

Lecture 5c

Part A

Balanced Binary Search Tree - Motivation and Property

Worst-Case RT: BST with Linear Height



Example 1: Inserted Entries with Decreasing Keys

$\langle 100, 75, 68, 60, 50, 1 \rangle$

key

Example 2: Inserted Entries with Increasing Keys

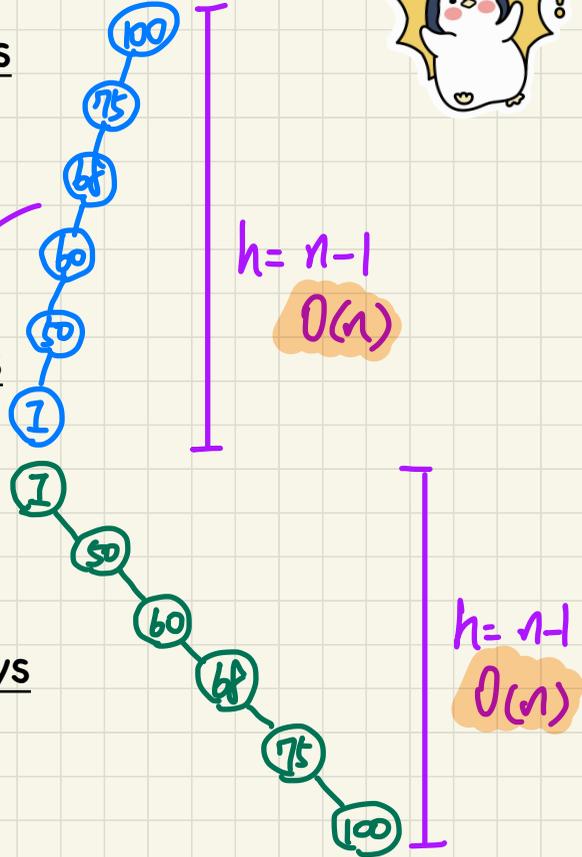
$\langle 1, 50, 60, 68, 75, 100 \rangle$

Example 3: Inserted Entries with In-Between Keys

$\langle 1, 100, 50, 75, 60, 68 \rangle$

Exercise

searching
Worst-case
RT: $O(n)$



Balanced BST: Definition

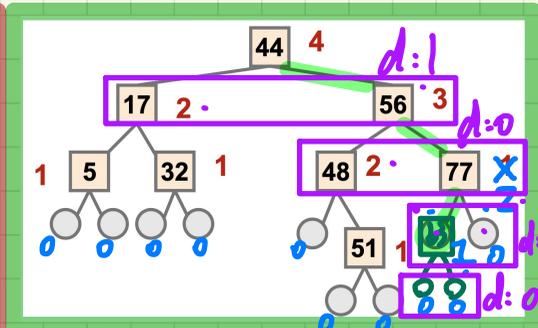
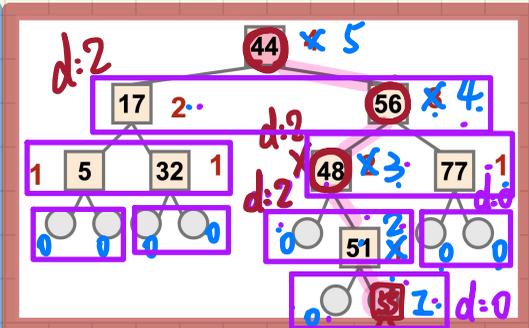
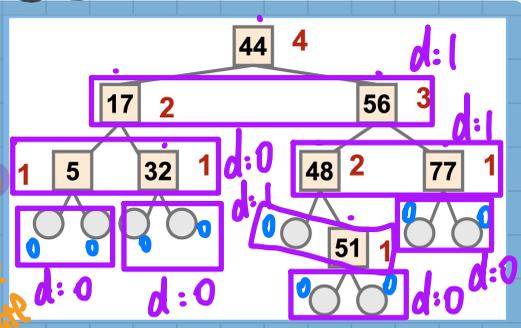


- internal node
- height
- height balance

Given a node p , the **height** of the subtree rooted at p is:

$$\text{height}(p) = \begin{cases} 0 & \text{if } p \text{ is external} \\ 1 + \text{MAX}(\{ \text{height}(c) \mid \text{parent}(c) = p \}) & \text{if } p \text{ is internal} \end{cases}$$

