

Binary Search Trees

Antonio Carzaniga

Faculty of Informatics
Università della Svizzera italiana

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- Binary search trees
- Randomized binary search trees

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 - ▶ over a ***totally ordered domain***

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- ▶ *tree-walk*: **INORDER-TREE-WALK**(T), etc.

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 - ▶ *tree-walk*: **INORDER-TREE-WALK**(T), etc.
 - ▶ **TREE-MINIMUM**(T) finds the smallest element in the tree
 - ▶ **TREE-MAXIMUM**(T) finds the largest element in the tree
 - ▶ *iteration*: **TREE-SUCCESSOR**(x) and **TREE-PREDECESSOR**(x) find the successor and predecessor, respectively, of an element x

■ *Implementation*

- ▶ T represents the tree, which consists of a set of *nodes*

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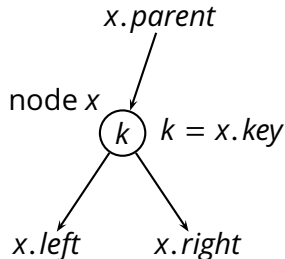
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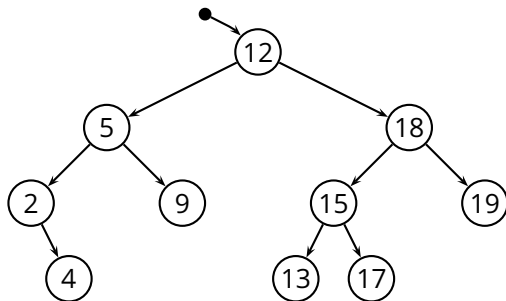
Node x

- ▶ $x.parent$ is the parent of node x
- ▶ $x.key$ is the key stored in node x
- ▶ $x.left$ is the left child of node x
- ▶ $x.right$ is the right child of node x

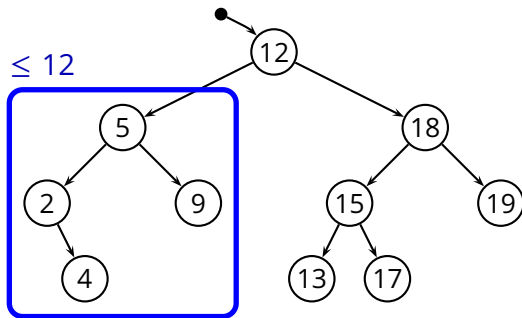


Binary Search Tree (3)

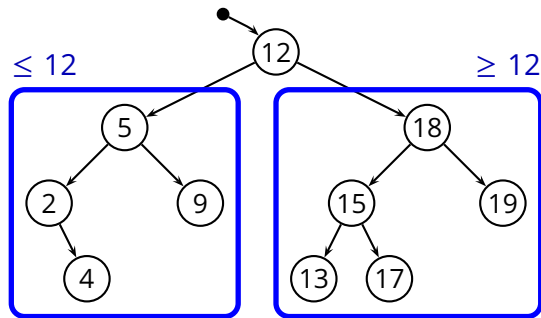
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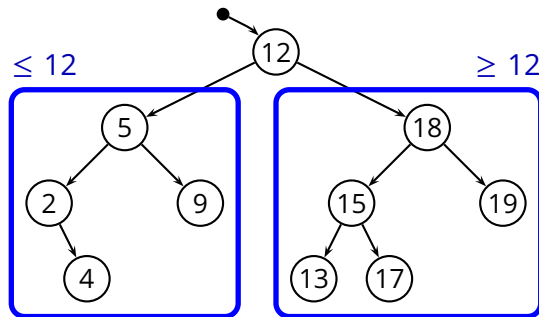


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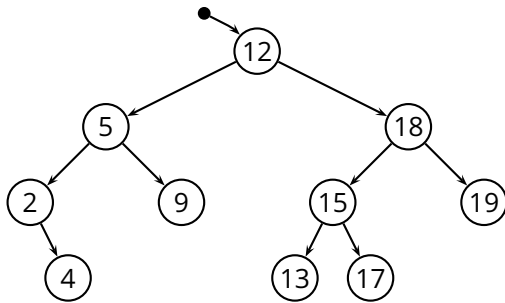




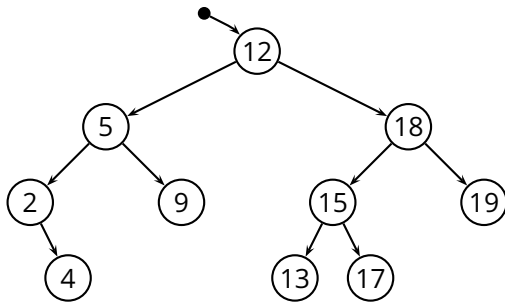
■ *Binary-search-tree property*

- ▶ for all nodes x , y , and z
- ▶ $y \in \text{left-subtree}(x) \Rightarrow y.\text{key} \leq x.\text{key}$
- ▶ $z \in \text{right-subtree}(x) \Rightarrow z.\text{key} \geq x.\text{key}$

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2 4 5 9 12 13 15 17 18 19

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INORDER-TREE-WALK(x)

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1  if  $x \neq \text{NIL}$   
2      INORDER-TREE-WALK( $x.\text{left}$ )  
3      print  $x.\text{key}$   
4      INORDER-TREE-WALK( $x.\text{right}$ )
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- A recursive algorithm

