

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

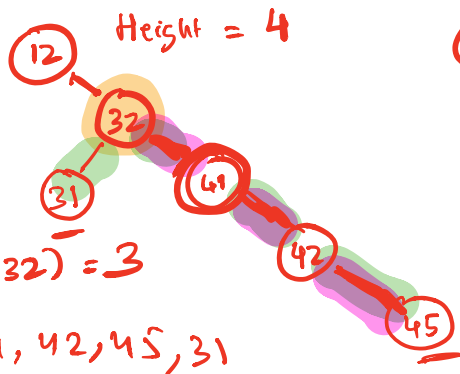
- WHAT are the operations supported?
- HOW do we implement them?
- WHAT are the (worst case) running times of each operation?

Height of the tree = Height of the root

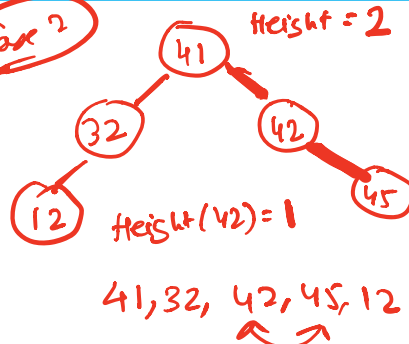


- **Path** – a sequence of nodes and edges connecting a node with a descendant.
- A path starts from a node and ends at another node or a leaf
- **Height of node** – The height of a node is the number of edges on the longest downward path between that node and a leaf.

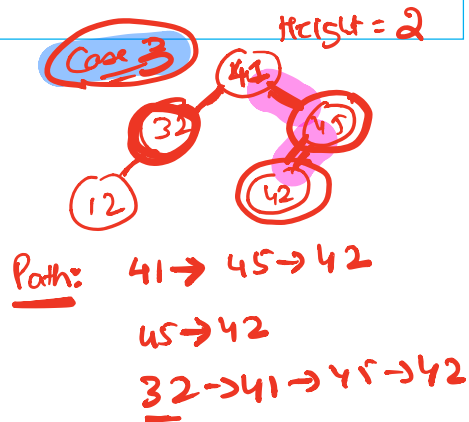
Case 1



Case 2



Case 3

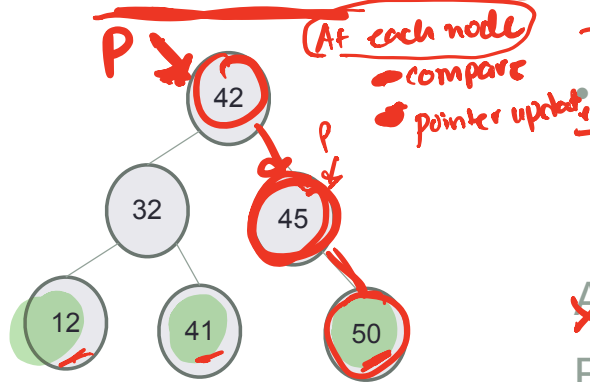


BSTs of different heights are possible with the same set of keys

Examples for keys: 12, 32, 41, 42, 45

41, 32, 45, 42, 12

Worst case Big-O of search



$p = p \rightarrow \text{right};$

Best case : Search (42)
 $O(1)$

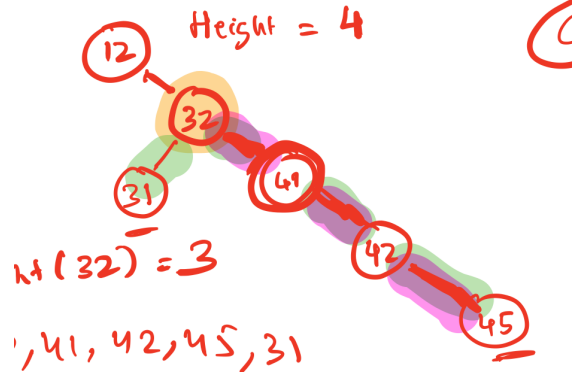
Worst case : Search (50)
 $O(\quad)$

$\rightarrow O(1)$

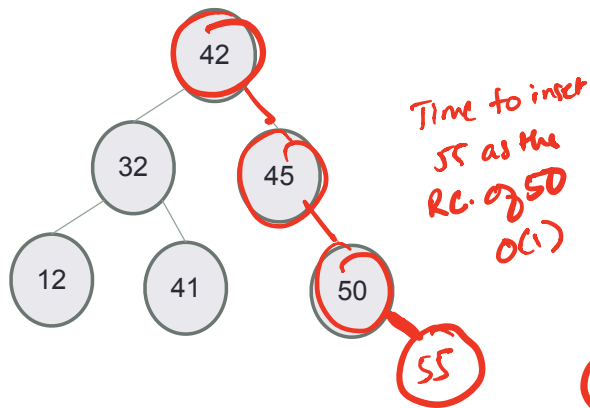
Given a BST of height H with N nodes, what is the worst case complexity of searching for a key?

