

Data structure [A10]

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Review

▶ C99 standard

```
for(int i = 0; i < 10; i++) {  
    printf("%d\n", i);  
}
```

```
int i;  
for(i = 0; i < 10; i++) {  
    printf("%d\n", i);  
}
```

→ Old (C90 or C80) standard

Remarks on C semantics

```
for(int i = 0; i < 10; i++) {  
    ...  
}  
printf("%d\n", i);
```

→ **Error:** 'i' undeclared

Remarks on C semantics

```
{  
    int i;  
    for(i = 0; i < 10; i++) {  
        ...  
    }  
}  
printf("%d\n", i);
```

→ **Error:** 'i' undeclared

Review: successor

TREE-SUCCESSOR(x)

```
1  if  $x.right \neq \text{NIL}$ 
2      return TREE-MINIMUM( $x.right$ )
3   $y = x.p$ 
4  while  $y \neq \text{NIL}$  and  $x == y.right$ 
5       $x = y$ 
6       $y = y.p$ 
7  return  $y$ 
```

그림: Successor

→ parent pointer

Review: Doubly Linked list

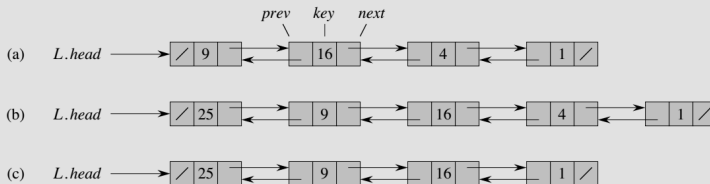


그림: Concept of doubly linked list

Review: Search a linked list

LIST-SEARCH(L, k)

```
1  $x = L.head$   
2 while  $x \neq \text{NIL}$  and  $x.key \neq k$   
3    $x = x.next$   
4 return  $x$ 
```

그림: Searching a value

▶ $O(n)$

Review: Insert a node to a linked list

LIST-INSERT(L, x)

```
1   $x.next = L.head$   
2  if  $L.head \neq \text{NIL}$   
3       $L.head.prev = x$   
4   $L.head = x$   
5   $x.prev = \text{NIL}$ 
```

그림: Inserting a node

▶ $O(1)$

Review: Delete a node from a linked list

LIST-DELETE(L, x)

```
1  if  $x.prev \neq \text{NIL}$ 
2       $x.prev.next = x.next$ 
3  else  $L.head = x.next$ 
4  if  $x.next \neq \text{NIL}$ 
5       $x.next.prev = x.prev$ 
```

그림: Deleting a node

▶ $O(1)$

- ▶ Deleting a node from a binary search tree
 - ▶ Many cases

Deleting a node

- ▶ Is it difficult to insert a node in a linked list?
 - ▶ No, it's quite straightforward
- ▶ Is it difficult to insert a node in a binary search tree?
 - ▶ No, but it's a bit complicated (BST property)
- ▶ Is it difficult to delete a node in a linked list?
 - ▶ No, but it's a bit complicated (maintain previous pointer)
- ▶ What about deleting a node in a binary search tree?
 - ▶ It's a bit more complicated than insert
 - ▶ We need to find successor and predecessor

Deleting a node

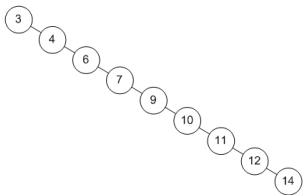


그림:

- ▶ Change the name of pointers:
parent \rightarrow prev, right \rightarrow next,
ignore left
- ▶ Is this different from doubly linked
list? **No**

\rightarrow Whenever we delete a node
where left or right is NIL, we
could easily delete it as if it were
a node from a doubly linked list

Simple case – 1

- ▶ Node to be removed has no children

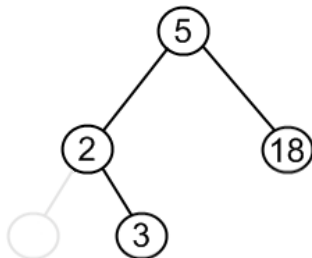
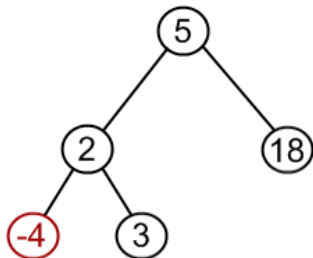