when rotations may be needed to rebalance

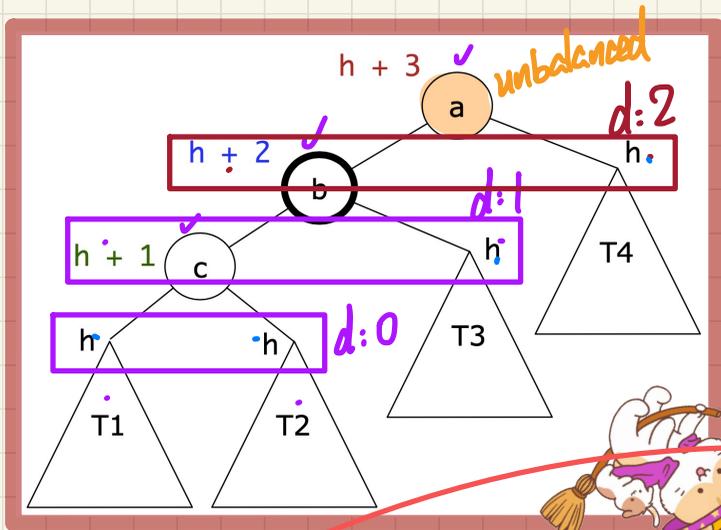


answering path of 55: 55, 51, 48, 56, 44

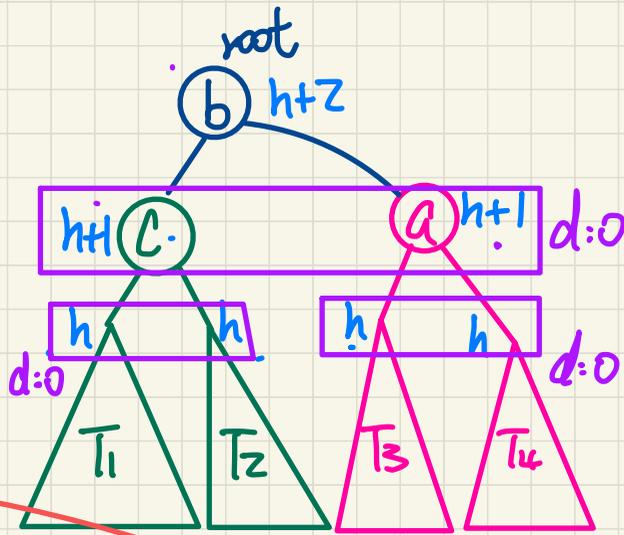
unbalanced after insertion.

- Q. Is the above tree a **balanced BST**? **YES**.
- Q. Still a **balanced BST** after inserting 55? **NO**.
- Q. Still a **balanced BST** after inserting 63? **YES**.

Restoring Balance via Rotations



Rotate
middle node b
to the right



SAME

Before Rotation, In-Order Traversal:

$\langle T_1, c, T_2, b, T_3, a, T_4 \rangle$

- ① balanced? ✓
- ② same content? ✓
- ③ BST? ✓

After Rotation, In-Order:

$\langle T_1, c, T_2, b, T_3, a, T_4 \rangle$

Q. Is the above tree **balanced**?

Q. After a **right-rotation** on node **b**, is the resulting tree still a **BST**?

Lecture 5c

Part B

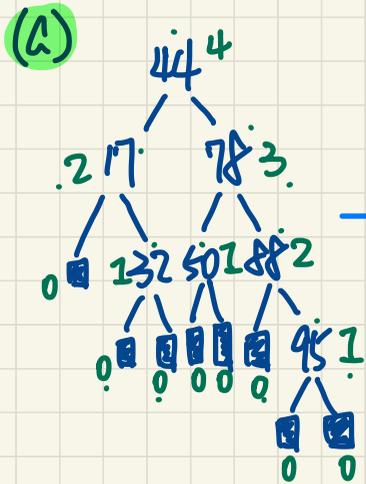
Balanced Binary Search Tree - Trinode Restructuring after Insertion

Trinode Restructuring after Insertion: Left Rotation

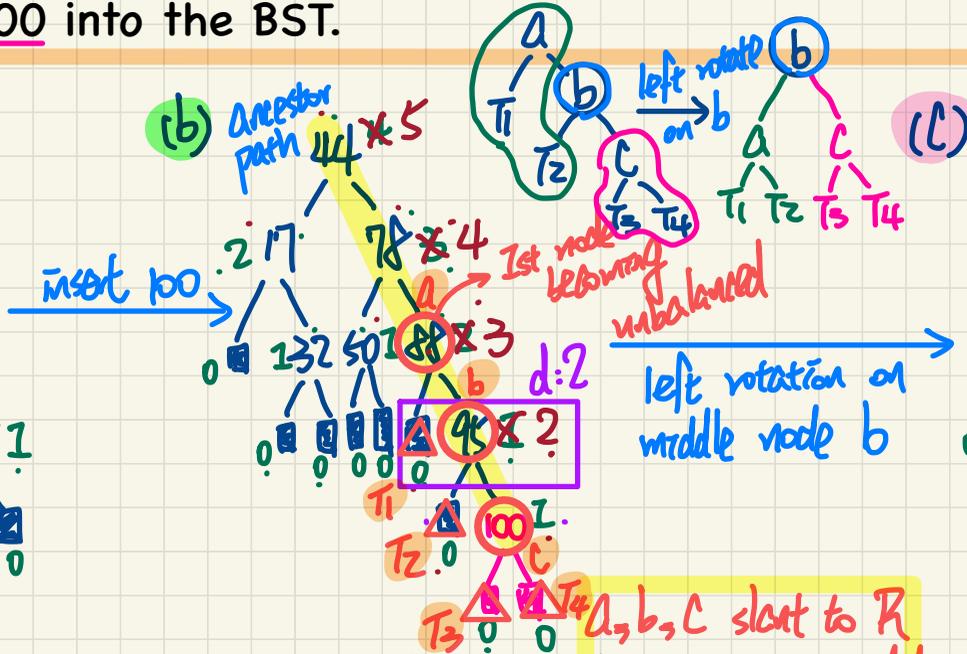
- Insert the following sequence of **keys** into an empty BST: 

