

Binary Search Trees

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Yu's Elite Education

Last week recap

- ▶ Associative arrays and sets
- ▶ Hash functions
 - ▶ Minimize collisions, spread items evenly
- ▶ Dealing with collisions
 - ▶ Open addressing vs chaining
- ▶ Cryptographic hashes (e.g. passwords)
- ▶ Locality-sensitive hashing for nearest neighbors

Last week's assignment: Anagrams

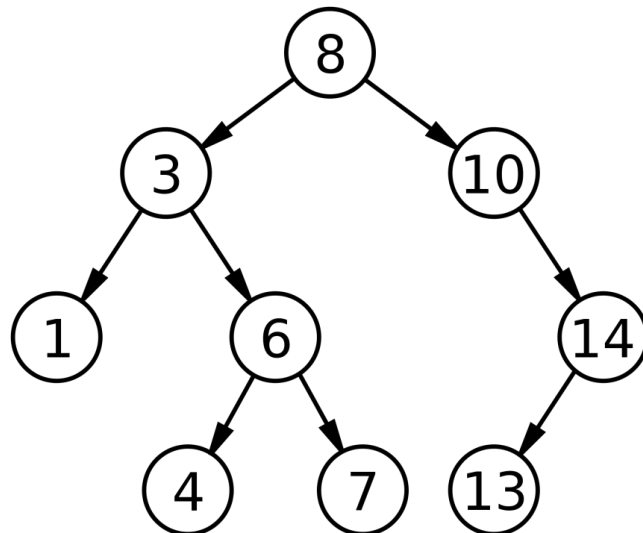
- ▶ Given a dictionary
<http://www.codeabbey.com/data/words.txt>
divide it into groups of anagrams
- ▶ Example: tea, asleep, plus, ate, please
 - ▶ [tea, ate], [asleep, please], [plus]

Maintaining a sorted list

- ▶ Sorted lists make many things easier
- ▶ What if we want to add/remove items from a sorted list?
 - ▶ Option 1: Resort list each time
 - ▶ Expensive, $O(N \log N)$ each time
 - ▶ Option 2: Insert into array
 - ▶ Easy to find insertion point $O(\log N)$, hard to insert $O(N)$
 - ▶ Option 3: Insert into linked list
 - ▶ Hard to find insertion point $O(N)$, easy to insert $O(1)$

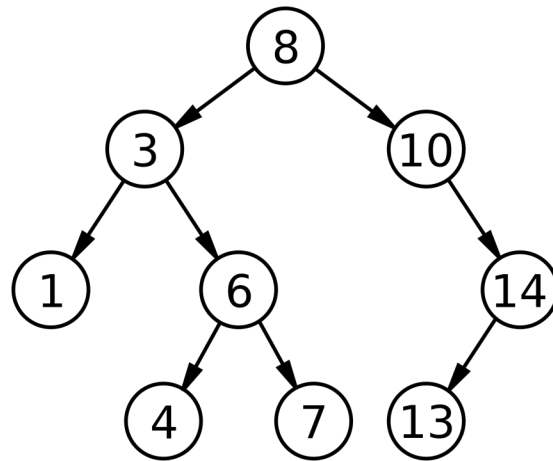
Binary search tree

- ▶ Solve both problems with new kind of linked data structure: binary search tree
- ▶ BST property: every node is greater than its left child, less than its right child



Finding element in BST

- ▶ Start at root (top)
- ▶ If root too big, go left, else go right
- ▶ Iterate until finding element or end of tree



- ▶ Big O?

Inserting element in BST

- ▶ Exactly the same as finding, except once we get to end of tree we add the new node
- ▶ <https://www.cs.usfca.edu/~galles/visualization/BST.html>
- ▶ Big O?

