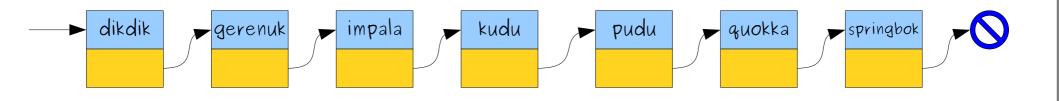
Binary Search Trees Part One

Way Back When...

Notice that everything is coming back in sorted order.

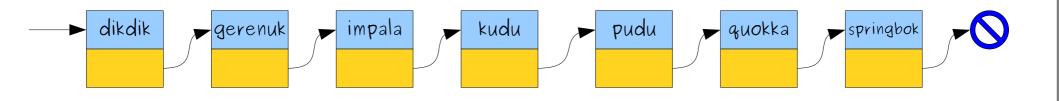
This wouldn't be the case if we were using hash tables, since they don't store elements that way.

What's going on internally?



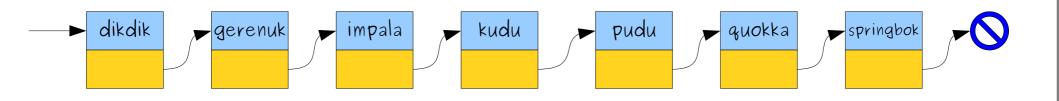
What is the average cost of searching for an element in an *n*-item linked list? Answer using big-O notation.

Formulate a hypothesis, but *don't post anything in chat just yet*.



What is the average cost of searching for an element in an *n*-item linked list? Answer using big-O notation.

Now, **post your best guess in chat**. Not sure? Answer with "??"



Answer: **O(***n***)**.

Intuition: Most elements are far from the front.

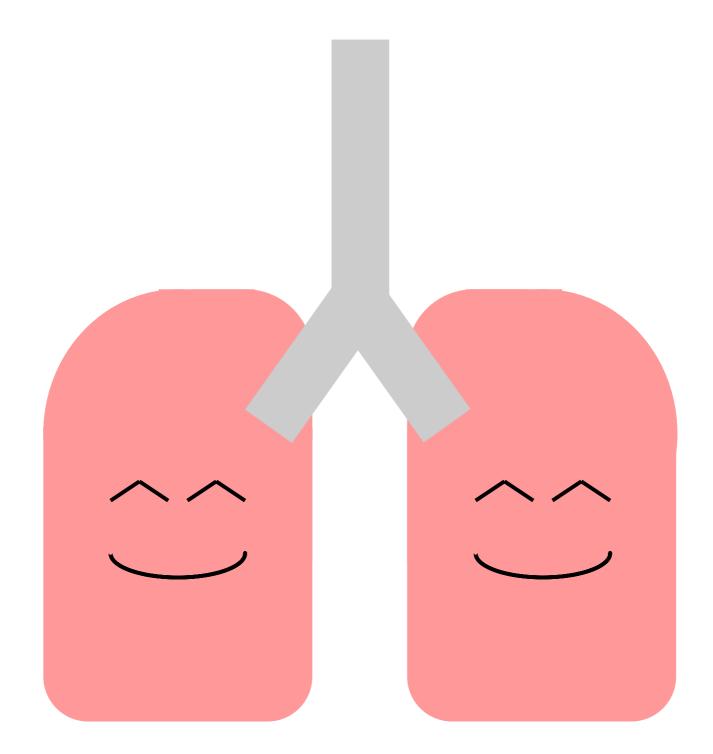
Can you chain a bunch of objects together so that most of them are near the front?

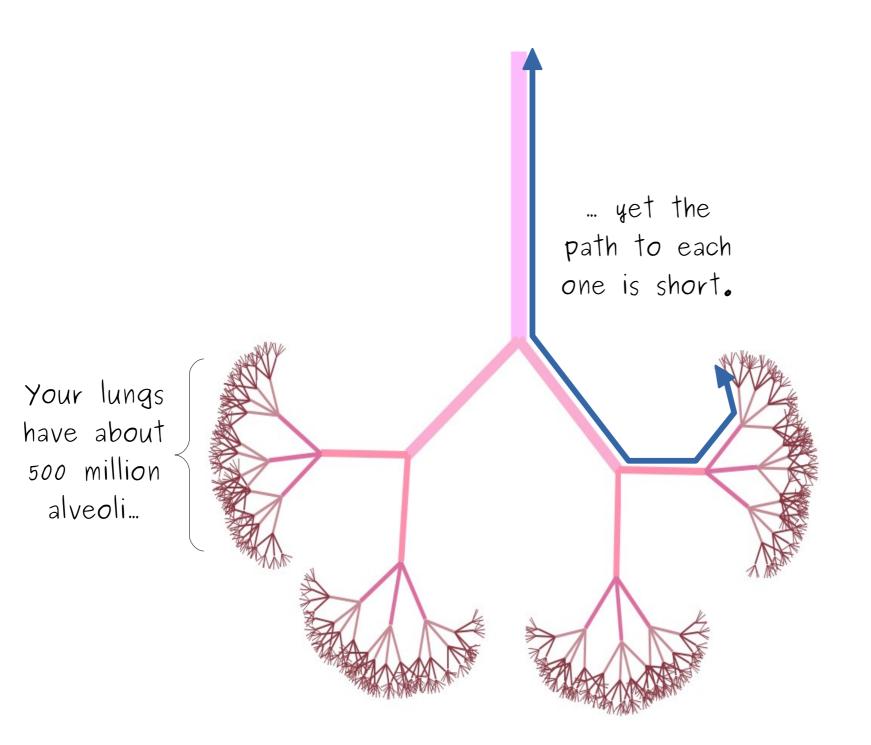
An Interactive Analogy

Take a deep breath.

And exhale.

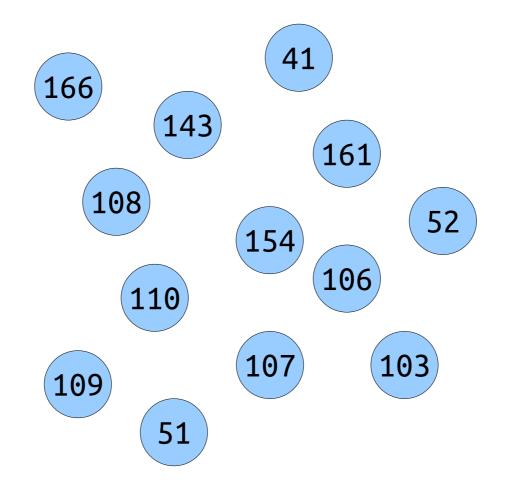
Feel nicely oxygenated?

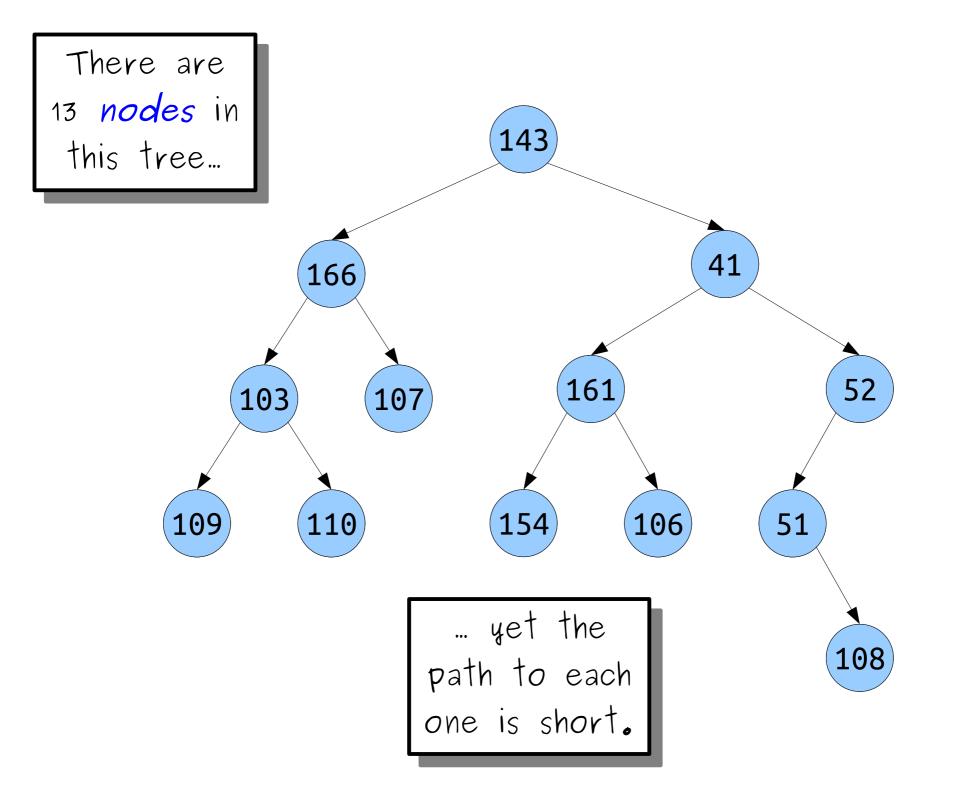


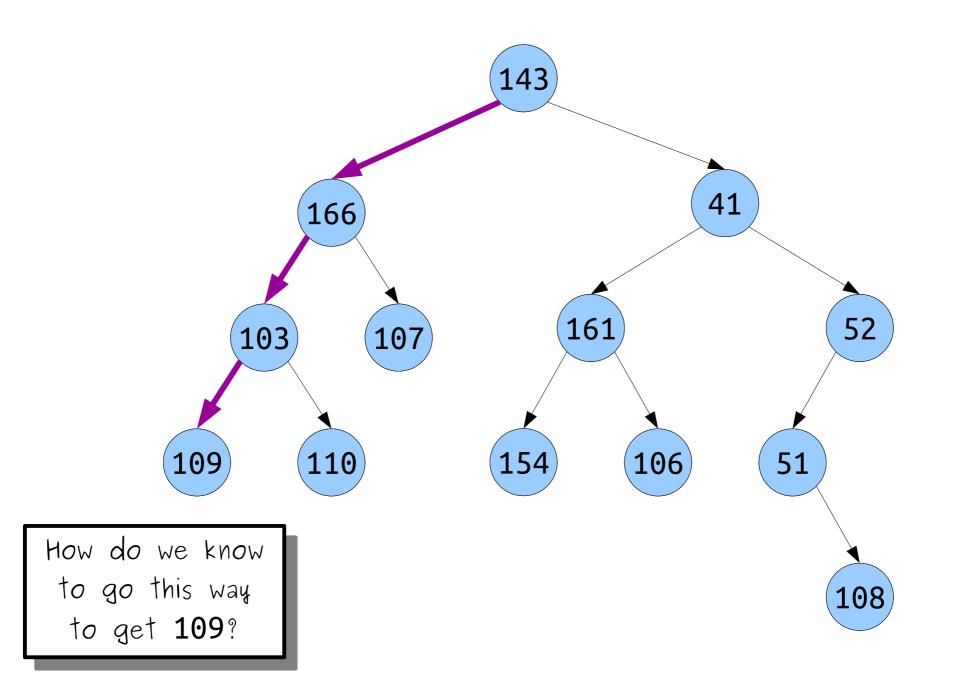


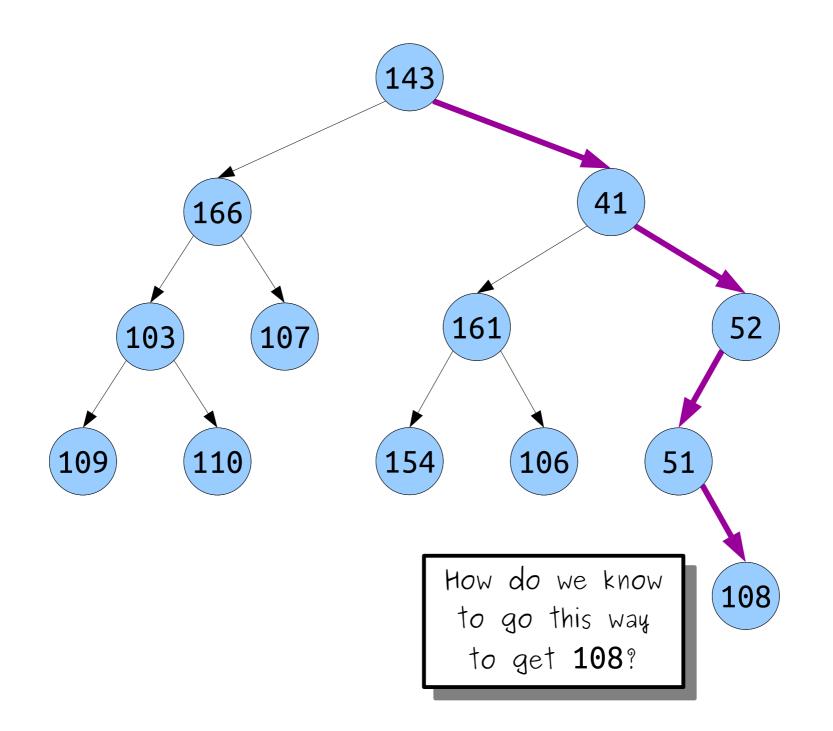
Key Idea: The distance from the top of a tree to each node in the tree is small.

Harnessing this Insight

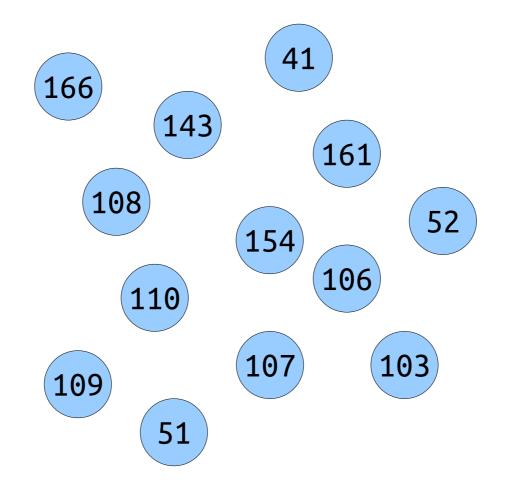


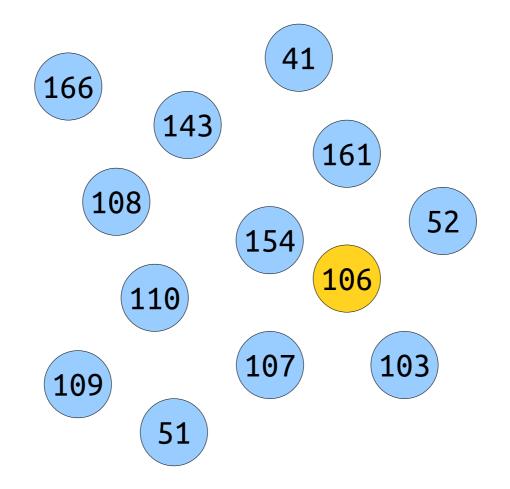


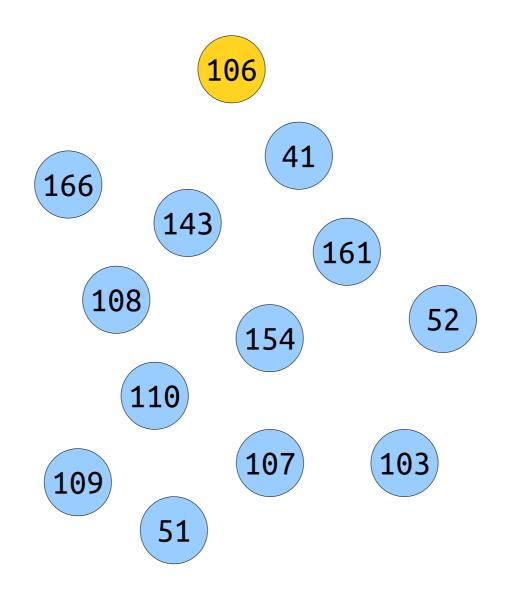


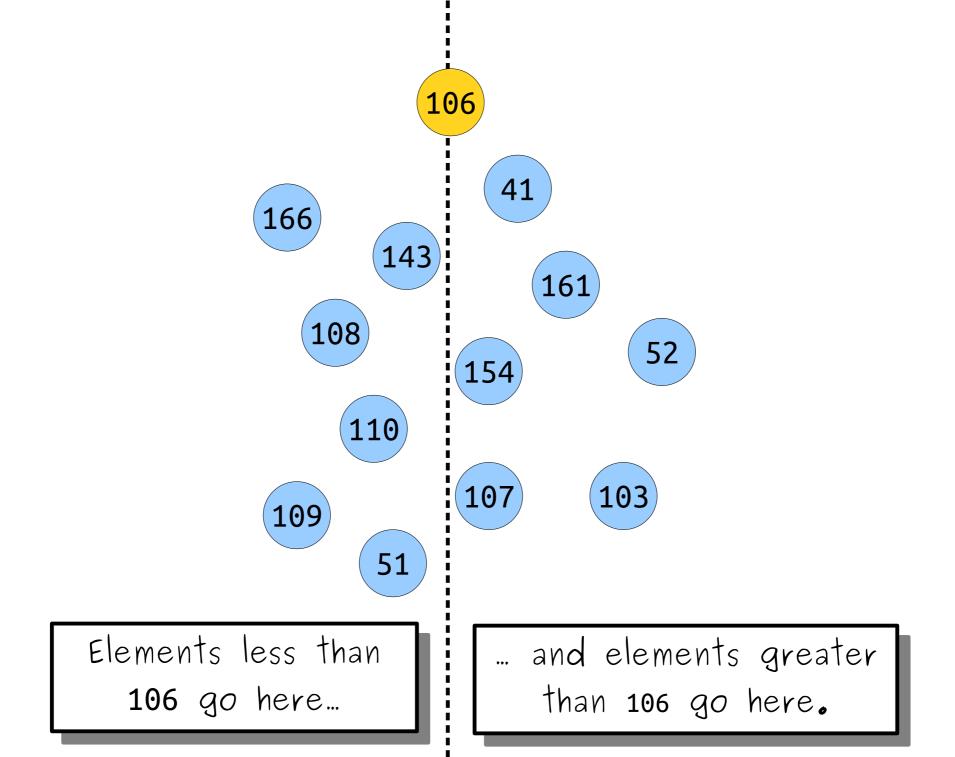


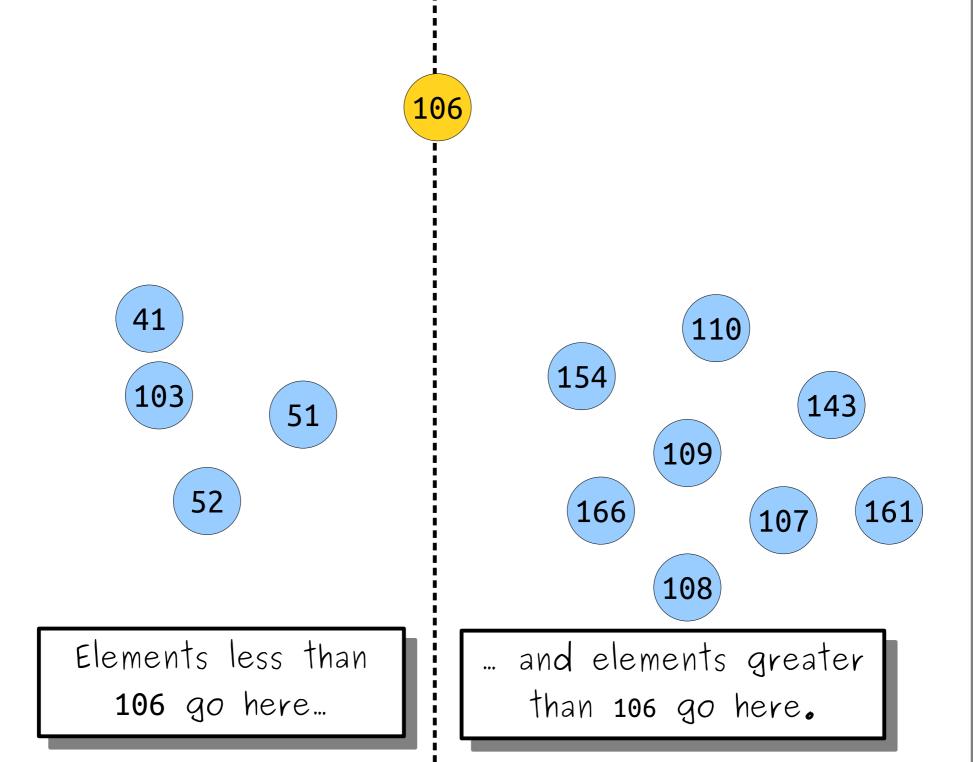
Goal: Store elements in a tree structure where there's an easy way to find them.

