3.2 Binary Search Trees

- BSTs
- ordered operations
- deletion
Binary search trees

Definition. A BST is a binary tree in symmetric order.

A binary tree is either:
- Empty.
- Two disjoint binary trees (left and right).

Symmetric order. Each node has a key, and every node’s key is:
- Larger than all keys in its left subtree.
- Smaller than all keys in its right subtree.
Q: Which of the following are Binary Search Trees? Why?

(1) 

(2) 

(3) 

(4) 

(5) 

(6)
### ST implementations: summary

<table>
<thead>
<tr>
<th>implementation</th>
<th>guarantee</th>
<th>average case</th>
<th>operations on keys</th>
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<tbody>
<tr>
<td></td>
<td></td>
<td>search hit</td>
<td>insert</td>
</tr>
<tr>
<td>search</td>
<td>$N$</td>
<td>$\frac{1}{2}N$</td>
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</tr>
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<td>insert</td>
<td>$N$</td>
<td>$\frac{1}{2}N$</td>
<td>$N$</td>
</tr>
<tr>
<td></td>
<td>$\log_2 N$</td>
<td>$\log_2 N$</td>
<td>$\frac{1}{2}N$</td>
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<tr>
<td></td>
<td>$N$</td>
<td>$1.39 \log_2 N$</td>
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**Why not shuffle to ensure a (probabilistic) guarantee of $4.31 \ln N$?**
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Minimum and maximum

**Minimum.** Smallest key in table.

**Maximum.** Largest key in table.

Q. How to find the min / max?
Floor and ceiling

**Floor.** Largest key \( \leq \) a given key.

**Ceiling.** Smallest key \( \geq \) a given key.

Q. How to find the floor / ceiling?
Computing the floor

Case 1. \([k \text{ equals the key in the node}]\)
The floor of \(k\) is \(k\).

Case 2. \([k \text{ is less than the key in the node}]\)
The floor of \(k\) is in the left subtree.

Case 3. \([k \text{ is greater than the key in the node}]\)
The floor of \(k\) is in the right subtree (if there is any key \(\leq k\) in right subtree); otherwise it is the key in the node.
Computing the floor

```java
public Key floor(Key key) {
    Node x = floor(root, key);
    if (x == null) return null;
    return x.key;
}

private Node floor(Node x, Key key) {
    if (x == null) return null;
    int cmp = key.compareTo(x.key);

    if (cmp == 0) return x;
    if (cmp < 0) return floor(x.left, key);

    Node t = floor(x.right, key);
    if (t != null) return t;
    else return x;
}
```

finding floor(G)

- G is less than S so floor(G) must be on the left
- G is greater than E so floor(G) could be on the right
- floor(G) in left subtree is null
- result
→ rank(\text{Key } k): \text{ how many keys less than } k? \\
→ select(\text{int } n): \text{ what key has rank } n? \\
→ Q: \text{ what is the rank of } ‘S’? \\
→ Q: \text{ what key has rank 4?}
→ **rank**(Key k): how many keys less than k?
→ **select**(int n): what key has rank n?

→ Q: what is the rank of 'S'? 5
→ Q: what key has rank 4? 'R'
**Rank and select**

**Q.** How to implement `rank()` and `select()` efficiently?

**A.** In each node, we store the number of nodes in the subtree rooted at that node; to implement `size()`, return the count at the root.

```
node count

A  1
 C  2
 H  2
 M  1
 R  3
 E  6
 S  8
 X  1
```
BST implementation: subtree counts

```java
private class Node {
    private Key key;
    private Value val;
    private Node left;
    private Node right;
    private int count;
}
```

```java
public int size()
{
    return size(root);
}
```

```java
private int size(Node x)
{
    if (x == null) return 0;
    return x.count;
}
```

```java
private Node put(Node x, Key key, Value val)
{
    if (x == null) return new Node(key, val, 1);
    int cmp = key.compareTo(x.key);
    if (cmp < 0) x.left = put(x.left, key, val);
    else if (cmp > 0) x.right = put(x.right, key, val);
    else if (cmp == 0) x.val = val;
    x.count = 1 + size(x.left) + size(x.right);
    return x;
}
```

- number of nodes in subtree
- ok to call when x is null
- initialize subtree count to 1
**Rank.** How many keys < \( k \)?

Easy recursive algorithm (3 cases!)

```java
public int rank(Key key) {
    return rank(key, root);
}

private int rank(Key key, Node x) {
    if (x == null) return 0;
    int cmp = key.compareTo(x.key);
    if (cmp < 0) return rank(key, x.left);
    else if (cmp > 0) return 1 + size(x.left) + rank(key, x.right);
    else if (cmp == 0) return size(x.left);
}
```
Select. Find the key with rank \( n \).

```java
public Key select(int n) {
    if (n < 0 || n >= size()) return null;
    Node x = select(root, n);
    return x.key;
}

private Node select(Node x, int n) {
    if (x == null) return null;
    int t = size(x.left);
    if (t > n) return select(x.left, n);
    else if (t < n) return select(x.right, n-t-1);
    else return x;
}
```
Task: Process all nodes of the tree.

