

Chapter 6

Binary Search Trees.

6.1 Binaries Trees and How to Encode Them.

We have already seen, in heaps, that organizing our data in a graph-like structure can offer a speed advantage. For future applications, and in particular for maintaining data in sorted order, we will have to encode our data using binary trees. These trees may not be almost complete and also have to support pointer manipulations, specifically placing a binary tree as a left or right subtree of a given node. To enable this, we will have to treat the **right**, **left**, and **parent** as variables, in contrast to heaps where they are determined completely by the node index. We begin this section by stating definitions.

- Definition 6.1.1.**
1. *Binary Tree: A tree in which any vertex has at most two children.*
 2. *A descendant of vertex x is a vertex in the subtree whose root is x .*
 3. *An ancestor of x is a vertex to which x belongs as a descendant.*
 4. *A leaf is a vertex without children.*
 5. *Height of vertex x is the length of the longest simple path (without cycles) between x and one of the leaves.*
 6. *Height of the tree is the height of its root, which is usually denoted by h .*

We encode a binary tree by associating a field to each vertex x , representing its right, left children, and parent. We use the notation $x.\text{left}$ to refer to the left child of x , although the physical implementation may differ conceptually. For example, the way binary trees are implemented in Cormen is through 4 arrays. The first stores the value of x , while the others store pointers of specific types. For instance, the array `LEFT`, where `LEFT. x` stores the left child of x .

If nothing else has been mentioned, then we can assume that we can add additional fields to the vertices.