

Binary Search Trees: Introduction

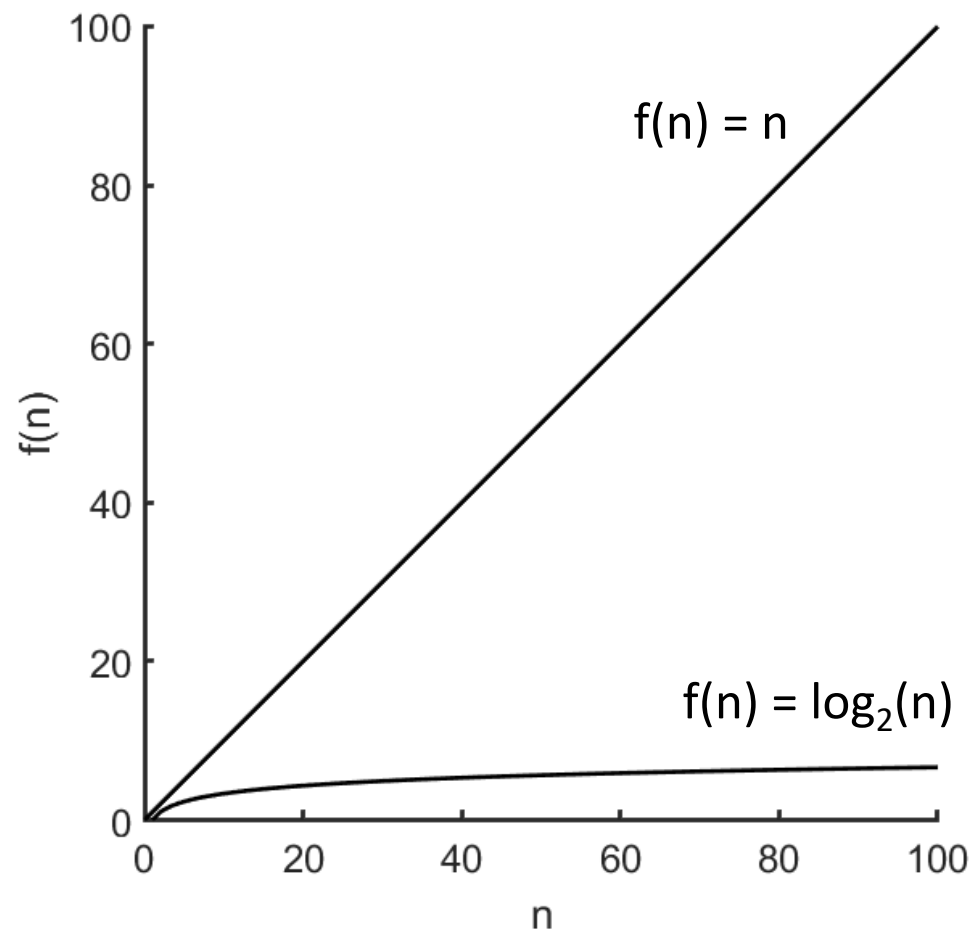
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Dictionary operations

- Search for an arbitrary key
- Insert item
- Delete item
- Return the maximum (or minimum) key
- Return the (previous / next) key
 - AKA the **in-order predecessor** or **in-order successor**
- How can we make all of these $O(\log n)$?

$O(n)$ versus $O(\log n)$



n	$\log_2(n)$
1,000	~ 10
1,000,000	~ 20
1,000,000,000	~ 30

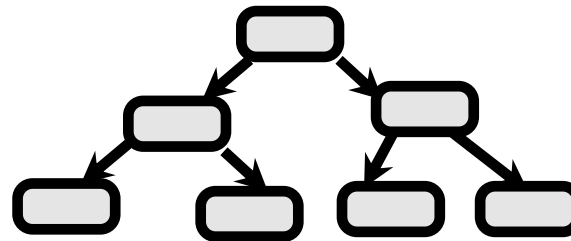
Breaking out of linearity

- Compare:

