

# Algorithms and Data Structures for Data Science

## Binary Search Trees 2

CS 277

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# Exam 2 Observations

**NOTE:** Some students haven't taken exam 2 yet!

**Average:** 76%      **Std Dev:** 14%

Exam grades are fairly normalized around mean

**Remember:** You get one free retake with the final!

**Come to office hours to go over exam**

# Learning Objectives

Review binary search trees (find)

Conceptualize and implement BST insert and remove

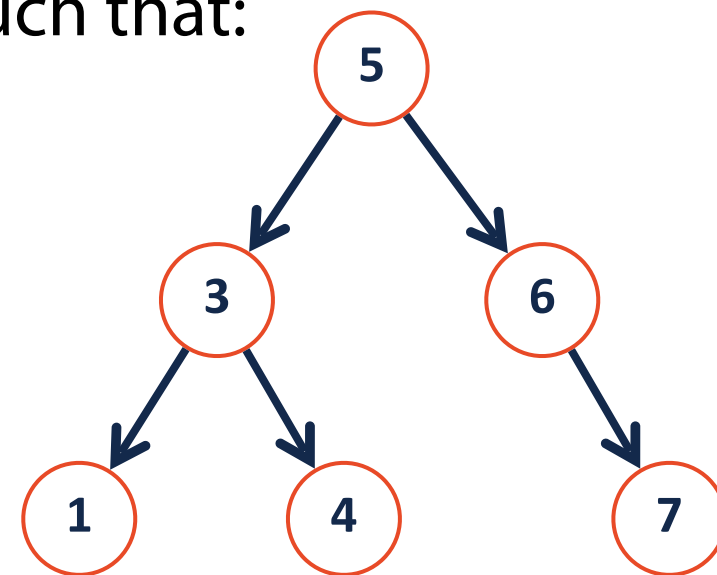
Discuss applications of BSTs

# Binary Search Tree

A **BST** is a binary tree  $T = treeNode(val, T_L, T_r)$  such that:

$\forall n \in T_L, n.val < T.val$

$\forall n \in T_R, n.val > T.val$

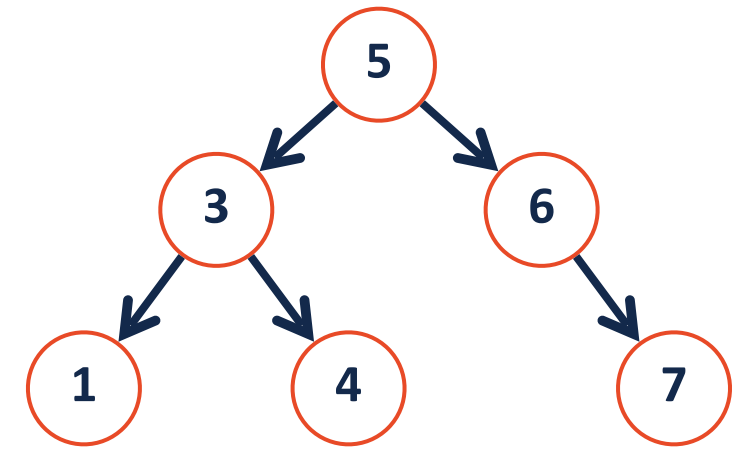


```
1 class bstNode:
2     def __init__(self, key, val, left=None, right=None):
3         self.key = key
4         self.val = val
5         self.left = left
6         self.right = right
```

Key	5	3	6	7	1	4
Value	A	B	C	D	E	F

# BST Find

**Base Case:**



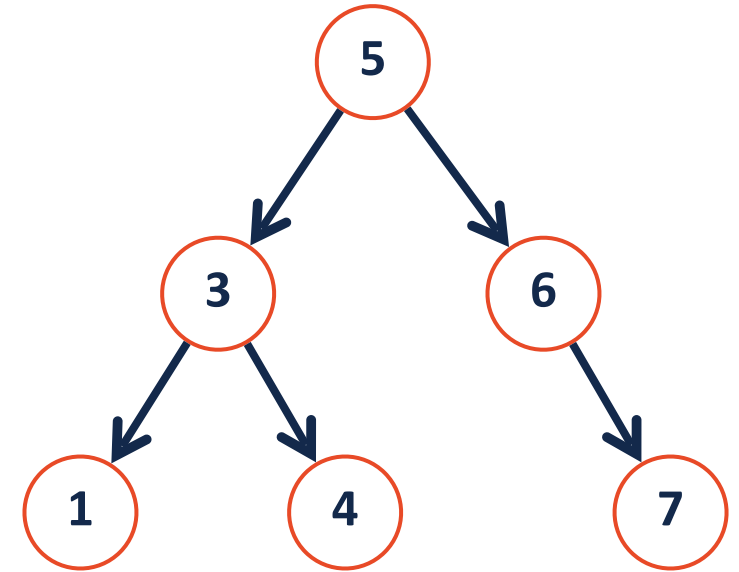
**Recursive Step:**

**Combining:**

# BST Find

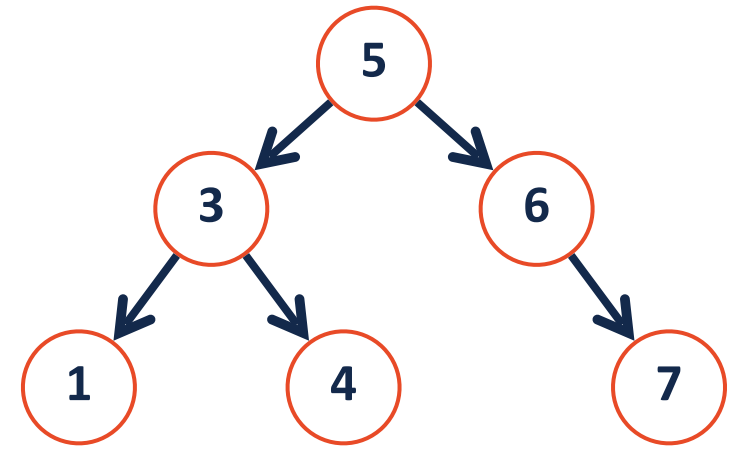


```
1 def find(root, key):
2     return find_helper(root, key).val
3
4 def find_helper(node, key):
5     # Base Case (Tree is empty)
6     if not node:
7         return None
8
9     # Found match
10    if node.key == key:
11        return node
12
13    # Recurse to either left or right
14    if node.key > key:
15        return find_helper(node.left, key)
16
17    if node.key < key:
18        return find_helper(node.right, key)
19
20
21
22
23
```



