

Lecture 9

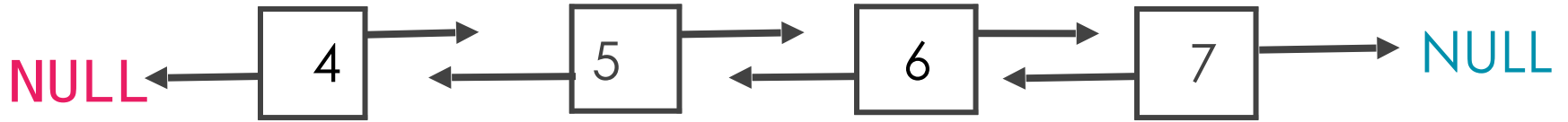
Binary Search Tree



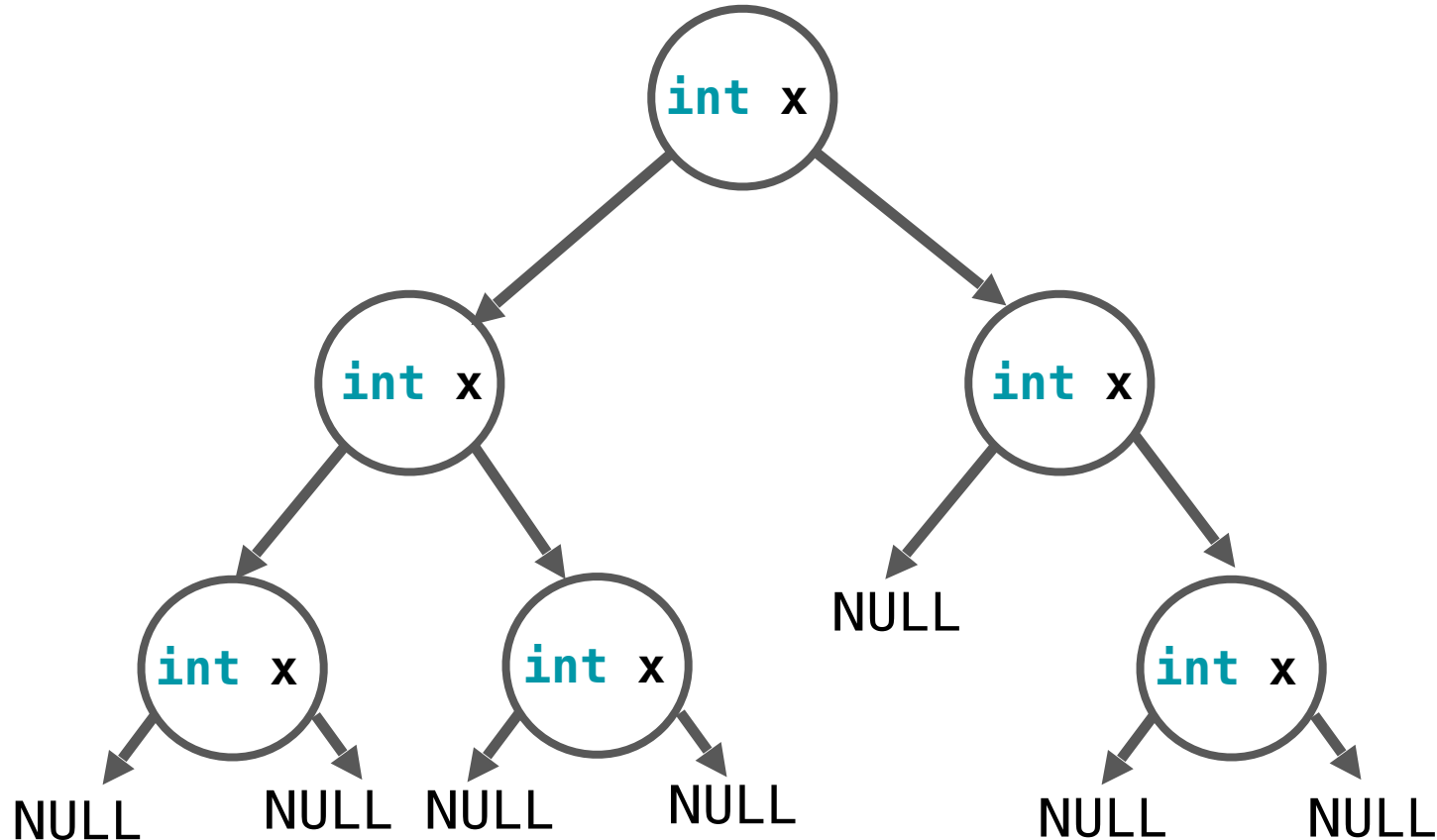
Binary Search Tree

```
struct node{  
    int data;  
    node* left;  
    node* right;  
};
```