Log(N) operations in BST

- ▶ Find and insert
- ▶ Minimum element
 - ▶ How to find?
- ▶ Maximum element
 - ▶ How to find?
- ▶ Remove (we'll come back to this)

- ▶ So this is like a sorted list or array, but without any $O(N)$ operations

Traversals of BST

- ▶ How to print every node of a BST?
- ▶ Recursive solution:

Visit(Node):

print(Node)

Visit(Left child)

Visit(Right child)

Types of Traversals

Visit(Node):

Pre-order: print(Node)

Visit(Left child)

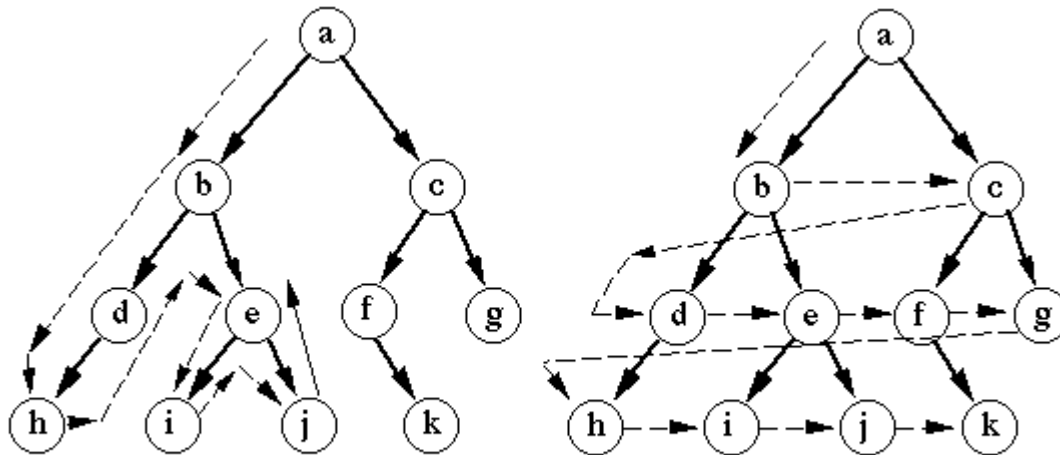
In-order: print(Node)

Visit(Right child)

Post-order: print(Node)