# BST Insert

**Base Case:**

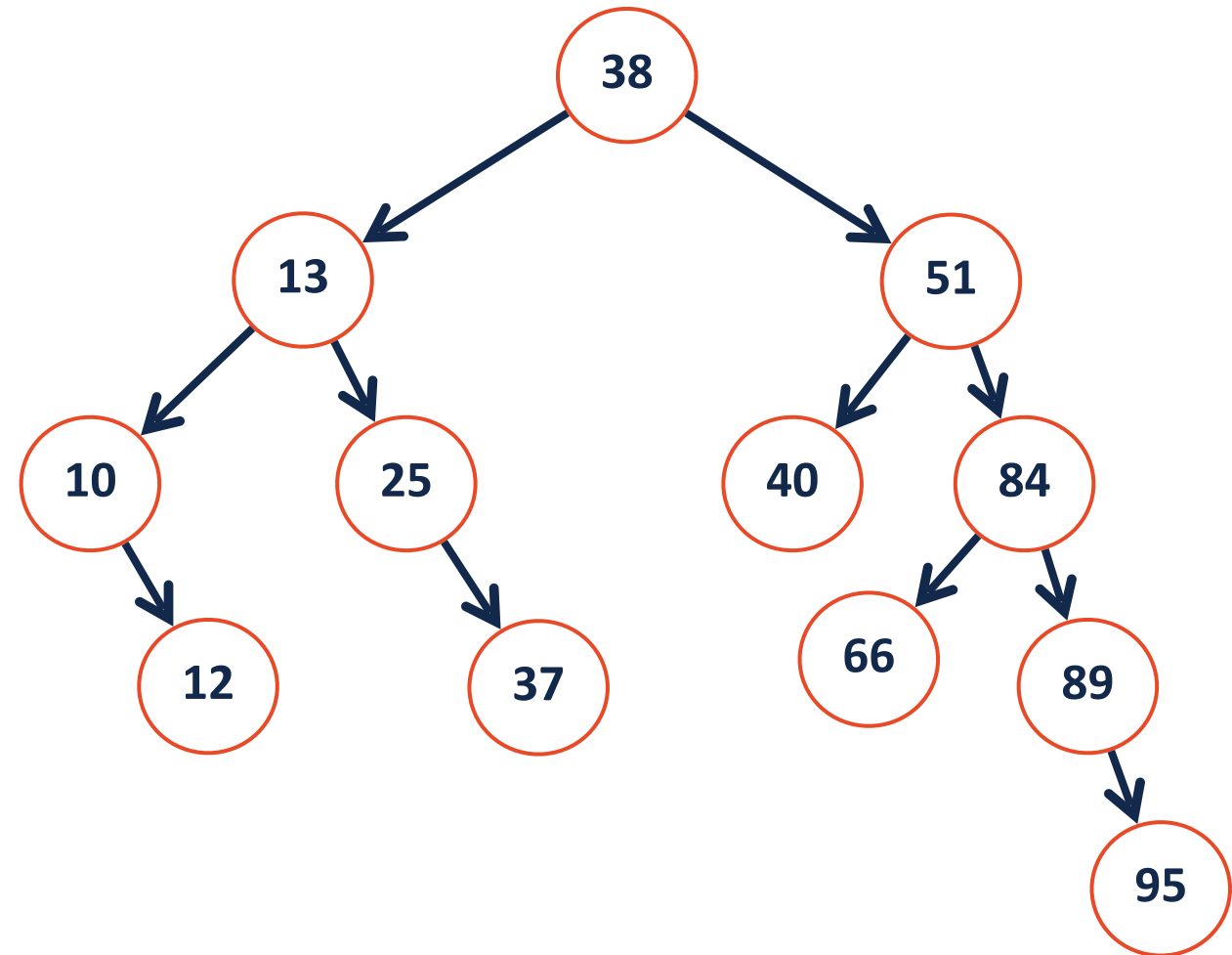


**Recursive Step:**

**Combining:**

# BST Insert

**insert(33)**

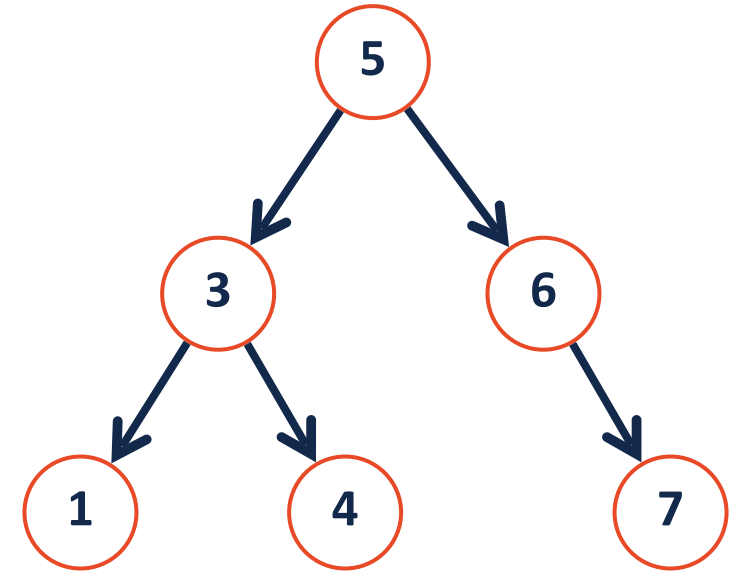




# BST Insert



```
1 def insert(root, key, value):
2     if root == None:
3         root = bstNode(key,value)
4     else:
5         insert_helper(root, key, value)
6     return root
7
8 def insert_helper(node, key, value):
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
```

