

Lecture 22 - Wednesday, March 29

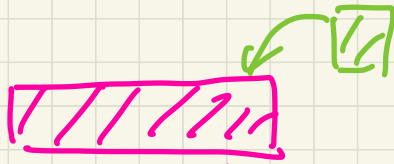
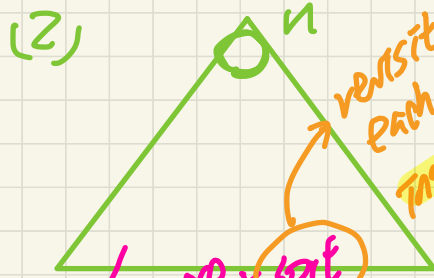
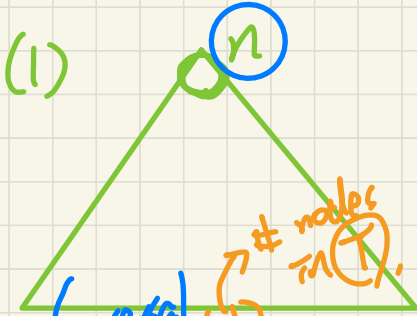
Announcements

- Bonus Opportunity – **Course Evaluation**
- **ProgTest1**: Jackie (Office Hour)
- **Assignment3 solution** released, **ProgTest2**

Assignment 3

Task 1: Rank

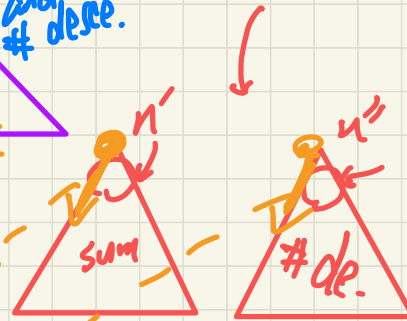
task1 (TN n, int i, int j)



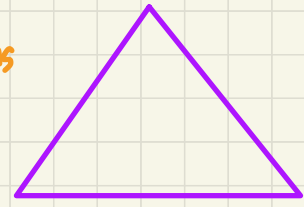
Task 2: Stats



revisit how in each step an insertion sort would work



simultaneous traversal of the two input arrays



Lecture

Binary Search Tree (BST)

Implementing a Generic BST in Java Searching

BST operations:

1. Input: a BST

↳ search property

2.1 Searching

2.2 Insertion

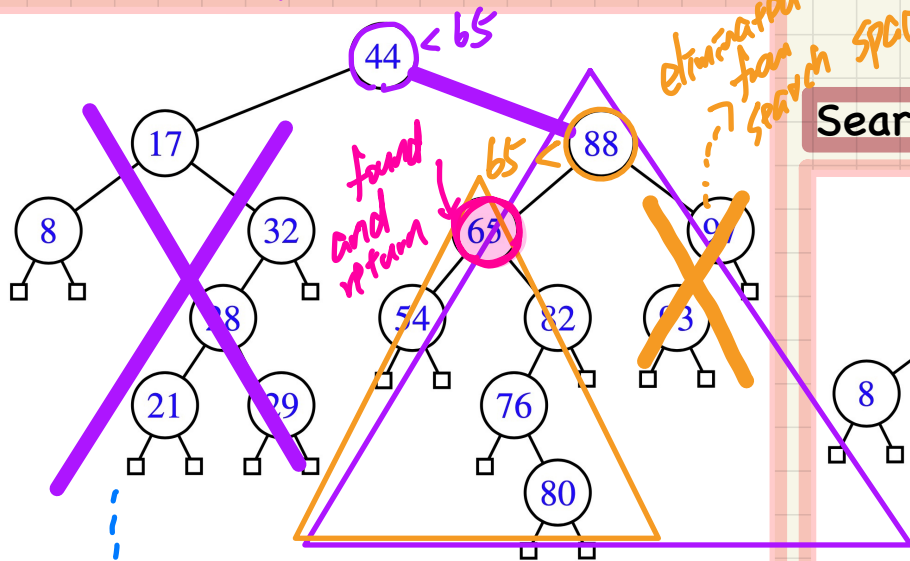
2.3 Deletion

Critical

↳ search property maintained in the output: it remains a BST.