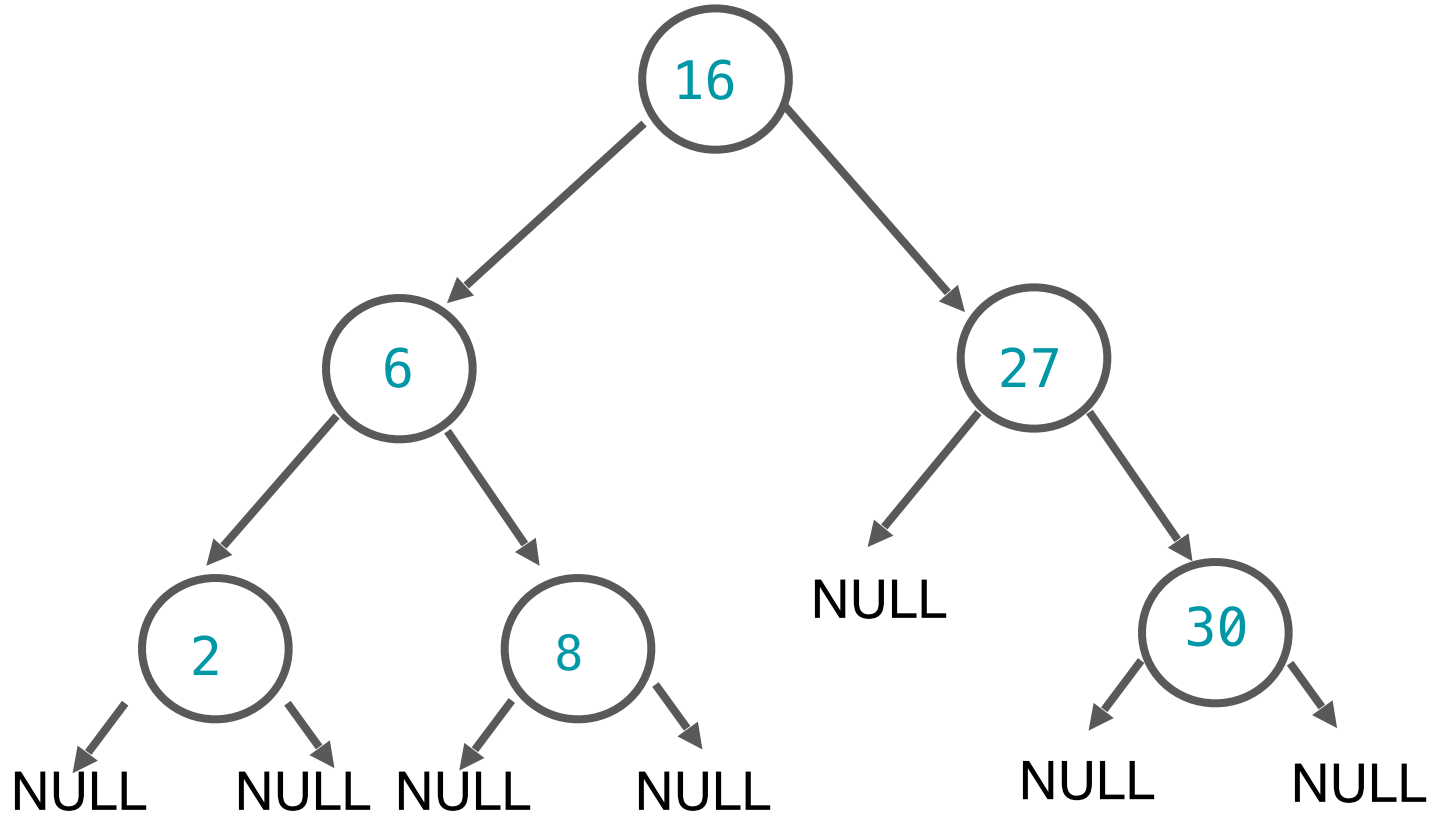
Doubly Linked List



Binary Search Tree



Binary Search Tree



Dictionary Operations

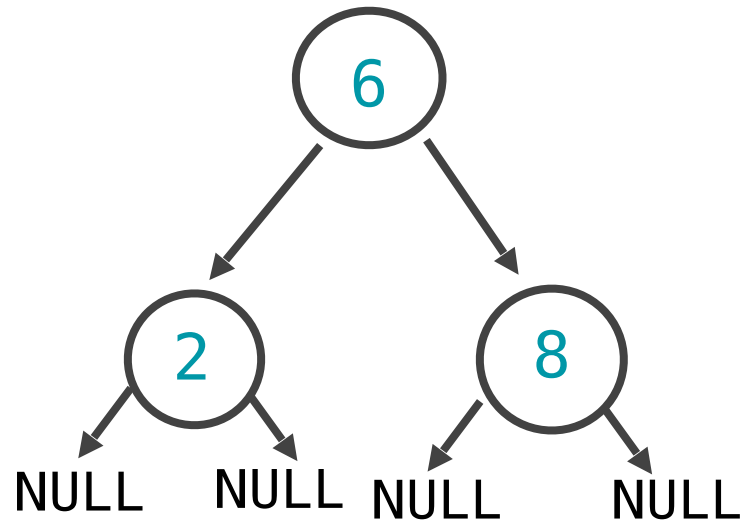
Insert an element

Find an element

Remove an element

Insert an element

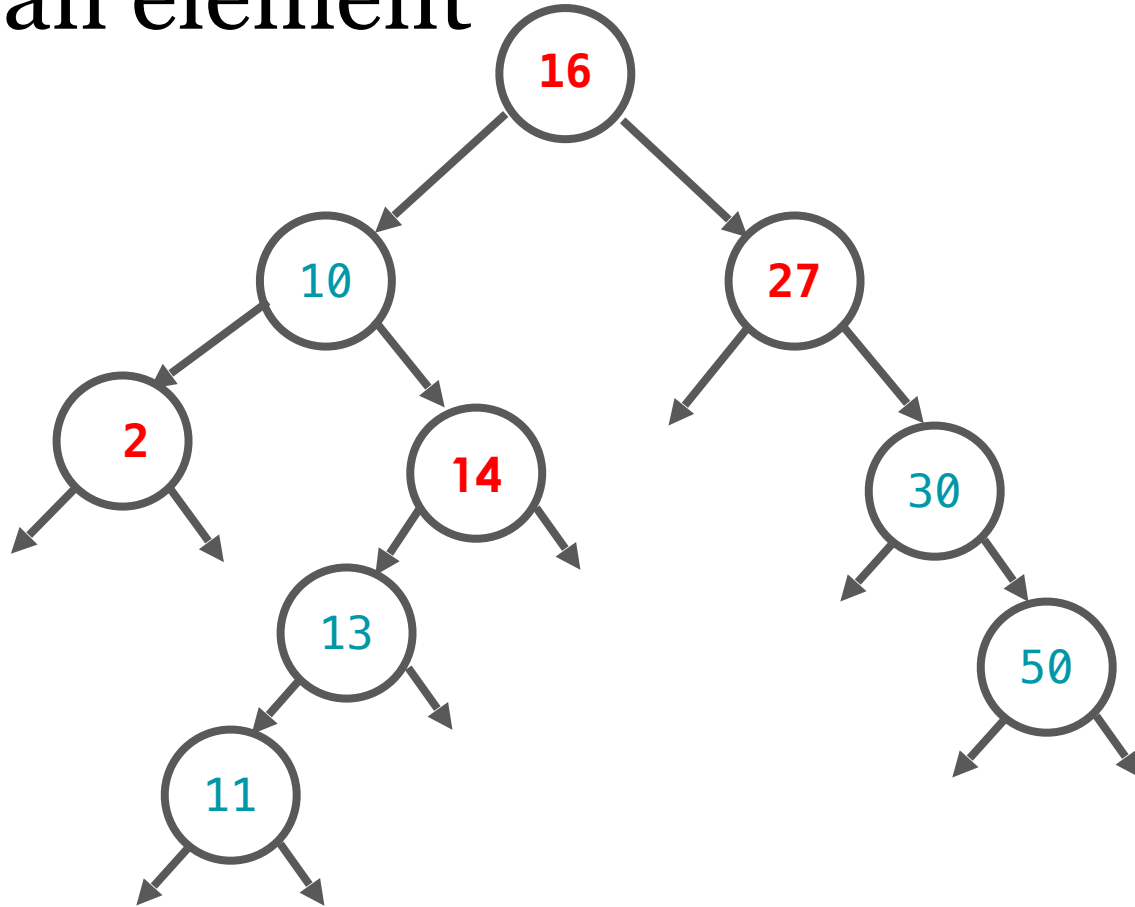
```
void insert(node *& n, int i){  
    if(n == null){  
        n = new node;  
        n->value = i;  
        n->left = n->right = null;  
    }  
    else if(i > n->value) insert(n->right,i);  
    else if(i < n->value) insert(n->left,i);  
}
```