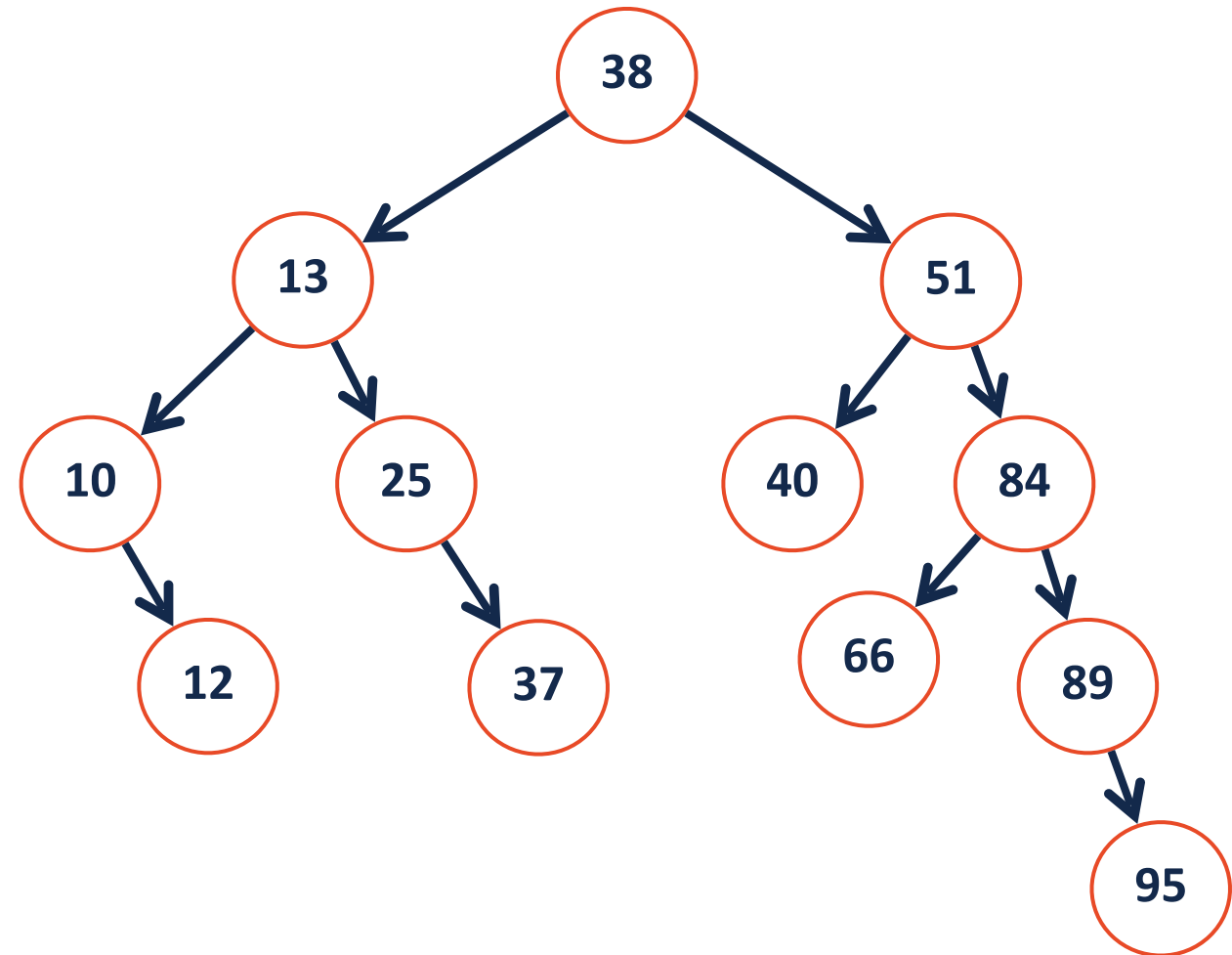


# BST Insert

What tree would be formed by inserting the following sequence of integers: [3, 7, 2, 1, 4, 8, 0]?

