



# Data Structures and Algorithms

## CS F211



**BITS Pilani**  
Pilani Campus

**Vishal Gupta**

Department of Computer Science and Information Systems  
Birla Institute of Technology and Science  
Pilani Campus, Pilani

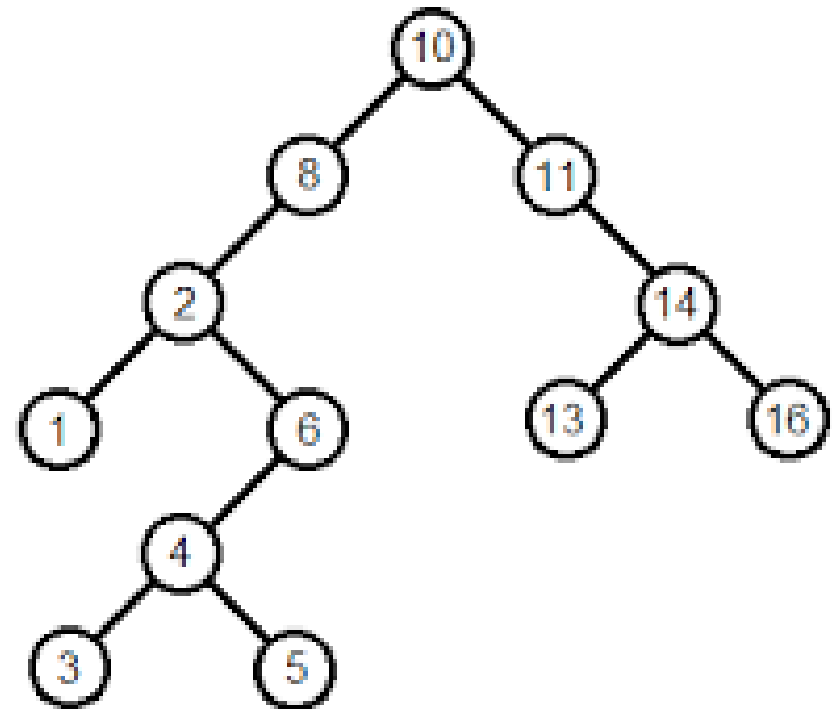


**BITS Pilani**  
Pilani Campus



# Binary Search trees

# Pseudo code for INORDER



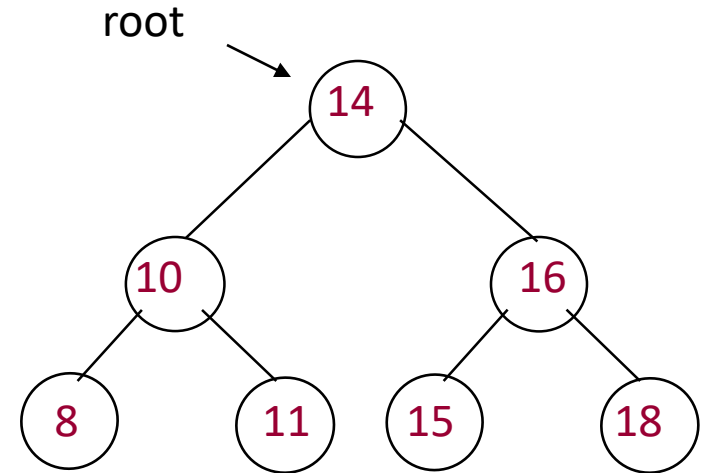
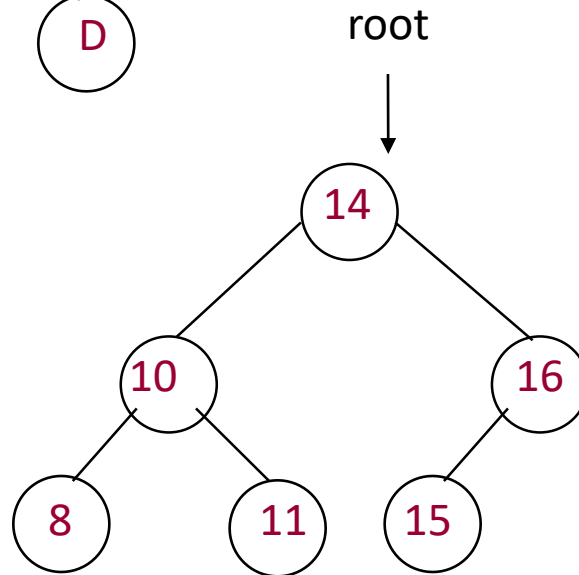
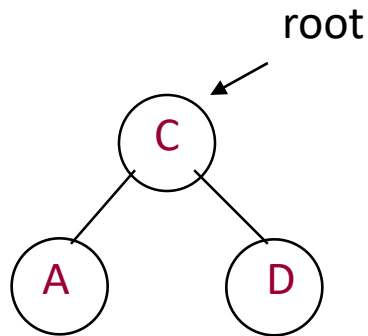
# Binary Search Trees



