

CS180 - Binary Search trees

Note Title

11/7/2011

Announcements

- HW due Friday
(make sure your code works)
- Practice exams out today
- Review Friday, test Monday
- No lab this week or next

Last time: Priority Queues

- insert(e): add e to our data structure

- get Max(): return element with maximum key (its e)

- remove Max(): delete element with maximum key

with lists or vectors, some operations will take $O(n)$ time

Last time: Heaps

↙ complete

A binary tree where we maintain an invariant:

- Any node's value is \leq its parent's value.

So where is maximum value?

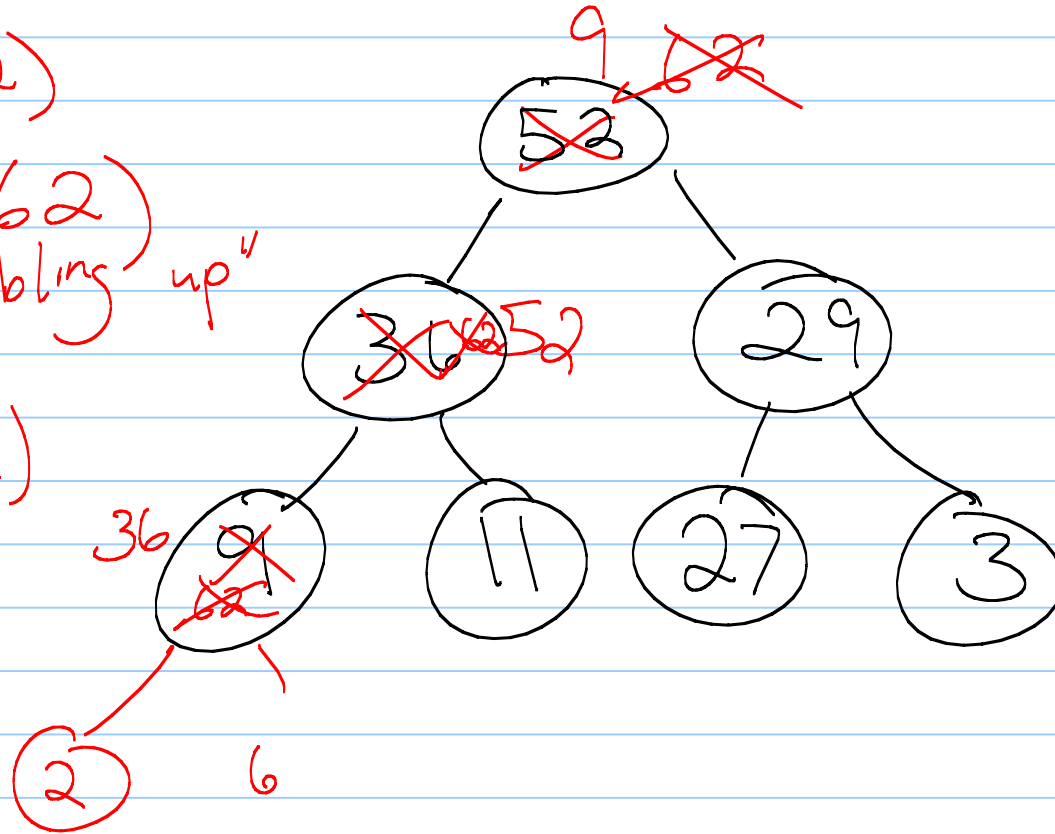
root

Inserting & Deleting

insert (2)

insert (62)
"bubbling" up

remove Max()