Find an element

```
bool find(node* &n, int i){  
    if(n==NULL) return false;  
    else if(n->value==i) return true;  
    else if(i > n->value) return find(n->right,i);  
    else if(i < n->value) return find(n->left,i);  
}
```


Remove an element



Remove an element

```
void removeElement(node *& n, int i){  
    if(n==NULL) {return;}  
    else if(i>n->value)removeElement(n->right,i);  
    else if(i<n->value)removeElement(n->left,i);  
    . . .  
}
```

Remove an element

...

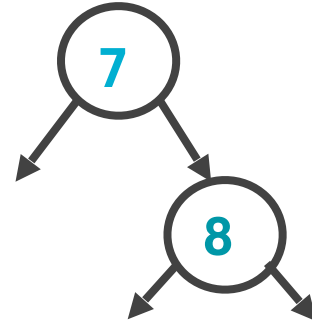
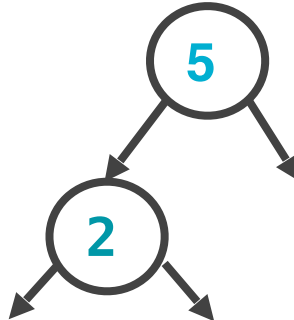
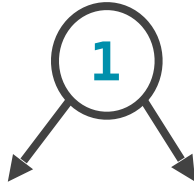
else {

```
if(n->left==NULL && n->right==NULL) n=NULL;
```

```
else if(n->right==NULL) n=n->left;
```

```
else if(n->left==NULL) n=n->right;
```

...



Remove an element

...

```
else{
```

```
    int minVal = getmin(n->right);
```

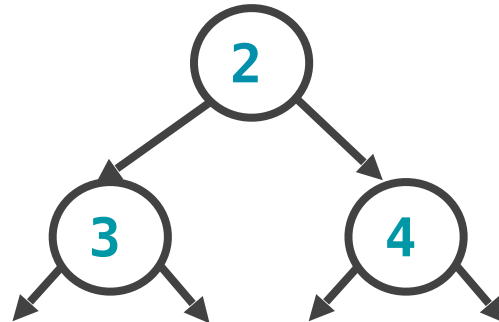
```
    n->val = minVal;
```

```
    removeElement(n->right,minVal);
```