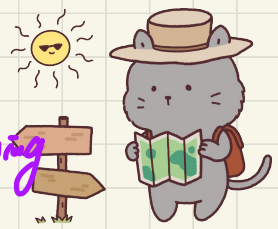
BST Operation: Searching a Key

Search key **65**

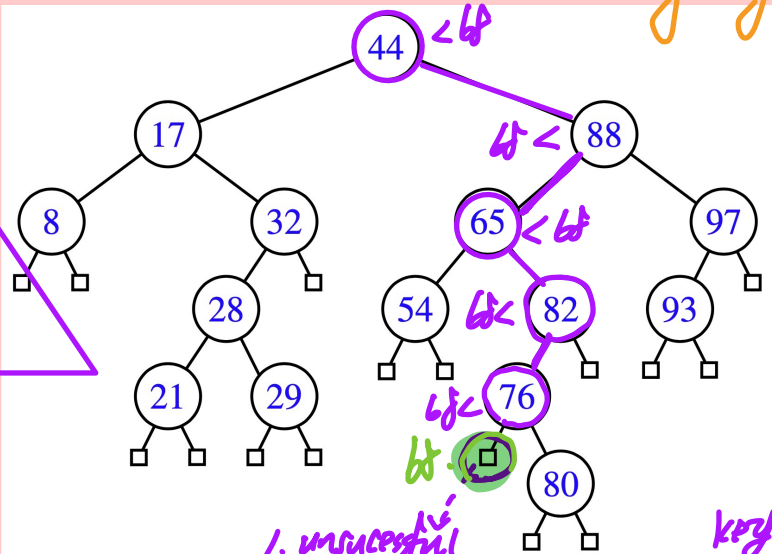


eliminated from the search space

searching $\left\{ \begin{array}{l} \text{successful} \\ \rightarrow \text{m. int. node with matching key} \\ \text{unsuccessful} \\ \rightarrow \text{m. ext. node} \end{array} \right.$