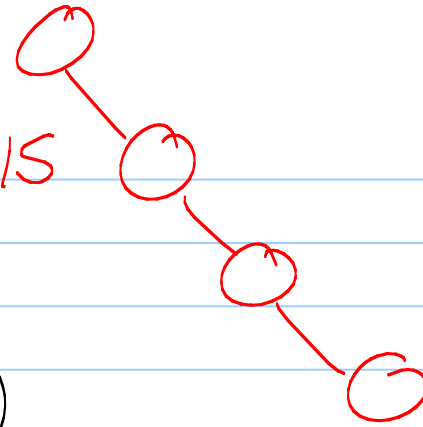


Code for heaps

$$1+2=3$$

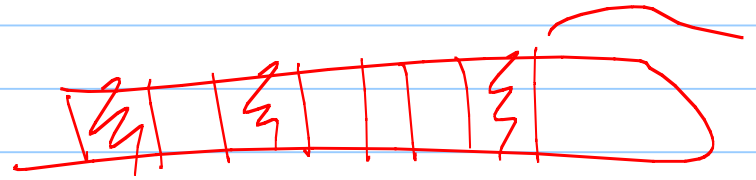
$$1+2+4=7$$

$$1+2+4+8=15$$



- Start on Wednesday

- Array based. (How?)



Running times?

