

Lab 4 Run Time Analysis:

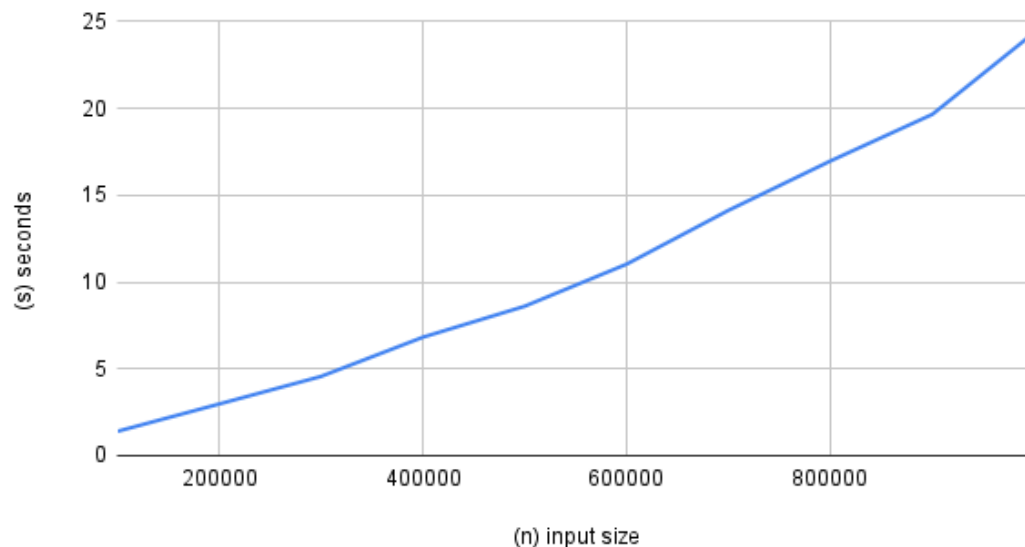
(Insert vs. look_up) for Binary Search Trees

Insert Function:

```
def insert(tree: BinTree, value: Any, comes_before: Callable[[Any, Any], bool]) -> BinTree:
    match tree:
        case None:
            return Node(value, None, None)
        case Node(v, left, right):
            if comes_before(value, v):
                return Node(v, insert(left, value, comes_before), right)
            else:
                return Node(v, left, insert(right, value, comes_before))
```

- This function will take much longer than look_up, since it has the potential to keep calling insert (n times), and each call may require rebuilding part of the tree.

Binary Search Tree Insertion Time VS Tree Size



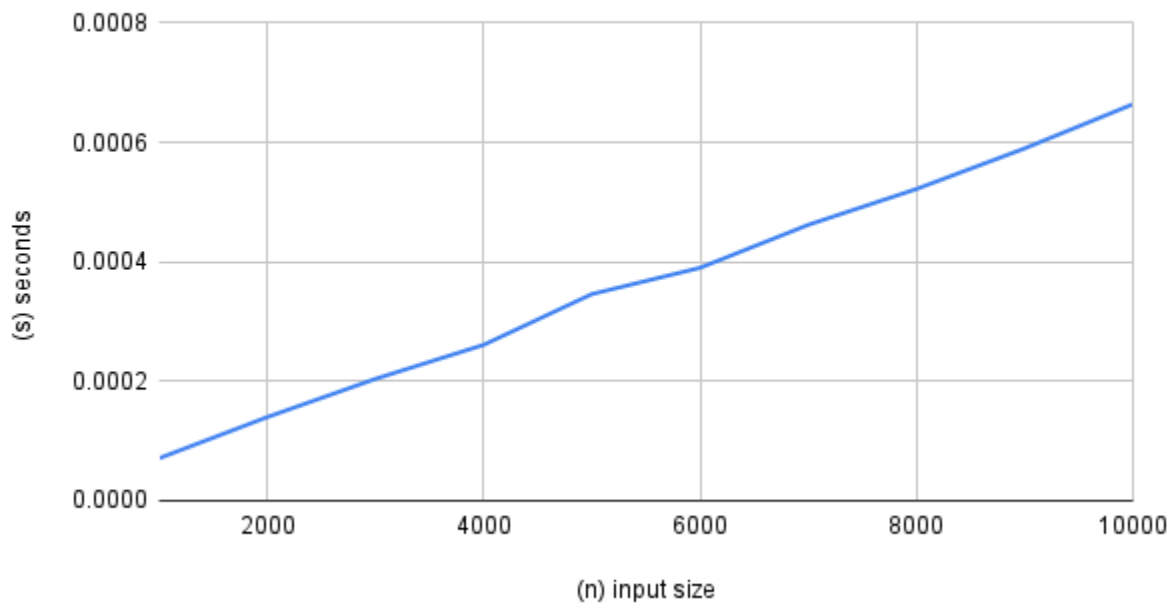
- Graph has a linear trend and resembles $O(n)$ with the output time proportional to input (n) size of the tree. Although it takes more time than look_up, it is still linear. Insert still resembles $O(n)$ in the worst case.

look_up Function:

```
def lookup(tree: BinTree, value: Any, comes_before: Callable[[Any, Any], bool]) -> bool:
    match tree:
        case None:
            return False
        case Node(v, left, right):
            if not comes_before(value, v) and not comes_before(v, value):
                return True
            elif comes_before(value, v):
                return lookup(left, value, comes_before)
            else:
                return lookup(right, value, comes_before)
```

- look_up requires much less time since in the worst case it has to go through the full binary search tree, basically one long linked list of length (n) the input.

Time for Occurs Function (Worst Case)



- The graph is linear so look_up also resembles $O(n)$. look_up is significantly faster, and only resembles $O(n)$ in the worst case.