



# Binary Search Trees

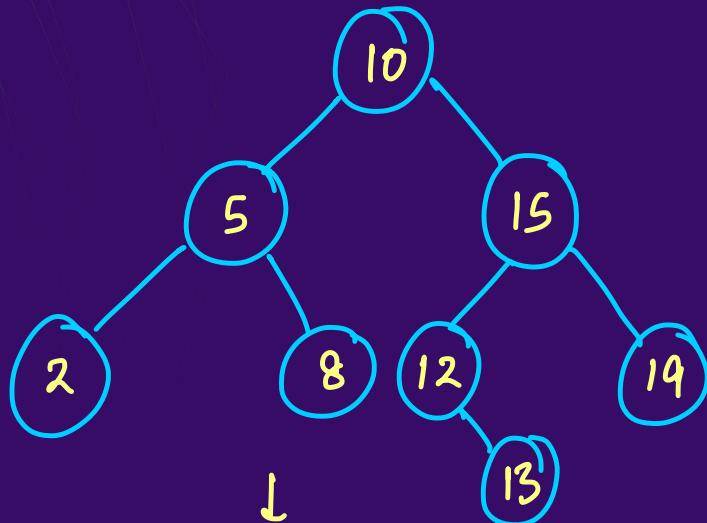
# Recap

- **Trees**
- **Interview Problems on Trees**

# Today's Checklist

- Why Binary Search Tree?
- What is Binary Search Tree?
- Advantages
- Disadvantages
- Applications
- Insertion
- Traversal - Inorder, Preorder, Postorder
- Searching
- Practice problems on BST

# What and Why?



$\min(RST) > \text{node.val} > \max(LST)$

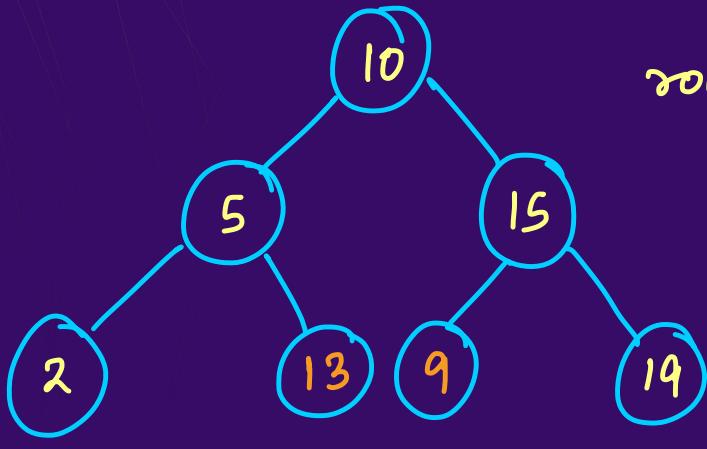
for every 'node' in the tree

this is a VALID BST

# What and Why?

Common Mistake

$\text{root.left.val} < \text{root.val} < \text{root.right.val}$



↓

this is NOT a BST

wrong definition

# Ques:

**Q : Can a BST contain duplicate elements?**

$$\min(RST) > \text{root.val} > \max(LST)$$

In general, a BST contains unique elements

But if it given that BST can contain duplicate, then  
properly see the definition of BST in question

# Homework:

**Q : Find the minimum and maximum elements in a given**

**BST**

↓ without traversing the entire tree

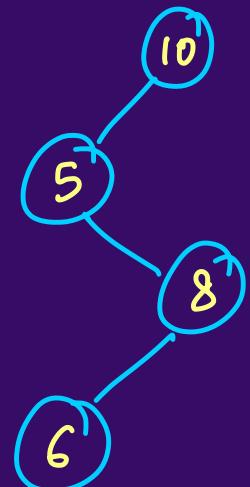
Normal BT → max, min

# Advantages

- Efficient Searching
- Efficient insertion and deletion
- Usage in implementation of other data structures like sets, maps, priority queues etc.

# Disadvantages

- Lack of support for range queries
- Not that efficient in case of Unbalanced Trees



# Applications

- Phonebook
- Dictionary
- Stock market analysis

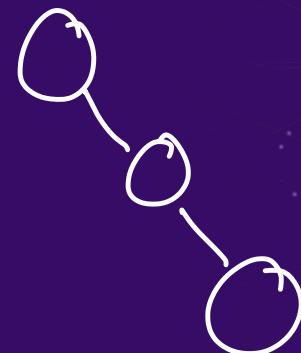
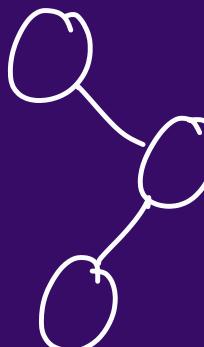
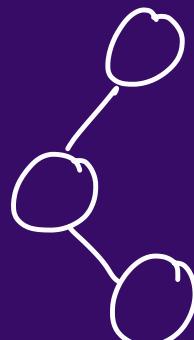
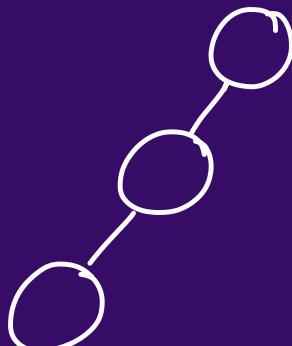
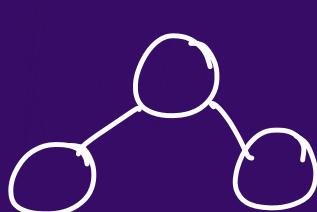
Binary search Trees

↓  
 $O(\log n)$

# Concept Builder

- You have 3 nodes with different values. How many unique **Binary Trees** can be formed?

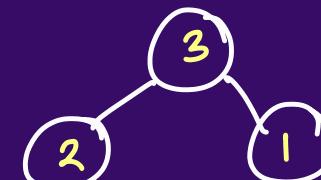
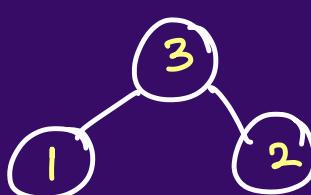
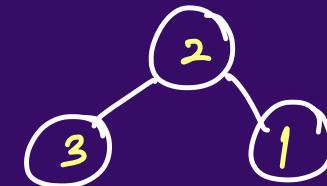
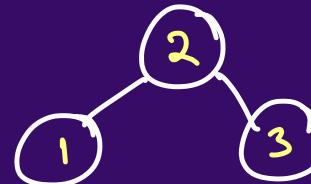
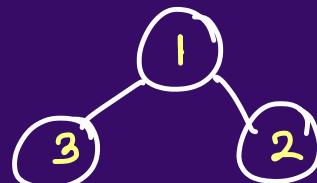
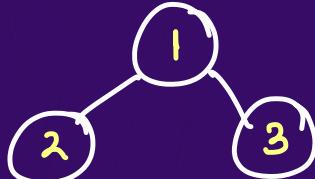
→ 1, 2, 3



$$5 \times 3! = 30$$

# Concept Builder

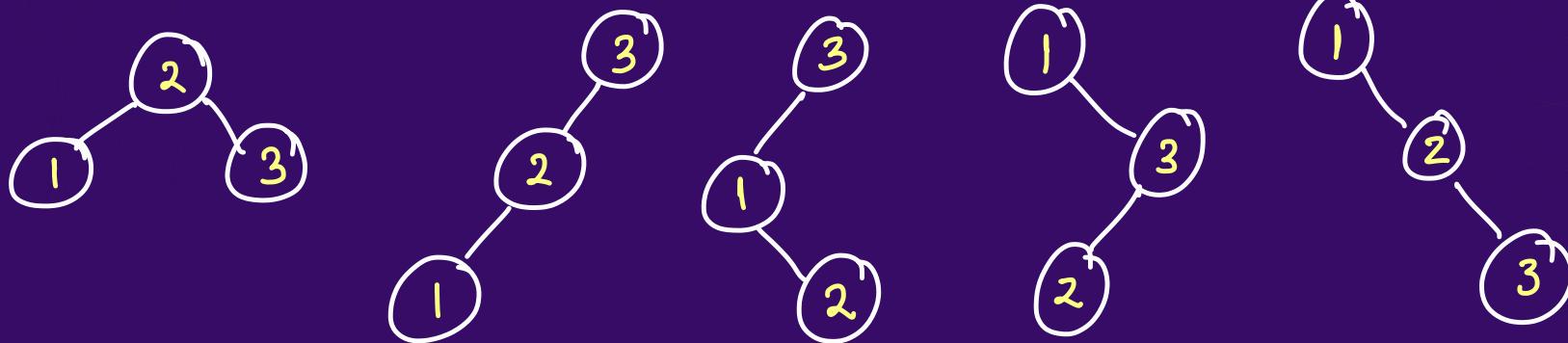
- You have 3 nodes with different values. How many unique Binary Trees can be formed?



For same structure we have 6 diff Binary Trees  
⇒ 3!

# Concept Builder

- You have 3 nodes with different values. How many unique Binary Search Trees can be formed?