$\langle 44, 17, 78, 32, 50, 88, 95 \rangle$

- Insert 100 into the BST.

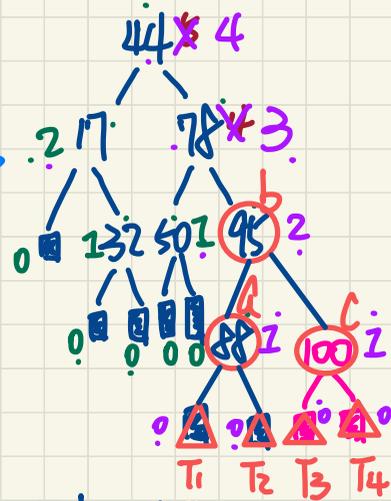


Balanced? ✓



Balanced? X

A, b, C slant to R
 \Rightarrow L rotation needed on b

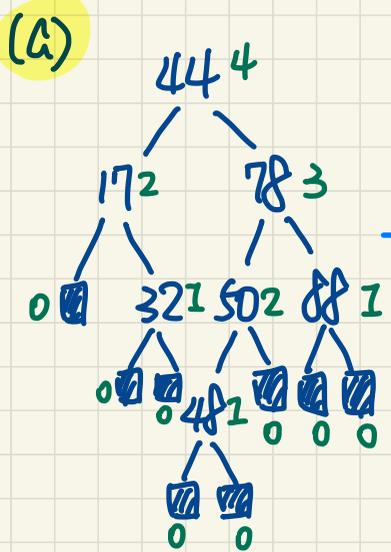


Balanced? ✓

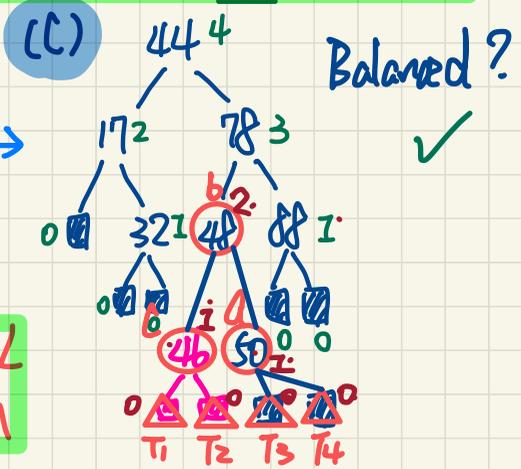
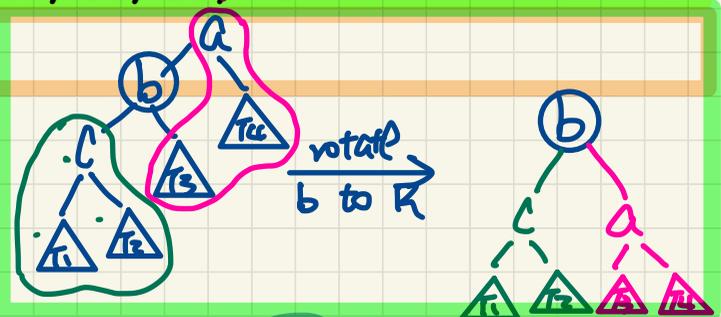
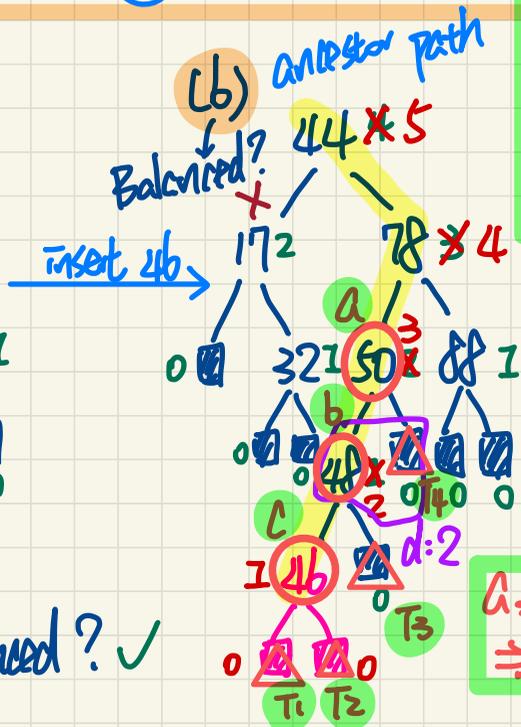
Trinode Restructuring after Insertion: Right Rotation



- Insert the following sequence of **keys** into an empty BST:
 $\langle 44, 17, 78, 32, 50, 88, 48 \rangle$
- Insert **46** into the BST.



