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Binary search trees (BST), ordered binary trees sorted binary trees

are a particular type of **container**: **data structures** that store "items" (such as numbers, names etc.) in memory.

They allow <u>fast</u> **lookup**, **addition** and **removal** of items can be used to implement either <u>dynamic sets</u> of <u>items</u> <u>lookup tables</u> that allow finding an item by its **key** (e.g., <u>finding</u> the phone number of a person by name).

keep their **keys** in <u>sorted</u> <u>order</u> lookup operations can use the principle of **binary search** 

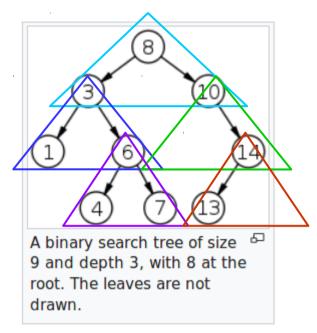
allowing to <u>skip</u> searching <u>half</u> of the tree each operation (**lookup**, **insertion** or **deletion**) takes time proportional to **log n** 

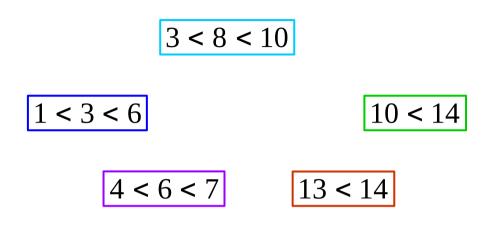
much better than the **linear time** but slower than the corresponding operations on **hash tables**.

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when **looking** for a **key** in a tree or **looking** for a **place** to insert a <u>new key</u>, they <u>traverse</u> the tree from root to leaf, making <u>comparisons</u> to keys stored in the nodes <u>deciding</u> to continue in the **left** or **right subtrees**, on the basis of the <u>comparison</u>.

### Node, Left Child, Right Child



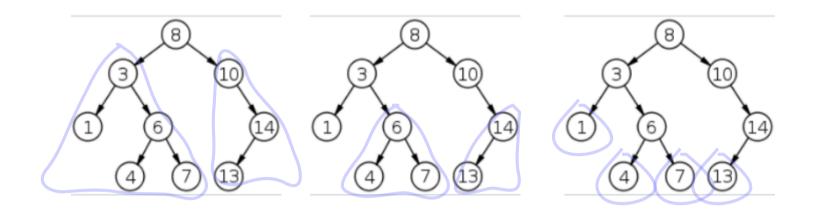


1, 3, 4, 6, 7, 8, 10, 13, 14

https://www.tutorialspoint.com/data\_structures\_algorithms/expression\_parsing.html

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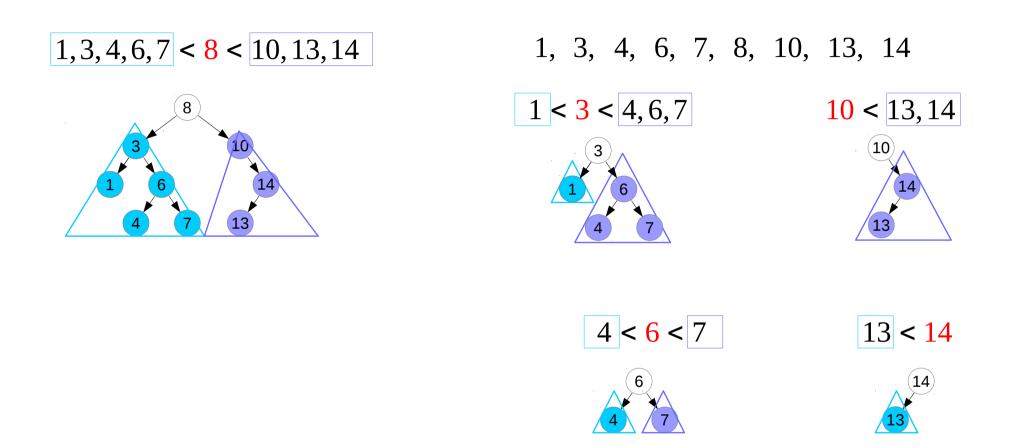
#### Subtrees



