



# HUST

**ĐẠI HỌC BÁCH KHOA HÀ NỘI**  
HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

ONE LOVE. ONE FUTURE.





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# C BASIC

## BINARY SEARCH TREE

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# CONTENT

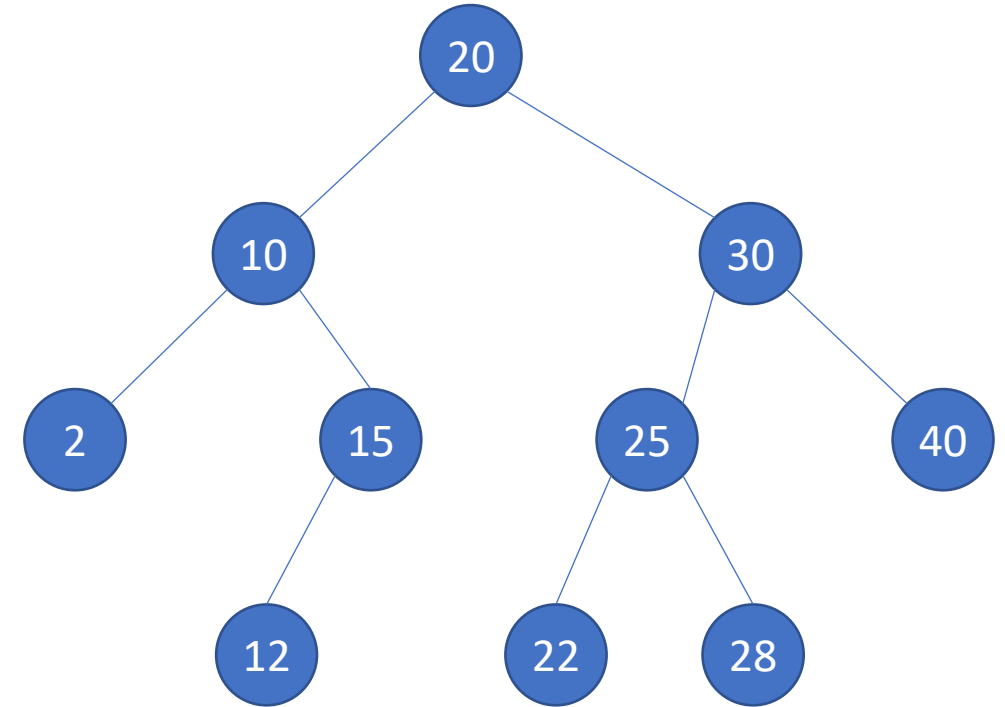
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- Binary search tree
- Inserting a key into a binary search tree (P.06.14.01)
- Removing a key from a binary search tree (P.06.14.02)
- Constructing a binary search tree from a sequence of pre-order traversal (P.06.14.03)

# BINARY SEARCH TREE

- Binary search tree
  - The key of a node is larger than all keys of the left subtree and smaller than all keys of the right subtree
- Data structure of each node

```
struct Node {  
    key // key  
    leftChild // pointer to the left child node  
    rightChild // pointer to the right child node  
}
```



# BINARY SEARCH TREE

- Find a key in a binary search tree
  - If  $k$  is equal to the key of the root node then return the pointer of the root node
  - If  $k$  is larger than the key of the root node then find  $k$  on the right subtree (recursion)
  - If  $k$  is smaller than the key of the root node then find  $k$  in the left subtree (recursion)

```
Find(r, k) {  
    if r = NULL then return NULL;  
    if r.key = k then return r;  
    if r.key < k then  
        return Find(r.rightChild, k);  
    else  
        return Find(r.leftChild, k);  
}
```

# BINARY SEARCH TREE

- Insert a key into a binary search tree
  - If the tree is empty then create a new node with key  $k$  and return the pointer to the node
  - If  $k$  is equal to the key of the root node then return the pointer of the root node
  - If  $k$  is larger than the key of the root node then insert  $k$  into the right subtree (recursion)
  - If  $k$  is smaller than the key of the root node then insert  $k$  into the left subtree (recursion)

```
Insert(r, k) {  
    if r = NULL then return Node(k);  
    if r.key = k then return r;  
    if r.key < k then  
        r.rightChild = Insert(r.rightChild, k);  
    else  
        r.leftChild = Insert(r.leftChild, k);  
    return r;  
}
```

