



Tree

- introduction
- binary tree
- complete binary tree
 - max heap, min heap
 - Chapter 7 – heap sorting
 - Chapter 9 - priority queues
- **binary search tree**

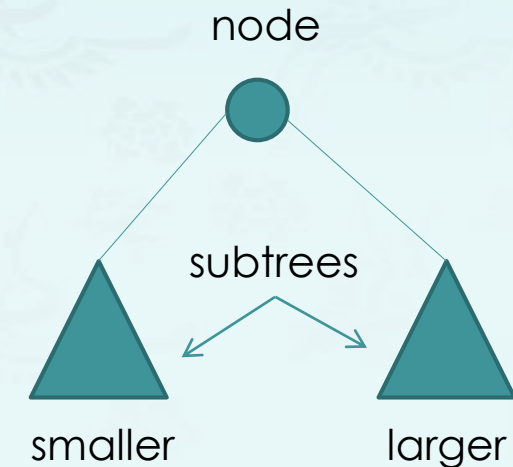
Binary search trees

Definition: A binary search tree is a binary tree in symmetric order.

- A **binary tree** is either
 - empty
 - a key-value pair and two binary trees [neither of which contain that key]

equal keys ruled out

- **Symmetric order** means that
 - every node has a key
 - every node's key is **larger** than **all** keys in its left subtree **smaller** than **all** keys in its right subtree

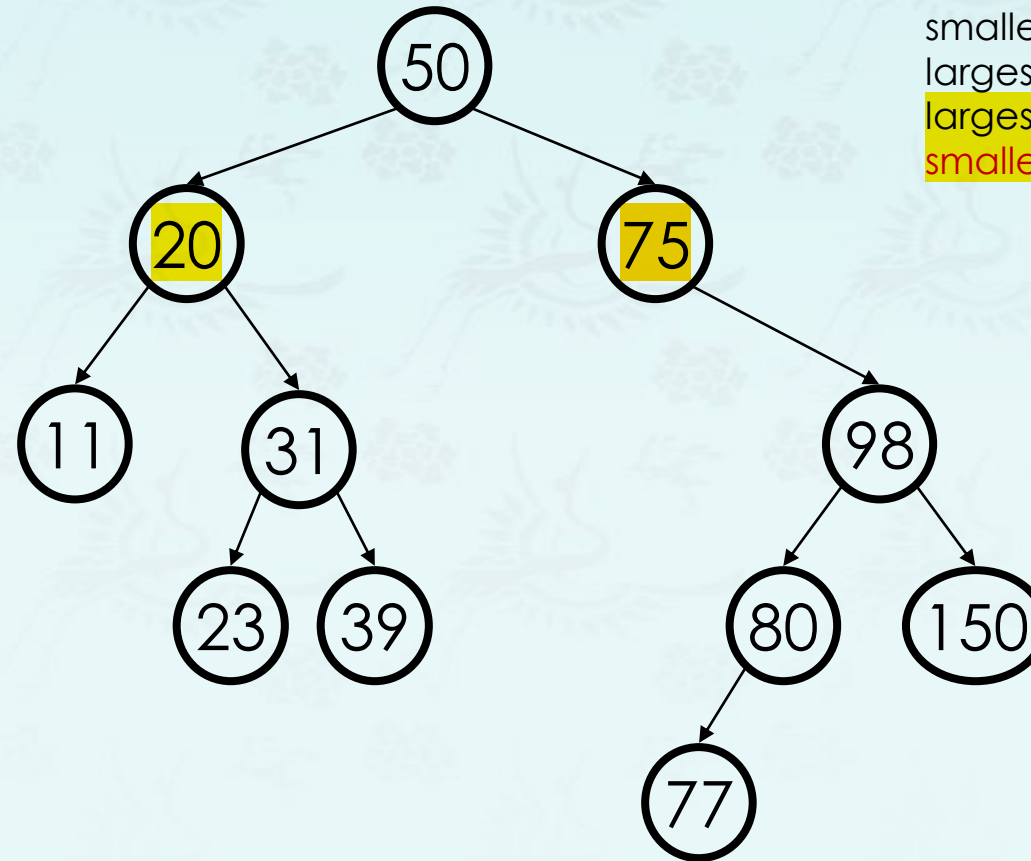


Binary search trees

Operations: grow

- **Q:** Draw what a binary search tree would look like if the following values were added to an initially empty tree in this order:

50
20
75
98
80
31
150
39
23
11
77

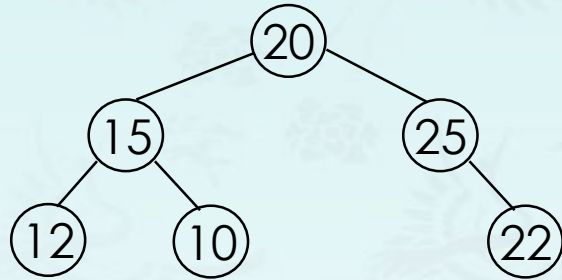


smallest?
largest?
largest in left?
smallest in right?

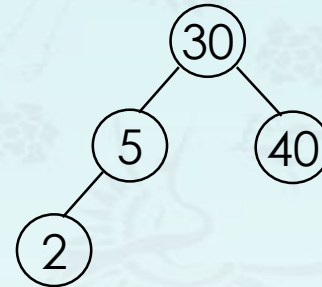
Binary search trees

Definition: A binary search tree is a binary tree in symmetric order.

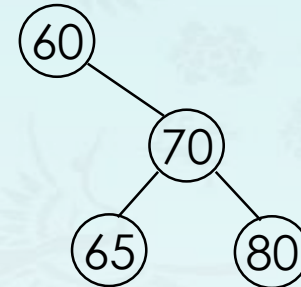
Exercise: Identify non-BST(s) and correct them if not.



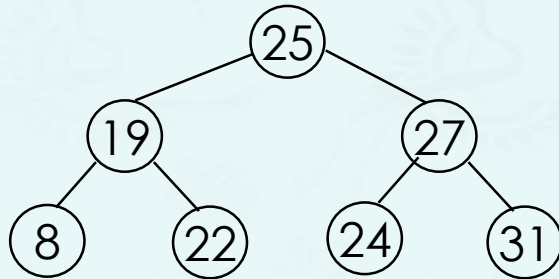
(a)



(b)



(c)

