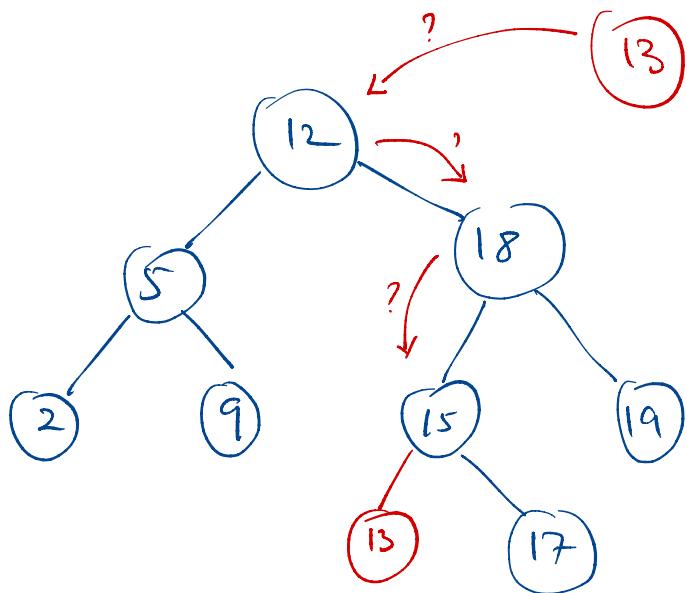


# Binary Search Tree - III

Insertion : Causes the dynamic set to be modified.

→ Insertion must ensure that the BST property continues to hold

Example:



Input: a BST node  $Z$  whose key has been set and  $Z.\text{left} = \text{NIL}$   
 $Z.\text{right} = \text{NIL}$



