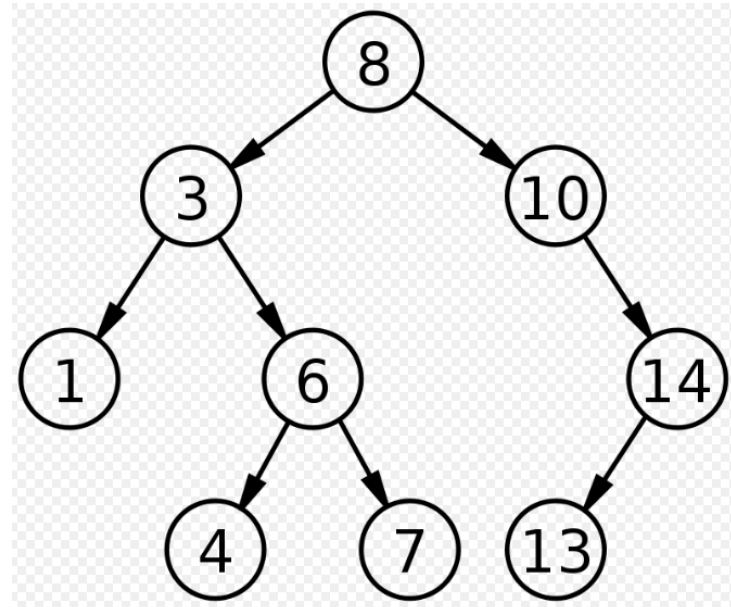


Binary Search Tree

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Operations

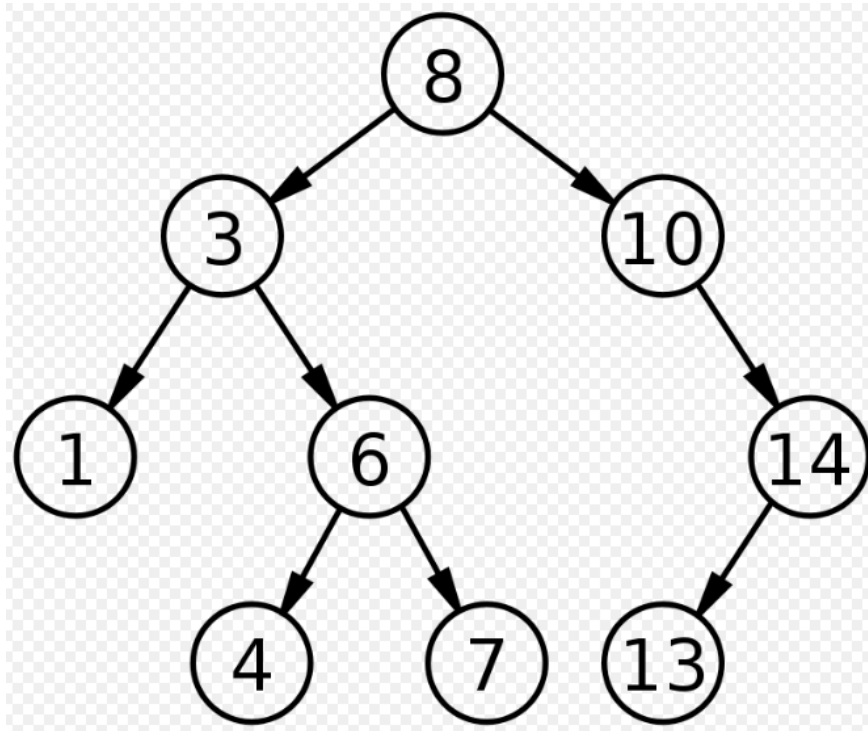
1. Insert
2. Search
3. Delete
4. Traversal (Pre-order, In-order, Post-Order)