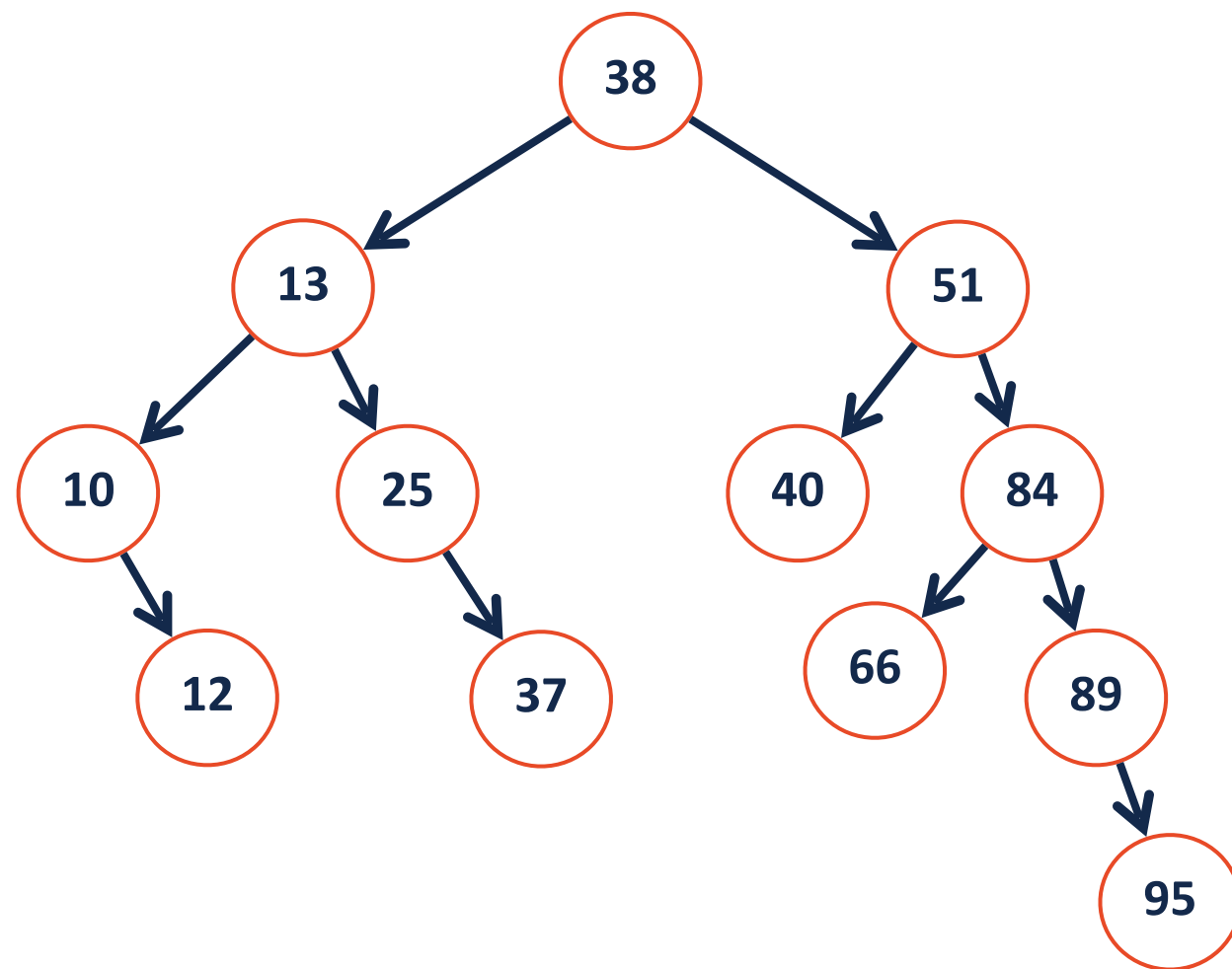
# BST Remove

**remove (40)**



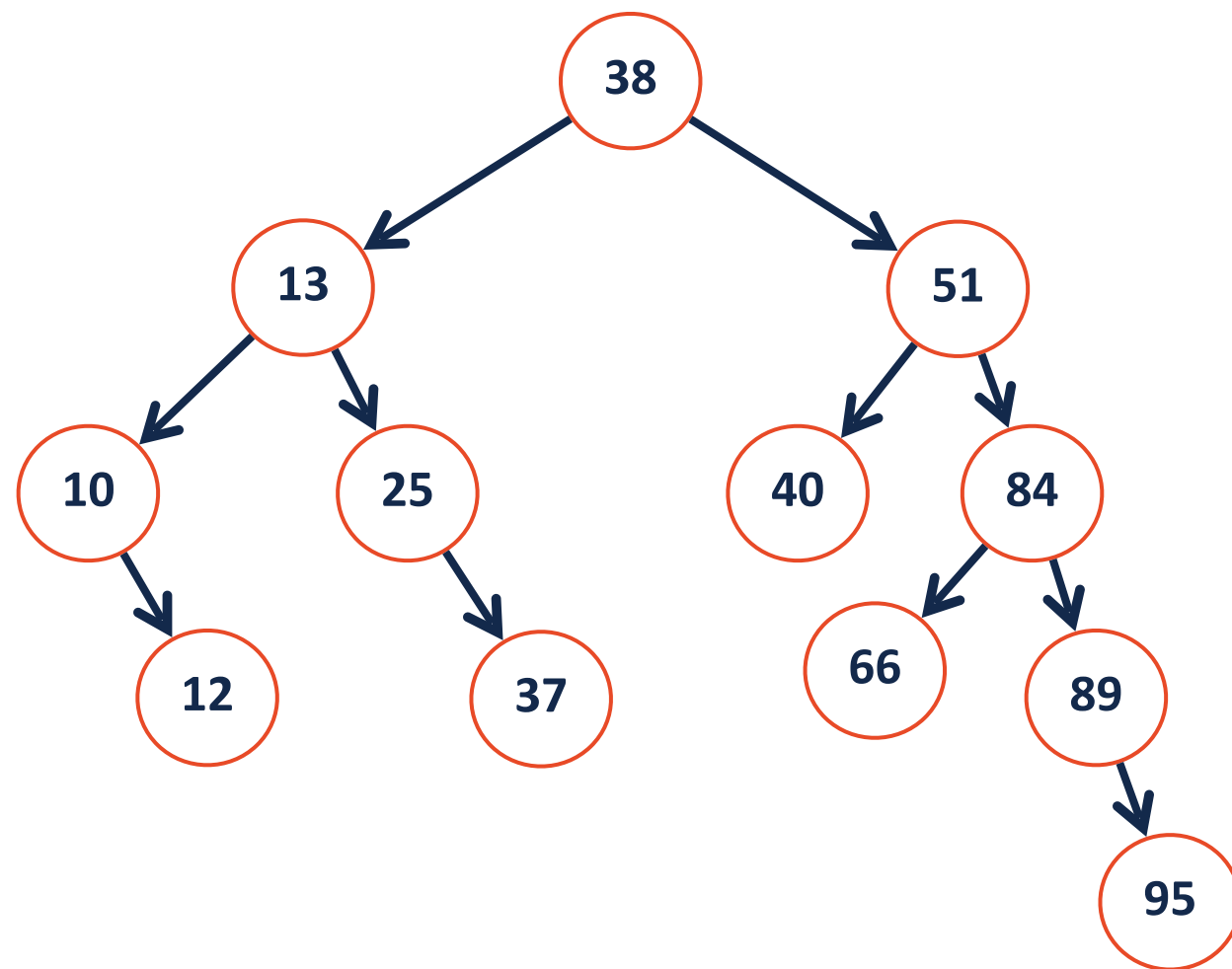
# BST Remove

**remove (25)**



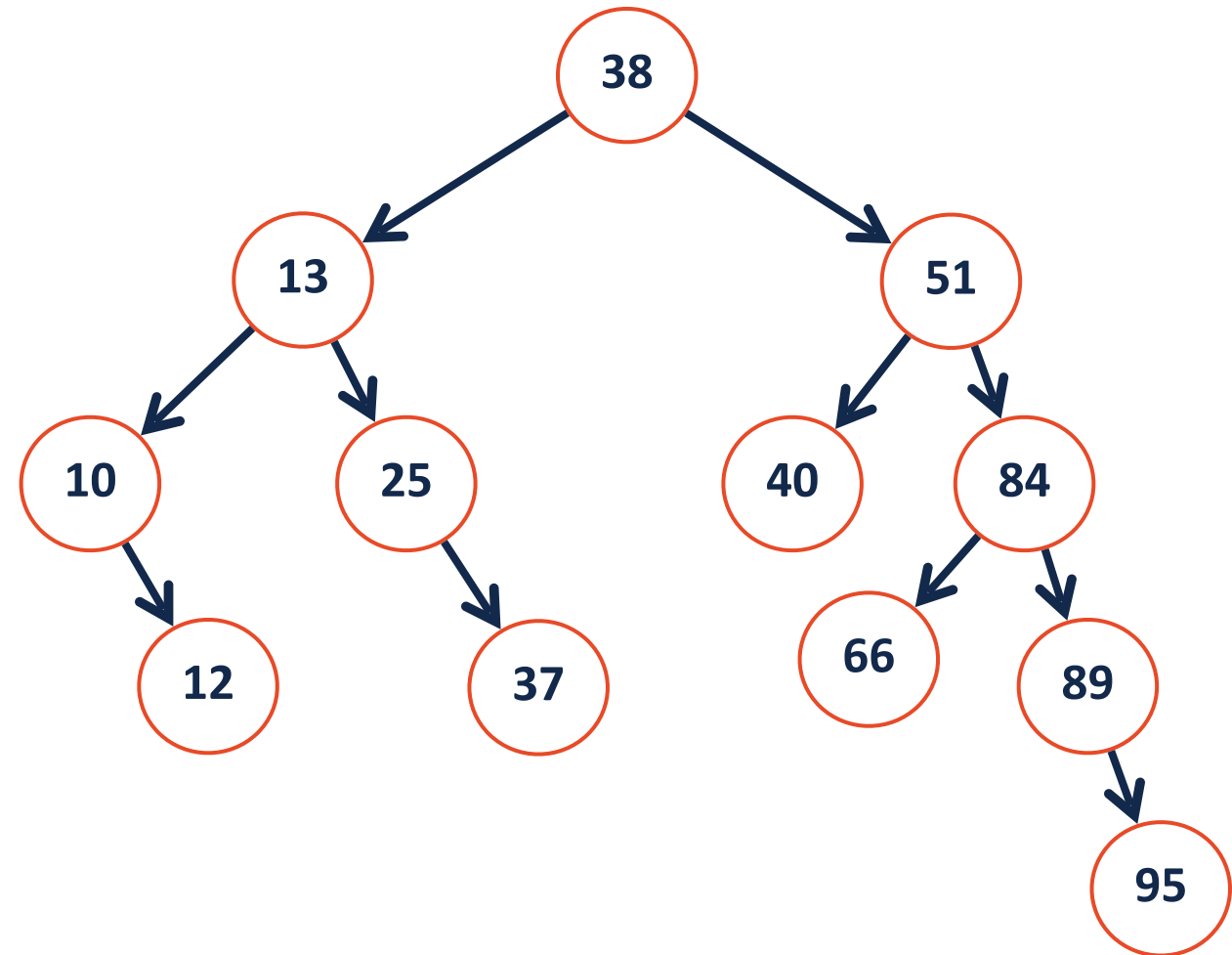
# BST Remove

**remove (13)**



# BST Remove

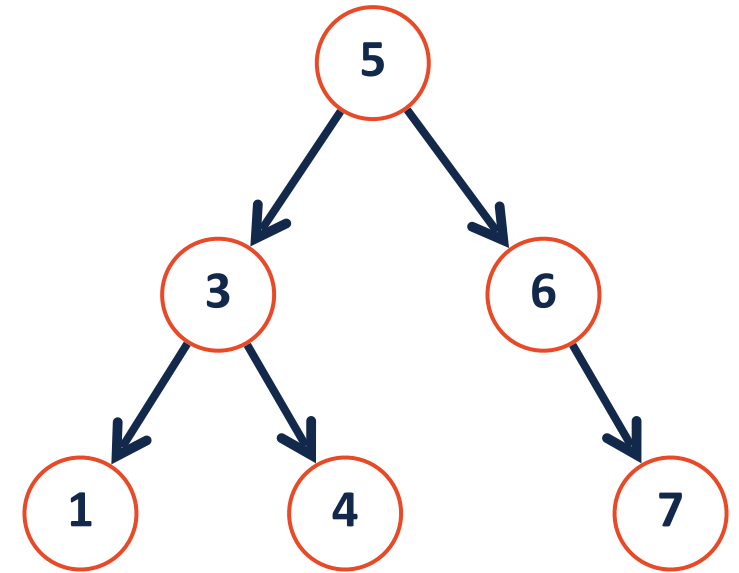