# BINARY SEARCH TREE

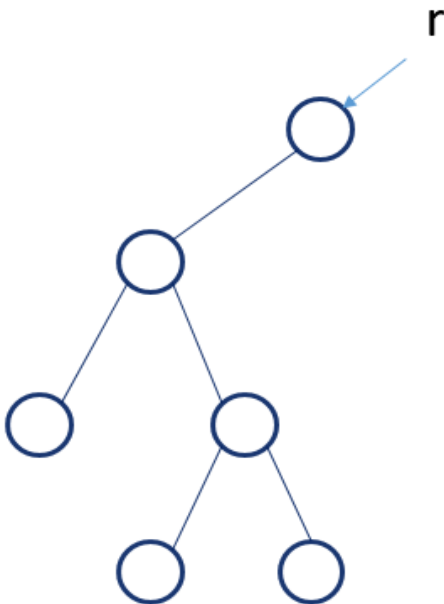
- Remove a key from a binary search tree
  - If the tree is empty then return NULL
  - If  $k$  is larger than the key of the root node then remove  $k$  from the right subtree (recursion)
  - If  $k$  is smaller than the key of the root node then remove  $k$  from the left subtree (recursion)
  - If  $k$  is equal to the key of the root node
    - Find the node having the largest key in the left subtree or the node having the smallest key in the right subtree to replace the root node

```
Remove(r, k) {  
    if r = NULL then return NULL;  
    if r.key = k then  
        return RemoveRoot(r);  
    if r.key < k then  
        r.rightChild = Remove(r.rightChild, k);  
    else  
        r.leftChild = Remove(r.leftChild, k);  
    return r;  
}
```



# BINARY SEARCH TREE

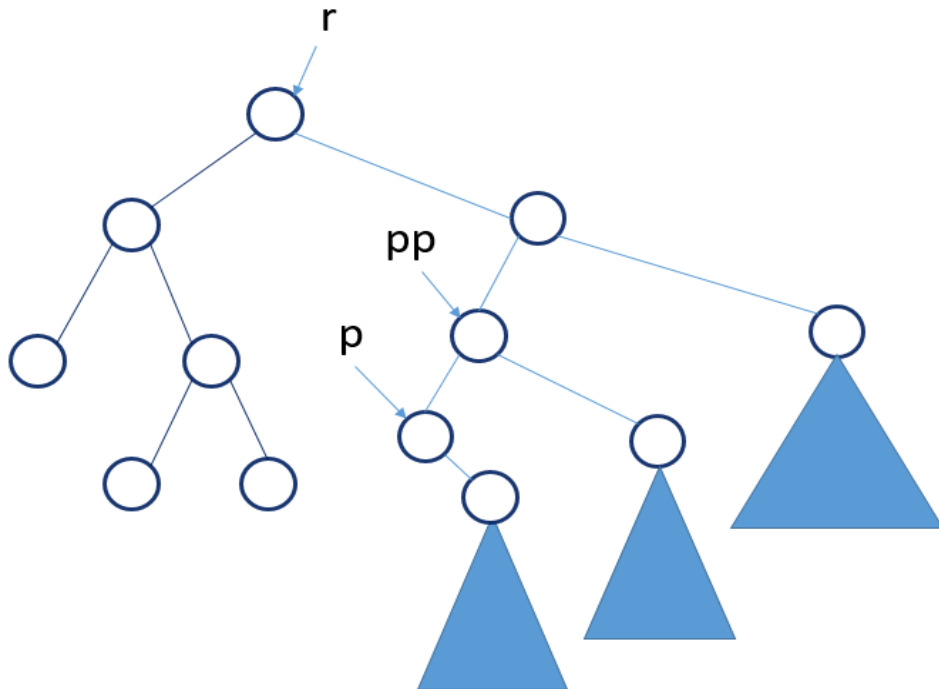
- Remove the root node of a binary search tree
  - If the root node does not have a right child node then return the pointer to the left child node



```
RemoveRoot(r) {  
    if r = NULL then return NULL;  
    tmp = r;  
    if r.rightChild = NULL then {  
        r = r.leftChild; free(tmp); return r;  
    }  
    p = r.rightChild; pp = r;  
    if p.leftChild = NULL then {  
        r.key = p.key; tmp = p; r.rightChild = p.rightChild;  
        free(tmp); return r;  
    }  
    while p.leftChild != NULL do { pp = p; p = p.leftChild; }  
    pp.leftChild = p.rightChild; r.key = p.key; free(p);  
    return r;  
}
```

# BINARY SEARCH TREE

- Remove the root node from a binary search tree
  - If the root node has a right child node then find the node having the smallest key on the right subtree to replace



```
RemoveRoot(r) {
    if r = NULL then return NULL;
    tmp = r;
    if r.rightChild = NULL then {
        r = r.leftChild; free(tmp); return r;
    }
    p = r.rightChild; pp = r;
    if p.leftChild = NULL then {
        r.key = p.key; tmp = p; r.rightChild = p.rightChild;
        free(tmp); return r;
    }
    while p.leftChild != NULL do { pp = p; p = p.leftChild; }
    pp.leftChild = p.rightChild; r.key = p.key; free(p);
    return r;
}
```

# INSERTING A KEY TO A BINARY SEARCH TREE (P.06.14.01)

- Given a binary search tree T (starting from the empty tree). Perform a series of operations to insert keys into T and traverse with preorder and postorder in T.
  - insert k: insert a node with key k into T (if there is no node with key k)
  - preorder: print a sequence of keys visiting with preorder traversal in T (SPACE separator)
  - postorder: print a sequence of keys visiting with postorder traversal in T (SPACE separator)
- Data
  - Each line with information about an operation of one of the above three types
  - Input data ends with a line “#”
- Result
  - Each line is the result of a preorder or postorder from input data

| stdin     | stdout                 |
|-----------|------------------------|
| insert 5  | 5 2 1 9<br>1 3 2 8 9 5 |
| insert 9  |                        |
| insert 2  |                        |
| insert 1  |                        |
| preorder  |                        |
| insert 8  |                        |
| insert 5  |                        |
| insert 3  |                        |
| postorder |                        |
| #         |                        |

