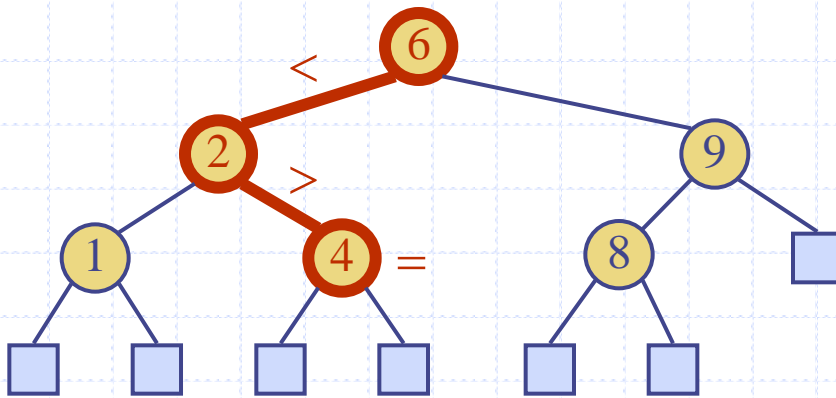
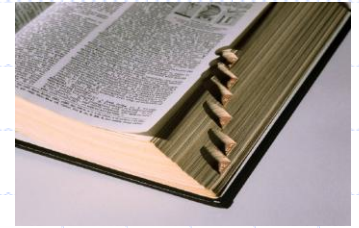