A **Binary Search Tree (BST)** is a binary tree with the following properties:

- The key of a node is *always greater* than the keys of the nodes in its left subtree
- The key of a node is *always smaller* than the keys of the nodes in its right subtree

# Binary Search Trees: Examples

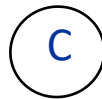


# Building a BST

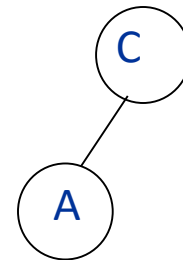
Build a BST from a sequence of nodes read one a time

**Example:** Inserting **C A B L M** (in this order!)

1) Insert C

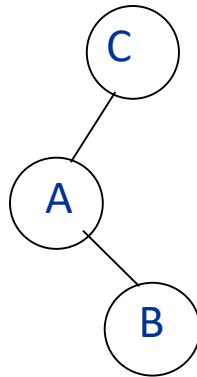


2) Insert A

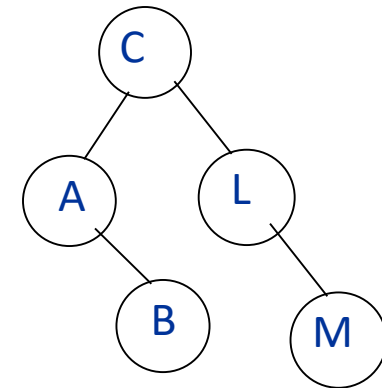


# Building a BST

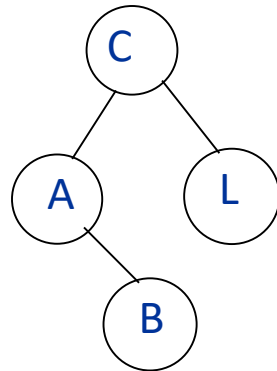
3) Insert B



5) Insert M



4) Insert L

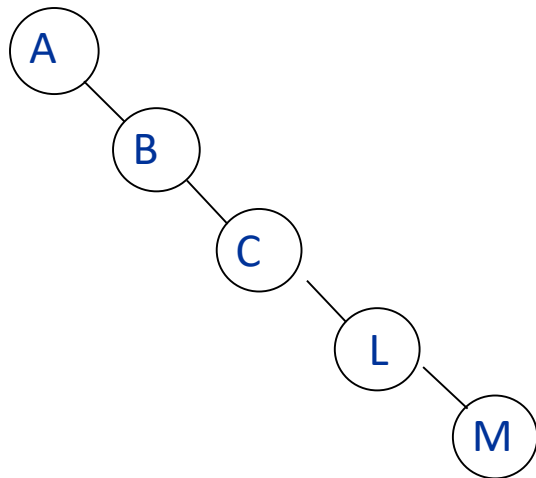


# Building a BST

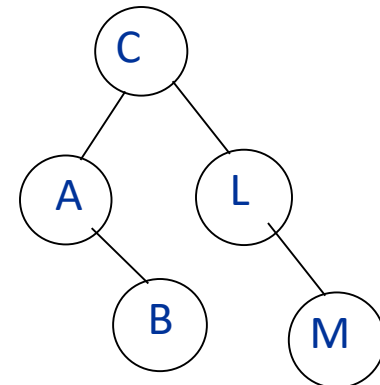
Is there a unique BST for letters A B C L M ?