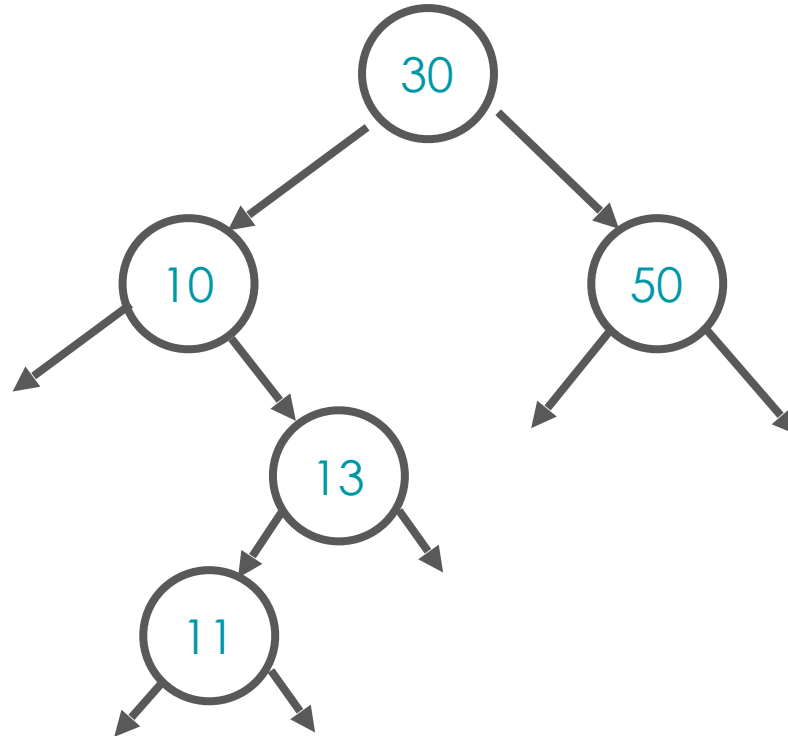
```
}
```

```
}
```

```
}
```



Remove an element



Example of trees

- a. Banyan tree.
- b. Binary expression tree.
- c. Unix directory structure
- d. Family tree.
- e. Binary Search Tree.

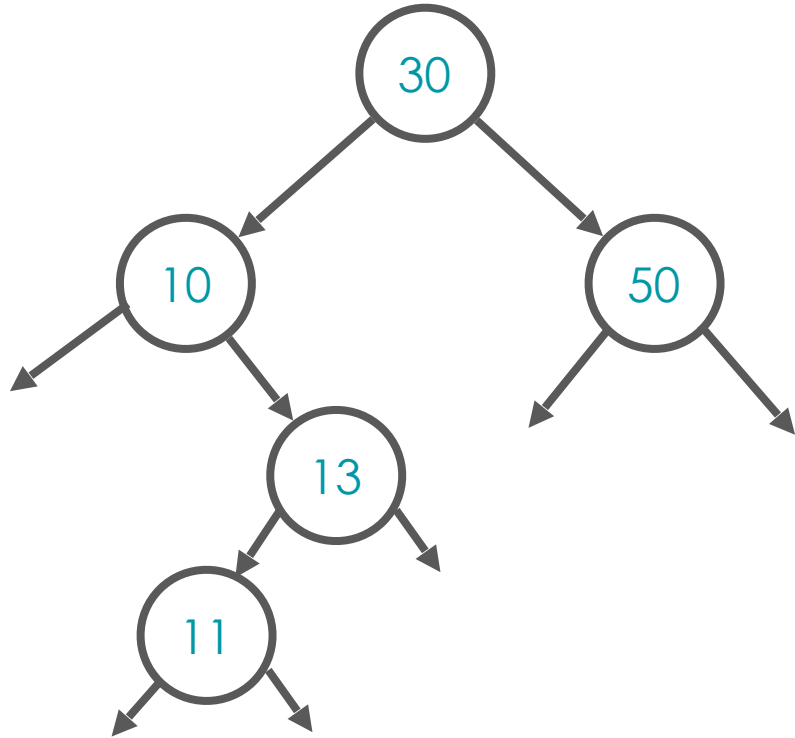
Definition of binary search tree

Binary search tree consists of number of nodes.

Each node contains a value and zero, one or two children.

All the values in a nodes left subtree is smaller than the nodes value and all the values in a nodes right subtree is greater than the nodes value.