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```

And then we need a “starter” procedure

INORDER-TREE-WALK-START(T)

```
1  INORDER-TREE-WALK( $T.\text{root}$ )
```

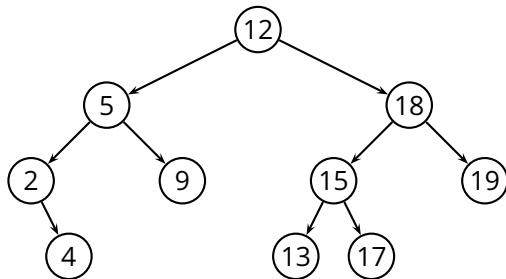
Pre-Order Tree Walk

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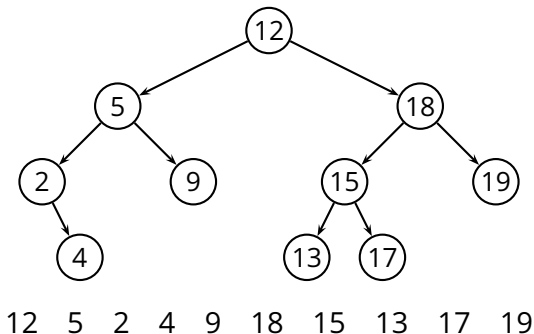
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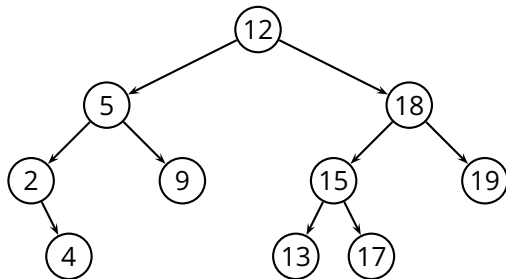
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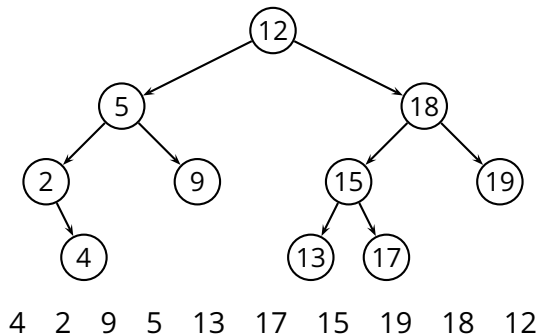
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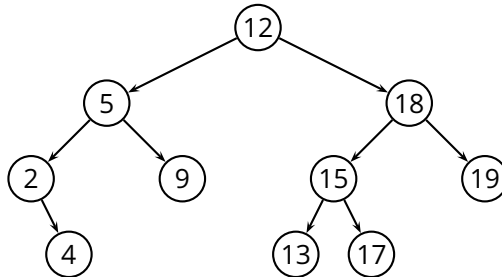
REVERSE-ORDER-TREE-WALK(x)

```
1  if  $x \neq \text{NIL}$   
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3      print  $x.\text{key}$   
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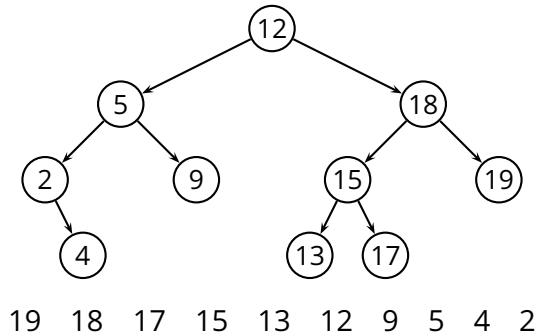
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Complexity of Tree Walks

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$$T(n) = T(n_L) + T(n - n_L - 1) + \Theta(1)$$

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We could prove this using the *substitution method*

- Can we do better? No!
 - ▶ the length of the output is $\Theta(n)$

Minimum and Maximum Keys

- Recall the *binary-search-tree property*
 - ▶ for all nodes x, y , and z
 - ▶ $y \in \text{left-subtree}(x) \Rightarrow y.\text{key} \leq x.\text{key}$
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■ So, the minimum key is in all the way to the left

- ▶ similarly, the maximum key is all the way to the right

TREE-MINIMUM(x)