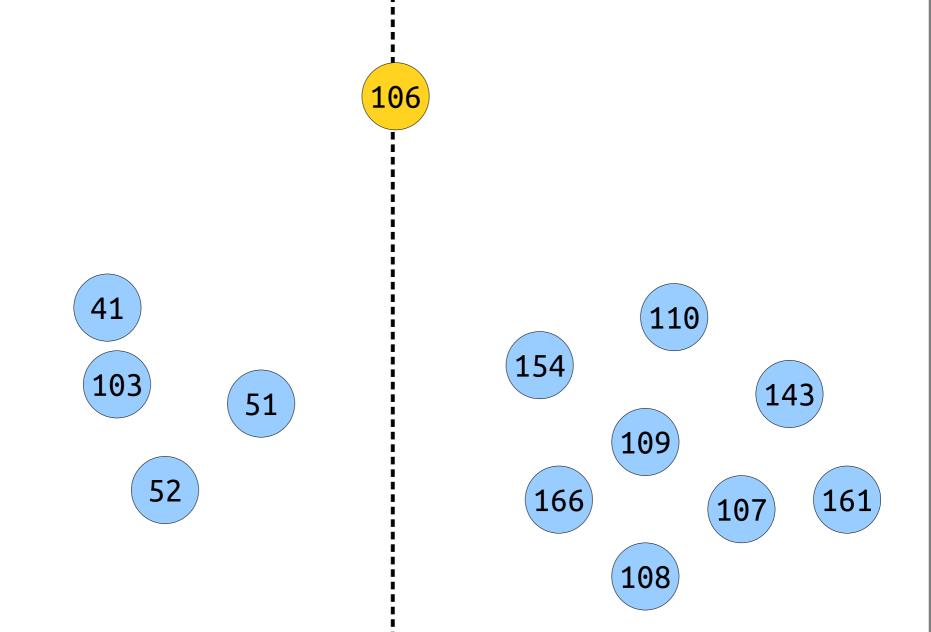


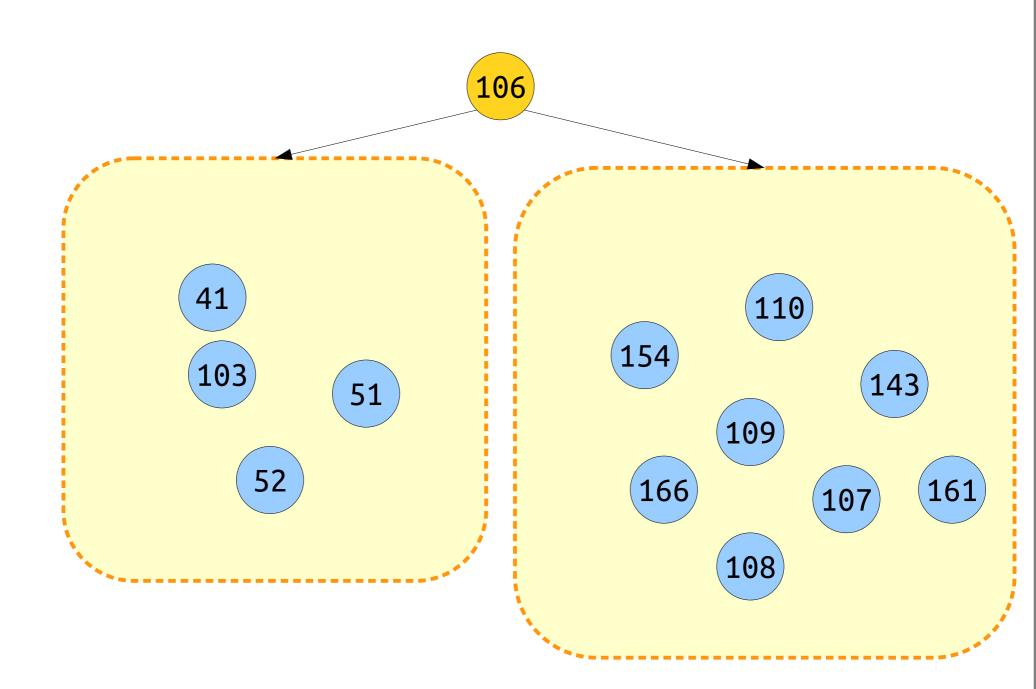


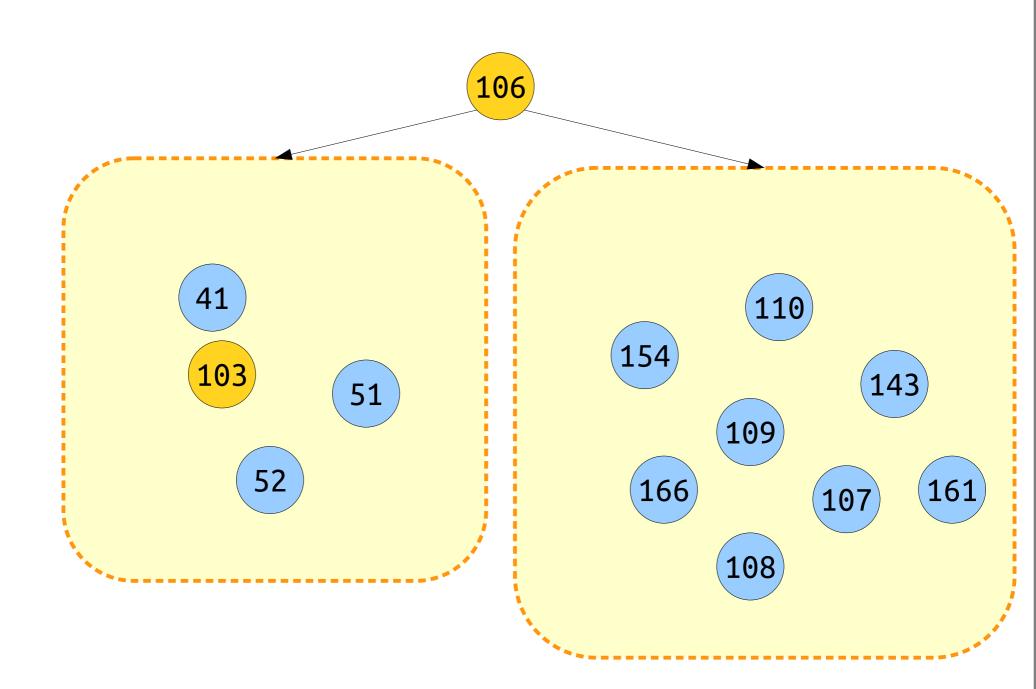


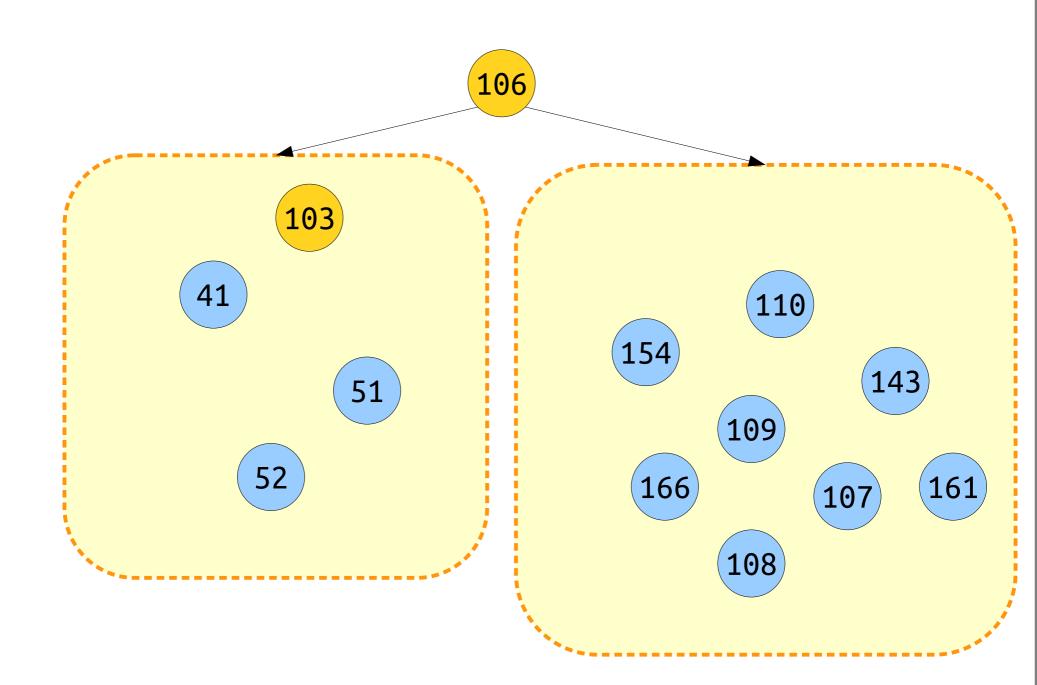


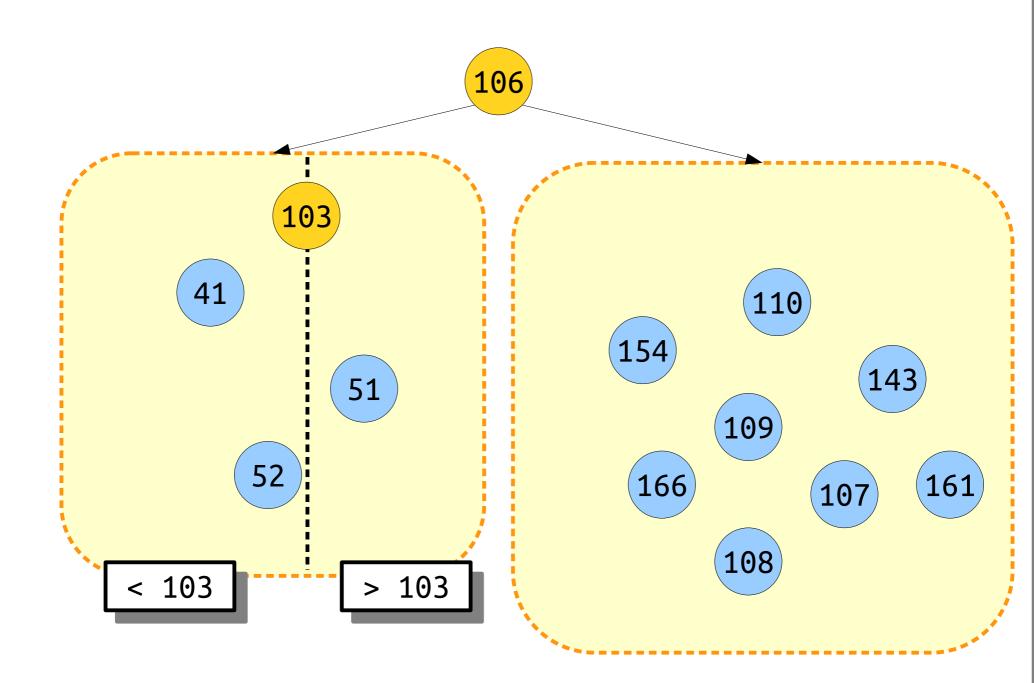


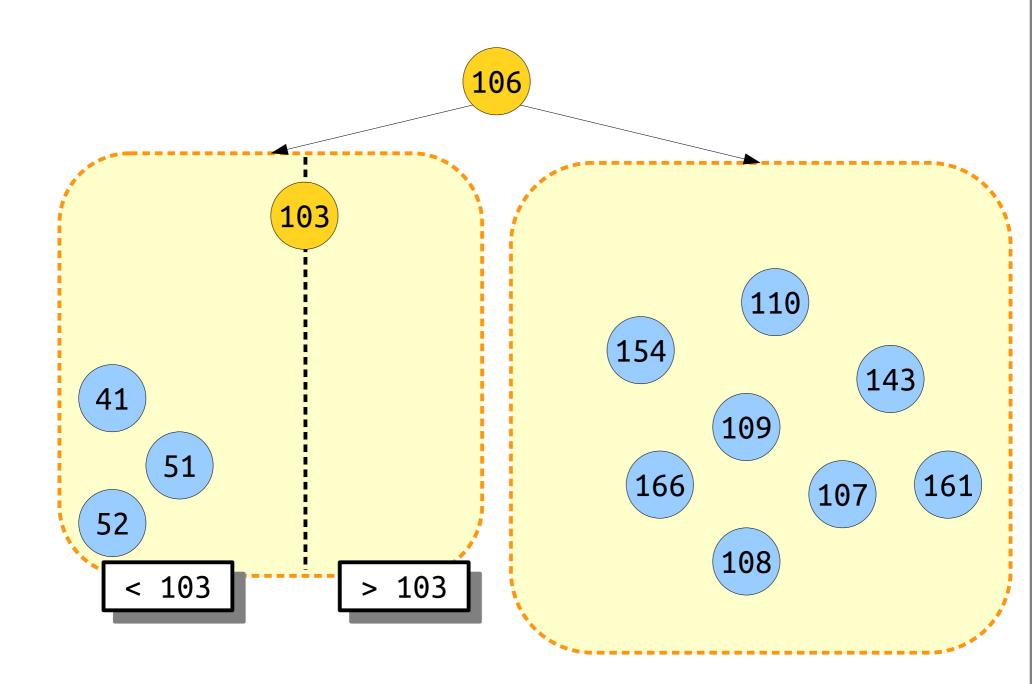


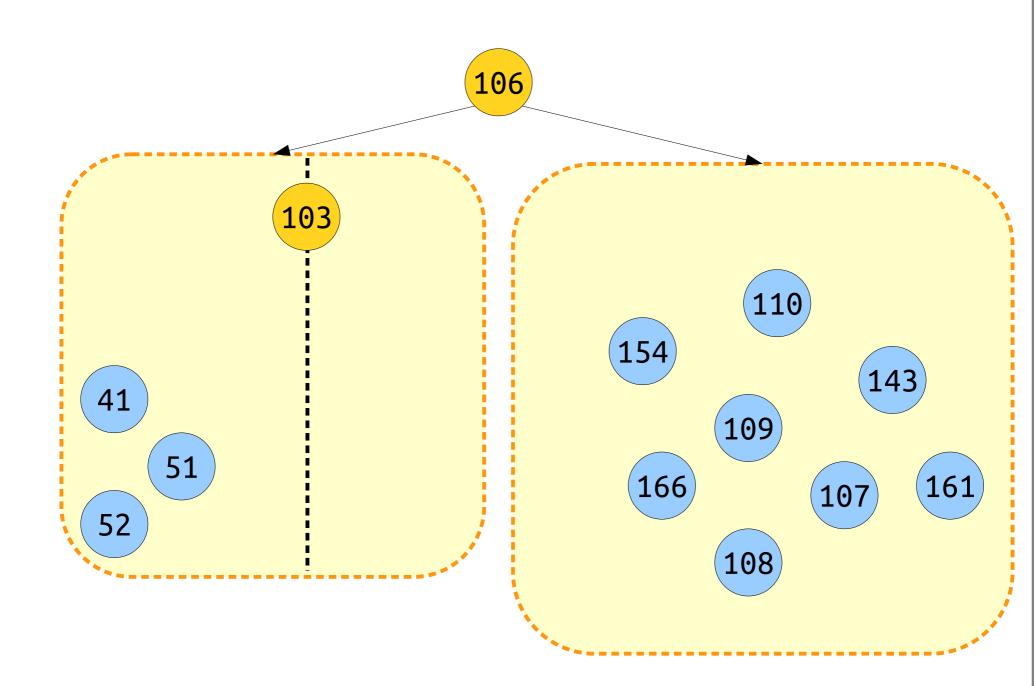


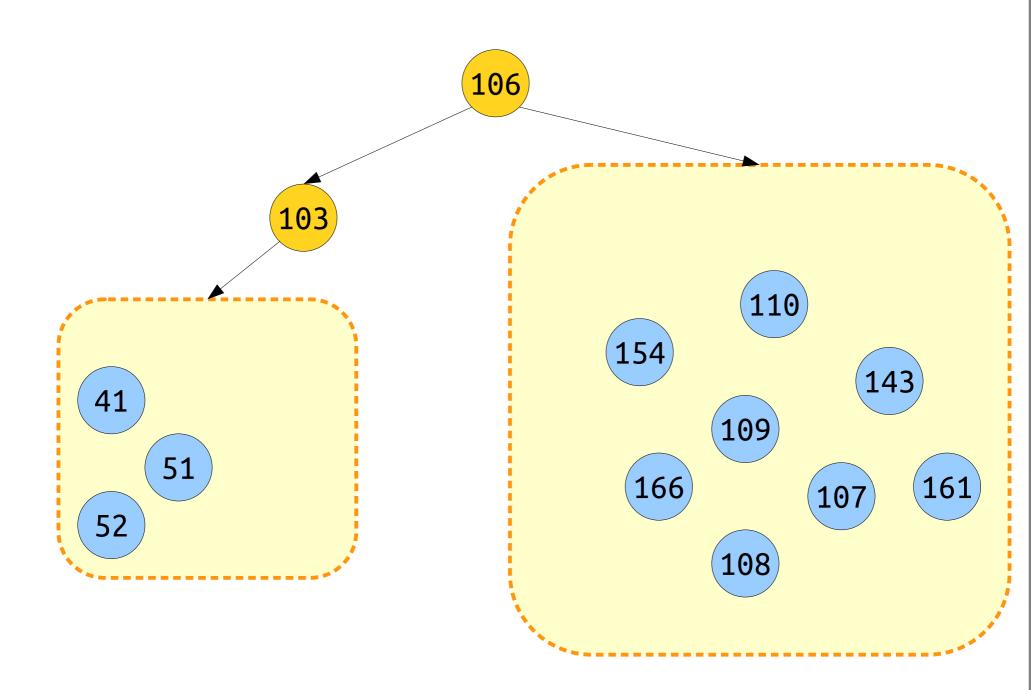


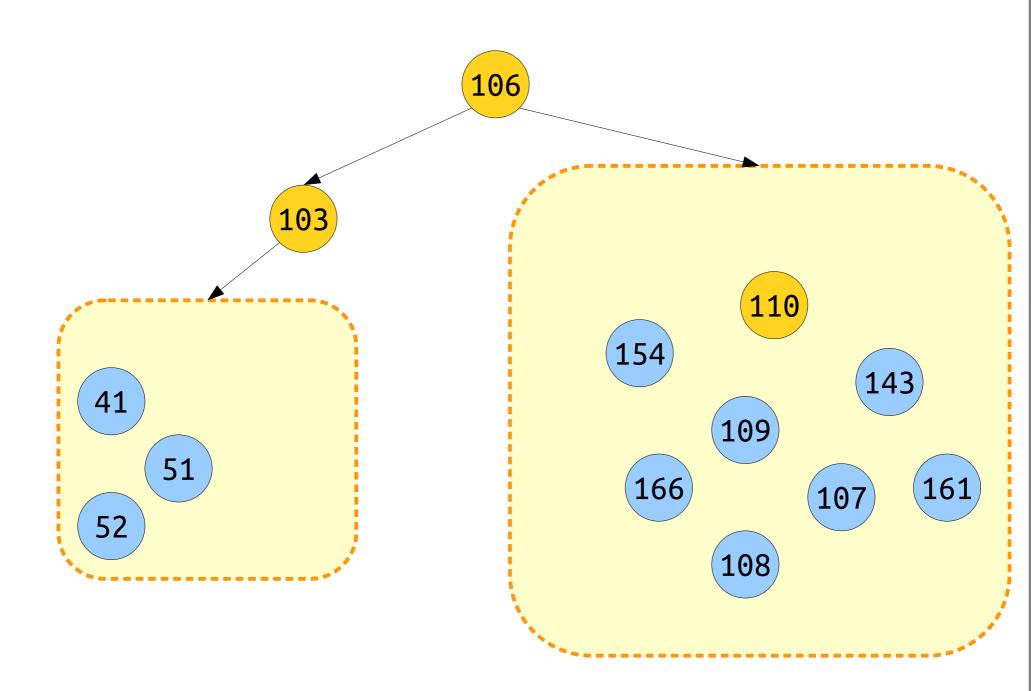


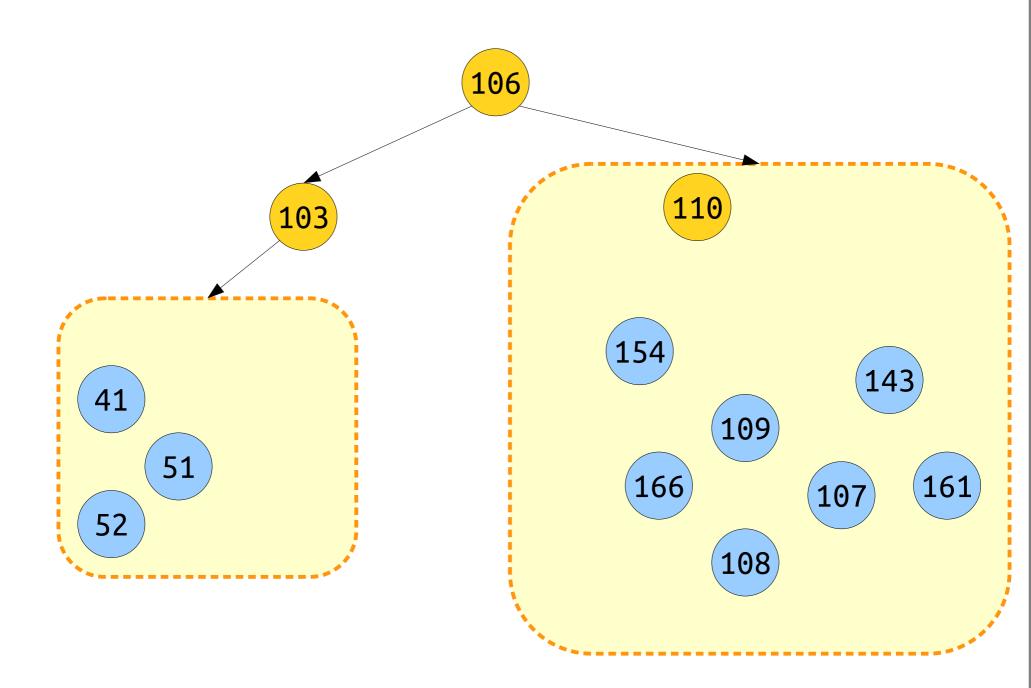


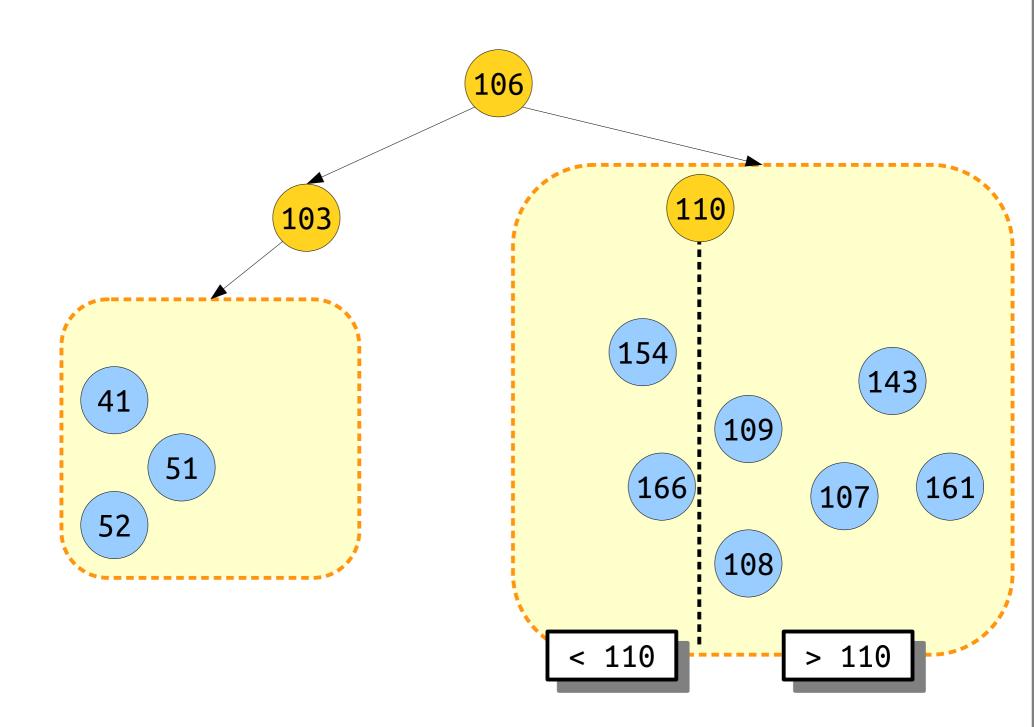


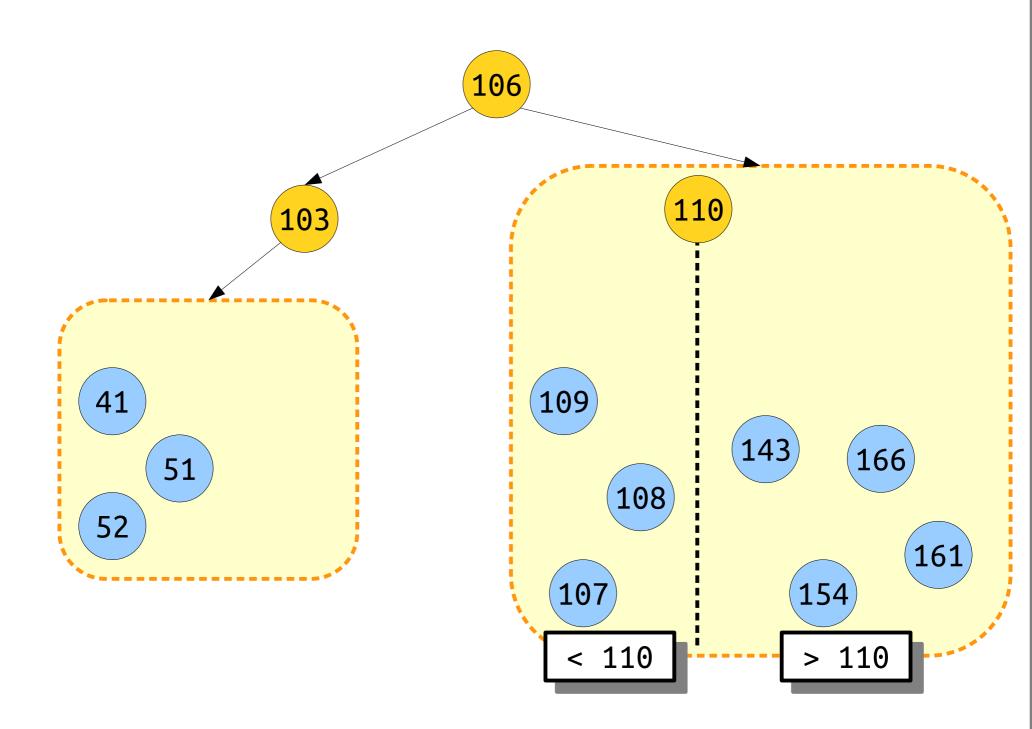


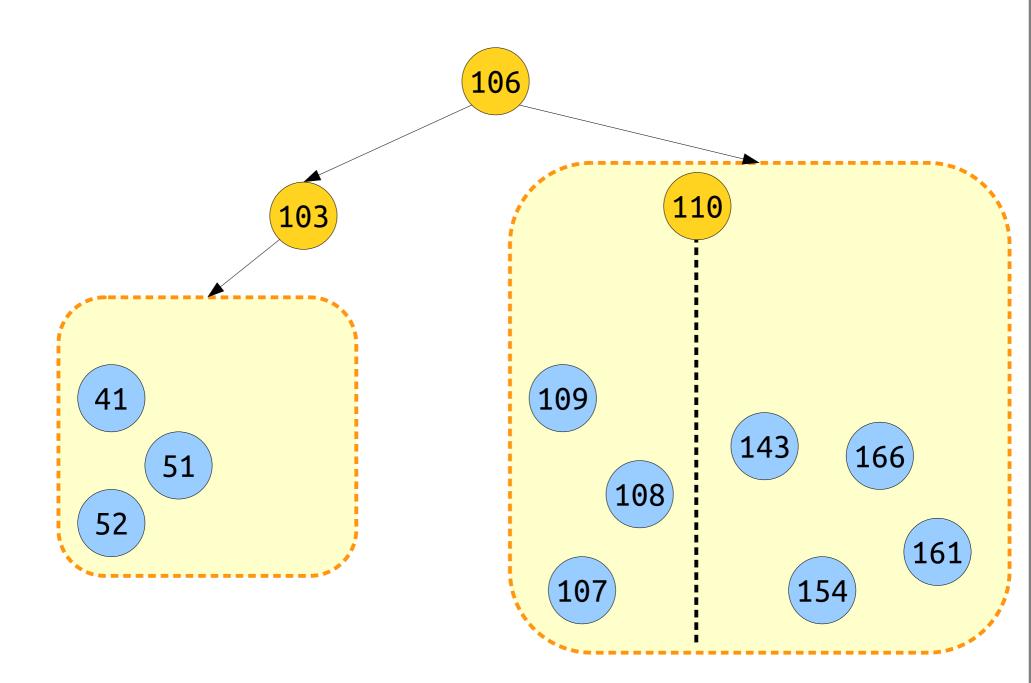


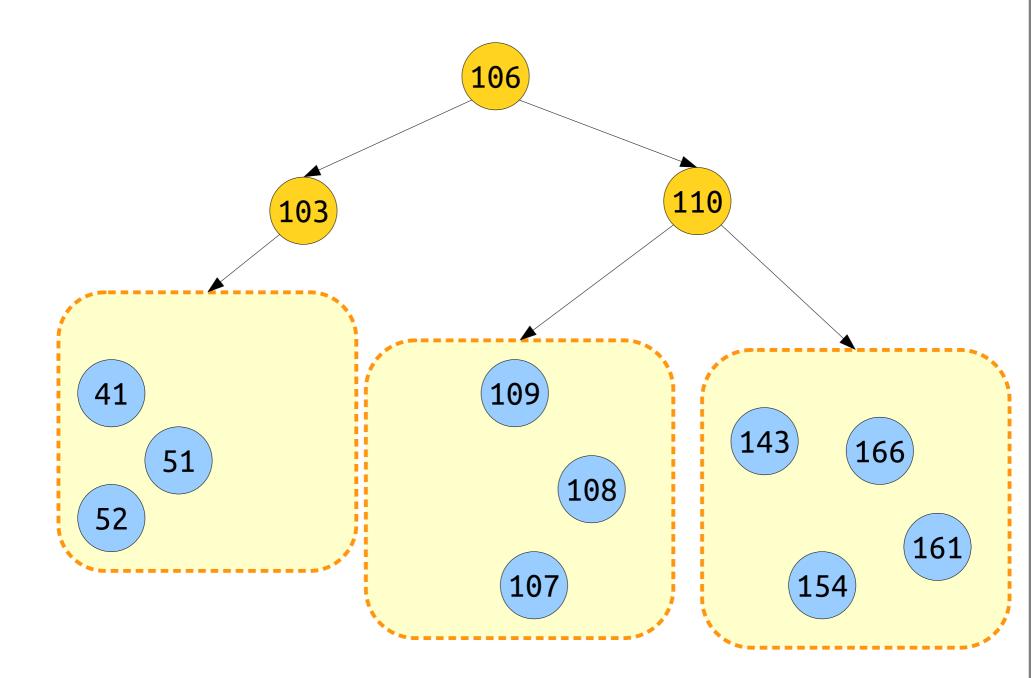


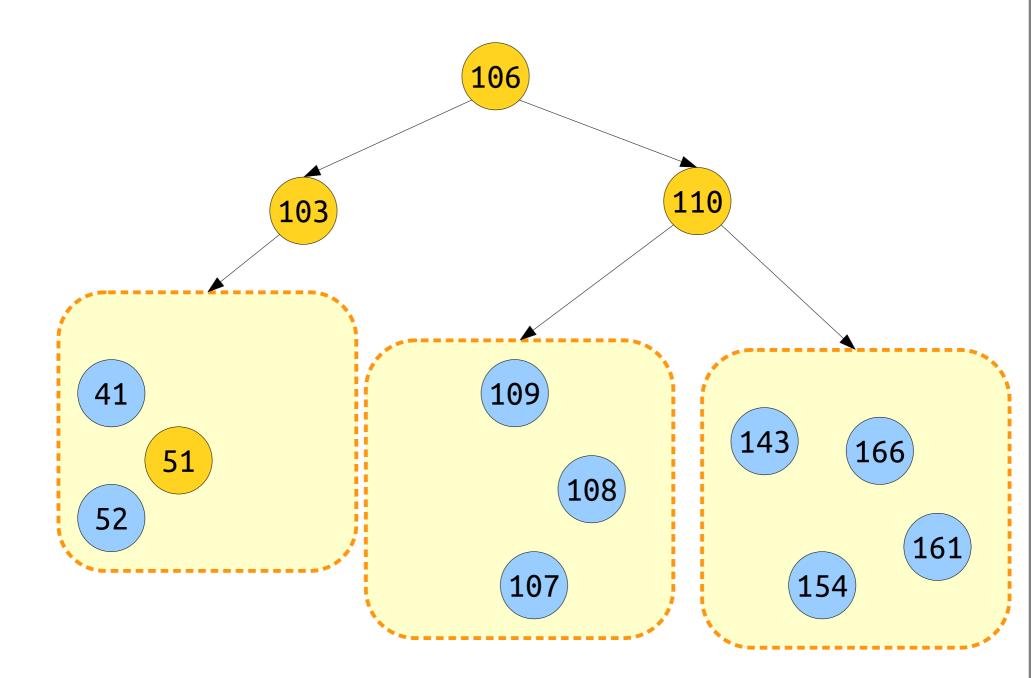