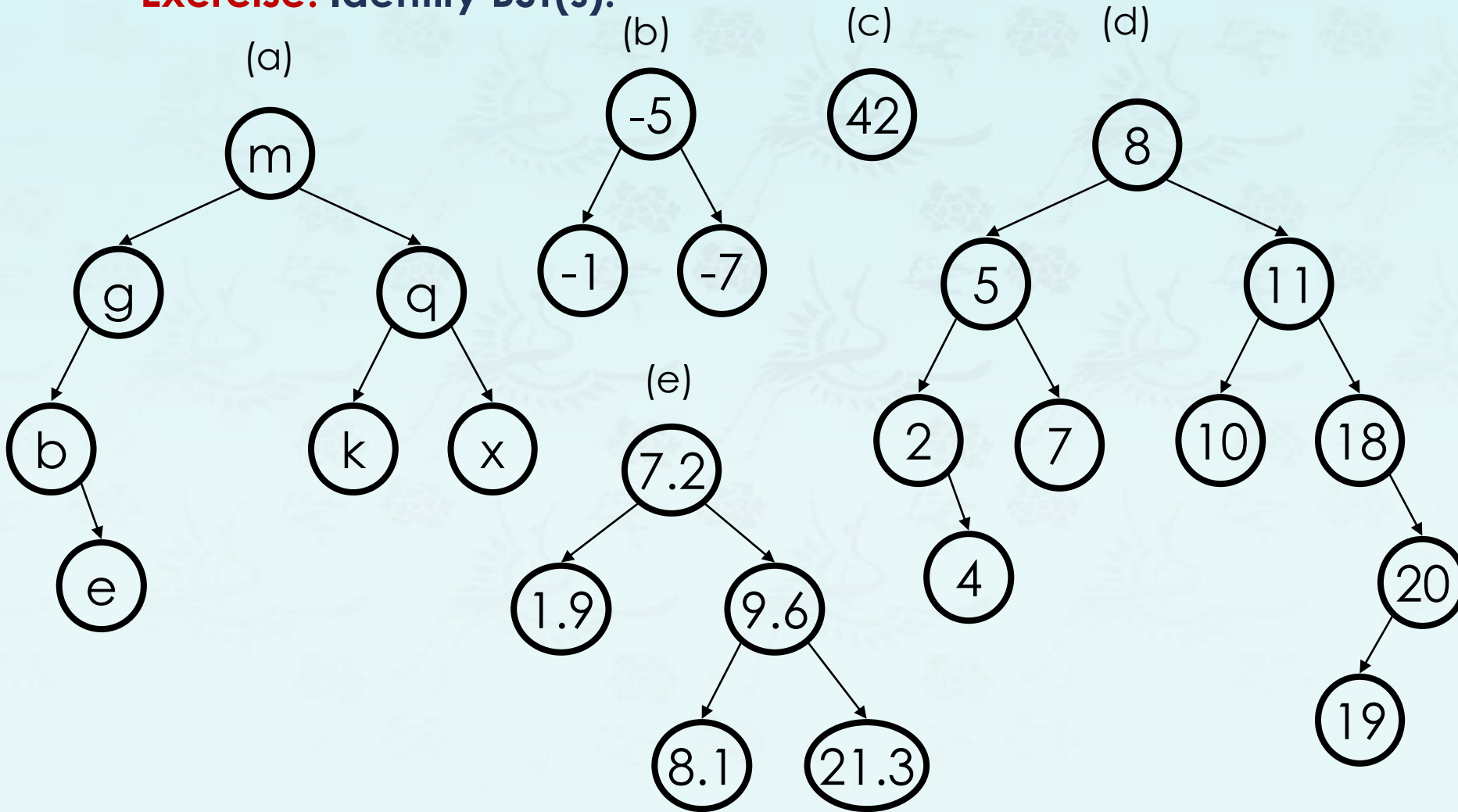


(d)

Binary search trees

Definition: A binary search tree is a binary tree in symmetric order.

Exercise: Identify BST(s).



Binary search trees

Node structure:

key	
Left	Right

Operations:

- **Query – search, min/max, successor, predecessor**
- **grow – insert**
- **trim – delete**

Binary search trees

Binary search tree(BST) **node** structure:

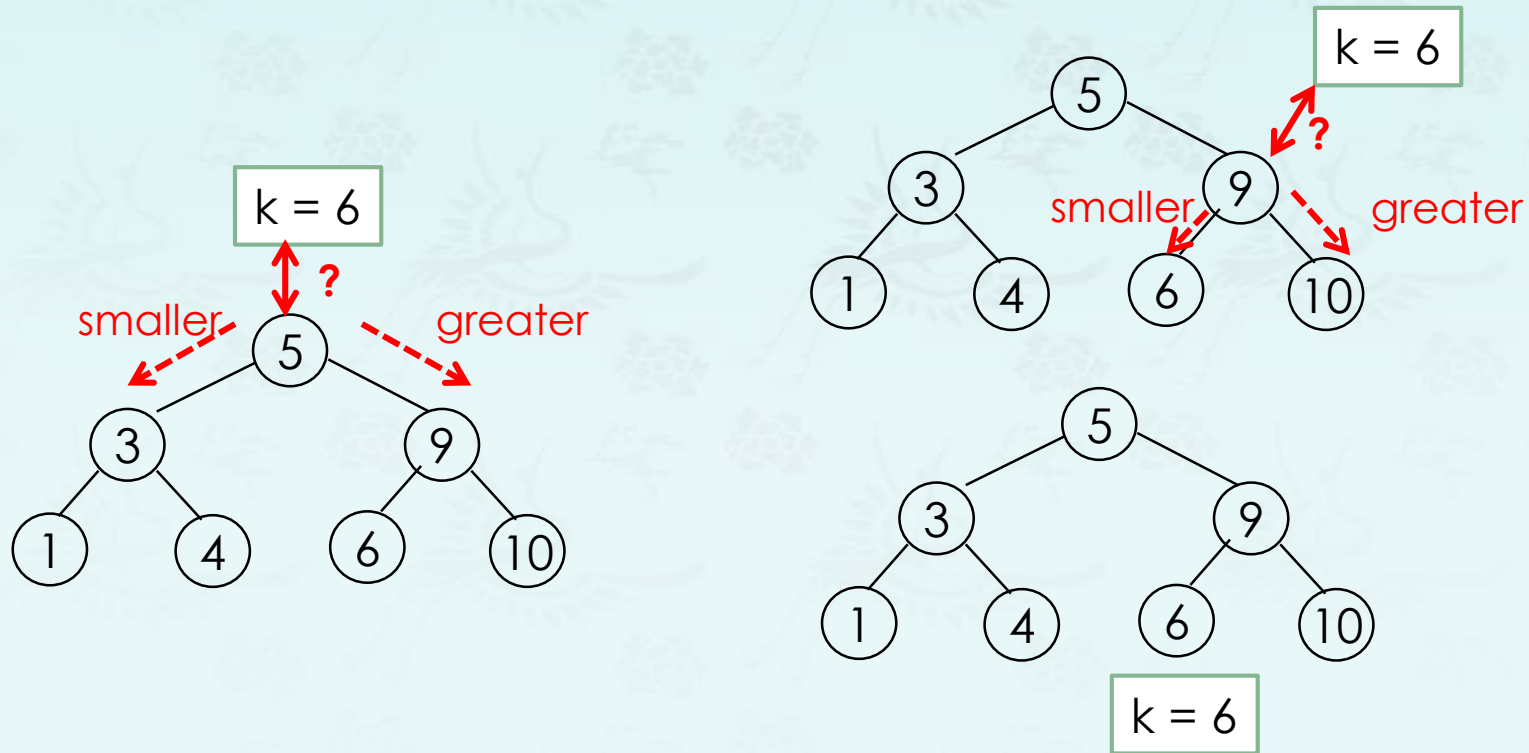
key	
tree left	tree right

```
struct TreeNode {  
    int    key;    // sorted by key  
    TreeNode* left; // left child  
    TreeNode* right; // right child  
};  
using tree = TreeNode*;
```


Binary search trees

Operations: Search or “contains”

Search(T, k) – search the BST, T for a key k



❖ Search operation takes time $O(h)$, where h is the height of a BST.