# Binary Search Trees

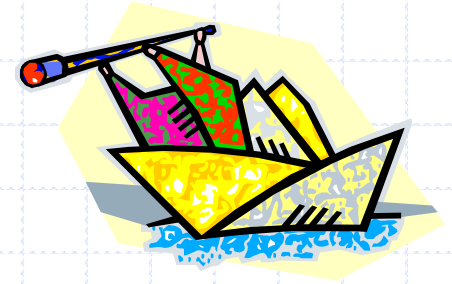




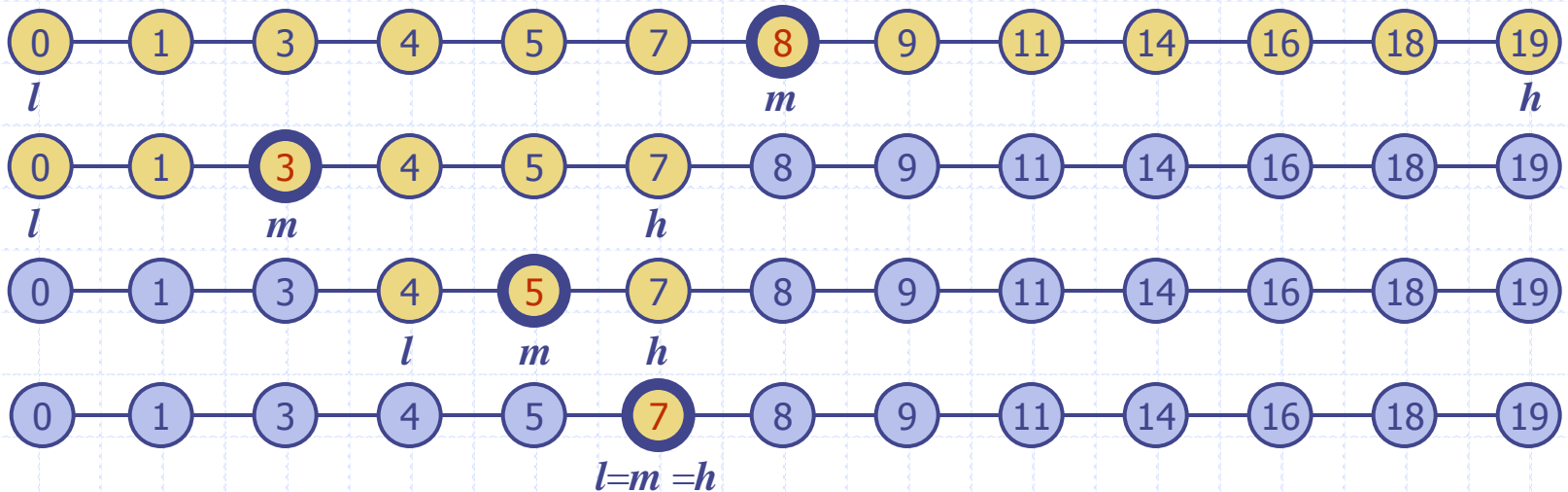
# Ordered Maps

- ◆ Keys are assumed to come from a total order.
- ◆ New operations:
  - **firstEntry()**: entry with smallest key value null
  - **lastEntry()**: entry with largest key value
  - **floorEntry(k)**: entry with largest key  $\leq k$
  - **ceilingEntry(k)**: entry with smallest key  $\geq k$
  - These operations return null if the map is empty

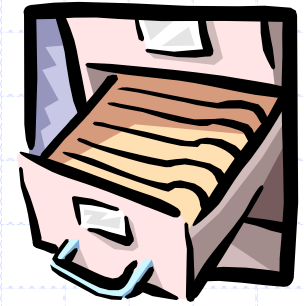
# Binary Search



- ◆ Binary search can perform operations **get**, **floorEntry** and **ceilingEntry** on an ordered map implemented by means of an array-based sequence, sorted by key
  - similar to the high-low game
  - at each step, the number of candidate items is halved
  - terminates after  $O(\log n)$  steps
- ◆ Example: **find(7)**

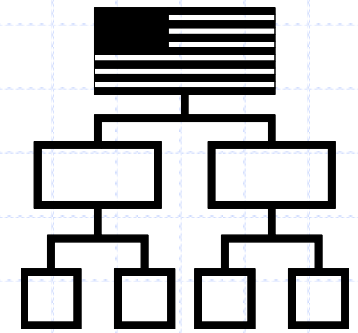


# Search Tables



- ◆ A search table is an ordered map implemented by means of a sorted sequence
  - We store the items in an array-based sequence, sorted by key
  - We use an external comparator for the keys
- ◆ Performance:
  - **get**, **floorEntry** and **ceilingEntry** take  $O(\log n)$  time, using binary search
  - **get** takes  $O(n)$  time since in the worst case we have to shift  $n/2$  items to make room for the new item
  - **remove** take  $O(n)$  time since in the worst case we have to shift  $n/2$  items to compact the items after the removal
- ◆ The lookup table is effective only for dictionaries of small size or for dictionaries on which searches are the most common operations, while insertions and removals are rarely performed (e.g., credit card authorizations)

# Binary Search Trees

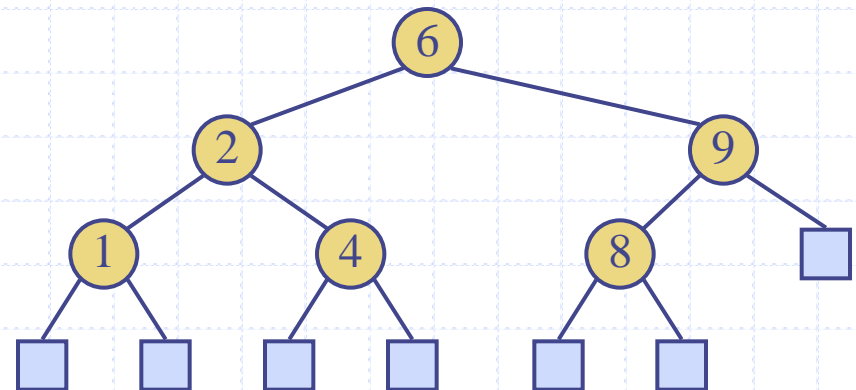


◆ A binary search tree is a binary tree storing keys (or key-value entries) at its internal nodes and satisfying the following property:

- Let  $u$ ,  $v$ , and  $w$  be three nodes such that  $u$  is in the left subtree of  $v$  and  $w$  is in the right subtree of  $v$ . We have  $key(u) \leq key(v) \leq key(w)$