Traversal

Preorder Traversal

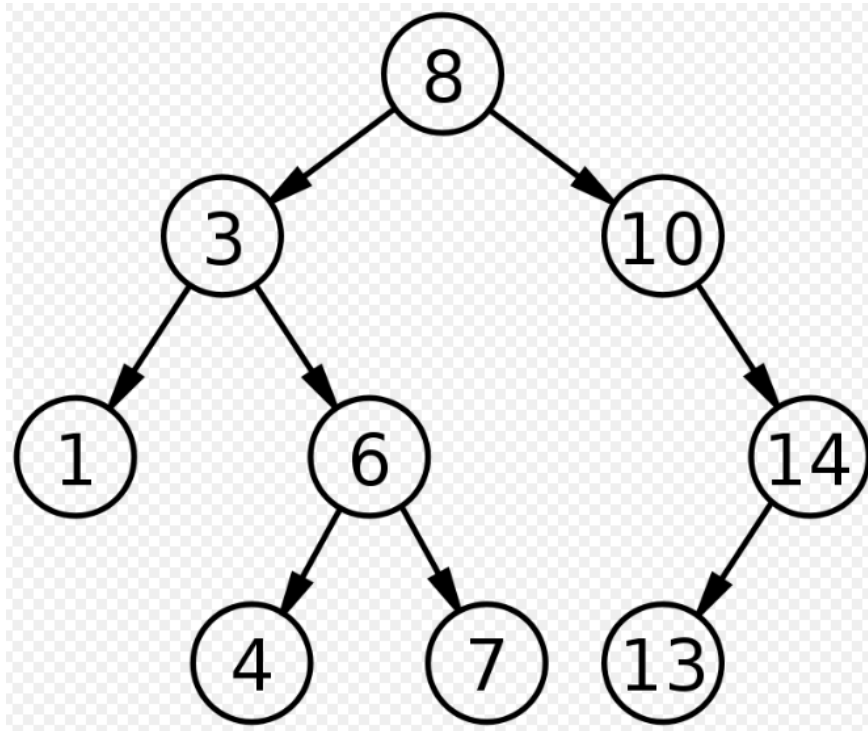
- Process data of root node
- Traverse left subtree
- Traverse right subtree



Traversal

Postorder Traversal

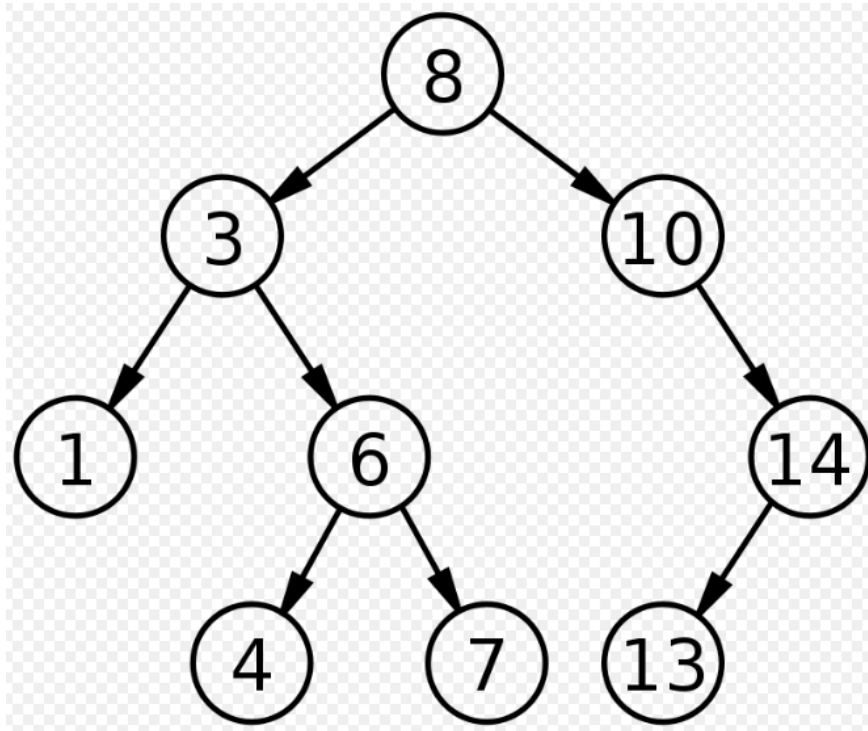
- Traverse left subtree
- Traverse right subtree
- Process data of root node



