

# SEARCH TREES

How fast can we search data of size  $n$ ?

Ans: ▷ Without preprocessing: Select,  $O(n)$

▷ With preprocessing: PQs,  $O(1)$ , only for max/min

## ▷ SUB-LINEAR SEARCH TIME

### ① Binary Search Tree

For a binary tree  $T$ ,

▷ Root:  $T.root$

▷ All internal nodes have degree  $\in \{1, 2\}$

▷ Leaf nodes have degree 0

▷  $\forall$  node  $x \in T$ ,

▷  $x.p \rightarrow$  parent

▷  $x.l \rightarrow$  left child

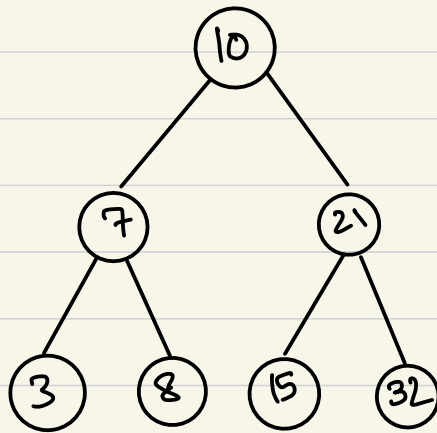
▷  $x.r \rightarrow$  right child

▷ Total no. of nodes =  $n = T.size$

watch out!  
Problematic  
calculation

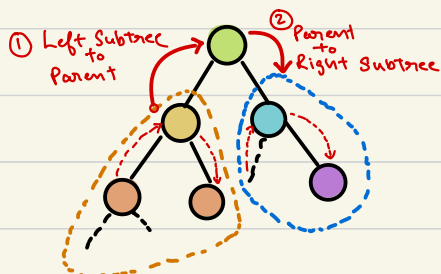
∴ We define Binary search tree (BST) as,

$\forall$  node  $y \in T$ ,  $x \in \text{left}(y)$ ,  $z \in \text{right}(y)$   
 $x.\text{key} \leq y.\text{key} \leq z.\text{key}$

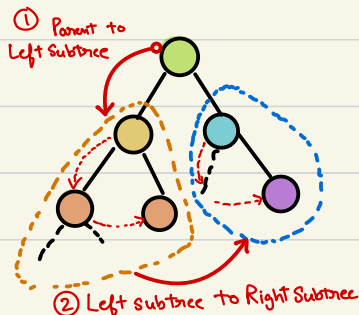


## Tree Traversal

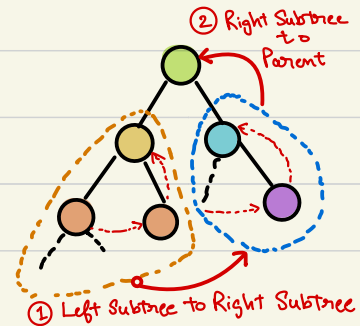
### Inorder



### Preorder



### Postorder



## ① Dictionary Data Structure

### Key Operations

- ▷ Min(T)
- ▷ Max(T)
- ▷ Insert(T,  $v$ ) → Value to be inserted
- ▷ Delete(T,  $x$ ) → Pointer to node
- ▷ Pred(T,  $x$ ): Predecessor
- ▷ Succ(T,  $x$ ): Successor
- ▷ Search(T,  $v$ ): Find  $x \in T$ , s.t.,  $x.$ Key =  $v$

## ② BST as Dictionary

- ▷ Fetch Min/Max:

Worst:  $O(n)$ , Best:  $O(\log n)$

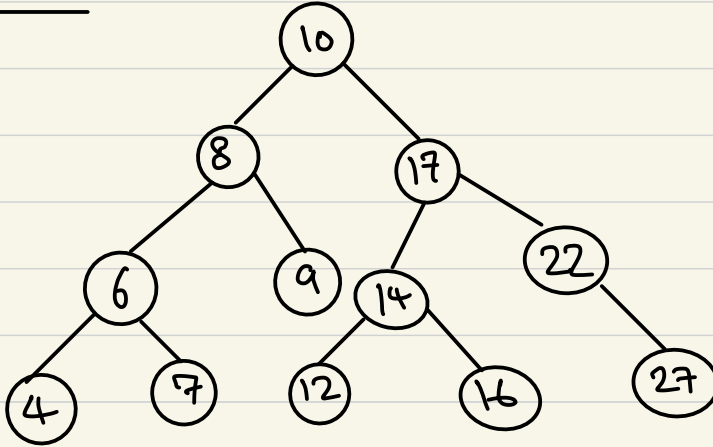


Instead of "n", we can use height "h" to better assess runtime.