Binary search trees

Operations: Search or “contains”

```
// does there exist a key-value pair with given key?  
// search a key in binary search tree iteratively  
  
int containsIteration(tree node, int key)  
{  
    if (node == nullptr) return false;  
    while (node) {  
        if (key == node->key) return true;  
        if (key < node->key)  
            node = node->left;  
        else  
            node = node->right;  
    }  
    return false;  
}
```

Binary search trees

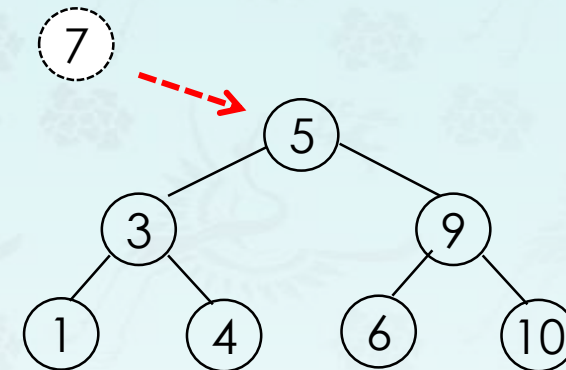
Operations: Search or “contains”

```
// does there exist a key-value pair with given key?  
// search a key in binary search tree recursively  
  
int contains(tree node, int key)  
{  
    if (node == nullptr)        return false;  
  
    if (key == node->key) return true;  
  
    if (key < node->key)  
        return contains(node->left, key);  
  
    return contains(node->right, key);  
}
```

Binary search trees

Operations: grow

- $\text{grow}(T, k)$
 - Insert a node with Key = k into BST T
 - Time complexity? $O(h)$
- **Step 1:**
if the tree is empty, then $\text{Root}(T) = k$
- **Step 2:**
Pretending we are searching for k in BST, until we meet a nullptr node
- **Step 3:**
Insert k

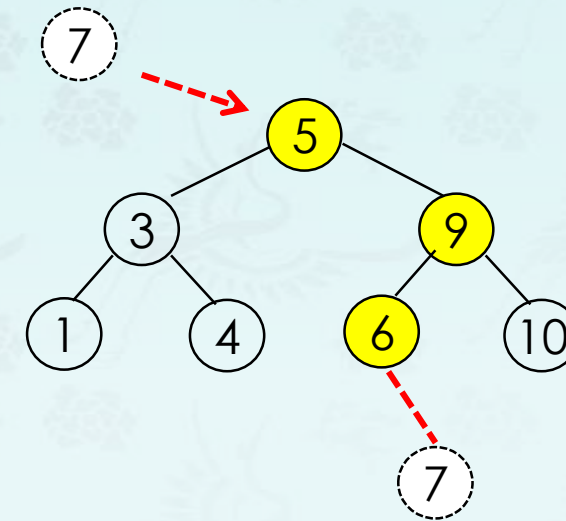


Q: Where is it inserted at?

Binary search trees

Operations: grow

- $\text{grow}(T, k)$
 - Insert a node with Key = k into BST **T**
 - Time complexity? $O(h)$
- **Step 1:**
if the tree is empty, then $\text{Root}(T) = k$
- **Step 2:**
Pretending we are searching for k in BST, until we meet a nullptr node
- **Step 3:**
Insert k

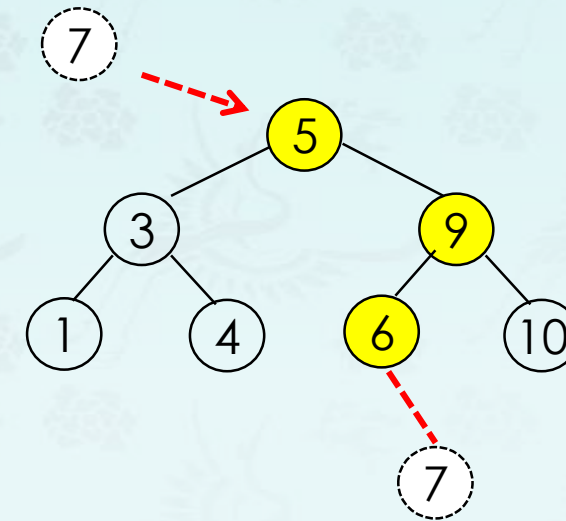


The light nodes are compared with key.

Binary search trees

Operations: grow

- $\text{grow}(T, k)$
 - Insert a node with Key = k into BST T
 - Time complexity? $O(h)$
- **Step 1:**
if the tree is empty, then $\text{Root}(T) = k$
- **Step 2:**
Pretending we are searching for k in BST, until we meet a nullptr node
- **Step 3:**
Insert k



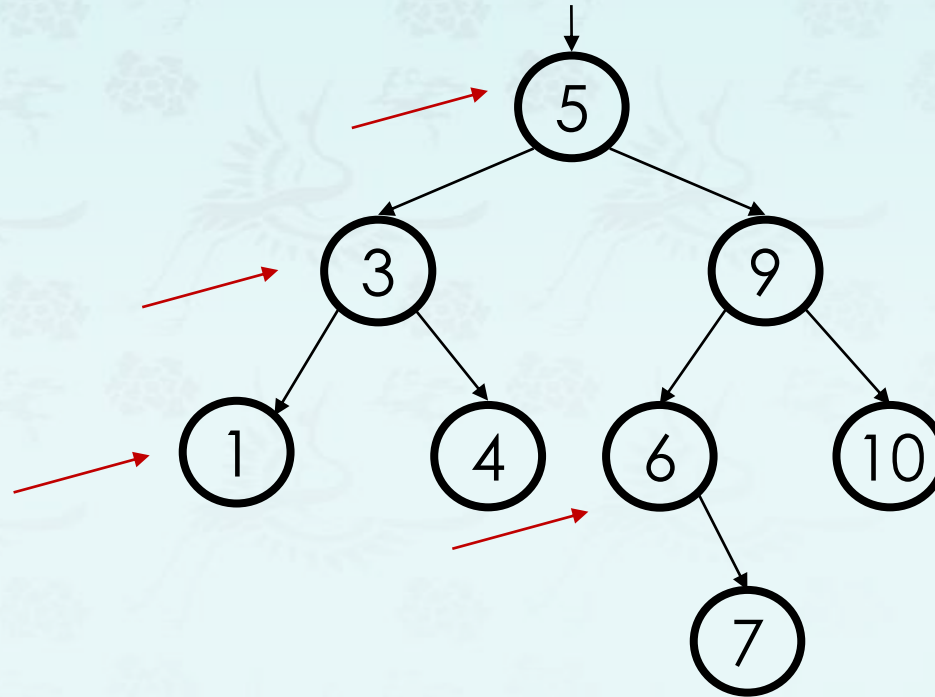
The light nodes are compared with key.

Q: Do you see the difference between the complete binary tree and binary search tree?

Binary search trees

Operations: trim

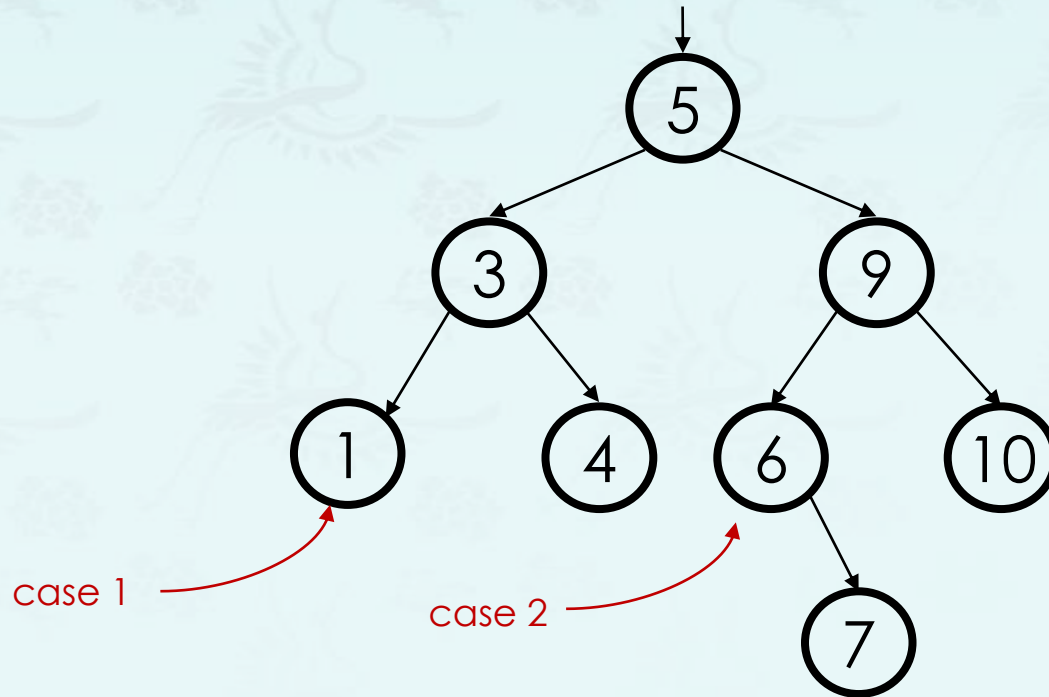
- How can we **trim** a node from a BST in such a way as to maintain proper BST ordering?
 - trim(1);
 - trim(3);
 - trim(6);
 - trim(5);



Binary search trees

Operations: trim

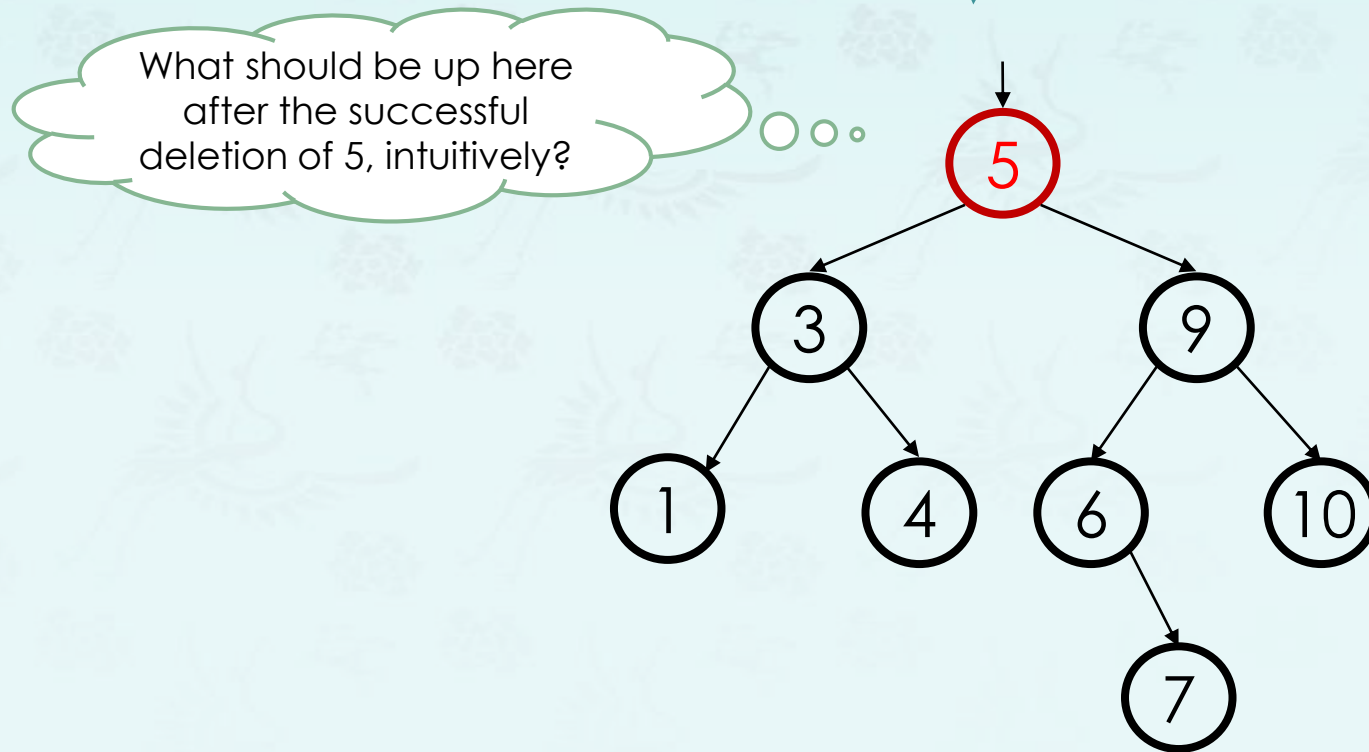
- **case 1: leaf**
 - a leaf - replace with nullptr
- **case 2: one child case**
 - a node with a left child only - replaced with left child
 - a node with a right child only - replaced with right child
- **case 3: ?**



Binary search trees

Operations: trim

- **case 3: two children case**
 - What can we replace **5** with?