Search key **68**



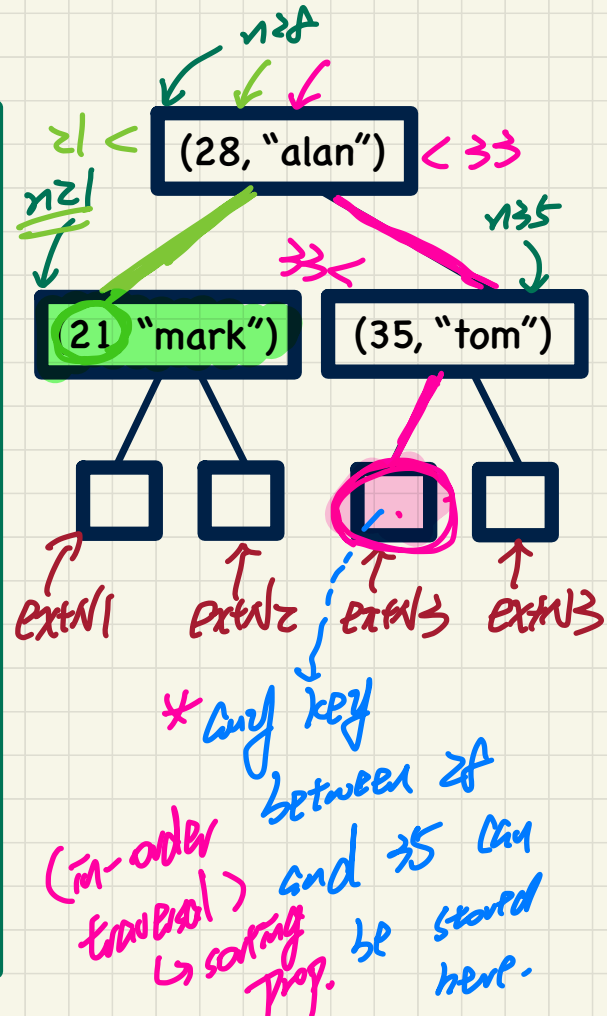
that can stop the searching key

1. unsuccessful search can stop the search
2. return the ext. node that

Tracing: Searching through a BST

```
@Test
public void test_binary_search_trees_search() {
    BSTNode<String> n28 = new BSTNode<>(28, "alan");
    BSTNode<String> n21 = new BSTNode<>(21, "mark");
    BSTNode<String> n35 = new BSTNode<>(35, "tom");
    BSTNode<String> extN1 = new BSTNode<>();
    BSTNode<String> extN2 = new BSTNode<>();
    BSTNode<String> extN3 = new BSTNode<>();
    BSTNode<String> extN4 = new BSTNode<>();
    n28.setLeft(n21); n21.setParent(n28);
    n28.setRight(n35); n35.setParent(n28);
    n21.setLeft(extN1); extN1.setParent(n21);
    n21.setRight(extN2); extN2.setParent(n21);
    n35.setLeft(extN3); extN3.setParent(n35);
    n35.setRight(extN4); extN4.setParent(n35);

    BSTUtilities<String> u = new BSTUtilities<>();
    /* search existing keys */
    assertTrue(n28 == u.search(n28, 28));
    assertTrue(n21 == u.search(n28, 21));
    assertTrue(n35 == u.search(n28, 35));
    /* search non-existing keys */
    assertTrue(extN1 == u.search(n28, 17)); /* *17* < 21 */
    assertTrue(extN2 == u.search(n28, 23)); /* 21 < *23* < 28 */
    assertTrue(extN3 == u.search(n28, 33)); /* 28 < *33* < 35 */
    assertTrue(extN4 == u.search(n28, 38)); /* 35 < *38* */
}
```

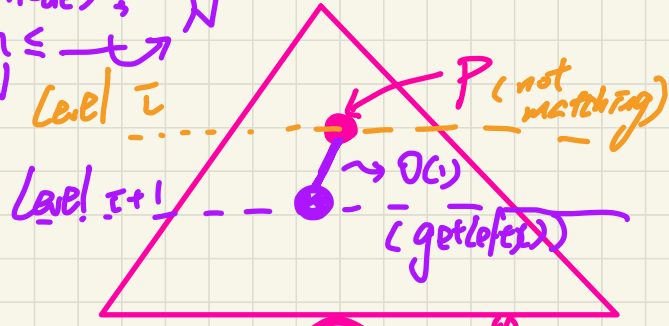


Running Time: Search on a BST

* **Recset**: given N nodes $\rightarrow N$
 $\frac{1}{2} \leq h \leq N$
 $\frac{1}{2} \log N$

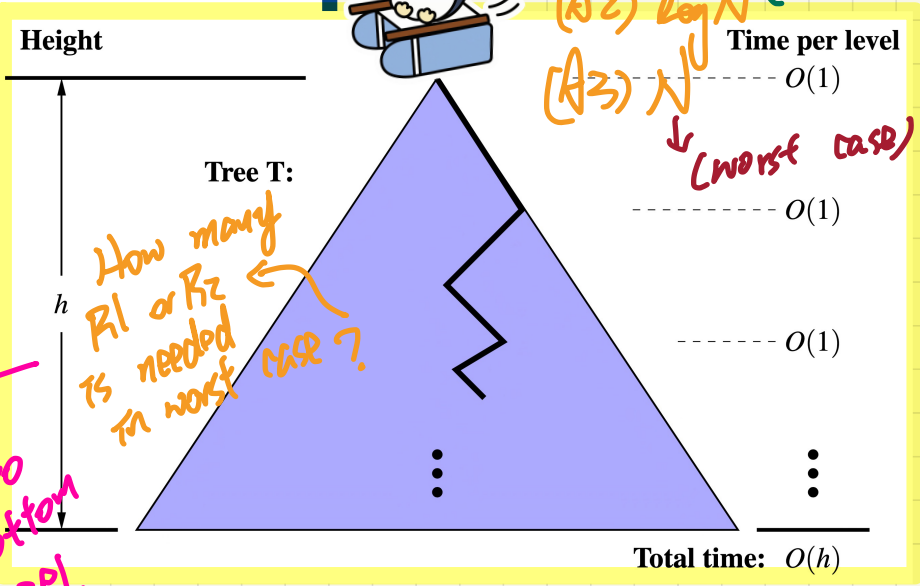
internal or external

```
public BSTNode<E> search(BSTNode<E> p, int k) {
    BSTNode<E> result = null;
    if(p.isExternal()) {
        result = p; /* unsuccessful search */
    }
    else if(p.getKey() == k) {
        result = p; /* successful search */
    }
    else if(k < p.getKey()) {
        result = search(p.getLeft(), k);
    }
    else if(k > p.getKey()) {
        result = search(p.getRight(), k);
    }
    return result;
}
```