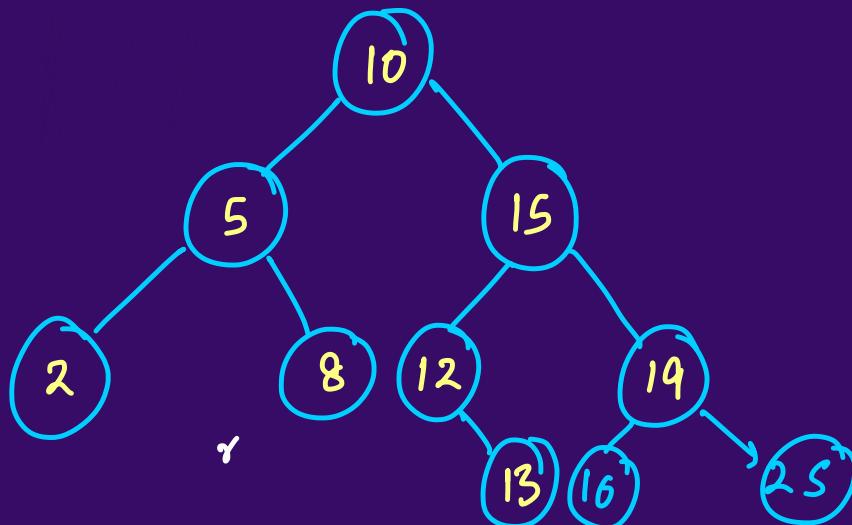


No. of B.S.T. = no. of unique structures

# Ques:

## Q : Search in a Binary Search Tree

- If we search the entire tree, then T.C. is  $O(n)$
- In BST, we do not need to search the entire tree



target = 6

$\text{root.val} < \text{target}$   
 $\text{root.val} > \text{target}$   
 $\text{root.val} == \text{target}$

[Leetcode 700]

# Ques:

**Q : Search in a Binary Search Tree** *Time & Space Complexity*

Best Case :  $O(\log n) / O(h)$

Balanced  
Binary  
Tree

Avg. & Worst Case :  $O(h)$

$\overset{\perp}{O(n)}$

height/levels of a Tree



[Leetcode 700]

# Homework:

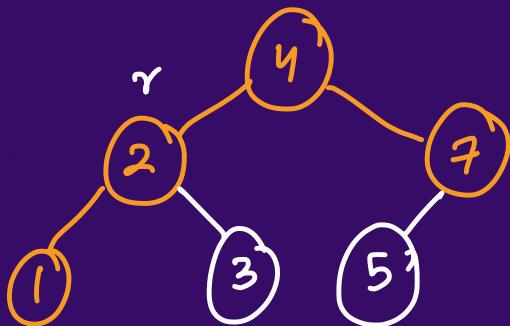
**Q : Range sum of BST**

↓  
do this using the property of BST

[Leetcode 938]

# Ques:

## Q : Insert into a Binary Search Tree



$val = 3$

$val < root.val$

$val > root.val$

T.C. =  $O(h)$

S.C. =  $O(h)$

[Leetcode 701]

```
public TreeNode insertIntoBST(TreeNode root, int val) {  
    if(root==null) return new TreeNode(val);  
    if(val<root.val) root.left = insertIntoBST(root.left,val);  
    else root.right = insertIntoBST(root.right,val);  
    return root;  
}
```

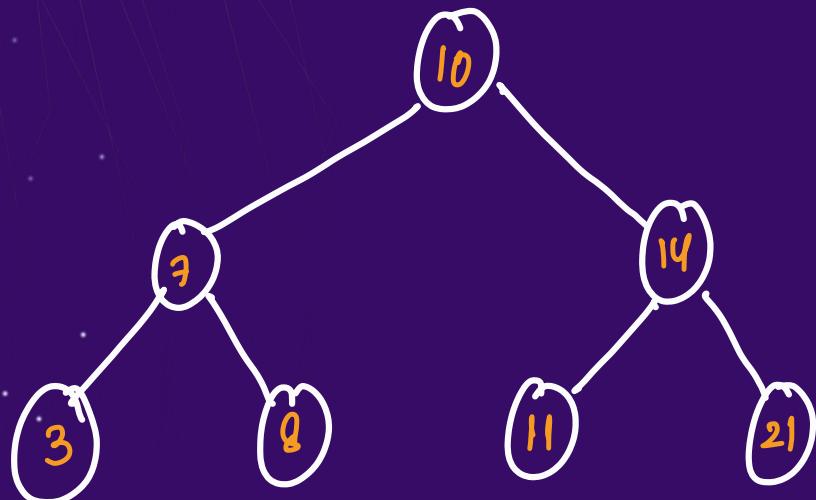
07

```
public void insert(TreeNode root, int val) {  
    if(val<root.val){ // attach to left  
        if(root.left==null) root.left = new TreeNode(val);  
        else insert(root.left,val);  
    }  
    else{ // val>root.val -> attach to right  
        if(root.right==null) root.right = new TreeNode(val);  
        else insert(root.right,val);  
    }  
}  
  
public TreeNode insertIntoBST(TreeNode root, int val) {  
    if(root==null) return new TreeNode(val);  
    insert(root,val);  
    return root;  
}
```

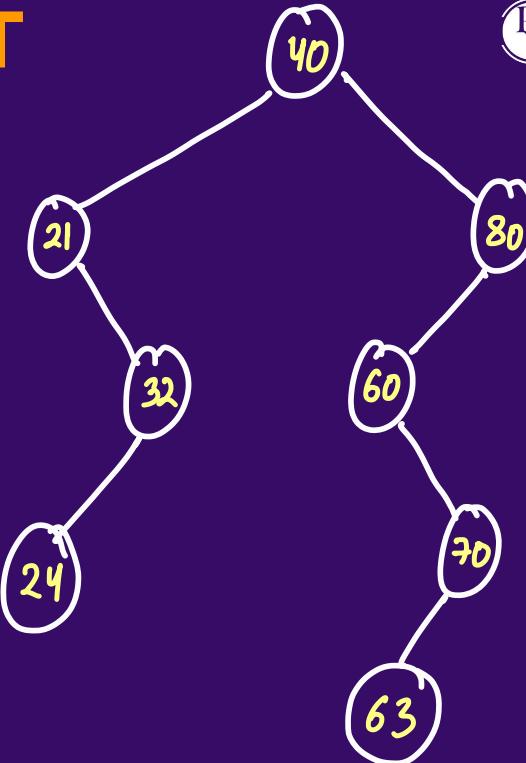
[Leetcode 701]

*→ left root right*

# Inorder Traversal in BST

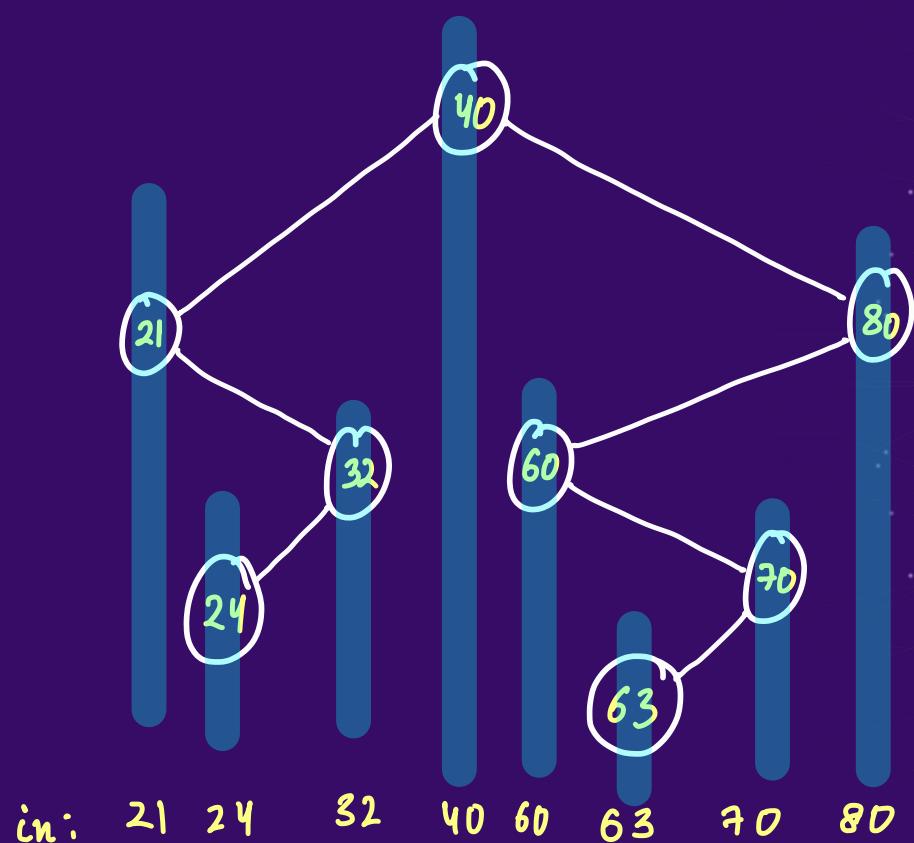
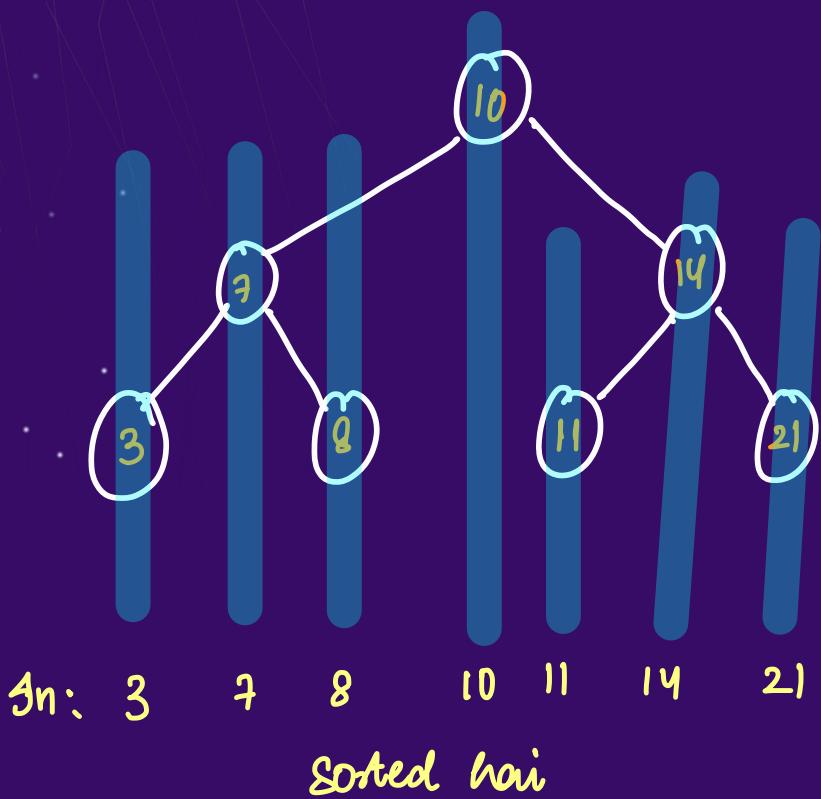


In : 3 7 8 10 11 14 21



In : 21 24 32 40 60 63 70 80

# Inorder Traversal in BST



# Homework:

**Q : kth Smallest element in a BST**

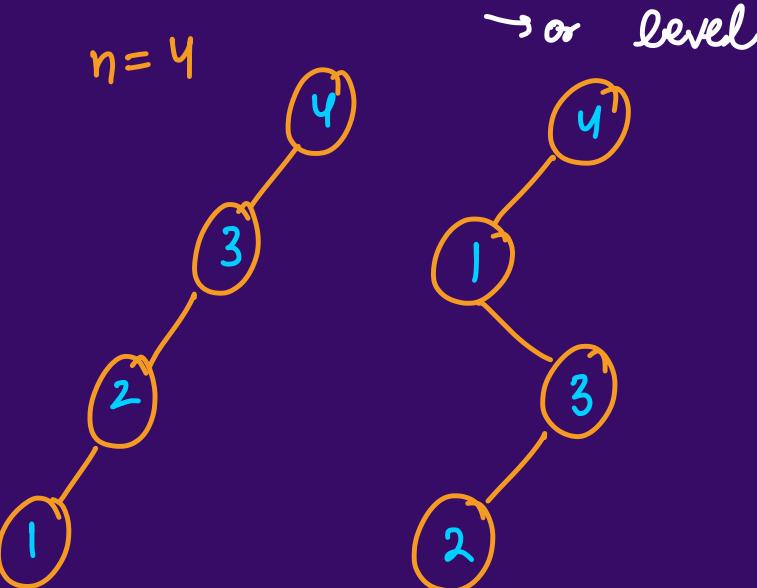
[Leetcode 230]

# MCQ-1

Consider a binary search tree with  $n$  nodes.