- Linked list



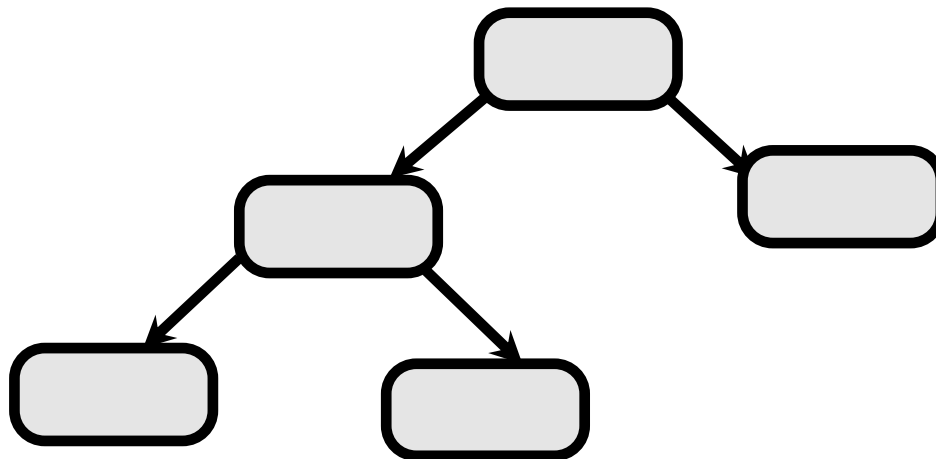
- Binary tree



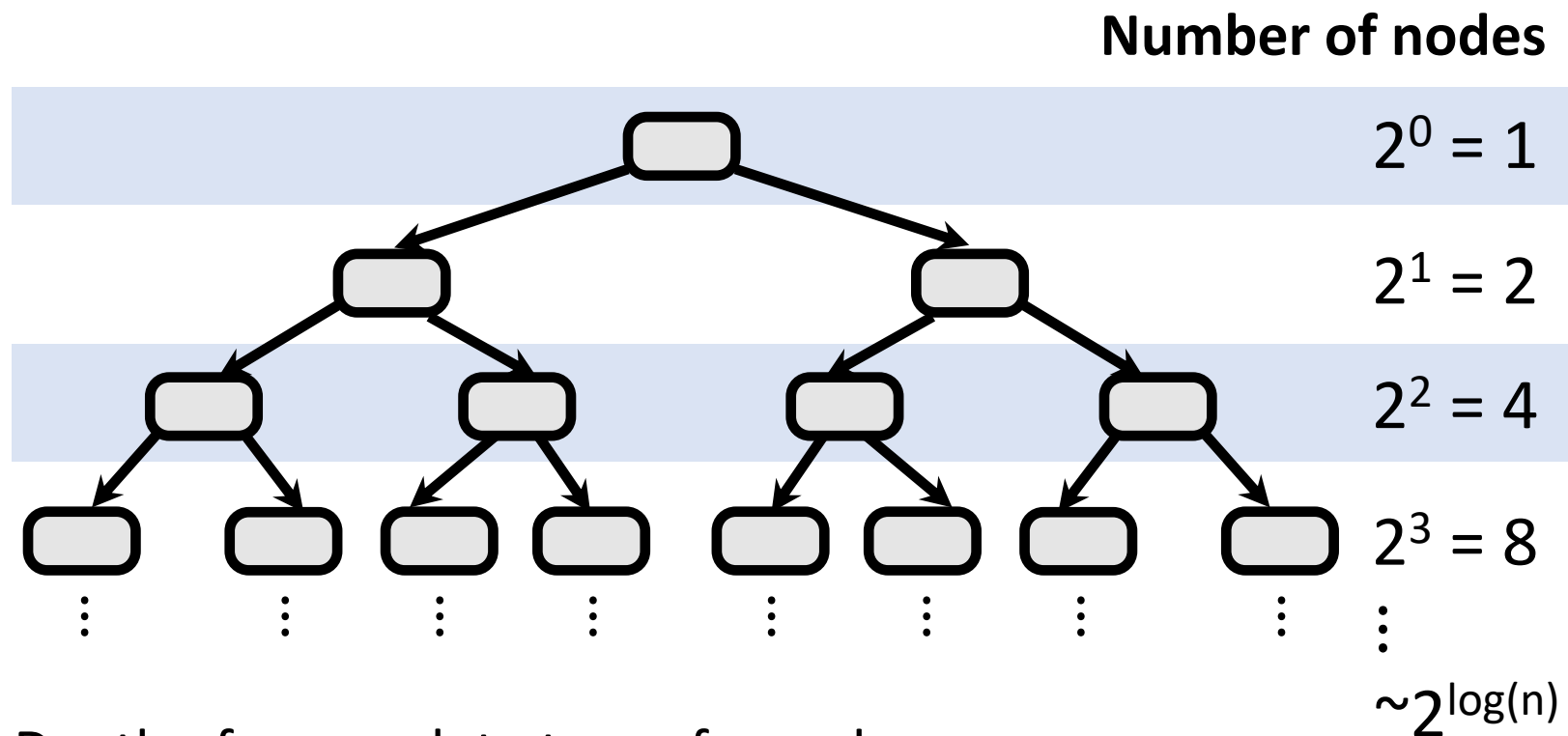
- If we knew whether the desired item was in the left subtree or the right subtree, we could find it more quickly!