Traversal

Inorder Traversal

- Traverse left subtree
- Process data of root node
- Traverse right subtree



Insert Operation

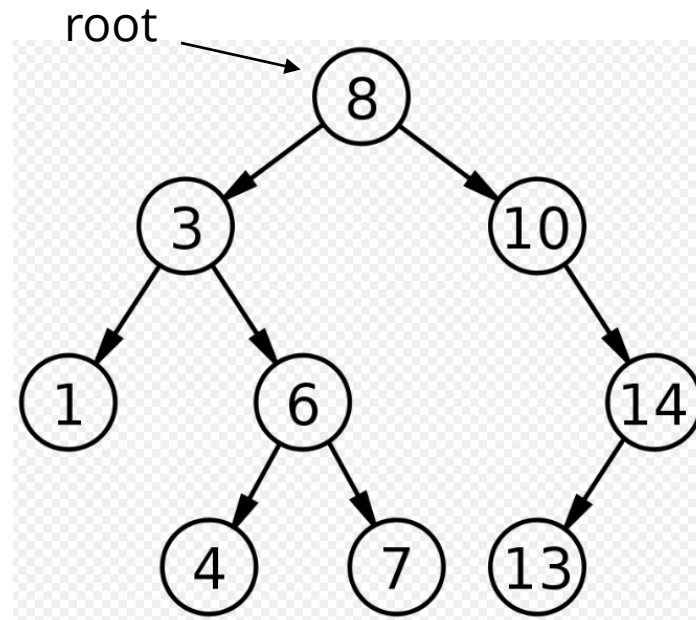
Iterative Algorithm

TREE-INSERT(T, z)

```
1   $y = \text{NIL}$ 
2   $x = T.\text{root}$ 
3  while  $x \neq \text{NIL}$ 
4       $y = x$ 
5      if  $z.\text{key} < x.\text{key}$ 
6           $x = x.\text{left}$ 
7      else  $x = x.\text{right}$ 
8   $z.p = y$ 
9  if  $y == \text{NIL}$ 
10      $T.\text{root} = z$       // tree  $T$  was empty
11  elseif  $z.\text{key} < y.\text{key}$ 
12      $y.\text{left} = z$ 
13  else  $y.\text{right} = z$ 
```

Insert Operation

Recursive Algorithm



```
1.  If node == NULL
2.      return createNode(data)
3.  if (data < node->data)
4.      node->left  = insert(node->left, data);
5.  else if (data > node->data)
6.      node->right = insert(node->right, data);
7.  return node;
```

Search Operation

TREE-SEARCH(x, k)

- 1 **if** $x == \text{NIL}$ or $k == x.key$
- 2 **return** x
- 3 **if** $k < x.key$
- 4 **return** TREE-SEARCH($x.left, k$)
- 5 **else return** TREE-SEARCH($x.right, k$)

Search Operation

ITERATIVE-TREE-SEARCH(x, k)

```
1  while  $x \neq \text{NIL}$  and  $k \neq x.\text{key}$   
2      if  $k < x.\text{key}$   
3           $x = x.\text{left}$   
4      else  $x = x.\text{right}$   
5  return  $x$ 
```

findMin Operation

TREE-MINIMUM(x)