◆ External nodes do not store items

◆ An inorder traversal of a binary search trees visits the keys in increasing order



# Search

- ◆ To search for a key  $k$ , we trace a downward path starting at the root
- ◆ The next node visited depends on the comparison of  $k$  with the key of the current node
- ◆ If we reach a leaf, the key is not found
- ◆ Example: `get(4)`:
  - Call `TreeSearch(4, root)`
- ◆ The algorithms for `floorEntry` and `ceilingEntry` are similar

**Algorithm** *TreeSearch*( $k, v$ )

**if** *T.isExternal* ( $v$ )

**return**  $v$

**if**  $k < \text{key}(v)$

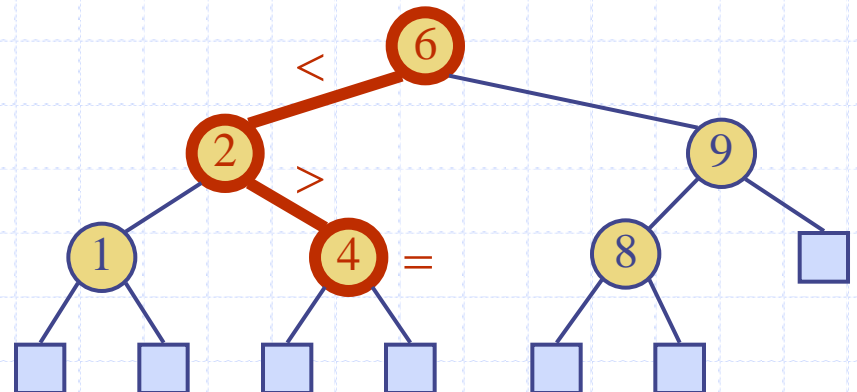
**return** *TreeSearch*( $k, T.\text{left}(v)$ )

**else if**  $k = \text{key}(v)$

**return**  $v$

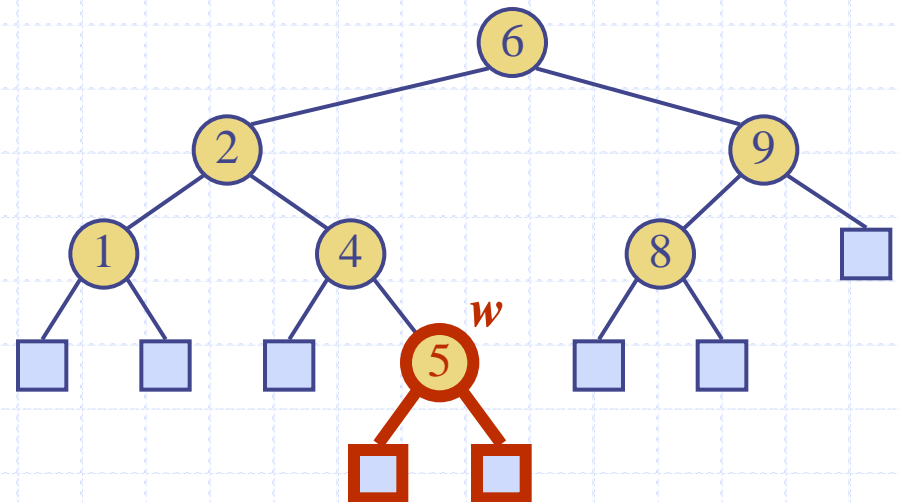
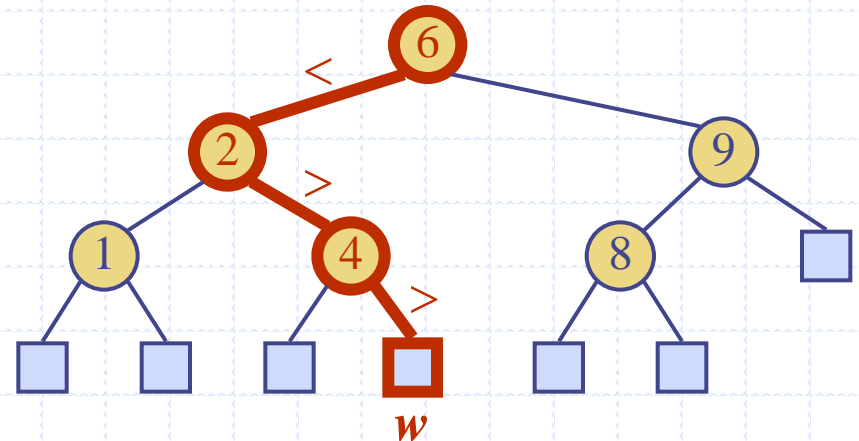
**else** {  $k > \text{key}(v)$  }