---

### Tree - Insert ( $T, Z$ )

---

$x = T.\text{root}$  // Node being compared with  $Z$

$y = \text{NIL}$  //  $y$  will be the parent of  $Z$

while  $x \neq \text{NIL}$

$y = x$

if  $Z.\text{key} < x.\text{key}$

$x = x.\text{left}$

else  $x = x.\text{right}$

$Z.p = y$  // found the location to insert  $Z$  with parent  $y$

if  $y == \text{NIL}$  // Tree was empty

$T.\text{root} = Z$

else if  $Z.\text{key} < y.\text{key}$

$y.\text{left} = Z$

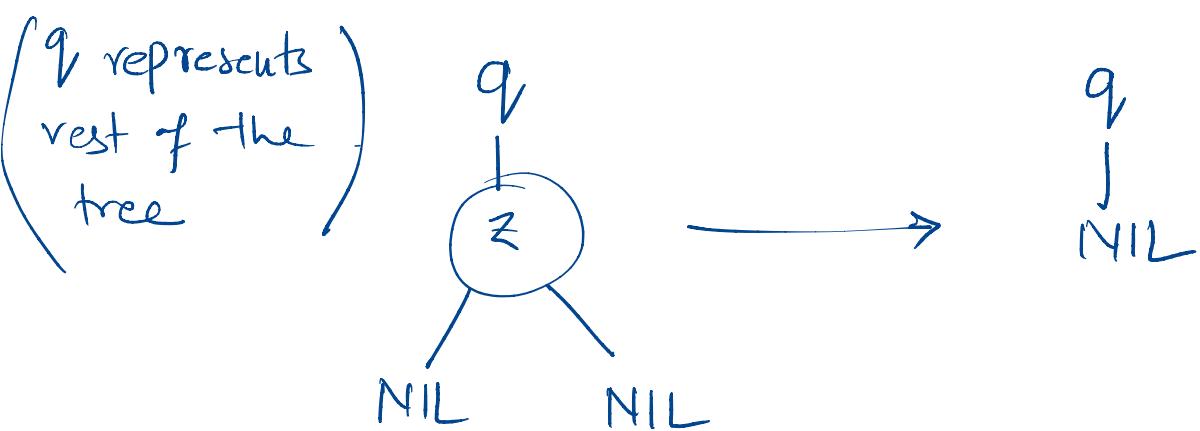
else  $y.\text{right} = Z$

$\downarrow$   
 $O(h)$   
Complexity

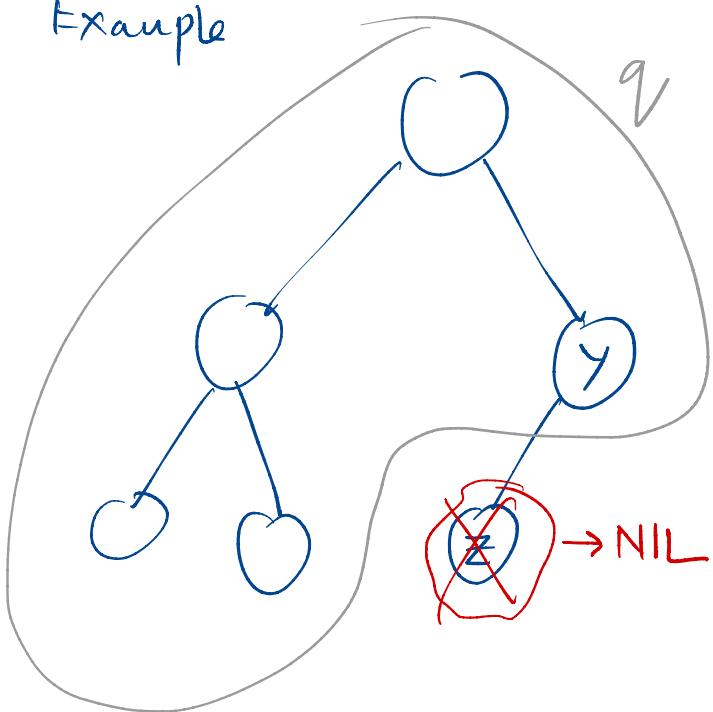
Deletion : Delete a node  $Z$  from the BST  $T$

3 basic cases:

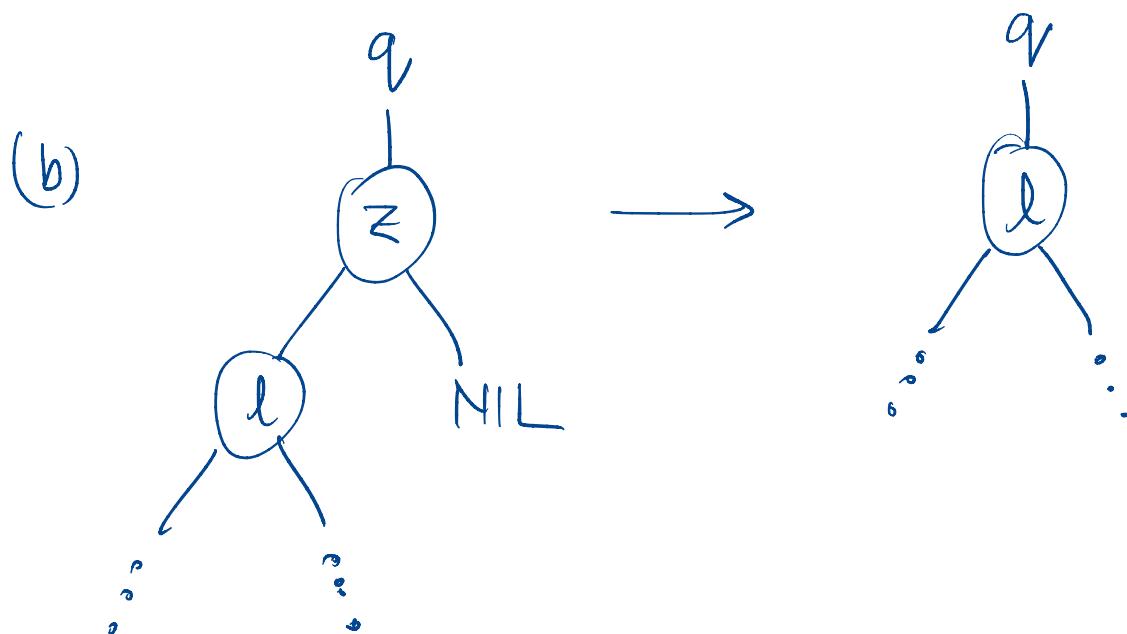
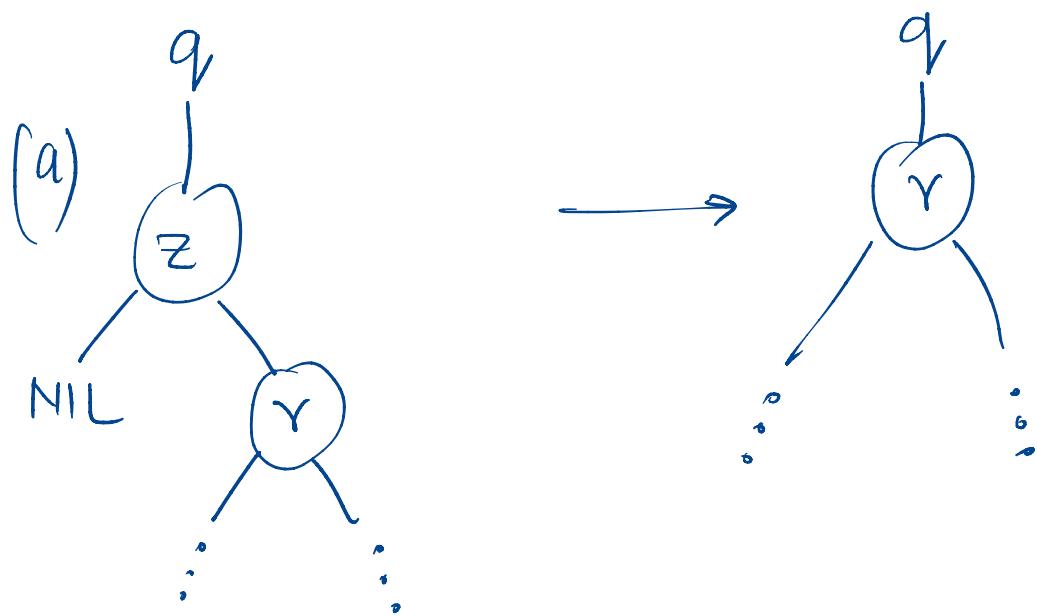
(1) If  $Z$  has no children then simply remove it by modifying its parent to replace  $Z$  with NIL as child