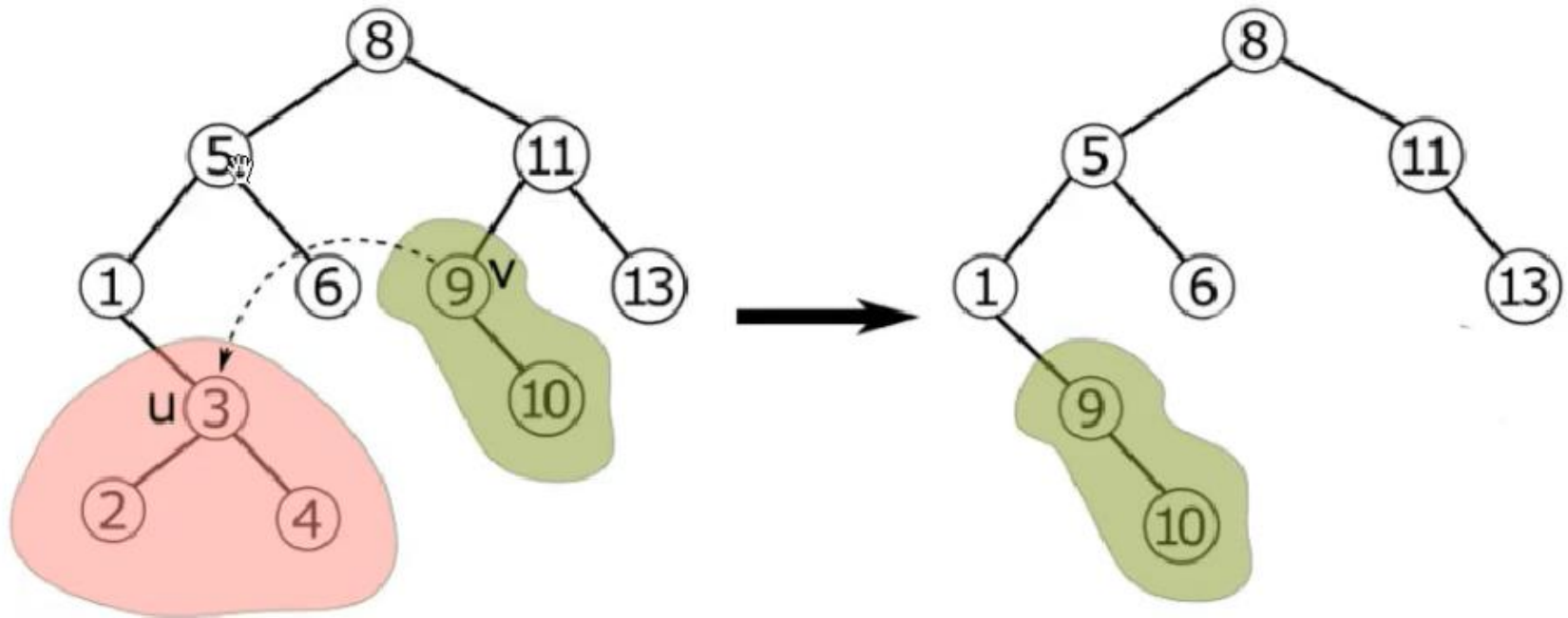
```
1  while  $x.left \neq \text{NIL}$   
2       $x = x.left$   
3  return  $x$ 
```

findMax Operation

TREE-MAXIMUM(x)

```
1  while  $x.right \neq \text{NIL}$   
2       $x = x.right$   
3  return  $x$ 
```

