

# Week 9

Sadia ‘Rain’ Sharmin

*Classes begin 10 minutes after the hour*



This Week's Cool Programmer(s) Feature: *Isabel Sieh*

# Binary Search Trees

## SUBTOPICS:

- Introduction to BSTs
- Deletion from BST
- Delete Root Helper

# Introduction to BSTs

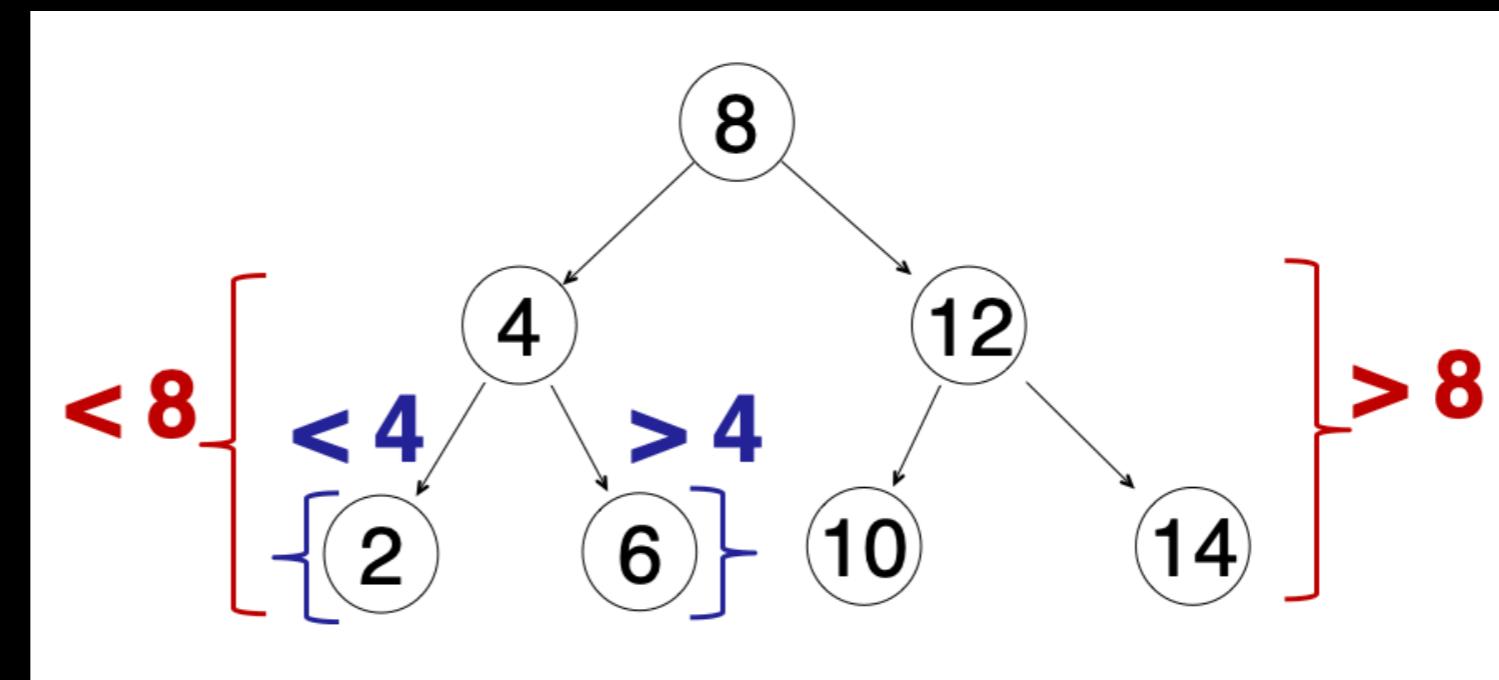
# Definition

Add ordering conditions to a binary tree:

values are comparable

values in left subtree are less than the root's value

values in right subtree are more than the root's  
value



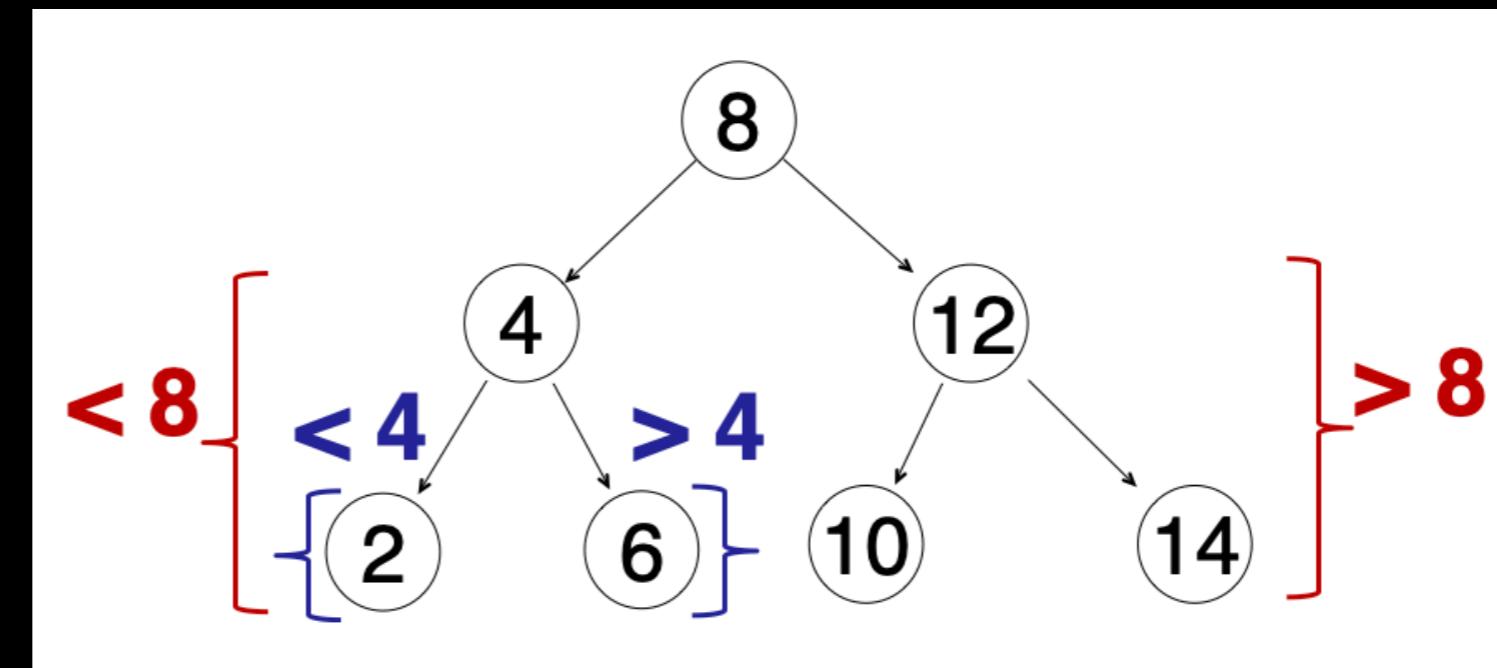
# Binary Search Trees

## A "sorted" tree

Every item is

$\geq$  all items in its left subtree, and

$\leq$  all items in its right subtree.