```
1  while  $x.\text{left} \neq \text{NIL}$   
2       $x = x.\text{left}$   
3  return  $x$ 
```

TREE-MAXIMUM(x)

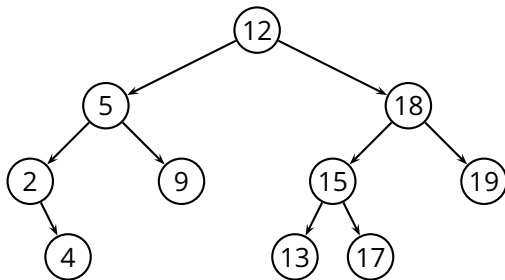
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1  while  $x.\text{right} \neq \text{NIL}$   
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```

Successor and Predecessor

- Given a node x , find the node containing the next key value

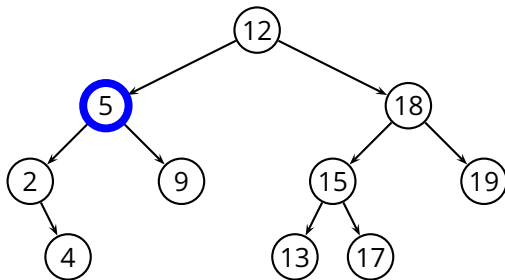
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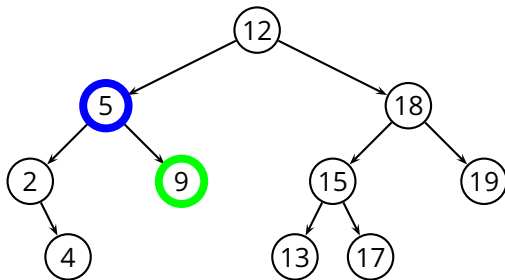
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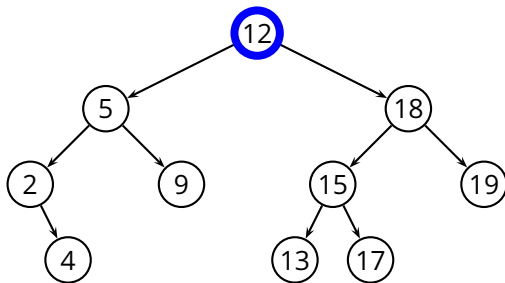
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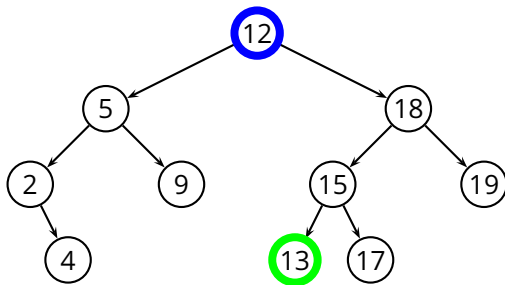
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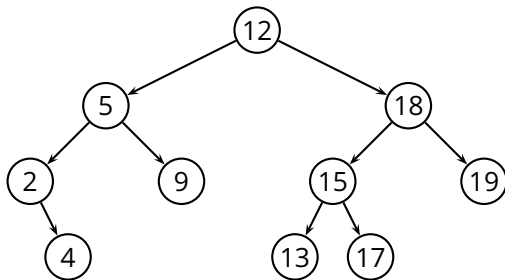
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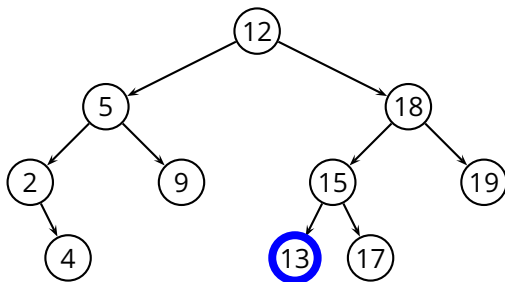
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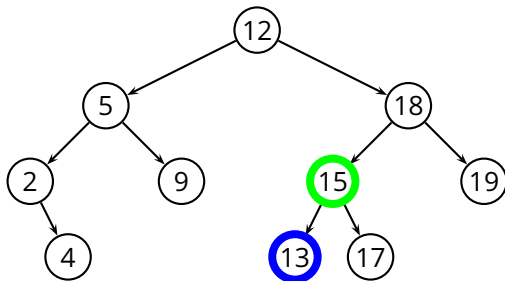
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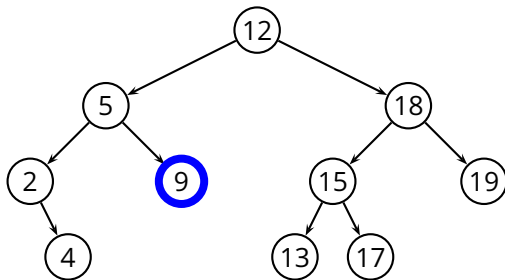
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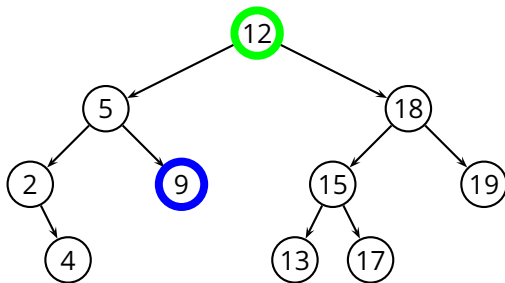
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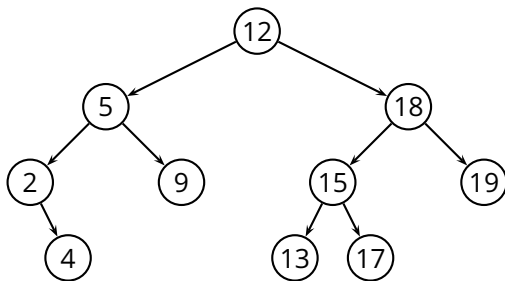
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- Otherwise it is the *first ancestor* a of x such that x falls in the *left* subtree of a

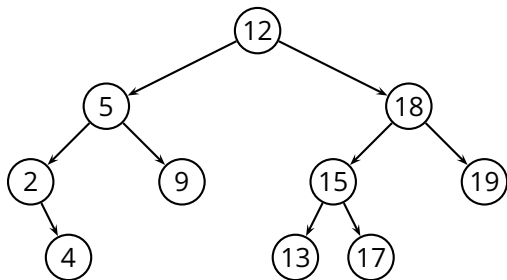
TREE-SUCCESSOR(x)

```
1  if  $x.right \neq \text{NIL}$ 
2      return TREE-MINIMUM( $x.right$ )
3   $y = x.parent$ 
4  while  $y \neq \text{NIL}$  and  $x = y.right$ 
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Successor and Predecessor(2)

