



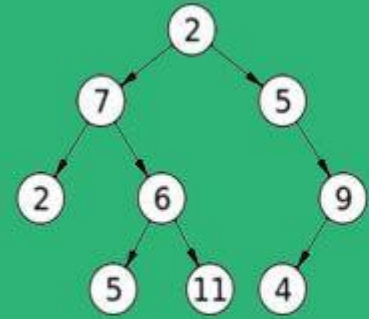
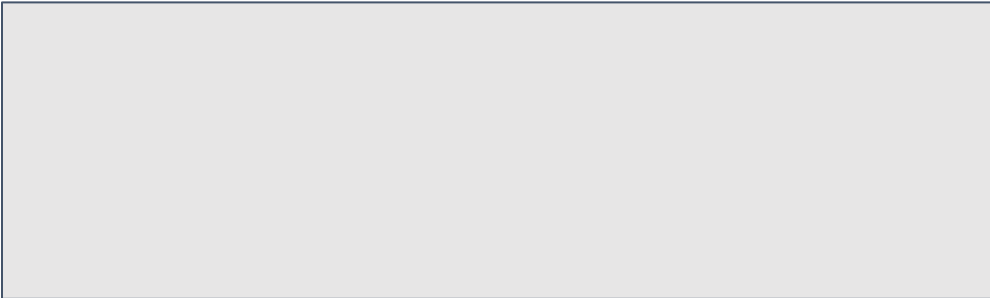
Welcome! CS 225

Binary Search Trees

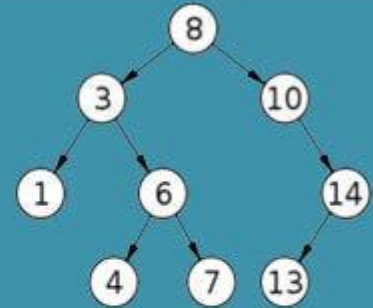
What is a BST?



Why a BST?



Binary Tree

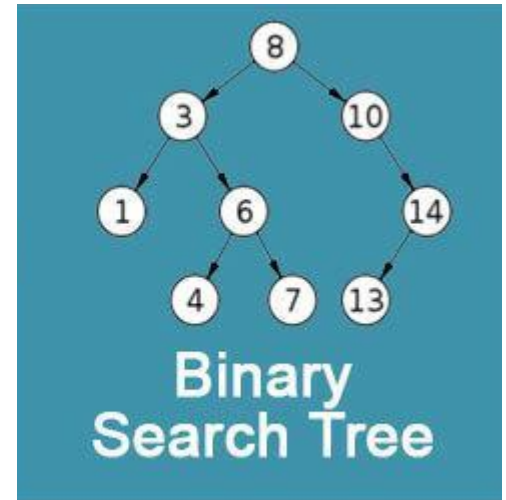
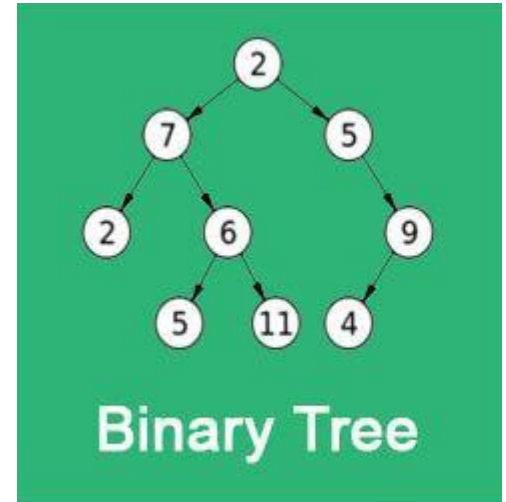


Binary
Search Tree

What is a BST?

- Each node has at most 2 children
- Left child has smaller values
- Right child has larger values
- Children are also BSTs
- No repeating nodes

Why a BST?

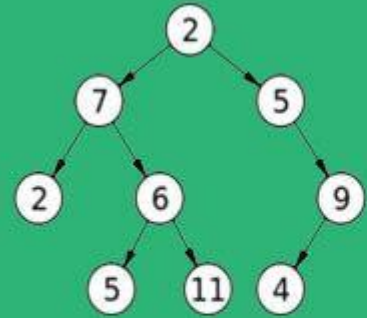


What is a BST?