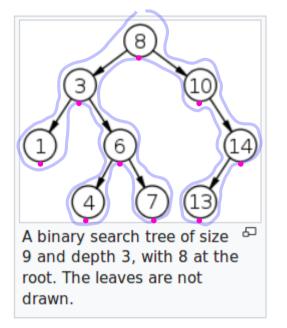
#### 1, 3, 4, 6, 7, 8, 10, 13, 14

https://www.tutorialspoint.com/data\_structures\_algorithms/expression\_parsing.html

### Node, Left Subtree, Right Subtree

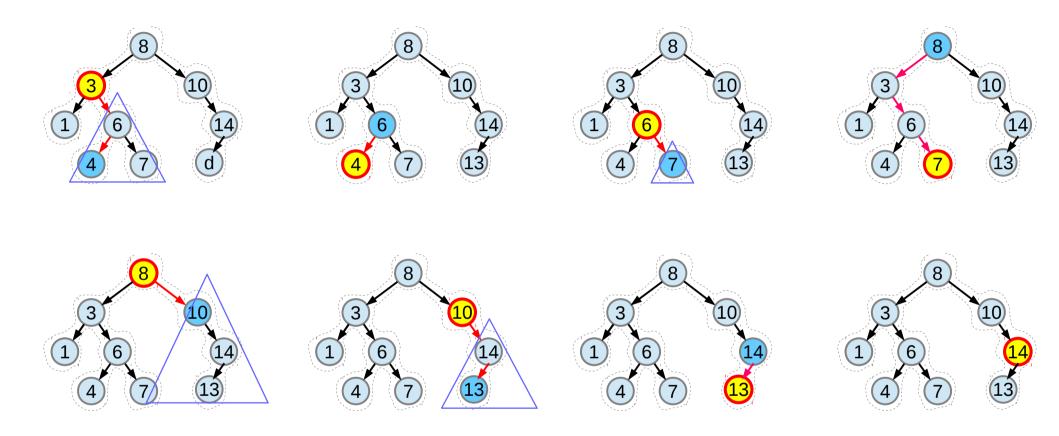


### **In-Order Traversal**

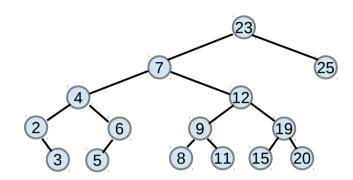


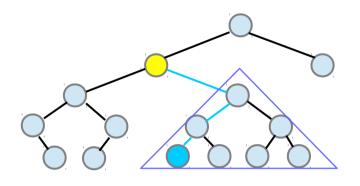
#### 1, 3, 4, 6, 7, 8, 10, 13, 14

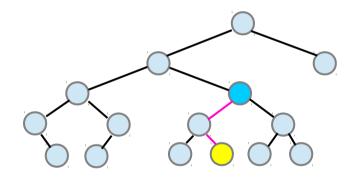
# Successor Examples (1)

