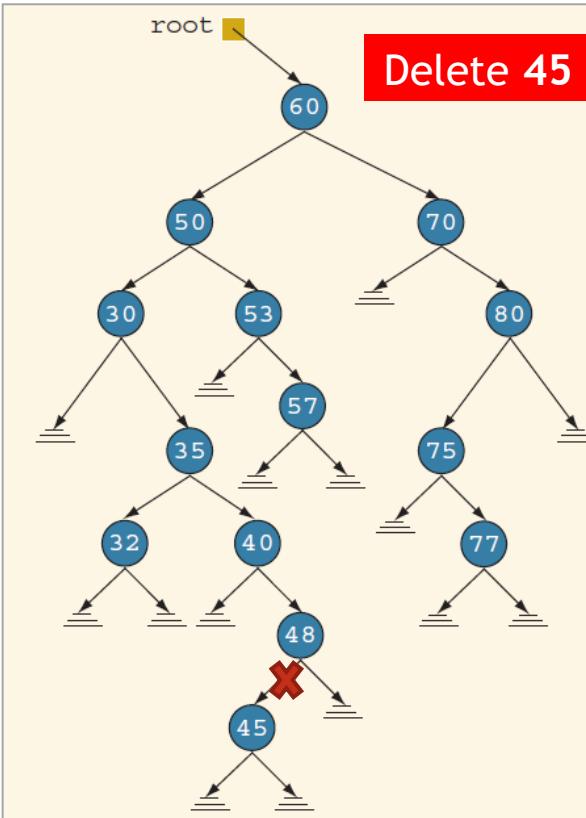
# Deleting a Node from a BST

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- ▶ 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

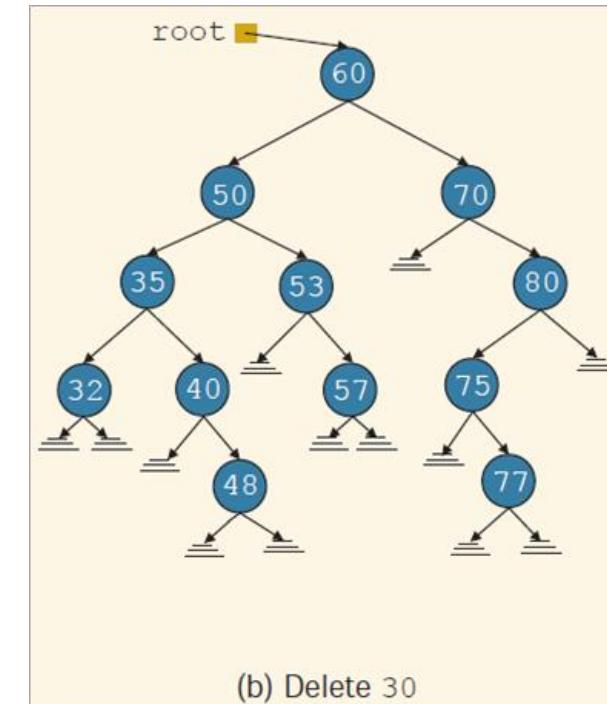
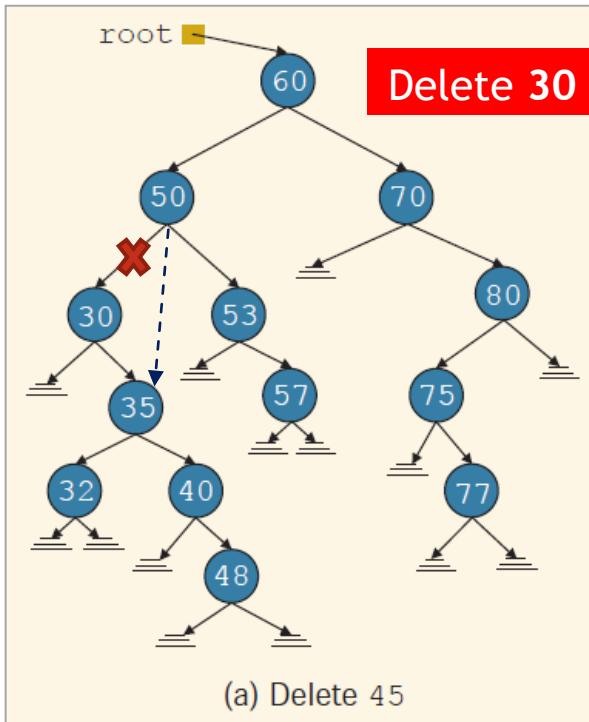
# Delete cases

