

# CSC148 winter 2018

mutating BSTs

week 9

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March 11, 2018



# Outline

binary search tree operations

mutating binary search tree

term test #2



## bst\_contains

If node is the root of a “balanced” BST, then we can check whether an element is present in about  $\lg n$  node accesses.

```
def bst_contains(node: BTNode, value: object) -> bool:
    """
    Return whether tree rooted at node contains value.

    Assume node is the root of a Binary Search Tree

    >>> bst_contains(None, 5)
    False
    >>> bst_contains(BTNode(7, BTNode(5), BTNode(9)), 5)
    True
    """
    # use BST property to avoid unnecessary searching
```



## insert must obey BST condition

```
def insert(node: BTNode, data: object) -> BTNode:
```

```
    """
```

```
    Insert data in BST rooted at node if necessary, and return new root
```

```
    Assume node is the root of a Binary Search Tree.
```

```
>>> b = BTNode(8)
```

```
>>> b = insert(b, 4)
```

```
>>> b = insert(b, 2)
```

```
>>> b = insert(b, 6)
```

```
>>> b = insert(b, 12)
```

```
>>> b = insert(b, 14)
```

```
>>> b = insert(b, 10)
```

```
>>> print(b)
```

```
    14
   12
  10
 8
   6
   4
   2
```



# deletion of value from BST rooted at node?

- ▶ what return value?
- ▶ what to do if node is None?
- ▶ what if value to delete is less than that at node?
- ▶ what if it's more?
- ▶ what if the value equals this node's value and...
  - ▶ this node has no left child
  - ▶ ... no right child?
  - ▶ both children?



# algorithm...

```
# Algorithm for delete:
# 1. If this node is None, return that
# 2. If value is less than node.value, delete it from left child and
#    return this node
# 3. If value is more than node.value, delete it from right child
#    and return this node
# 4. If node with value has fewer than two children,
#    and you know one is None, return the other one
# 5. If node with value has two non-None children,
#    replace value with that of its largest child in the left
#    subtree and delete that child, and return this node
```



# redundancy

some recursive functions “write themselves” — you write down the base case and general case from a definition, and you have a program:

```
def fibonacci(n: int) -> int:
    """
    Return the nth fibonacci number, that is n if n < 2,
    or fibonacci(n-2) + fibonacci(n-1) otherwise.
    """
    pass
```



## expand...

break our usual rule about expanding a branching recursive in order to see how much computation is spawned by `fibonacci(29)`

```
if n < 2:
    return n
else:
    return fibonacci(n-2) + fibonacci(n-1)
```





## solution? memoize

```
def fib_memo(n: int, seen: dict) -> int:
    """
    Return the nth fibonacci number reasonably quickly.
    """
    if n not in seen:
        seen[n] = (n if n < 2
                  else fib_memo(n-2, seen) + fib_memo(n-1, seen))
    return seen[n]
```



## test coverage

- ▶ recursion on nested Python **list**
- ▶ recursion on class **Tree**
- ▶ recursion on class **BinaryTree**
- ▶ definitions for trees and binary trees, traversals (inorder, postorder, preorder, levelorder, binary search trees)



## notes