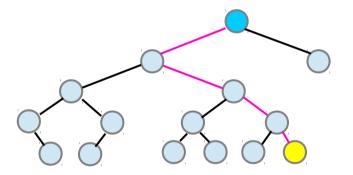


### Successor Examples (2)



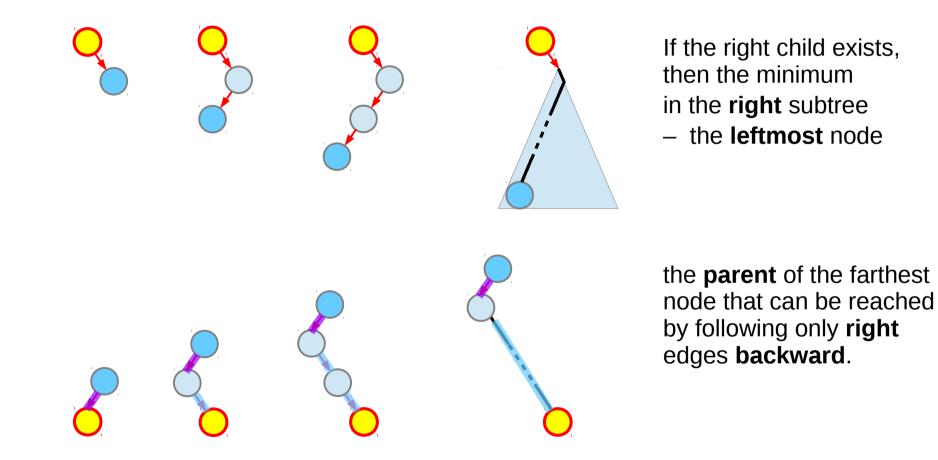






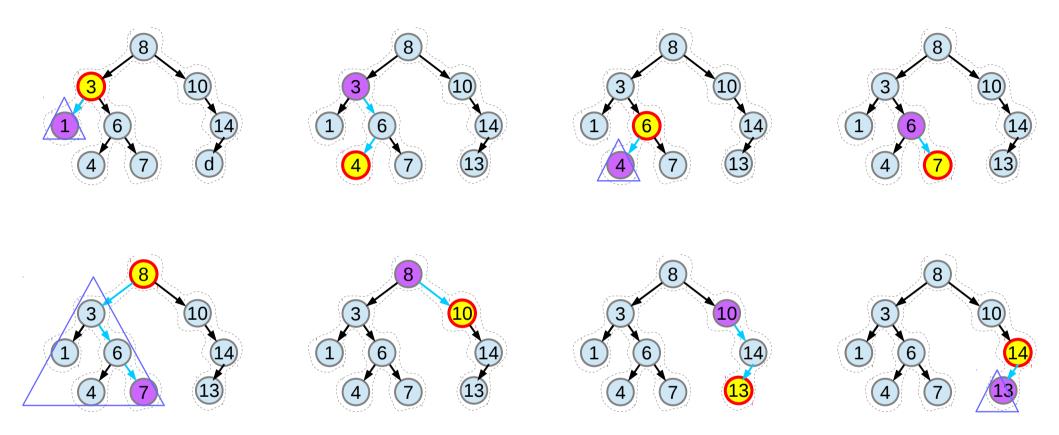
https://www.cs.rochester.edu/~gildea/csc282/slides/C12-bst.pdf

#### **Successor Cases**

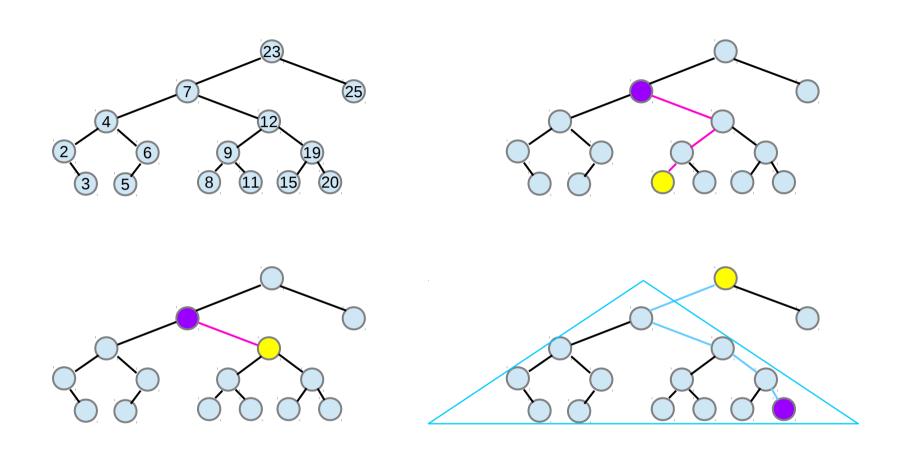


https://www.tutorialspoint.com/data\_structures\_algorithms/expression\_parsing.html