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

downward path between the



Worst case Big-O of insert



Worst case : insert (55)

$$\underline{O(H)} + O(1)$$

- 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. $O(H \cdot \log H)$
- E. $O(N)$

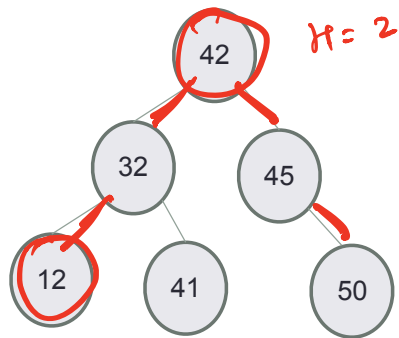
Worst case
 $H = (N - 1)$
 $O(H) = O(N)$

~~no~~

BST looks like a linked list.

$$O\left(\frac{f(N)}{N}\right)$$

Worst case Big-O of min/max



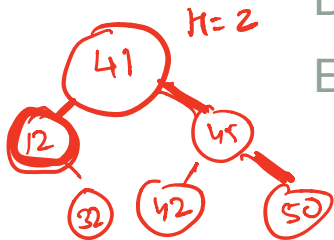
- Given a BST of height H and N nodes, what is the worst case complexity of finding the minimum or maximum key?

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

Worst case scenario

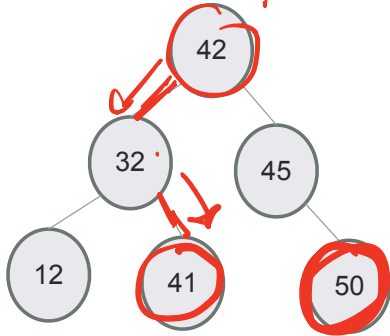
(min)

min node is
 H edges away
from the root



Worst case Big-O of predecessor/successor

$\text{pred}(42) = 41$

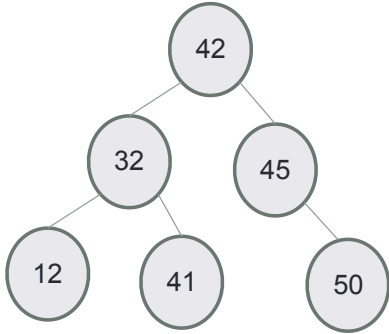


Worst: pred of root

- 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. $O(H \cdot \log H)$
- E. $O(N)$

Worst case Big-O of delete



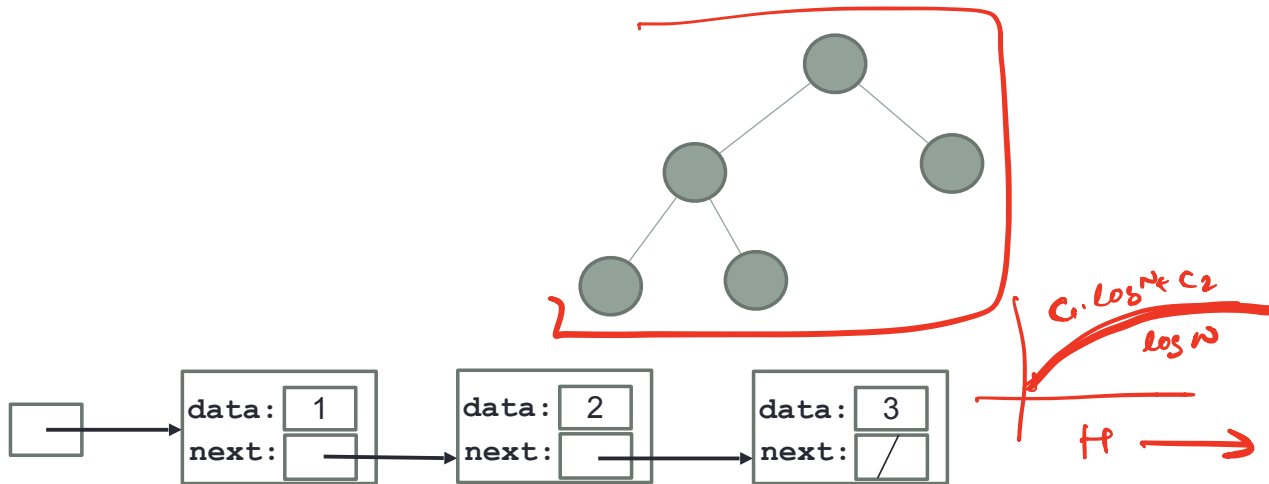
- Given a BST of height H and N nodes, what is the worst case complexity of deleting the key (assume no duplicates)?
 - A. $O(1)$
 - B. $O(\log H)$
 - C. $O(H)$
 - D. $O(H \cdot \log H)$
 - E. $O(N)$

Worst case analysis

130A

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

- A. Yes
- B. No



Balanced BST

A balanced BST, by definition is one where $H = O(\log N)$

Examples of balanced BSTs include
AVL trees, Red-Black Trees.