**return** *TreeSearch*( $k, T.\text{right}(v)$ )



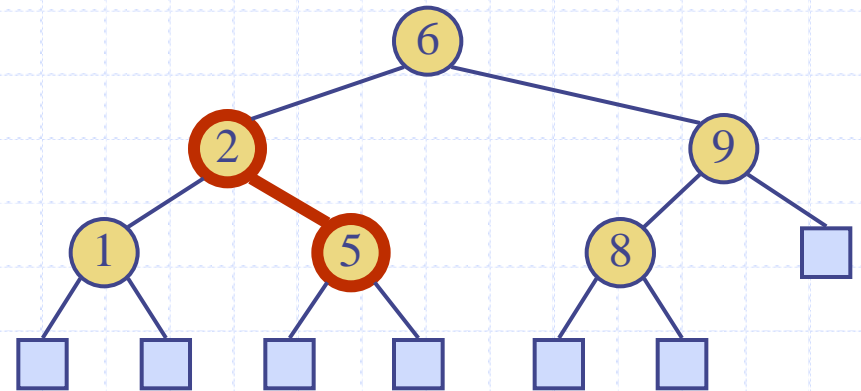
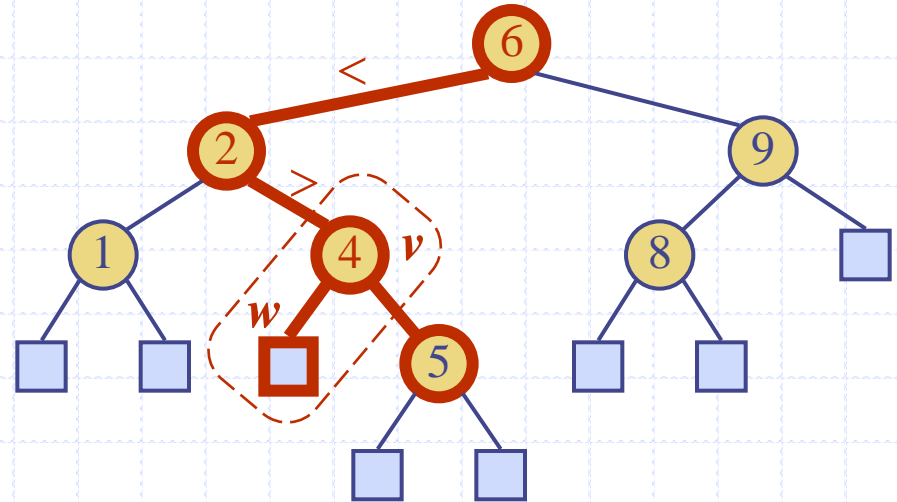
# Insertion

- ◆ To perform operation  $\text{put}(k, o)$ , we search for key  $k$  (using  $\text{TreeSearch}$ )
- ◆ Assume  $k$  is not already in the tree, and let  $w$  be the leaf reached by the search
- ◆ We insert  $k$  at node  $w$  and expand  $w$  into an internal node
- ◆ Example: insert 5