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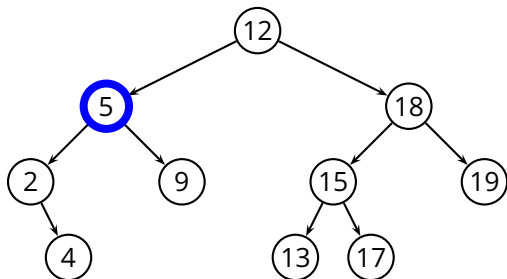
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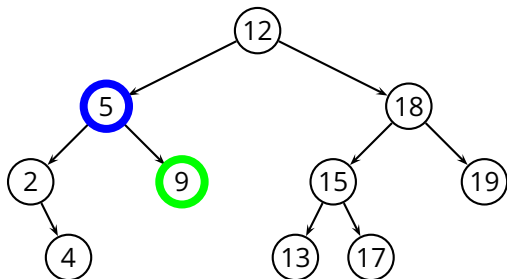
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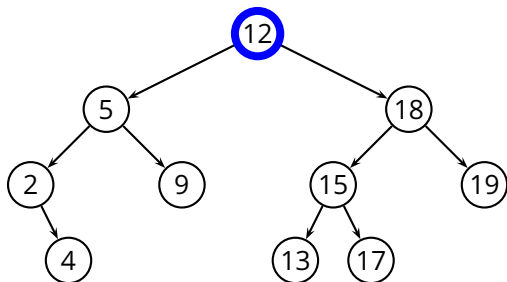
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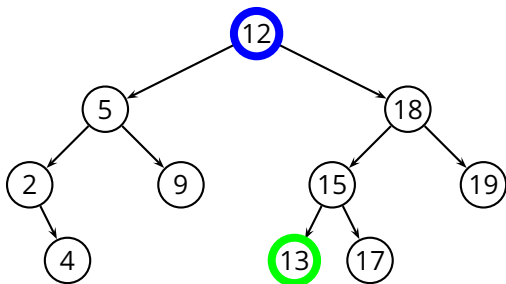
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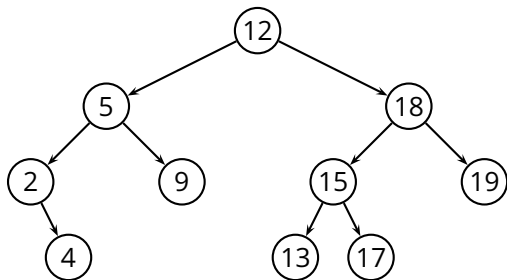
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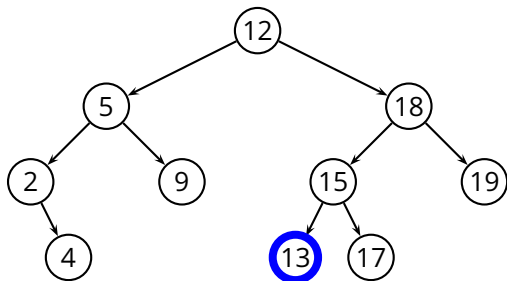
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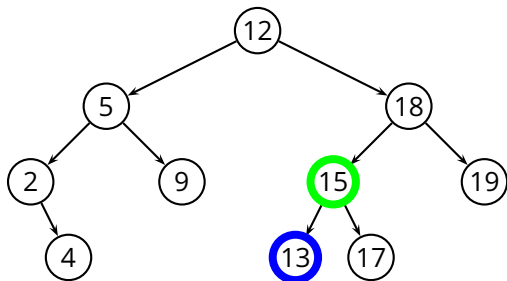
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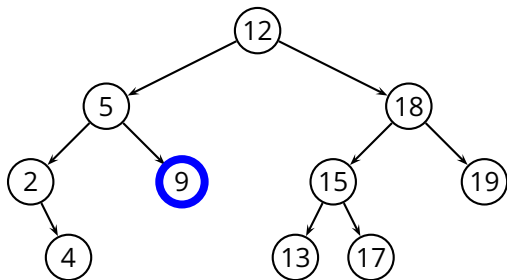
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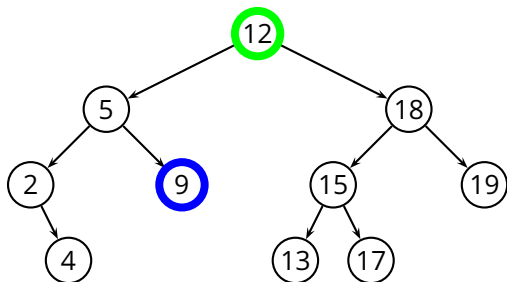
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- Is this correct? Yes, thanks to the *binary-search-tree property*

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TREE-SEARCH( $x, k$ )  
1  if  $x = \text{NIL}$  or  $k = x.\text{key}$   
2      return  $x$   
3  if  $k < x.\text{key}$   
4      return TREE-SEARCH( $x.\text{left}, k$ )  
5  else return TREE-SEARCH( $x.\text{right}, k$ )
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- Is this correct? Yes, thanks to the *binary-search-tree property*
- Complexity?

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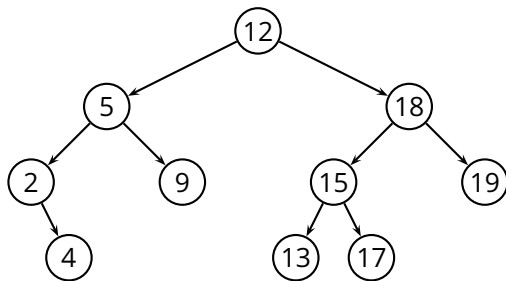
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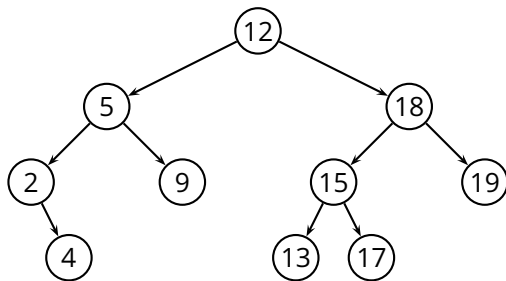
$$T(n) = O(n)$$