그림: remove

Simple case – 2

- ▶ No left or right child

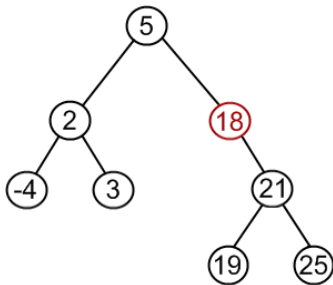


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Simple case – 3

- ▶ Similar to deleting a node in a doubly linked list

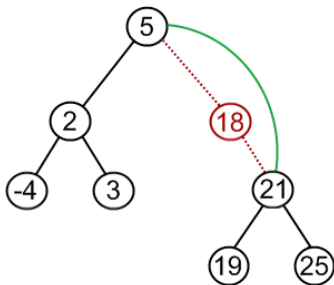


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Skew from deletion – 1

- ▶ Deleting a subtree: left of 5

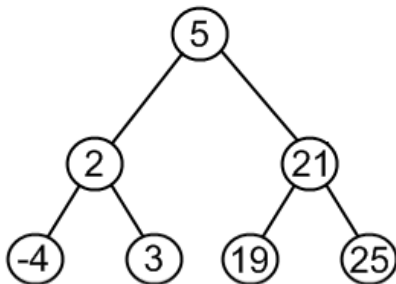


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Skew from deletion – 2

- ▶ Removed all nodes less than 5?

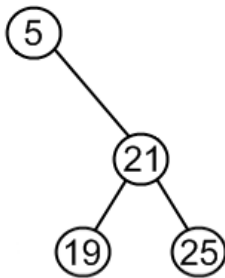


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- ▶ What's different from list?

Skew from deletion – 3

- ▶ What if we **rotate** the tree?

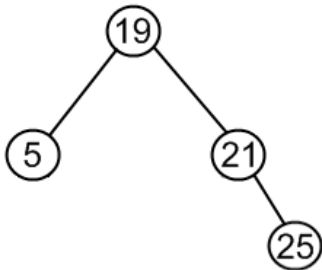


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More complex case – 1

- ▶ Can we treat the node 12 as one from a doubly linked list?

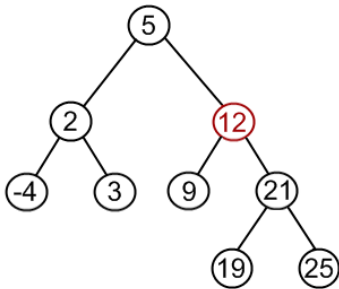


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→ No. Neither left nor right empty.

More complex case – 2

- ▶ Suppose we deleted the node 12, what is a candidate node to be substituted? Note that we should maintain BST **property**.

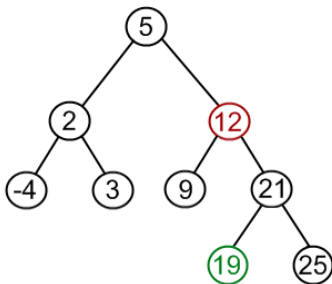


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More complex case – 3

- ▶ To substitute the node 12, the substituted node should be deleted from the tree

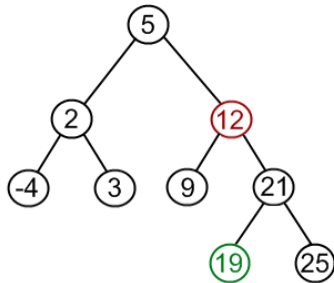


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More complex case – 4

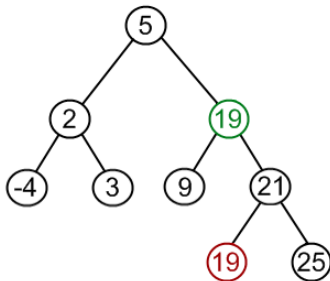


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- ▶ In this case, the successor of 12 is the most desirable candidate
 - ▶ Easy to delete: leaf node
 - ▶ Satisfies the BST property

Complexity

- ▶ How long will it take?

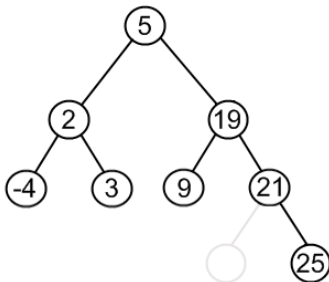


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- ▶ Find successor: $O(h)$, where h is the height of the BST.

