

Problem 99: Recover Binary Search Tree

Problem Information

Difficulty: Medium

Acceptance Rate: 58.02%

Paid Only: No

Tags: Tree, Depth-First Search, Binary Search Tree, Binary Tree

Problem Description

You are given the `root` of a binary search tree (BST), where the values of **exactly** two nodes of the tree were swapped by mistake. Recover the tree without changing its structure.

Example 1:



Input: root = [1,3,null,null,2] **Output:** [3,1,null,null,2] **Explanation:** 3 cannot be a left child of 1 because 3 > 1. Swapping 1 and 3 makes the BST valid.

Example 2:



Input: root = [3,1,4,null,null,2] **Output:** [2,1,4,null,null,3] **Explanation:** 2 cannot be in the right subtree of 3 because 2 < 3. Swapping 2 and 3 makes the BST valid.

Constraints:

* The number of nodes in the tree is in the range `[2, 1000]`. * $-2^{31} \leq \text{Node.val} \leq 2^{31} - 1$

Follow up: A solution using $O(n)$ space is pretty straight-forward. Could you devise a constant $O(1)$ space solution?

Code Snippets

C++:

```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *     int val;
 *     TreeNode *left;
 *     TreeNode *right;
 *     TreeNode() : val(0), left(nullptr), right(nullptr) {}
 *     TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
 *     TreeNode(int x, TreeNode *left, TreeNode *right) : val(x), left(left),
 *     right(right) {}
 * };
 */
class Solution {
public:
    void recoverTree(TreeNode* root) {

    }
};

}
```

Java:

```
/**
 * Definition for a binary tree node.
 * public class TreeNode {
 *     int val;
 *     TreeNode left;
 *     TreeNode right;
 *     TreeNode() {}
 *     TreeNode(int val) { this.val = val; }
 *     TreeNode(int val, TreeNode left, TreeNode right) {
 *         this.val = val;
 *         this.left = left;
 *         this.right = right;
 *     }
 * }
 *
class Solution {
    public void recoverTree(TreeNode root) {
```

```
}
```

```
}
```

Python3:

```
# Definition for a binary tree node.
# class TreeNode:
#     def __init__(self, val=0, left=None, right=None):
#         self.val = val
#         self.left = left
#         self.right = right
#     class Solution:
#         def recoverTree(self, root: Optional[TreeNode]) -> None:
#             """
#             Do not return anything, modify root in-place instead.
#             """
#         
```