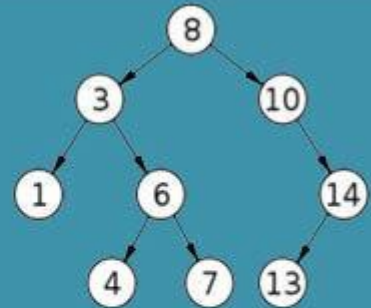
- Each node has at most 2 children
- Left child has smaller values
- Right child has larger values
- Children are also BSTs
- No repeating nodes

Why a BST?

- Insertion, finding and removing are $\log(n)$ time in most cases.
- Traversal gives a sorted list



Binary Tree



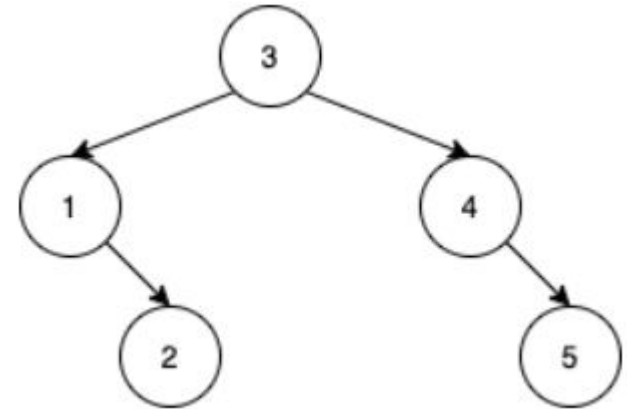
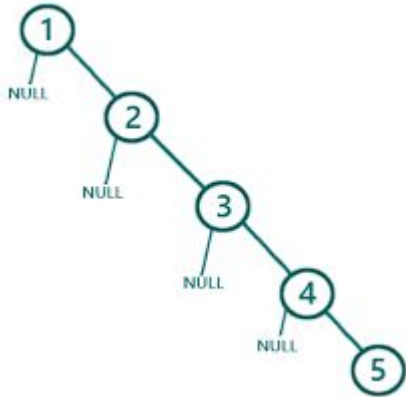
Binary Search Tree

lab_bst (Binary Search Trees)