R1
 R2
 recursive cases

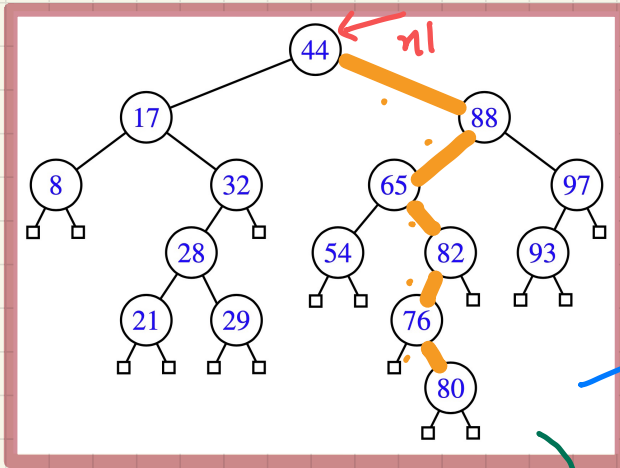
worst case: unsuccessful search \Rightarrow have to go down to the bottom level.



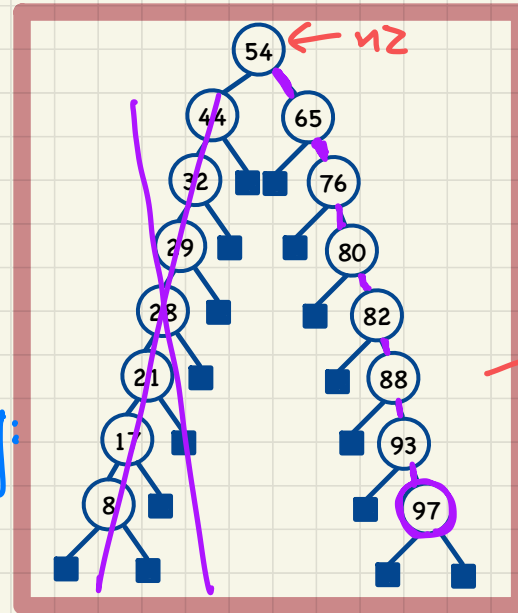
(A1) h average.
 (A2) $\log N$ (best case)
 (A3) N (worst case)

How many R1 or R2 is needed in worst case?

Binary Search: **Non-Linear** vs. **Linear** Structures



$N = 15$
 $h = 5$
 $\hookrightarrow \log N$



$N = 15$
 $h = 7 \approx \frac{N}{2}$

→ worst case:
 $O(N)$

in-order($n1$) = in-order($n2$) = A
 search(97)
 corresponds to

→ best case of searching:
 $O(\log N)$

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
8	17	21	28	29	32	44	54	65	76	80	82	88	93	97

REVIEW !



Lecture

Binary Search Tree (BST)

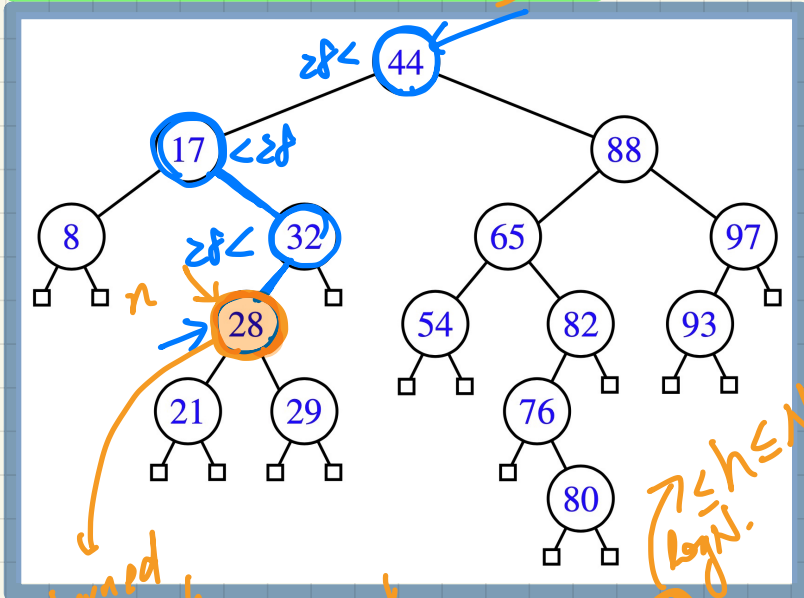
Implementing a Generic BST in Java Insertion