**remove (51)**



# BST Remove

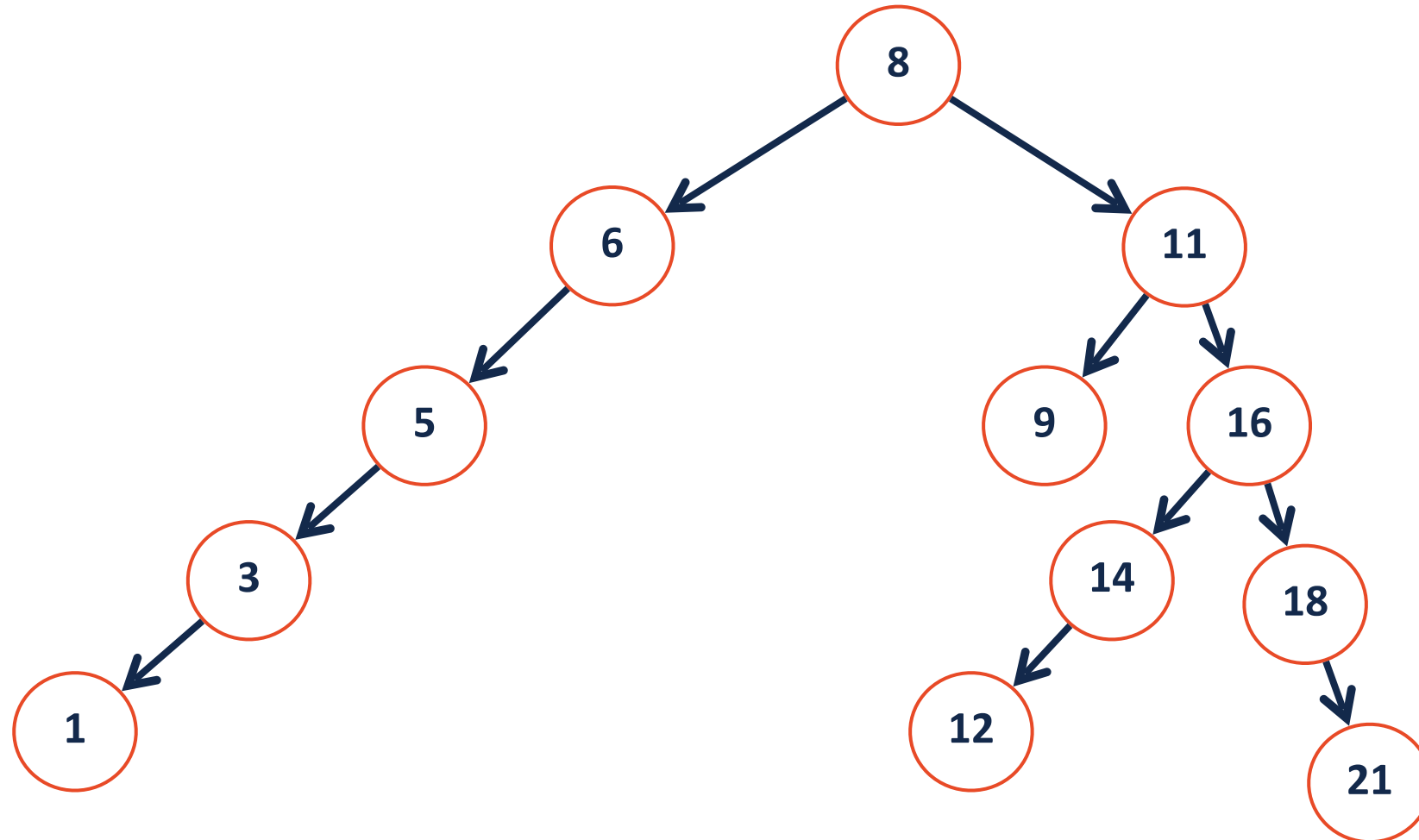


```
1 def remove(root, key):
2     root = remove_helper(root, key)
3     return root
4
5 def remove_helper(node, key):
6
7
8
9
10
11
12
13
14
15
16
17