Complete binary tree

- A binary tree is **complete** if every level, except (optionally) the last, is:
 - Completely filled, with
 - All nodes are as far left as possible



Complete binary tree



Depth of a complete tree of n nodes =
approximately $\log_2(n)$

Binary search tree node

- Linked list node:

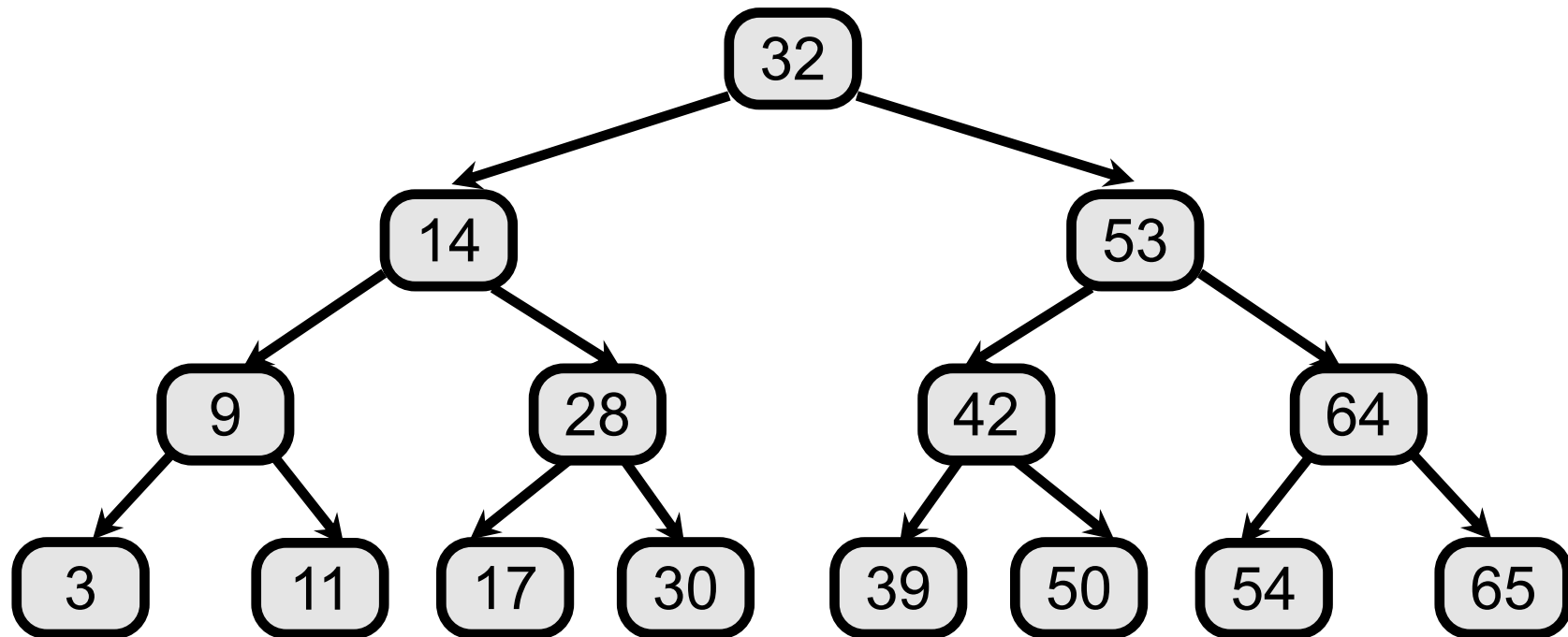
```
struct node {  
    record r;  
    struct node *next;  
};
```