Purpose: To print all nodes, to add all nodes in a datastructure (e.g. queue), etc.

Three kinds of traversals:

→ inorder: for each node:
  1. traverse the left subtree
  2. process the node
  3. traverse the right subtree

→ preorder: for each node:
  1. process the node
  2. traverse the left subtree
  3. traverse the right subtree

→ postorder: for each node:
  1. traverse the left subtree
  2. traverse the right subtree
  3. process the node
Inorder traversal

- Traverse left subtree.
- Enqueue key.
- Traverse right subtree.

```
public Iterable<Key> keys()
{
    Queue<Key> q = new Queue<Key>();
    inorder(root, q);
    return q;
}

private void inorder(Node x, Queue<Key> q)
{
    if (x == null) return;
    inorder(x.left, q);
    q.enqueue(x.key);
    inorder(x.right, q);
}
```

**Property.** Inorder traversal of a BST yields keys in ascending order.
### BST: ordered symbol table operations summary

<table>
<thead>
<tr>
<th></th>
<th>sequential search</th>
<th>binary search</th>
<th>BST</th>
</tr>
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<tbody>
<tr>
<td>search</td>
<td>$N$</td>
<td>$\lg N$</td>
<td>$h$</td>
</tr>
<tr>
<td>insert</td>
<td>$N$</td>
<td>$N$</td>
<td>$h$</td>
</tr>
<tr>
<td>min / max</td>
<td>$N$</td>
<td>$1$</td>
<td>$h$</td>
</tr>
<tr>
<td>floor / ceiling</td>
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<td>$N$</td>
<td>$1$</td>
<td>$h$</td>
</tr>
<tr>
<td>ordered iteration</td>
<td>$N \log N$</td>
<td>$N$</td>
<td>$N$</td>
</tr>
</tbody>
</table>

- $h =$ height of BST (proportional to $\log N$ if keys inserted in random order)
- **Worst case:** $h = O(N)$

**Order of growth of running time of ordered symbol table operations**
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**Next.** Deletion in BSTs.
BST deletion: lazy approach

To remove a node with a given key:
- Set its value to null.
- Leave key in tree to guide search (but don't consider it equal in search).

Cost. \( \sim 2 \ln N' \) per insert, search, and delete (if keys in random order), where \( N' \) is the number of key-value pairs ever inserted in the BST.

Unsatisfactory solution. Tombstone (memory) overload.
Deleting the minimum

To delete the minimum key:

- Go left until finding a node with a null left link.
- Replace that node by its right link.
- Update subtree counts.

```java
public void deleteMin() {
    root = deleteMin(root);
}

private Node deleteMin(Node x) {
    if (x.left == null) return x.right;
    x.left = deleteMin(x.left);
    x.count = 1 + size(x.left) + size(x.right);
    return x;
}
```
Hibbard deletion

To delete a node with key \( k \): search for node \( \tau \) containing key \( k \).

**Case 0.** [0 children] Delete \( \tau \) by setting parent link to null.
Hibbard deletion

To delete a node with key $k$: search for node $t$ containing key $k$.

**Case 1.** [1 child] Delete $t$ by replacing parent link.
Hibbard deletion

To delete a node with key $k$: search for node $t$ containing key $k$.

Case 2. [2 children]

- Find successor $x$ of $t$.
- Delete the minimum in $t$’s right subtree.
- Put $x$ in $t$’s spot.

- $x$ has no left child
- but don't garbage collect $x$
- still a BST
Hibbard deletion: Java implementation

```java
public void delete(Key key)
{   root = delete(root, key); }

private Node delete(Node x, Key key) {
    if (x == null) return null;
    int cmp = key.compareTo(x.key);
    if       (cmp < 0) x.left = delete(x.left, key);
    else if (cmp > 0) x.right = delete(x.right, key);
    else {
        if (x.right == null) return x.left;
        if (x.left  == null) return x.right;

        Node t = x;
        x = min(t.right);
        x.right = deleteMin(t.right);
        x.left  = t.left;
    }
    x.count = size(x.left) + size(x.right) + 1;
    return x;
}
```
Hibbard deletion: analysis

Unsatisfactory solution. Not symmetric.

Surprising consequence. Trees not random (!) \( \Rightarrow \sqrt{N} \) per op.

Longstanding open problem. Simple and efficient delete for BSTs.
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Other operations also become $\sqrt{N}$ if deletions allowed.

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**Next lecture.** **Guarantee** logarithmic performance for all operations.