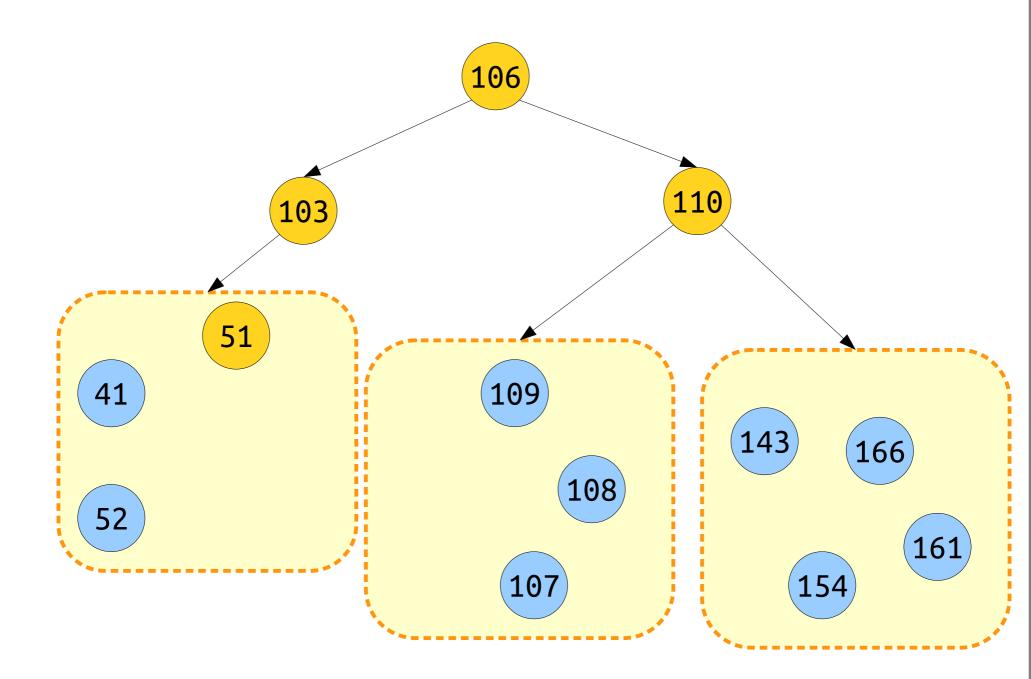


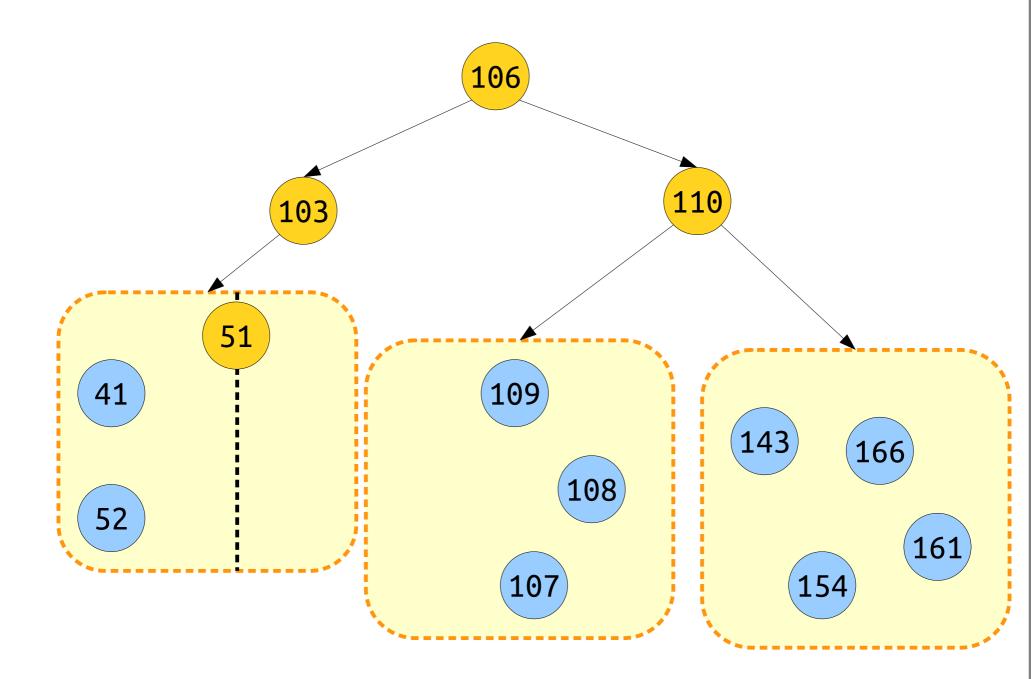


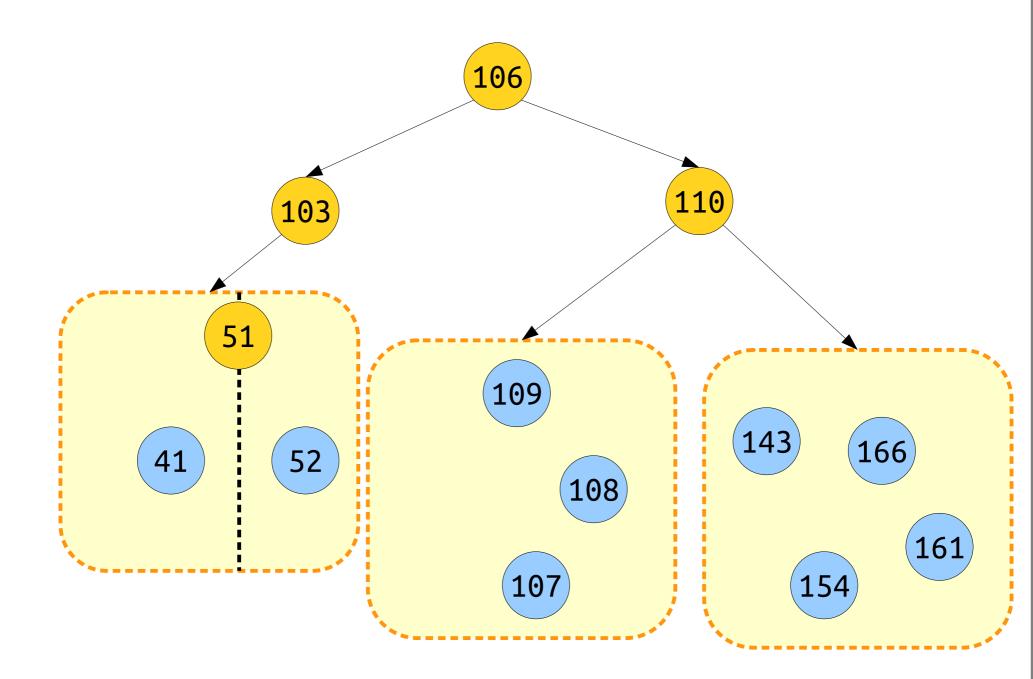


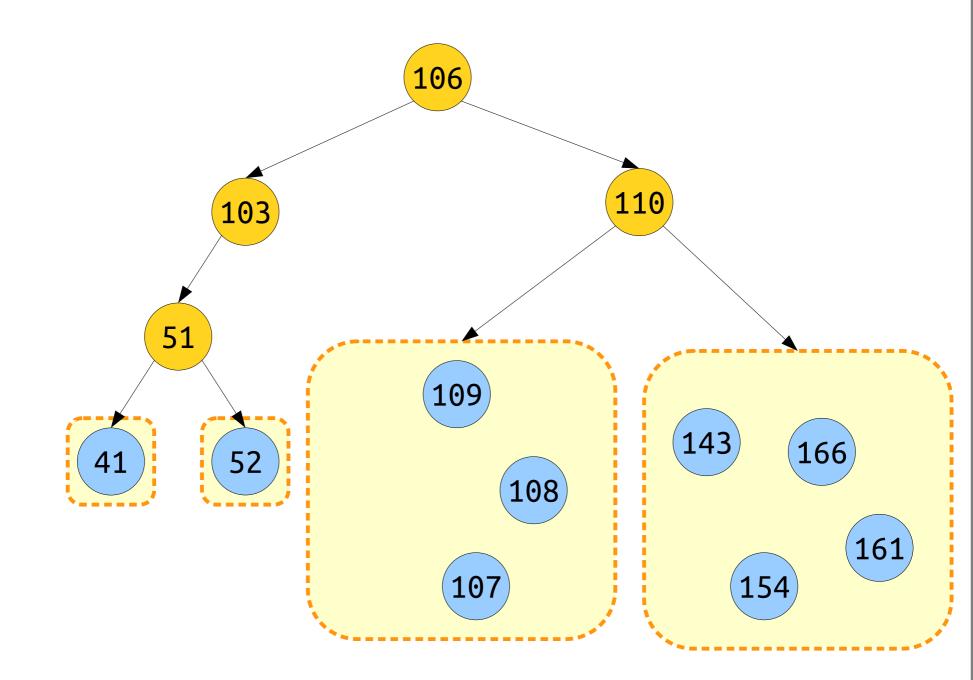


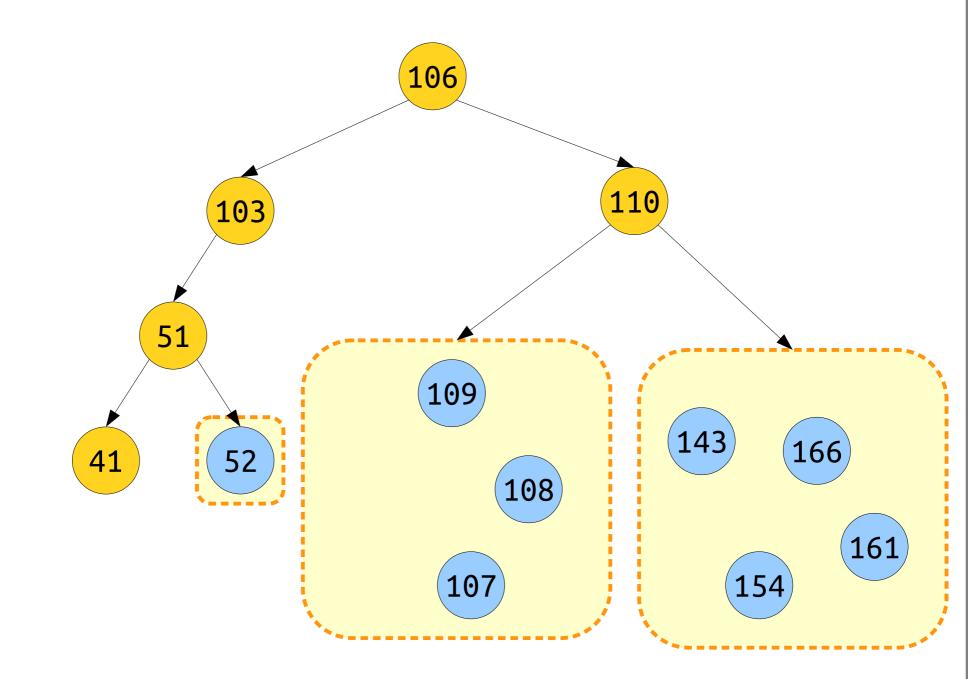


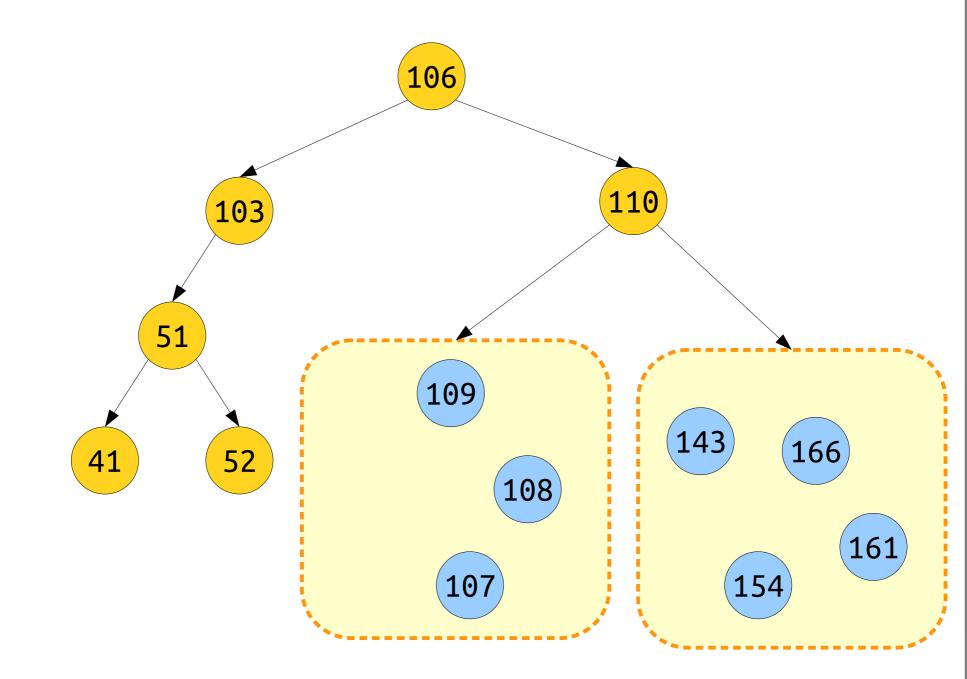


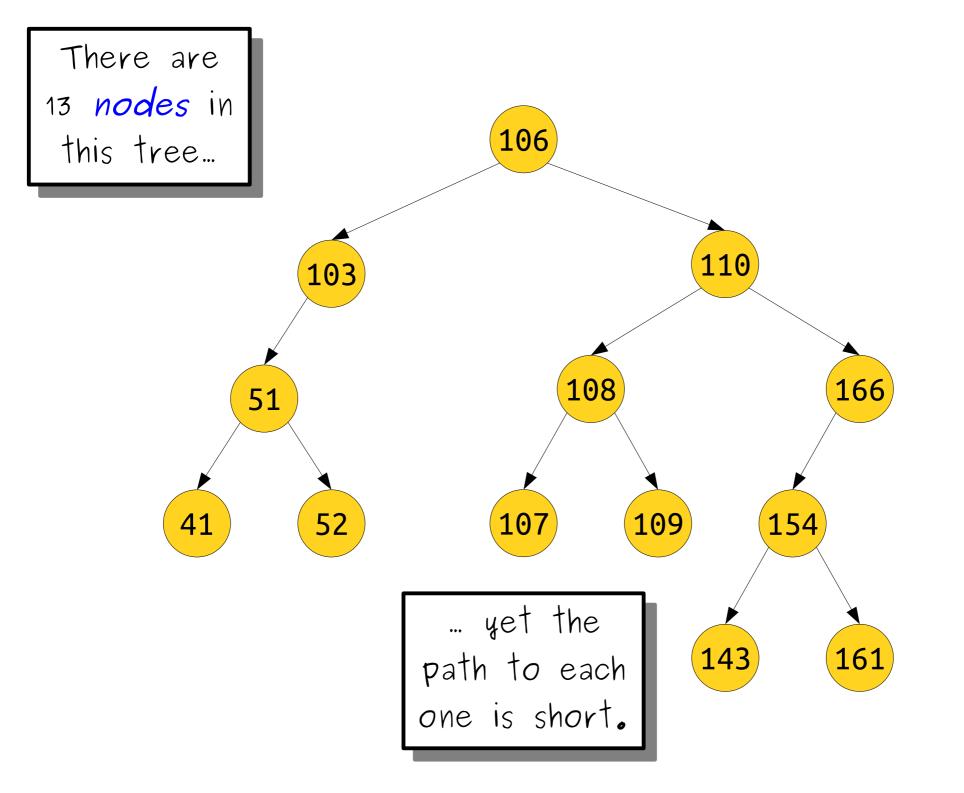


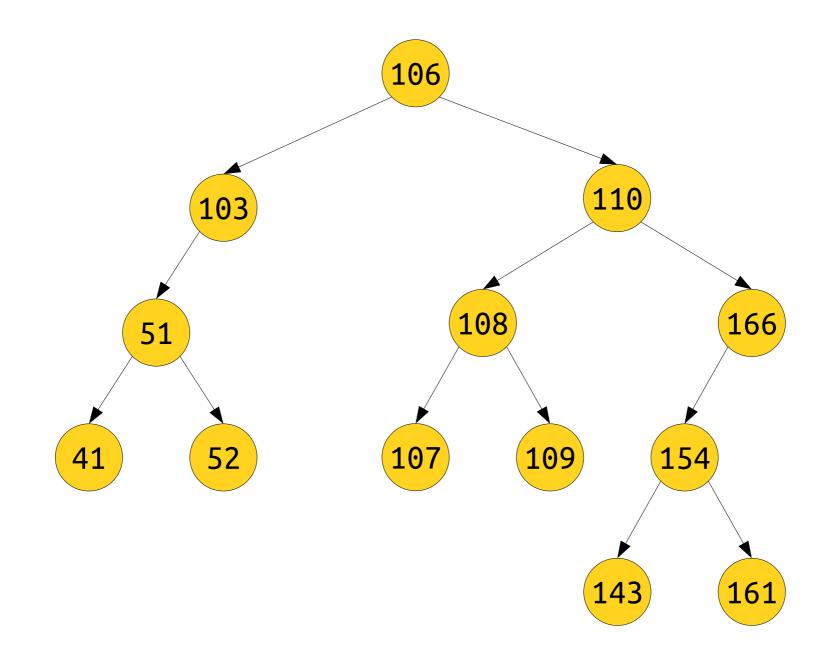


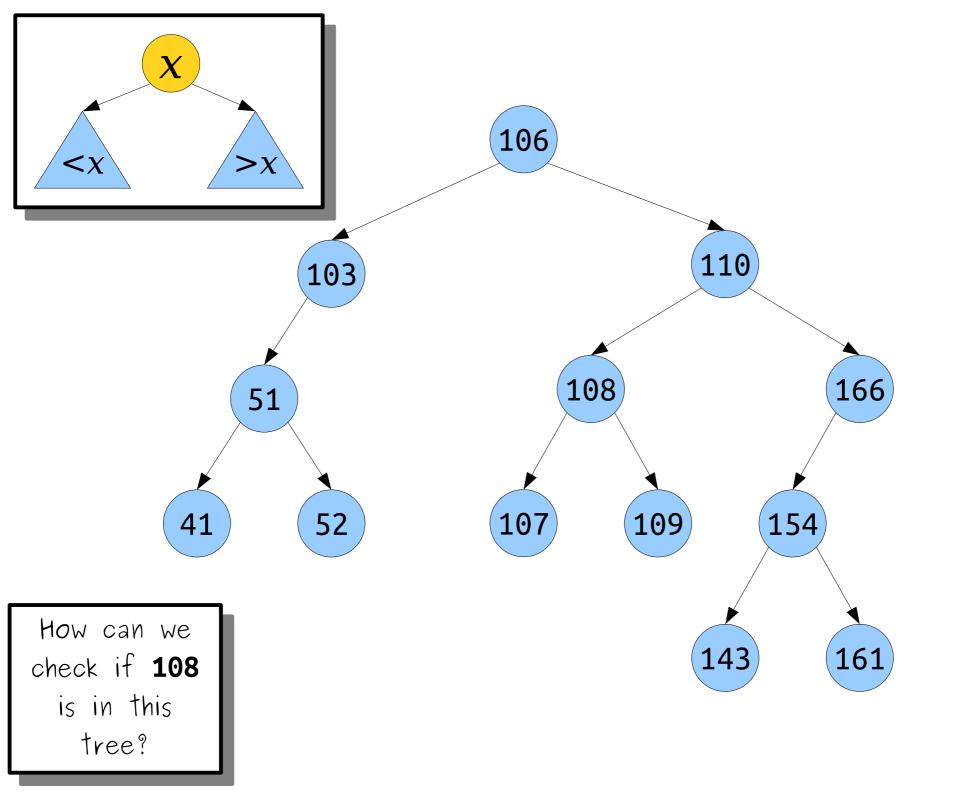


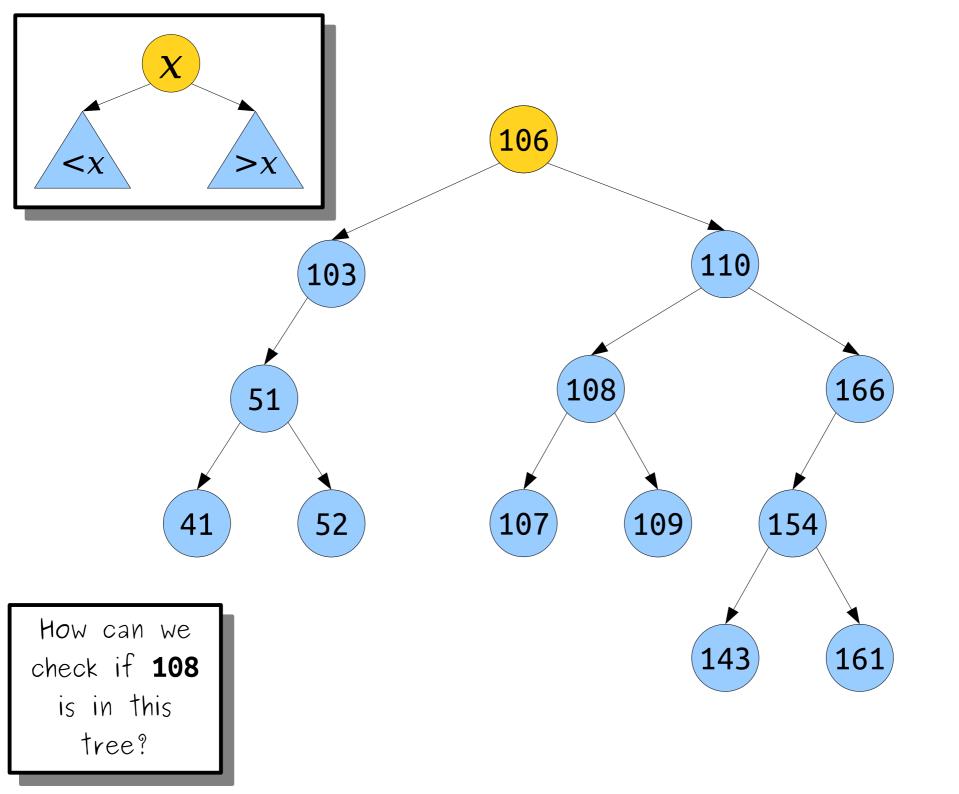


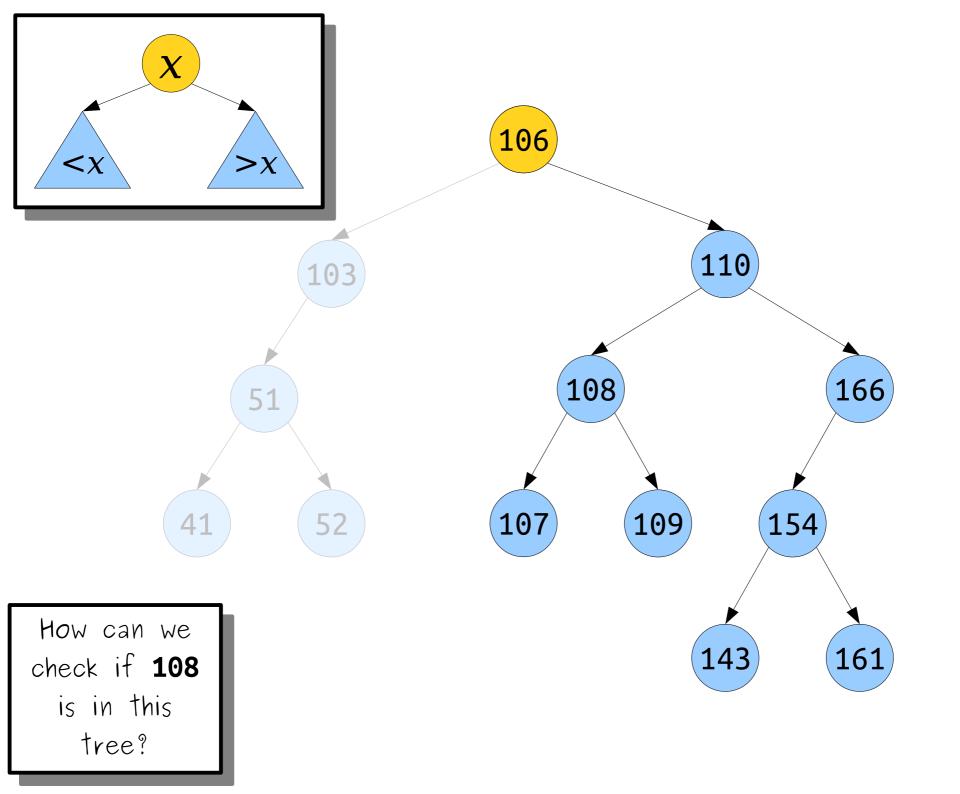


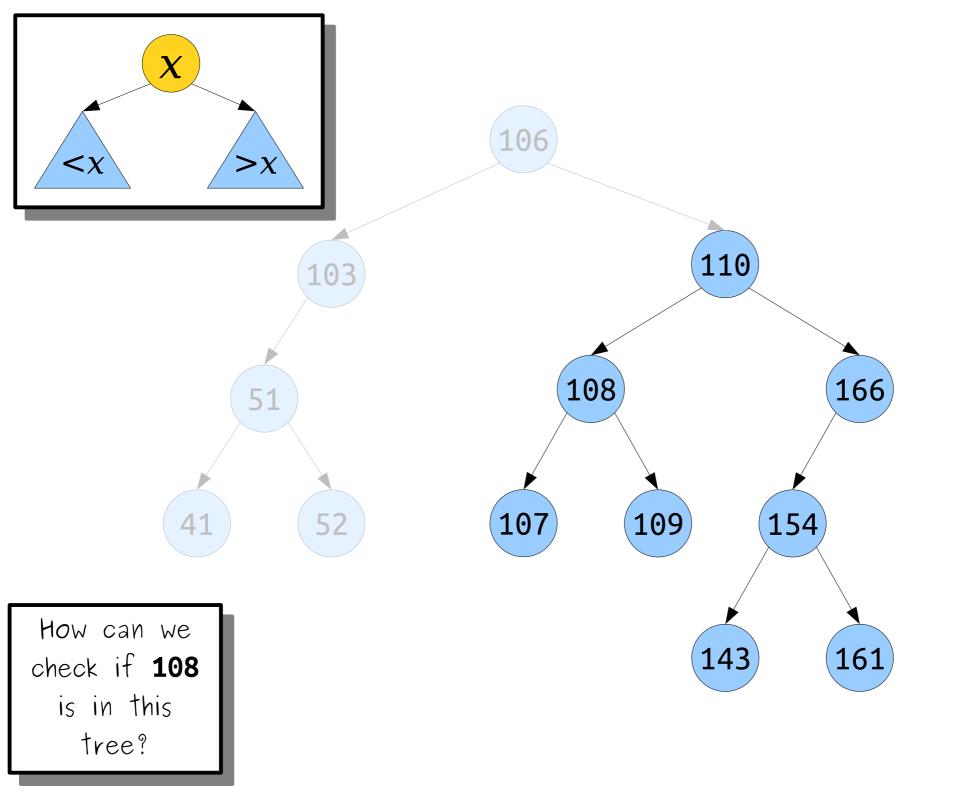


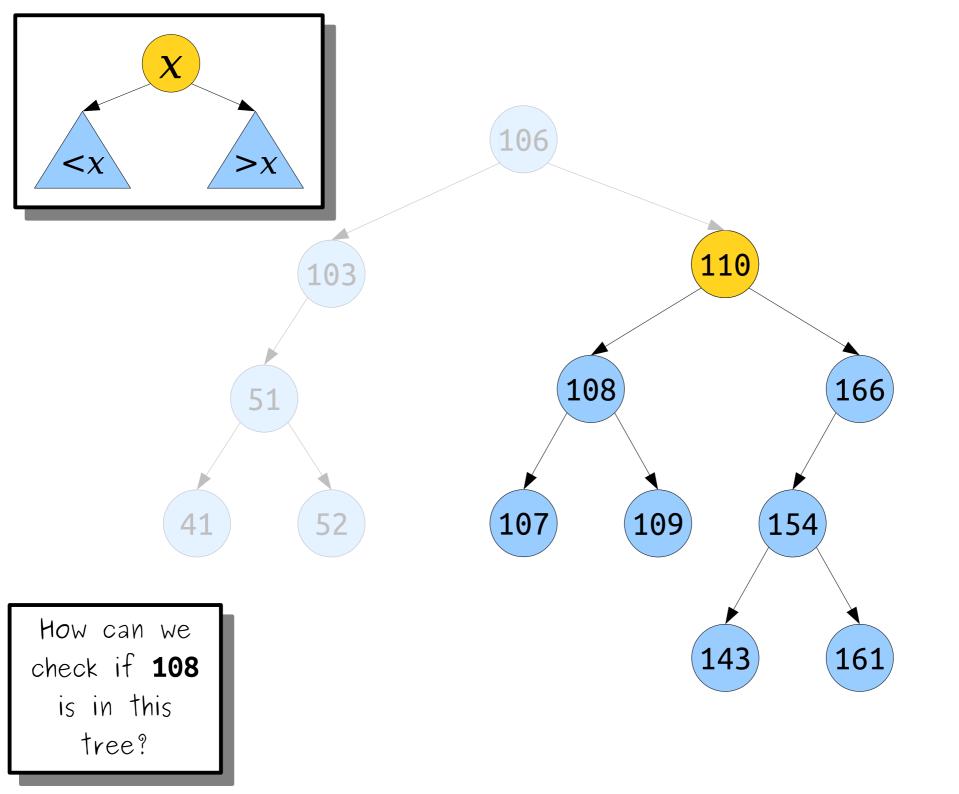


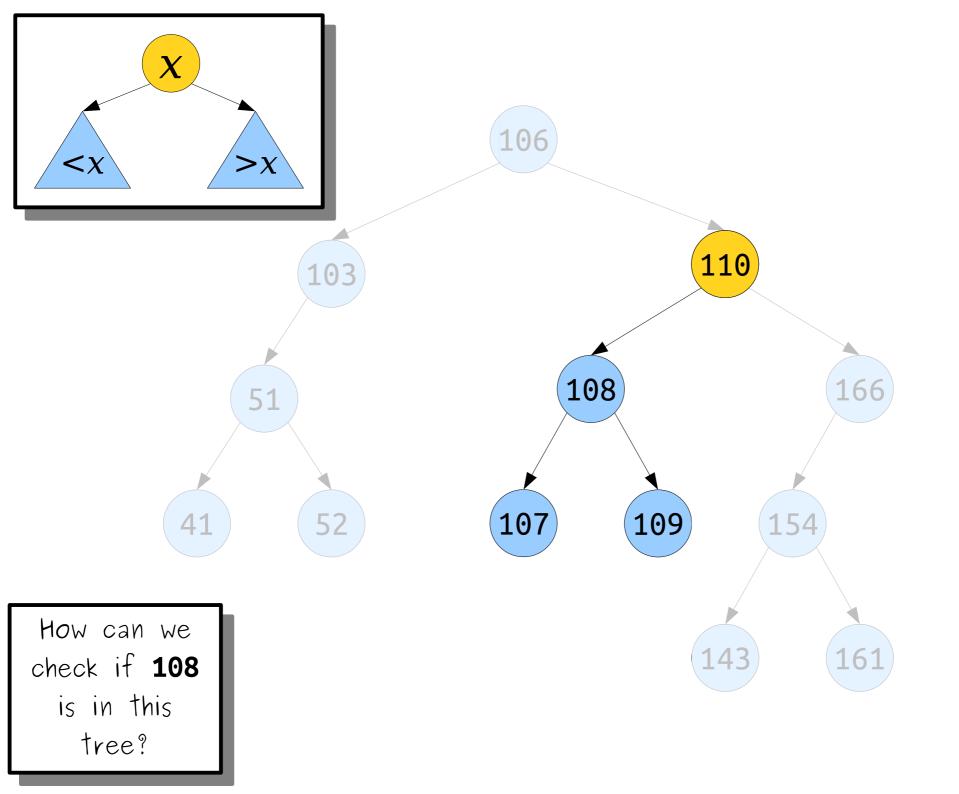