What is the maximum possible height of the tree?

- A.  ~~$\Theta(n)$~~
- B.  ~~$\Theta(\log n)$~~
- C.  ~~$\Theta(n \log n)$~~
- D.  ~~$\Theta(\sqrt{n})$~~



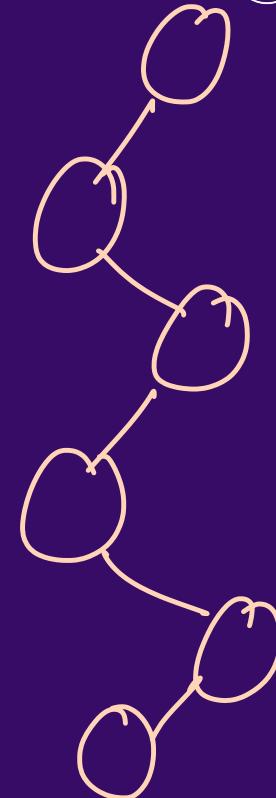
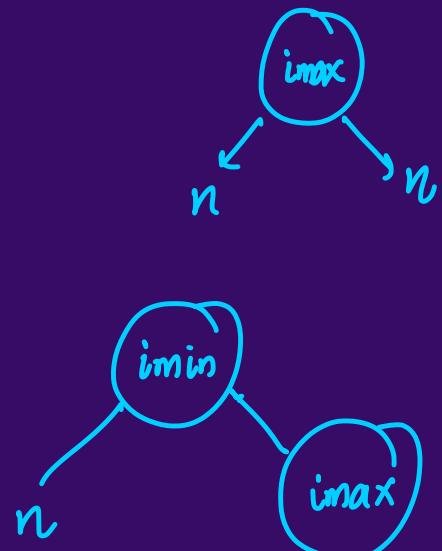
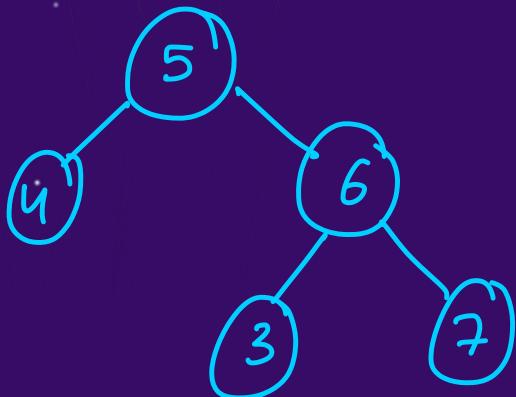
## MCQ-2

Consider a binary search tree with  $n$  nodes. What is the minimum number of comparisons required to search for a value in the worst-case scenario?

- A.  $O(1)$
- B.  $O(\log n)$
- C.  $O(n \log n)$
- D.  $O(n)$

# Ques:

## Q : Validate Binary Search Tree



$n-1 + n-2 + n-3 \dots 1$  [Leetcode 98]  
 $= n(n-1)/2 \rightarrow n^2/2$

# Ques:

## Q : Validate Binary Search Tree

```

private long max(TreeNode root){
    if(root==null) return Long.MIN_VALUE;
    long a = root.val, b = max(root.left), c = max(root.right);
    return Math.max(a,Math.max(b,c));
}

private long min(TreeNode root){
    if(root==null) return Long.MAX_VALUE;
    long a = root.val, b = min(root.left), c = min(root.right);
    return Math.min(a,Math.min(b,c));
}

public boolean isValidBST(TreeNode root) {
    if(root==null) return true;
    if(root.val<=max(root.left)) return false;
    if(root.val>=min(root.right)) return false;
    return isValidBST(root.left) && isValidBST(root.right);
}

```

*Best Case*  
 $T.C. = O(n \cdot \log n)$

*Worst Case*  
 $T.C. = O(n^2)$

[Leetcode 98]

**Ques:** → Homework : Without using this arraylist  
use a temporary node 'prev'

**Q : Validate Binary Search Tree**

Method-2 : Using inorder traversal

```
public void inorder(TreeNode root, List<Integer> arr) {
    if(root==null) return;
    inorder(root.left,arr);
    arr.add(root.val);
    inorder(root.right,arr);
}

public boolean isValidBST(TreeNode root) {
    List<Integer> arr = new ArrayList<>();
    inorder(root,arr);
    for(int i=1;i<arr.size();i++){
        if(arr.get(i)<=arr.get(i-1)) return false;
    }
    return true;
}
```

T.C. =  $O(n)$

S.C. =  $O(n)$

[Leetcode 98]

# Ques:

## Q : Validate Binary Search Tree

Method : 3 [Similar to M1]

Global variable flag = true

```
static boolean flag;
private long max(TreeNode root){
    if(root==null) return Long.MIN_VALUE;
    long leftMax = max(root.left);
    if(leftMax>=root.val) flag = false;
    long rightMax = max(root.right);
    return Math.max(root.val,Math.max(leftMax,rightMax));
}
private long min(TreeNode root){
    if(root==null) return Long.MAX_VALUE;
    long leftMin = min(root.left);
    long rightMin = min(root.right);
    if(rightMin<=root.val) flag = false;
    return Math.min(root.val,Math.min(leftMin,rightMin));
}
public boolean isValidBST(TreeNode root) {
    flag = true;
    max(root);
    min(root);
    return flag;
}
```

[Leetcode 98]

**Ques:**

$$p < r < q$$
$$p < r, q < r$$

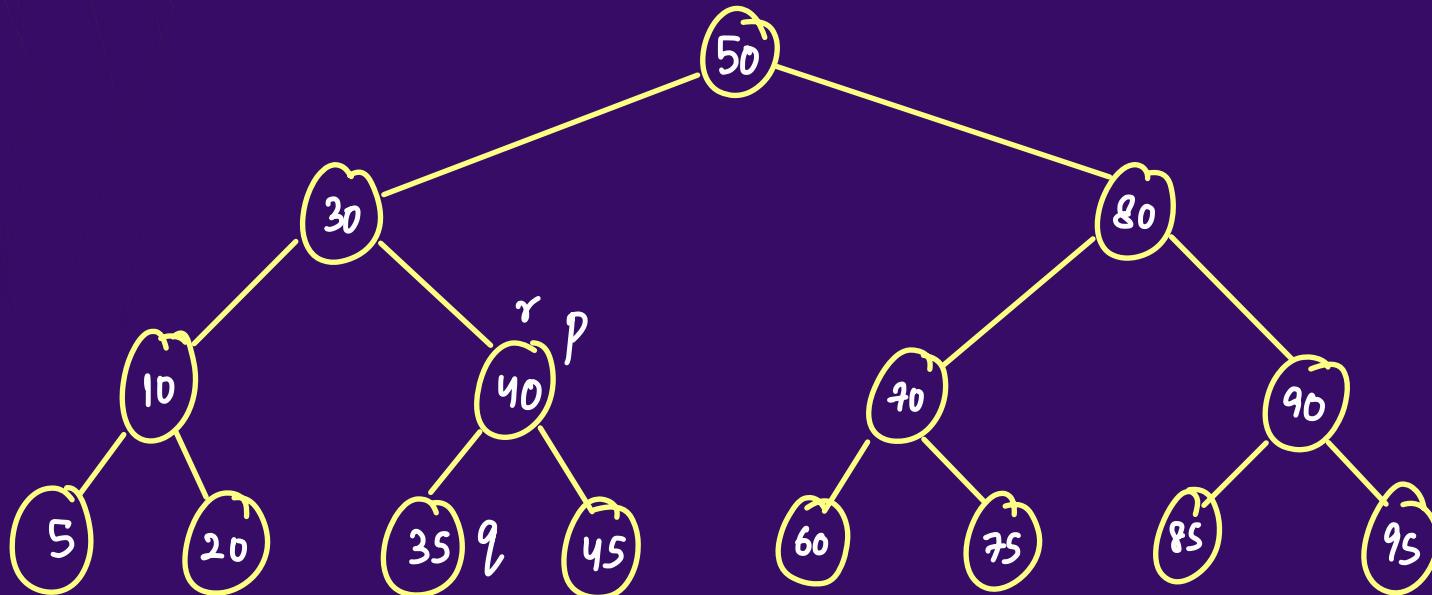
$r \rightarrow LCA$

$r \rightarrow r.left$

$p > r, q > r \Rightarrow r \rightarrow r.right$



**Q : Lowest common Ancestor of a Binary Search Tree**



[Leetcode 235]