Breadth-first traversal

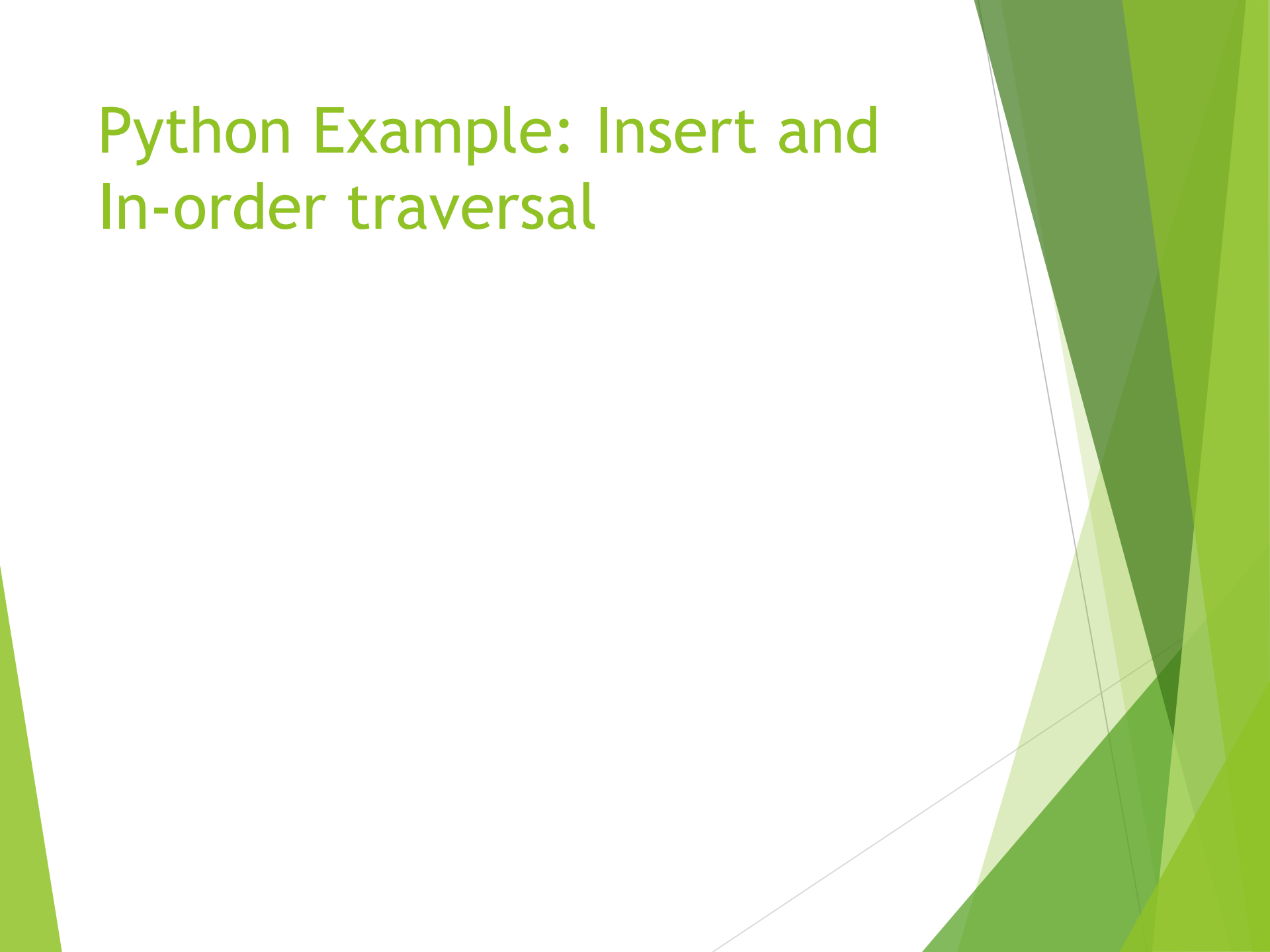
- ▶ Pre/In/Post order all depth-first - immediately go down to deepest nodes
- ▶ Breadth-first: rather than using a recursion stack, use a queue