# Predecessor Examples (1)

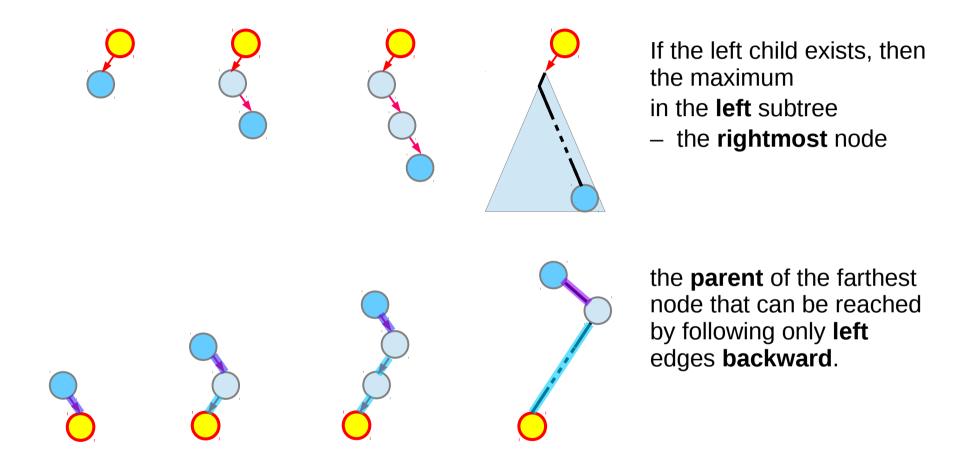


### Predecessor Examples (2)



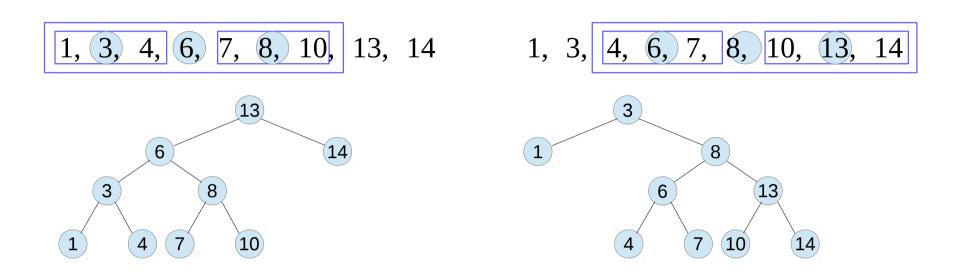
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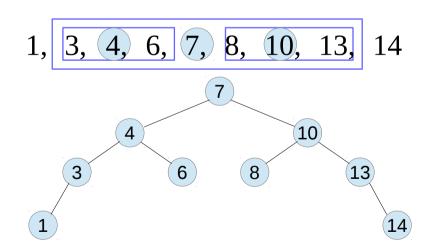
#### Predecessor Cases



https://www.tutorialspoint.com/data\_structures\_algorithms/expression\_parsing.html