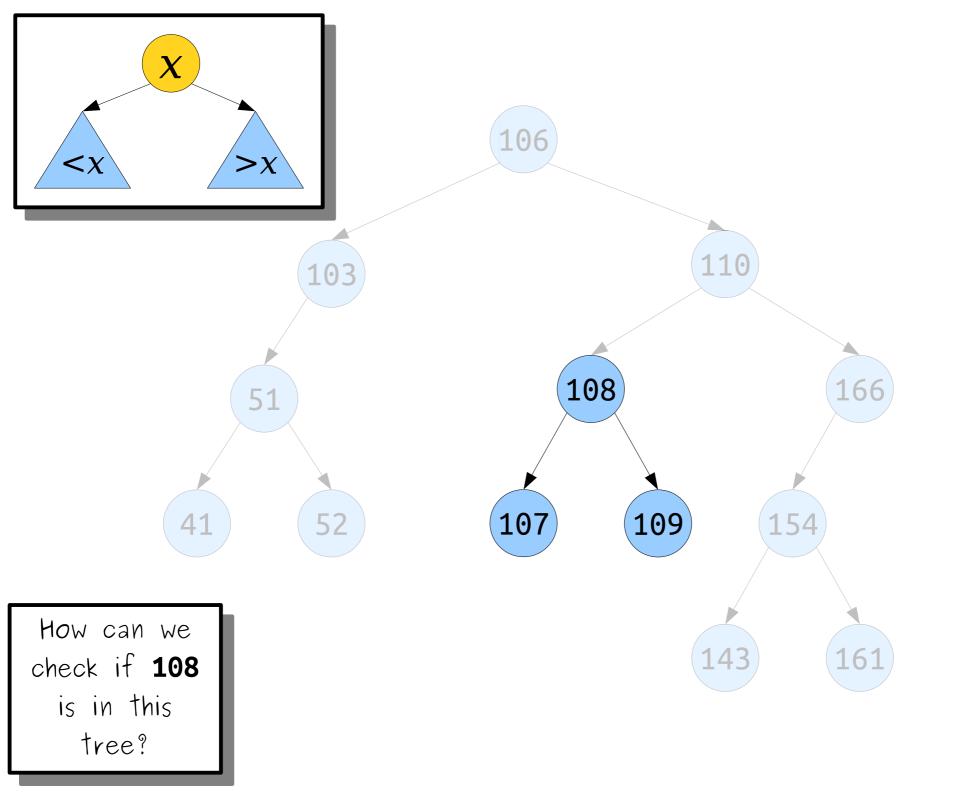


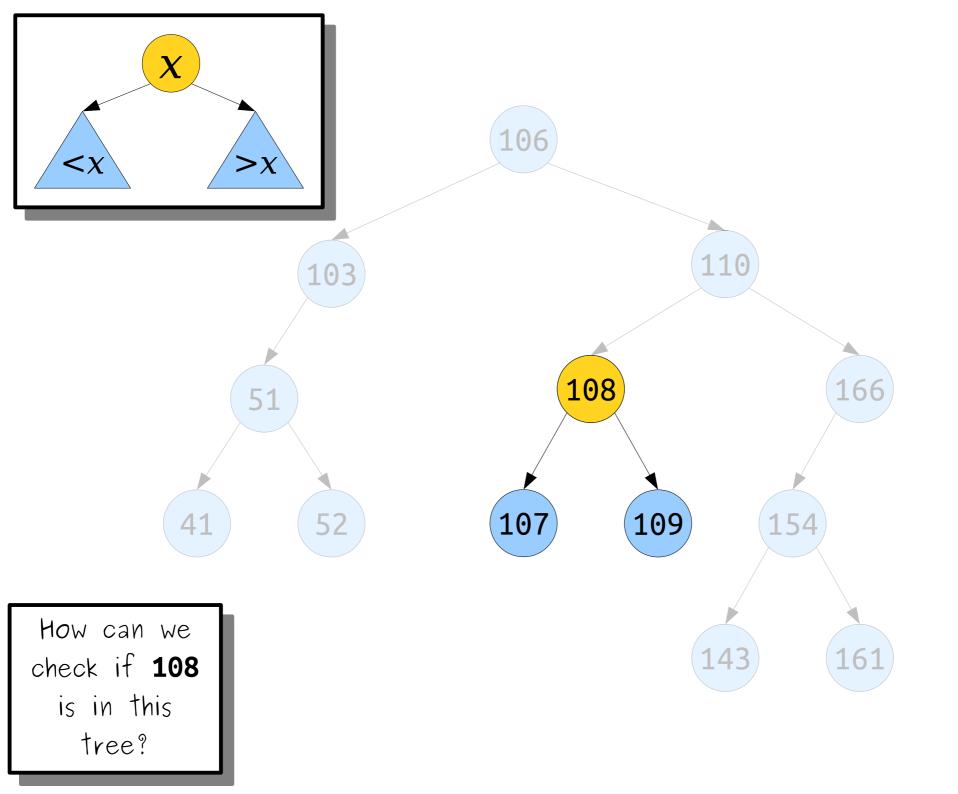


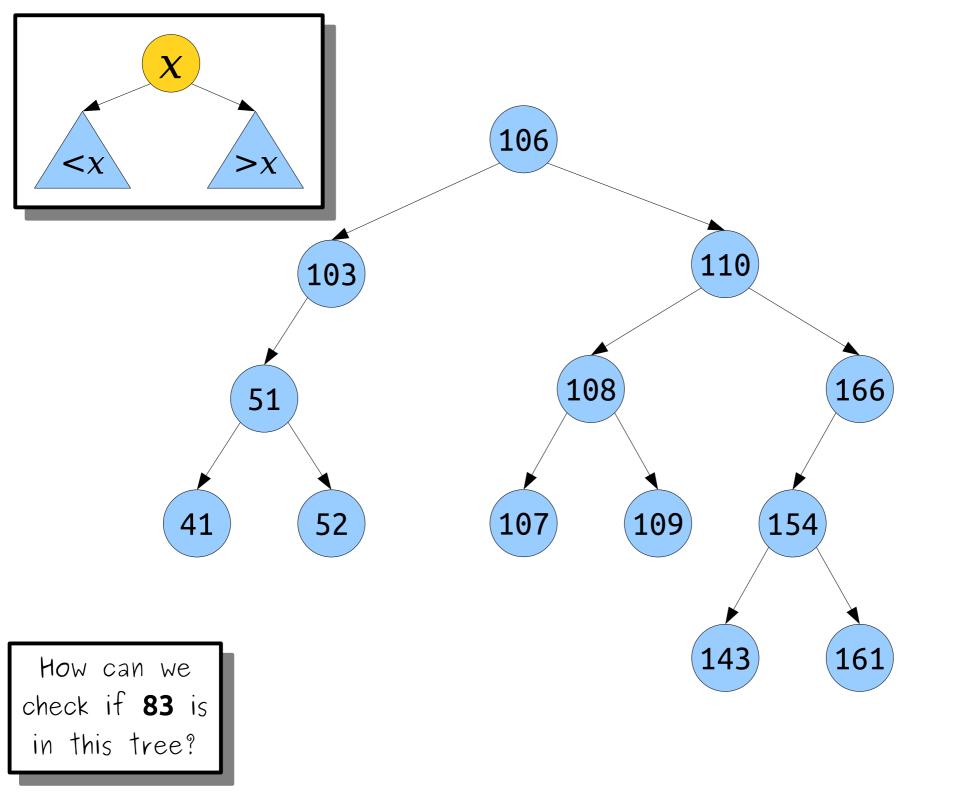


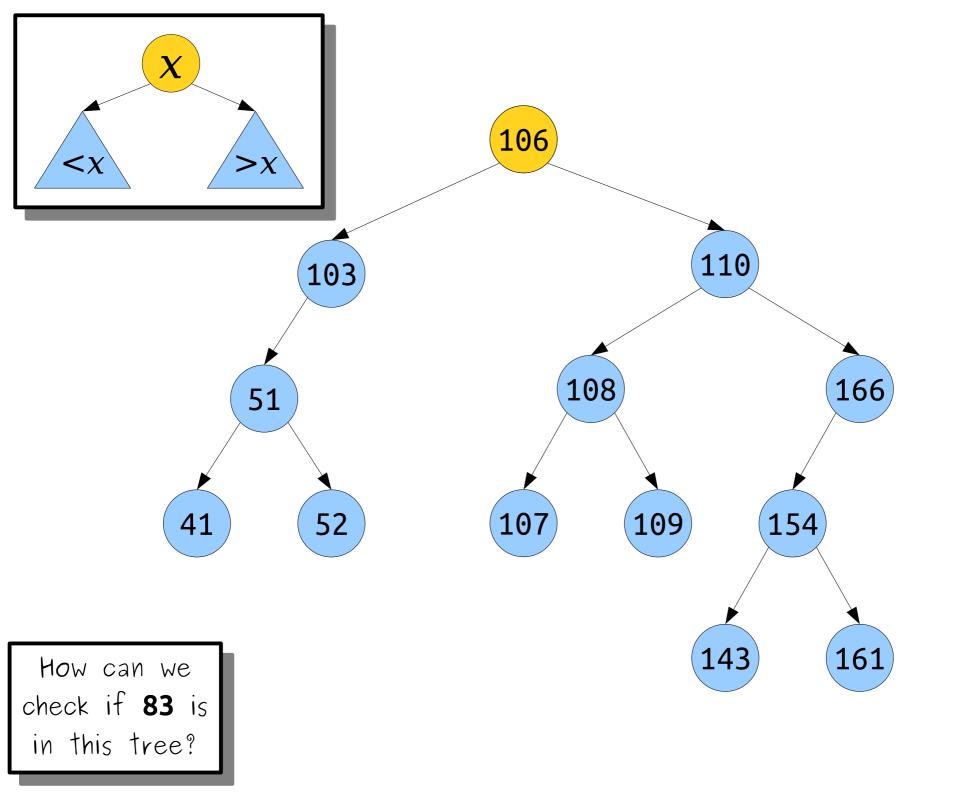


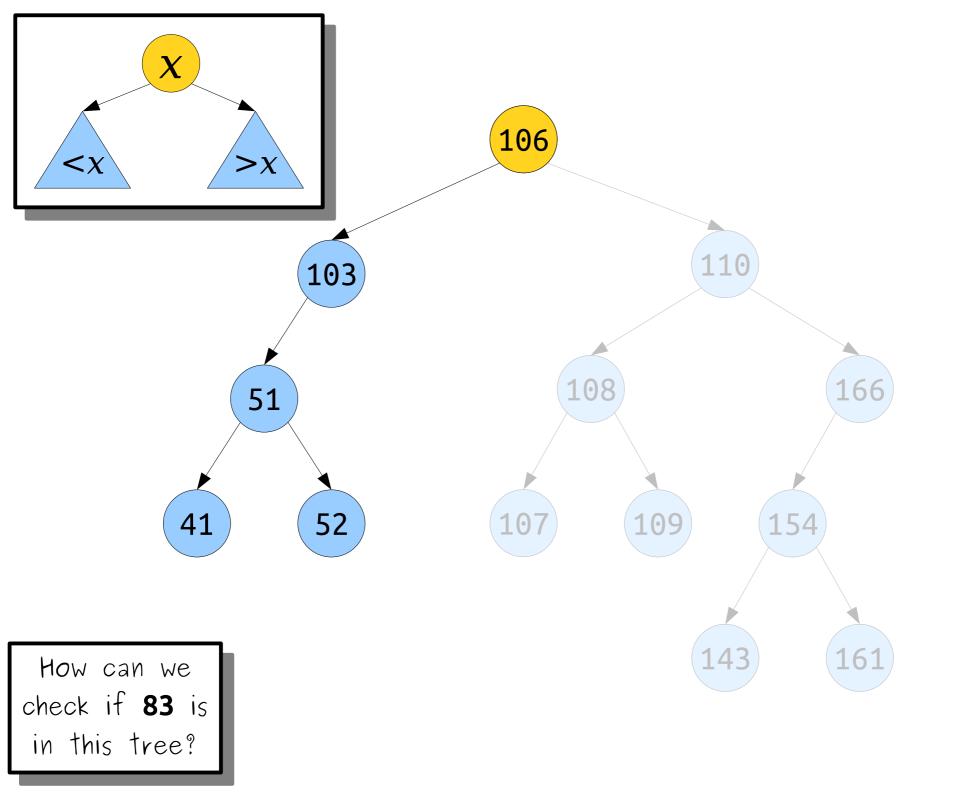


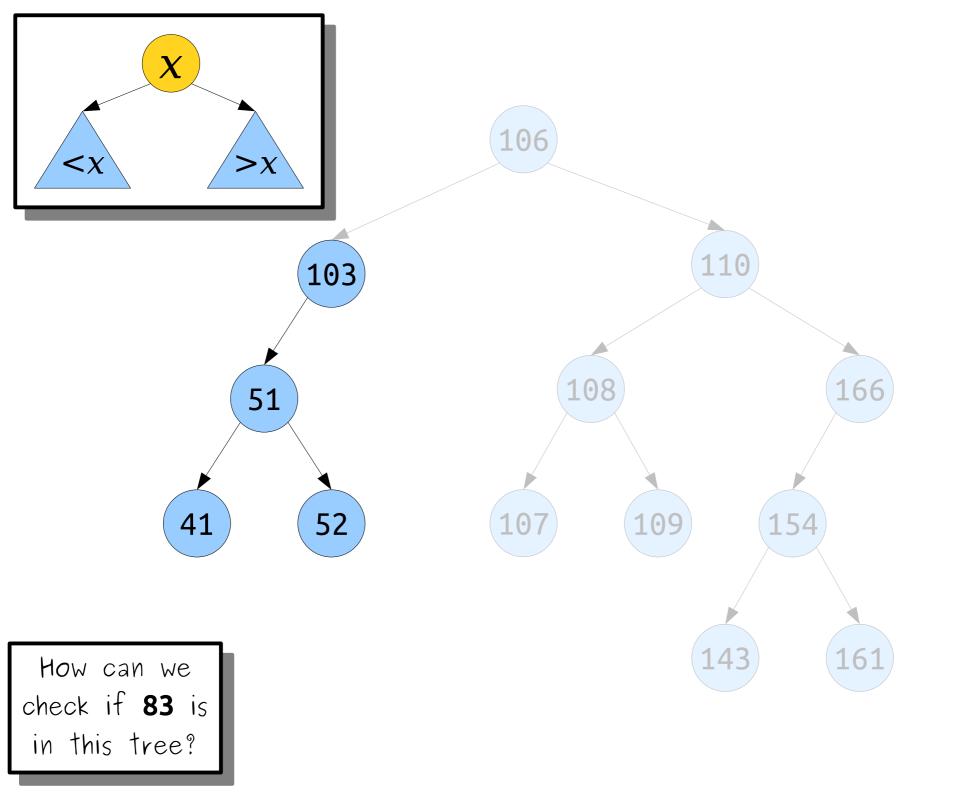


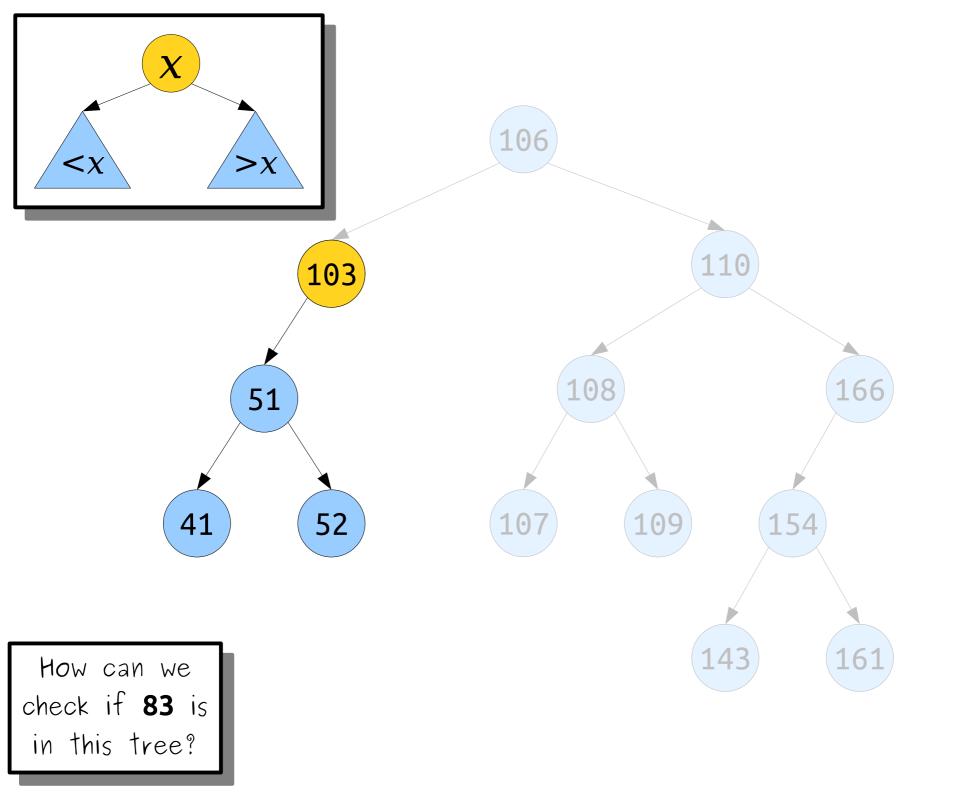


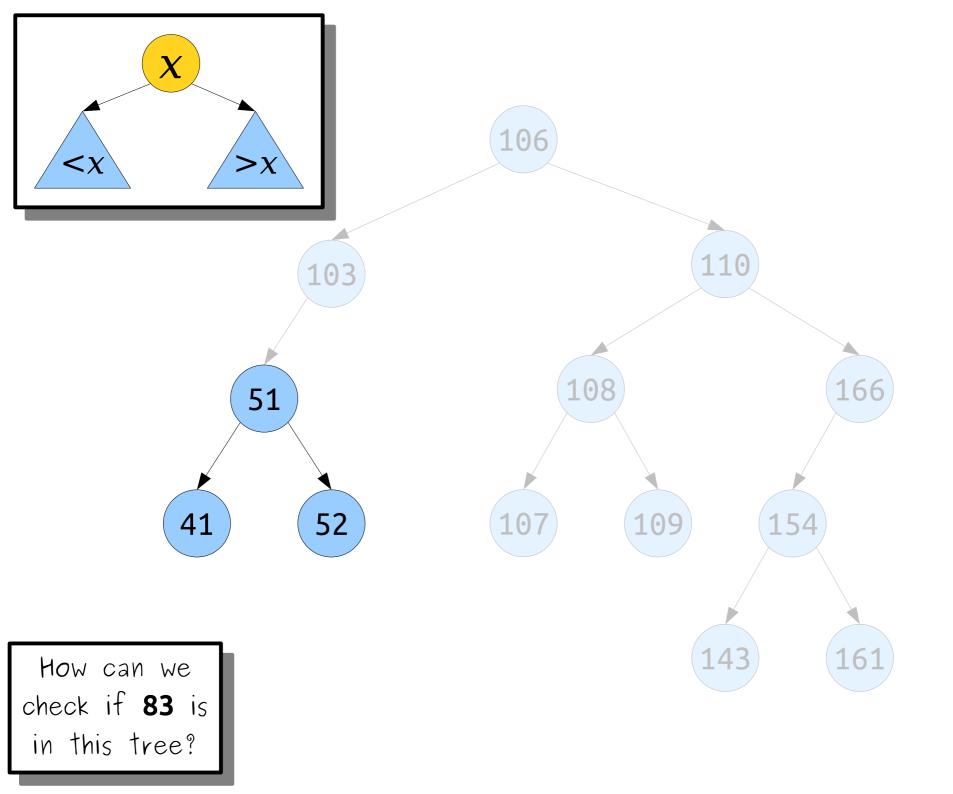


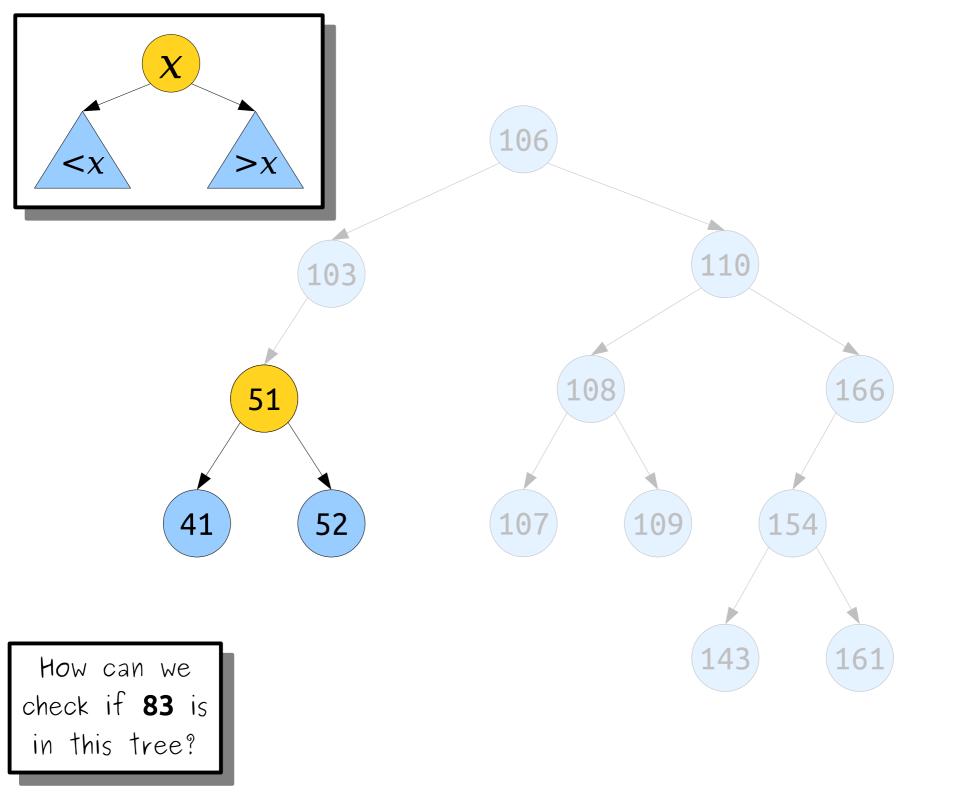


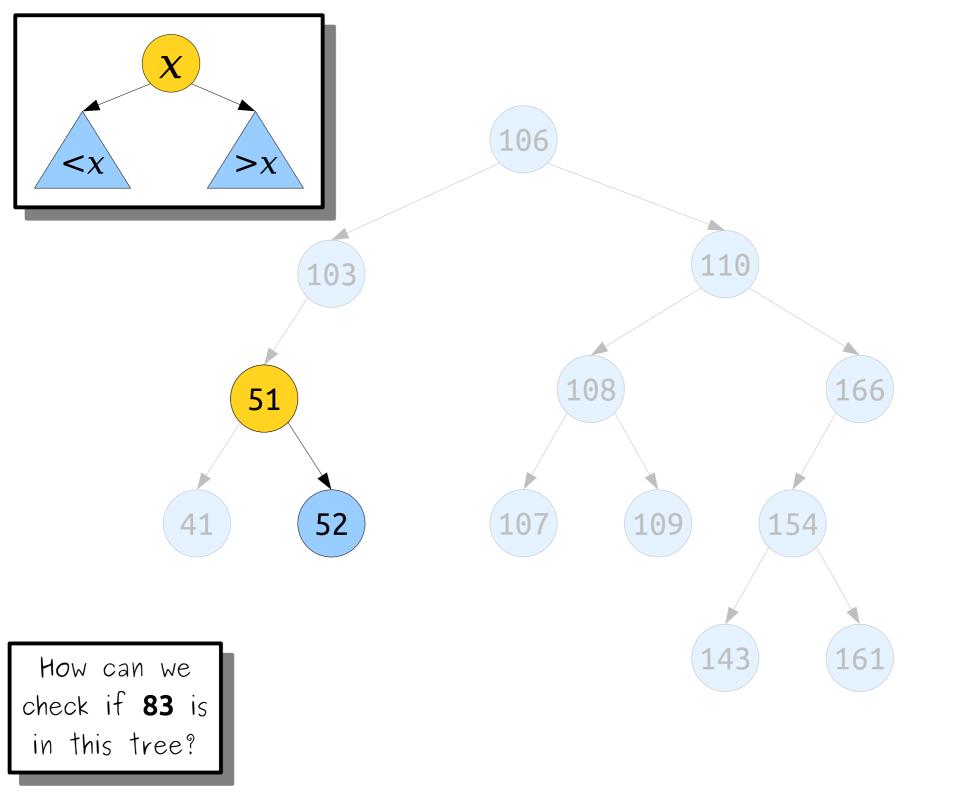


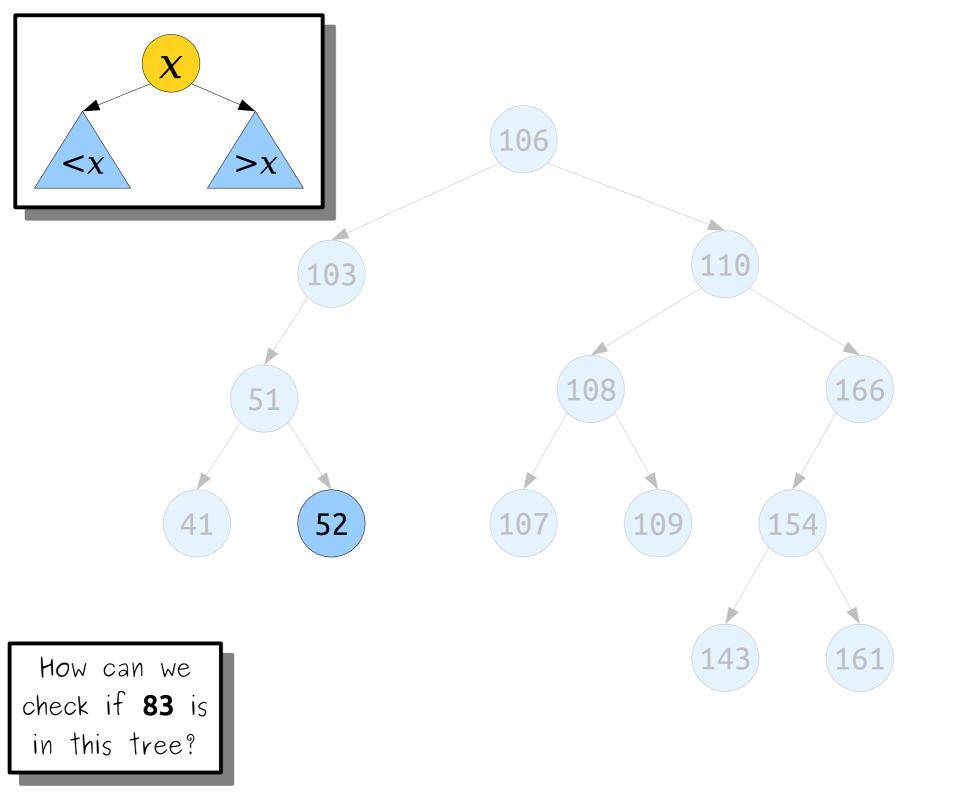


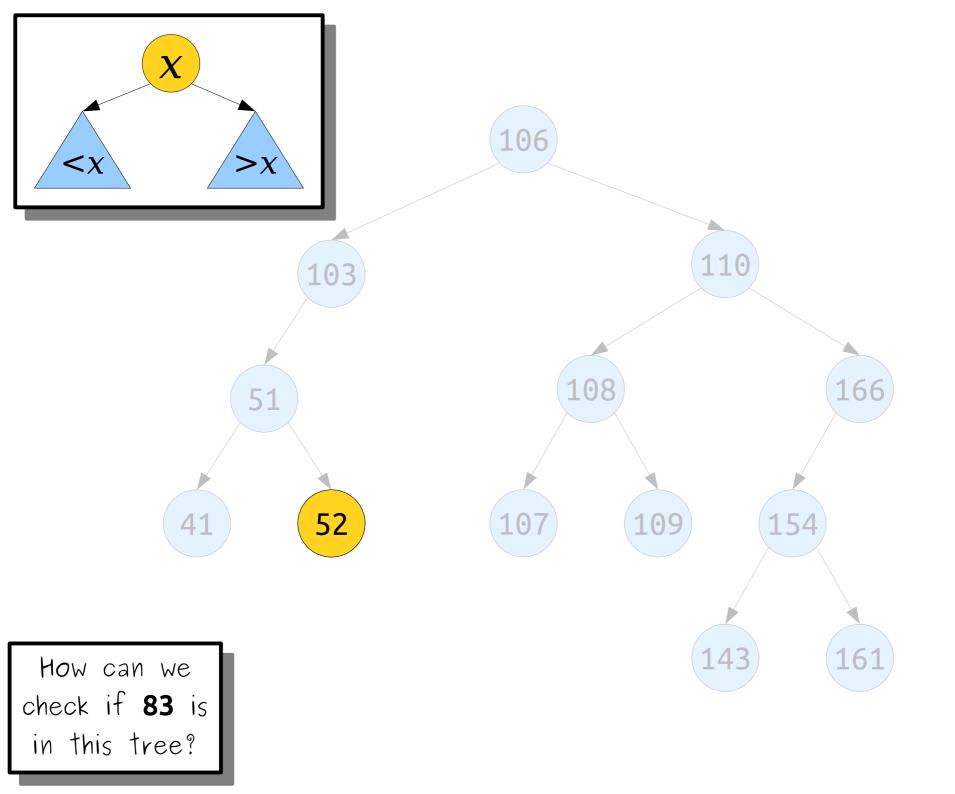


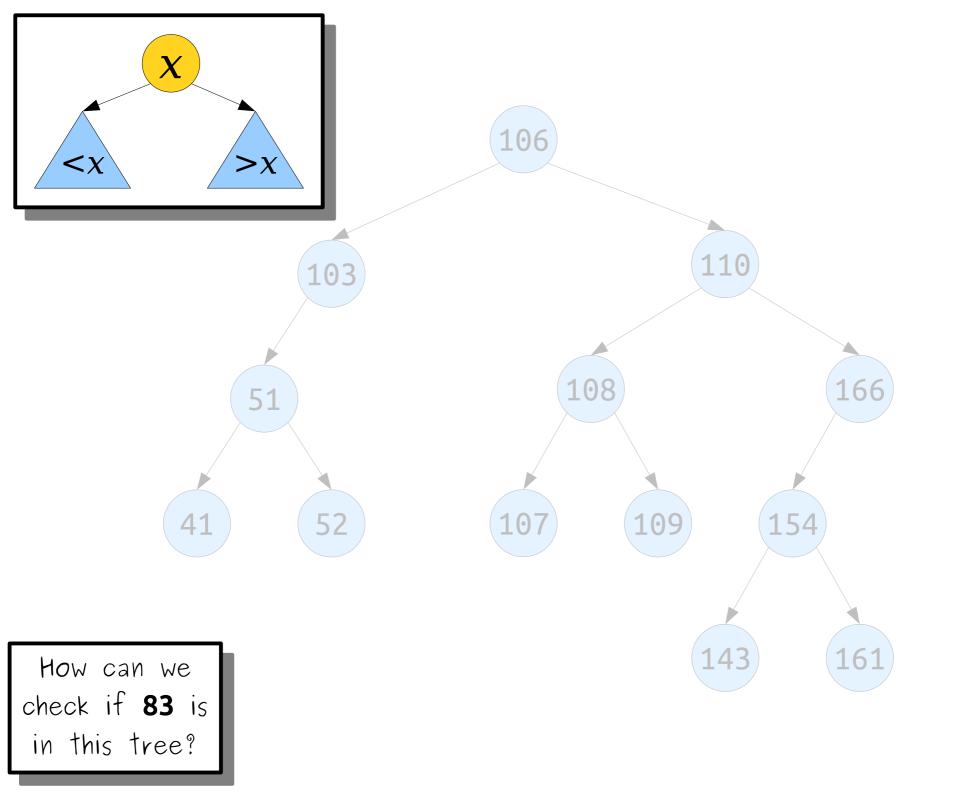






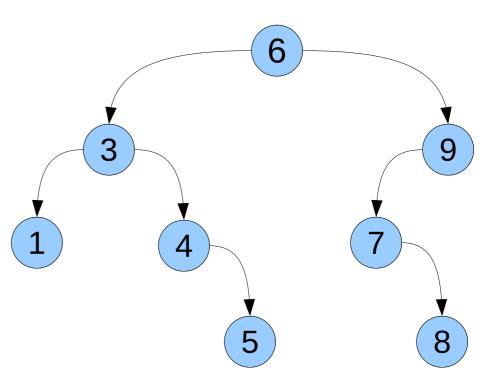






Binary Search Trees