Depth-first search

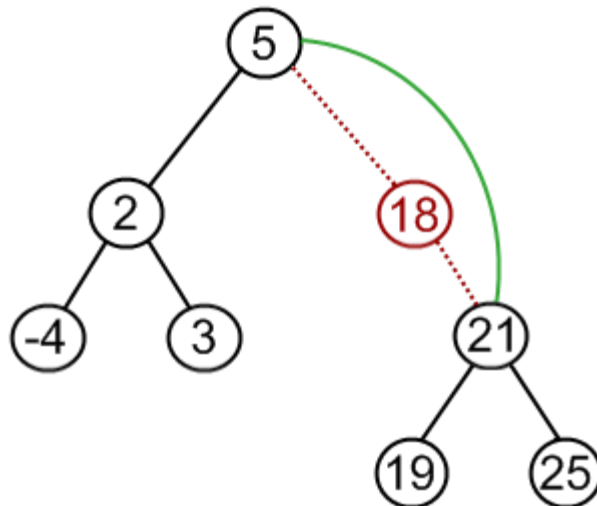
Breadth-first search

Python Example: Insert and In-order traversal



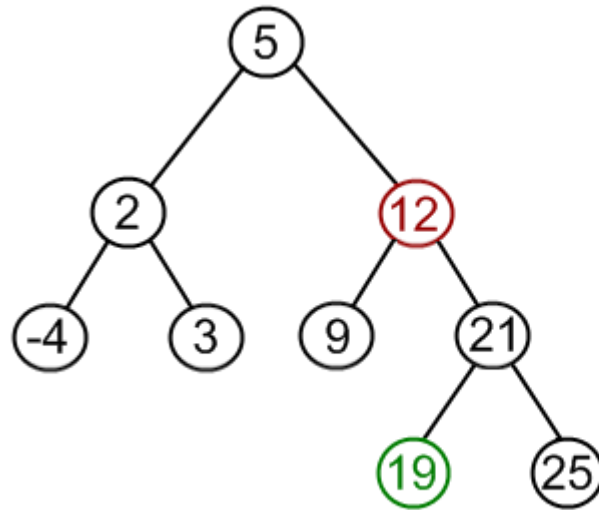
Removing element in BST

- ▶ Trickiest operation - need to make sure that BST property still holds
- ▶ If node has no children, just delete it!
- ▶ If node has only one child, connect node's parent to child



Removing with two children

- ▶ Idea: swap node with next-highest node



- ▶ Next-highest node is minimum of right subtree

Removing with two children

- ▶ Practice
- ▶ <http://visualgo.net/bst.html>

Problem: Check BST

- ▶ Given a binary tree, check to see if it is a BST

Problem: sorted array to BST

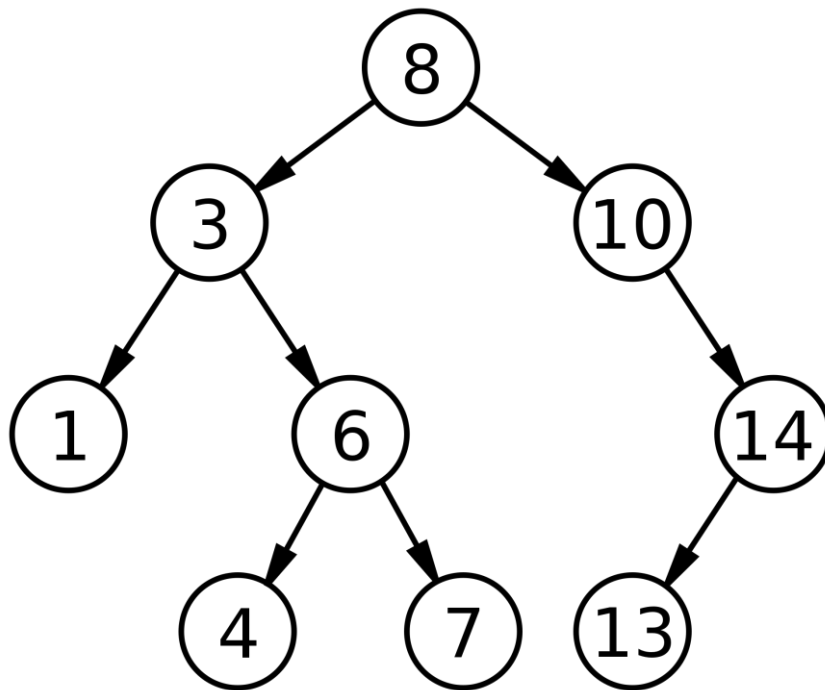
- ▶ Given a sorted array, can we build a *balanced* BST?

Problem: sorted LL to BST

- ▶ Given a sorted linked list, can we build a BST by just changing links?

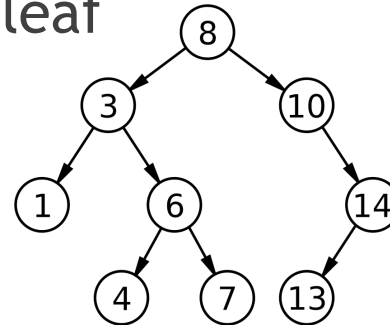
Problem: Lowest Common Ancestor

- ▶ Given two nodes, find their first ancestor



Homework: Maximum depth of BST

- ▶ Calculate the maximum depth of a BST - the longest path from the root to a leaf
- ▶ For example, max depth = 3



- ▶ This is often an important thing to keep track of - if max depth is too high, BST is turning into a list