Balanced? ✓



Trinode Restructuring after Insertion: L-R Rotations



- Insert the following sequence of **keys** into an empty BST:
<44, 17, 78, 32, 50, 88, 48, 62>
- Insert 54 into the BST.

Exercise

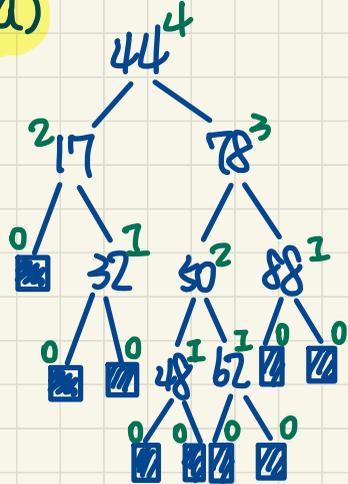
Trinode Restructuring after Insertion: L-R Rotations

Solution



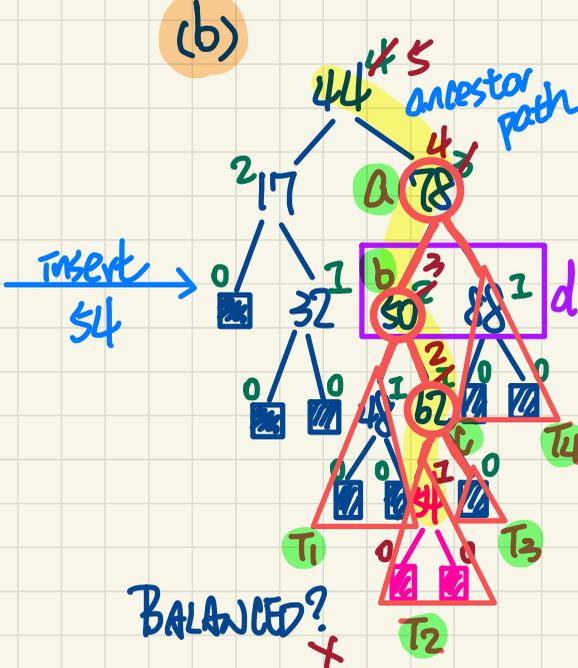
- Insert the following sequence of **keys** into an empty BST:
 $\langle 44, 17, 78, 32, 50, 88, 48, 62 \rangle$
- Insert **54** into the BST.

(a)

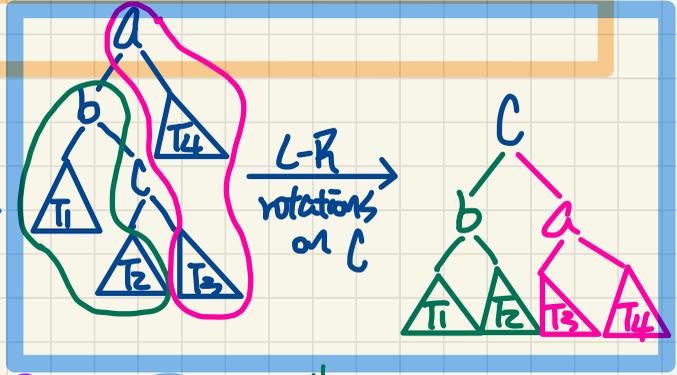


BALANCED? ✓

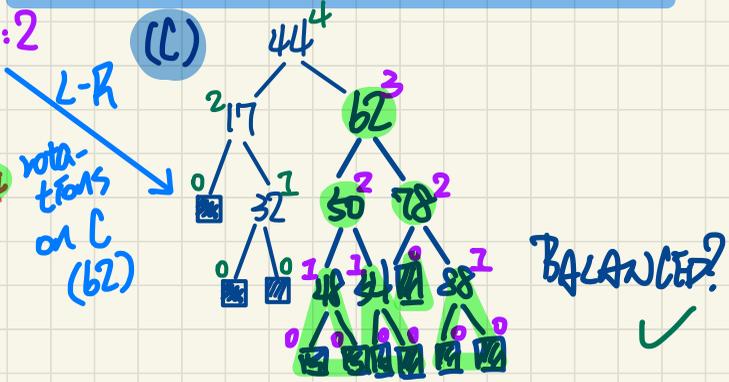
(b)



BALANCED? ✗



(c)



BALANCED? ✓

Lecture 5c

Part C

Balanced Binary Search Tree - Trinode Restructuring after Deletion

Trinode Restructuring after Deletion: Single Rotation

- Insert the following sequence of **keys** into an empty BST:

<44, 17, 62, 32, 50, 78, 48, 54, 88>

- Delete 32 from the BST.