- Iterative *binary search*

■ Iterative *binary search***ITERATIVE-TREE-SEARCH**(T, k)

```
1  $x = T.root$   
2 while  $x \neq \text{NIL} \wedge k \neq x.key$   
3     if  $k < x.key$   
4          $x = x.left$   
5     else  $x = x.right$   
6 return  $x$ 
```



■ Idea

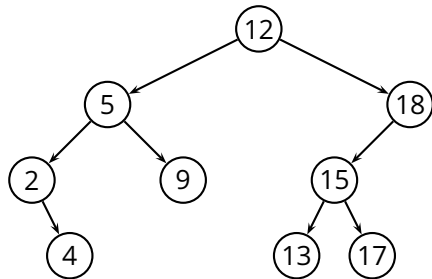
- ▶ in order to insert x , we *search* for x (more precisely $x.key$)
- ▶ if we don't find it, we add it where the search stopped

TREE-INSERT(T, z)

```
1   $y = \text{NIL}$ 
2   $x = T.\text{root}$ 
3  while  $x \neq \text{NIL}$ 
4       $y = x$ 
5      if  $z.\text{key} < x.\text{key}$ 
6           $x = x.\text{left}$ 
7      else  $x = x.\text{right}$ 
8   $z.\text{parent} = y$ 
9  if  $y = \text{NIL}$ 
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TREE-INSERT(T, z)

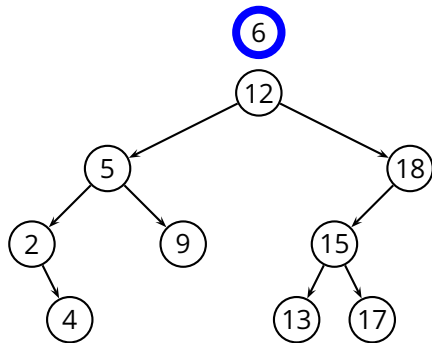
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Insertion (2)

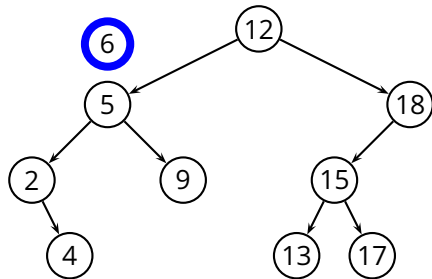
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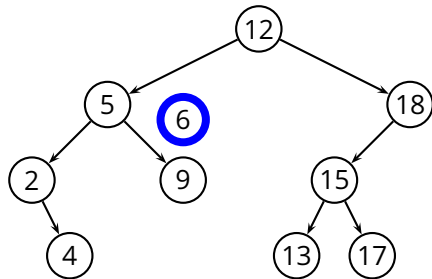
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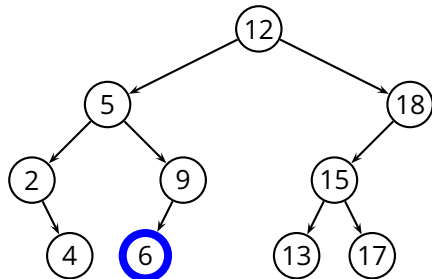
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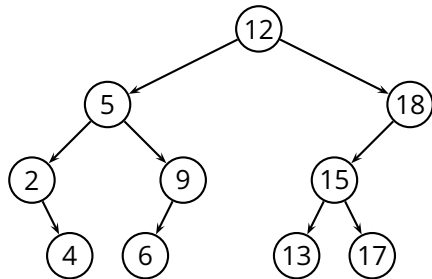
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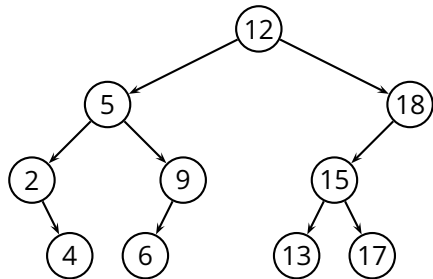
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- *Idea 2*: we can obtain a random permutation of the input sequence by randomly alternating two insertion procedures
 - ▶ *tail insertion*: this is what **TREE-INSERT** does
 - ▶ *head insertion*: for this we need a new procedure **TREE-ROOT-INSERT**
 - ▶ inserts n in T as if n was inserted as the first element

Randomized Insertion (2)

TREE-RANDOMIZED-INSERT1(T, z)

1 $r =$ uniformly random value from $\{1, \dots, t.size + 1\}$

2 **if** $r = 1$

3 **TREE-ROOT-INSERT**(T, z)

4 **else** **TREE-INSERT**(T, z)

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 - ▶ no, clearly the last element can only go to the top or to the bottom
