

## Binary search Tree:

BT + left < n.d < right node data

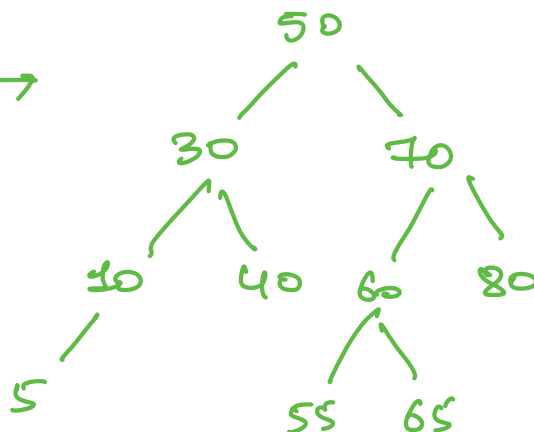
BT, BST

node max 2 child

BST



Diameter  
↓  
BT, BST



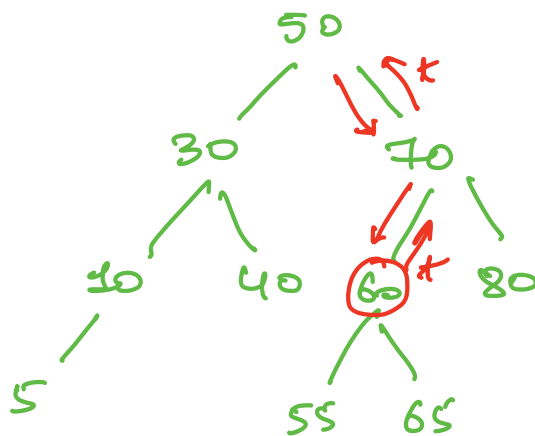
Inorder  
trav:

LNR  
 $<N >N$

}

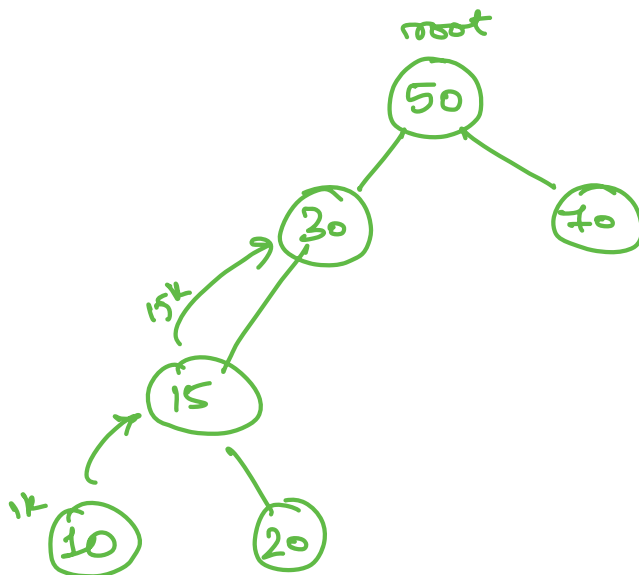
BST Inorder traversal  
always be in inc order

BT is BST?

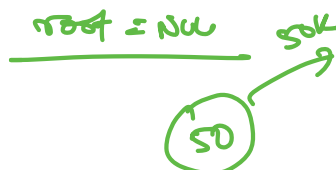


right child = null	find max	BT: $O(n)$	BST: $O(h)$
	ht	BT: $O(n)$	BST: $O(h)$
	Size	Structure	BT ✓
	Sum	Structure	BST ✓
		Structure	BST ✓