Example

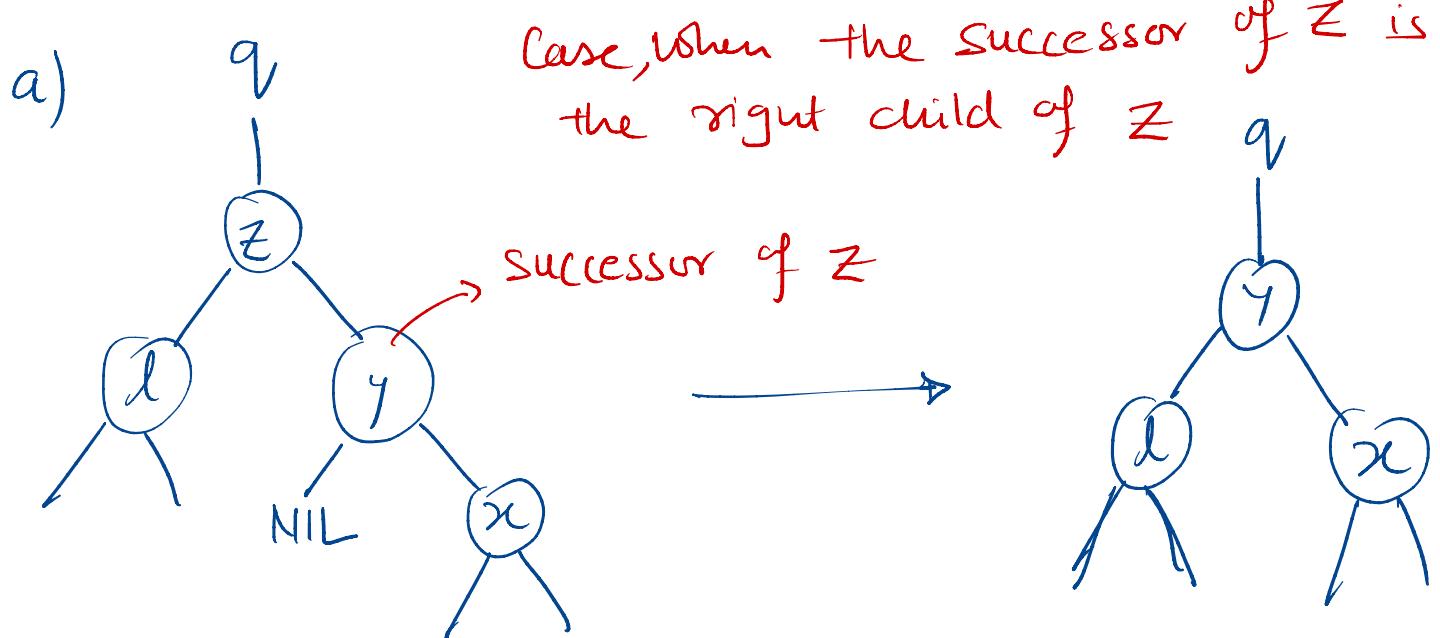


(ii) If  $z$  has just 1 child, then elevate that child to take  $z$ 's position in the tree by modifying  $z$ 's parent to replace  $z$  by  $z$ 's child