$$T_{\text{Min/Max}} = O(h) ; \log n \leq h \leq n$$

▷  $T_{\text{search}} = O(h)$  | If we're unlucky,  $h \rightarrow h+1$

Succ( $T, x$ )



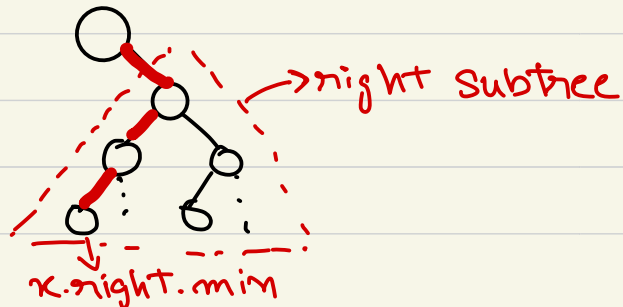
▷ Succ(6) = 7

▷ Succ(9) = 10

▷ Succ(10) = 12

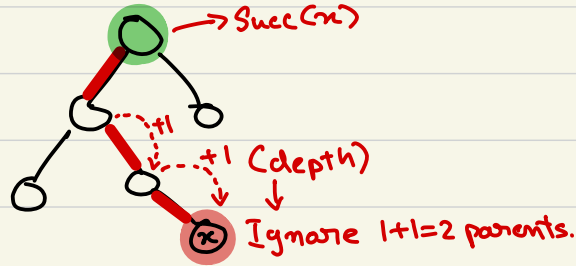
Case 1 |  $x.\text{right} \neq \text{null}$

return  $x.\text{right}.\text{min}$



Case 2 |  $x.right = null$

Return the larger parent.



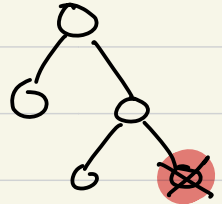
$$T_{succ} = O(h)$$

Delete( $x$ )

Case 1 |  $Deg(x) = 0$  (Leaf node)

▷ Delete the node  $x$ .

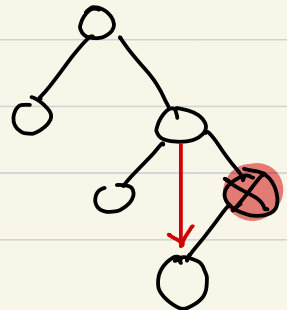
▷  $T = O(1)$



Case 2 |  $Deg(x) = 1$

▷ Delete the node  $x$ .

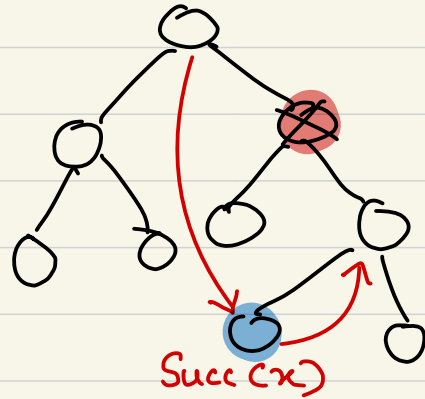
▷  $x.parent \rightarrow x.child$



### Case 3 | $\text{Deg}(x) = 2$

- ▷  $y = \text{Succ}(x)$
- ▷  $x.\text{parent} \rightarrow y$
- ▷  $y.\text{right} \rightarrow x.\text{right}$
- ▷ Delete " $x$ "

▷  $T = O(h)$



### ▷ BST SORT

$\text{BST-Sort}(A, n)$

$T \leftarrow \text{init BST}$

for  $i = 1$  to  $n$

$\text{Insert}(T, A[i])$

end for

} Generate  
BST

$A \leftarrow \text{InorderTraversal}(T)$

return elements in sorted order

## Runtime

$$T_{\text{BST-Sort}} \leq \underbrace{O(n)}_{\substack{\downarrow \\ \text{Inorder} \\ \text{Traversal}}} + n * \underbrace{T_{\text{Insert}}}_{\substack{\downarrow \\ \text{Generating} \\ \text{BST}}} = O(n \cdot h)$$

where,

▷ Worst Case:  $h = \Omega(n)$   
 $\therefore T_{\text{BST-Sort}} \geq O(n^2)$

Can we do better than  $O(n^2)$ ?

Ans: Yes! Insert elements in random order

The implication is that root value will have rank close to  $n/2$ .

▷ Strong correspondence b/w rand-root & rand-pivot from rand-OS

$$E[T_{\text{worst-case}}] = T_{\text{Rand-OS}} + O(n)$$

$$E[T_{\text{worst-case}}] = \Theta(n \log n)$$

$$E[\text{Height}(n)] = O(\log n) \quad ] \rightarrow \text{refer book for proof}$$

### Application

- ▷ Useful for dictionary with **random order insertion**
- ▷ Search =  $O(\log n)$

Essentially, a BST is more often balanced than not.

### ▷ 2-3 TREE

Tree  $T$  where:

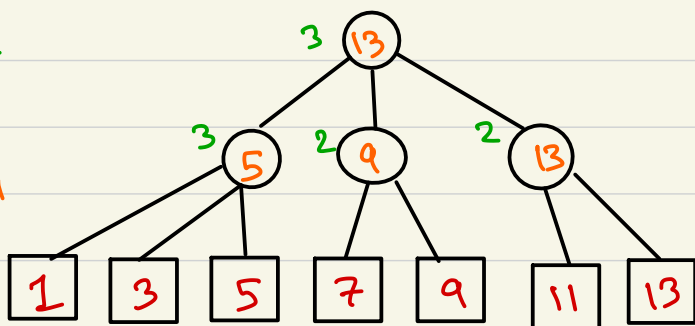
- ▷ Every internal node has degree  $\in \{2, 3\}$  (no degree 1)
- ▷ Internal nodes contain the max value in their subtree.
- ▷ All leaf nodes' data in sorted order at same height " $h$ ".



Degree

Data

Extra



▷  $\forall$  internal node  $x$ ,  
 $x.\text{max} = \text{maximum leaf value in subtree}$

Lemma:  $\forall$  valid 2-3 tree  $T$   
 $\log_3(n) \leq h_T \leq \log_2(n)$   
s.t.  $n = \text{no. of leaf nodes}$

$\Rightarrow h = \Theta(\log(n))$  for worst case

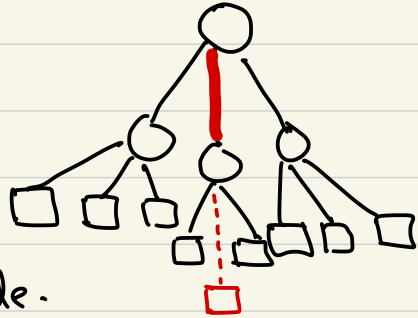
$\therefore$  All operations are done in  $O(\log n)$

Search

$$T(n) = O(\log n)$$

# Insert

① Find the correct location for insertion using search.

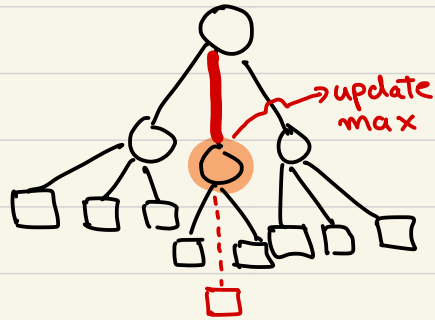


② Insert the value as new node.