- Binary search tree node:

```
struct node {  
    record r;  
    struct node *left;  
    struct node *right;  
    struct node *parent;  
};
```

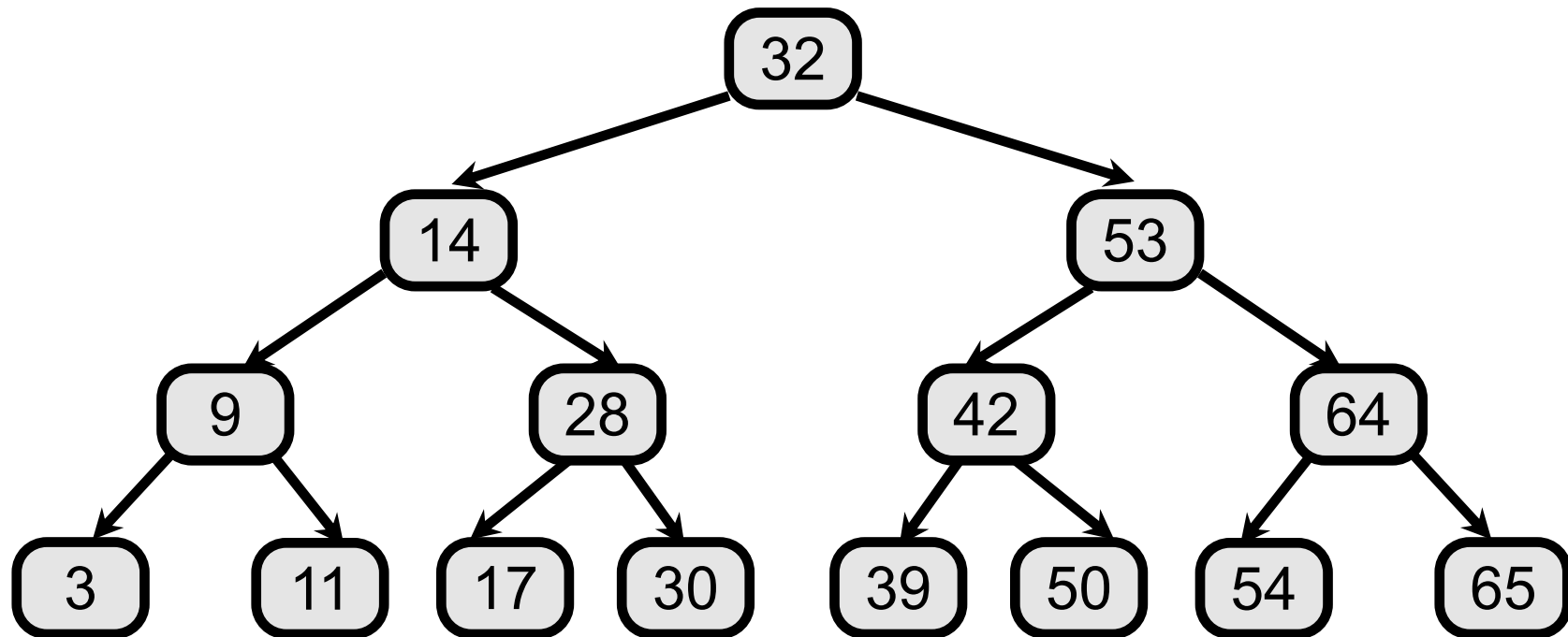
Binary search tree: search