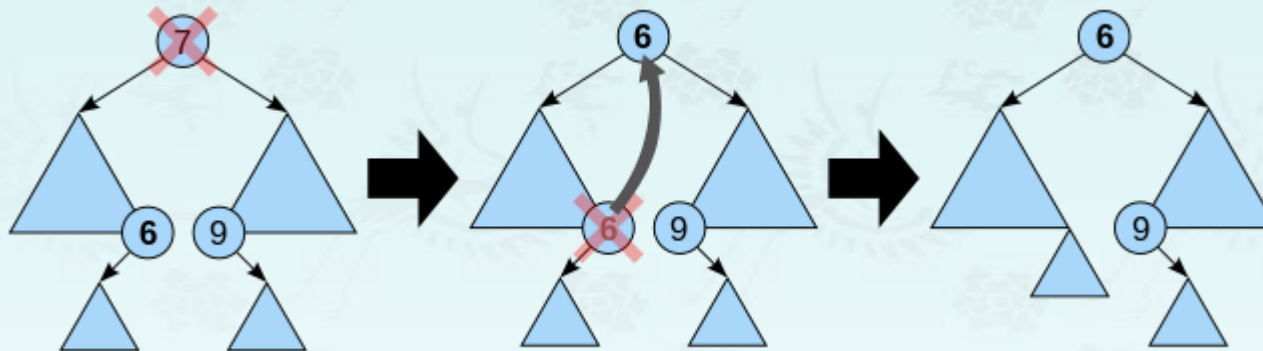


Binary search trees

Operations: trim

- **case 3: two children case**

Where is predecessor or successor of root 7?



1. The rightmost node in the left subtree, the inorder **predecessor 6**, is identified.
2. Its value is copied into the node being trimmed.
3. The inorder **predecessor** can then be trimmed because it has at most one child.

NOTE: The same method works symmetrically using the inorder **successor** labelled **9**.

Binary search trees

Operations: trim

- **case 3: two children case**

Idea: Replace the trimmed node with a value guaranteed to be between two child subtrees

Options:

- ***predecessor*** from left subtree: **maximum(node->left)**
- ***successor*** from right subtree: **minimum(node->right)**
 - These are the easy cases of predecessor/successor

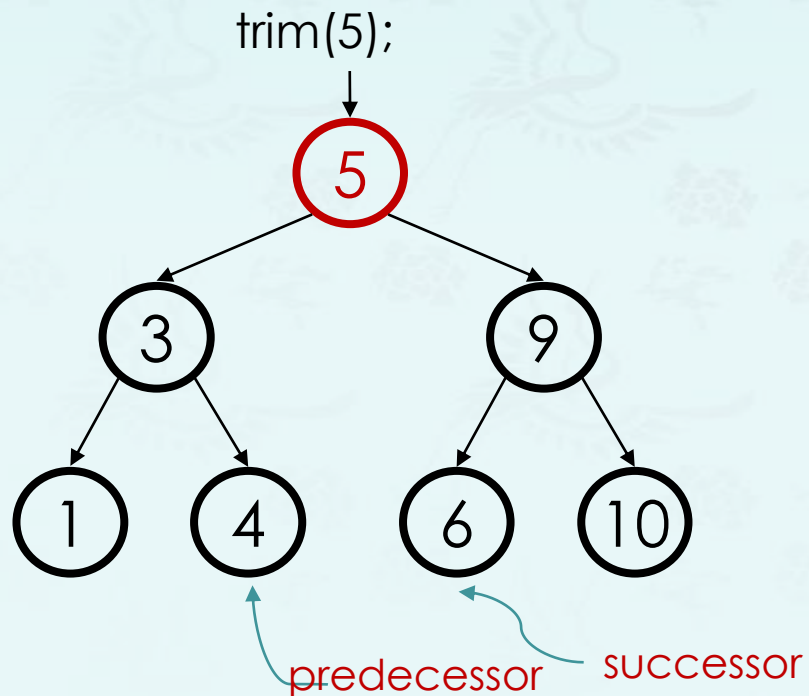
Now trim the original node containing *successor* or *predecessor*

- It becomes leaf or one child case – easy cases of trim!

Binary search trees

Operations: trim

- **case 3: two children case**
 - Replace with min from right or max from left
 - Where is predecessor or successor of root 5?

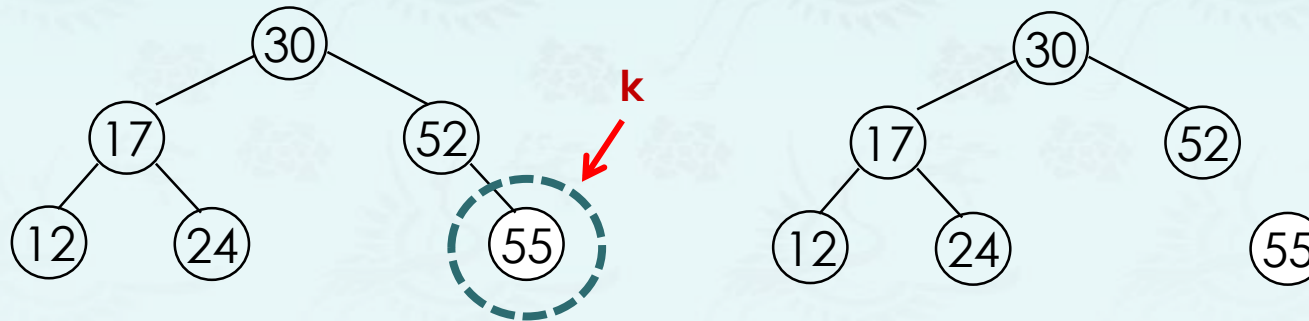


Binary search trees

Operations: trim

- $\text{trim}(\mathbf{T}, k)$
 - trim a node with Key = k into BST \mathbf{T}
 - Time complexity: $O(h)$