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



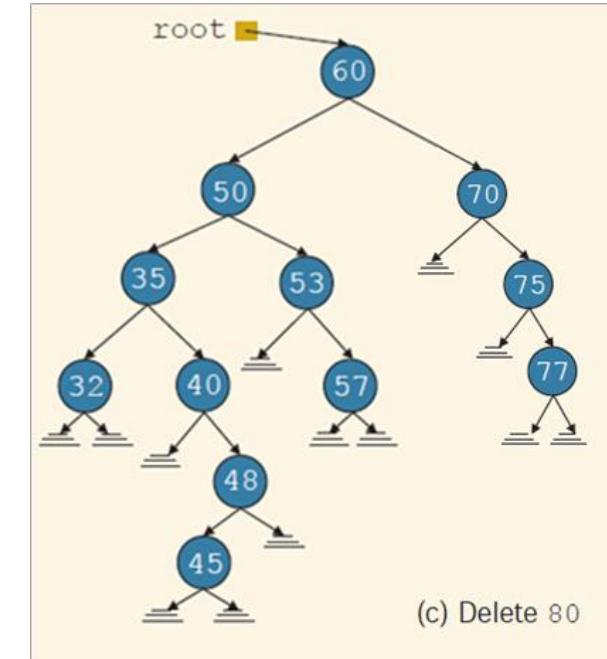
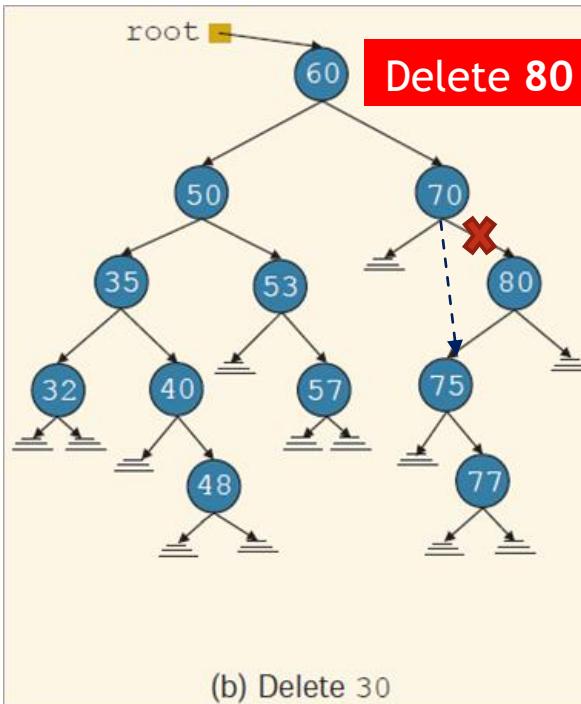
# Delete cases