## Different BST's with the same data



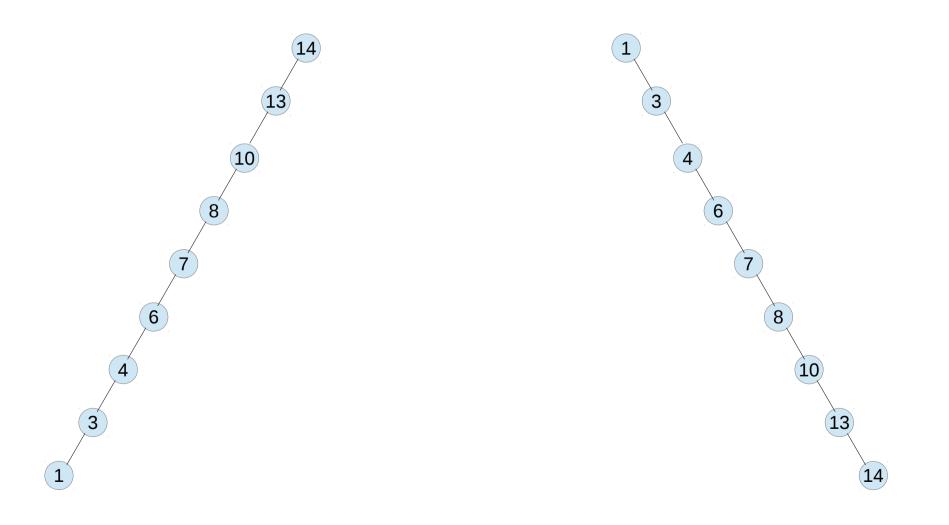


**Binary Search Tree (3A)** 

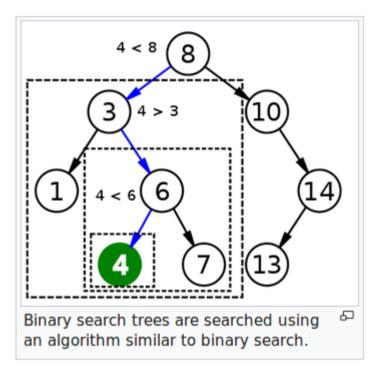
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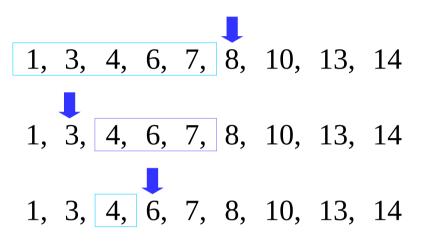
# Unbalanced BSTs

1, 3, 4, 6, 7, 8, 10, 13, 14 1, 3, 4, 6, 7, 8, 10, 13, 14



### **Binary Search on a Binary Search Tree**





https://en.wikipedia.org/wiki/Binary\_search\_algorithm

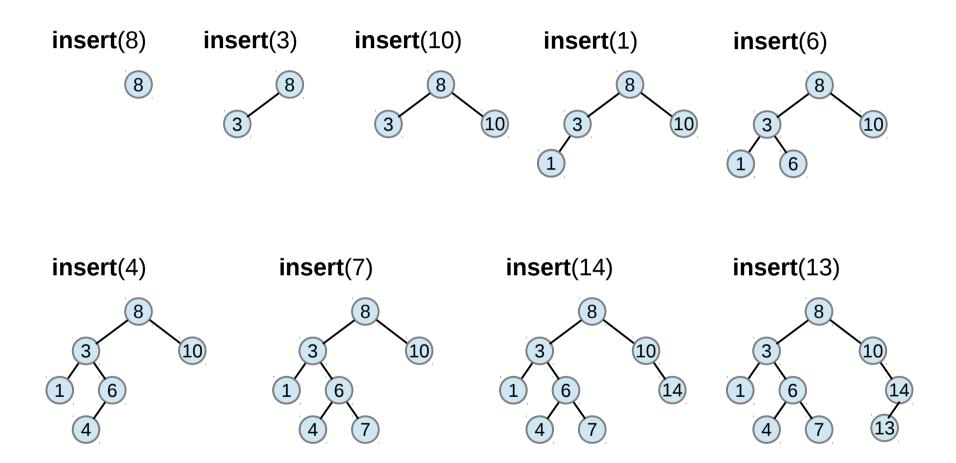
**Insertion** begins as a **search** would begin; if the key is not equal to that of the **root**, we search the **left** or **right** subtrees as before.

at an **leaf node**, **add** the new key-value pair as its **right** or **left child**, depending on the node's **key**.