- The data structure we have just seen is called a *binary search tree* (or *BST*).
- The tree consists of a number of *nodes*, each of which stores a value and has zero, one, or two *children*.
- All values in a node's left subtree are *smaller* than the node's value, and all values in a node's right subtree are *greater* than the node's value.



A Binary Search Tree Is Either...

an empty tree, represented by nullptr

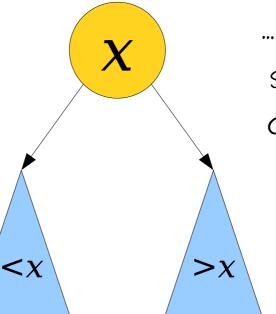


A Binary Search Tree Is Either...

an empty tree, represented by nullptr, or...



... a single node, whose left subtree is a BST of smaller values ...



... and whose right subtree is a BST of larger values.

Binary Search Tree Nodes

```
struct Node {
    Type value;
    Node* left; // Smaller values
    Node* right; // Bigger values
};
```

Kinda like a linked list, but with *two* pointers instead of just one!

Searching Trees



an empty tree, represented by nullptr



an empty tree, represented by nullptr

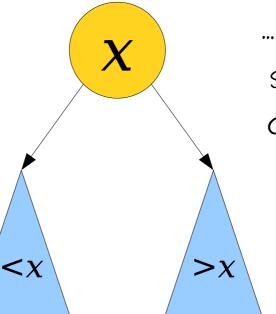


If you're looking for something in an empty BST, it's not there! Sorry.

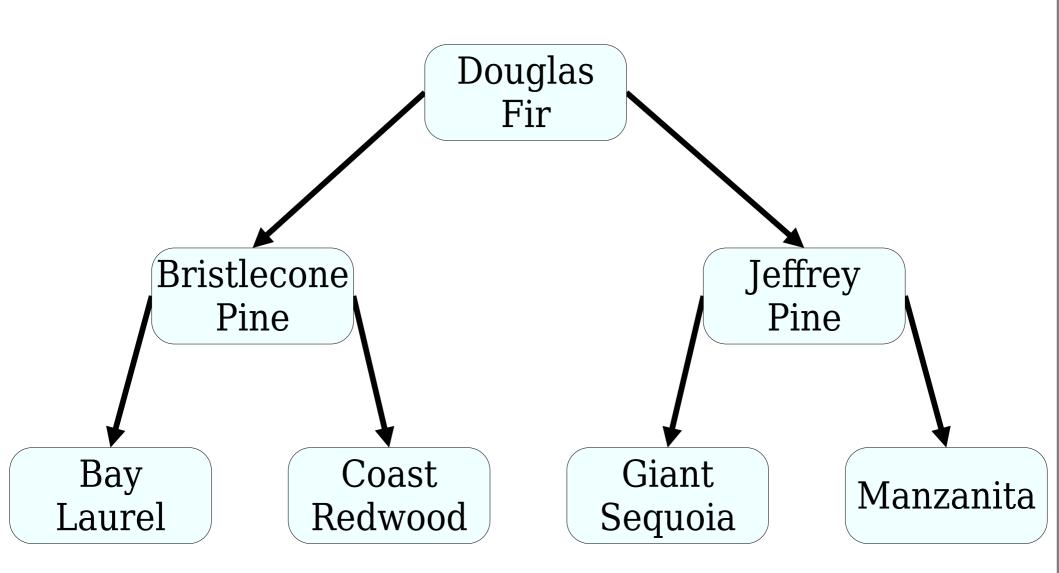
an empty tree, represented by nullptr, or...



... a single node, whose left subtree is a BST of smaller values ...