- It is true that any node has the same probability of being inserted at the top
 - ▶ this suggests a recursive application of this same procedure

Randomized Insertion (3)

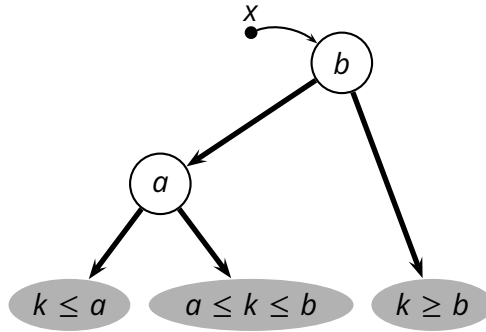
TREE-RANDOMIZED-INSERT(t, z)

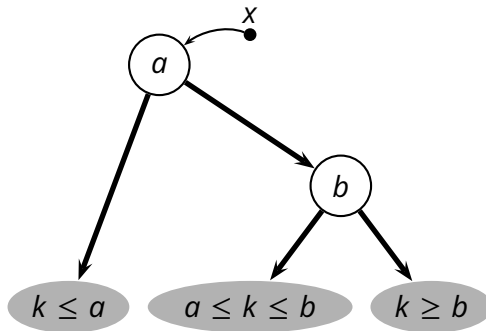
```
1  if  $t = \text{NIL}$ 
2      return  $z$ 
3   $r =$  uniformly random value from  $\{1, \dots, t.size + 1\}$ 
4  if  $r = 1$                                 //  $\text{Pr}[r = 1] = 1/(t.size + 1)$ 
5       $z.size = t.size + 1$ 
6      return TREE-ROOT-INSERT( $t, z$ )
7  if  $z.key < t.key$ 
8       $t.left = \text{TREE-RANDOMIZED-INSERT}(t.left, z)$ 
9  else  $t.right = \text{TREE-RANDOMIZED-INSERT}(t.right, z)$ 
10  $t.size = t.size + 1$ 
11 return  $t$ 
```


TREE-RANDOMIZED-INSERT(t, z)

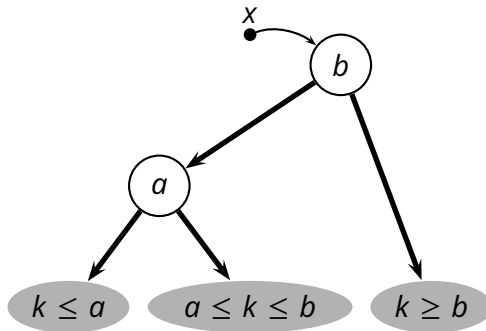
```
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6      return TREE-ROOT-INSERT( $t, z$ )
7  if  $z.key < t.key$ 
8       $t.left =$  TREE-RANDOMIZED-INSERT( $t.left, z$ )
9  else  $t.right =$  TREE-RANDOMIZED-INSERT( $t.right, z$ )
10  $t.size = t.size + 1$ 
11 return  $t$ 
```

- Looks like this one really simulates a random permutation...



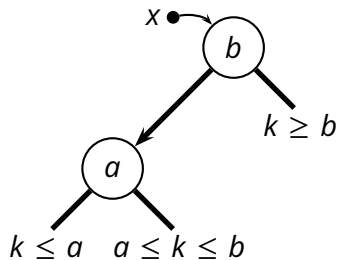


■ $x = \text{RIGHT-ROTATE}(x)$



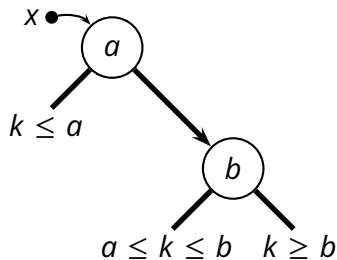
■ $x = \text{RIGHT-ROTATE}(x)$

■ $x = \text{LEFT-ROTATE}(x)$



RIGHT-ROTATE

LEFT-ROTATE



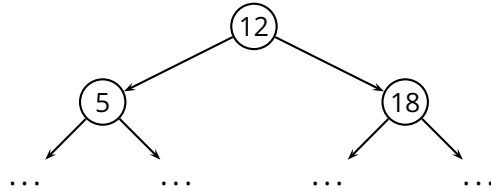
RIGHT-ROTATE(x)

- 1 $l = x.left$
- 2 $x.left = l.right$
- 3 $l.right = x$
- 4 **return** l

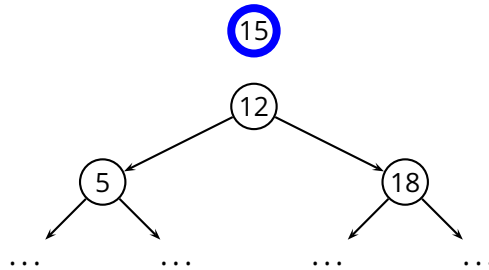
LEFT-ROTATE(x)

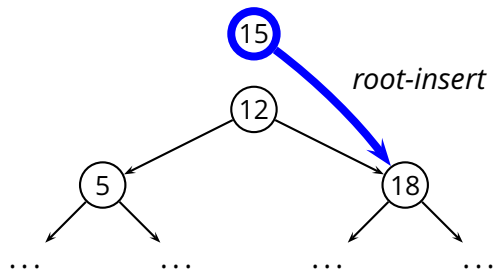
- 1 $r = x.right$
- 2 $x.right = r.left$
- 3 $r.left = x$
- 4 **return** r

Root Insertion

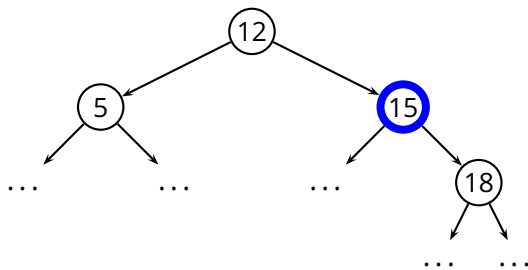


Root Insertion

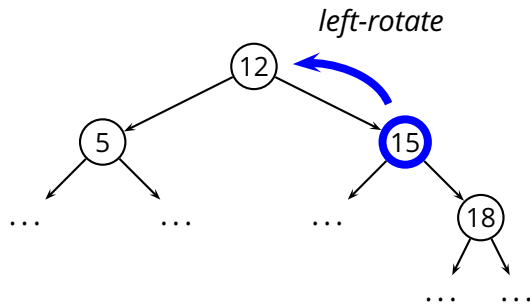




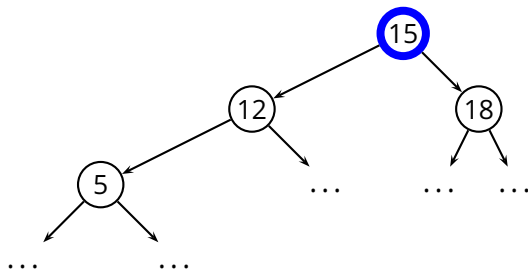
1. Recursively insert z at the root of the appropriate subtree (right)



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TREE-ROOT-INSERT(x, z)