Visualizing BST Operation: Insertion



Insert Entry (28, "suyeon")

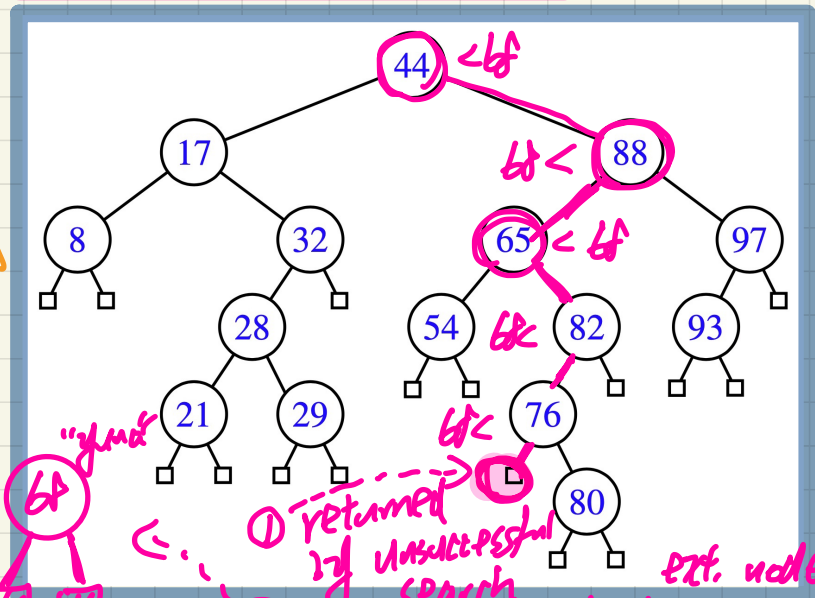
should be non-existing.
 otherwise, do some replacement



① returned by the search method
 ② set its element to "suyeon"

RT: $O(h)$
 searching

Insert Entry (68, "yuna")



① returned by unsuccessful search
 ② store key and ele. to first

RT: $O(h)$

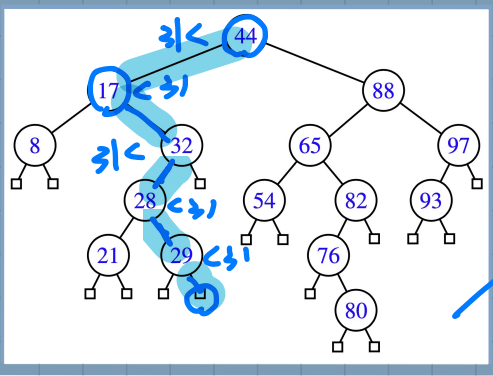
Lecture

Binary Search Tree (BST)

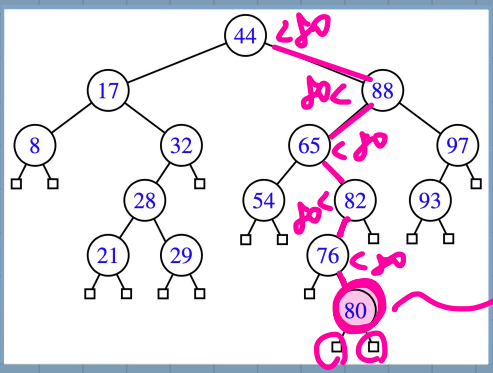
Implementing a Generic BST in Java Deletion

Visualizing BST Operation: Deletion

Case 1: Delete Entry with Key 31



Case 2: Delete Entry with Key 80



Case 3: Delete Entry with Key 32