# Ques:

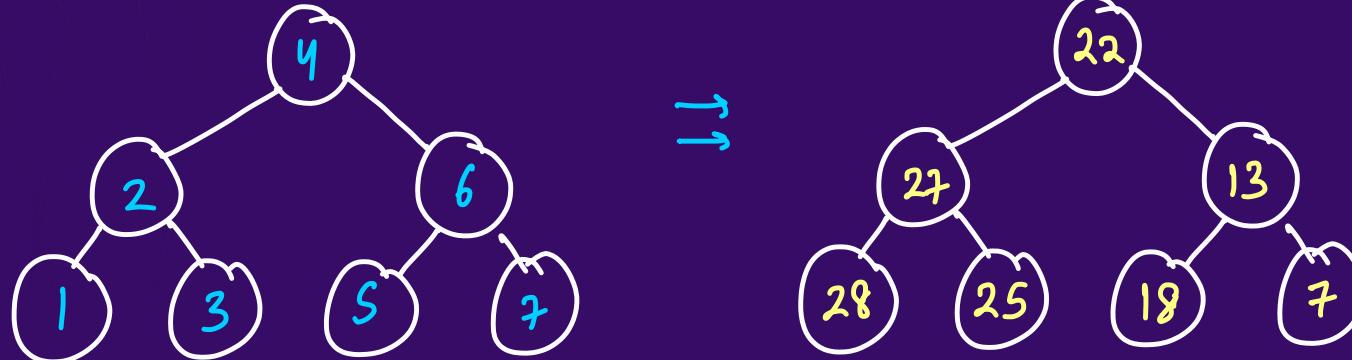
## Q : Lowest common Ancestor of a Binary Search Tree

```
public TreeNode lowestCommonAncestor(TreeNode root, TreeNode p, TreeNode q) {  
    if(root.val<p.val && root.val<q.val) return lowestCommonAncestor(root.right,p,q);  
    else if(root.val>p.val && root.val>q.val) return lowestCommonAncestor(root.left,p,q);  
    else return root;  
}
```

[Leetcode 235]

# Ques:

**Q : Binary Search Tree to Greater Sum Tree**



List <TreeNode> arr = { 28, 27, 25, 22, 18, 13, 7 }

[Leetcode 1038]

# Ques:

## Q : Binary Search Tree to Greater Sum Tree

M-I :

```
public void inorder(TreeNode root, List<TreeNode> arr) {  
    if(root==null) return;  
    inorder(root.left,arr);  
    arr.add(root);  
    inorder(root.right,arr);  
}  
  
public TreeNode bstToGst(TreeNode root) {  
    List<TreeNode> arr = new ArrayList<>();  
    inorder(root,arr);  
    int n = arr.size();  
    for(int i=n-2;i>=0;i--){  
        arr.get(i).val += arr.get(i+1).val;  
    }  
    return root;  
}
```

$$T.C. = O(n)$$

$$S.C. = O(n)$$

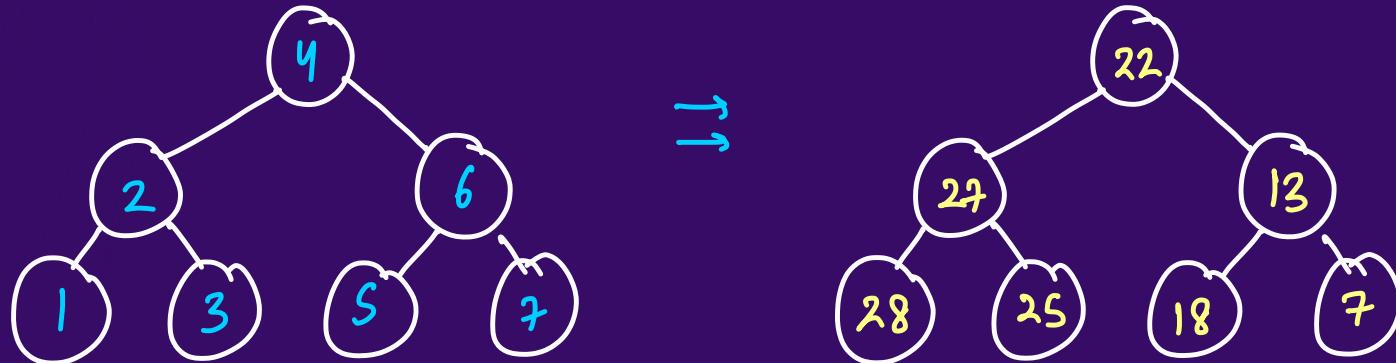
We have used an Extra Array

[Leetcode 1038]

**Ques:** Inorder : Left Root Right  
Reverse : Right Root Left

**Q : Binary Search Tree to Greater Sum Tree**

M-2



$$\text{Sum} = 0 \neq 13 18 22 25 27 28$$

`root.val += sum`

`sum = root.val`

[Leetcode 1038]

# Ques:

## Q : Binary Search Tree to Greater Sum Tree

```
static int sum;
public void reverseInorder(TreeNode root) {
    if(root==null) return;
    reverseInorder(root.right);
    root.val += sum;
    sum = root.val;
    reverseInorder(root.left);
}
public TreeNode bstToGst(TreeNode root) {
    sum = 0;
    reverseInorder(root);
    return root;
}
```

$$T.C. = O(n)$$

$$S.C. = O(h)$$

↓

*h is levels / height of tree*

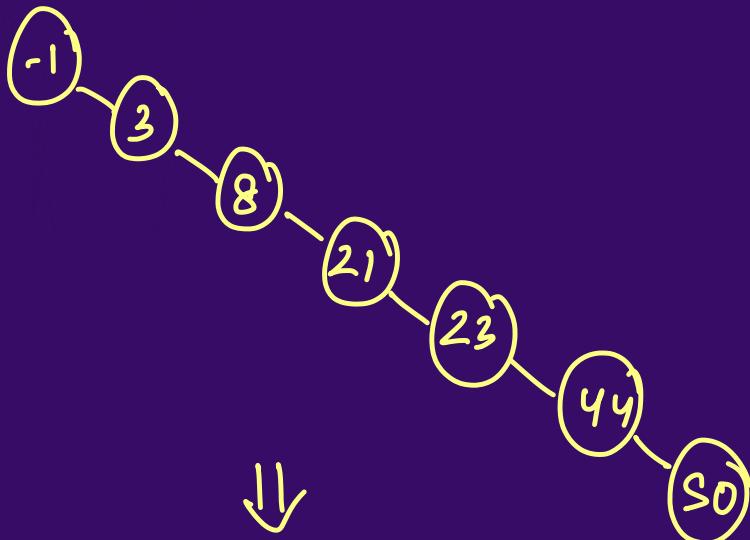
[Leetcode 1038]

# Ques:

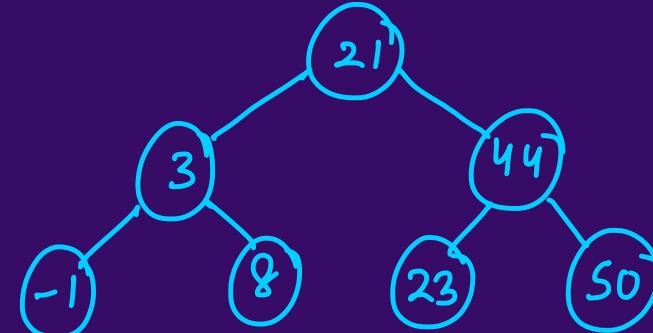
Balanced

**Q : Convert Sorted Array to ^ Binary Search Tree**

arr = { -1, 3, 8, 21, 23, 44, 50 }



ye nahi karna

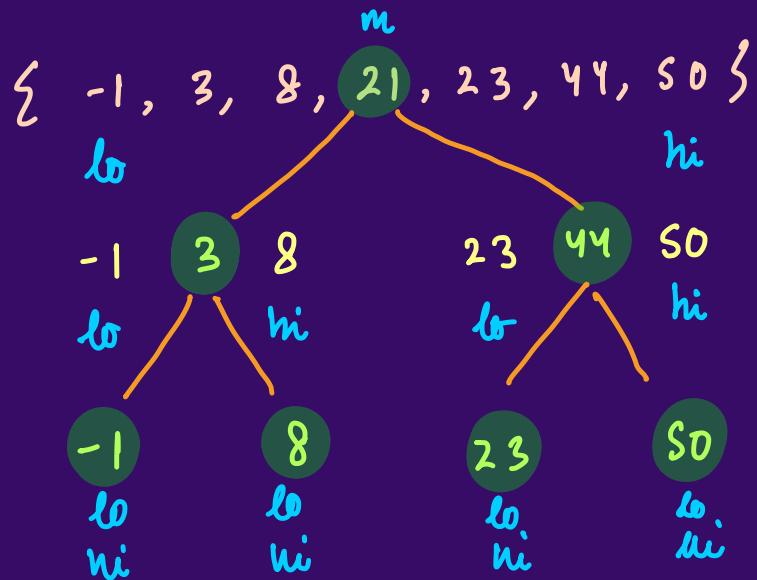


ye kama hai

[Leetcode 108]

# Ques:

**Q : Convert Sorted Array to Binary Search Tree**



[Leetcode 108]

# Homework:

**Q : Balance a Binary Search Tree**

[Leetcode 1382]