18
19 def findIOP(node):
20     pass
21
22 def findIOS(node):
23     pass
```



# BST Remove

What will the tree structure look like if we remove node 16 using IOS?



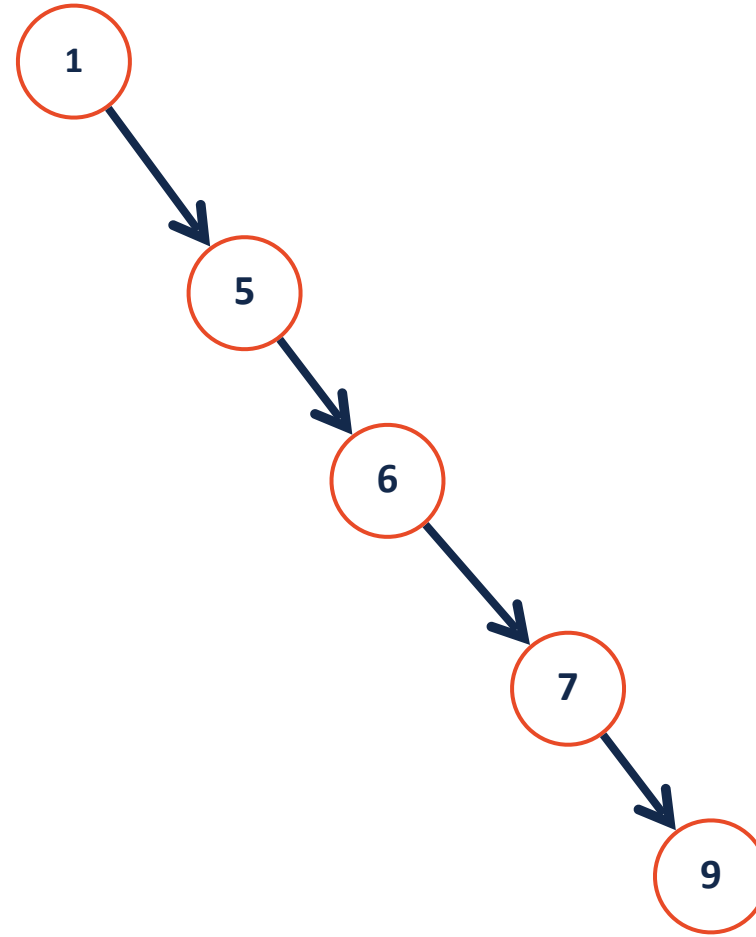
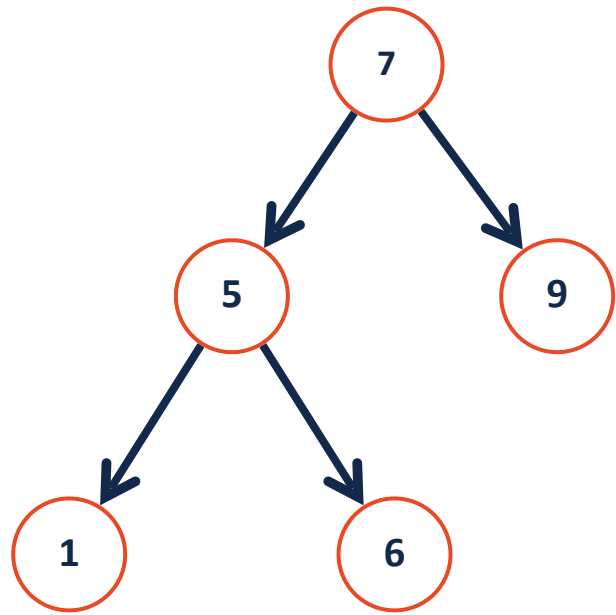