Examples of BST

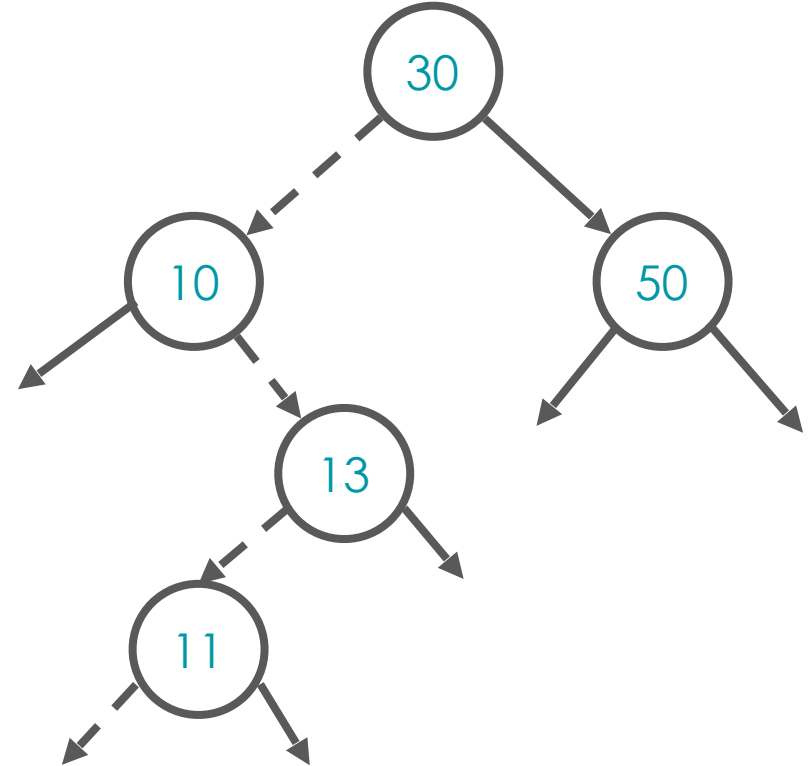


```
struct node{  
    Type data;  
    node* left; //smaller values  
    node* right; //larger values  
};
```


Depth of a of binary search tree node

Depth of a node is the number of edges from the root to that given node.

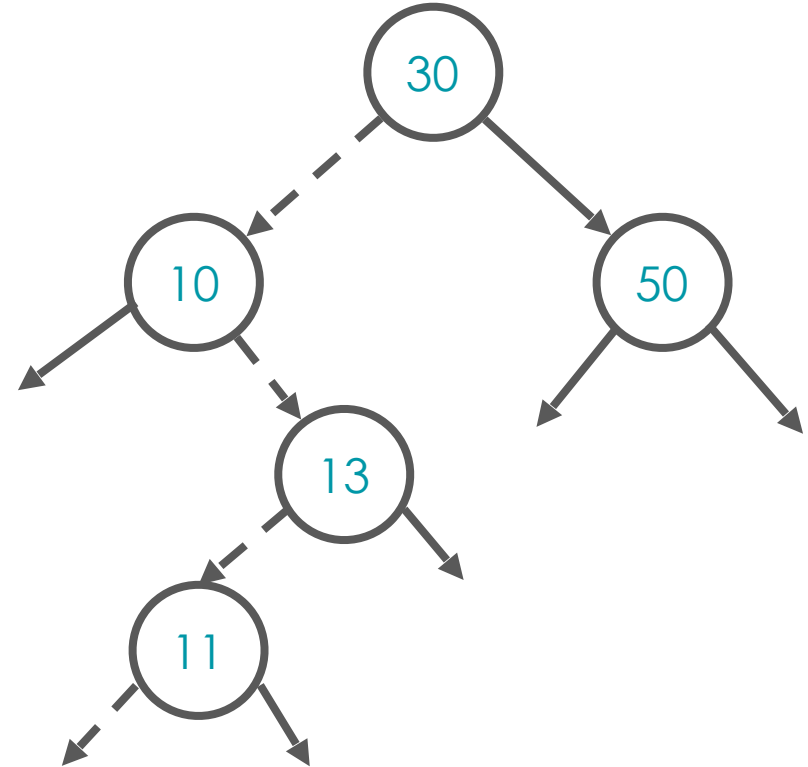
Depth of node containing 13 is 2;
node containing 5 is 1; node
containing 11 is 3.