③ Adjust the Tree

## Case 1 | Less than 3 leaf nodes at target internal node

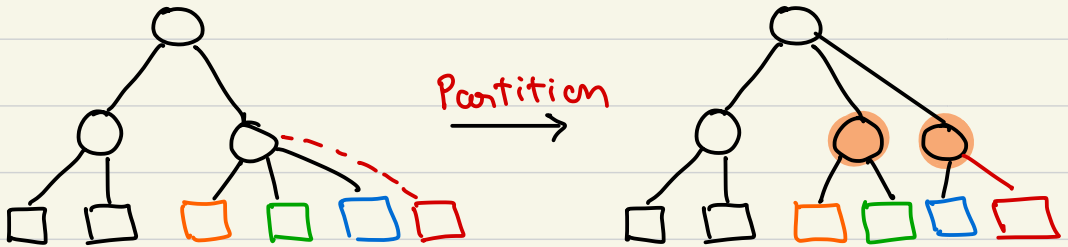
1. Simply insert new leaf node
2. No adjustment needed.
3. Update max value across all parent nodes.



## Case 2 | 3 leaf nodes at target internal node

1. Insert new node
2. Replace parent node with 2 nodes, with the left one getting 2 left-most children & right one getting the rest.

3. Update all parent values



$$T(n) = O(h) = O(\log n)$$

▷ If we split root, create a parent node, and make it the new root.

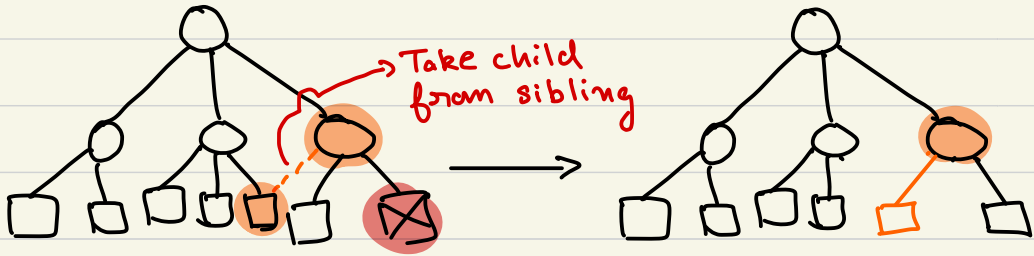
## Delete

- ① Delete leaf node
- ② Update parent values.

Case 1 / Target's parent has degree 3  
Follow the same as above

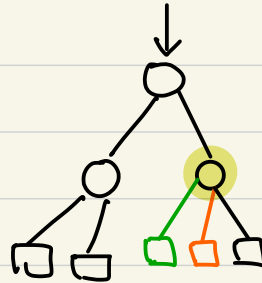
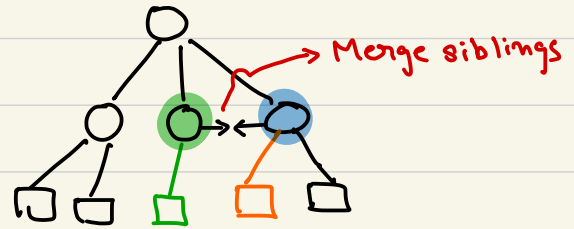
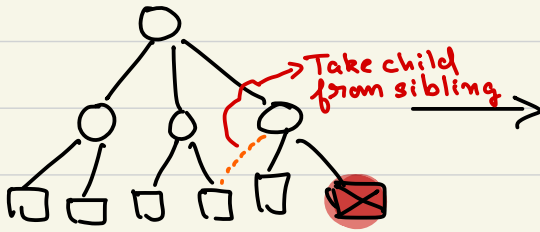
Case 2 | Target's parent has  $\text{deg}=2$ , immediate sibling has  $\text{deg}=3$

1. Delete leaf node
2. Take the **closest** child of imm. sibling
3. Update all parent values



Case 3 | Target's parent has  $\text{deg}=2$ , immediate sibling has  $\text{deg}=2$

1. Delete leaf node
2. Take the **closest** child of imm. sibling
3. Merge the siblings
4. Repeat 1-3 for parents until sibling has  $\text{deg}=3$
5. If root has a single child, delete it, make child root.
6. Update parent values.



## ► AUGMENTED DATA STRUCTURE

- Store useful things in internal nodes which help answer more complex queries.

**Tradeoff:** High cost of insertion/deletion.

For eg: Maintaining number of nodes in the current sub-tree, in the root node of the sub-tree

- Allows quick reference for queries related to num. of nodes.
- Maintenance cost is trivial
- Applications: Rank of element,  $K^{\text{th}}$  smallest element