

- mid 2 : next Thursday

Dictionary ADT

states: a state is a set of ordered Pairs

(key, value)



must belong to some ordered set.

Keys are unique.

operations:

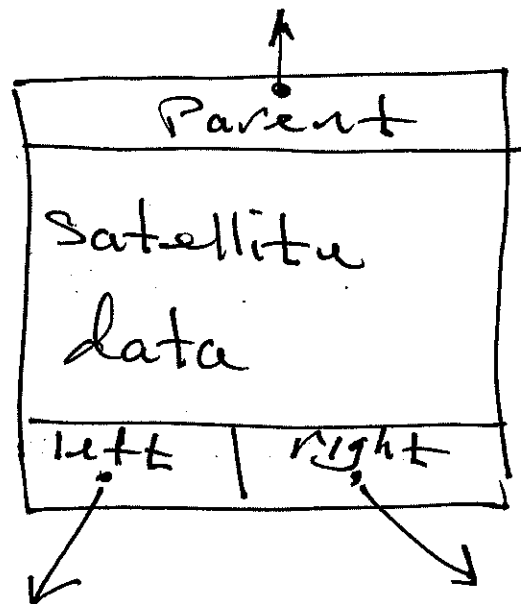
- $\text{lookup}(\text{key})$
returns value assoc. with key, or nil if key does not exist.
- $\text{insert}(\text{key}, \text{value})$
adds a new pair to dict.
Pre: $\text{lookup}(\text{key}) = \text{nil}$.
- $\text{delete}(\text{key})$
removes $(\text{key}, \text{value})$ from dict.
Pre: $\text{lookup}(\text{key}) \neq \text{nil}$.

implementations

- BST : chap 12 (Pa 7)
- RBT : chap 13 (Pa 8)
- HashTable : chap 11

Binary Search Tree (BST)

Node
Object



Dictionary
(key, value)
Simplify!
Key

BST Properties

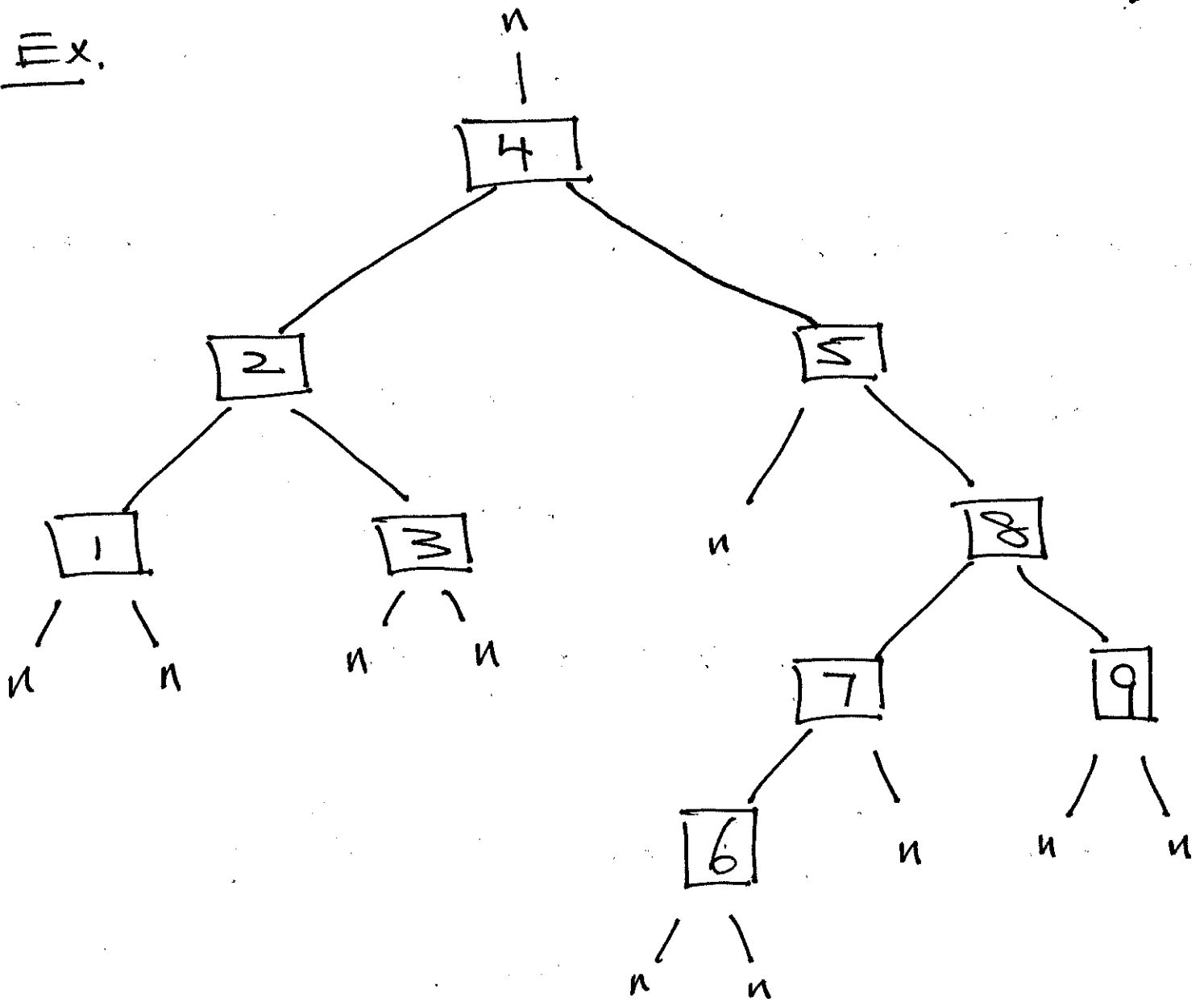
Let x, y be (pointers to) nodes.