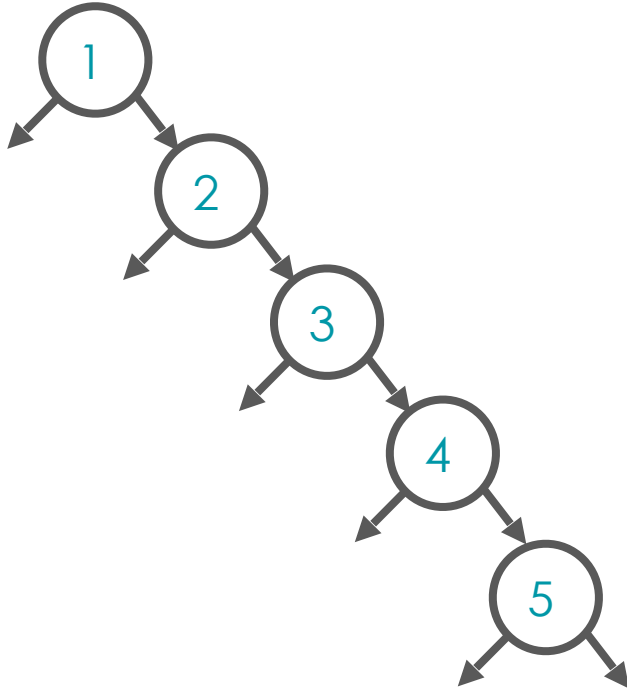
Height of binary search tree

The height of a tree is the number of nodes in the longest path from a root to a leaf . It can be described as the height of the deepest node.

Height of the tree is 3 in the figure.

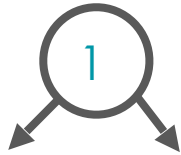


Height of binary search tree



Height of tree is 4 in the figure.

Height of binary search tree



Height of tree is 0 in the figure.

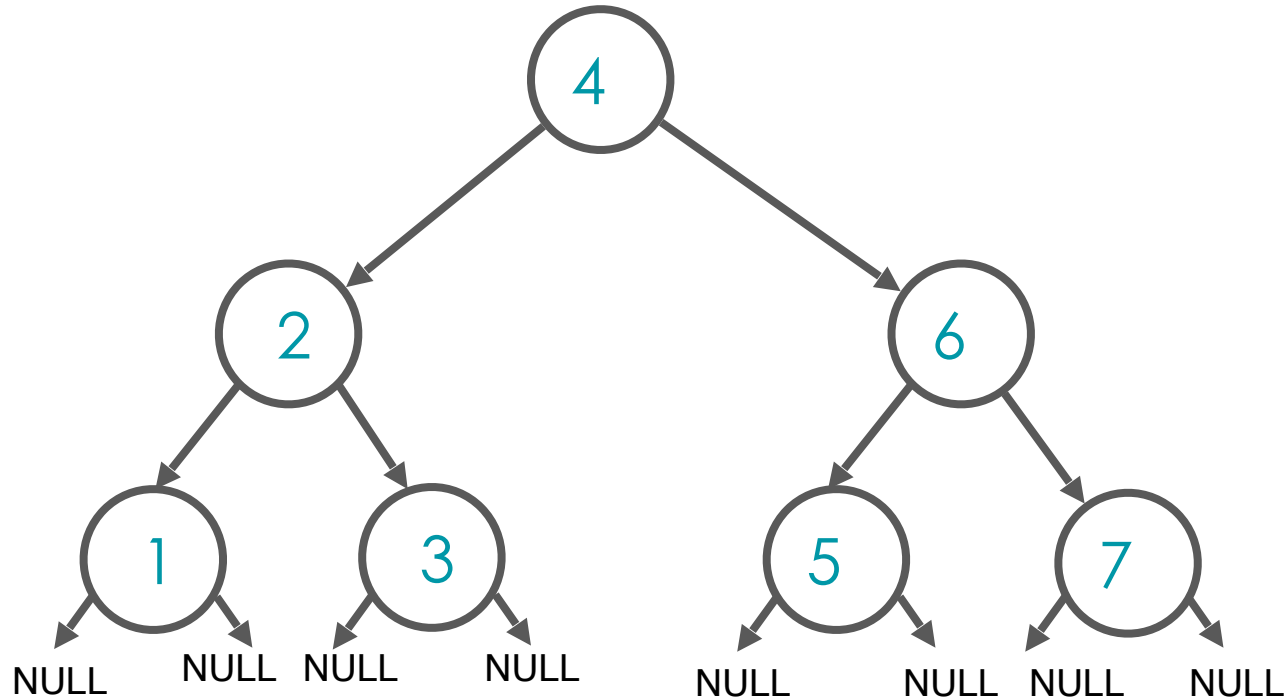
Tree heights

Maximum and minimum height of a tree with n nodes.

