

CSE 101 5-6-21

1

Part: ext. 1 last day (to Sun.)

BST ... continue ...

Queries:

- $\text{TreeSearch}(x, k)$
- $\text{TreeMinimum}(x)$
- $\text{TreeMaximum}(x)$



## TreeSearch(x, k)

Idea: use BST Properties.

• see pseudo-code.

Runtime (worst case)

$\Theta(\text{height}(T))$



length of longest  
line of ancestry

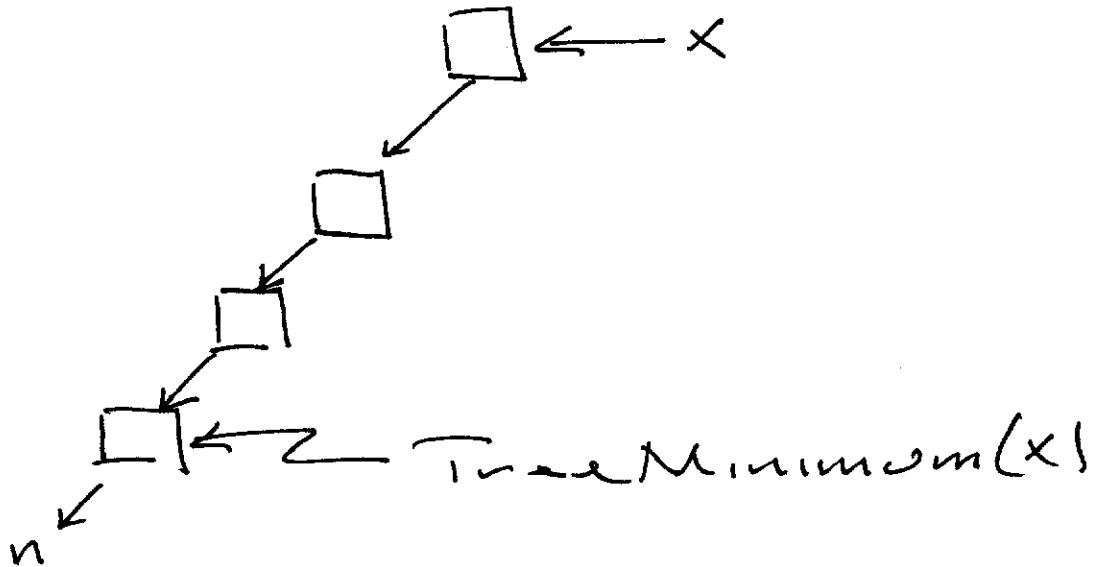
Defn depth of a node  $x$ :

the distance of  $x$  to root.

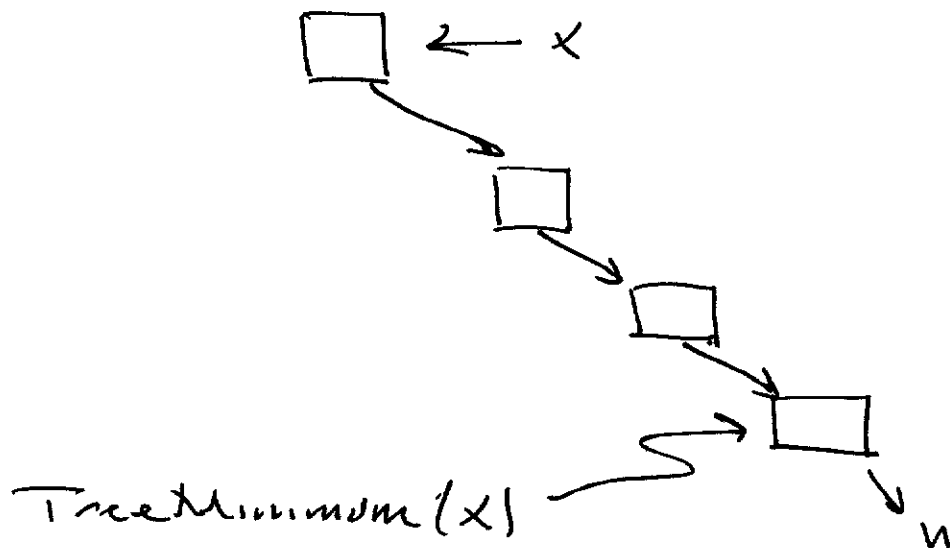
Defn  $\text{height}[T]$ : depth of the  
deepest leaf.