■ Worst case

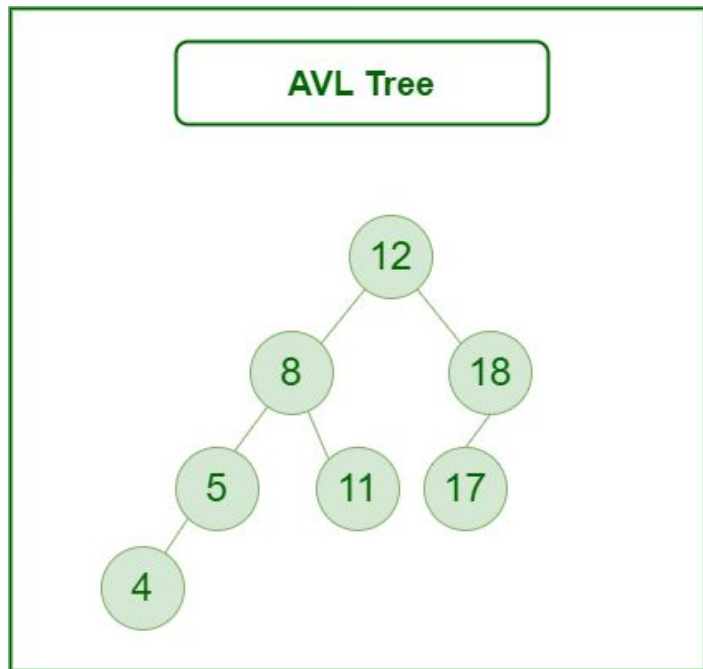
Vs

Expected case

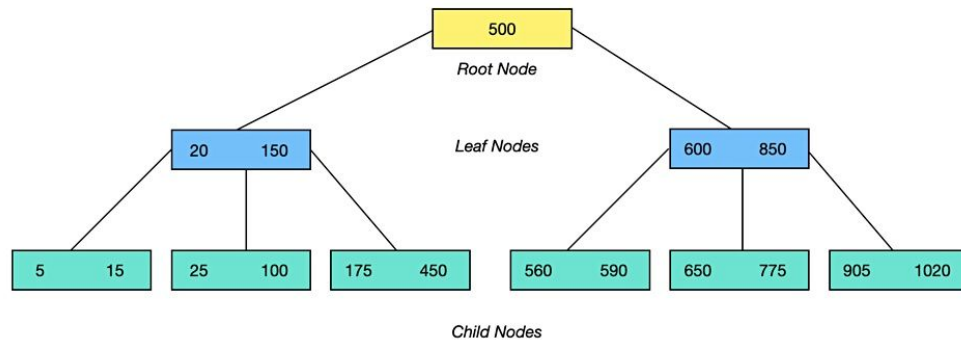
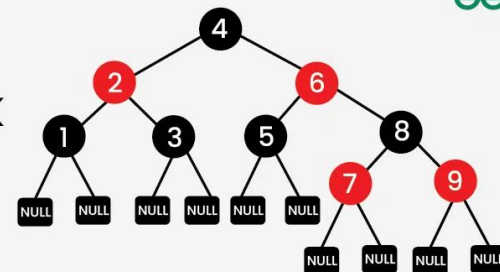


How could this be improved?

Self balancing trees



Red-Black Tree



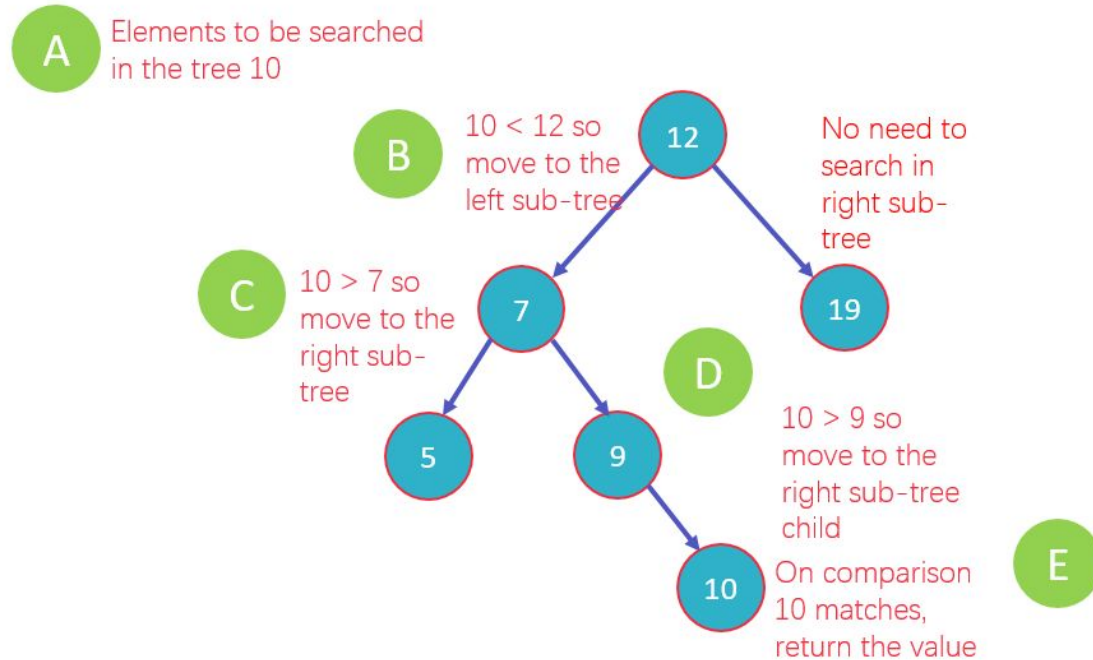
B Trees



Basic Functionality

Find

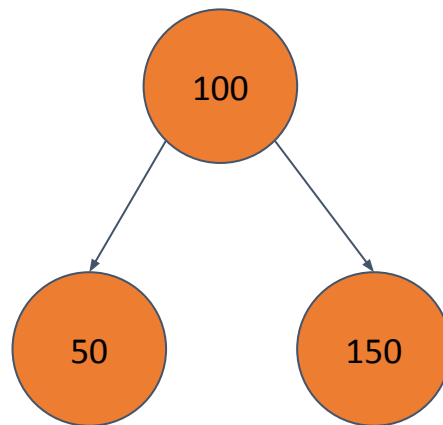
Search Operation



- Tip: Return a reference to the pointer instead of the pointer. This ensures that when you use this function in insert and remove, the returned reference can be edited directly