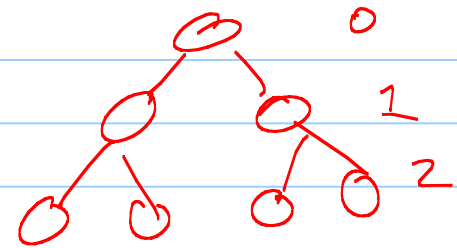
$$O(h) = O(\log n)$$

$$\sum_{i=0}^h 2^{i0} = n$$

$$2^{h+1} - 1 = n$$

$$\log_2 (2^{h+1} - 1) = \log_2 n \Rightarrow h+1 = \log_2 n$$

level i : 2^i nodes

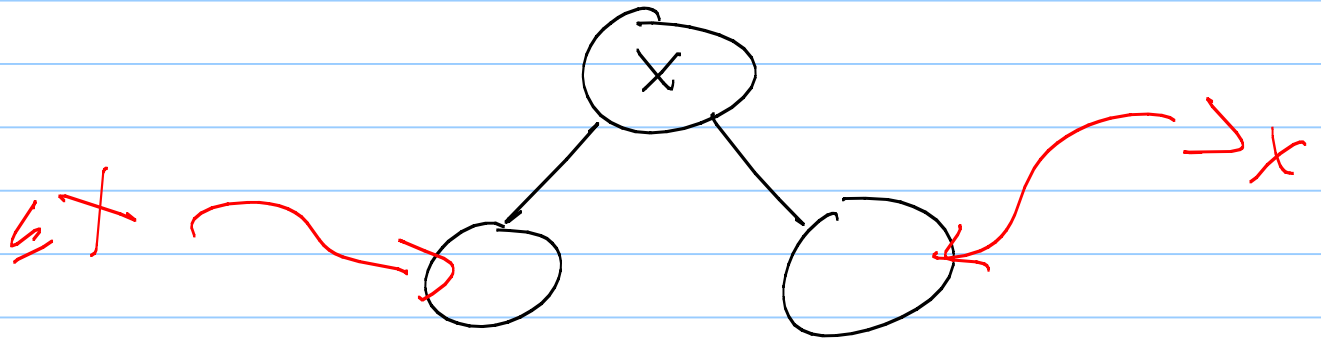


Binary Search Trees

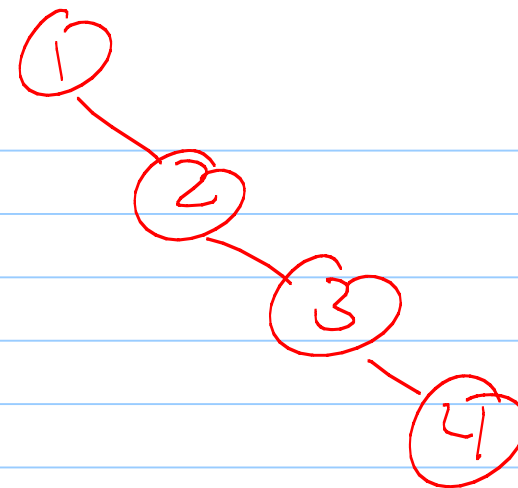
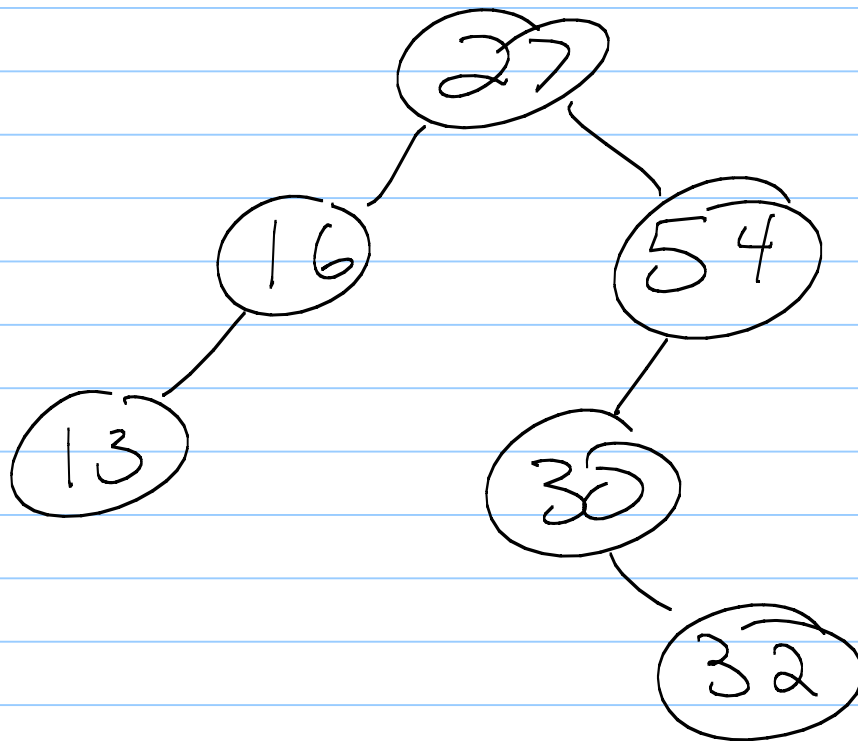


A binary tree where we maintain the following:

The value at any node is \geq its left child and $<$ its right child.



Example :