(1) if y is in the left subtree of x , then

$$y.key \leq x.key$$

(2) if y is in the right subtree of x , then

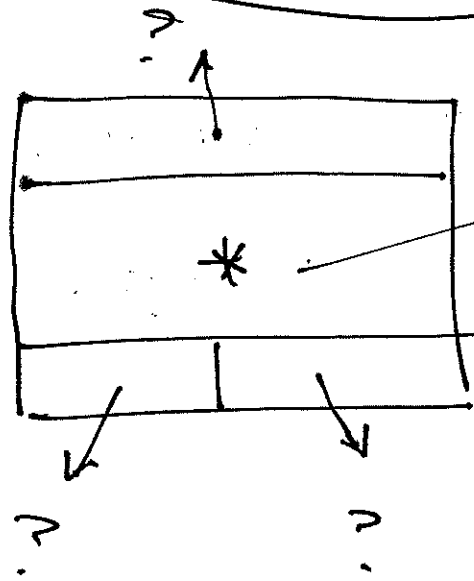
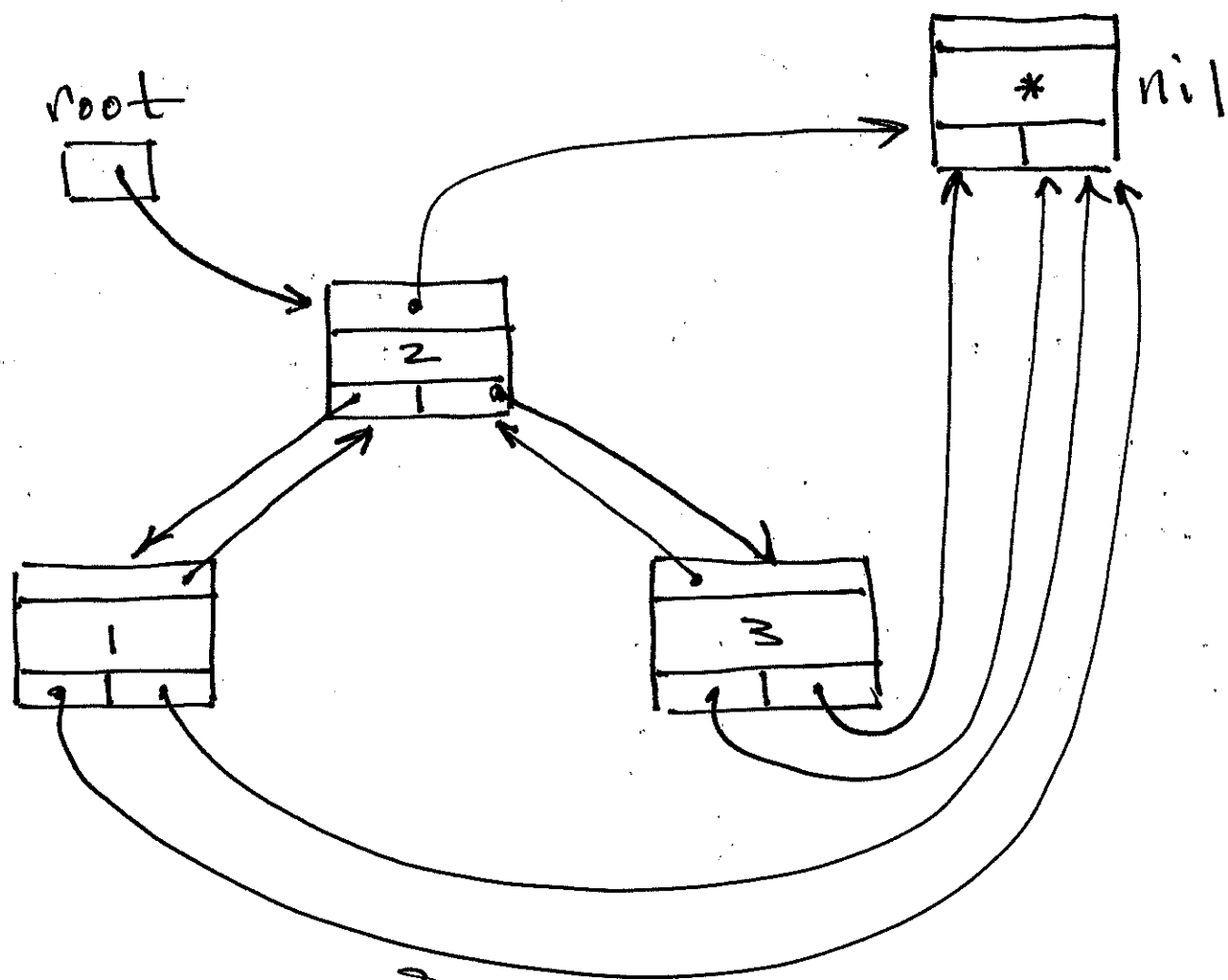
$$x.key \leq y.key$$

Ex.Defn

- a leaf is a node with no children
- an internal node is a non-leaf.

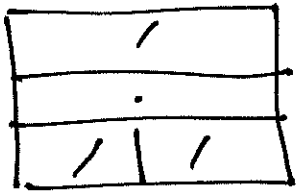
Implementing with Sentinel nil node

Ex

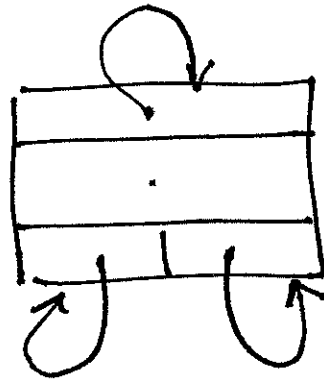


what goes here?

could be



or



tree traversals

- InOrderTreeWalk (x) ↙ node
- PreOrderTreeWalk (x)
- PostOrderTreeWalk (x)

Output: Ex.