Defn  $\text{height}(x)$ : height of subtree  
rooted at  $x$ .

•  $TreeMinimum(x)$



•  $TreeMaximum(x)$



worst case runtime:

$$\Theta(\text{height}(x))$$

2 more Quizzes

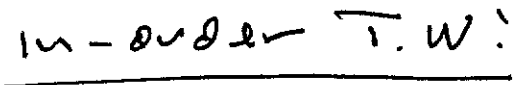
Tree Successor(x)  $\leftarrow$  we do this

Tree Predecessor(x)  $\leftarrow$  exercise

Defn

The Successor of a node  $x$  is  
the next node after  $x$  to be  
printed in an in-order

Tree Walk.



1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13

$$\text{Successor}(1) = 2$$

$$\text{successor}(x) = 9$$

$$\text{successor}(7) = 8$$

we have 2 cases for Tree -

Successor :

Case 1 :  $x$  has a right child.

Successor of  $x$  is the leftmost descendant of that right child

Case 2 :  $x$  has no right child.

Successor of  $x$  is the lowest ancestor of  $x$  whose left child is also an ancestor of  $x$ .

(note :  $x$  is its own ancestor)

see pseudo-code

## Exercise

- define Predecessor of  $x$
- write algorithm for  
 $\text{TreePredecessor}(x)$

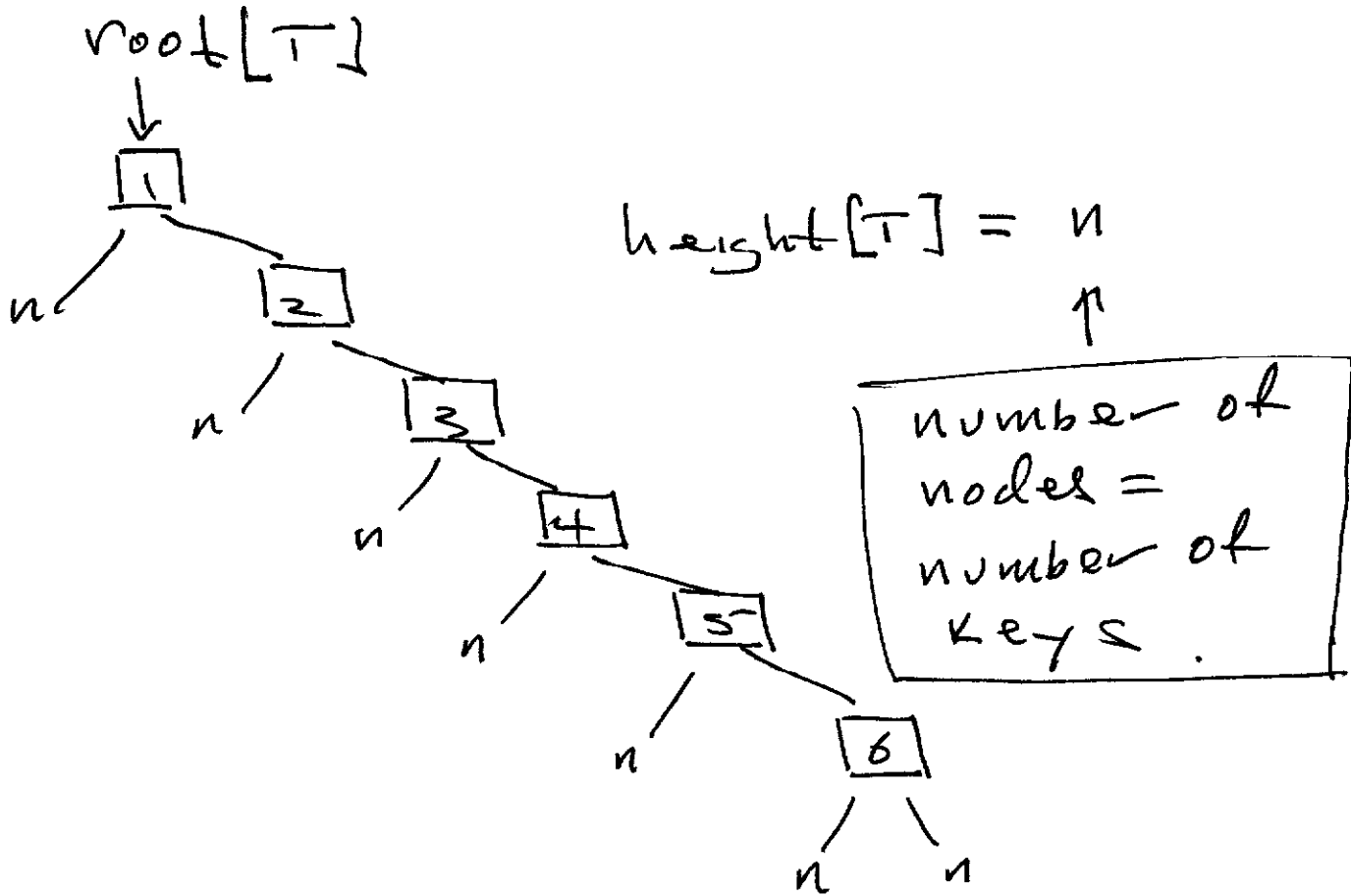
Runtime (worst case)