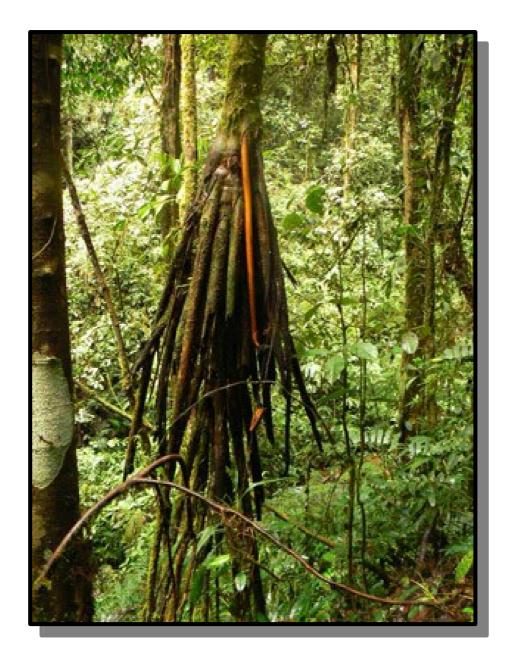


... and whose right subtree is a BST of larger values.



Good exercise: Rewrite this function iteratively!

Walking Trees

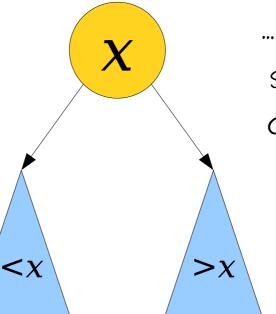


Print all the values in a BST, in sorted order.

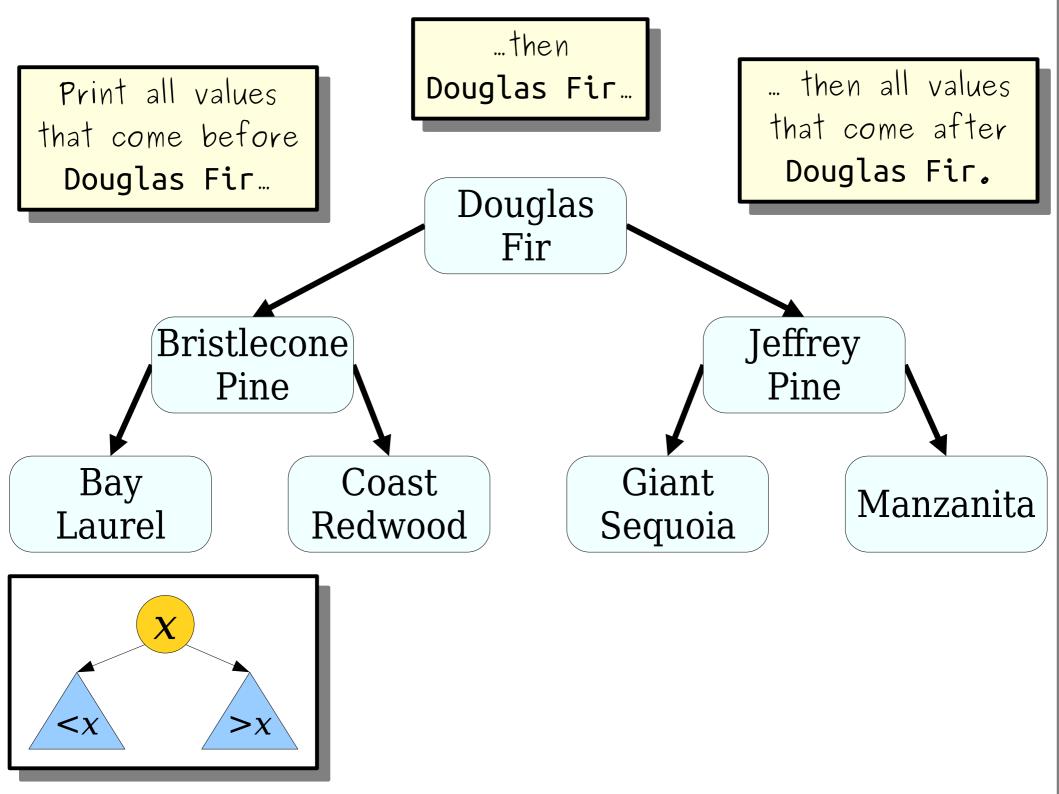
an empty tree, represented by nullptr, or...



... a single node, whose left subtree is a BST of smaller values ...



... and whose right subtree is a BST of larger values.



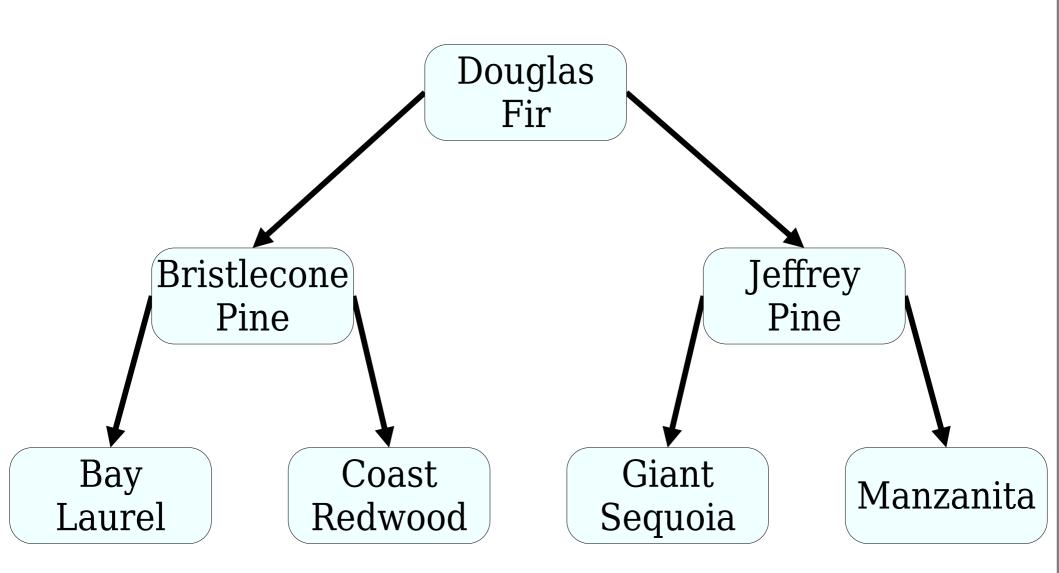
Inorder Traversals

- The particular recursive pattern we just saw is called an *inorder traversal* of a binary tree.
- Specifically:
 - Recursively visit all the nodes in the left subtree.
 - Visit the node itself.
 - Recursively visit all the nodes in the right subtree.

What will happen if we swap these two lines?

Formulate a hypothesis, but *don't post anything in chat just yet*. What will happen if we swap these two lines?

Now, *post your best guess in chat*. Not sure? Just answer with "??."



Challenge problem: Rewrite this function iteratively!

Time-Out for Announcements!

Assignment 8

- Assignment 7 was due today at the start of class.
 - Grace period ends this Sunday at 11:30AM Pacific time.
- Assignment 8 (*The Adventures of Links*) goes out today. It's due next Friday at the normal time.
 - Use the debugger to explore memory and escape from a maze!
 - Use linked lists to manipulate DNA sequences!

Second Midterm Logistics

- Our second midterm exam is next week.
- It'll be a 48-hour take home exam that goes out Friday, March $12^{\rm th}$ at 12:30PM and comes due Sunday, March $14^{\rm th}$ at 12:30PM.
- Topic coverage is as follows:
 - The main focus will be Assignment 4 7 and Lectures 10 – 18 (backtracking through hashing).
 - Content from Assignment 8 and Lectures 19 25 are also fair game, but will not be emphasized as much.

Second Midterm Logistics

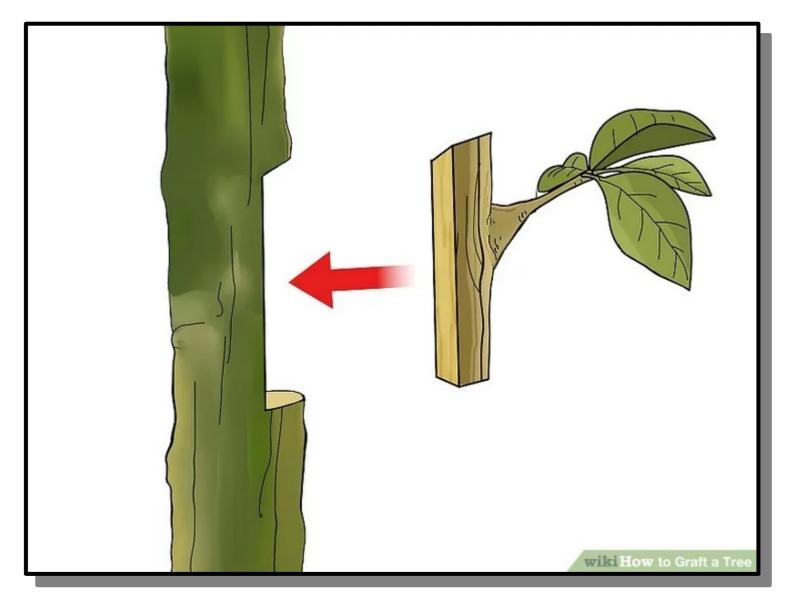
- The exam format is the same as last time, with the following changes: *our style expectations on the exam are the same for the assignments*.
- For example, you should comment your code as you do in the assignments and should follow standard coding conventions.

Practice Problems

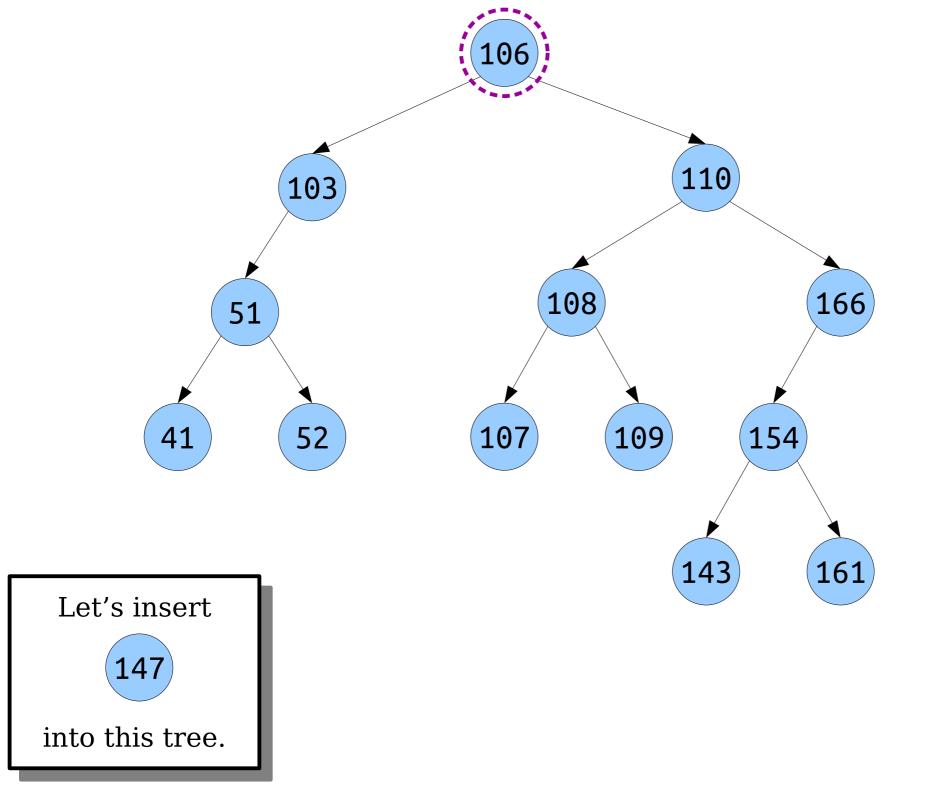
- We've posted a set of practice problems for the midterm to the course website, along with solutions.
- These practice problems are compiled from several previous exams. The style and form of the questions are similar to what we might ask, but the number of questions and total length is not representative.

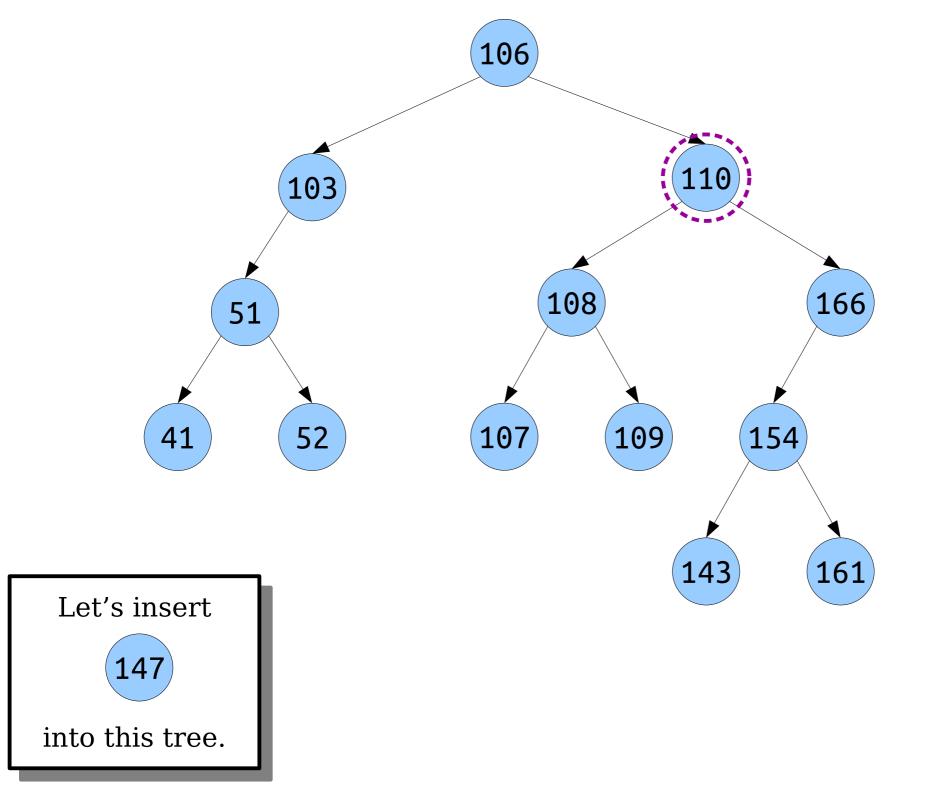
Re-tree-t into the forest...

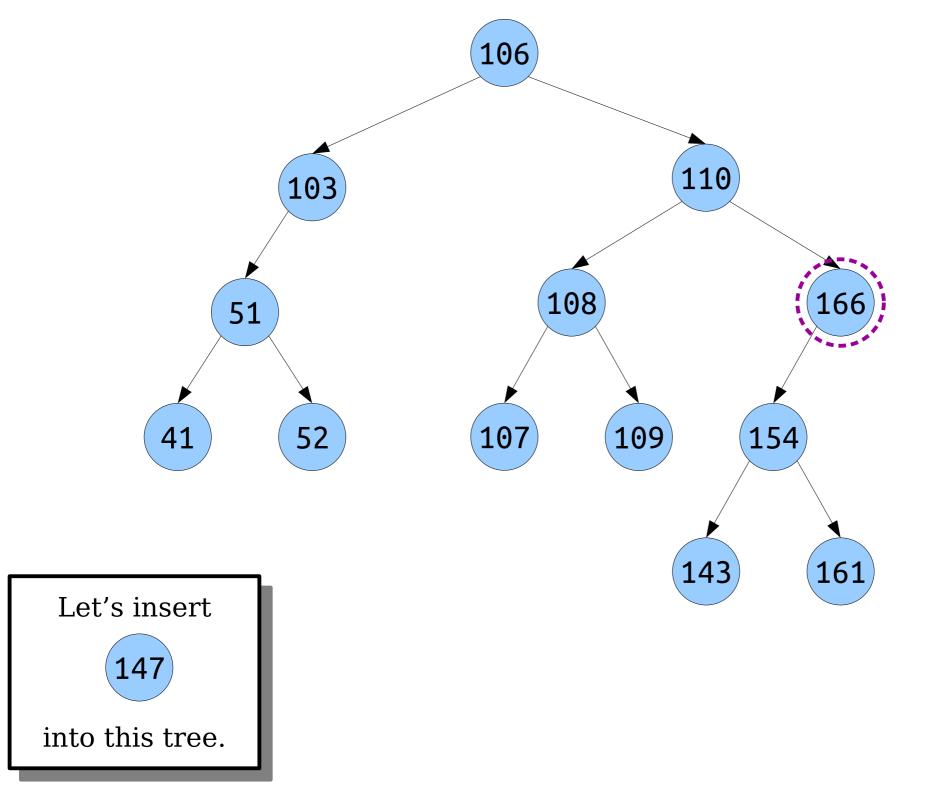
Adding to Trees

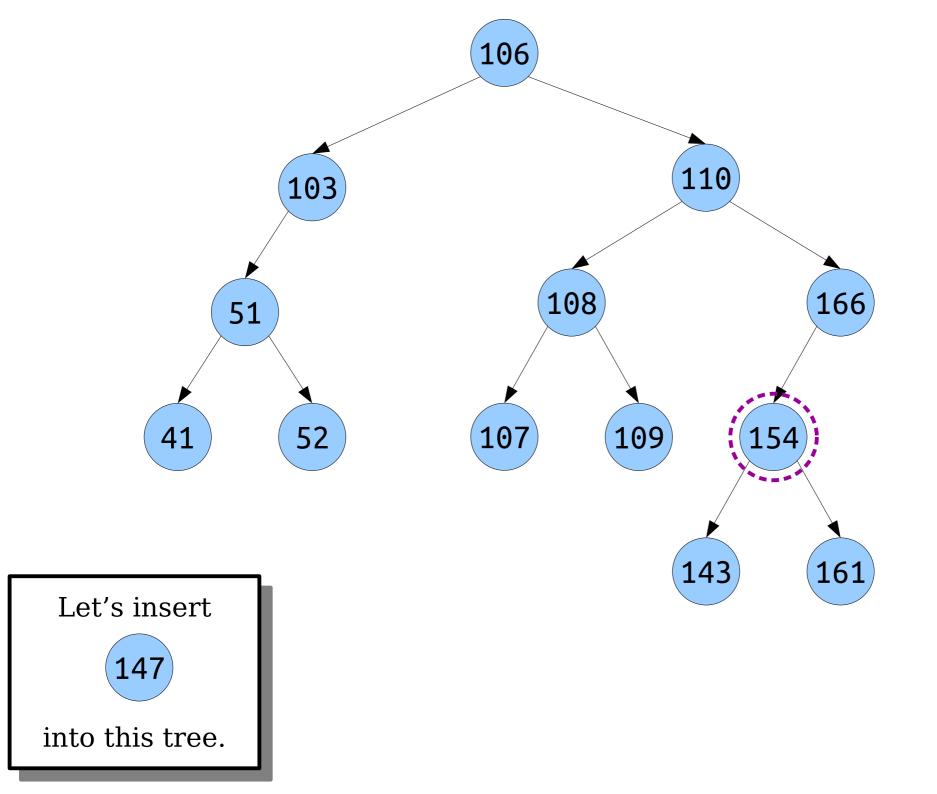


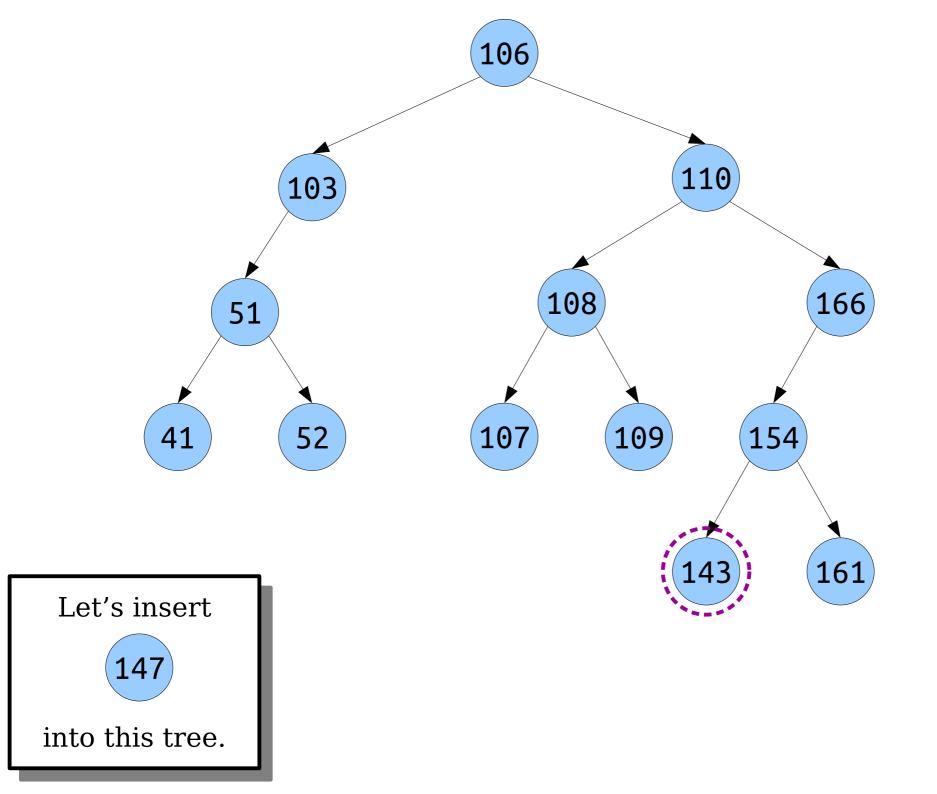
Thanks, WikiHow!