**NO!** Different input sequences result in different trees

Inserting: **A B C L M**



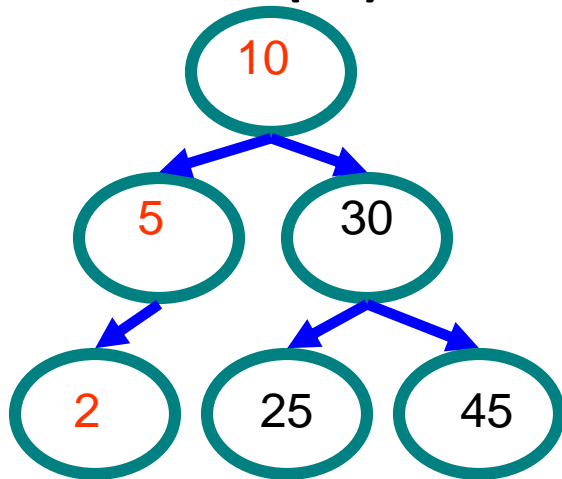
Inserting: **C A B L M**



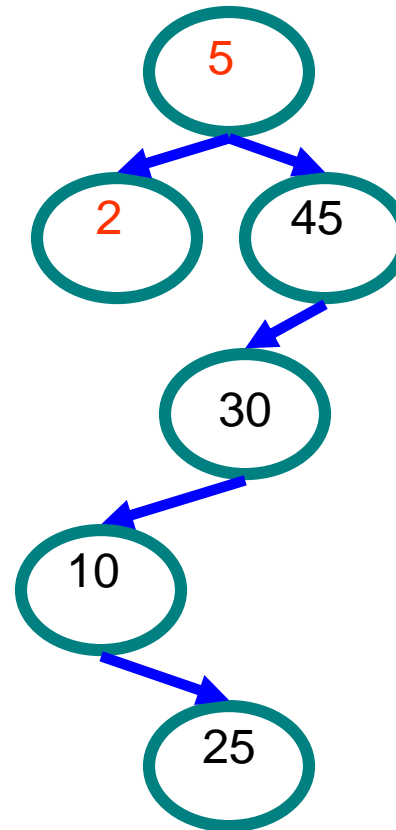


# Example Binary Searches

- Find ( 2 )



$10 > 2$ , left  
 $5 > 2$ , left  
 $2 = 2$ , found



$5 > 2$ , left  
 $2 = 2$ , found

# Recursive Search of Binary Tree

```
Node Find( Node n, Value key) {  
    if (n == null)                // Not found  
        return( n );  
    else if (n.data == key)        // Found it  
        return( n );  
    else if (n.data > key)         // In left subtree  
        return Find( n.left );  
    else                          // In right subtree  
        return Find( n.right );  
}
```

# Complexity of Search

---

- Running time of searching in a BST is proportional to the height of the tree.