BST Create

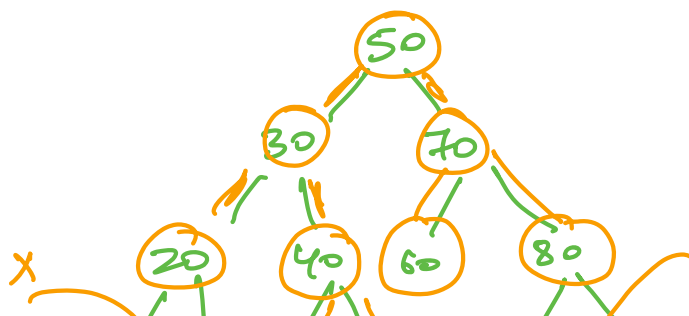


add(50)  
add(30)  
add(70)  
add(15)  
add(20)  
-----  
add(10)



50

Q:



Range:  
(25, 75)

BST Property

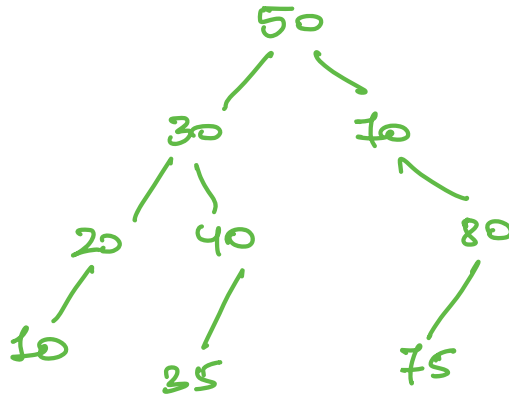
n.d < LL rst



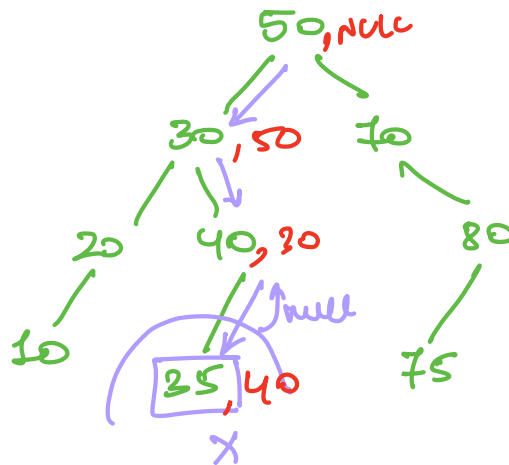
$n.d > ul$  left

$ul \leq n.d \leq ll$  left right

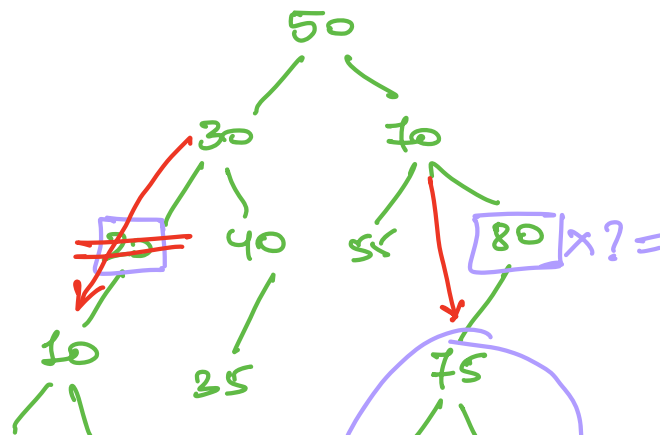
Q: Remove



Case 1: Remove  $\left. \begin{array}{l} \text{left child} = \text{NULL} \\ \text{right child} = \text{NULL} \end{array} \right\} \text{leaf node}$

