

BINARY SEARCH TREES RUNNING TIME

Problem Solving with Computers-II

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```

How is PA01 going?

- A. Done!
- B. On track to finish
- C. Made some progress but with difficulty
- D. Haven't started

Binary Search Trees

- WHAT are the operations supported?
- HOW do we implement them?
- WHAT are the (worst case) running times of each operation?

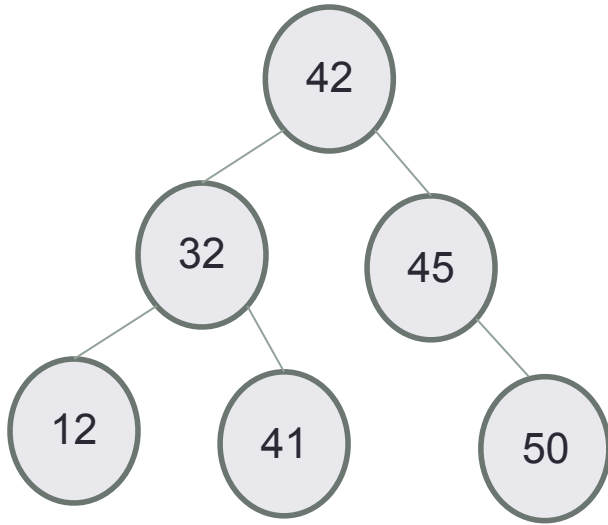
Height of the tree



- Path – a sequence of nodes and edges connecting a node with a descendant.
- A path starts from a node and ends at another node or a leaf
- Height of node – The height of a node is the number of edges on the longest downward path between that node and a leaf.

BSTs of different heights are possible with the same set of keys
Examples for keys: 12, 32, 41, 42, 45

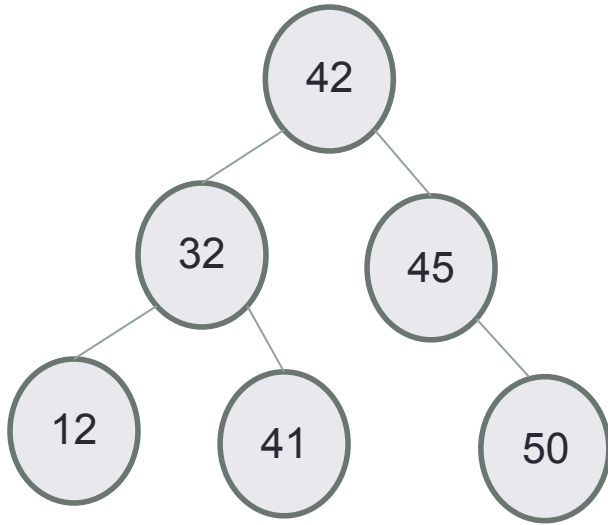
Worst case Big-O of search



- Given a BST of height H with N nodes, what is the worst case complexity of searching for a key?

- A. $O(1)$
- B. $O(\log H)$
- C. $O(H)$
- D. $O(H \cdot \log H)$
- E. $O(N)$

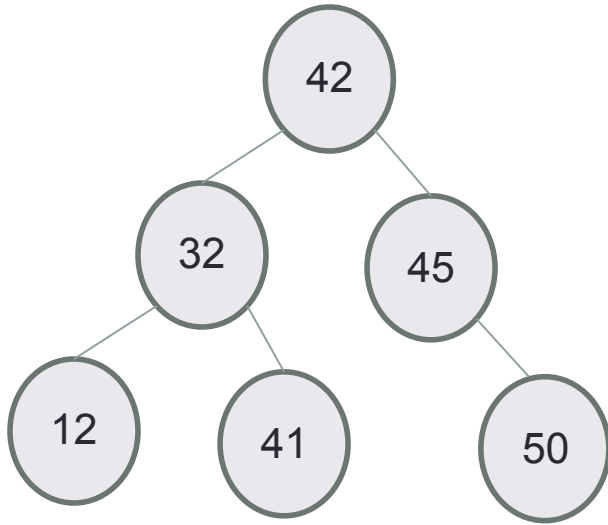
Worst case Big-O of insert



- Given a BST of height H and N nodes, what is the worst case complexity of inserting a key?

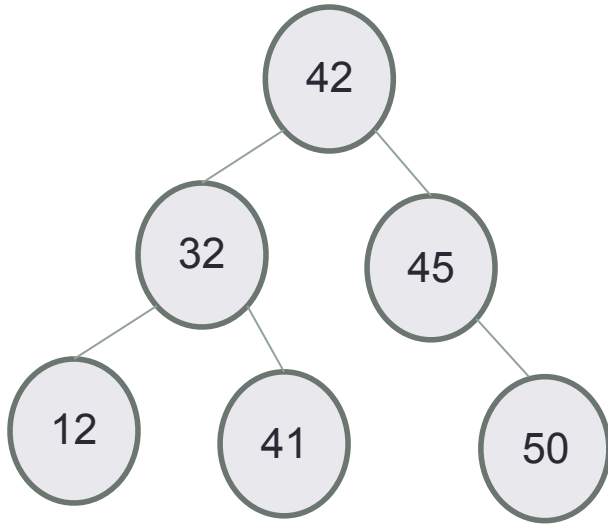
- A. $O(1)$
- B. $O(\log H)$
- C. $O(H)$
- D. $O(H * \log H)$
- E. $O(N)$