Exercise



Trinode Restructuring after Deletion: Single Rotation

- Insert the following sequence of **keys** into an empty BST:

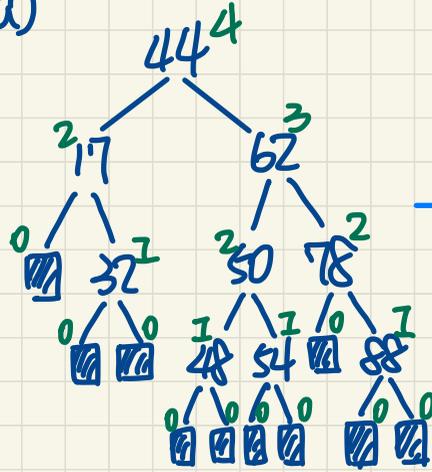
<44, 17, 62, 32, 50, 78, 48, 54, 88>

- Delete 32 from the BST.

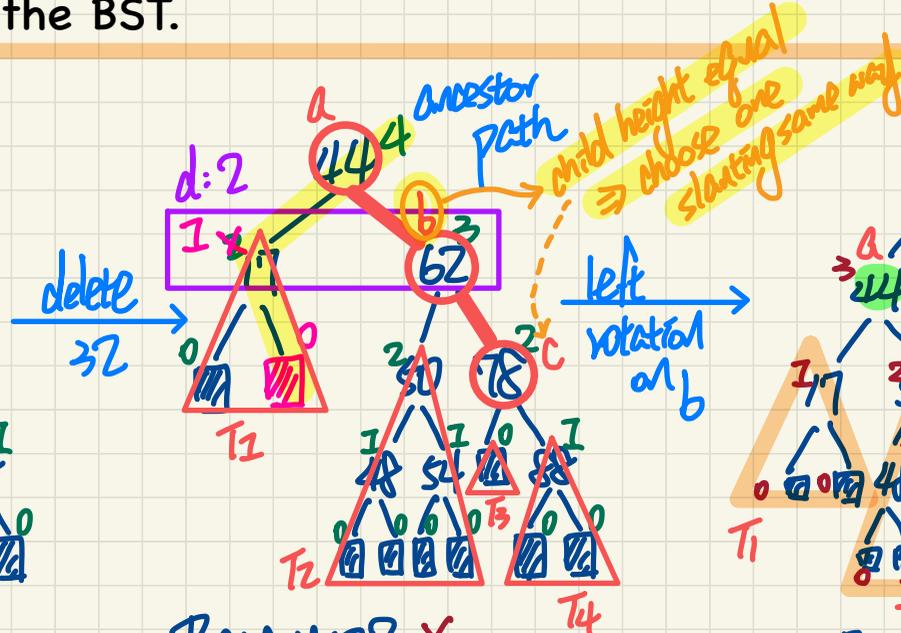


Solution

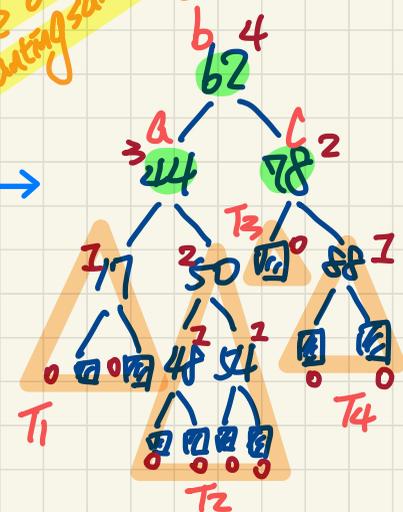
(a)



