# Lecture 13: Binary Search Trees 2

COSC242: Algorithms and Data Structures

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### More about BSTs

Like linked lists, BSTs are dynamic data structures that can easily grow and shrink.

Unlike linked lists, BSTs can be efficient to search, insert and delete, as long as they remain balanced.

BSTs support quite a few useful operations:

- insert, search and delete
- can sort data
- can traverse the data in various orders in O(n).

We've already seen insert. In this lecture and the next, we'll look at the other operations.



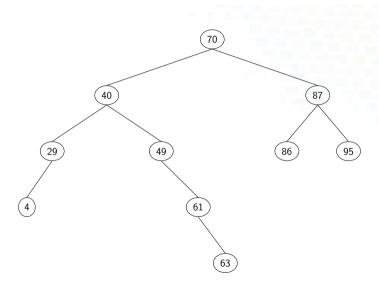
### Search

```
1: function BST_SEARCH(BST T, KeyType key)
       if T == NII then
2:
           return Not Found
3:
       else if key == T \rightarrow kev then
4.
           return T
5:
       else if key < T \rightarrow key then
6:
           return BST_Search(T \rightarrow left, key)
7:
       else
8:
           return BST_Search(T→right, key)
9:
       end if
10:
11: end function
```

What's the complexity of search?



# Search Example





#### **Traversal**

Suppose we want to print the items in a BST in sorted order by key value.

We need to walk over (traverse) the tree, pausing at the right moment to print a node, so that we print the nodes in the right order (with increasing key values).

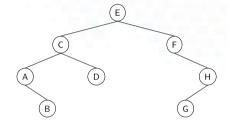
So suppose we have an operation Zap to apply to each node (where Zap is something like Print or Update):



#### Inorder

- 1: **procedure** INORDER\_TREE\_WALK(T)
- 2: **if**  $T \neq NIL$  **then**
- 3: Inorder\_tree\_walk( $T \rightarrow left$ )
- 4: Zap(T)
- 5: Inorder\_tree\_walk( $T \rightarrow right$ )
- 6: **end if**
- 7: end procedure

In what order would we Zap the nodes below?

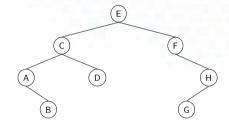




#### Preorder

- 1: **function** Preorder\_tree\_walk(T)
- 2: **if**  $T \neq NIL$  **then**
- 3: Zap(T)
- 4: Preorder\_tree\_walk( $T \rightarrow left$ )
- 5: Preorder\_tree\_walk( $T \rightarrow right$ )
- 6: **end if**
- 7: end function

In what order would we Zap the nodes below?



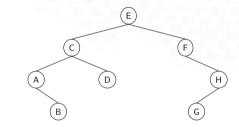


#### Postorder

```
    procedure
        POSTORDER_TREE_WALK(T)
    if T ≠ NIL then
    Postorder_tree_walk(T→left)
    Postorder_tree_walk(T→right)
    Zap(T)
    end if
    end procedure
```

How long does a traversal take?

In what order would we Zap the nodes below?





## Relevant parts of the textbook

Search is discussing in Section 12.2.

Inorder traversal is discussed in Section 12.1.