```
1  if  $x = \text{NIL}$ 
2      return  $z$ 
3  if  $z.\text{key} < x.\text{key}$ 
4       $x.\text{left} = \text{TREE-ROOT-INSERT}(x.\text{left}, z)$ 
5      return RIGHT-ROTATE( $x$ )
6  else  $x.\text{right} = \text{TREE-ROOT-INSERT}(x.\text{right}, z)$ 
7      return LEFT-ROTATE( $x$ )
```

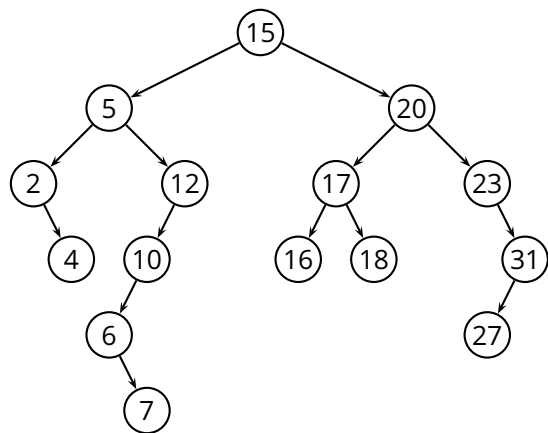
- General strategies to deal with complexity in the worst case

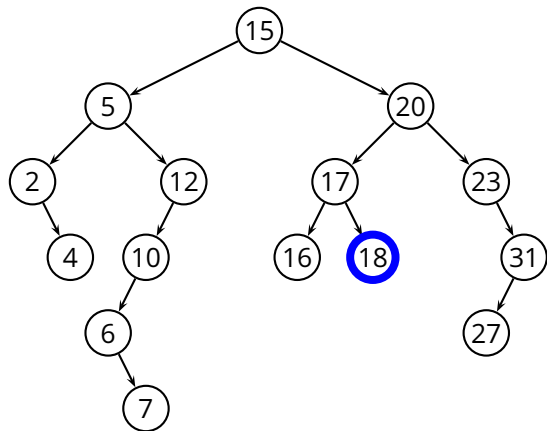
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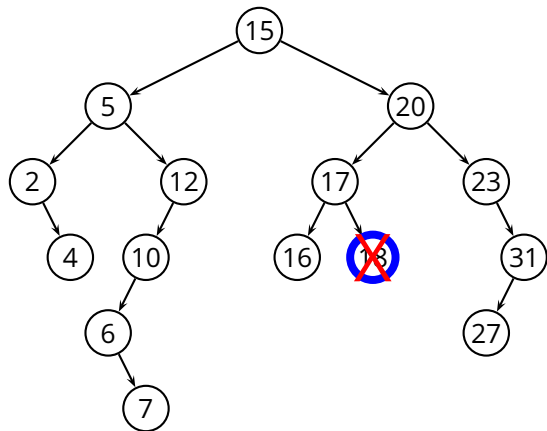
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- ▶ *optimized data structures*: a self-balanced data structure
 - ▶ guaranteed $O(\log n)$ complexity bounds



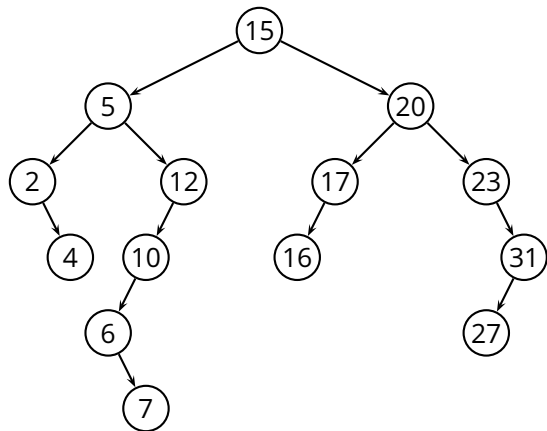


1. z has no children



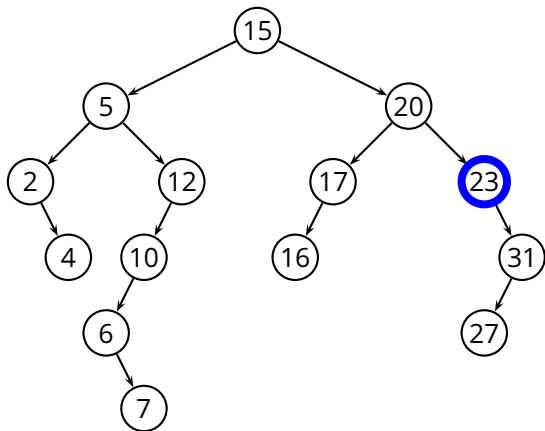
1. z has no children

- ▶ simply remove z

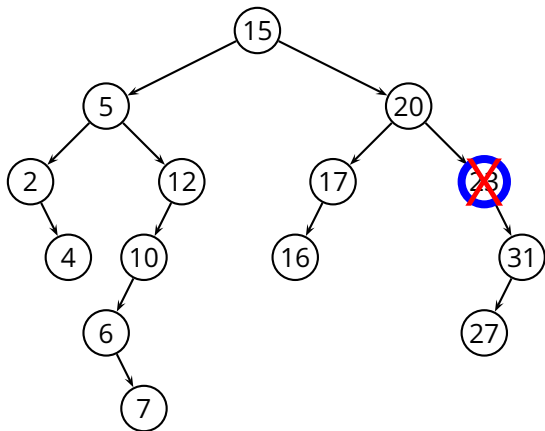


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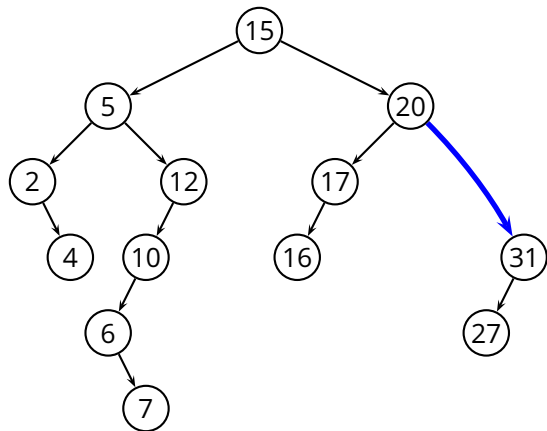
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1. z has no children
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2. z has one child
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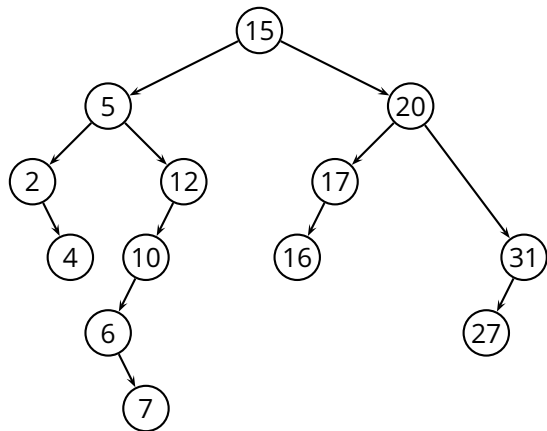


1. z has no children

- ▶ simply remove z

2. z has one child

- ▶ remove z
