Binary Search Trees

CS16: Introduction to Data Structures & Algorithms
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Outline

- Binary Search Trees
- Searching BSTs
- Adding to BSTs
- Removing from BSTs
- BST Analysis
- Balancing BSTs

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Binary Search Trees

- Binary trees with special property
  - For each node
    - left descendants have lower value than node
    - right descendants have higher value than node
  - In-order traversal gives nodes in order
Searching a BST

- Find 11
- Each comparison tells us whether to go left or right
Searching a BST

‣ What if item isn’t in tree?
‣ Find 14

14 > 13
14 < 20

reached leaf w/o finding it so not in tree
function **find**(node, toFind):
    if node.data == toFind:
        return node

    else if toFind < node.data and node.left != null:
        return find(node.left, toFind)

    else if toFind > node.data and node.right != null:
        return find(node.right, toFind)

    return null
Inserting in a BST

- To insert, perform a search and add as new leaf
- Insert 17
function insert(node, toInsert):
    if node.data == toInsert:  # data already in tree
        return

    if toInsert < node.data:
        if node.left == null:    # add as left child
            node.addLeft(toInsert)
        else:
            insert(node.left, toInsert)
    else:
        if node.right == null:   # add as right child
            node.addRight(toInsert)
        else:
            insert(node.right, toInsert)
Removing from a BST

- Can be tricky
- Three cases to consider
  - Removing a leaf: easy, just do it
  - Removing internal node w/ 1 child (e.g., 15)
  - Removing internal node w/ 2 children (e.g., 7)
Removing from a BST - Case #2

- Removing internal node w/ 1 child
- Strategy
  - “Splice out” node by connecting its parent to its child
- Example: remove 15
  - set parent’s left pointer to 17
  - remove 15’s pointer
  - no more references to 15 so erased (garbage collected)
- BST order is maintained
Removing from a BST - Case #3

- Removing internal node w/ 2 children
- Replace node w/ successor
  - successor: next largest node
- Delete successor
  - Successor a.k.a. the in-order successor
- Example: remove 7
  - What is successor of 7?
Removing from a BST - Case #3

- Since node has 2 children...
- ...it has a right subtree
- Successor is leftmost node in right subtree
- 7's successor is 8

```python
successor(node):
    curr = node.right
    while (curr.left != null):
        curr = curr.left
    return curr
```
Removing from a BST - Case #3

- Now, replace node with successor
- Observation
  - Successor can’t have left sub-tree
  - …otherwise its left child would be successor
  - so successor only has right child
- Remove successor using Case #1 or #2
  - Here, use case #2 (internal w/ 1 child)
- Successor removed and BST order restored
function remove(node):
    if node has no children:  # case 1
        node.parent.removeChild(node)
    else if node only has left child:  # case 2a
        if node.parent.left == node:  # node is a left child
            node.parent.left = node.left
        else:
            node.parent.right = node.left
    else if node only has right child:  # case 2b
        if node.parent.left == node:
            node.parent.left = node.right
        else:
            node.parent.right = node.right
    else:  # case 3 (node has two children)
        nextNode = successor(node)
        node.data = nextNode.data  # replace w/ nextNode
        remove(nextNode)  # nextNode has at most one child
Successor vs. Predecessor

- In Remove()
  - OK to remove **in-order predecessor** instead of in-order successor
  - Randomly picking between the two keeps tree balanced

- In Case #3
  - Predecessor is rightmost node of left subtree
Binary Search Tree — Remove( )

Activity #1

2 min
Binary Search Tree — Remove()
Binary Search Tree — Remove()
Binary Search Tree — Remove()
Binary Search Tree Analysis

- How fast are BST operations?
  - Given a tree, what is the worst-case node to find/remove?
- What is the best-case tree?
  - a balanced tree
- What is the worst-case tree?
  - a completely unbalanced tree
Binary Search Trees — Rotations

- We can re-balance unbalanced trees with tree rotations.

In-order traversal of all 3 trees is:

- so BST order is preserved

Beyond CS16, But good to know