If  $n$  is the number of nodes in a BST, then

- **Best Case** –  $O(\log n)$
- **Worst Case** –  $O(n)$

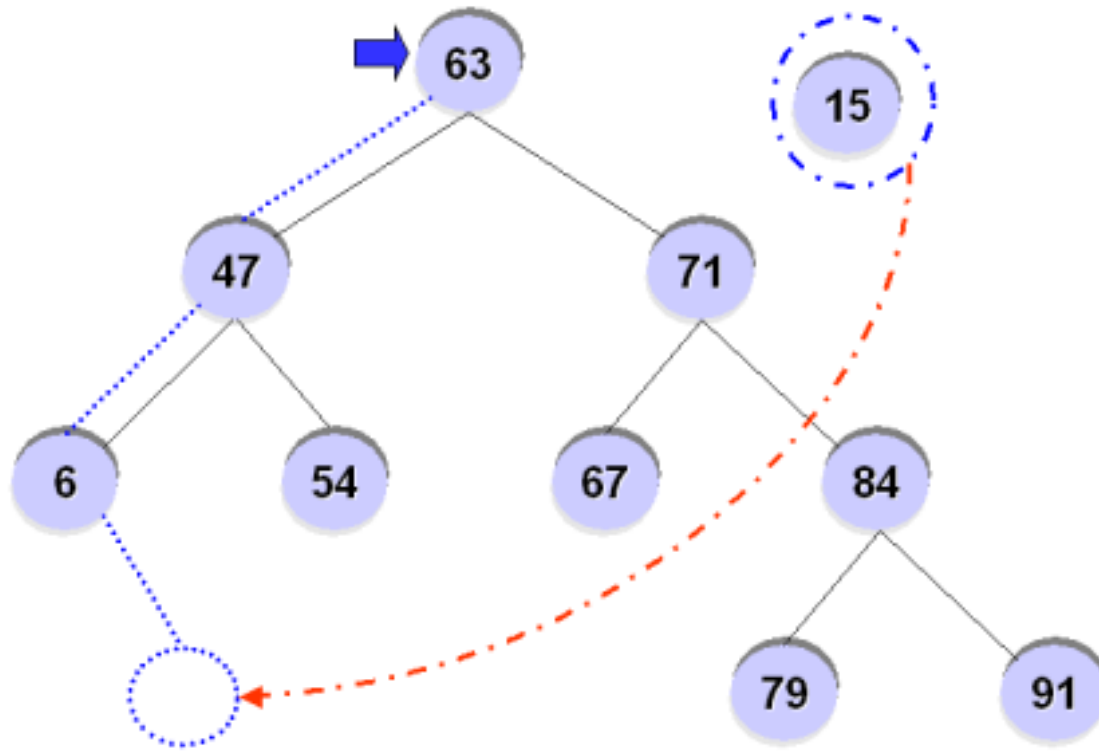
# Binary Search Tree - Insertion

## Insert Algorithm

- If value we want to insert  $<$  key of current node, we have to go to the left subtree
- Otherwise we have to go to the right subtree
- If the current node is empty (not existing) create a node with the value we are inserting and place it here.

# Insertion - Example

For example, inserting '15' into the BST?



# Binary Search Tree - Deletion

---

There are 3 possible cases

**Case1** : Node to be deleted has no children

→ **We just delete the node.**

**Case2** : Node to be deleted has only one child

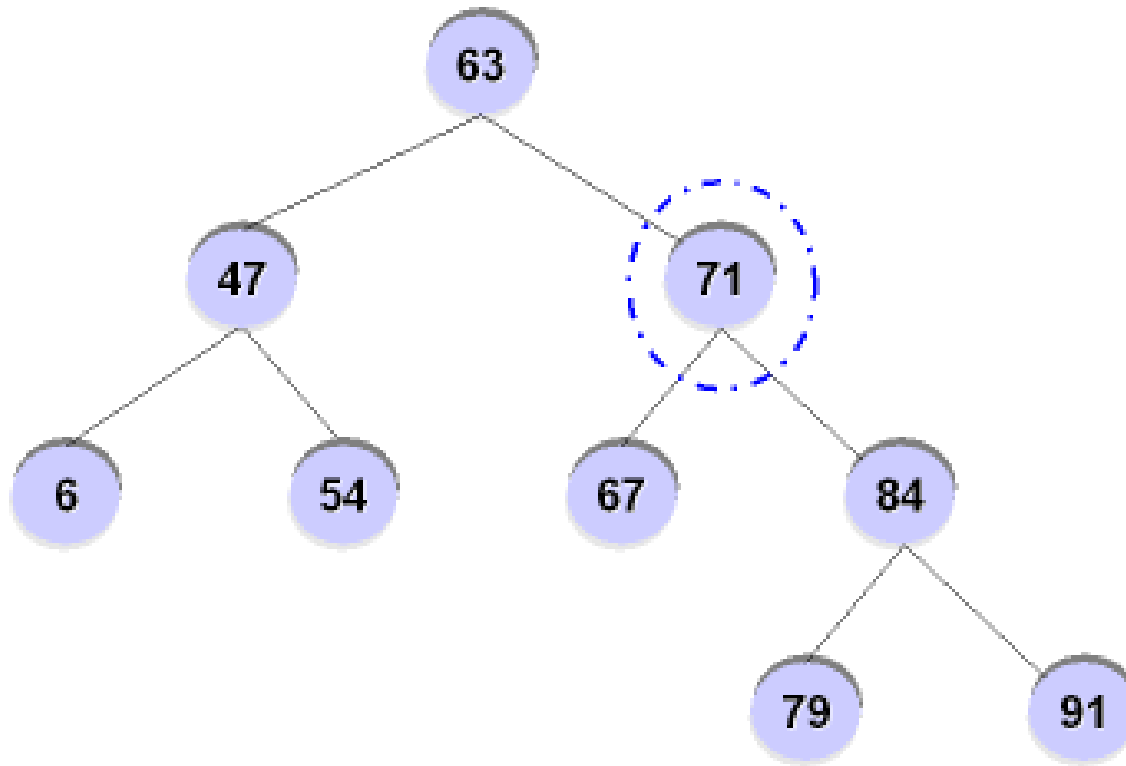
→ **Replace the node with its child  
and make the parent of the  
deleted node to be a parent of the  
child of the deleted node**