Worst case Big-O of min/max



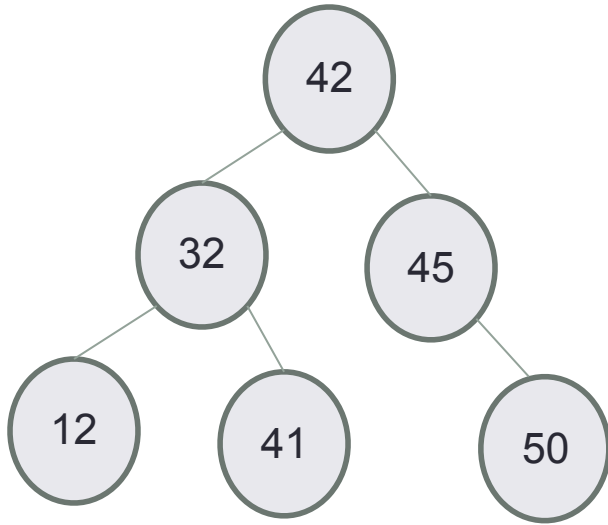
- Given a BST of height H and N nodes, what is the worst case complexity of finding the minimum or maximum key?
- A. $O(1)$
 - B. $O(\log H)$
 - C. $O(H)$
 - D. $O(H \cdot \log H)$
 - E. $O(N)$

Worst case Big-O of predecessor/successor



- Given a BST of height H and N nodes, what is the worst case complexity of finding the predecessor or successor key?
- A. $O(1)$
 - B. $O(\log H)$
 - C. $O(H)$
 - D. $O(H * \log H)$
 - E. $O(N)$

Worst case Big-O of delete

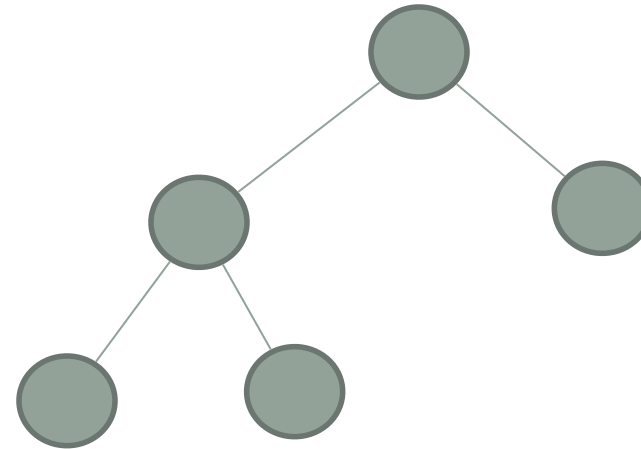


- Given a BST of height H and N nodes, what is the worst case complexity of deleting the key (assume no duplicates)?
 - A. $O(1)$
 - B. $O(\log H)$
 - C. $O(H)$
 - D. $O(H * \log H)$
 - E. $O(N)$

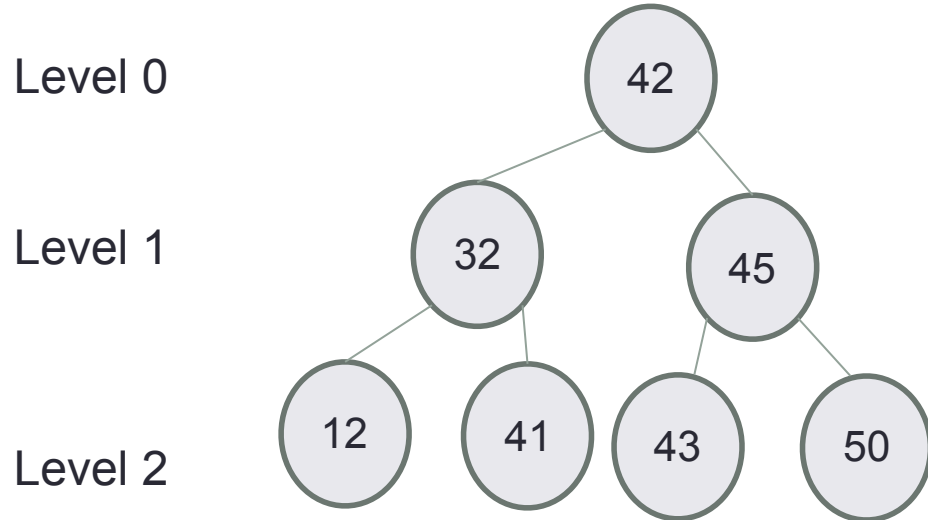
Worst case analysis

Are binary search trees *really* faster than linked lists for finding elements?