# BST Analysis – Running Time



Operation	BST Worst Case
find	
insert	
delete	
traverse	

# Limiting the height of a tree



# Option A: Correcting bad insert order

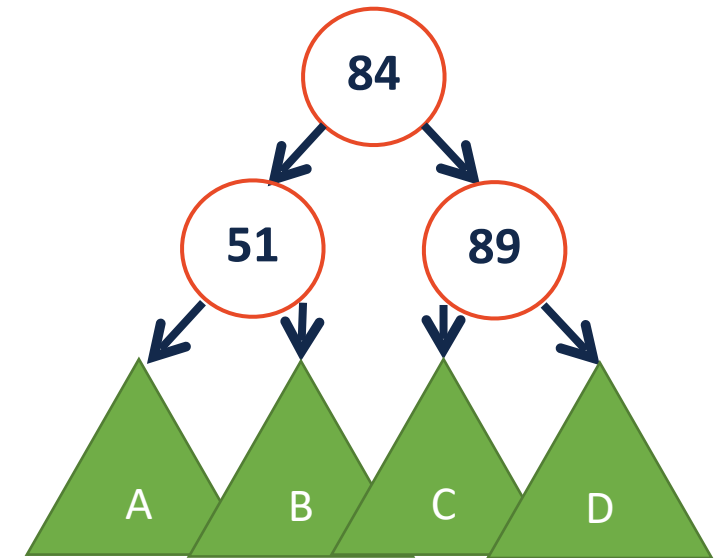
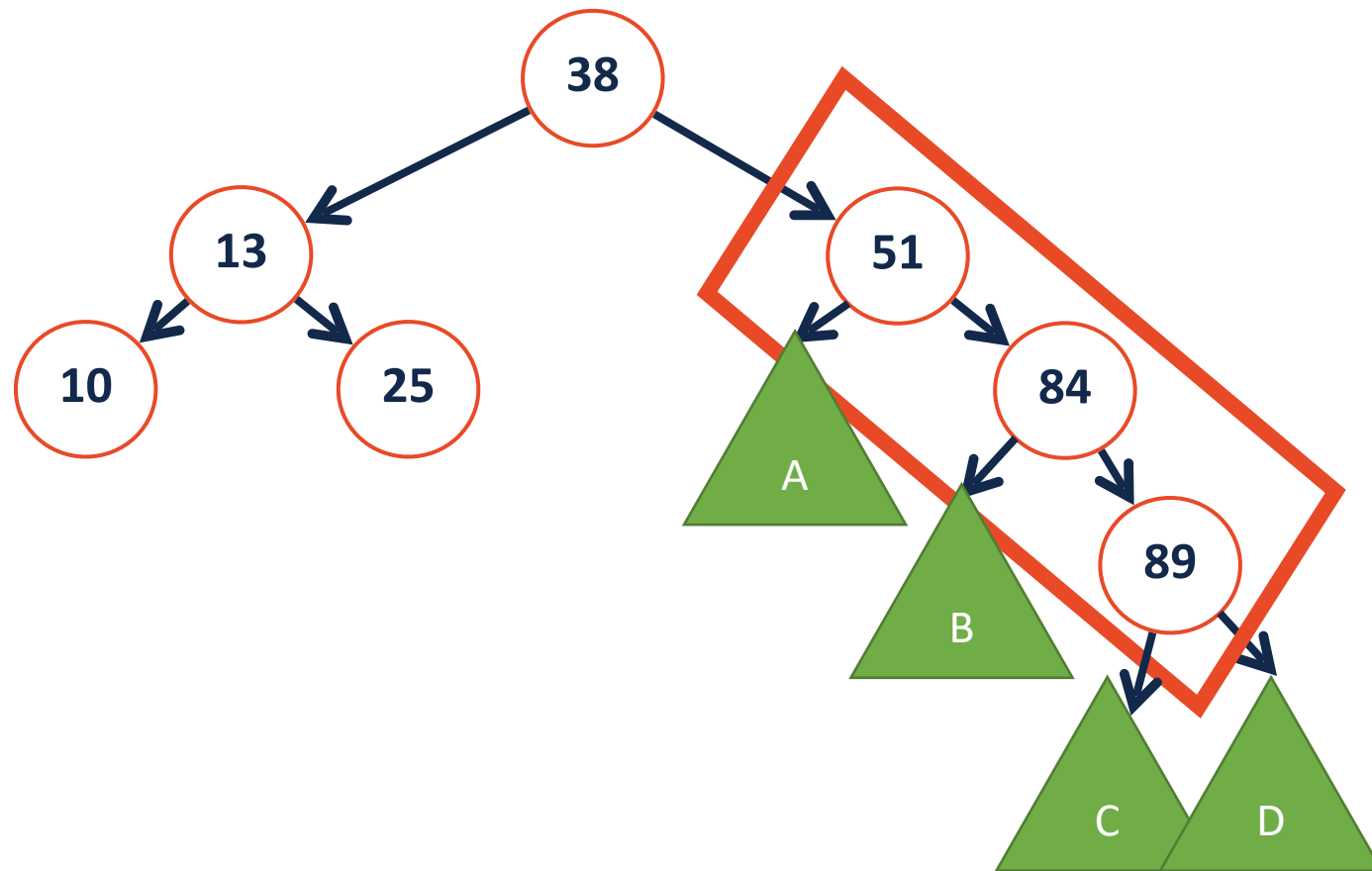
The height of a BST depends on the order in which the data was inserted