**Case3** : Node to be deleted has two children

# Binary Search Tree - Deletion



**Node to be deleted has two children**



# Binary Search Tree - Deletion

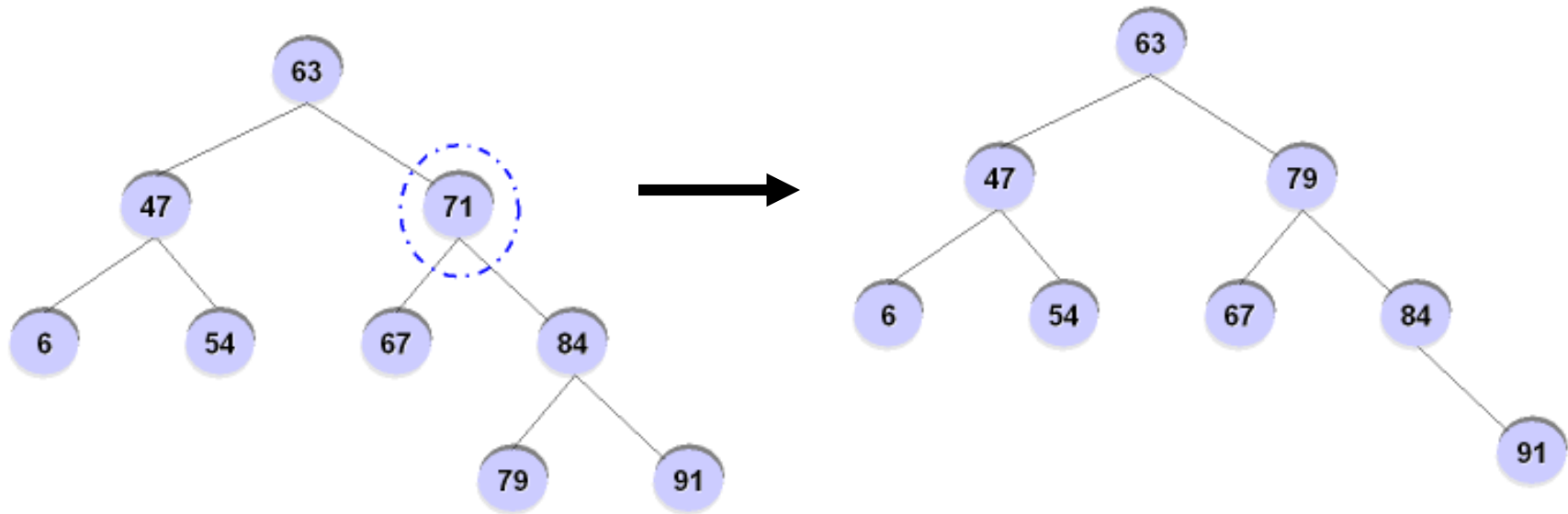
## Node to be deleted has two children

### Steps:

- Find minimum value of right subtree
- Delete minimum node of right subtree but keep its value
- Replace the value of the node to be deleted by the minimum value whose node was deleted earlier.



# Binary Search Tree - Deletion



# Convert the following into a pseudo code.



```
Node deleteNode(Node root, int valueToDelete) {
    if root = null
        return node
    if root.value < valueToDelete
        deleteNode(root.right, valueToDelete)
    if root.value > valueToDelete
        deleteNode(root.left, valueToDelete)
    else
        if (isLeafNode(root))
            return null

        if (root.right == null)
            return root.left
        if (root.left == null)
            return root.right

        else
            minValue = findMinInRightSubtree(root)
            root.value = minValue
            removeDuplicateNode(root)
            return root
}
```