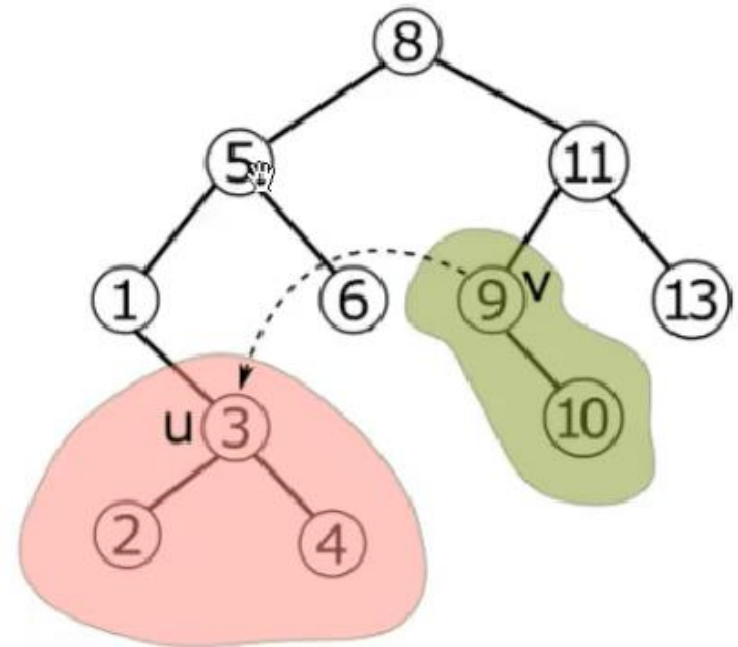
Transplant Operation



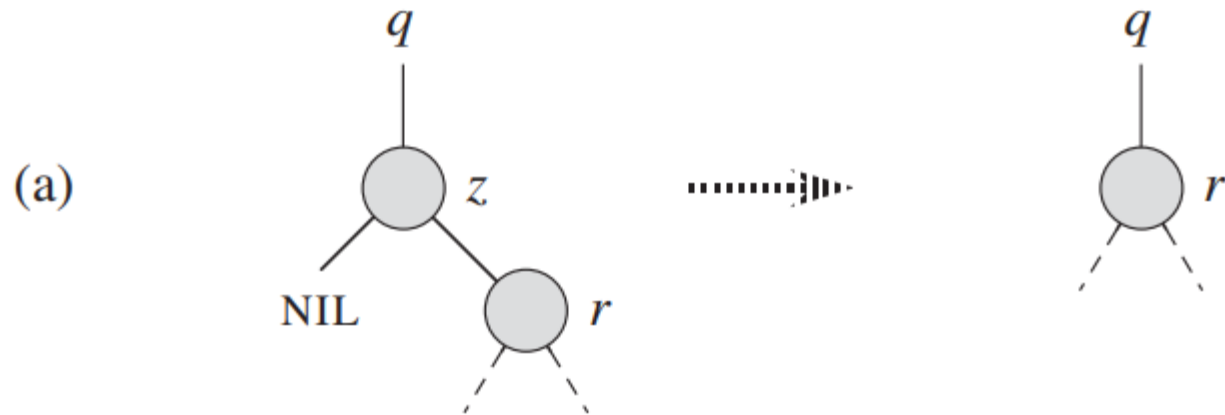
Transplant Operation

TRANSPLANT(T, u, v)

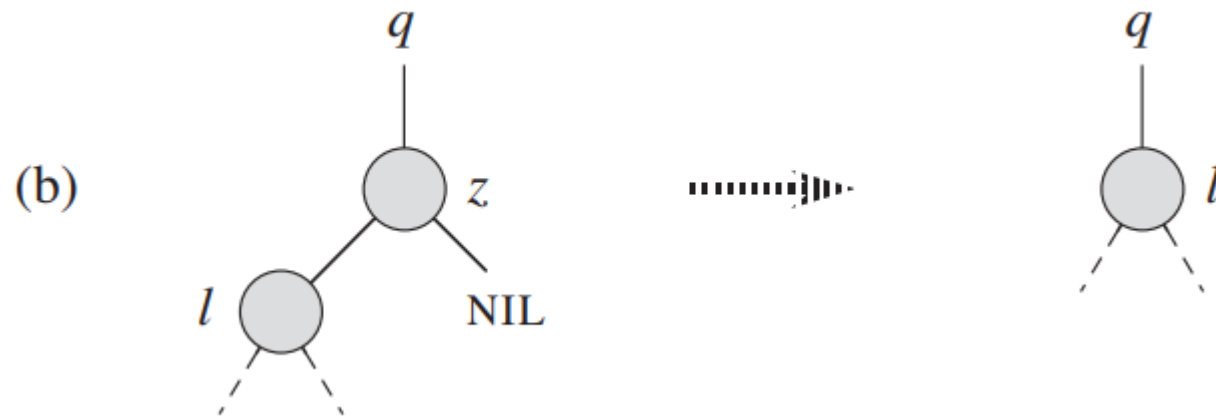
```
1  if  $u.p == \text{NIL}$ 
2       $T.\text{root} = v$ 
3  elseif  $u == u.p.\text{left}$ 
4       $u.p.\text{left} = v$ 
5  else  $u.p.\text{right} = v$ 
6  if  $v \neq \text{NIL}$ 
7       $v.p = u.p$ 
```