# INSERTING A KEY TO A BINARY SEARCH TREE - PSEUDOCODE

- Algorithm
  - At each step, search information from input and perform the corresponding operation.

```
Run() {  
    root = NULL;  
    while true do {  
        cmd = read a string from stdin;  
        if cmd = “#” then break;  
        if cmd = “insert” then {  
            k = read an integer from stdin;  
            root = Insert(root, k);  
        }else if cmd = “preorder” then  
            PreOrder(root);  
        else if cmd = “postorder” then  
            PostOrder(root);  
        }  
    }  
}
```

# REMOVING A KEY FROM A BINARY SEARCH TREE (P.06.14.02)

- Given a binary search tree T (starting from the empty tree). Perform a series of operations to insert keys, remove keys, and traverse with preorder and postorder in T
  - insert k: insert a node with key k into T (if there is no node with key k)
  - remove k: remove key k from T
  - preorder: print a sequence of keys visiting with preorder traversal in T (SPACE separator)
  - postorder: print a sequence of keys visiting with postorder traversal in T (SPACE separator)
- Data
  - Each line with information about an operation of one of the above four types
  - Input data ends with a line “#”
- Result
  - Each line is the result of a preorder or postorder from input data

| stdin     | stdout      |
|-----------|-------------|
| insert 5  | 5 2 1 9     |
| insert 9  | 1 3 2 8 9 5 |
| insert 2  |             |
| insert 1  |             |
| preorder  |             |
| insert 8  |             |
| insert 5  |             |
| insert 3  |             |
| postorder |             |
| #         |             |

# REMOVING A KEY FROM A BINARY SEARCH TREE - PSEUDOCODE

- Algorithm
  - At each step, search information from input and perform the corresponding operation.

```
Run() {  
    root = NULL;  
    while true do {  
        cmd = read a string from stdin;  
        if cmd = "#" then break;  
        if cmd = "insert" then {  
            k = read an integer from stdin;  
            root = Insert(root, k);  
        } else if cmd = "remove" then {  
            k = read an integer from stdin;  
            root = Remove(root,k);  
        } else if cmd = "preorder" then  
            PreOrder(root);  
        else if cmd = "postorder" then  
            PostOrder(root);  
    }  
}
```

- Given a binary search tree  $T$ , each node has a key as an positive integer. Given a sequence of the keys with preorder traversal in  $T$ :  $k_1, k_2, \dots, k_n$ . Find the sequence of keys with postorder traversal in  $T$ .
- Data
  - Line 1: An positive integer  $n$  ( $1 \leq n \leq 50000$ )
  - Line 2: A sequence of keys  $k_1, k_2, \dots, k_n$  ( $1 \leq k_i \leq 1000000$ )
- Result
  - Write out a sequence of keys with postorder traversal in  $T$  or NULL if  $T$  is empty.

| stdin                            | stdout                     | stdin                           | stdout |
|----------------------------------|----------------------------|---------------------------------|--------|
| 11<br>10 5 2 3 8 7 9 20 15 18 40 | 3 2 7 9 8 5 18 15 40 20 10 | 11<br>10 5 2 3 8 7 9 20 15 18 4 | NULL   |

- Constructing a binary search T from a sequence of keys with preorder traversal.
  - The root node has key  $k_1$
  - Find index  $i$  such that  $k_1$  is larger  $k_2, k_3, \dots, k_i$  and  $k_1$  is smaller than  $k_{i+1}, k_{i+2}, \dots, k_n$ .
    - If there is no  $i$  then T does not exist
    - Otherwise, T is constructed by the rules:
      - Create a tree with the root node  $k_1$
      - Create a left subtree with a sequence of keys  $k_2, k_3, \dots, k_i$  and a right subtree with a sequence of keys  $k_{i+1}, k_{i+2}, \dots, k_n$ .

```
BuildBST(k[1..n], L, R){  
    if L > R then return NULL;  
    r = Node(k[L]); // tạo nút gốc  
    i = L + 1;  
    while i <= R and a[i] < a[L] do { i = i + 1; }  
    i = i - 1;  
    for j = i+1 to R do  
        if a[j] < a[L] then {  
            ok = False; // biến tổng thể  
            return NULL; // T không tồn tại  
        }  
    r.leftChild = BuildBST(k[1..n], 2, i);  
    r.rightChild = BuildBST(k[1..n], i+1, R);  
    return r;  
}
```



A graphic on the left side of the slide. It features a dark blue background with a large, stylized circular shape composed of many small red dots. The dots are arranged in a way that creates a sense of depth and movement, with some dots appearing larger and more concentrated than others. The word "HUST" is written in white, bold, sans-serif capital letters across the center of this graphic.

**HUST**

**THANK YOU !**