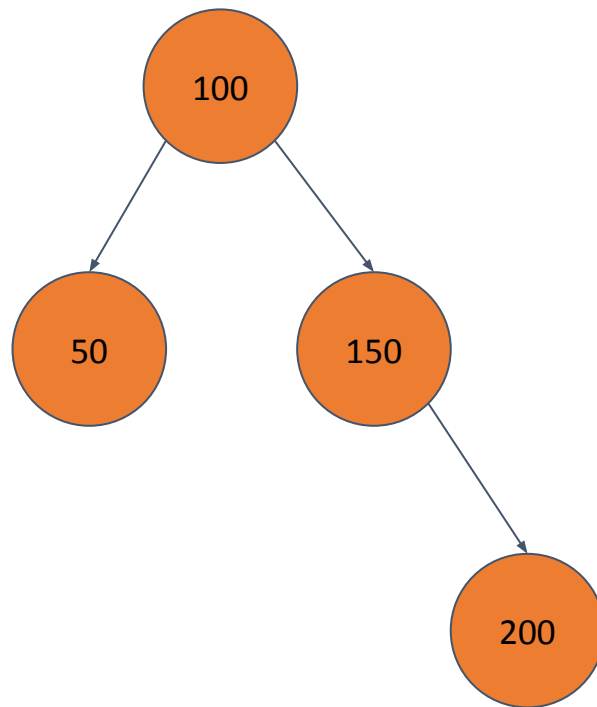
Insert

- Where would 200 be inserted?



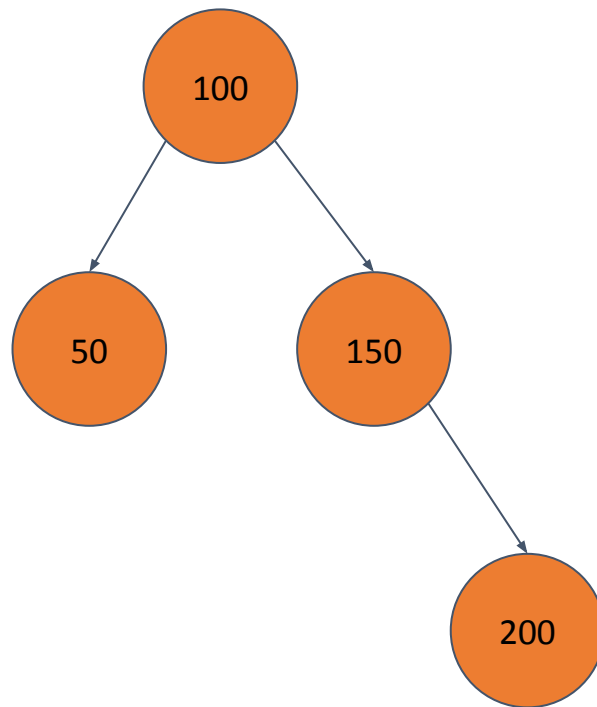
Insert

- Where would 200 be inserted?



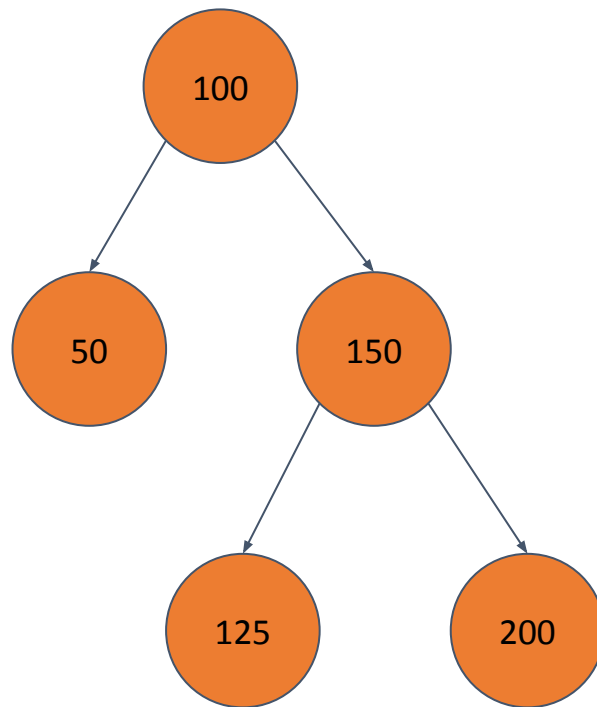
Insert

- Where would 125 be inserted?



Insert

- Where would 125 be inserted?