We will show that a completely
filled tree (next slide) is an
example of a balanced BST
i.e. $H = O(\log N)$

Completely filled binary tree

Balanced B+T

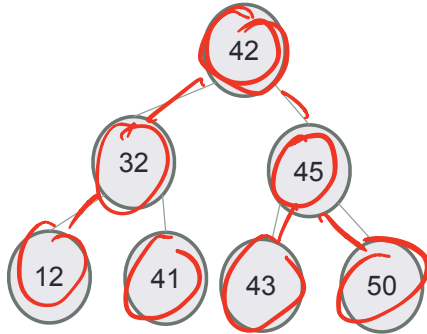
$H = O(\log N)$

insert: $O(\log N)$

Level 0

Level 1

Level 2



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

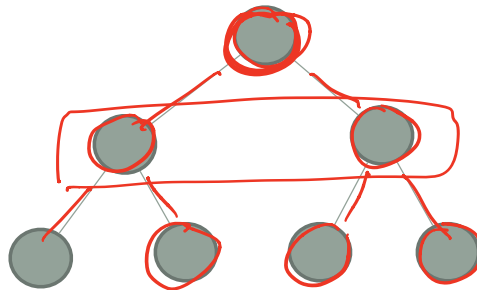
Relating H (height) and N (#nodes)

find is $O(H)$, we want to find a $f(N) = \underline{H}$

level # of nodes

0	→	1
1	→	2
2	→	2^2
3	→	2^3
⋮		2^L

$$L = H$$



Level 0

Level 1

Level 2

Level L

$$H = C \cdot \log N + C_2$$

$$1 + 2 + 4 + 8 + \dots + 2^L$$

$$= 2^L - 1$$

$$= 2^L - 1$$

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

A. 2

B. L

C. 2^L

D. 2^L

$$N = \sum_{l=0}^H 2^l$$

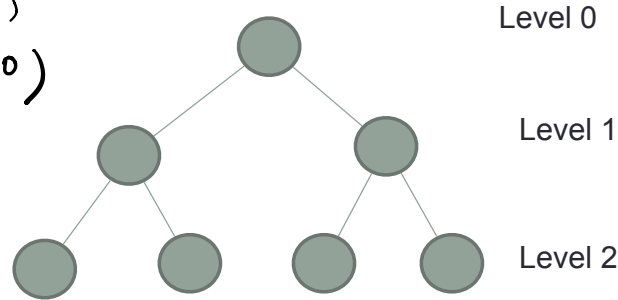
$$= 2^{H+1} - 1$$

A nice analogy is
turning about the
largest number that can
be represented in b bits

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

8 bits. Bin. no. (1 1 1 1 1 1 1 1)
 $(2^3 + 2^2 + 2^1 + 2^0)$
 $= 2^8 - 1$

$$N = 2^{H+1} - 1$$



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

$$2^{H+1} = N + 1$$

$$H = \log_2(N + 1) - 1$$

$$O(H) = O(\log_2 N)$$

$$\sum_{i=0}^{n-1} 2^i = 2^n - 1$$

$$\sum_{i=0}^H 2^i = 2^{H+1} - 1$$

Binary representation

8bits 1 1 1 1 1 1 1 1
7 3 2 1 0

Value in decimal

$$2^7 + 2^6 + 2^5 + 2^4 + 2^3 + 2^2 + 2^1 + 2^0 = 255 = 2^8 - 1$$

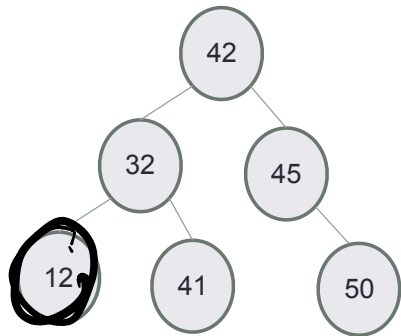
$$2^7 = \text{10000000} \rightarrow 128$$

$$2^8 = \text{100000000} \rightarrow 256 = 2^8$$

$$2^0 + 2^1 + 2^2 + \dots + 2^{\boxed{7}} = 2^8 - 1$$

$$2^0 + 2^1 + 2^2 + \dots + 2^{\boxed{H}} = 2^{H+1} - 1$$

Big O of traversals



In Order: $O(N)$
Pre Order: $O(N)$
Post Order: $O(N)$

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				