# Deletion

- ◆ To perform operation **remove( $k$ )**, we search for key  $k$
- ◆ Assume key  $k$  is in the tree, and let  $v$  be the node storing  $k$
- ◆ If node  $v$  has a leaf child  $w$ , we remove  $v$  and  $w$  from the tree with operation **removeExternal( $w$ )**, which removes  $w$  and its parent
- ◆ Example: remove 4



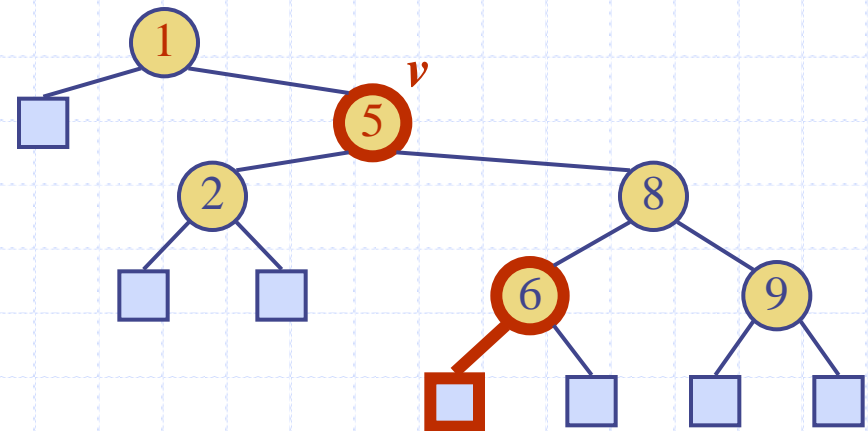
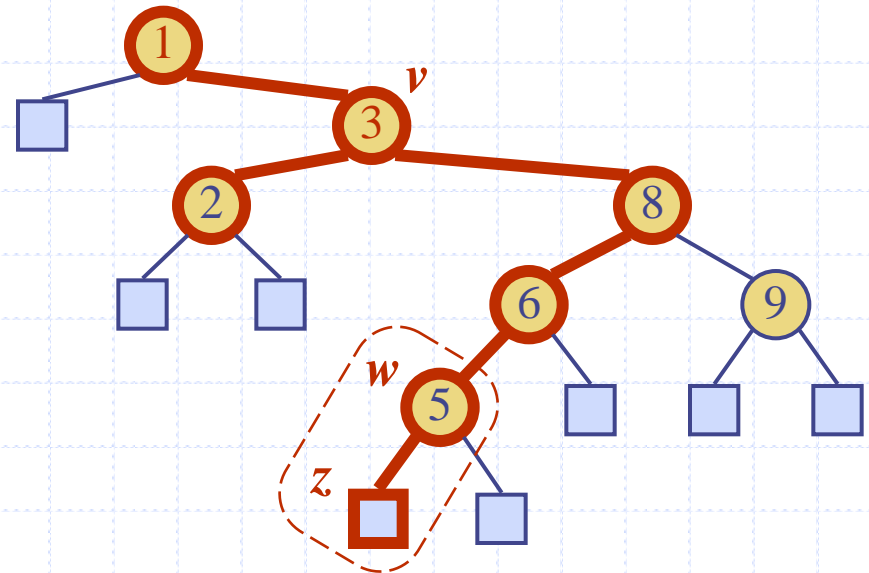


# Deletion (cont.)

◆ We consider the case where the key  $k$  to be removed is stored at a node  $v$  whose children are both internal

- we find the internal node  $w$  that follows  $v$  in an inorder traversal
- we copy  $key(w)$  into node  $v$
- we remove node  $w$  and its left child  $z$  (which must be a leaf) by means of operation `removeExternal(z)`

◆ Example: remove 3



# Performance

- ◆ Consider an ordered map with  $n$  items implemented by means of a binary search tree of height  $h$ 
  - the space used is  $O(n)$
  - methods **get**, **floorEntry**, **ceilingEntry**, **put** and **remove** take  $O(h)$  time
- ◆ The height  $h$  is  $O(n)$  in the worst case and  $O(\log n)$  in the best case