# Ques:

**Q : Construct Binary Search Tree from Preorder traversal**

pne : 8 5 1 7 10 2

in : 1 2 5 7 8 10

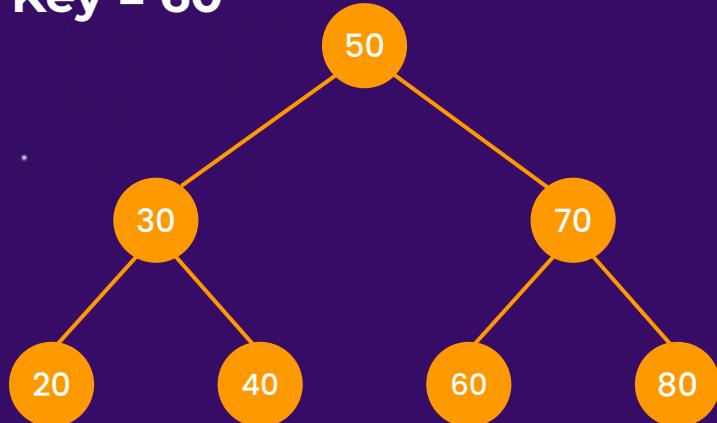
Summarise : BST properties

- $\max(LST) < \text{root.val} < \min(RST)$
- Inorder traversal of BST is sorted

# Inorder predecessor and successor for a given key in BST

**Input:**

**Key = 60**



inorder = { 20, 30, 40, 50, 60, 70, 80 }

n 20, 30, 40, 50, 60, 70, 80  
 ♂  
 ♀

pred = ♂

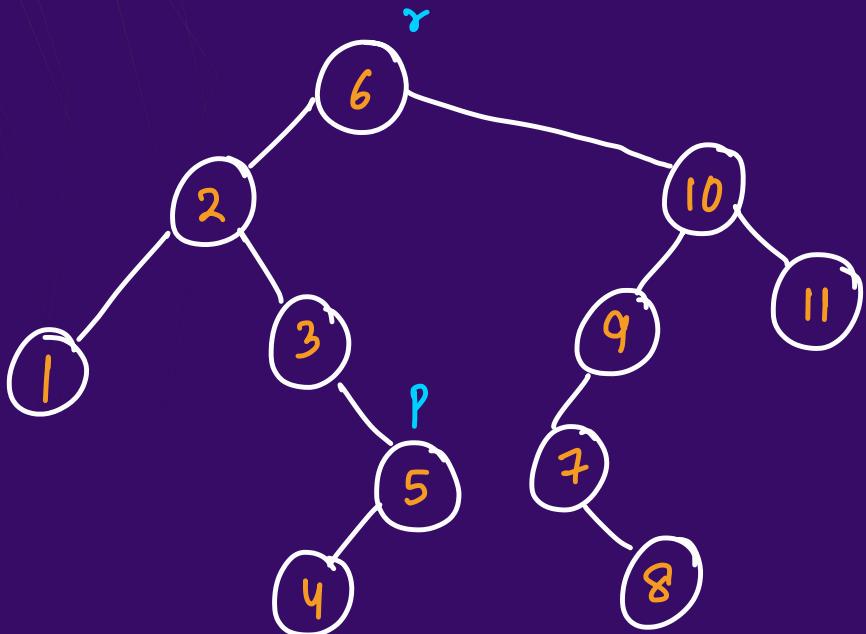
succ = ♀

**Output:**

Inorder predecessor is 50

Inorder successor is 70

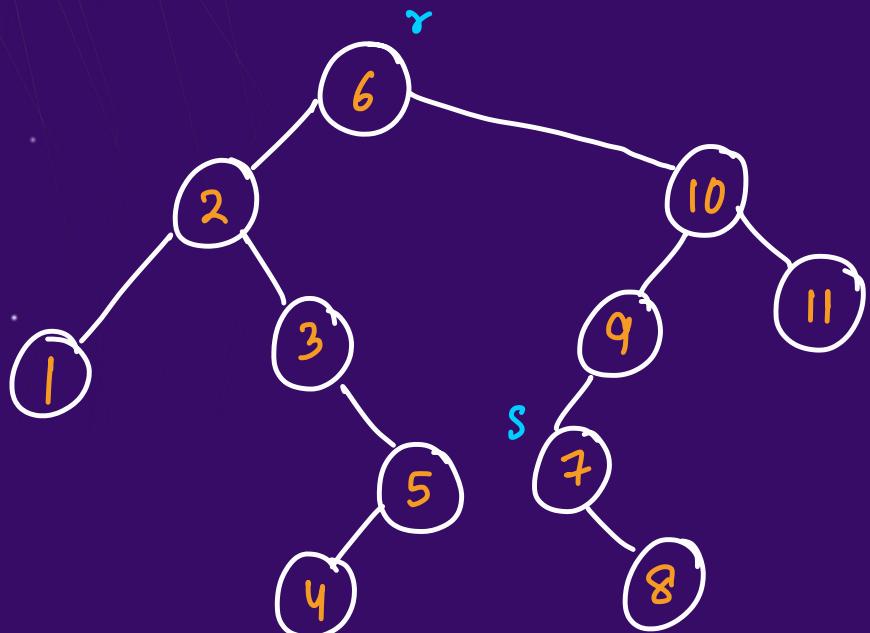
# Inorder predecessor



6 ka pred

```
pred = root.left  
while (pred.right != null)  
    pred = pred.right
```

# Inorder successor

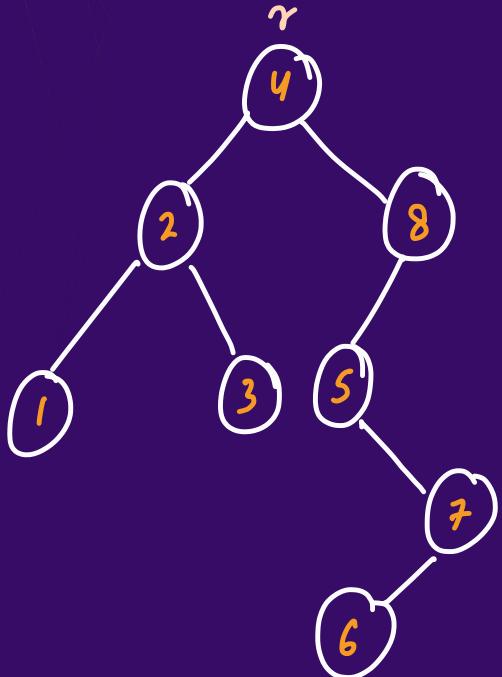


go right once  
 go left jab tak null  
 rali aata

$s = r.\text{right}$   
 $\text{while}(s.\text{left} \neq \text{null})$   
 $s = s.\text{left}$

# Ques:

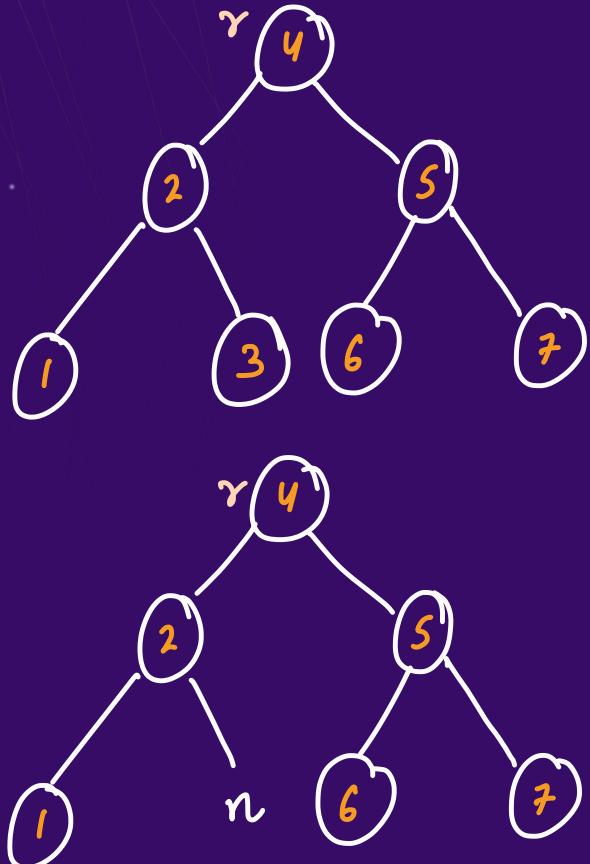
Q : Delete Node in a BST



integer  
↑  
*delete (root, key)*

[Leetcode 450]

# Deletion: The node has 0 child / leaf node



key = 3

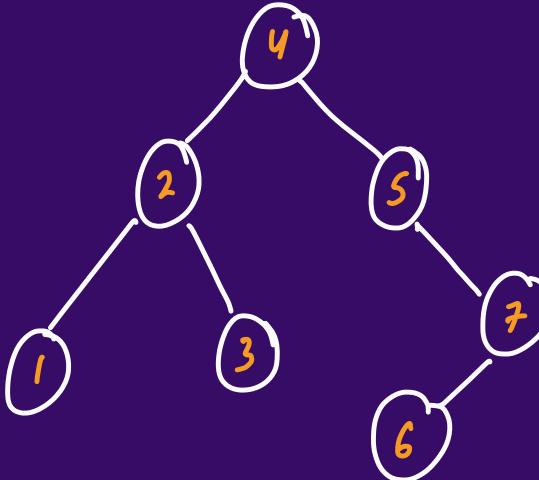
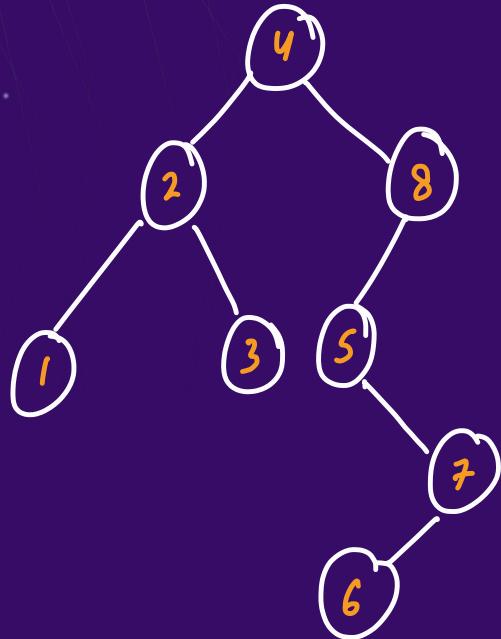
```
if (root.val > key) // LST will change  
    root.left = delete(root.left, key);
```

```
if (root.val < key) // RST will change  
    root.right = delete(root.right, key);
```

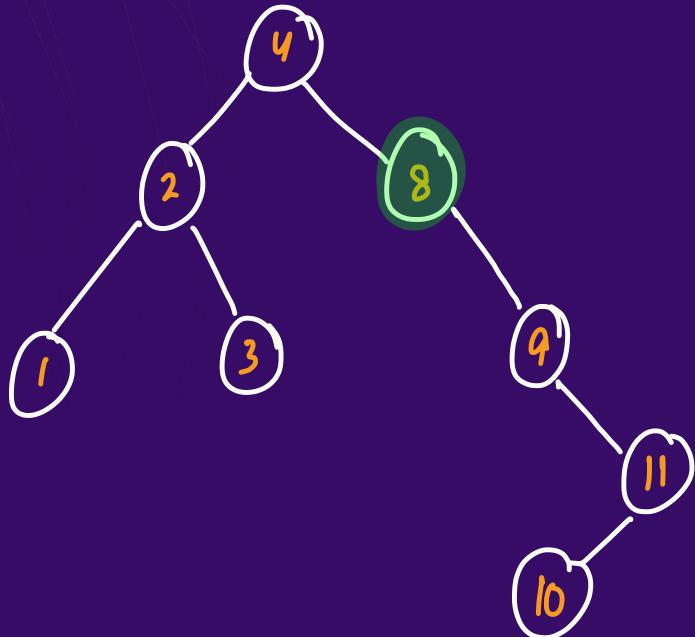
```
if (root.val == key) return null
```

# Deletion: The node has 1 child

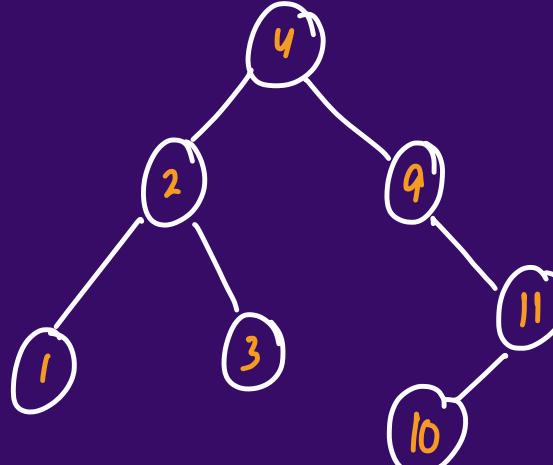
key = 8



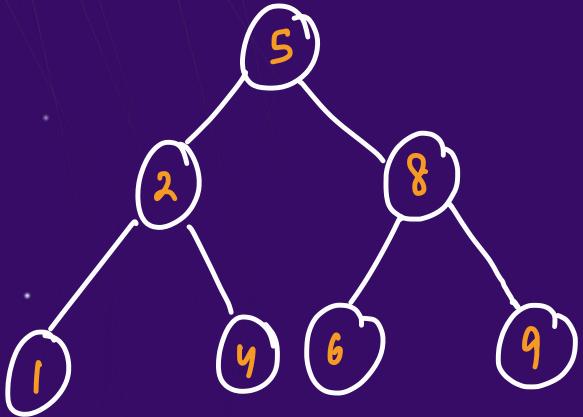
# Deletion: The node has 1 child



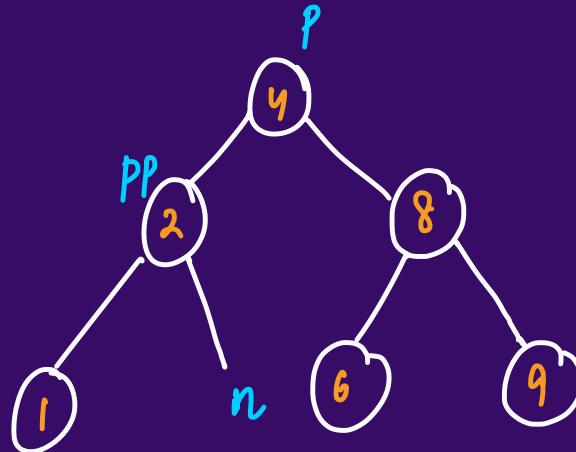
Key = 8



# Deletion: The node has 2 children



Key = 5

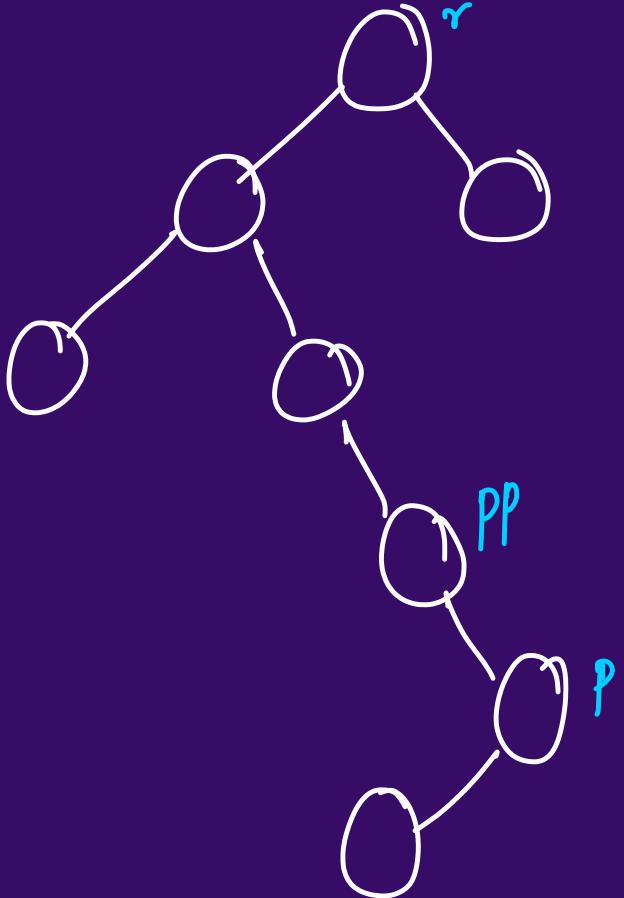


$pp.right = null$   
 $p.left = r.left$   
 $p.right = r.right$   
 return p

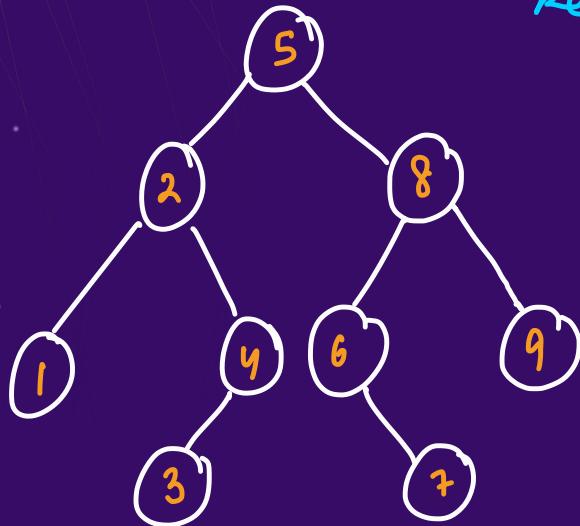
Concept :

replace 'key' node with its inorder predecessor

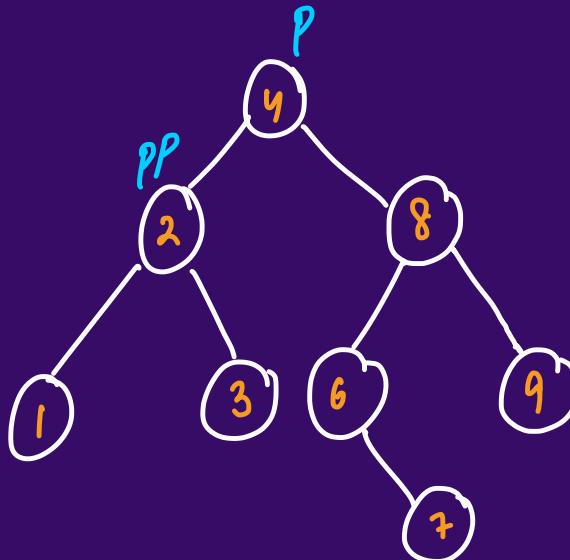
# Deletion: The node has 2 children



# Deletion: The node has 2 children



key = 5



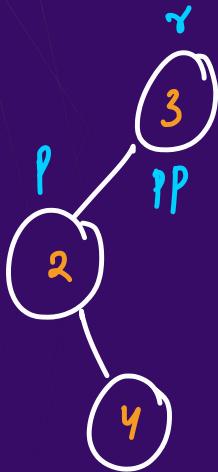
PP.right = p.left

p.left = r.left

p.right = root.right

predecessor ka koi right nahi hota

# Deletion: The node has 2 children

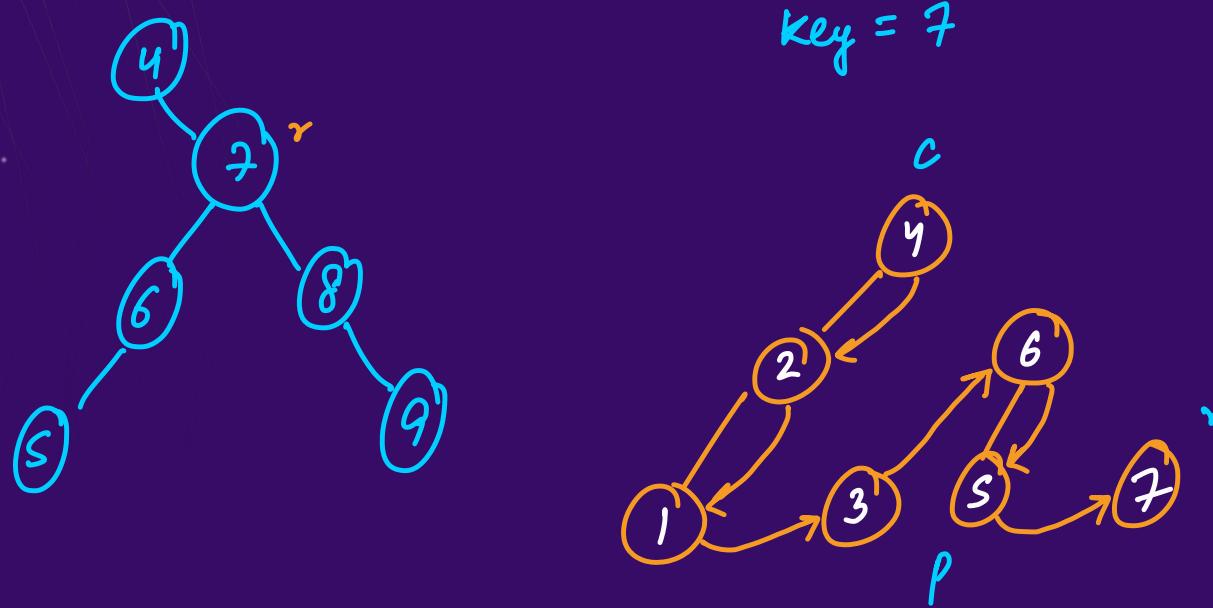


```
predParent.right = pred.left;  
pred.left = root.left; pred.right = root.right;  
return pred;
```

}] galat

Case → if pred is child of the node which you want to delete

# Deletion: The node has 2 children



```
public TreeNode deleteNode(TreeNode root, int key) {  
    if(root==null) return null;  
    if(root.val==key){ // deletion... }  
    else if(root.val>key){ // LST will change  
        root.left = deleteNode(root.left, key);  
    }  
    else{ // root.val<key : RST will change  
        root.right = deleteNode(root.right, key);  
    }  
    return root;  
}
```

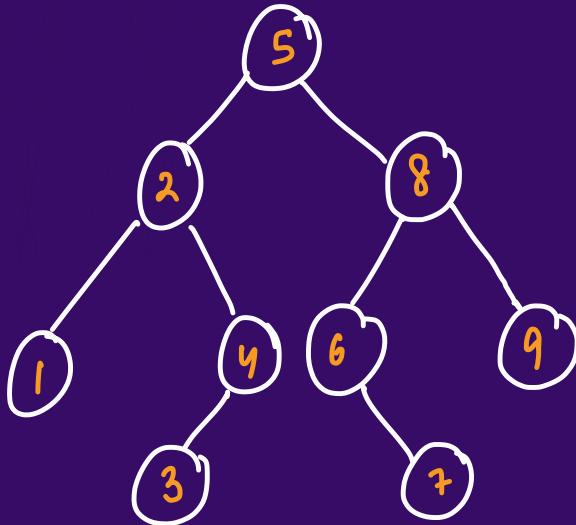
```
public TreeNode iop(TreeNode root){  
    TreeNode temp = root.left;  
    while(temp.right!=null) temp = temp.right;  
    return temp;  
}  
  
public TreeNode parent(TreeNode root, TreeNode pred){  
    if(root.left==pred || root.right==pred) return root;  
    TreeNode temp = root.left;  
    while(temp.right!=pred) temp = temp.right;  
    return temp;  
}
```

2

```
if(root.val==key){ // deletion  
    // Case 1 : 0 child nodes  
    if(root.left==null && root.right==null) return null;  
  
    // Case 2 : 1 child node  
    else if(root.left==null || root.right==null){  
        if(root.left==null) return root.right;  
        else return root.left;  
    }  
  
    // Case 3 : 2 child nodes  
    else{  
        TreeNode pred = iop(root);  
        TreeNode predParent = parent(root, pred);  
        if(pred!=predParent){  
            pred.right = root.right;  
            return pred;  
        }  
        predParent.right = pred.left;  
        pred.left = root.left; pred.right = root.right;  
        return pred;  
    }  
}
```

# Homework:

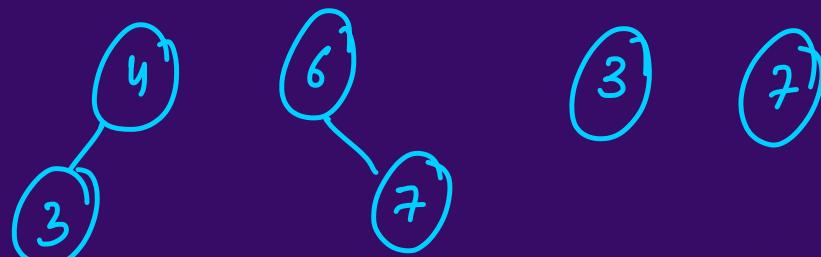
**Q : Count BST Subtrees that lie in given range**



root , lo , hi

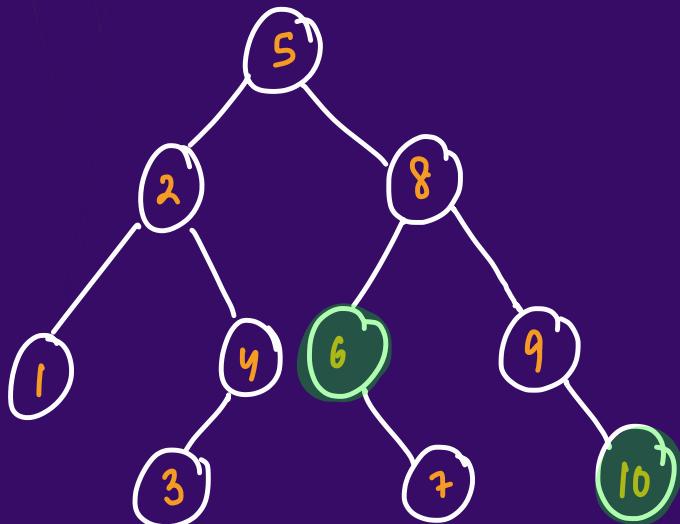
↓      ↓  
2      8

Count = 4



# Homework:

**Q : Shortest distance between two nodes in BST**



root, p, q  
↓ ↓  
6 10

dist = 3

# Morris Traversal [Google]



Traversals → preorder, postorder, inorder [recursive] → T.C. =  $O(n)$   
S.C. =  $O(h)$

Morris → inorder traversal in  $O(1)$  space

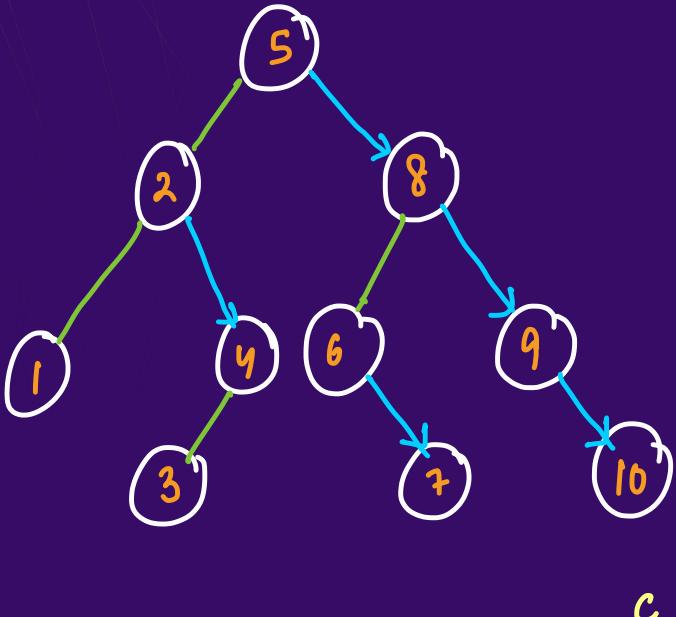
$$h = \log n$$
$$h = n$$

Before your interview → ek baar solve

→ You need to know INORDER PRED

Concept : Linking & Unlinking  
↓  
change tree structure

# Morris Traversal



ans = { 1, 2, 3 , 4 , 5, 6,  
7, 8, 9, 10 }

```

while (curr != null) {
    if (curr.left != null) {
        Node pred = curr.left
        while (pred.right != null && pred.right != c)
            pred = pred.right
        if (pred.right == null)
            pred.right = curr
            curr = curr.left
        else
            visit(curr)
            curr = curr.right
            pred.right = null
    } else
        visit(curr)
        curr = curr.right;
}
    
```

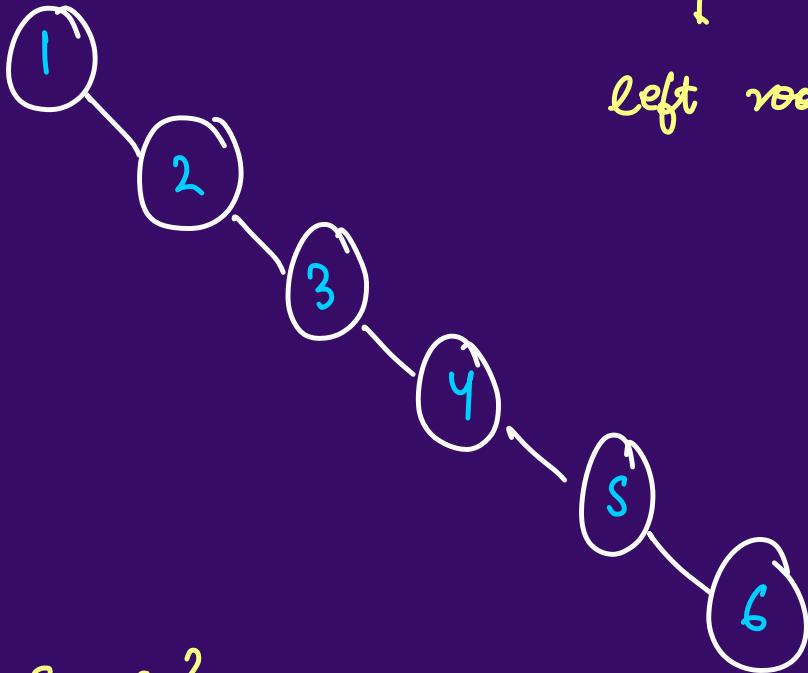
link      unlink

# Morris Traversal

Inorder

{

left root right



{ 1, 2 , 3 , 4 , 5 , 6 }

c

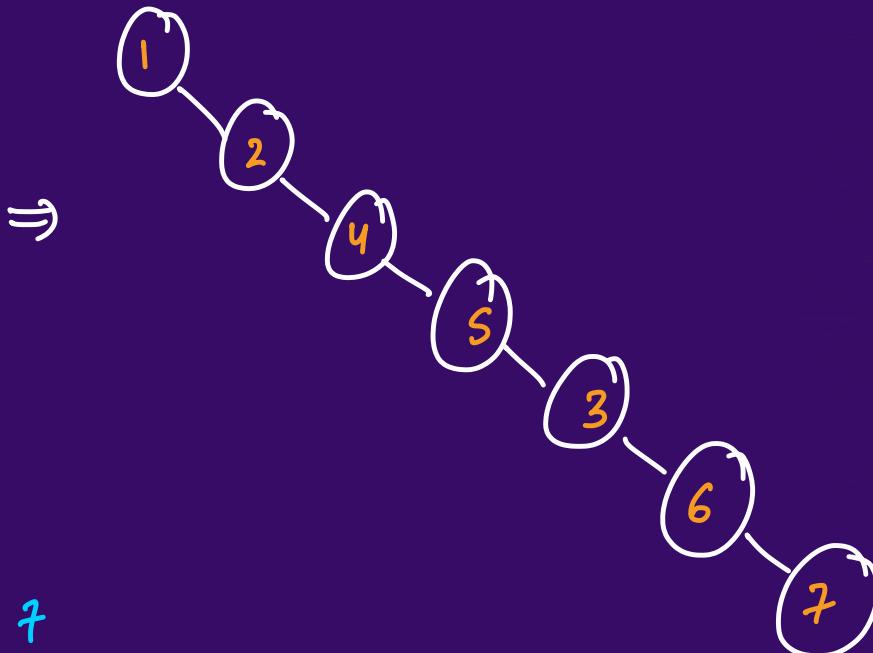
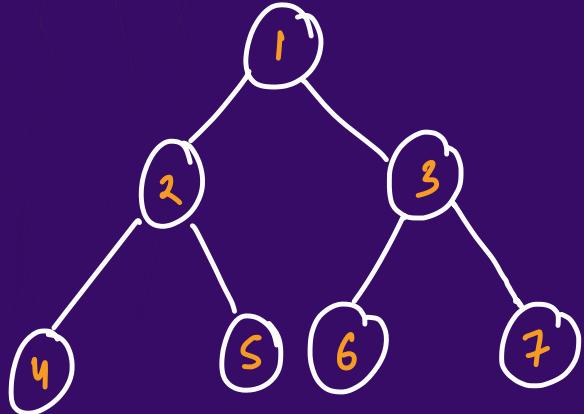
```
public List<Integer> inorderTraversal(TreeNode root) {  
    List<Integer> ans = new ArrayList<>();  
    TreeNode curr = root;  
    while(curr!=null){  
        if(curr.left!=null){ // left hai  
            TreeNode pred = curr.left;  
            while(pred.right!=null && pred.right!=curr)  
                pred = pred.right;  
            if(pred.right==null){ // link  
                pred.right = curr;  
                curr = curr.left;  
            }  
            else{ // pred.right = curr : Unlink  
                pred.right = null;  
                ans.add(curr.val);  
                curr = curr.right;  
            }  
        }  
        else{ // left nahi hai  
            ans.add(curr.val);  
            curr = curr.right;  
        }  
    }  
    return ans;  
}
```

## Homework :

$K^{\text{th}}$  smallest element in A BST  
using morris traversal

# Ques:

**Q : Flatten Binary Tree to Linked List** *(Interview Question)*



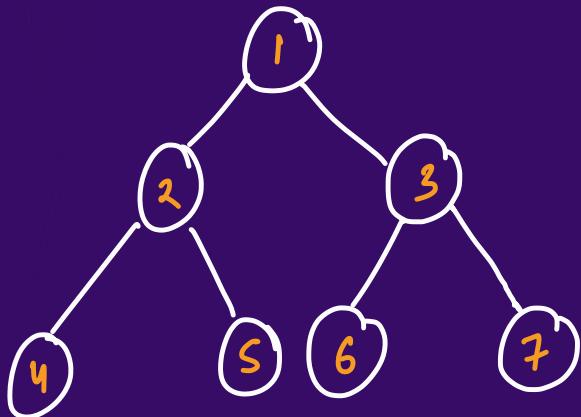
pre: 1 2 4 5 3 6 7

[Leetcode 114]

# Ques:

**Q : Flatten Binary Tree to Linked List**

M-I : Create preorder array of 'TreeNodes'



- 1) put null in left of every node
- 2)  $\text{ans}[i].right = \text{ans}[i+1]$

T.C. =  $O(n)$

S.C. =  $O(n)$

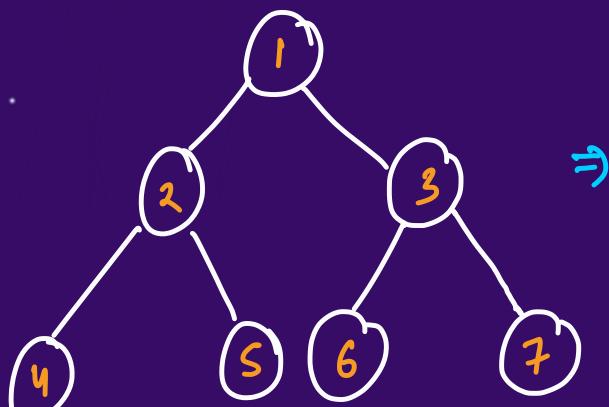
$\text{ans} : \{ 1 \quad 2 \quad 4 \quad 5 \quad 3 \quad 6 \quad 7 \}$

[Leetcode 114]

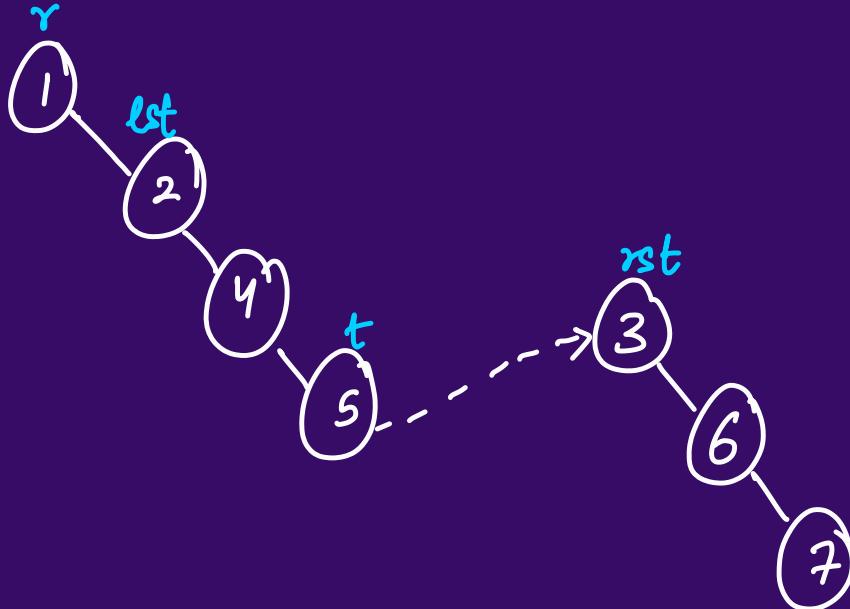
**Ques:** Preorder  $\rightarrow$  root left right

**Q : Flatten Binary Tree to Linked List**

M-2 : Recursion



$\Rightarrow$



[Leetcode 114]

# Ques:

## Q : Flatten Binary Tree to Linked List

```

public void flatten(TreeNode root) {
    if(root==null) return;
    if(root.left==null && root.right==null) return;
    TreeNode lst = root.left;
    TreeNode rst = root.right;
    flatten(lst);
    flatten(rst);
    root.left = null;
    root.right = lst;
    TreeNode temp = root;
    while(temp.right!=null) temp = temp.right;
    temp.right = rst;
}

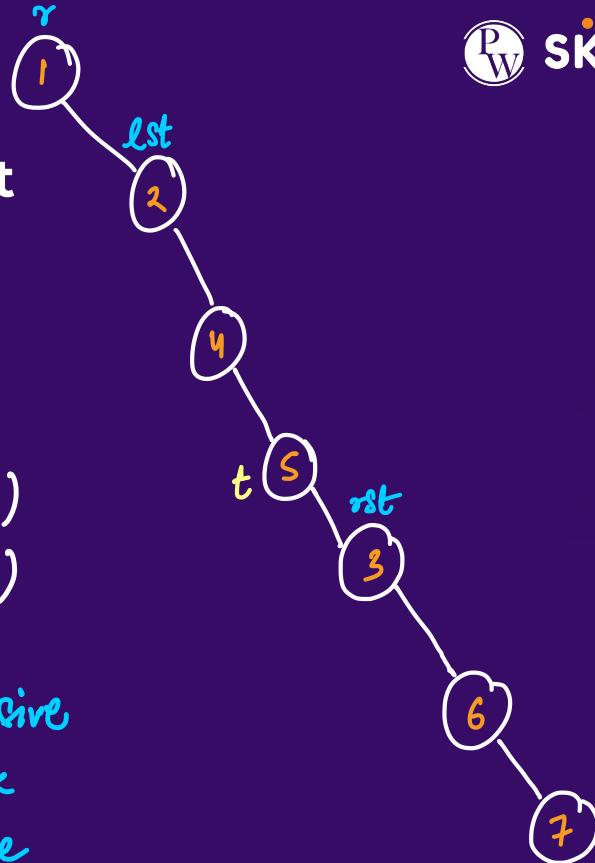
```

$$T.C. = O(n)$$

$$S.C. = O(n)$$



Recursive  
 Stack  
 Space

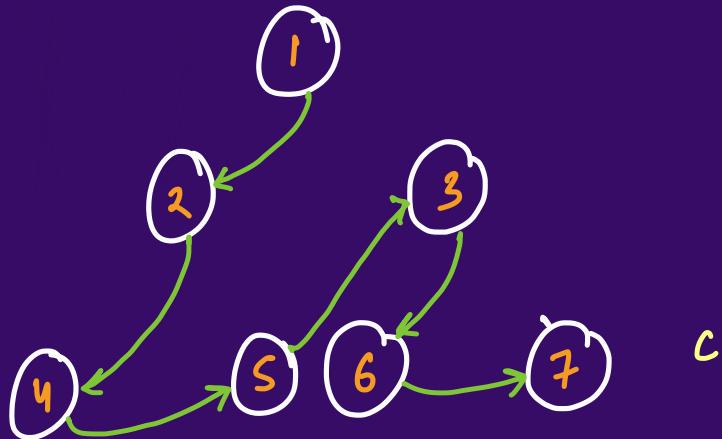


[Leetcode 114]

# Ques:

## Q : Flatten Binary Tree to Linked List

M-3 : Something like Morris Traversal [curr, pred, r]



green → right  
blue → left

```

if(curr.left != null) {
    TreeNode r = c.right
    curr.right = curr.left
    TreeNode pred = curr.left
    while(pred.right != null) pred = pred.right
    pred.right = r
    curr.left = null
}
curr = curr.right

```

[Leetcode 114]

# Ques:

## Q : Flatten Binary Tree to Linked List

```

public void flatten(TreeNode root) {
    TreeNode curr = root;
    while(curr!=null){
        if(curr.left!=null){
            TreeNode r = curr.right;
            curr.right = curr.left;
            TreeNode pred = curr.left;
            while(pred.right!=null) pred = pred.right;
            pred.right = r;
            curr.left = null; // IMPORTANT
            curr = curr.right;
        }
        else{
            curr = curr.right;
        }
    }
}

```

$$T.C. = O(n)$$

$$S.C. = O(1)$$

Bonus: Pre/mid/Post  $\rightarrow O(n)$  space  
Recursive soln

$O(n \rightarrow \text{mem}) \rightarrow O(1)$  space

Pre  $\rightarrow$  morris  $\rightarrow O(1)$  space  
(But structure of tree is  
permanently changed) [Leetcode 114]

# Next Lecture

- Sets, Maps, Heaps

◀ THANK YOU ▶