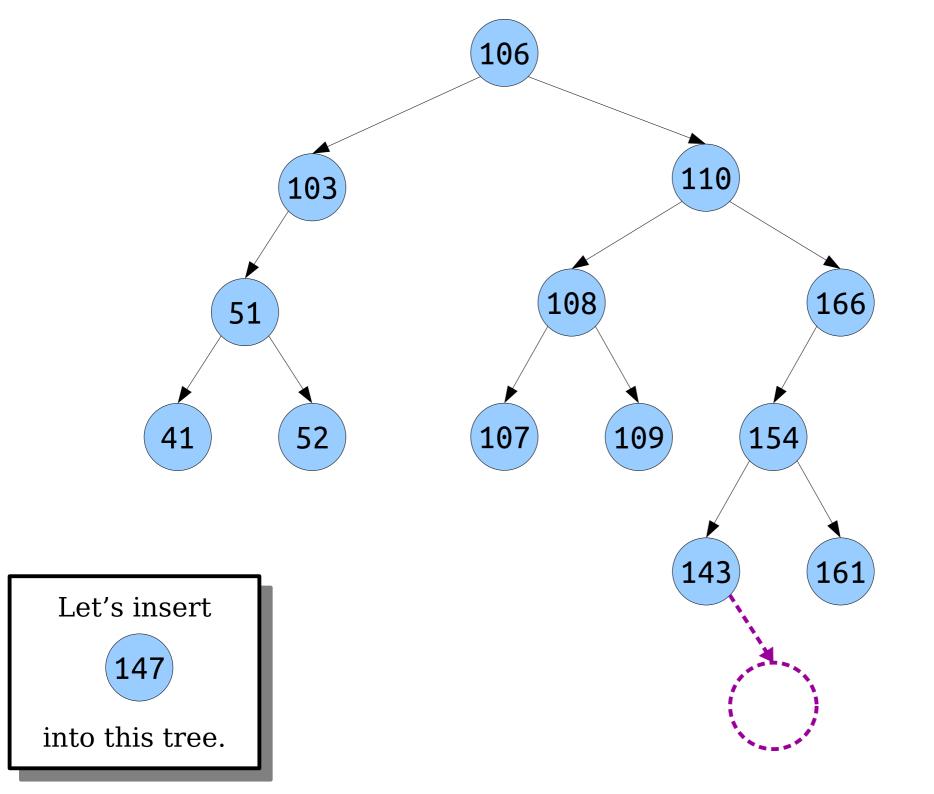


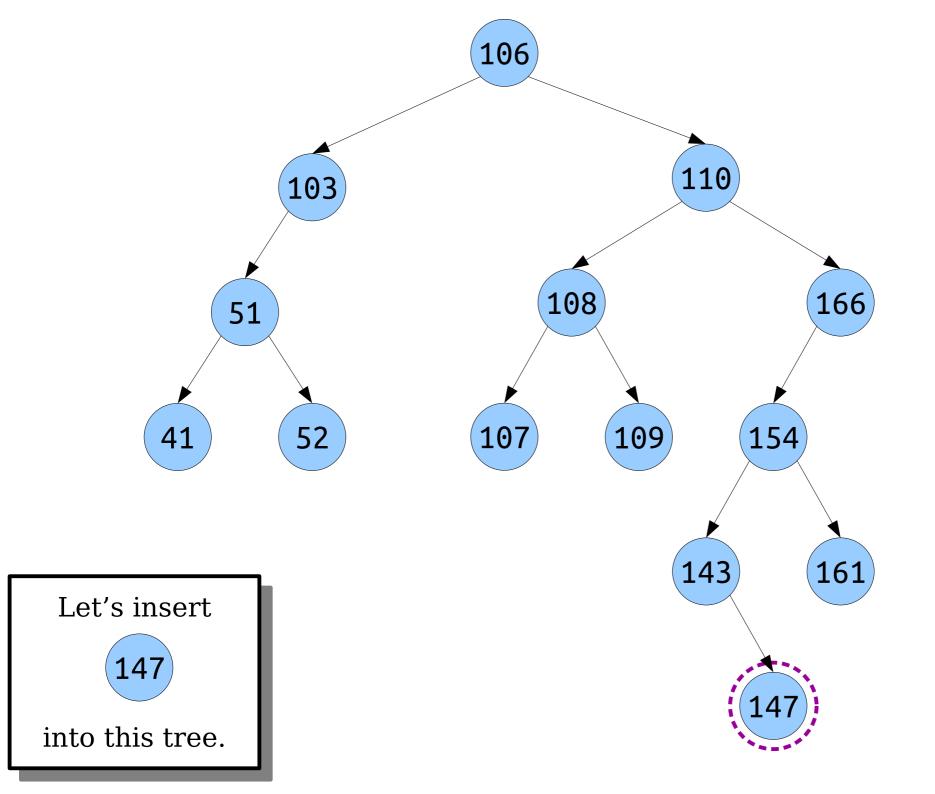


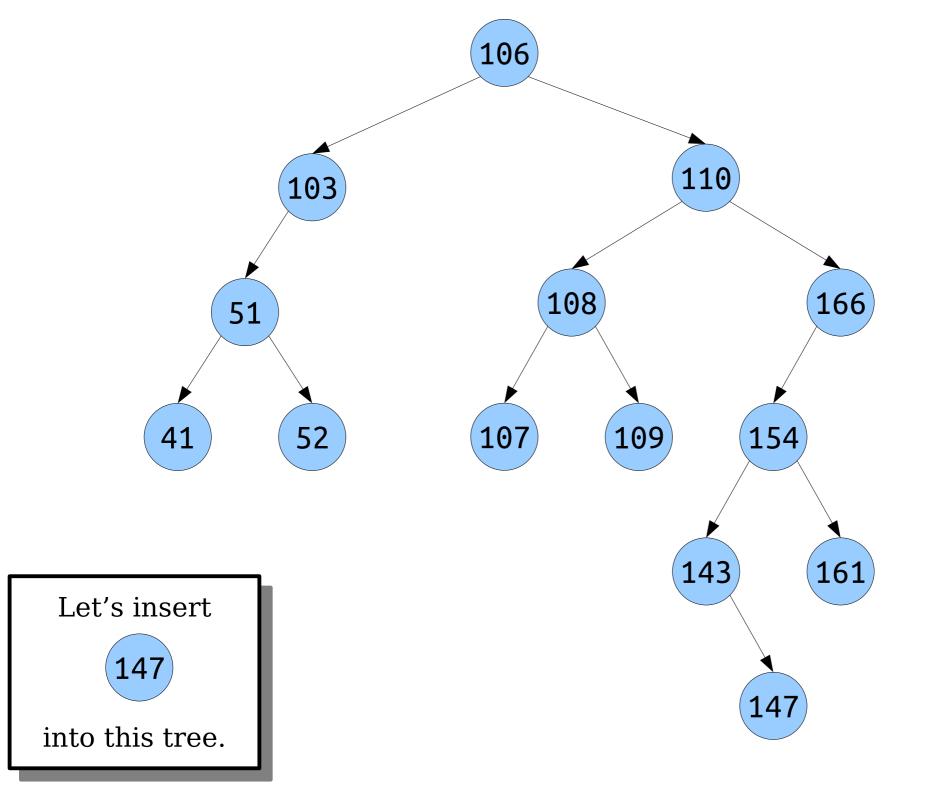


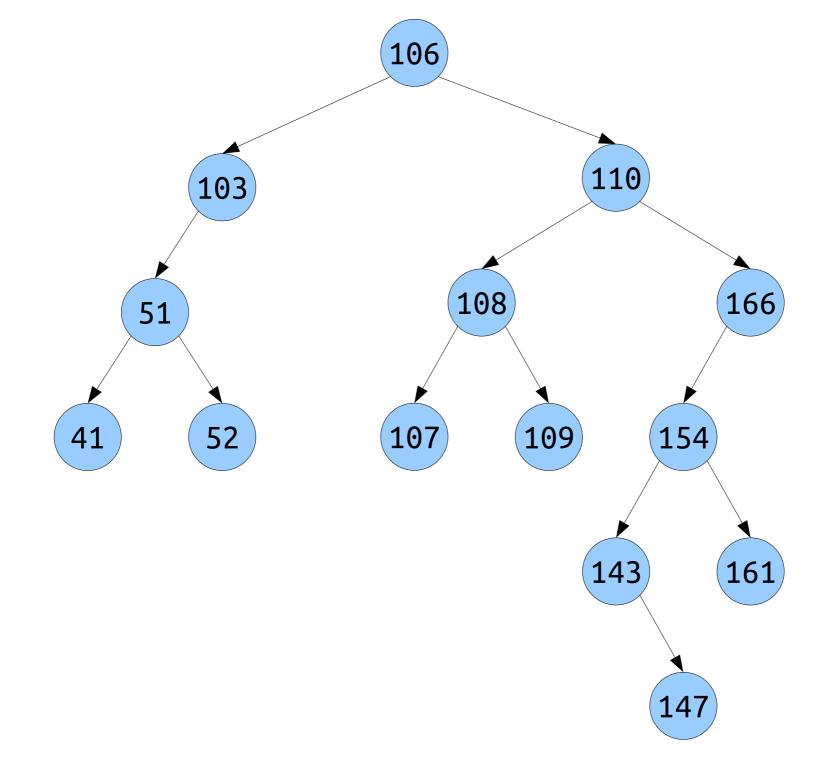


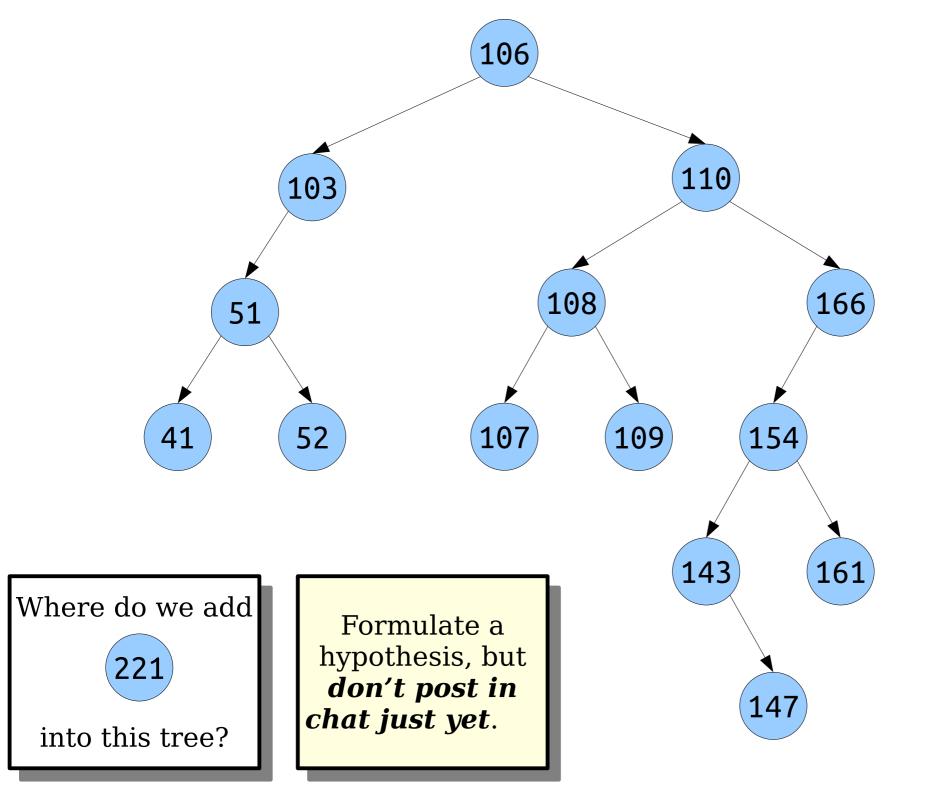


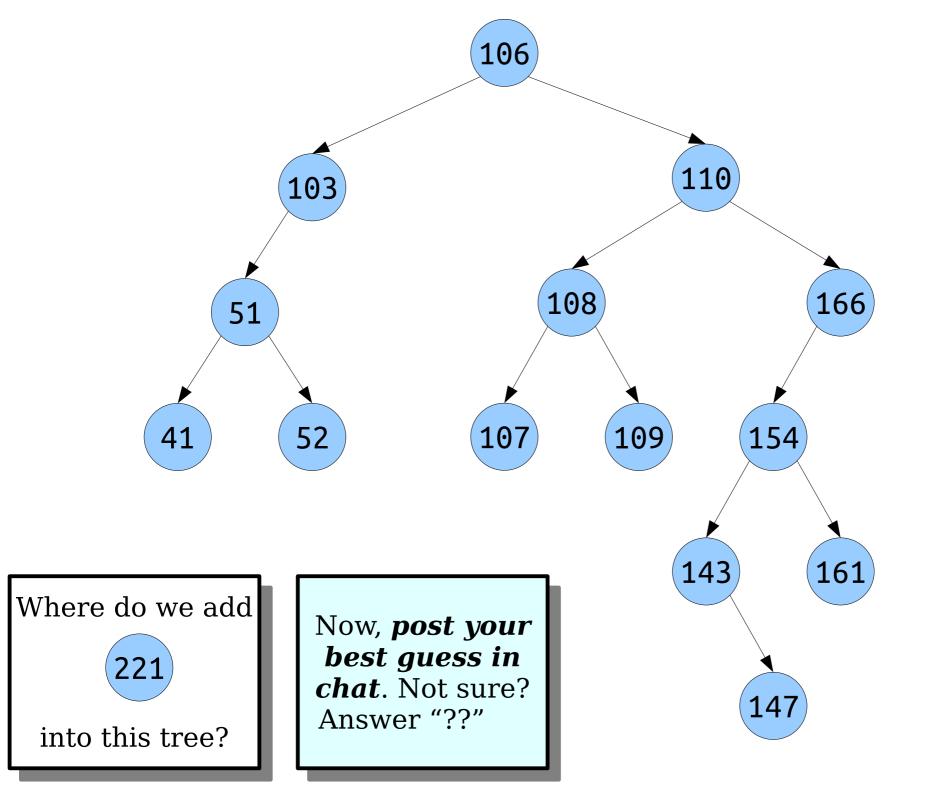


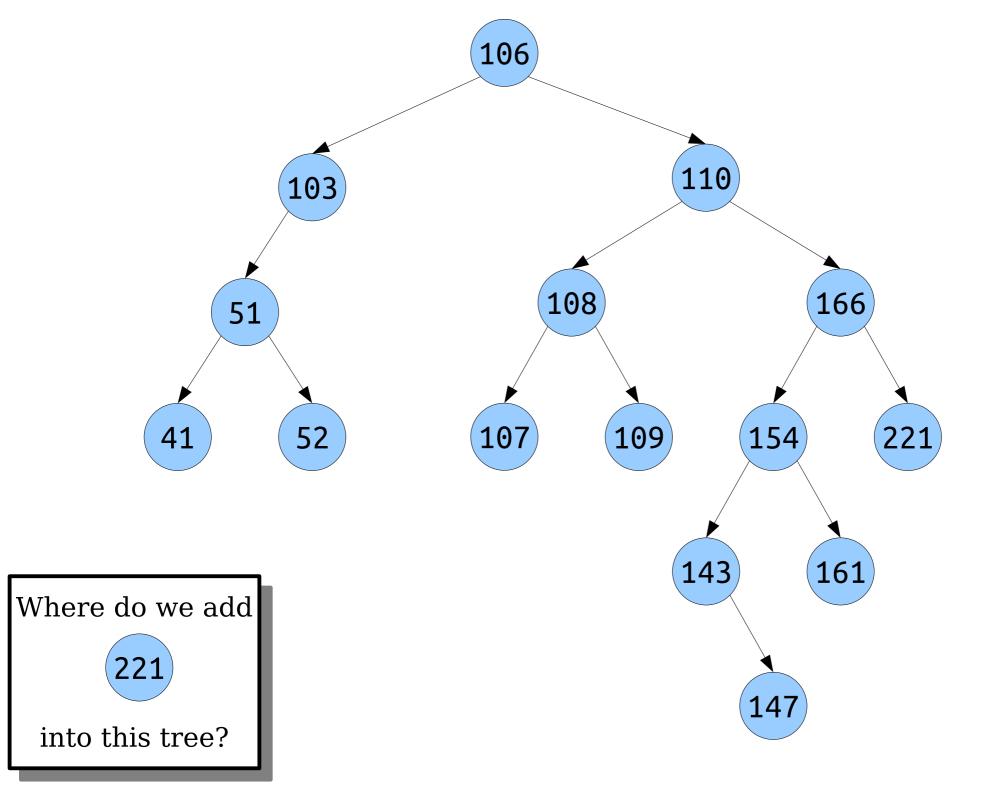












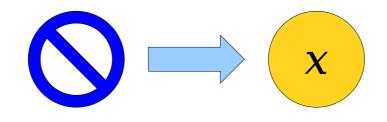
Let's Code it Up!

an empty tree, represented by nullptr



an empty tree, represented by nullptr

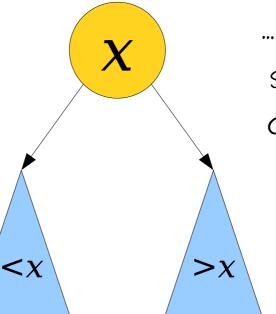




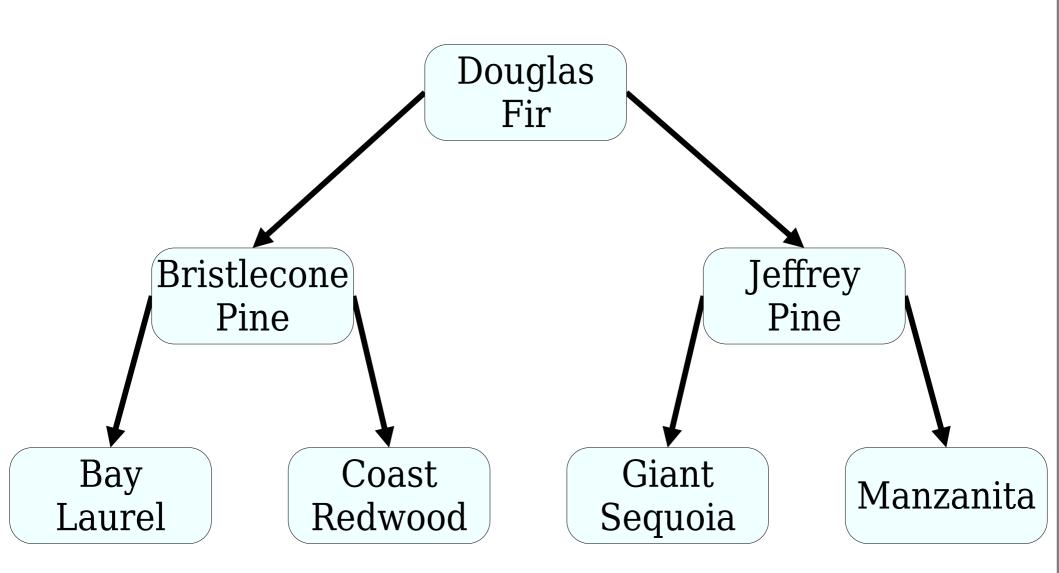
an empty tree, represented by nullptr, or...



... a single node, whose left subtree is a BST of smaller values ...



... and whose right subtree is a BST of larger values.



Your Action Items

- Read Chapter 16.1 16.2.
 - There's a bunch of BST topics in there, along with a different intuition for how they work.
- Start Assignment 8.
 - See if you can escape from your labyrinths by Monday!

Next Time

- Tree Heights
 - Many trees can hold the same keys. How do we compare them?
- Freeing Trees
 - Reclaiming memory in a tree.
- Range Searches
 - Quickly finding all values in a range.