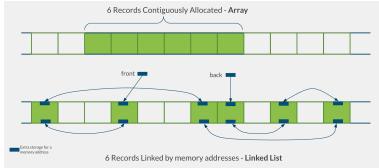
Basics & BST

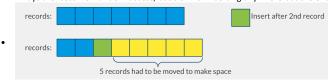
Wednesday, January 08, 2025

- 9:22 AM
- Record A collection of values for attributes of a single entity instance; a row of a table
- Collection a set of records of the same entity type; a table
 - o Trivially, stored in some sequential order like a list
- Search Key A value for an attribute from the entity type
 - o Could be >= 1 attribute
- If each record takes x bytes of memory, we need n*x bytes of memory
- Continuously Allocated List
 - O All n*x bytes are allocated as a single "chuck" of memory
- Linked List
 - o Each record needs x bytes + additional space for one or two memory addresses
 - O Linked in a type of chain

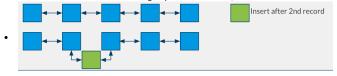


Pros and Cons

• Arrays are faster for random access, but slow for inserting anywhere but the end

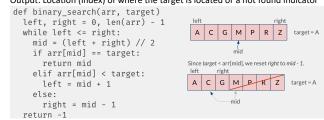


• Linked Lists are faster for inserting anywhere in the list, but slower for random access



Binary Search

- Input: Sorted array, target value
- Output: Location (index) of where the target is located or a not found indicator



Time Complexity

- Linear Search
 - o Best Case: 1
 - O Worst Case: n (target not in array)
 - O(n) time complexity in worst case
- Binary Search
 - O Best Case: 1 (target in middle)
 - O Worst Case: log2(n) (target not in array)
 - o O(log2(n)) time complexity
- An array of tuples (specialVal, rowNumber) sorted by specialVal
 - a. We could use Binary Search to quickly locate a particular specialVal and find its

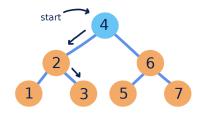
corresponding row in the table

- b. But, every insert into the table would be like inserting into a sorted array slow...
- A linked list of tuples (specialVal, rowNumber) sorted by specialVal
 - a. searching for a specialVal would be slow linear scan required
 - b. But inserting into the table would theoretically be quick to also add to the list.

Fast insert and search??

• Binary Search Tree - a binary tree where every node in the left subtree is less than its parent and every node in the right subtree is greater than its parent.

Search for 3



Creating and inserting into a bin tree 23, 17, 20, 42, 31, 50

Tree Traversals

- Pre-Order
- Post Order
- In Order
- Level Order
 - o 23, 17, 43, 20, 31, 50
 - Start at root, put left and right child in a queue, process next element of list (add it's left and right child to end and remove it)
 - Called a deque in Python (double ended queue)

Class BinaryTreeNode (self, value, left = None, right = None)

value: int left: BinTreeNode right: BinTreeNode

Function

root = BinaryTreeNode(23)
root.left = BinaryTreeNode(17)
root.right= BinaryTreeNode(43)
root.left.right = BinaryTreeNode(20)
No need to implement insert function

^{*}Use a dict to keep level index