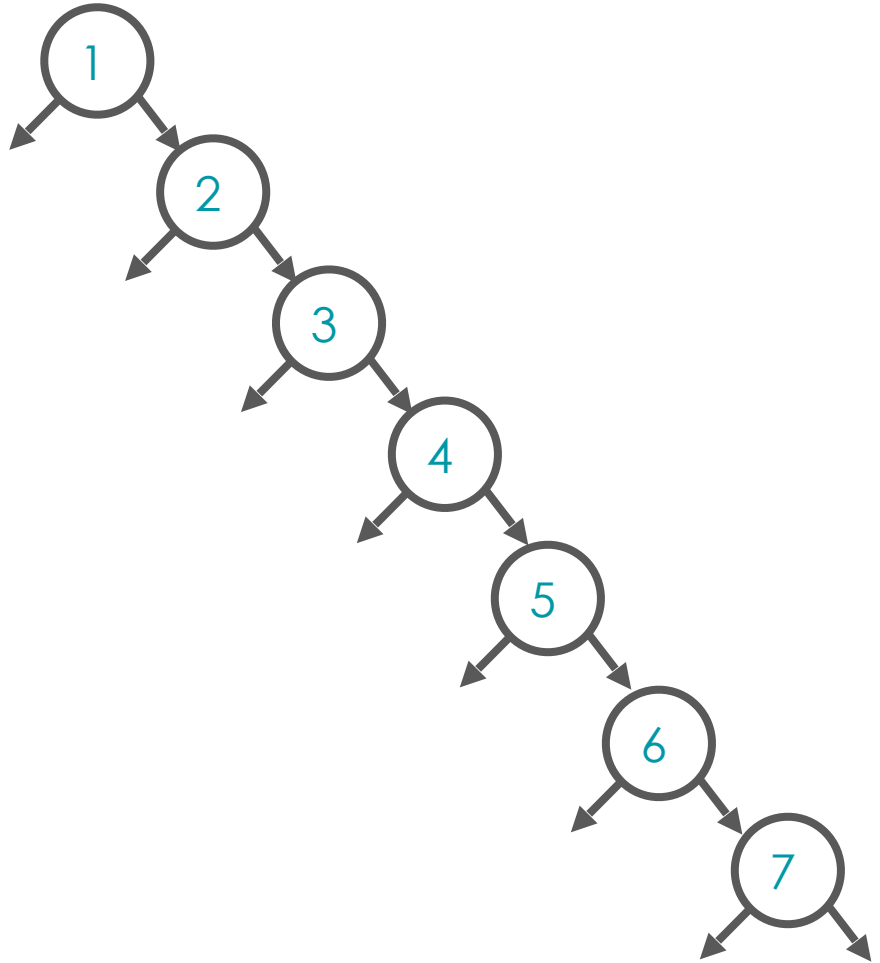
Maximum height is $O(n)$.

Minimum height is $O(\log n)$.

Height is $O(\log n)$



Height is $O(n)$



Balanced search tree

A binary search tree is called balanced if its height is $O(\log n)$, where n is the number of nodes in the tree.

Balanced binary search are highly efficient.

- find takes $O(\log n)$
- insertion takes $O(\log n)$
- deletion takes $O(\log n)$

Balanced search tree algorithms

AVL trees

Red Black tree

B+ trees

Runtime analysis of sorting algorithm

- a. Bubble Sort $O(n^2)$
- b. Merge Sort $O(n \log n)$

Runtime analysis of search algorithm

- a. Linear Search $O(n)$
- b. Binary Search $O(\log n)$

Runtime analysis of fibonacci

- a. Iterative algorithm $O(n)$
- b. Recursive algorithm $O(2^n)$