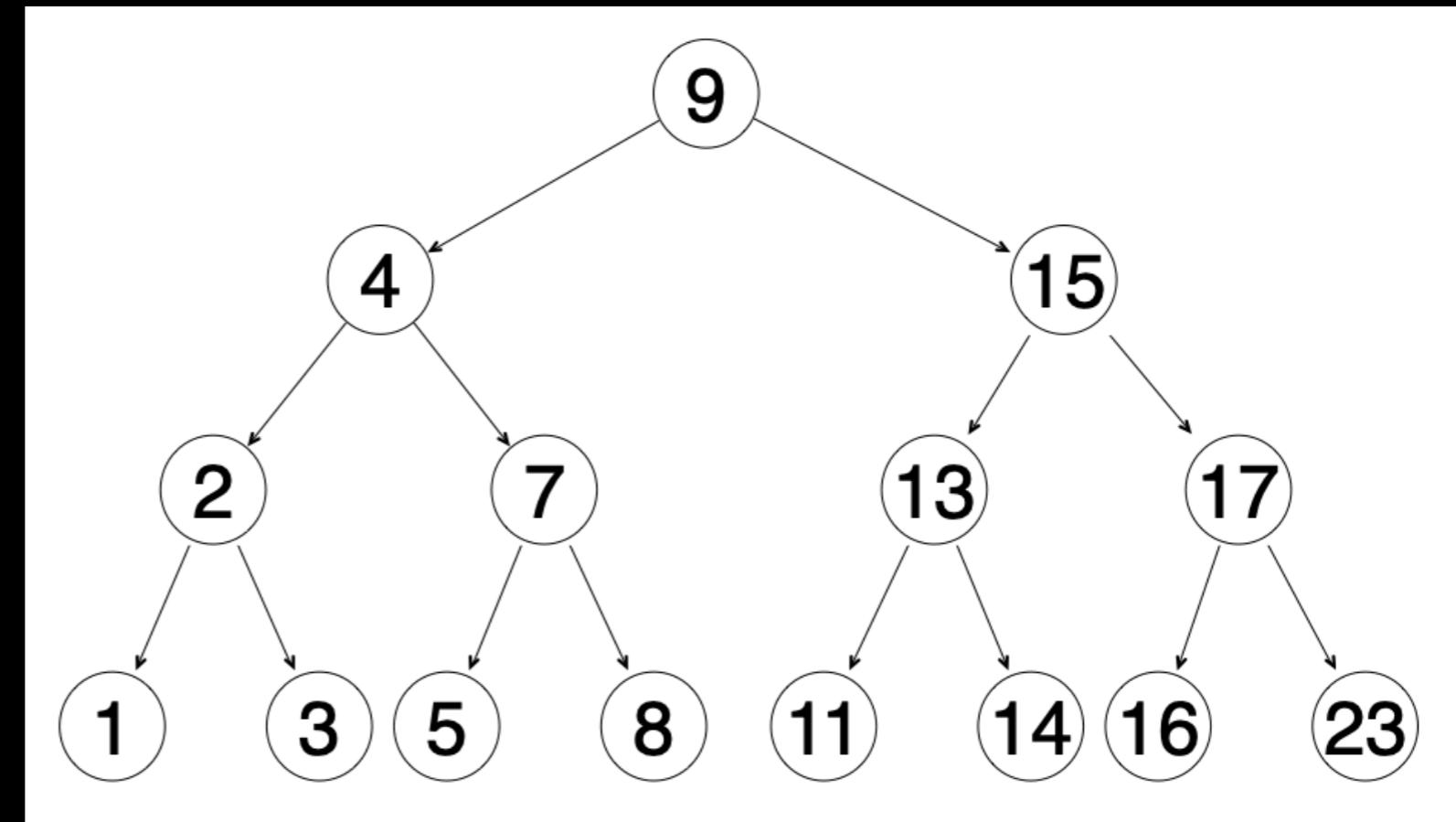
# Searching in BST

Which nodes would we visit, to find out the following:

Find if value 5 is present...

Find if value 13 is present...

Find if value 12 is present...