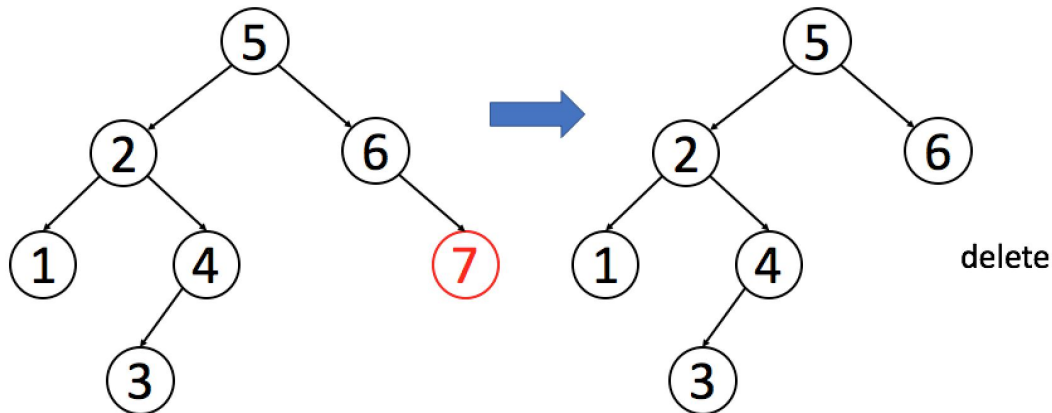
Remove

Case 1 (No child):

1. Find the target node (passed as a reference to the parent's pointer)
2. Delete the node
3. Set child pointer of parent to NULL

Case 1: No Child

Delete 7

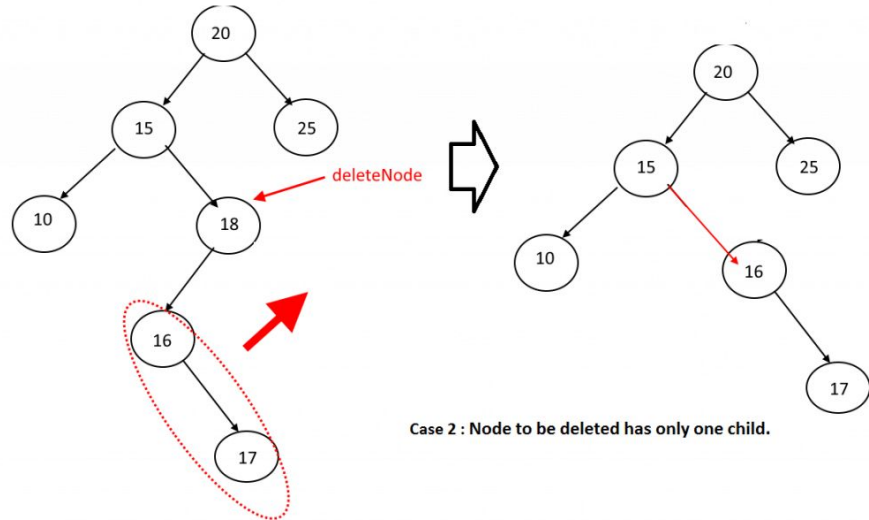


Remove

Case 2 (1 child):

1. Find the target node (passed as a reference to the parent's pointer)
2. Make a temporary pointer to the target
3. Set the parent's node to the target's child
4. Delete the target

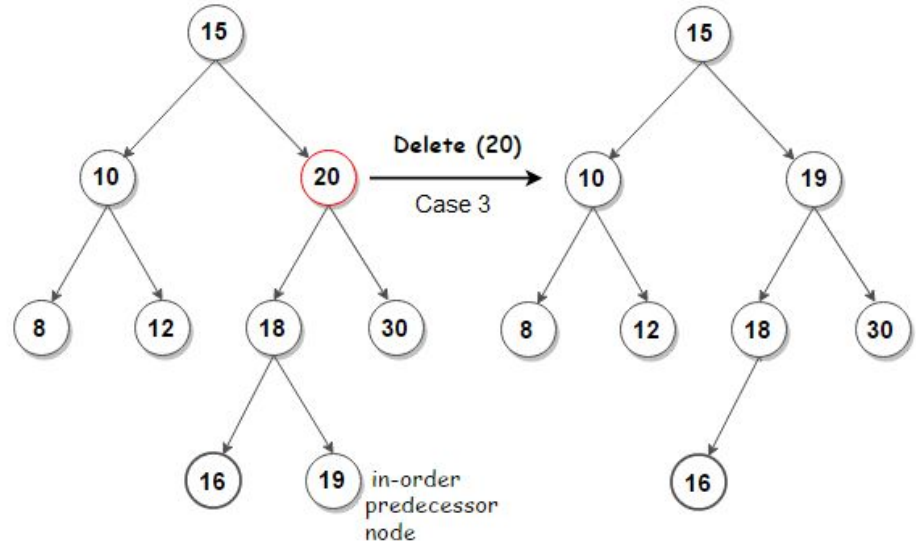
Delete 18



Remove

Case 3 (2 children):