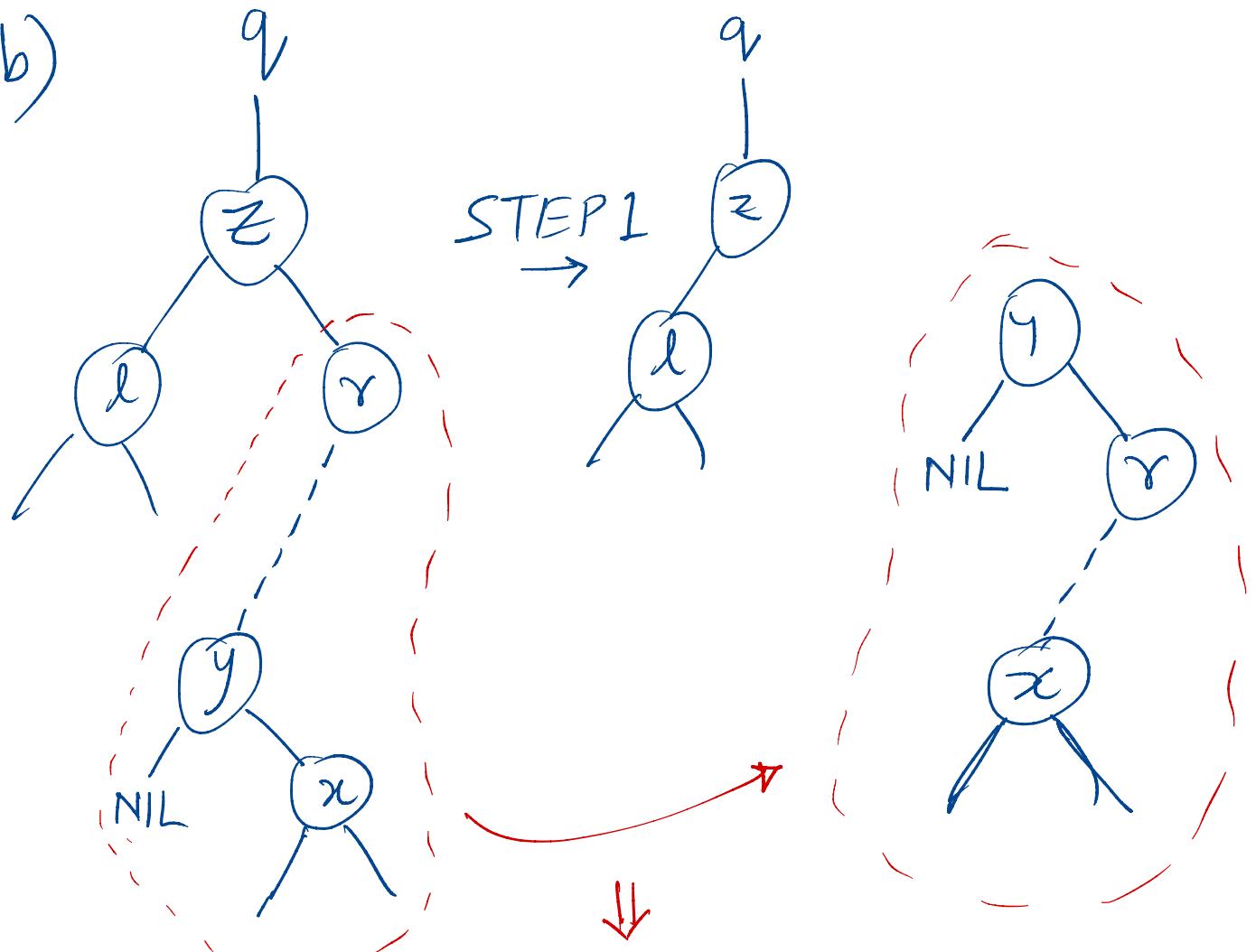


(III) If  $Z$  has 2 children, find  $Z$ 's successor  $Y$  — which must belong to  $Z$ 's right subtree — and move  $Y$  to take  $Z$ 's position in the tree.

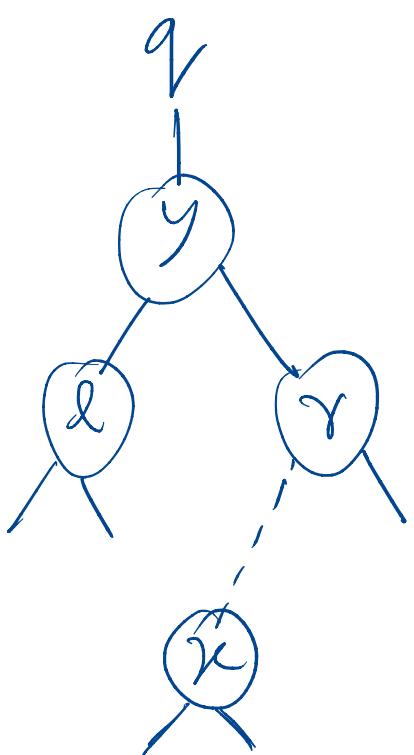
The rest of the  $Z$ 's original right subtree becomes  $Y$ 's new right subtree and  $Z$ 's left subtree becomes  $Y$ 's new left subtree.



b)



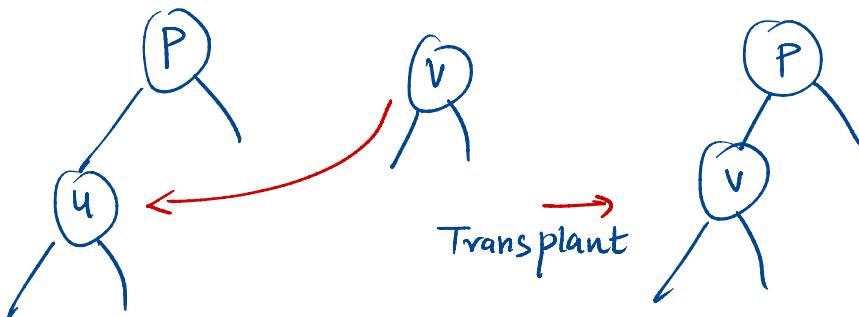
- ↓ STEP 2
- remove  $y$  from the tree  
( $y$  has only 1 child  $x$ , so replace  $y$  with  $x$  in the tree)
  - Place  $y$  as the root with  $r$  being the right child of  $y$   
(this transformation keeps  $y$  the smallest element)



# Transplant operation

→ replaces one subtree as a child of its parent with another subtree

→ Define transplant that replaces Subtree rooted at node  $u$  with a Subtree rooted at node  $v$ . Set parent pointers appropriately.



Transplant ( $T, u, v$ )

if  $u.p == \text{NIL}$

$T.\text{root} = v$

else if  $u == u.p.\text{left}$

$u.p.\text{left} = v$

else  $u.p.\text{right} = v$

if  $v \neq \text{NIL}$

$v.p = u.p$  // set the parent

Define node deletion using the transplant operation

### Tree - Delete ( $T, z$ )

handle cases:

- No child
- only 1 child

else

left has to be NIL

make  $y$  the right child of  $z$

Transplant ( $T, z, z.\text{right}$ )

Transplant ( $T, z, z.\text{left}$ )

$y = \text{Tree-Minimum}(z.\text{right})$

$y.\text{right} = z.\text{right}$

$y.\text{right}.P = y$

Transplant ( $T, z, y$ )

$y.\text{left} = z.\text{left}$

$y.\text{left}.P = y$

$\Theta(h)$  complexity