Case 1: k has no child



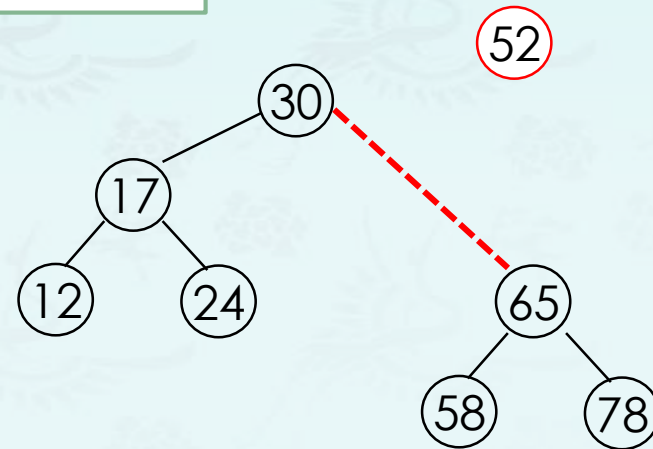
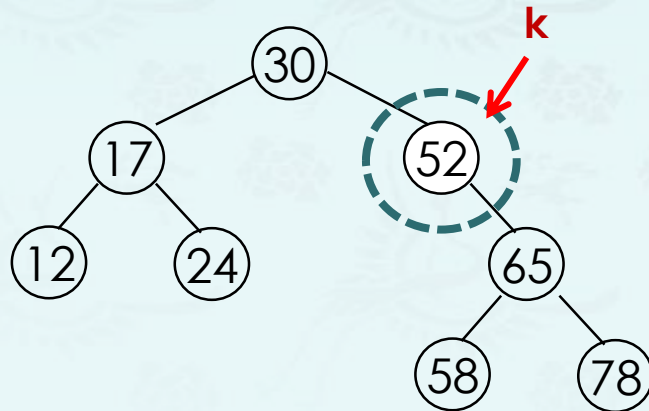
We can simply trim it from the tree

Binary search trees

Operations: trim

- trim(**T**, k)
 - trim a node with Key = k into BST **T**
 - Time complexity: $O(h)$

Case 2: k has one child



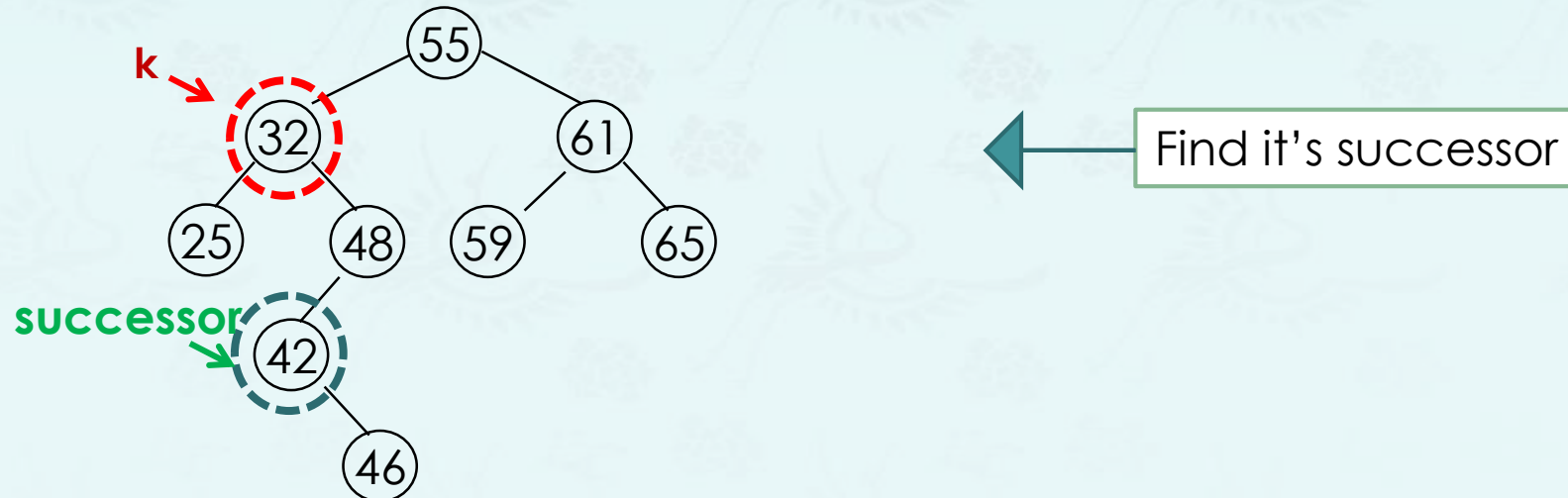
After removing it, connect it's subtree to it's parent node.

Binary search trees

Operations: trim

- $\text{trim}(\mathbf{T}, k)$
 - trim a node with Key = k into BST \mathbf{T}
 - Time complexity: $O(h)$

Case 3: k has two children

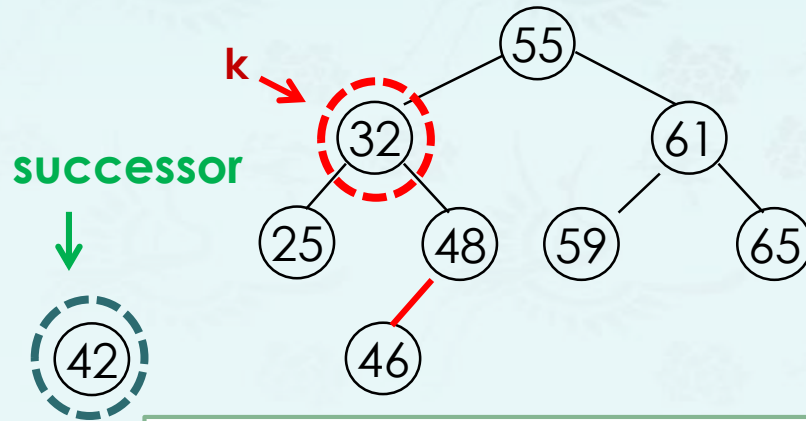


Binary search trees

Operations: trim

- trim(**T**, k)
 - trim a node with Key = k into BST **T**
 - Time complexity: $O(h)$

Case 3: k has two children



Pull out successor,
and connect the tree with it's child

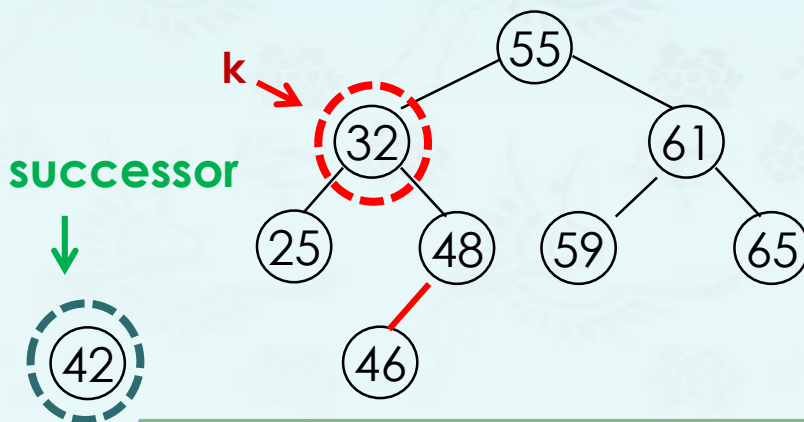
Q: What if successor has **two**
children?

Binary search trees

Operations: trim

- trim(**T**, k)
 - trim a node with Key = k into BST **T**
 - Time complexity: $O(h)$

Case 3: k has two children



A: Not possible !