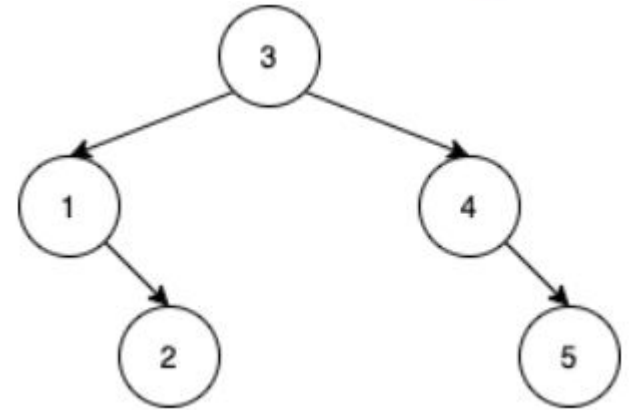
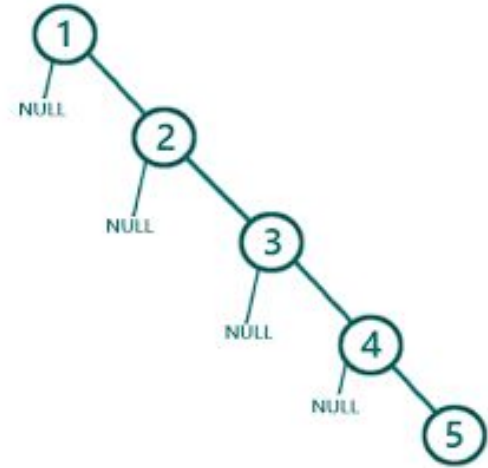
1. Find the target node (passed as a reference to the parent's pointer)
2. Find the target's In Order Predecessor (IOP)
3. Swap the target with the IOP
4. Recursively call on the target's new location



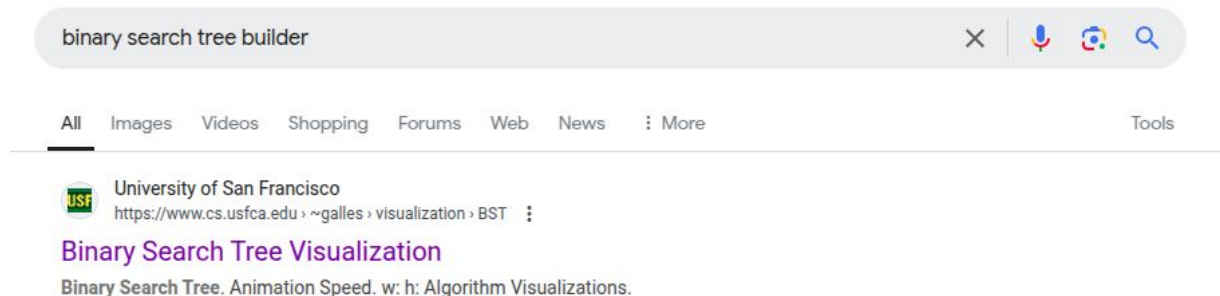


Worst case Vs
Average case

- What is the time complexity of find, insert and remove in a BST?
 - $O(h)$
- What is h in terms of n ?
 - There is no guarantee for that; it depends on the order in which the elements were inserted into the BST
- Consider a BST with numbers 1 to 5, but inserted in the following order [1, 2, 3, 4, 5]. What is the tree you get?
- Now consider the order [3, 1, 4, 2, 5]. What is the tree you get?
- Clearly, height of the tree depends on order of insertion



Helpful Resources



Case 1 (No child):

1. Find the target node
2. Delete the node
3. Set child pointer of parent to NULL

Case 2 (1 child):

1. Find the target node
2. Make a temporary pointer to the target
3. Set the parent's node to the target's child
4. Delete the target

Case 3 (2 children):

1. Find the target node
2. Find the target's In Order Predecessor (IOP)
3. Swap the target with the IOP
4. Recursively call on the target's new location