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



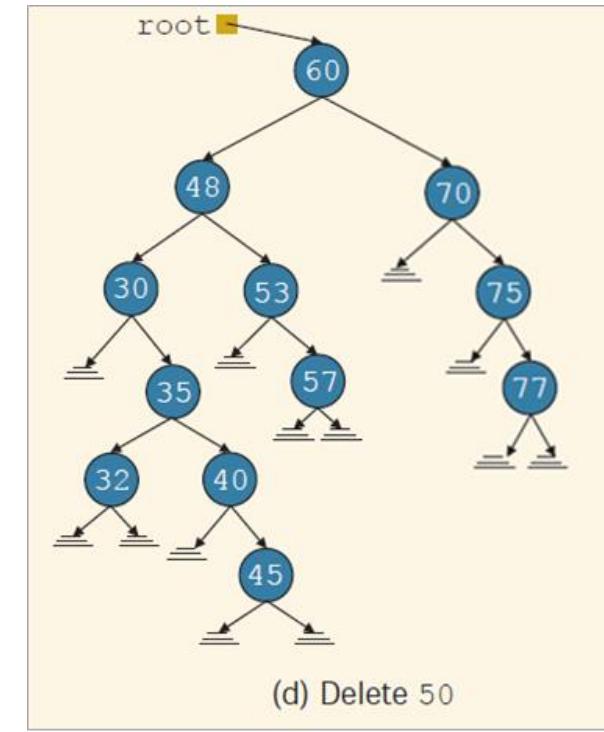
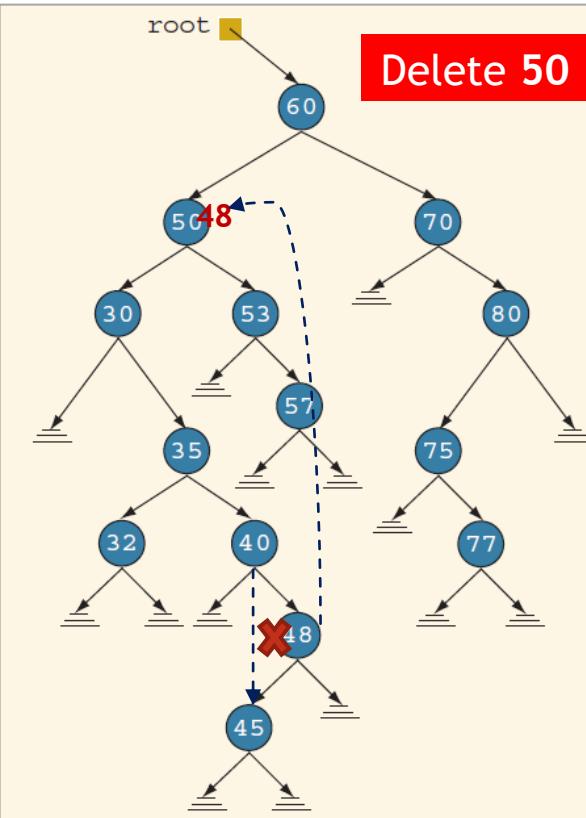
# Delete cases

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



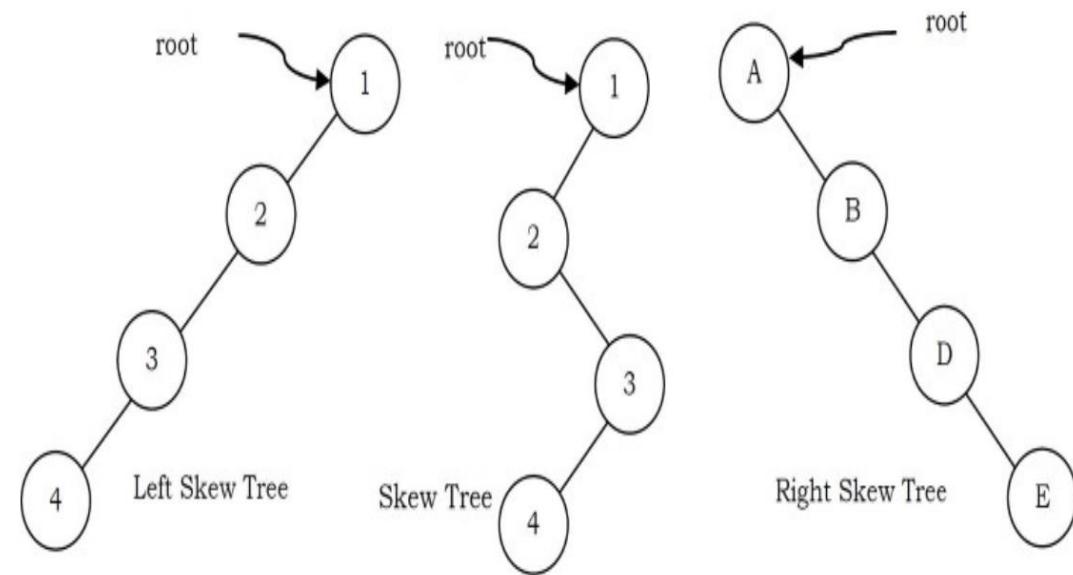
# Delete cases

- ▶ 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

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- ▶ 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.