Because if it has two nodes, at least one of them is less than it, then in the process of finding successor, we won't pick it !

Pull out successor,
and connect the tree with it's child

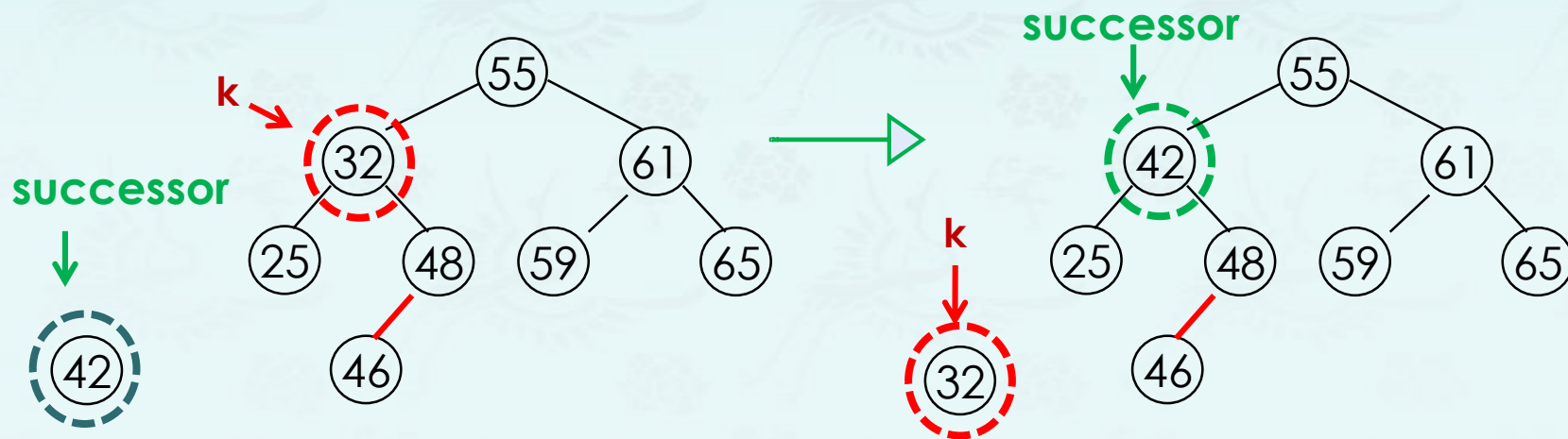
Q: What if successor has **two** children?

Binary search trees

Operations: trim

- $\text{trim}(\mathbf{T}, k)$
 - trim a node with Key = k into BST \mathbf{T}
 - Time complexity: $O(h)$

Case 3: k has two children



Replace the key with it's successor

Binary search trees

More Operations:

- **Query – search, min/max, successor, predecessor**

Min/max

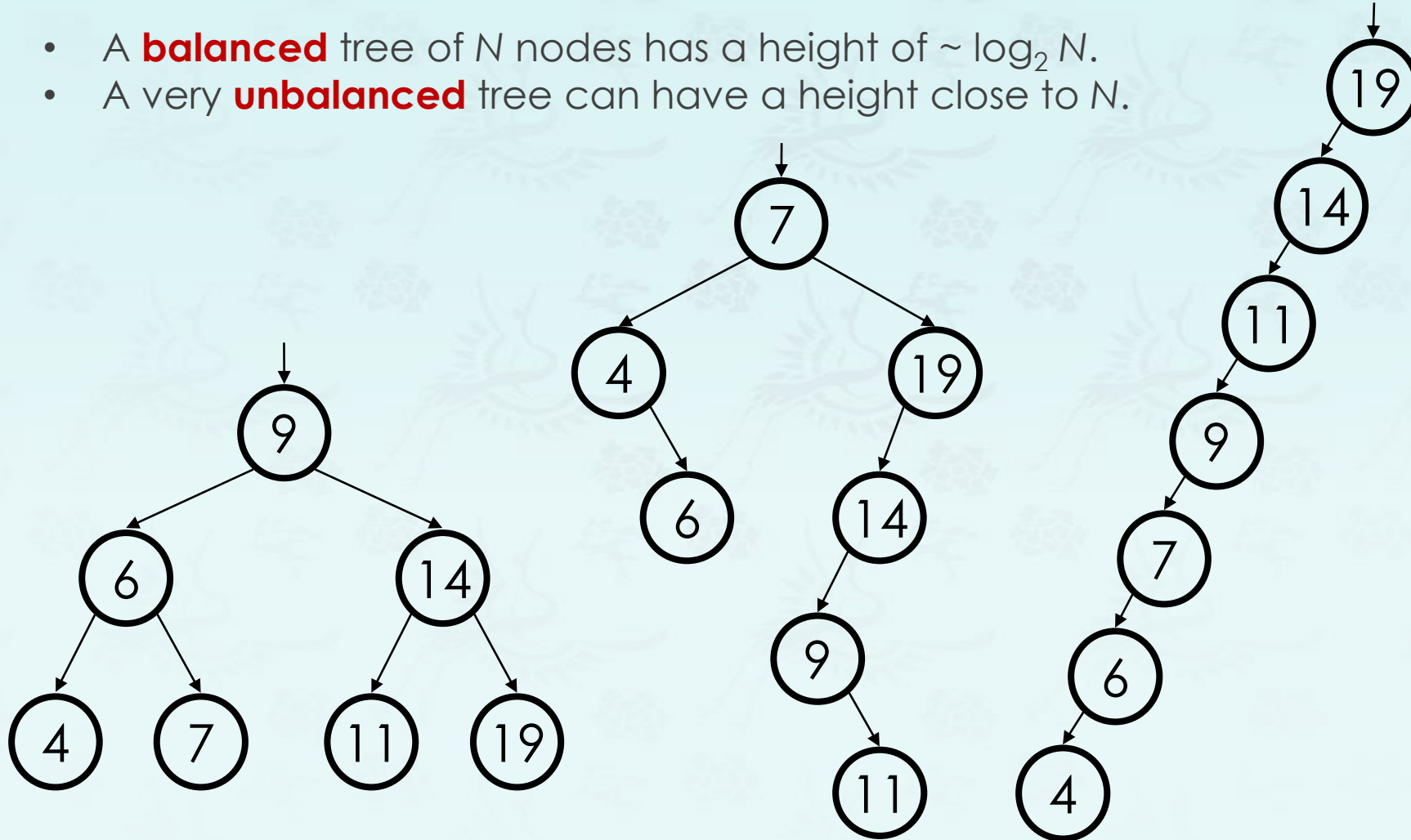
- For min, we simply follow the left pointer until we find a nullptr node.
Why?
- Similar for Max
- Time complexity: $O(h)$

❖ Search operation takes time $O(h)$, where h is the height of a BST.

Binary search trees

Observations: What do you see in the following BSTs?