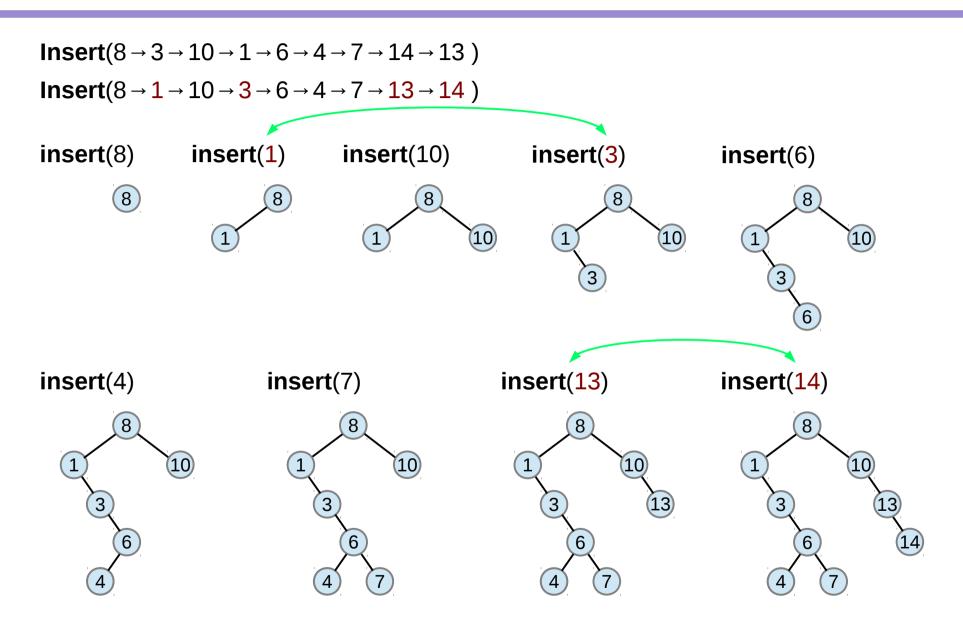
first <u>examine</u> the **root** and <u>recursively insert</u> the new node to the **left** subtree if <u>its</u> key is <u>less</u> than that of the **root**, or the **right** subtree if its key is <u>greater</u> than or equal to the **root**.

# Insertion Example (1)

```
Insert(8 \rightarrow 3 \rightarrow 10 \rightarrow 1 \rightarrow 6 \rightarrow 4 \rightarrow 7 \rightarrow 14 \rightarrow 13)
```



# Insertion Example (2)



**Binary Search Tree (3A)** 

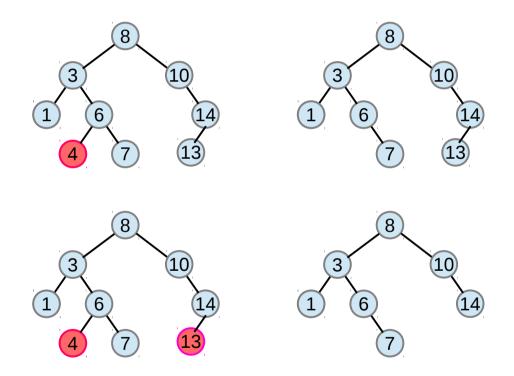
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# Deletion

- 1. <u>Deleting</u> a **node** with <u>no</u> **children**: simply remove the node from the tree.
- 2. <u>Deleting</u> a **node** with <u>one</u> **child**: remove the node and replace it with its child.
- 3. Deleting a node with two children: call the node to be deleted D. Do not delete D. Instead, choose either its in-order predecessor node or its in-order successor node as replacement node E. Copy the user values of E to D If E does <u>not</u> have a child simply <u>remove</u> E from its previous parent G. If E has a child, say F, it is a right child. Replace E with F at E's parent.

