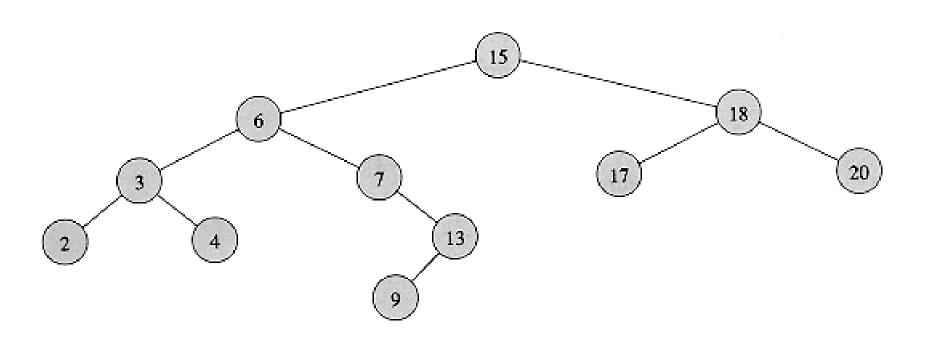
Binary search tree



Binary search tree

A sorted container

Other terms: Sorted binary tree

By default (for us)

Elements are less than comparable

Other choices:

- Frequent: elements are identified by a key. Keys are less than comparable
- •
- -> see sorted map, priority queue

Binary search tree (BST)

BST - a binary tree that has the **BST Property**

BST Property

For each node x:

- if y is a node in the left subtree of x, then info(y) <= info(x)
- if z is a node in the right subtree of x , then info(x) <= info(z)

Property:

Inorder traversal → ascending order of elements

 can be used to implement a sorting algorithm. insert all the values we wish to sort into a new BST traverse it in order

BST – definitions

(equivalent)

Let x be a node in a binary search tree. If y is a node in the left subtree of x, then $key(y) \le key(x)$. If y is a node in right subtree of x, then $key(x) \le key(y)$

Cormen

A binary tree where every node's left subtree has keys less than the node's key, and every right subtree has keys greater than the node's key.

xlinux.nist.gov/dads/

Binary search tree

BST

Average Worst case

Search O(log n) O(n)

Insert $O(\log n)$ O(n)

Delete O(log n) O(n)

TreeNode: record

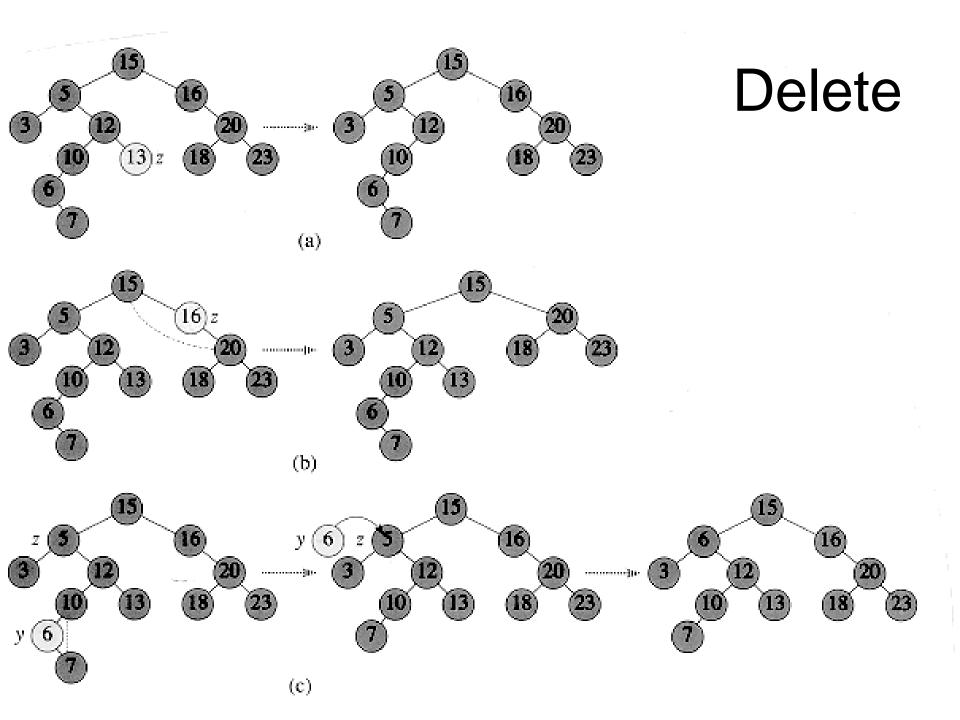
info: TComparable

left: ^TreeNode

right: ^TreeNode

parent: ^TreeNode

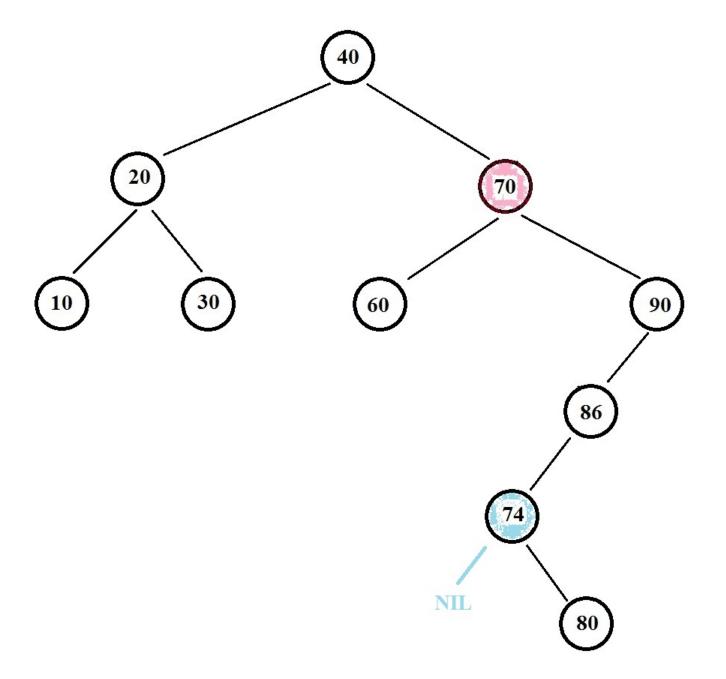
end



Delete

Delete a leaf
Deleting a node with one child:
delete it and replace it with its child.
Deleting a node with two children:
replace value with (either)

- its in-order successor or
- its in-order predecessor
 and then delete the succ. or pred.



Subalg. delete(T, z)

- @ collect information about nodes involved
 z node to be (logically) deleted
 get y the node to be really deleted (z or its successor)
 get x the child of y (NIL if no children)
 get q the parent of y (NIL if no parent)
- @ copy information from y to z
- @ remake link over the node y to delete from child to parent parent(x) <- q (if child exists) from parent to child if parent of y does not exist: update root node value else link from q to x

@delete y