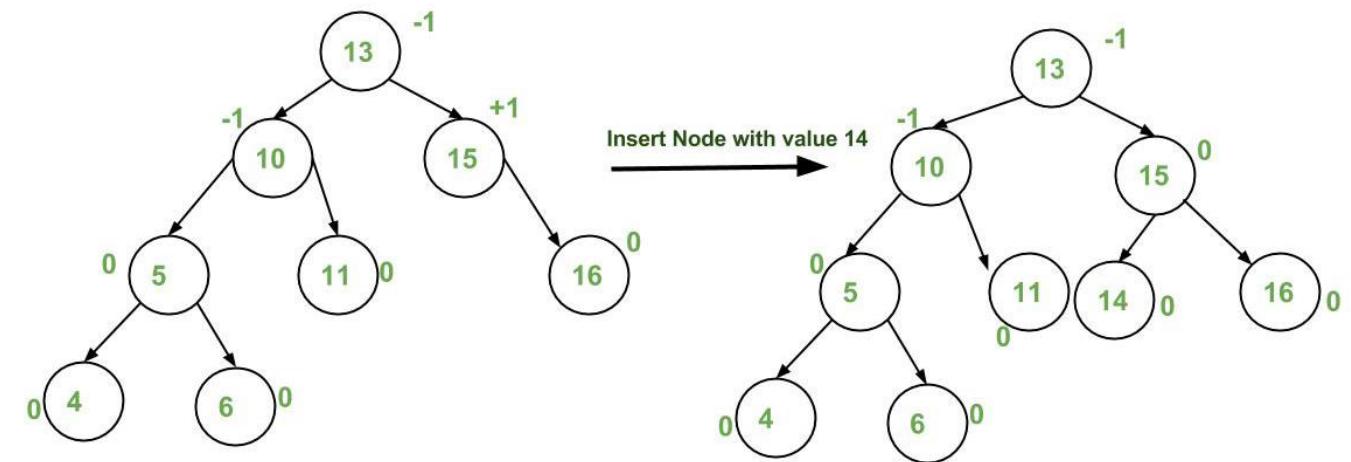
# AVL Tree Rotation

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- ▶ 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

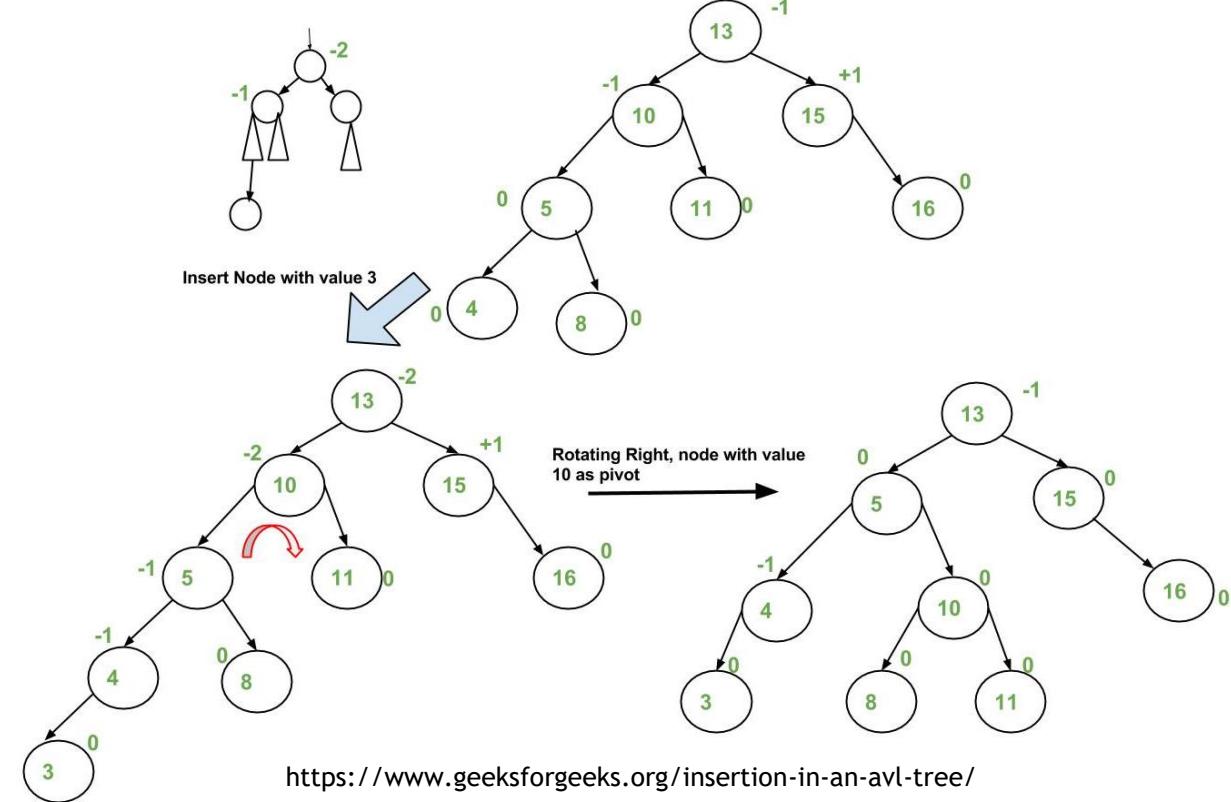
- ▶ Node 14 is inserted as left child of node 15.
- ▶ Balance factor of node 15 updated from +1 to 0.
- ▶ Balance factors for each node in this tree are still within range -1, 0, or +1. No balancing (rotation) required