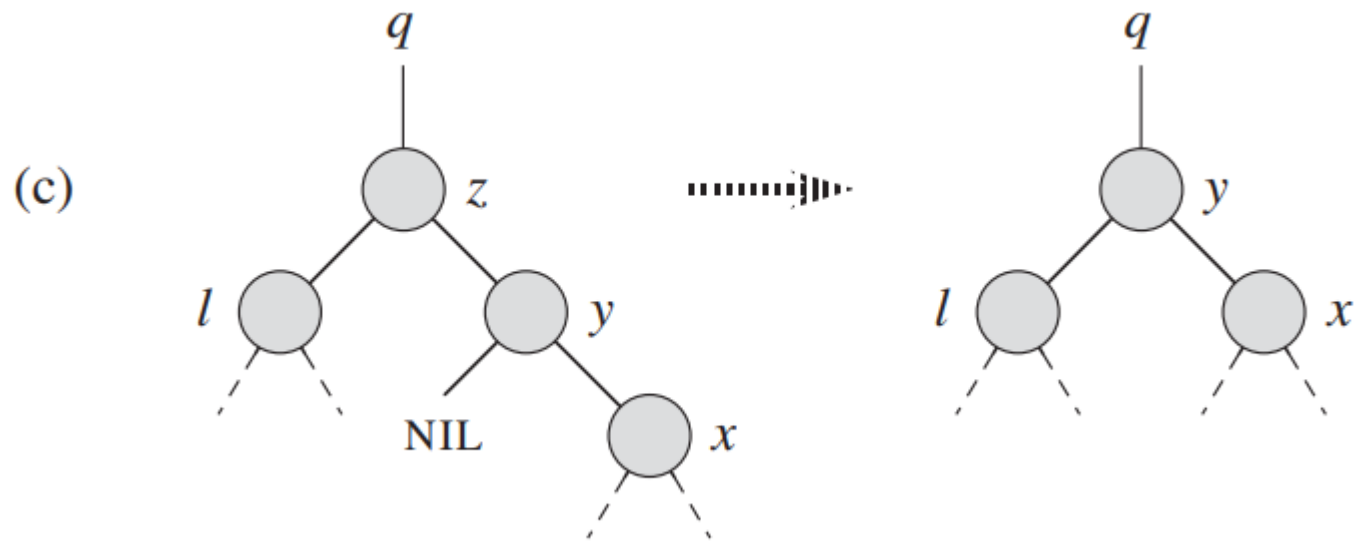
delete Operation



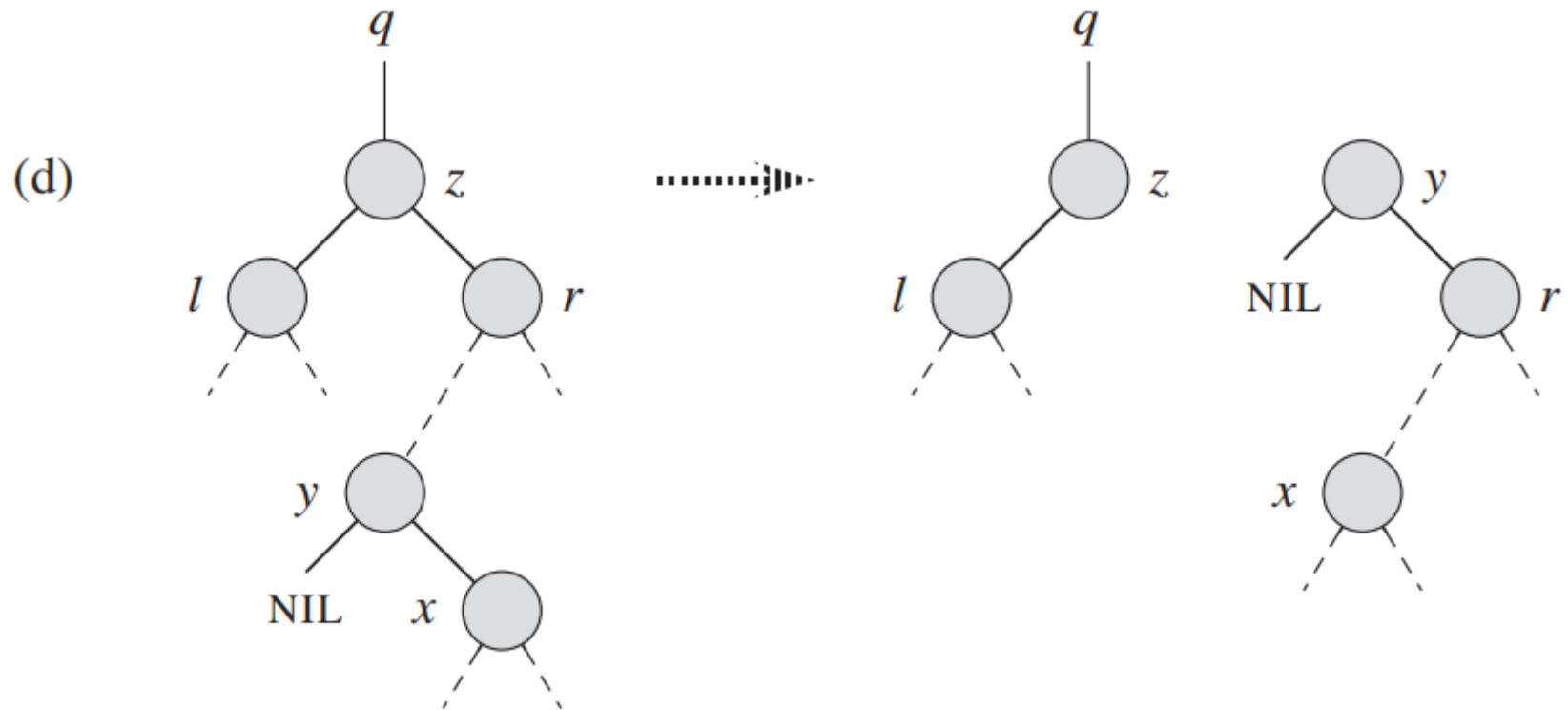
delete Operation



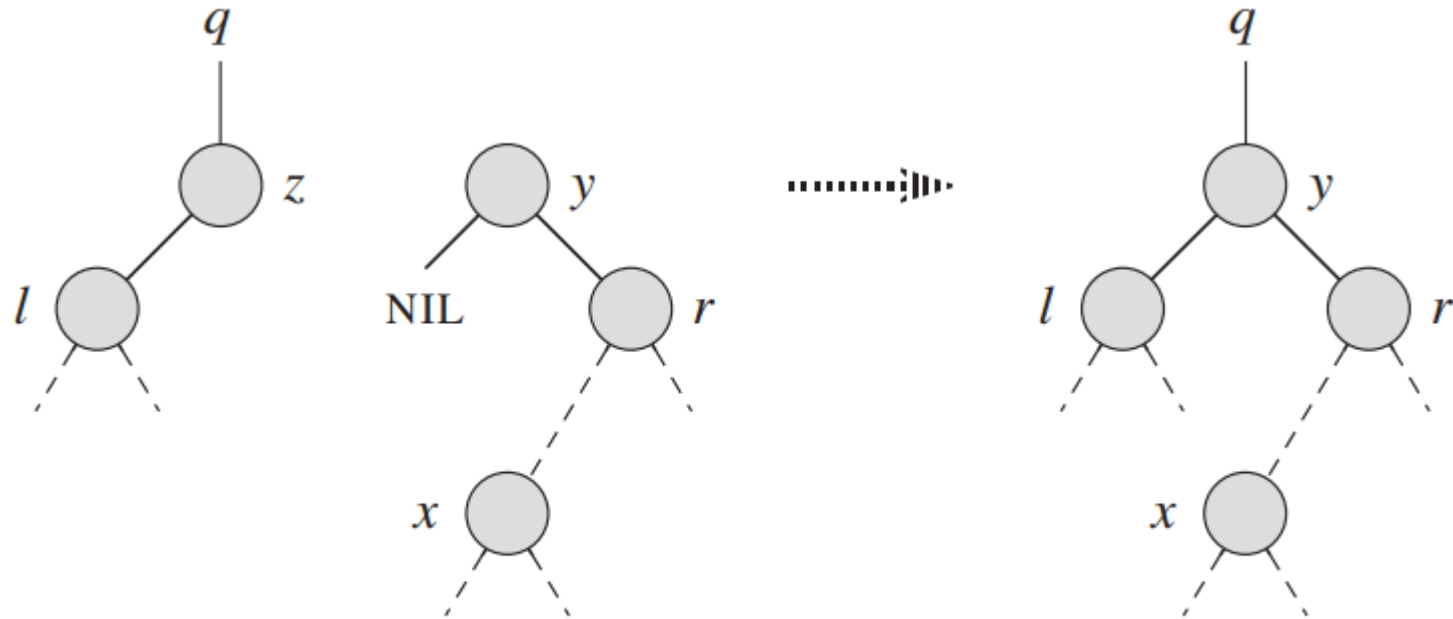
delete Operation



delete Operation



delete Operation



delete Operation

TREE-DELETE(T, z)

```
1  if  $z.left == \text{NIL}$ 
2      TRANSPLANT( $T, z, z.right$ )
3  elseif  $z.right == \text{NIL}$ 
4      TRANSPLANT( $T, z, z.left$ )
5  else  $y = \text{TREE-MINIMUM}(z.right)$ 
6      if  $y.p \neq z$ 
7          TRANSPLANT( $T, y, y.right$ )
8           $y.right = z.right$ 
9           $y.right.p = y$ 
10     TRANSPLANT( $T, z, y$ )
11      $y.left = z.left$ 
12      $y.left.p = y$ 
```