BALANCED? ✓



BALANCED? ✗



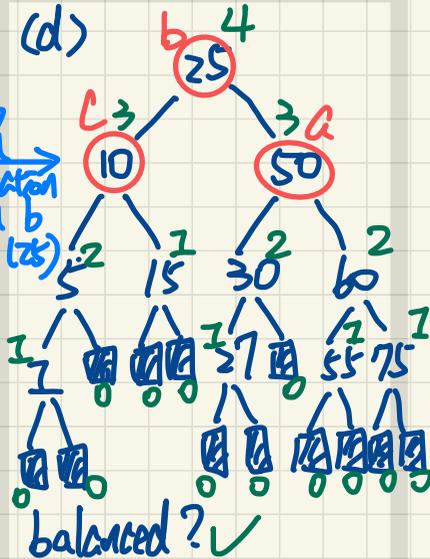
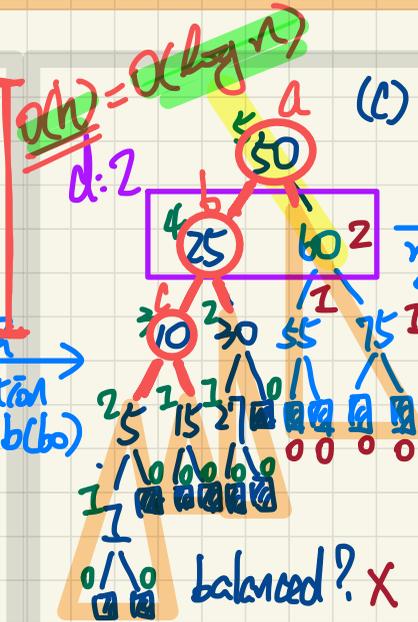
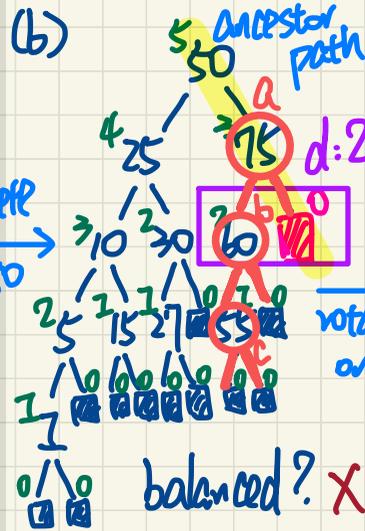
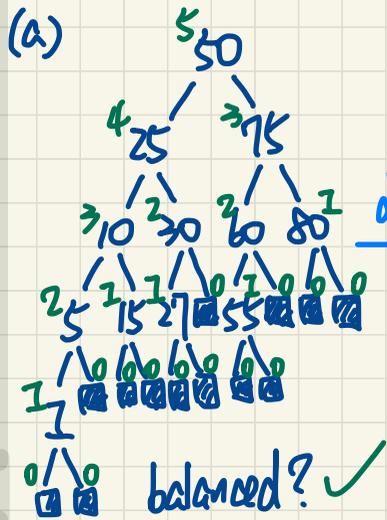
BALANCED? ✓

Trinode Restructuring after Deletion: Multiple Rotations

- Insert the following sequence of **keys** into an empty BST:

<50, 25, 10, 30, 5, 15, 27, 1, 75, 60, 80, 55>

- Delete **80** from the BST.



Lecture 4

Part C

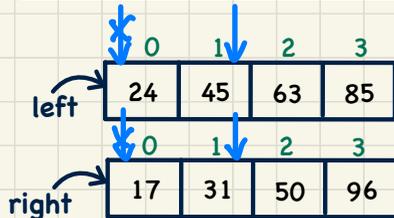
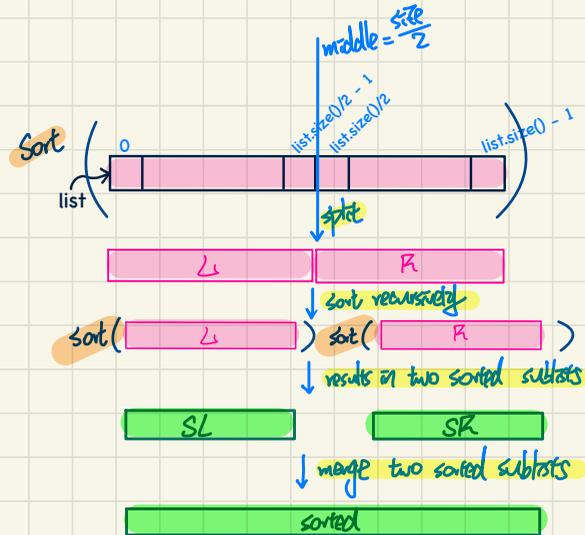
***Examples on Recursion
Merge Sort
(continued)***

Merge Sort in Java

```

public List<Integer> sort(List<Integer> list) {
    List<Integer> sortedList;
    if(list.size() == 0) { sortedList = new ArrayList<>(); }
    else if(list.size() == 1) {
        sortedList = new ArrayList<>();
        sortedList.add(list.get(0));
    }
    else {
        int middle = list.size() / 2;
        List<Integer> left = list.subList(0, middle);
        List<Integer> right = list.subList(middle, list.size());
        List<Integer> sortedLeft = sort(left);
        List<Integer> sortedRight = sort(right);
        sortedList = merge(sortedLeft, sortedRight);
    }
    return sortedList;
}
    
```

base cases



Precondition
L and R sorted



```

/* Assumption: L and R are both already sorted. */
private List<Integer> merge(List<Integer> L, List<Integer> R) {
    List<Integer> merge = new ArrayList<>();
    if(L.isEmpty() || R.isEmpty()) { merge.addAll(L); merge.addAll(R); }
    else {
        int i = 0;
        int j = 0;
        while(i < L.size() && j < R.size()) {
            if(L.get(i) <= R.get(j)) { merge.add(L.get(i)); i++; }
            else { merge.add(R.get(j)); j++; }
        }
        /* If i >= L.size(), then this for loop is skipped. */
        for(int k = i; k < L.size(); k++) { merge.add(L.get(k)); }
        /* If j >= R.size(), then this for loop is skipped. */
        for(int k = j; k < R.size(); k++) { merge.add(R.get(k)); }
    }
    return merge;
}
    
```