Delete(z)

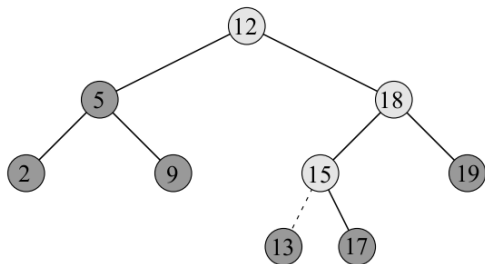


그림: Delete 13, 15, 18

Subtree substitution

- ▶ u is a subtree of T
- ▶ v is an independent tree
- ▶ substitute u with $v \longrightarrow$ modified tree T

\longrightarrow **Transplant**

Transplant

- ▶ Time complexity? $O(1)$

TRANSPLANT(T, u, v)

```
1  if  $u.p == \text{NIL}$ 
2       $T.root = v$ 
3  elseif  $u == u.p.left$ 
4       $u.p.left = v$ 
5  else  $u.p.right = v$ 
6  if  $v \neq \text{NIL}$ 
7       $v.p = u.p$ 
```

그림: Transplant

Cases of delete

- ▶ z has no child
- ▶ z has one child
 - ▶ right child
 - ▶ left child
- ▶ z has two children
 - make right child (y) has no left child
 - replace z with y

z has only right child

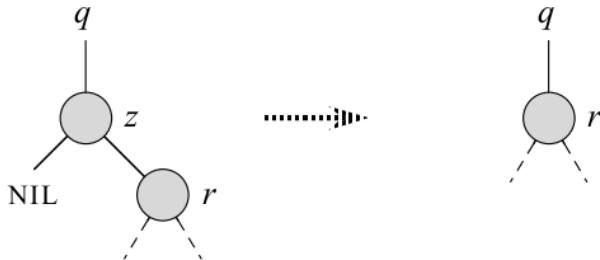


그림: One right child

z has only left child

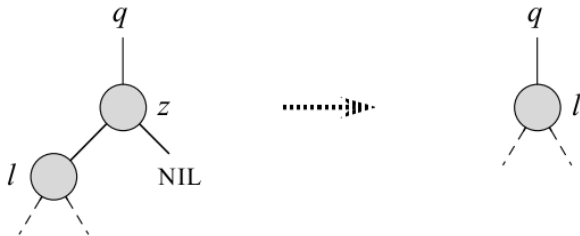


그림: One left child

z has two children but easy to handle

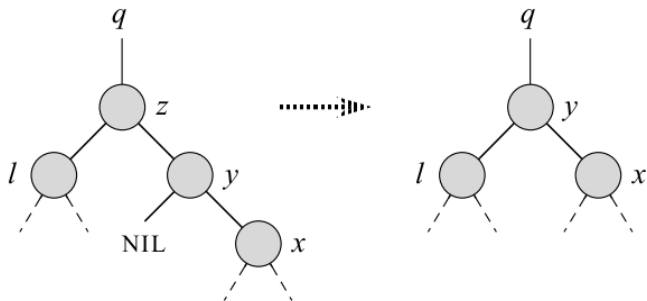


그림: Two children

General case

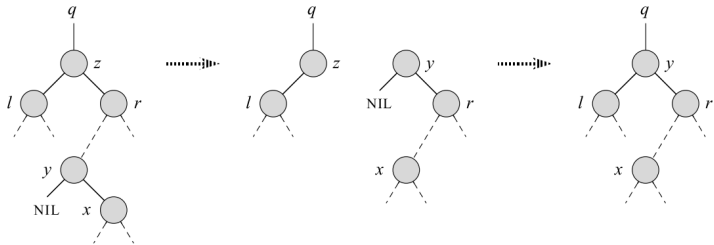


그림: General two children

Tree-delete

- ▶ Time complexity? $O(h)$

TREE-DELETE(T, z)

```
1  if  $z.left == \text{NIL}$ 
2      TRANSPLANT( $T, z, z.right$ )
3  elseif  $z.right == \text{NIL}$ 
4      TRANSPLANT( $T, z, z.left$ )
5  else  $y = \text{TREE-MINIMUM}(z.right)$ 
6      if  $y.p \neq z$ 
7          TRANSPLANT( $T, y, y.right$ )
8           $y.right = z.right$ 
9           $y.right.p = y$ 
10     TRANSPLANT( $T, z, y$ )
11      $y.left = z.left$ 
12      $y.left.p = y$ 
```

그림: Tree-delete

Homework

- ▶ Add parent node to `bst` sample code
- ▶ Implement insert and delete
- ▶ Write a simple test code
- ▶ Submit the source code

Wrap-up

- ▶ We **reviewed** the simple data structure doubly linked list
- ▶ Deleting a node from a BST is a bit more complex than doubly linked list. But the basic idea is very similar
- ▶ Deleting binary search tree should preserve BST **property**
- ▶ We could delete a node from a BST with $O(h)$ where h is the height of the tree. To design the algorithm, we performed case by case analysis
- ▶ `Tree-delete()` **uses** `Transplant` which makes the algorithm easier to understand than without it