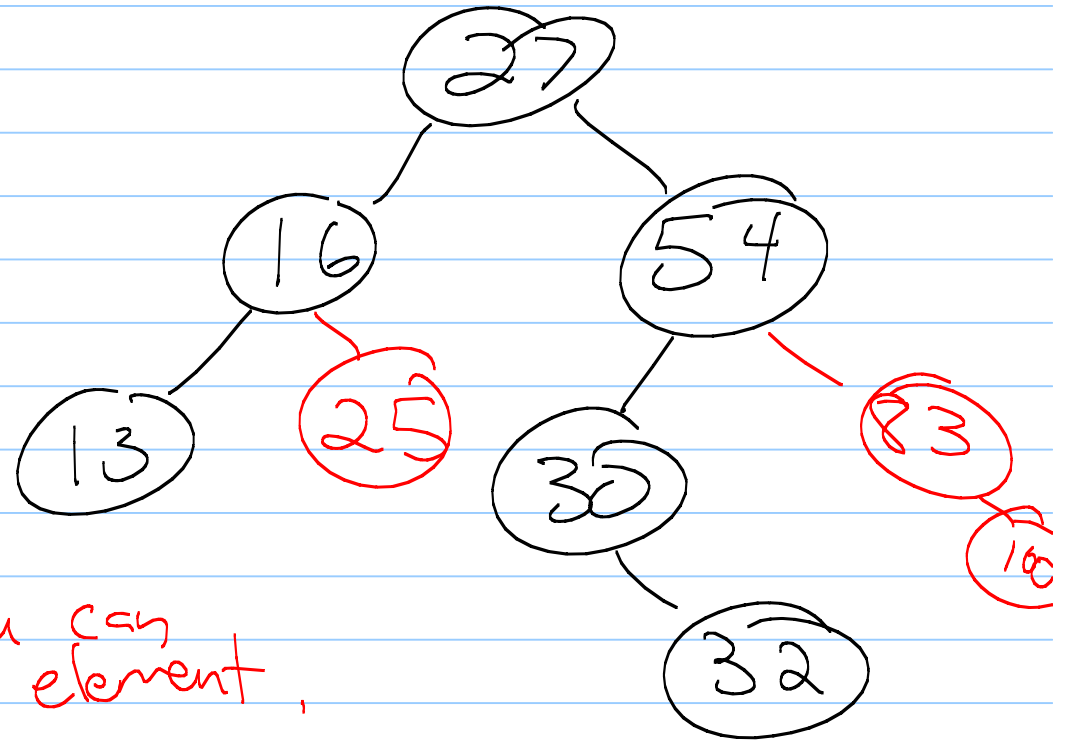


Insert

insert (83)

insert (100)

insert (25)



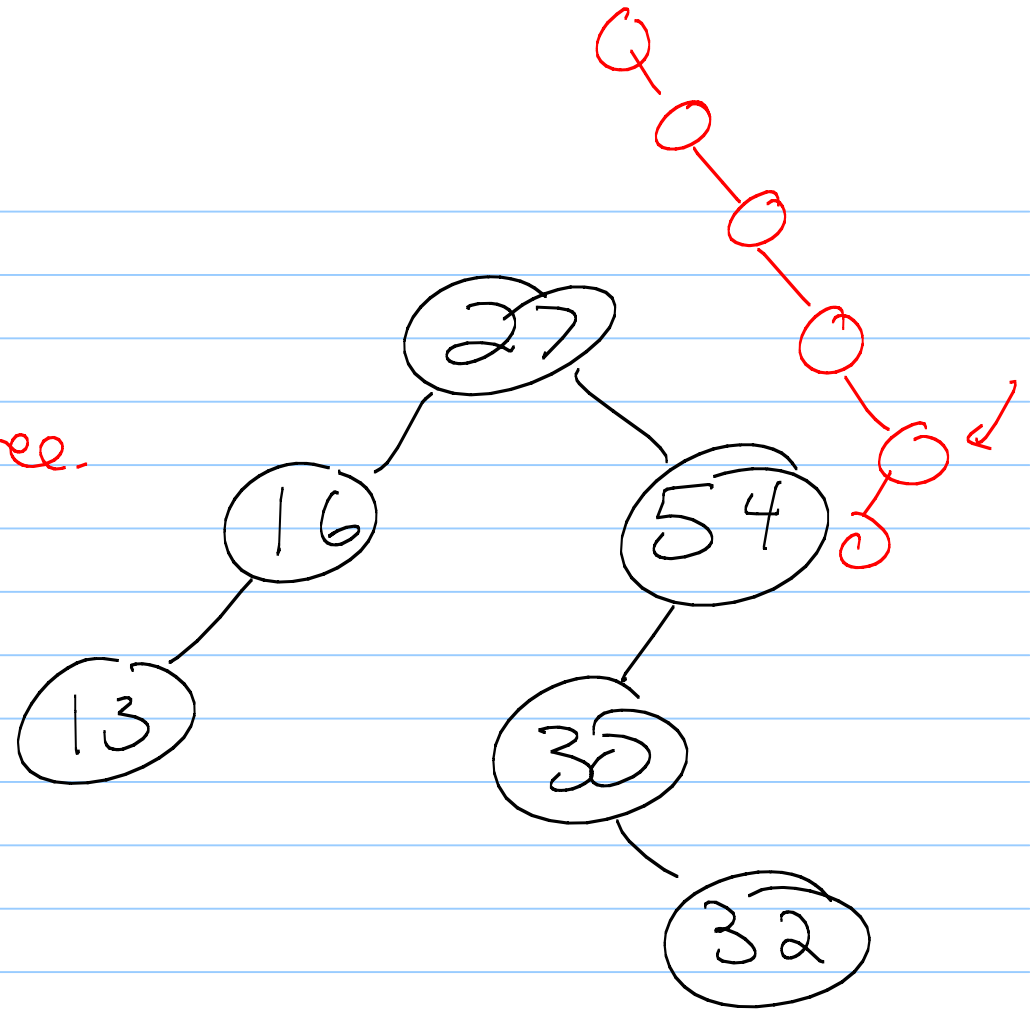
Only 1 position you can insert a given element.