# Deletion – Case 1

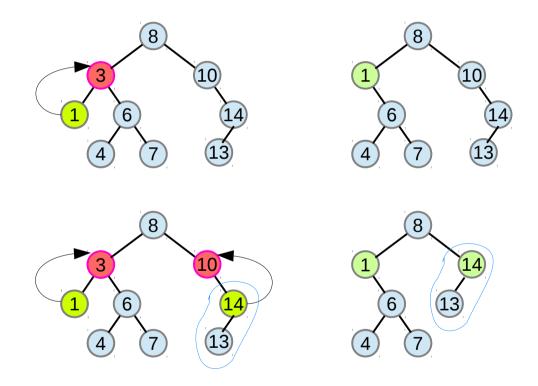
1. <u>Deleting</u> a **node** with <u>no</u> **children**: simply remove the node from the tree.



**Binary Search Tree (3A)** 

# Deletion – Case 2

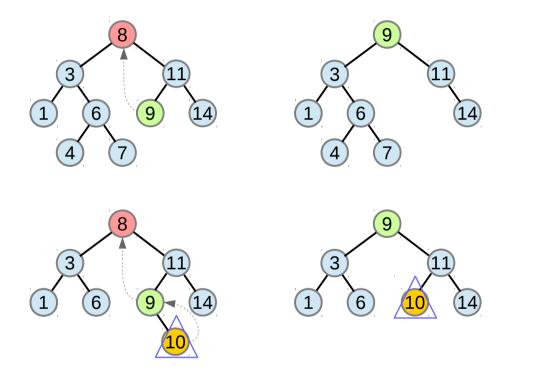
2. <u>Deleting</u> a **node** with <u>one</u> **child**: remove the node and replace it with its child.



https://en.wikipedia.org/wiki/Binary\_search\_tree

# Deletion – Case 3(a)

 Deleting a node with two children: call the node to be deleted D. its in-order successor node as E. Copy E to D

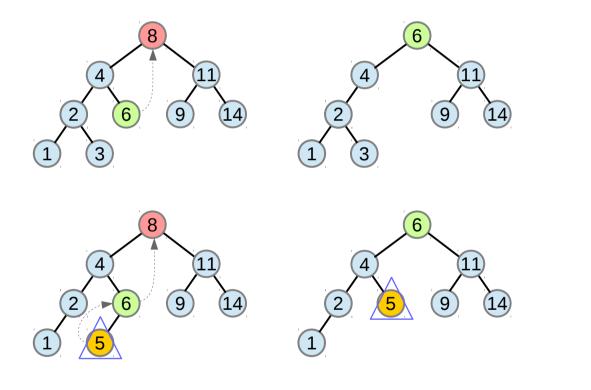


Leftmost E has no **child** simply <u>remove</u> E from its parent **G**.

Leftmost E has a child F it is a **right** child replace E with F at E's parent.

# Deletion – Case 3(b)

 Deleting a node with two children: call the node to be deleted D. its in-order precessor node as E. Copy E to D

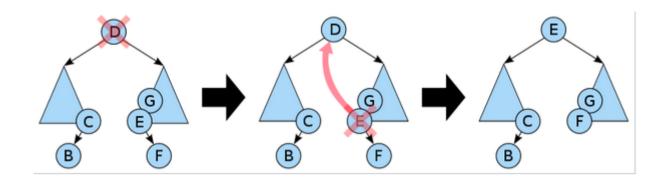


Rightmost E has no **child** simply <u>remove</u> E from its parent **G**.

Rightmost E has a child F it is a **left** child replace E with F at E's parent.

https://en.wikipedia.org/wiki/Binary\_search\_tree

# Deletion



Deleting a **node** with **two children** from a binary search tree. First the **leftmost** node in the **right** subtree, the in-order **successor E**, is identified. Its value is **copied** into the **node D** being deleted. The in-order successor can then be easily deleted because it has <u>at most</u> **one child**. The same method works symmetrically using the in-order **predecessor** C.

#### References