IOTW: 1 2 3 4 5 6 7 8 9

Pre: 4 2 1 3 5 8 7 6 9

Post: 1 3 2 6 7 9 8 5 4

Derive

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

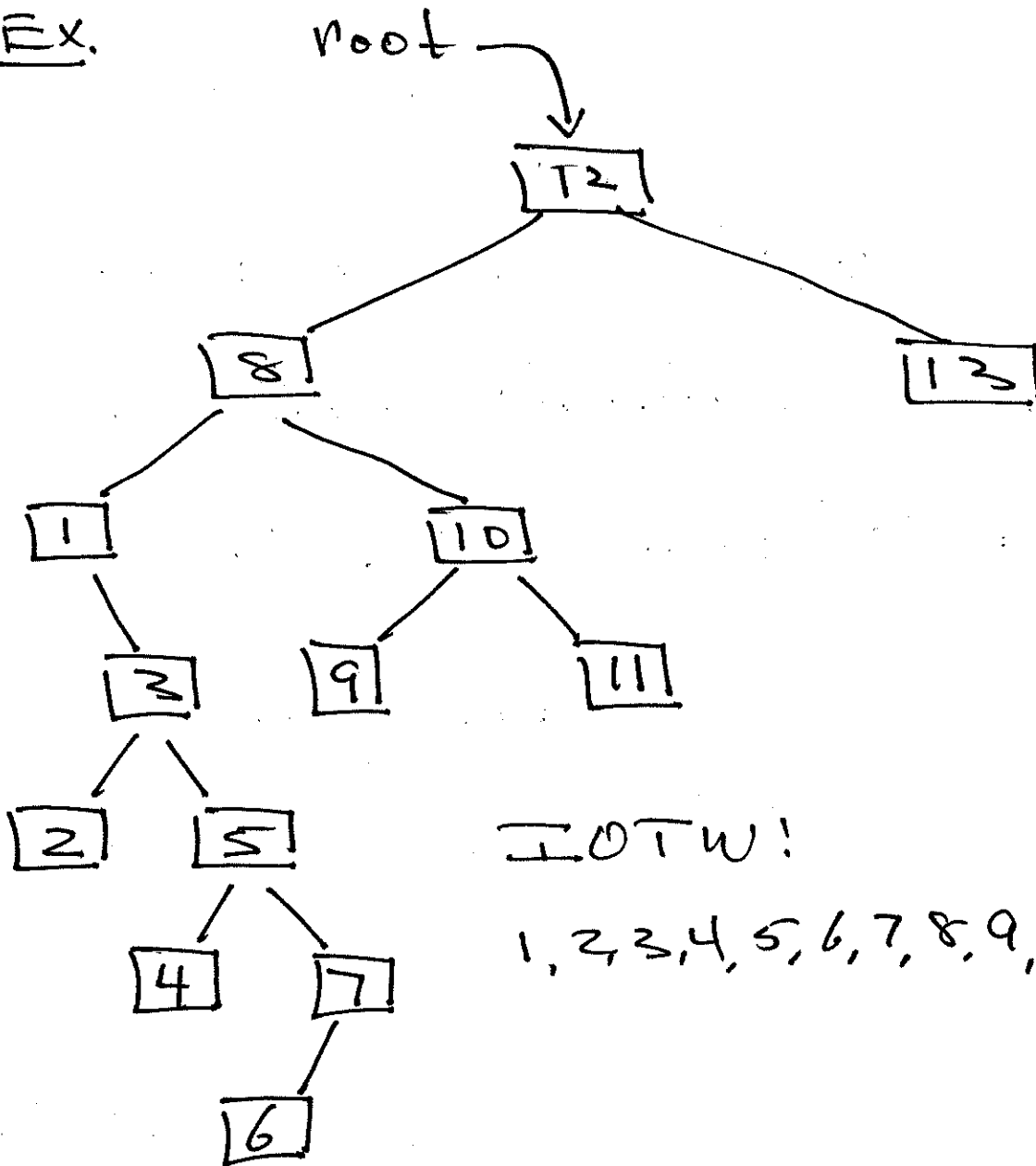
Defn

The successor of a node x is the next node after x to be processed in an in-order tree walk.

Ex.

root

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INOTW!

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

Successor(1) = 2 case 1

Successor(8) = 9 case 1

Successor(7) = 8 case 2

Two cases: Successor(x)

Case 1: x has a right child,

Successor(x) is the leftmost descendant of that child.

Case 2: x has no right child.

Successor(x) is the lowest ancestor of x whose left child is also an ancestor of x . (note: x is its own ancestor.)