

COMP20003 Algorithms and Data Structures Deletion from BST

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Binary search trees: Deletion

- Deletion?
- Deletion from a BST involves;
 - the in-order predecessor; or
 - the in-order successor
- In-order successor and in-order predecessor can be obtained from in-order traversal

Traverse

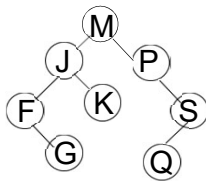
- Visit every node once
- Do something during the visit:
 - Print node value, or
 - Mark node as visited or
 - Check some property of node
- Use in any linked data structure
 - Tree
 - Graph
 - List

Traversal: recursive In-order traversal, tree

```
traverse(struct node *t)
{
    if(t!=NULL)
    {
        traverse(t->left);
        visit(t);
        traverse(t->right);
    }
}
```

Exercise

- Trace recursive **in-order tree traversal** on the following tree, with visit(t) as print.



In-order traversal, Application:

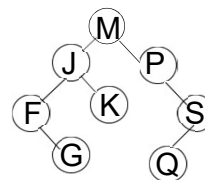
- For a **binary search tree**, an **in-order** traversal prints all nodes in:
 - **key-order**

Post-order Traversal

```
traverse(struct node *t)
{
    if (t!=NULL)
    {
        traverse(t->left);
        traverse(t->right);
        visit(t);
    }
}
```

Exercise

- Trace recursive **post-order tree traversal** on the following tree, with visit(t) as print.



Post-order traversal, Application:

Free all nodes in tree (free left and right nodes before freeing current node)

Can't free a tree by just freeing the root!



Pre-order Traversal

```
traverse(struct node *t)
{
    if(t!=NULL)
    {
        visit(t);
        traverse(t->left);
        traverse(t->right);
    }
}
```

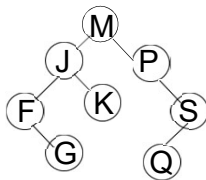
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Exercise

- Trace recursive pre-order tree traversal on the following tree, with visit(t) as print.



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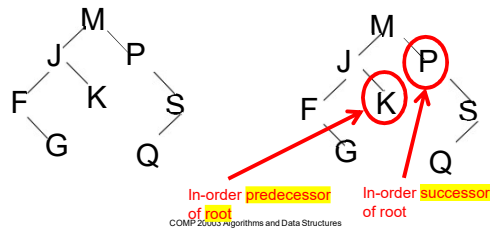
Pre-order traversal, Application:

Can be used to Copy a tree



In-order traversal, Application:

- For a binary search tree, an **in-order** traversal prints all nodes in **key-order**



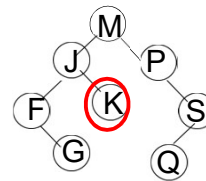
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In-order successor and in-order predecessor

In-order **predecessor** of root M is **rightmost** node of **left subtree**.

In-order traversal: FGJKMPQS



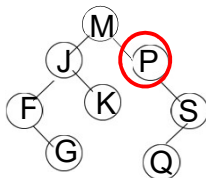
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In-order successor and in-order predecessor

In-order **successor** of root M is **leftmost** node of **right subtree**.

In-order traversal: FGJKMPQS



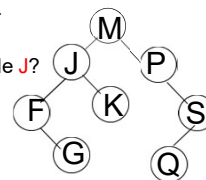
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In-order successor and in-order predecessor

Every node has a predecessor (just before) and a successor (just after):

What are in-order predecessor and successor of node J?



What are in-order predecessor and successor of node P?

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In-order predecessor and in-order successor

- Just before (or after) in in-order traversal
 - Rightmost node in the left subtree; or
 - Leftmost node in the right subtree

Deletion from bst (finally)

Step 1: find the node to be deleted

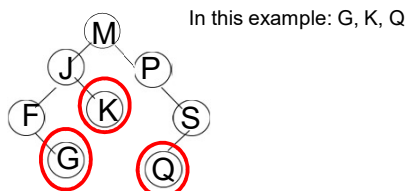
Step 2: delete it!

Three cases for deletion:

- Case 1: Node is a leaf
- Case 2: Node has either a left or right child, not both
- Case 3: Node has both a left child and a right child

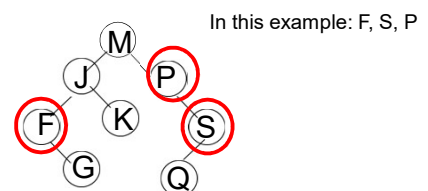
Case 1: Node is a leaf

Just delete the node



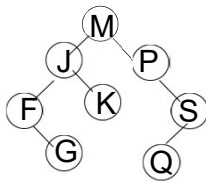
Case 2: Node has one child

Replace node with the child



Case 3: Node has *two* children

In this example: M, J



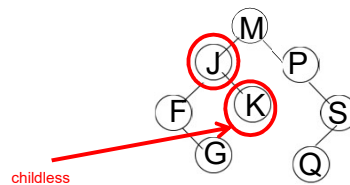
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Case 3a: Node has *two* children, but...

... *one* of these *children* has *no* children

Replace node with the *childless* child



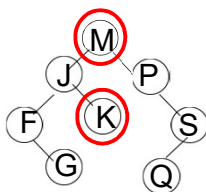
In this example: J,
replaced by K

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Case 3b: Node has *two* children, both have children

Replace node with *either* in-order *successor* or in-order *predecessor*.



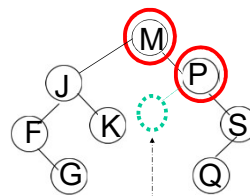
In this example: M

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Case 3b: Node has *two* children, both have children

Replace node with *either* in-order *successor* or in-order *predecessor*.



(if P had a left child, that node would be the In-order successor of M, so would replace M with that node)

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Deletion from bst:

Step 1: find the node to be deleted.

Step 2: delete it!

- **Replace** the deleted **node** with:

- Case 1: Node is a leaf: **nothing**
- Case 2: Node has *either* a left *or* a right child, but *not both*: **the single child**
- Case 3: Node has *both* a left child *and* a right child: **in-order predecessor or successor**.

Deletion from bst: Analysis

- **Worst case:**

- Time to find the node: $O(h)$
- Time to find the in-order predecessor or successor: $O(h)$
- Total time:

- **Average case:**

- Time to find the node: $O(h)$
- Time to find the in-order predecessor or successor: $O(h)$
- Total time: