Binary Search Trees: Introduction

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Data Structures Data Structures and Algorithms

Learning Objectives

- Provide examples of the sorts of problems we hope to solve with Binary Search Trees.
- Show why data structures that we have already covered are insufficient.

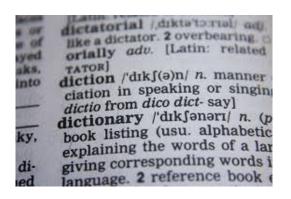
Outline

1 Local Search

2 Attempts

Dictionary Search

Find all words that start with some given string.



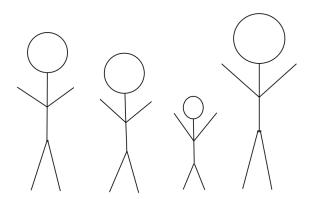
Date Ranges

Find all emails received in a given period.

"lawiki.i2p admin" <j5uf></j5uf>	Bote User <uh0d></uh0d>	hi	
			Unknown
anonymous	Bote User <uh0d></uh0d>	Sanders 2016	Aug 30, 2015 3:27 PM
anonymous	Bote User <uh0d></uh0d>	I2PCon 2016	Aug 30, 2015 3:25 PM
Anon Developer <gvbm></gvbm>	Bote User <uhod></uhod>	Re: Bote changess	Aug 30, 2015 2:54 PM

Closest Height

Find the person in your class whose height is closest to yours.



Local Search

Definition

A Local Search Datastructure stores a number of elements each with a key coming from an ordered set. It supports operations:

- RangeSearch(x, y): Returns all elements with keys between x and y.
- NearestNeighbors(z): Returns the element with keys on either side of z.

	1	4	6	7	10	13	15
ı							

1 4 6 7 10 13 15

RangeSearch(5, 12)

1 4	6	7	10	13	15
-----	---	---	----	----	----

1 4 6 7 10 13 15

RangeSearch(5, 12)

1 4 6 7 10 13 15

NearestNeighbors(3)

 1
 4
 6
 7
 10
 13
 15

Dynamic Data Structure

We would also like to be able to modify the data structure as we go.

- Insert(x): Adds a element with key x.
- Delete(x): Removes the element with key x.

	1	4	6	7	10	13	15
ı							

1 4 6 7 10 13 15

Insert(3)

1 3	3 4	6	7	10	13	15
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1 4 6 7 10 13 15

Insert(3)

1 3 4 6 7 10 13 15

Delete(10)

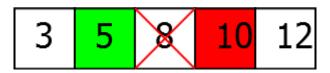
1 3 4 6 7 13 15

Problem

If an empty data structure is given these commands what does it output at the end?

- \blacksquare Insert(3)
- Insert(8)
- \blacksquare Insert(5)
- Insert(10)
- Delete(8)
- Insert(12)
- NearestNeighbors(7)

Answer



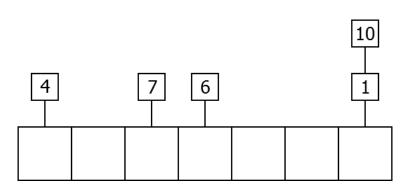
Outline

1 Local Search

2 Attempts

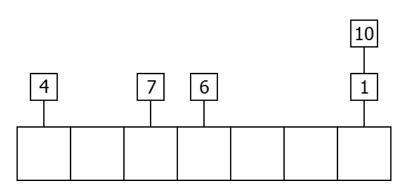
RangeSearch:

Impossible ×



■ RangeSearch: Impossible ×

■ NearestNeighbors: Impossible ×

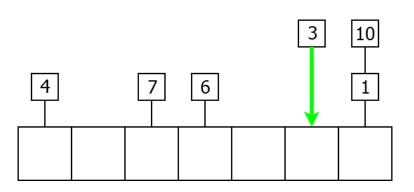


- RangeSearch:
- NearestNeighbors:
- Insert:

Impossible ×

Impossible ×

O(1) ✓



- RangeSearch: Impossible ×NearestNeighbors: Impossible ×
- Insert:
- Delete:

 $O(1) \checkmark$

O(1) \checkmark

 4
 7
 6
 3
 1

 1
 1
 1
 1

RangeSearch:

 $O(n) \times$



RangeSearch:

 $O(n) \times O(n) \times O(n) \times O(n)$

■ NearestNeighbors:

13

RangeSearch:

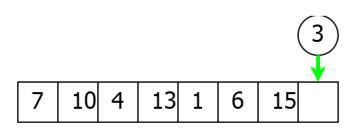
 $O(n) \times$

■ NearestNeighbors:

 $O(n) \times$

Insert:

O(1)



RangeSearch:

 $O(n) \times$

■ NearestNeighbors:

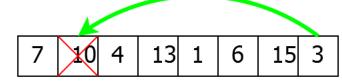
 $O(n) \times$

■ Insert:

O(1) \checkmark

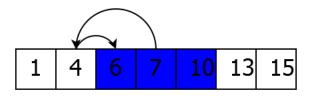
■ Delete:

O(1)



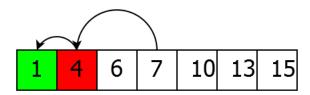
RangeSearch:

 $O(\log(n))$



■ RangeSearch: $O(\log(n))$ ✓

■ NearestNeighbors: $O(\log(n))$ ✓



RangeSearch:

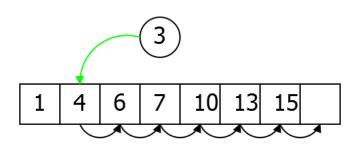
 $O(\log(n))$

■ NearestNeighbors:

 $O(\log(n))$ \checkmark

Insert:

 $O(n) \times$



RangeSearch:

 $O(\log(n))$

■ NearestNeighbors:

 $O(\log(n))$ \checkmark

Insert:

 $O(n) \times$

Delete:

 $O(n) \times$

1 3 4 6 7 10 13 1

RangeSearch:

 $O(n) \times$



 $O(n) \times O(n) \times O(n) \times O(n)$ RangeSearch:

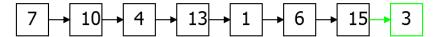
NearestNeighbors:



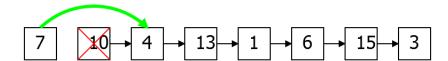
- RangeSearch:
- NearestNeighbors: $O(n) \times$

 $O(n) \times$

Insert: O(1)



- RangeSearch: $O(n) \times$
- NearestNeighbors: $O(n) \times$
- Insert: O(1) ✓
- Delete: O(1) ✓



Need Something New

Problem

Previous data structures won't work. We need something new.