- Find record with key = 42



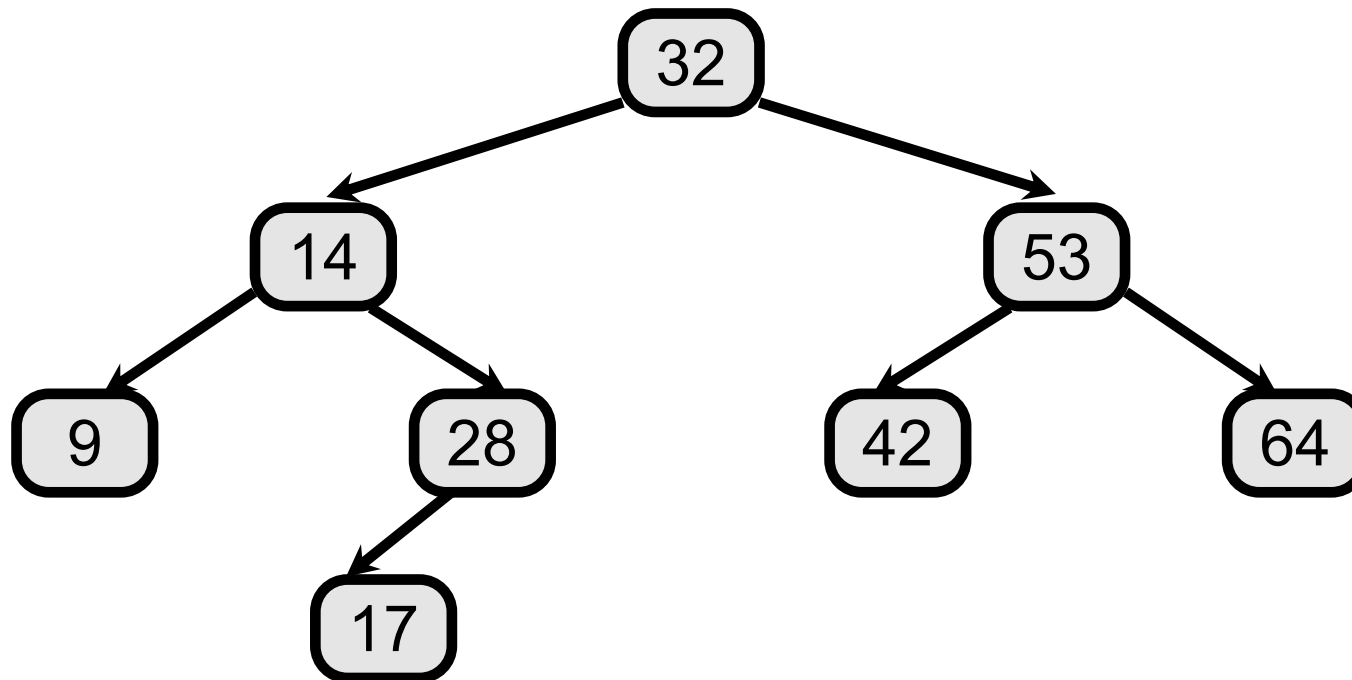
Binary search tree: search

- Find record with key = 10



Binary search tree: insert

- Insert node 17 into this tree:



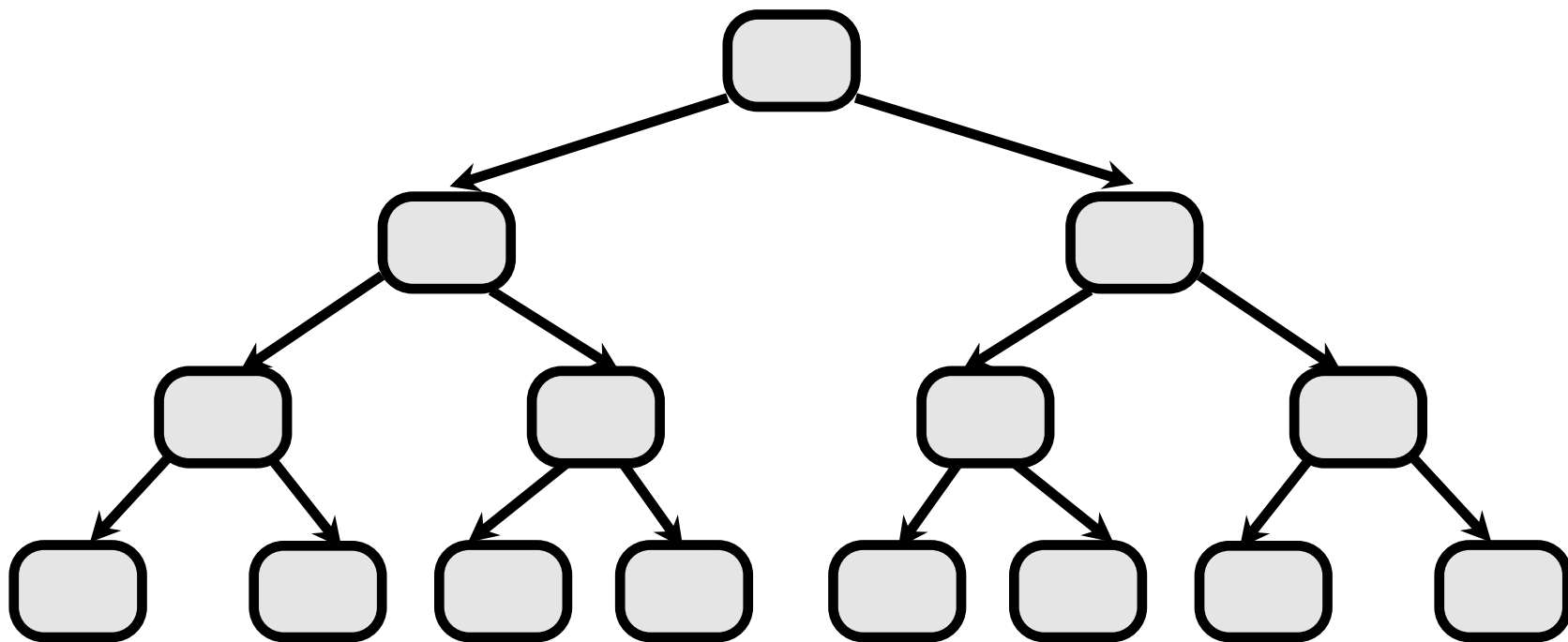
Building a binary search tree

- Try it:

<https://www.cs.usfca.edu/~galles/visualization/BST.html>

Binary search tree: min/max

- How to find the smallest item in a tree? Largest?



Time complexity of BST

- Best case:
 - Height of tree = $\log_2(n)$
 - Path from root to any node
 - Longest: $\log_2(n)$
 - Average: $\sim \log_2(n)$
- Worst case: “stick” or linked list
 - Height of tree = n
 - Path from root to any node
 - Longest: n
 - Average: $(n/2)$