- A. Yes
- B. No

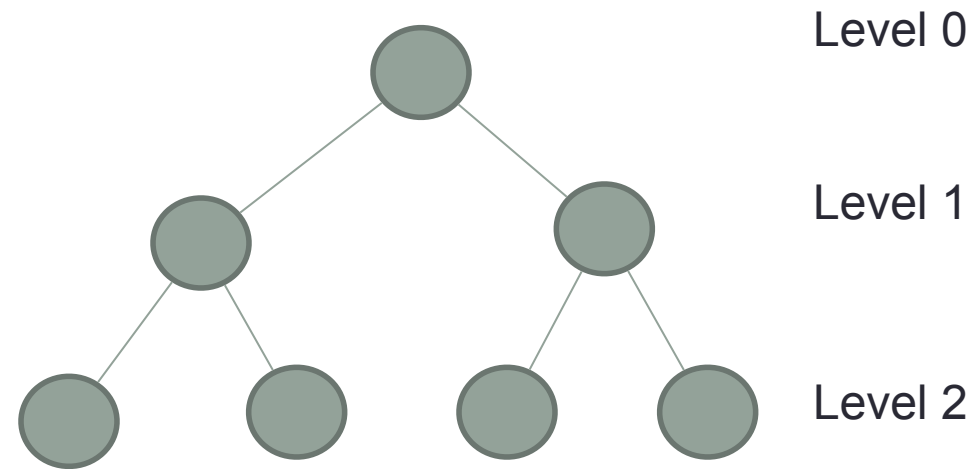


Completely filled binary tree



Nodes at each level have exactly two children, except the nodes at the last level

Relating H (height) and N (#nodes)
find is $O(H)$, we want to find a $f(N) = H$



How many nodes are on level L in a completely filled binary search tree?

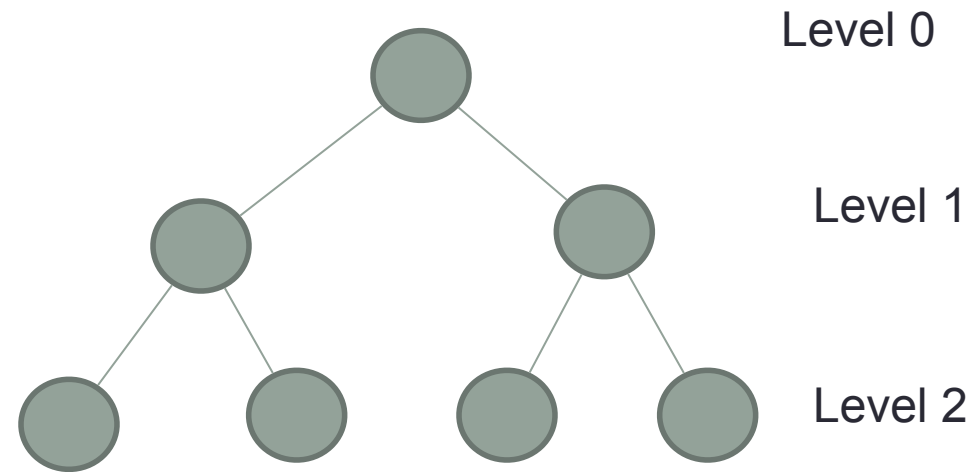
A. 2

B. L

C. $2 * L$

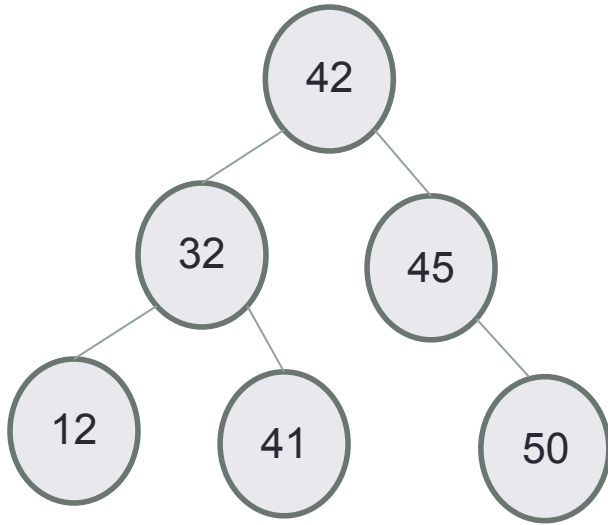
D. 2^L

Relating H (height) and N (#nodes)
find is $O(H)$, we want to find a $f(N) = H$



Finally, what is the height (exactly) of the tree in terms of N ?
...

Big O of traversals



In Order:

Pre Order:

Post Order:

Balanced trees

- Balanced trees by definition have a height of $O(\log N)$
- A completely filled tree is one example of a balanced tree
- Other Balanced BSTs include AVL trees, red black trees and so on
- Visualize operations on an AVL tree: <https://visualgo.net/bn/bst>

Summary of operations

| Operation | Sorted Array | BST | Balanced BST | Linked List |
|-------------|--------------|-----|--------------|-------------|
| Min | | | | |
| Max | | | | |
| Median | | | | |
| Successor | | | | |
| Predecessor | | | | |
| Search | | | | |
| Insert | | | | |
| Delete | | | | |