**Insert Order:** [1, 3, 2, 4, 5, 6, 7]

**Insert Order:** [4, 2, 3, 6, 7, 1, 5]

# AVL-Tree: A self-balancing binary search tree

Rather than fixing an insertion order, just correct the tree as needed!



# When would we use a tree?

Pretend for a moment that we always have an optimal BST.

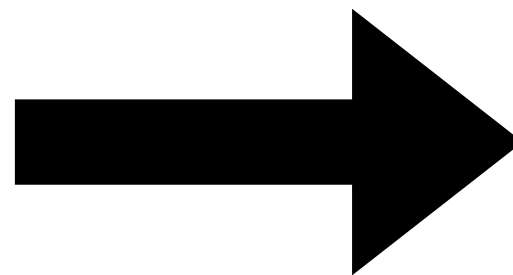
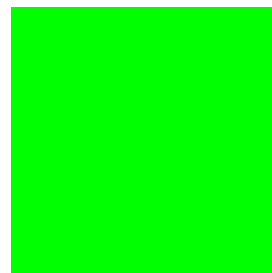
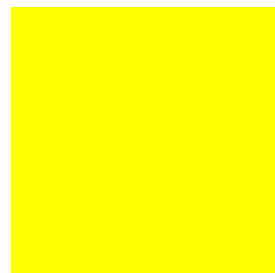
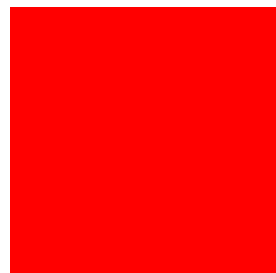
What is the running time of **find**?

What is the running time of **insert**?

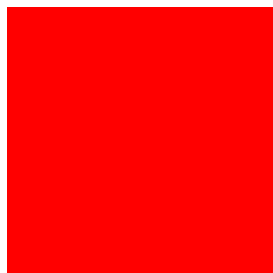
What is the running time of **remove**?

Is there a data structure with a *better* running time for all of these?

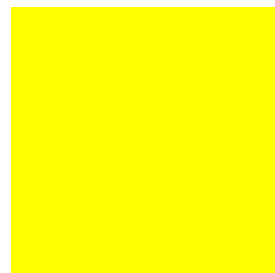
# Real World Use Case: Nearest neighbor search



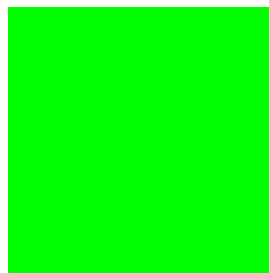
# Real World Use Case: Nearest neighbor search



(255, 0, 0)



(255, 255, 0)



(0, 255, 0)



(0, 255, 255)



(0, 0, 255)



(255, 0, 255)



[[ 45 218 0], [223 147 243], [116 57 223], [187 9 9], [238 208 236]]

[[216 190 15], [193 64 80], [184 35 215], [ 95 152 180], [128 36 41]]

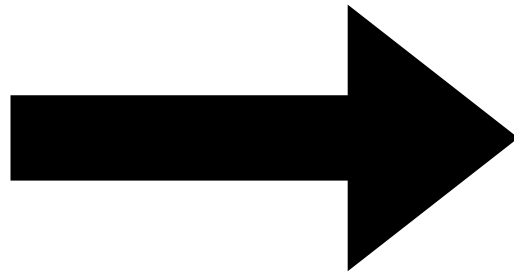
[[101 128 53], [224 122 191], [237 212 74], [ 35 98 227], [214 66 167]]

[[188 3 211], [217 142 33], [210 229 167], [208 57 22], [ 3 213 235]]

[[ 11 172 37], [225 191 57], [184 130 34], [136 33 51], [ 26 220 67]]

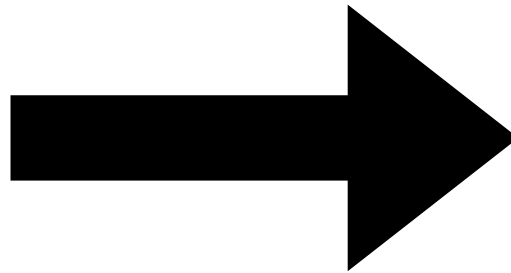
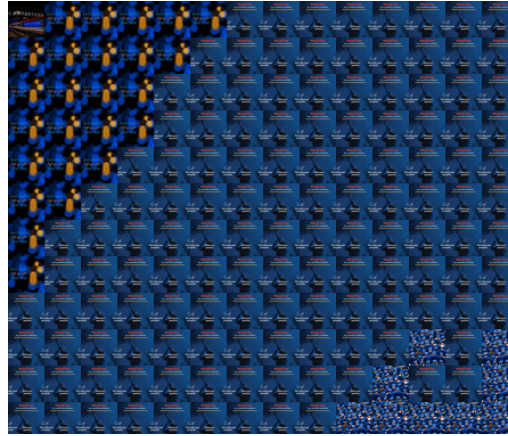


# Real World Use Case: Nearest neighbor search





# Real World Use Case: Nearest neighbor search



# Real World Use Case: Nearest neighbor search

Given an input image, how can we find the closest match from a collection collection of other images?