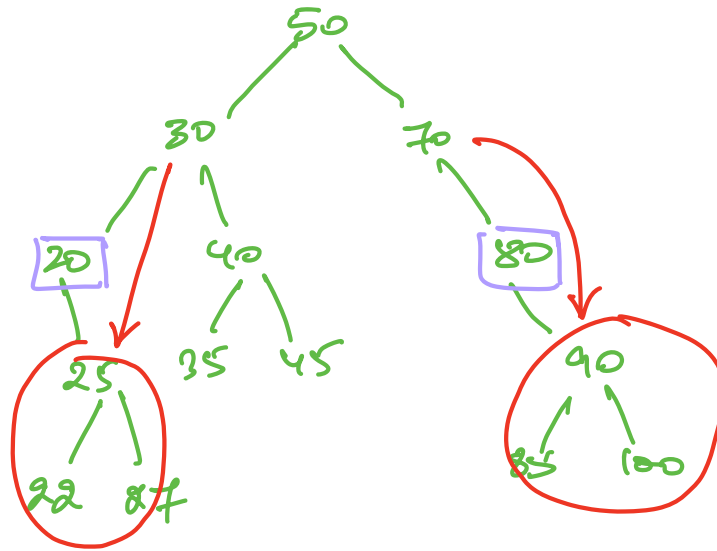


Case 2:  $\left. \begin{array}{l} \text{left child exist } \checkmark \\ \text{right child exist } \times \end{array} \right\}$

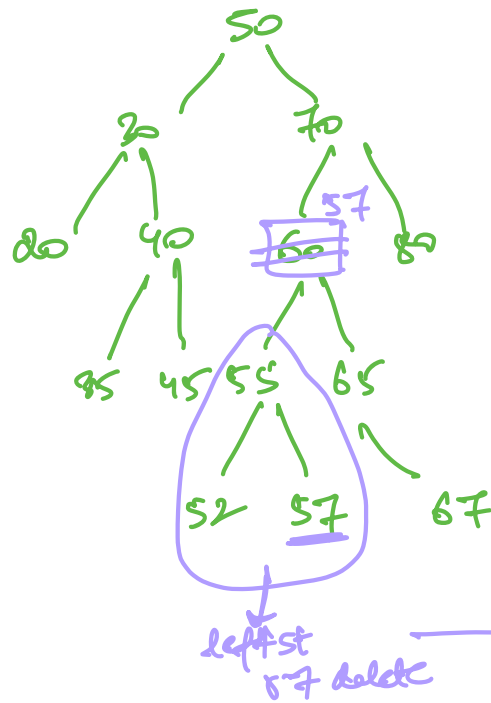




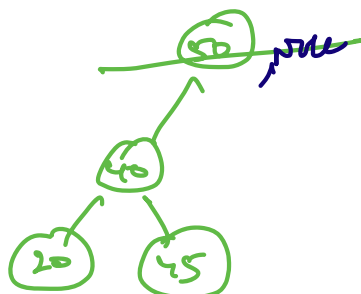
Case 3:

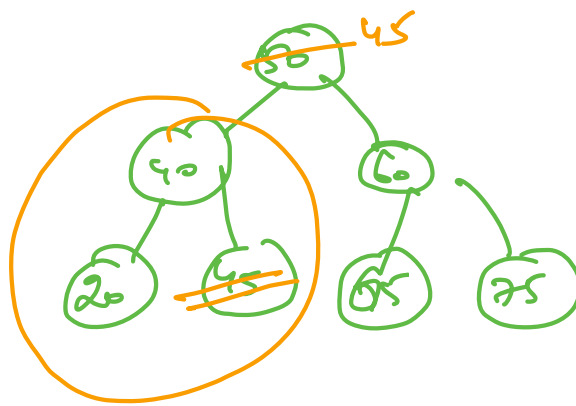


Case 4:

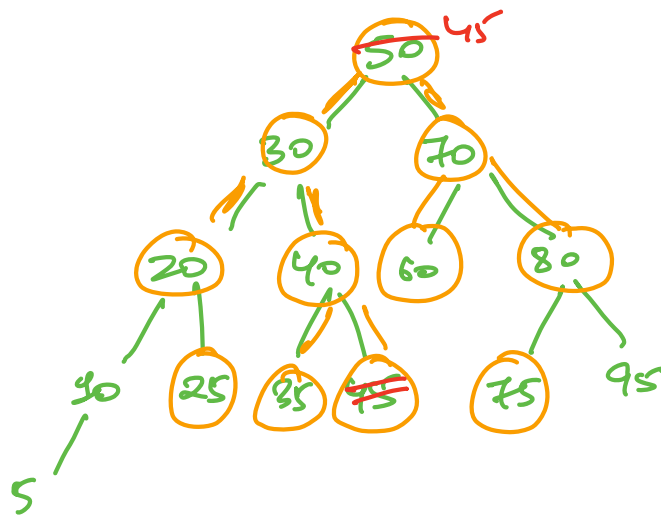


BL:



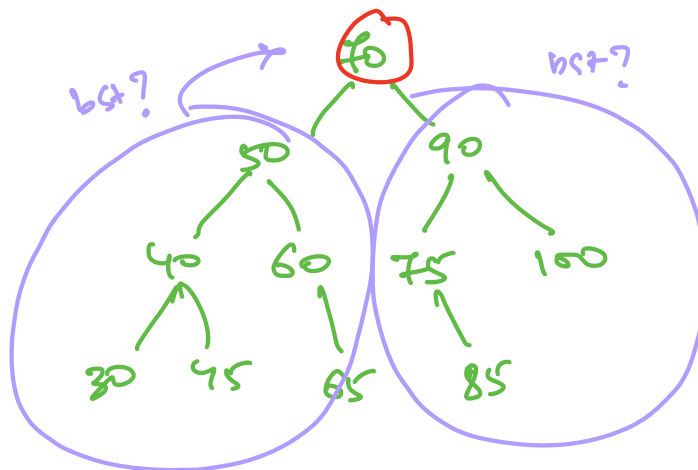


Delete 50



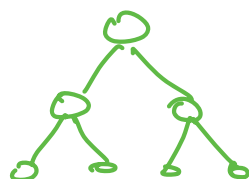
Q: Is BT a BST?

Inorder



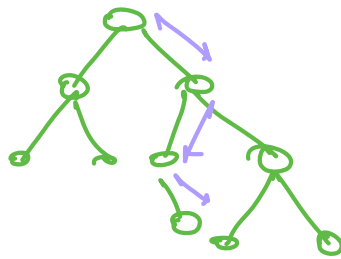
AVL Trees (Self Balancing Trees)

BT find:



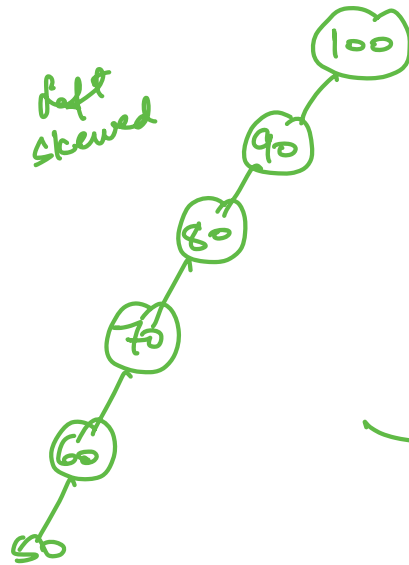
TC:  $O(n)$   
 ↳ no. of nodes

BST find :



TC:  $O(h)$

### BST Unbalanced

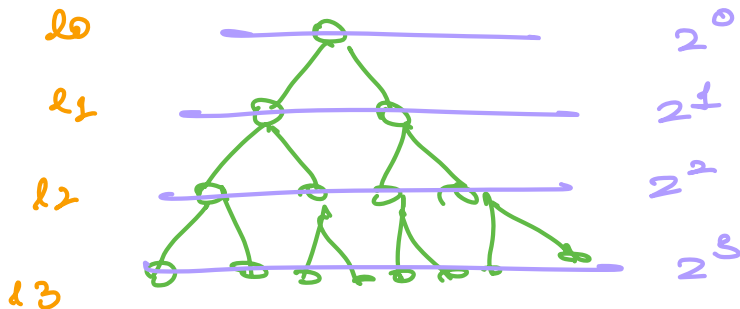


BST<sub>c</sub>  
(Skewed)

