

Binary Search Tree

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A clear, compact guide covering essential data structures and algorithms,
designed for easy understanding and quick learning.

A **Binary Search Tree (BST)** is a specialized form of a binary tree in which every node satisfies the following property:

- The value of every node in the **left subtree** is **less than** the value of the node.
- The value of every node in the **right subtree** is **greater than** the value of the node.

This property must hold for **every node** in the tree.

BSTs are widely used for efficient searching, insertion, and deletion. Because of the ordering property, operations such as lookup, insertion, and deletion can often be performed in $O(h)$ time, where h is the height of the tree. In a balanced BST, this results in $O(\log n)$ time complexity for these operations.

Key Characteristics of a BST:

- Each node has at most two children: left & right
- Left child contains a value smaller than its parent.
- Right child contains a value greater than its parent.
- There are no duplicates in the tree.
- Inorder traversal yields elements in sorted order.
- Height of the BST affects operation efficiency.

BST Operations:

- **Insertion:**

To insert a node:

1. Start at the root.
2. Compare the new value with the current node:
 - If smaller → move left.
 - If larger → move right.
3. Repeat until a null position is found, then insert the node.

Time Complexity: **$O(h)$**

- **Search:**

To search for a value:

1. Start at the root.
2. Compare the value with the current node:
 - If equal → found
 - If smaller → go left
 - If larger → go right
3. Repeat until the node is found or null pointer is reached.

Time Complexity: **$O(h)$**

- **Deletion:**

Deleting a node in a BST depends on its children:

1. Leaf node: remove it directly.
2. Node with one child: replace the node with its child.
3. Node with two children: replace the node with either:
 - Inorder successor: the smallest node in the right subtree.
 - Inorder predecessor: the largest node in the left subtree.

This ensures the BST property is preserved

Time Complexity: **$O(h)$**

- **Traversal:**

BST traversal methods are the same as binary trees:

1. Inorder: produces elements in sorted order.
2. Preorder: useful for copying the tree.
3. Postorder: useful for deleting the tree.
4. Level-order: visits nodes level by level

BST is efficient in search, insertion & deletion for balanced trees while maintaining sorted data, but it can have poor performance when unbalanced & will require additional algorithms to maintain balance. Many advanced trees (AVL, Red-Black) were created to maintain balance automatically.