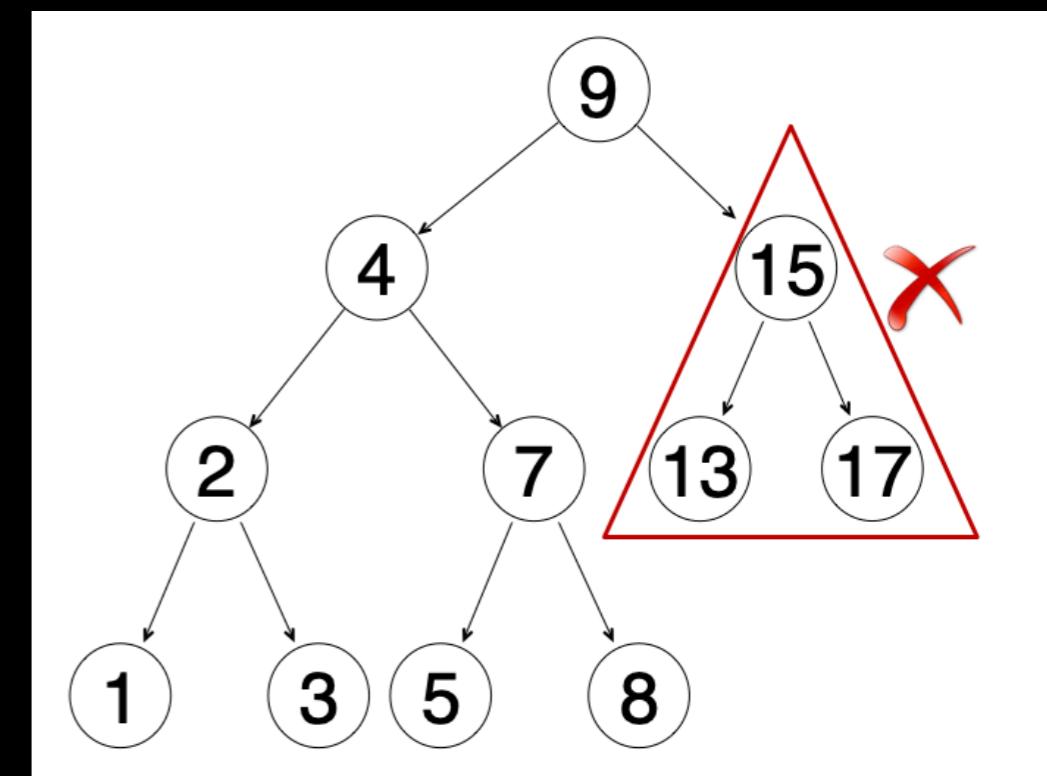


# More structure => more efficiency

```
def __contains__(self, item: Any) -> bool:  
    if self.is_empty():  
        return False  
    elif item == self._root:  
        return True  
    elif item < self._root:  
        return self._left.__contains__(item)  
    else:  
        return self._right.__contains__(item)
```

*Example:*

Find if value 5 is present...



# But not always!

```
def items(self) -> List:  
    if self.is_empty():  
        return []  
    else:  
        return (  
            self._left.items() +  
            [self.root] +  
            self._right.items()  
)
```

# Our Implementation

Instead of having a general list of subtrees like we did for our Tree implementation, we now have explicit attributes for left subtree and right subtree:

```
# === Private Attributes ===
# The item stored at the root of the tree, or None if the tree is empty.
_root: Optional[Any]
# The left subtree, or None if the tree is empty.
_left: Optional[BinarySearchTree]
# The right subtree, or None if the tree is empty.
_right: Optional[BinarySearchTree]
```

# Our Implementation

Similar to our Tree representation, we again do not allow the value None to be in the BinarySearchTree unless it is part of a valid empty tree representation.

We represent an empty BST with the following:

`self._root = None`

`self._left = None`

`self._right = None`

Note the representation invariants:

```
# === Representation Invariants ===
# - If self._root is None, then so are self._left and self._right.
#   This represents an empty BST.
# - If self._root is not None, then self._left and self._right
#   are BinarySearchTrees.
```

# Our Implementation

So, how do we represent a leaf?

`self._root` will have its value, and

`self._left` and `self._right` will each be an empty `BinarySearchTree`

# Representation invariants are key!

*If `self._root` is not `None`, then `self._left` and `self._right` are `BinarySearchTrees`.*

If you know that a BST is not empty, you **never** need to check if `self._left` or `self._right` are `None`.

You can call methods on them without an if-statement “guard”.

# Deletion from BST

# Delete operation

Hint: pull out the tree deletion worksheet from last week ...

Input:

An item that we wish to delete from the BST (if it exists!)

Outcomes:

if item found => remove the first occurrence of this item from the BST

This node gets “disconnected” / “extracted” / “removed” from the BST

if item not found => do nothing

# Binary Search Tree Deletion

## Delete operation

```
def delete(self, item: Any) -> None:  
    """Remove *one* occurrence of <item> from  
    this BST.
```

Do nothing if <item> is not in the BST.  
"""

Notice the None -> we're not actually returning anything, but we will be mutating the tree as a result of the operation!

# Deletion Algorithm

Locate the item to delete, by traversing the tree

Say that `self` is the current subtree being inspected

What to do if the BST is empty (`self._root` is `None`)?

What if item to delete is less than the value `self._root`?

What if item to delete is more than the value `self._root`?

What if item to delete equals the value `self._root`?

# WORKSHEET

Deletion from a Binary Search Tree

**delete\_root Helper**

# Different Cases

Item found => time to remove the node

Three cases:

1. It's a leaf (Has no children)
2. Has only one child
3. Has two children



# WORKSHEET

`delete_root` Helper for BST Deletion

# Quizizz time!

Binary Search Trees

# Delete operation steps - recap

Traverse the tree to locate the node with the intended value

If we reach a leaf and no match => not found, done!

If value to delete is smaller => inspect left subtree

If value to delete is larger => inspect right subtree

If value to delete found (equal)

Case a) No children => easy, just remove the node

Case b) One child => easy, just connect the child to current subtree's parent

Case c) Two children => clear the value, pick a replacement value from a descendant under it, and remove that descendant node

Max from left subtree, or min from right subtree



# LET'S CODE

delete\_root helper