$h = n$

TC:  $O(n)$

### BST Balanced



total no. of nodes:  $2^0 + 2^1 + 2^2 + 2^3 \dots 2^h$

$$n = 2^0 + 2^1 + 2^2 + 2^3 \dots 2^h$$

$$n = \frac{2^{h+1} - 1}{2 - 1}$$

$$n = 2^{h+1} - 1$$

$$n+1 = 2^{h+1}$$

$$\log_2(n+1) = h+1$$

$$\log_2(n+1) - 1 = h$$

$$h = O(\log_2 n)$$

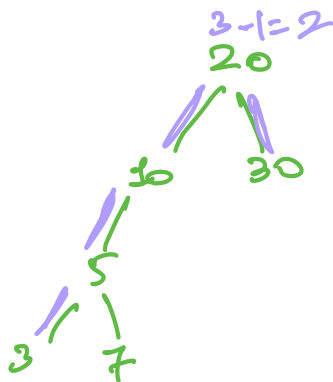
AVL

→ self balancing trees

$$bf = -1, 0, 1$$

→ left ht - right ht

→ BST + bf = -1, 0, 1



st method:  $2 - 0 = 2$

4 different cases:

Case 1: LL case  
left left



add S

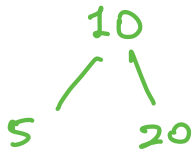


① normally add  
BST

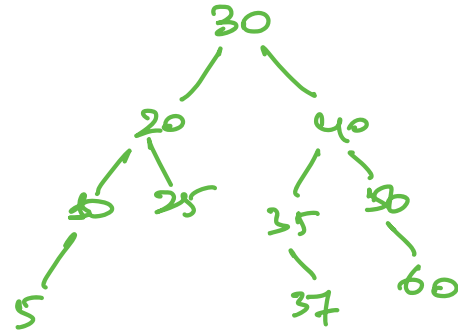
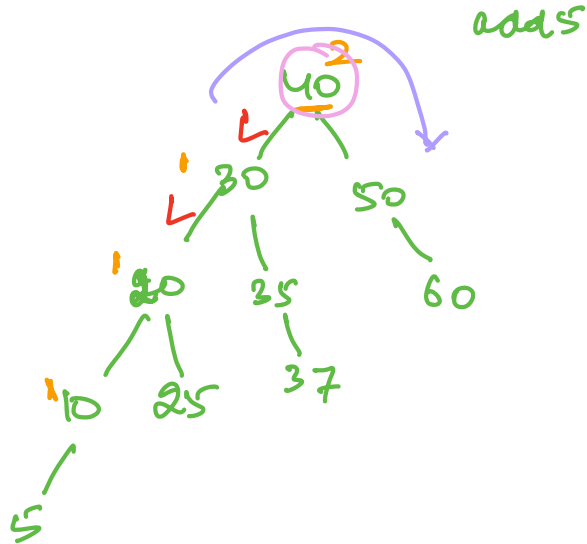
② new node upward do"  
first unbalanced  
node

5

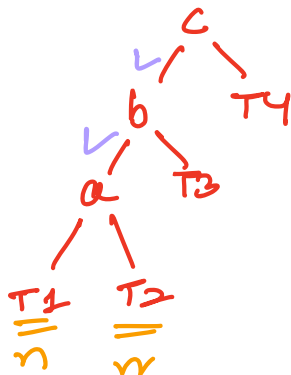
③ unbalanced node  
 ↓  
 newly added node  
 capture initial movement



Eg:



SOLUTION for LL case: Single Right Rotation



n: new node

c: balancing factor violate

b → c left child

a → b left child

Single  
 Right  
 Rotation

