

1008. Construct Binary Search Tree from Preorder Traversal

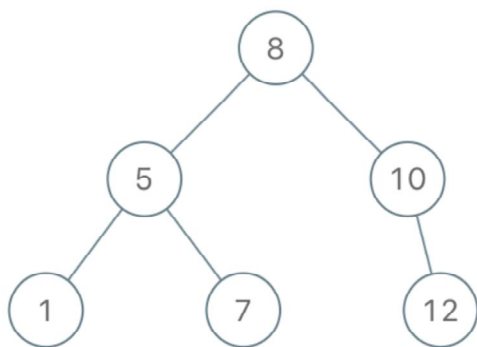
03 April 2022 08:12 AM

Given an array of integers `preorder`, which represents the **preorder traversal** of a BST (i.e., **binary search tree**), construct the tree and return *its root*.

It is **guaranteed** that there is always possible to find a binary search tree with the given requirements for the given test cases.

A **binary search tree** is a binary tree where for every node, any descendant of `Node.left` has a value **strictly less than** `Node.val`, and any descendant of `Node.right` has a value **strictly greater than** `Node.val`.

A **preorder traversal** of a binary tree displays the value of the node first, then traverses `Node.left`, then traverses `Node.right`.

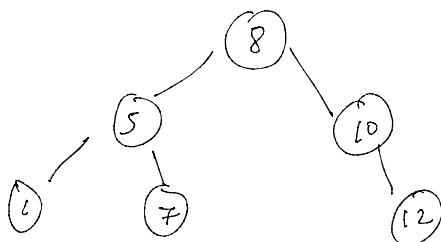


Input: `preorder = [8,5,1,7,10,12]`

Output: `[8,5,10,1,7,null,12]`

Construct a BST from a pre-order traversal

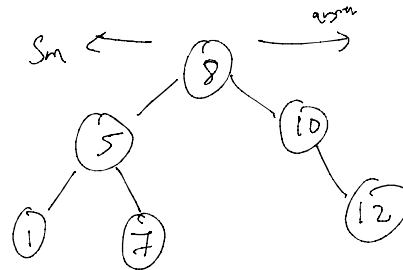
pre-order $\rightarrow \{ 8 \ 5 \ 1 \ 7 \ 10 \ 12 \}$



1) Brute force:

pre-order $\rightarrow \{8, 5, 1, 7, 10, 12\}$
 \downarrow
 not left right

BST



T.C $\Rightarrow O(n \times n^2)$

S.C $\Rightarrow O(1)$

Better Approach (using Inorder)

\hookrightarrow Sorted

BST \rightarrow Inorder \rightarrow Sorted

preorder $\rightarrow \{8, 5, 1, 7, 10, 12\}$

Inorder $\rightarrow \{1, 5, 7, 8, 10, 12\}$

\hookrightarrow Sorted only valid B.S.T

Whenever you have preorder and inorder you can create unique B.T.
 \hookrightarrow sorting

T.C $\Rightarrow O(n \log n) + O(n)$
 \hookrightarrow inorder

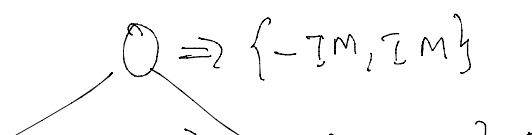
S.C $\Rightarrow O(n)$

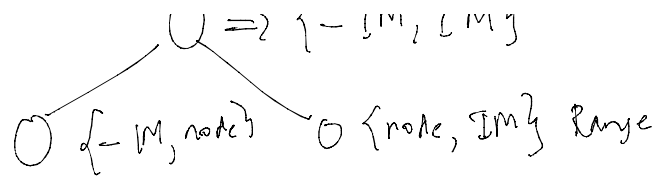
3) Efficient Approach

pre-order $\rightarrow \{8, 5, 1, 7, 10, 12\}$

- IM \Rightarrow Init MIN

LM \Rightarrow Init MAX



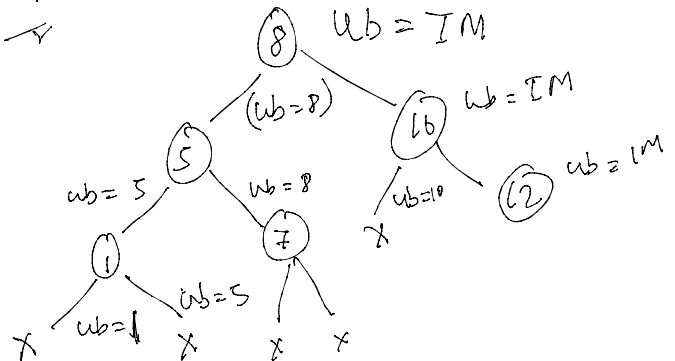


if you just carry upper bound it will work, no need of lower bound

pre-order $\rightarrow \{8, 5, 1, 7, 10, 12\}$



* Everything to left of 8 is less (ub=8)



(left, node.val) // for calling left

(right, bound) // for calling right

T.C $\Rightarrow O(N)$

S.C $\Rightarrow O(1)$

JAVA

```

class Solution {
    public TreeNode bstFromPreorder(int[] preorder) {
        return bstFromPreorder(preorder, Integer.MAX_VALUE, new int[] {0});
    }

    public TreeNode bstFromPreorder(int[] preorder, int bound, int[] i){
        if(i[0] == preorder.length || preorder[i[0]] > bound) return null;

        TreeNode root = new TreeNode(preorder[i[0]++]);
        root.left = bstFromPreorder(preorder, root.val, i);
        root.right = bstFromPreorder(preorder, bound, i);
        return root;
    }
}

```

array of size 1
since it's pass by reference

C++

```
class Solution {
public:
    TreeNode* bstFromPreorder(vector<int>& preorder) {
        int i = 0;
        return build(preorder, i, INT_MAX);
    }

    TreeNode* build(vector<int>& preorder, int& i, int bound) {
        if (i == preorder.size() || preorder[i] > bound) return NULL;
        TreeNode* root = new TreeNode(preorder[i++]);
        root->left = build(preorder, i, root->val);
        root->right = build(preorder, i, bound);
        return root;
    }
};
```