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)

© 2010 Goodrich, Tamassia
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 takes $O(n)$ 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)
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 $\text{key}(u) \leq \text{key}(v) \leq \text{key}(w)$

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 $TreeSearch(k, v)$

```plaintext
if $T$.isExternal($v$)
    return $v$
if $k < key(v)$
    return $TreeSearch(k, T.left(v))$
else if $k = key(v)$
    return $v$
else { $k > key(v)$ }
    return $TreeSearch(k, T.right(v))$
```

© 2010 Goodrich, Tamassia
Insertion

To perform operation \(\text{put}(k, o)\), we search for key \(k\) (using 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 $\text{key}(w)$ into node $v$
- we remove node $w$ and its left child $z$ (which must be a leaf) by means of operation $\text{removeExternal}(z)$

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.