Find

Check if 58 is in tree.

Find 30

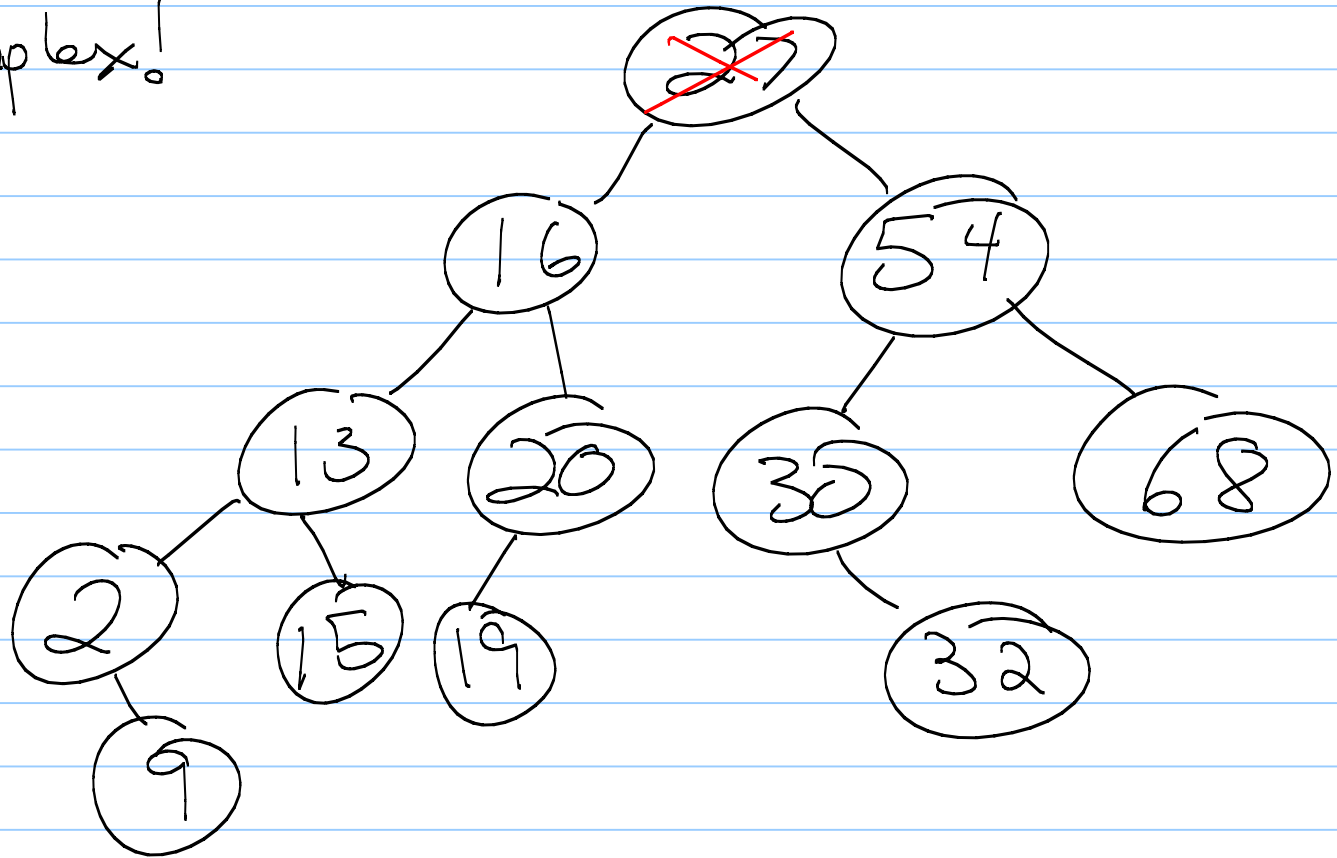
$$O(h) = O(n)$$



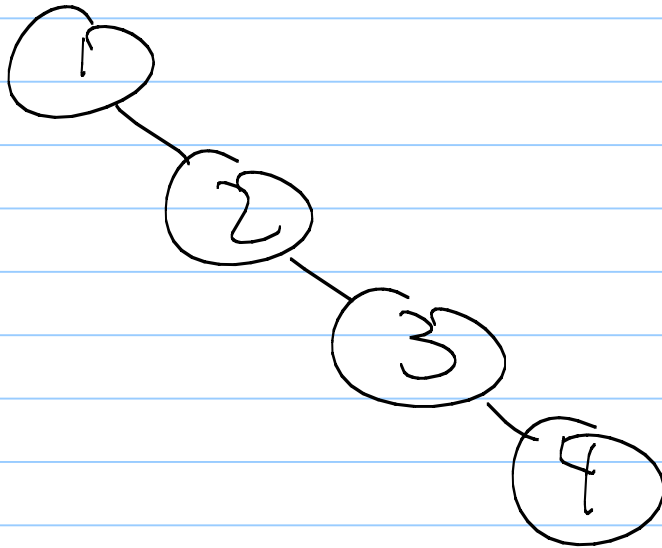
Delete:

More complex!

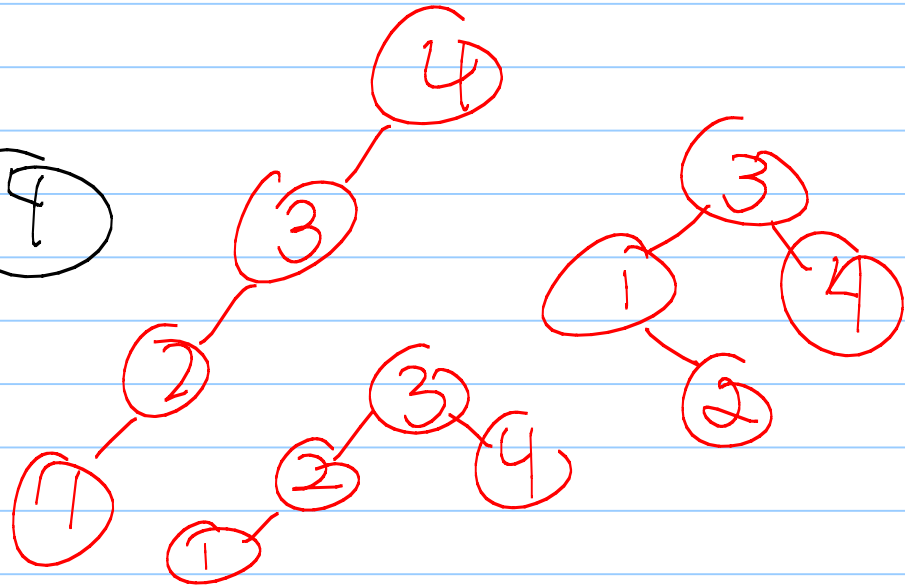
remove (27)



Note: BSTs are not unique!



Can you make another BST with these elements?