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

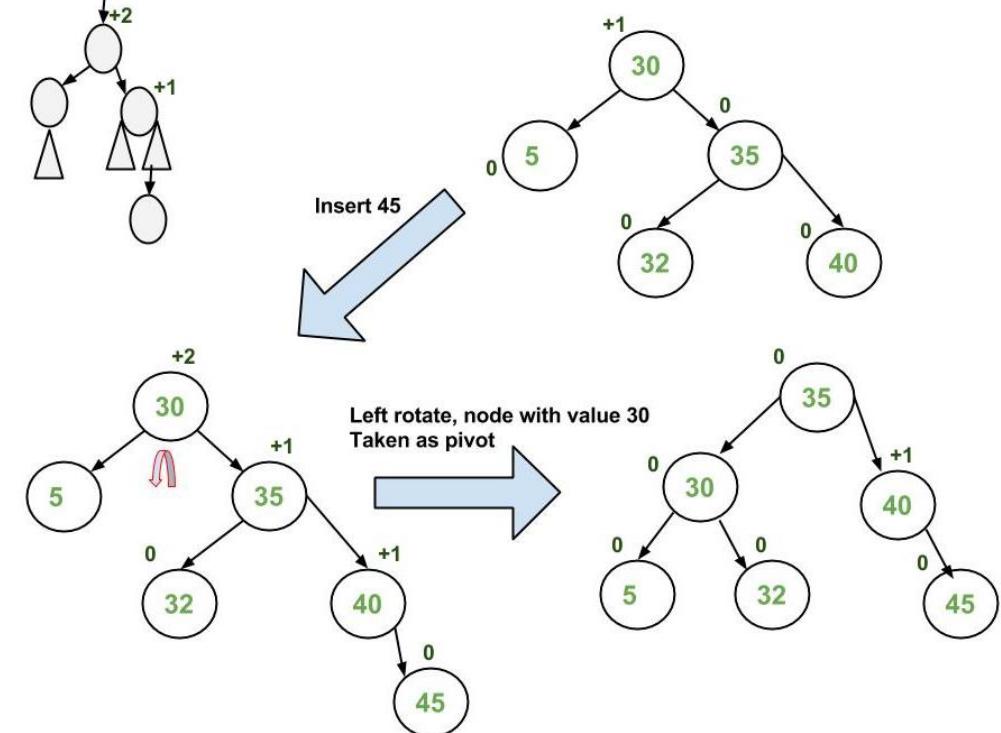
# AVL Tree Examples (cont.)

- ▶ 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.



# 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.



# Summary

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- ▶ 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...

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- ▶ Sorting algorithms.

# References

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- ▶ 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.