(a) # iterations: $\min(L.size(), R.size())$

```

while(i < L.size() && j < R.size()) {
    if(L.get(i) <= R.get(j)) { merge.add(L.get(i)); i++; }
    else { merge.add(R.get(j)); j++; }
}
    
```

```

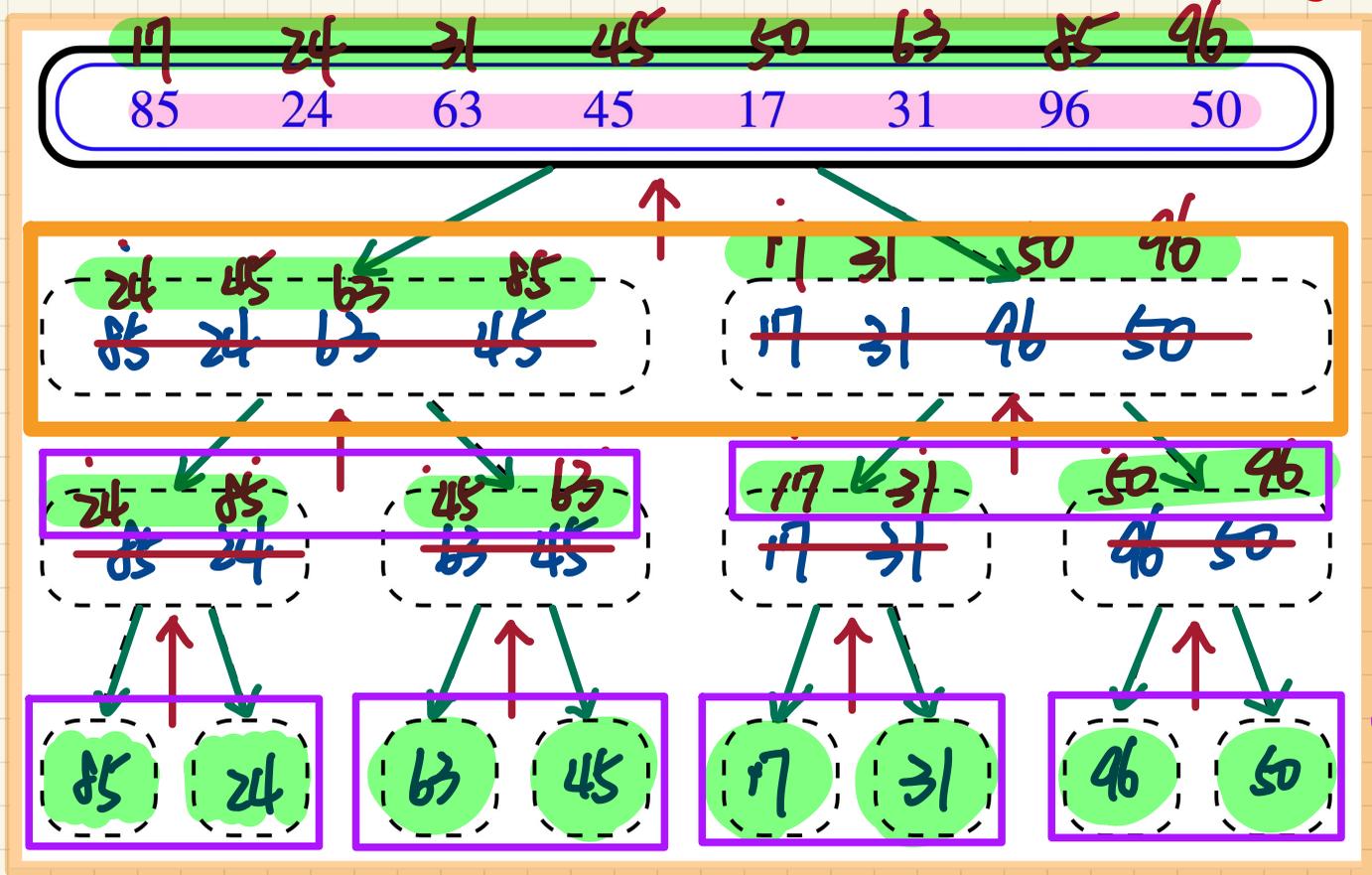
for(int k = i; k < L.size(); k++) { merge.add(L.get(k)); }
for(int k = j; k < R.size(); k++) { merge.add(R.get(k)); }
    
```