Runtime:

Find:

Insert:

Delete:

$O(n)$

(because in
worst tree,
 $h=n$)

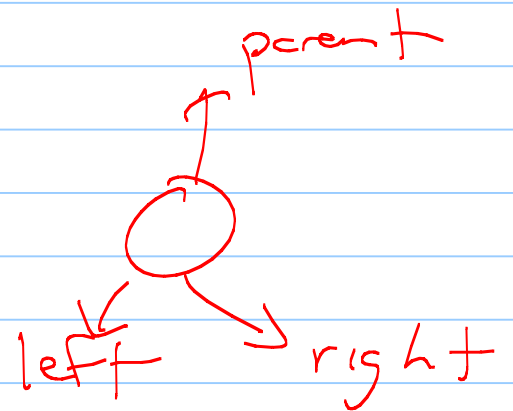
list \rightarrow  $++$

Code

- Will be pointer based. Why?

not complete, so array may waste space

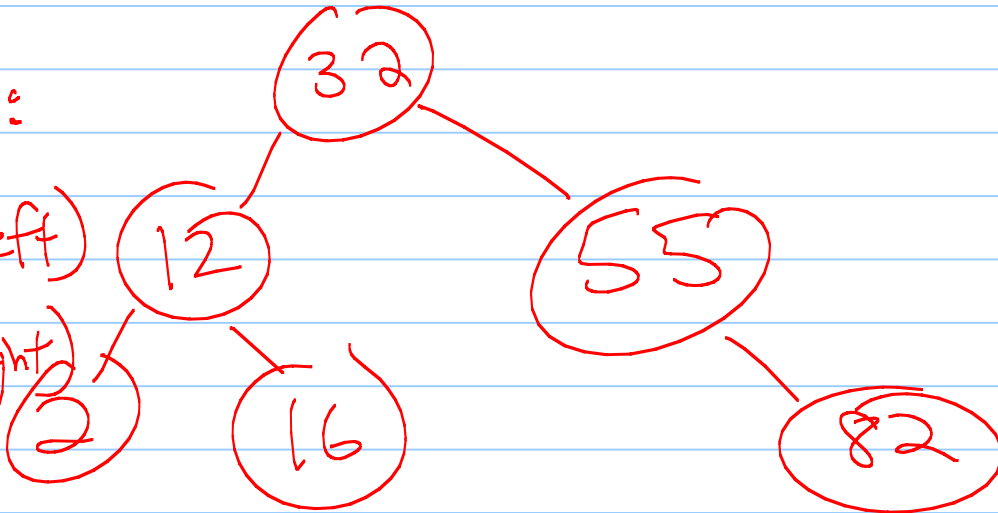
(Need nodes, iterators, etc.)



Tree traversals

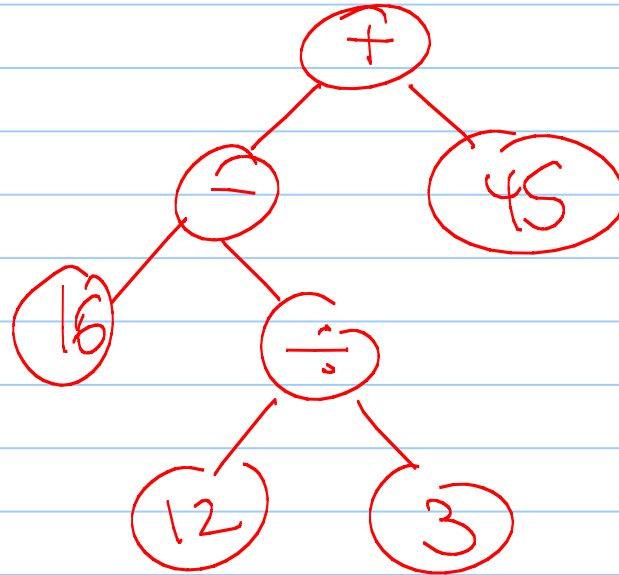
Inorder Print(n) :
if n != NULL

[InorderPrint(n → left)
print n
InorderPrint(n → right)]

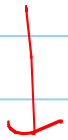


Inorder traversal : 2, 12, 16, 32, 55, 82

$$(16 - (12 \div 3)) + 45$$



Pre order & post order



print n
Preorder (n → left)
Preorder (n → right)

post order (n → left)
post order (n → right)
print n

examples next time