- ▶ connect $z.parent$ to $z.right$

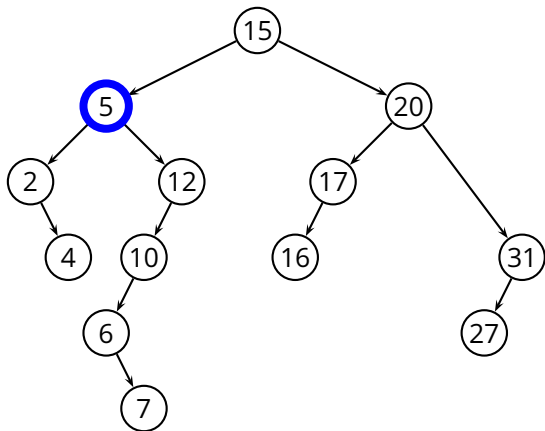


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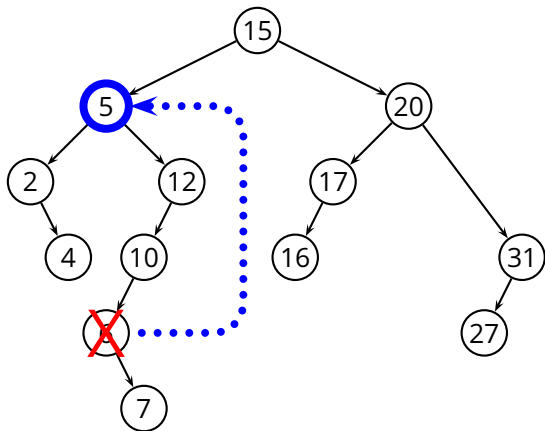
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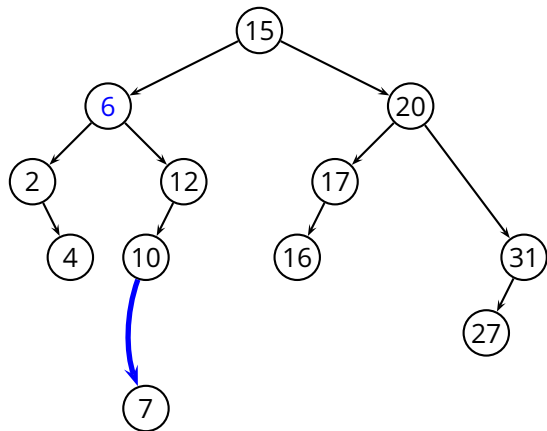
- ▶ remove z
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1. z has no children
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2. z has one child
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 - ▶ connect $z.parent$ to $z.right$
3. z has two children



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 - ▶ replace z with $y = \mathbf{TREE-SUCCESSOR}(z)$
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 - ▶ replace z with $y = \mathbf{TREE-SUCCESSOR}(z)$
 - ▶ remove y (1 child!)
 - ▶ connect $y.parent$ to $y.right$

TREE-DELETE(T, z)

```
1  if  $z.left = \text{NIL}$  or  $z.right = \text{NIL}$ 
2       $y = z$ 
3  else  $y = \text{TREE-SUCCESSOR}(z)$ 
4  if  $y.left \neq \text{NIL}$ 
5       $x = y.left$ 
6  else  $x = y.right$ 
7  if  $x \neq \text{NIL}$ 
8       $x.parent = y.parent$ 
9  if  $y.parent = \text{NIL}$ 
10      $T.root = x$ 
11 else if  $y = y.parent.left$ 
12      $y.parent.left = x$ 
13     else  $y.parent.right = x$ 
14 if  $y \neq z$ 
15      $z.key = y.key$ 
16     copy any other data from  $y$  into  $z$ 
```