- A **balanced** tree of N nodes has a height of $\sim \log_2 N$.
- A very **unbalanced** tree can have a height close to N .



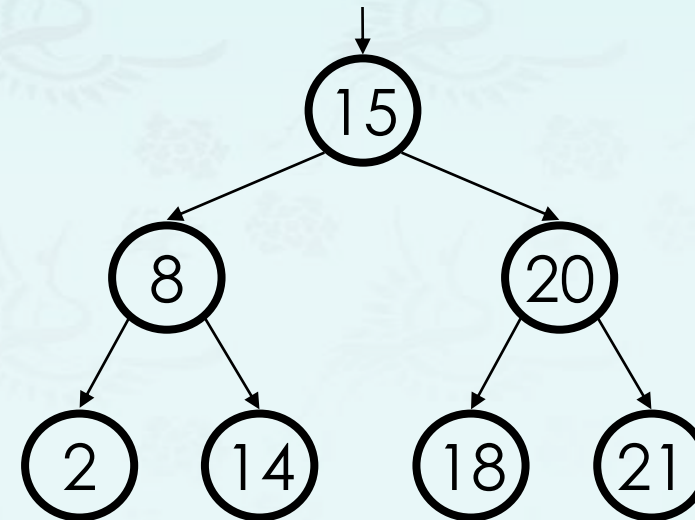
Binary search trees

Observations: What do you see in the following BSTs?

- *Observation:* The shallower the BST the better.
 - Average case height is $O(\log N)$
 - Worst case height is $O(N)$
 - Simple cases such as adding $(1, 2, 3, \dots, N)$, or the opposite order, lead to the worst case scenario: height $O(N)$.

- For binary tree of height h :

- max # of leaves: 2^{h-1}
- max # of nodes: $2^h - 1$
- min # of leaves: 1
- min # of nodes: h



Binary search trees

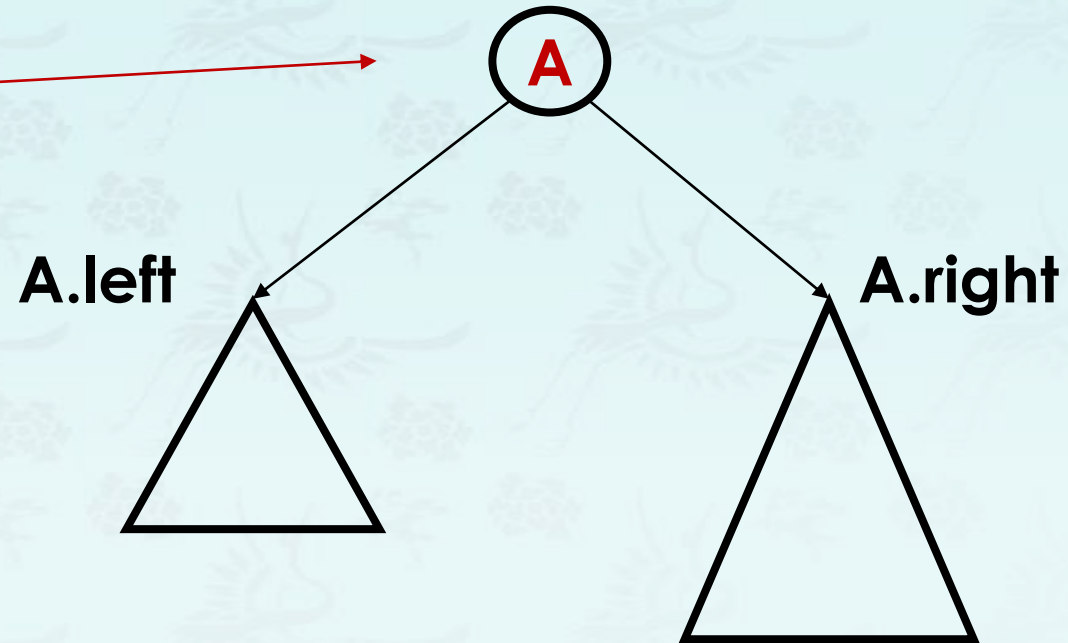
Q: Calculate tree height.

- **Height** is max number of nodes in path from root to any leaf.

- $\text{height}(\text{nullptr}) = 0$
- $\text{height}(\text{a leaf}) = ?$
- $\text{height}(\mathbf{A}) = ?$

- **Hint:**

- use recursive.
- use $\max(a, b)$.



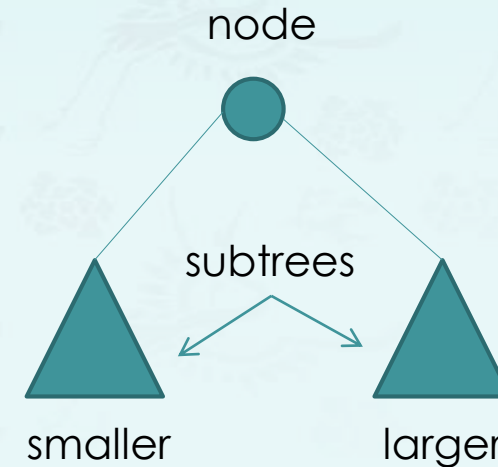
- **A:**

- $\text{height}(\text{a leaf}) = 1$
- $\text{height}(A) = 1 + \max(\text{height}(A.\text{left}), \text{height}(A.\text{right}))$

Binary search trees

Conclusion:

- If you have a sorted sequence, and we want to design a data structure for it
- **Array or BST? and why?**



Binary search trees

Conclusion:

- If you have a sorted sequence, and we want to design a data structure for it
- **Array or BST? and why?**

Time Complexity	
BST	$O(h)$
Array	$O(\log n)$

Binary search trees

Conclusion:

Q. When searching, we're traversing a path (since we're always moving to one of the children); since the length of the longest path is the height h of the binary search tree, then finding an element takes $O(h)$.

Since $h = \lg n$ (where n is the number of elements), then it's good! – right?

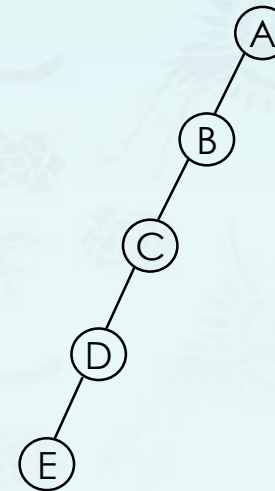
No, of course, it is wrong! **Why?**

A. The nodes could be arranged in linear sequence in BST, so the *height h* could be *n* . In worst case, it is $O(n)$ instead of $O(h)$.

Binary search trees

Conclusion:

- We already know that n is fixed, but h differs from how we insert those elements!
- So why we still need BST?
 - Easier insertion and deletion
 - And with some optimization, we can avoid the worst case!



$$n = h$$

a skew binary search tree