(b) # iterations: remaining # of items to loop over in the longer list.
 (a) + (b) = $L.size() + R.size()$

Merge Sort: Tracing

→ split

→ merge



$O(n)$

$O(n)$



Merge Sort: Running Time

size = $\frac{n}{2}$

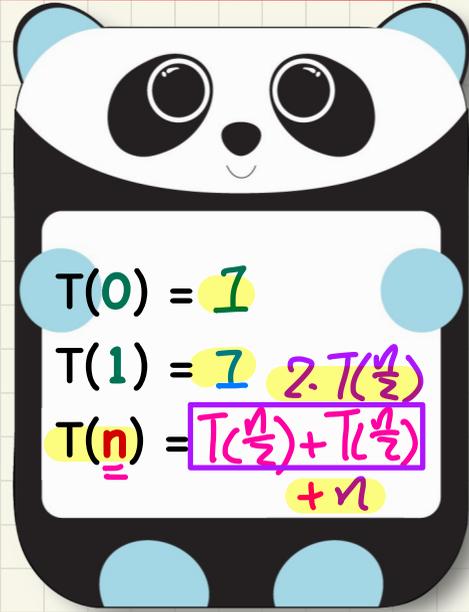
```

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    List<Integer> sortedList;
    if(list.size() == 0) { sortedList = new ArrayList<>(); }
    else if(list.size() == 1) {
        sortedList = new ArrayList<>();
        sortedList.add(list.get(0));
    }
    else {
        int middle = list.size() / 2;
        List<Integer> left = list.subList(0, middle);
        List<Integer> right = list.subList(middle, list.size());
        List<Integer> sortedLeft = sort(left);
        List<Integer> sortedRight = sort(right);
        sortedList = merge(sortedLeft, sortedRight);
    }
    return sortedList;
}
    
```

sort(left)
sort(right)

recursion tree is a full BT

Running Time as a Recurrence Relation

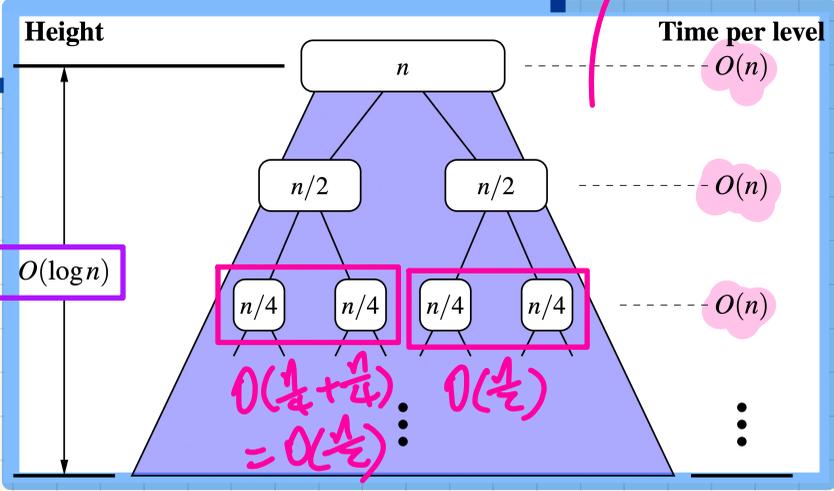


$$T(0) = 1$$

$$T(1) = 1 + 2 \cdot T\left(\frac{1}{2}\right)$$

$$T(n) = T\left(\frac{n}{2}\right) + T\left(\frac{n}{2}\right) + n$$

Total RT:
 $O(\log n \times n)$
 $= O(n \cdot \log n)$
 height of balanced BST



Running Time: Unfolding Recurrence Relation

$$T(0) = 1$$

$$T(1) = 1$$

$$T(n) = 2 \cdot T(n/2) + n$$

$$I = \frac{n}{n} = \frac{n}{2^{\log n}}$$

$$n=8 \\ 2^{\log 8} = 8$$

$$T(n) = 2 \cdot T\left(\frac{n}{2}\right) + n$$

$$= 2 \cdot \left(2 \cdot T\left(\frac{n}{4}\right) + \frac{n}{2}\right) + n \quad [4 \cdot T\left(\frac{n}{4}\right) + 2n]$$

$$= 2 \cdot \left(2 \cdot \left(2 \cdot T\left(\frac{n}{8}\right) + \frac{n}{4}\right) + \frac{n}{2}\right) + n \quad [8 \cdot T\left(\frac{n}{8}\right) + 3n]$$

$$\vdots \\ = \frac{2^{\log n}}{n} \cdot T(1) + \log n \cdot n = n + n \cdot \log n \\ = O(n \cdot \log n)$$