$$\Theta(\text{height}[T])$$

## Summarize

$$\left. \begin{array}{l} \text{TreeSearch}(x, k) \\ \text{TreeMinimum}(x) \\ \text{TreeMaximum}(x) \\ \text{TreeSuccessor}(x) \end{array} \right\} \begin{array}{l} \text{worst case} \\ \Theta(\text{height}[T]) \end{array}$$

worst BST for Queries:

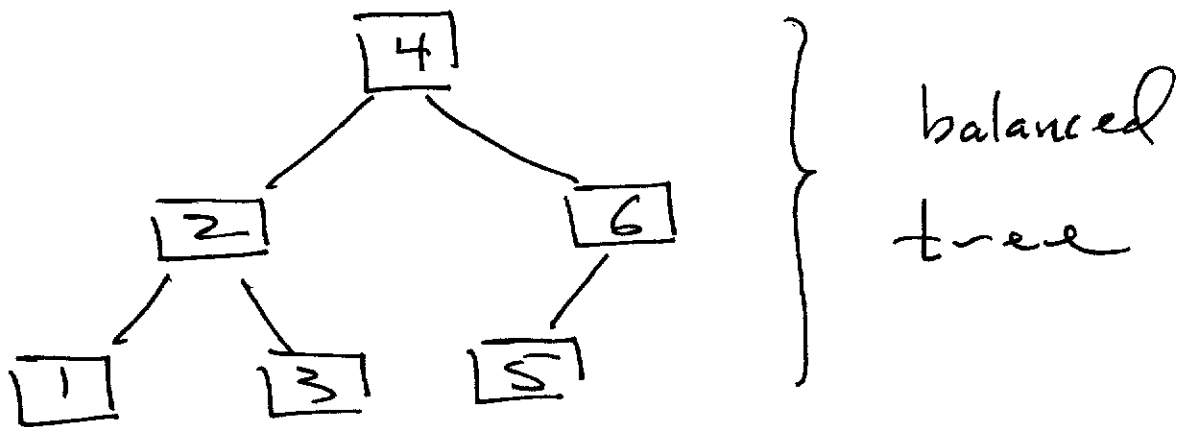


Cost of a query:  $\Theta(n)$

worst BST: every node (internal) has exactly 1 child.



Best BST: every internal node has exactly 2 children



cost of query:  $\Theta(\text{height}[T]) = 2$

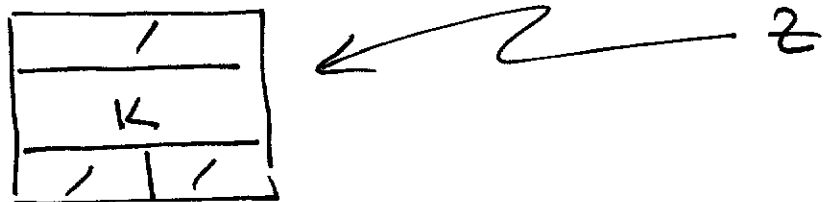
In general:  $\Theta(\log n)$

## Sec. 12.3 in CLRS

Insertions and deletions.

- Insertion: must maintain the BST properties.

let  $z$  be the node to be inserted



- set  $z.key = K$

$z.parent = z.left = z.right = nil$

- find a node to adopt  $z$  as left or right child.

- strategy: Do a search for key  $k$  in  $T$ , find the (a) nil child where  $k$  would reside if it were in  $T$ .

see  $\text{TreeInsert}(T, z)$  Pseudo-code

next time

- example of insert
- deletion