

# CSC263 Tutorial #3

## BSTs, but with duplicates

January 27, 2023

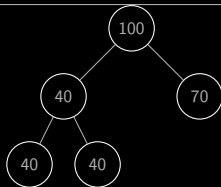
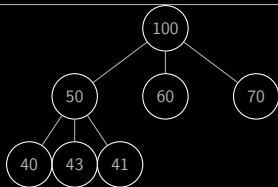
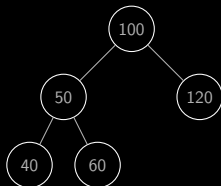
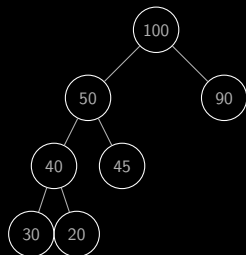
# Things that will be covered in this tutorial

# Things that will be covered in this tutorial

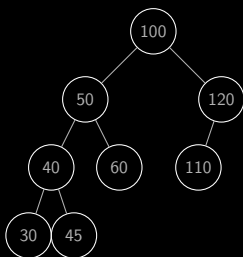
- ★ How do BST operations work?
- ★ What changes do I need to make to a BST to allow duplicate elements?
- ★ How bad does it get if there are many duplicate elements in a BST?

# Binary Search Trees

**Question:** Which of the following is a binary search tree?



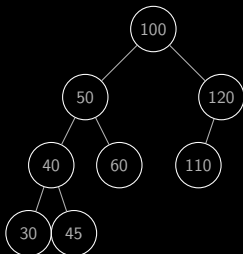
# Binary Search Trees



**Task:** Perform the following operations on the above BST, in order:

- ★ Successor(100).
- ★ Successor(45).
- ★ Successor(120).

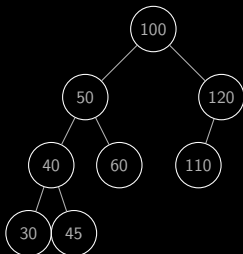
# Binary Search Trees



**Task:** Perform the following operations on the above BST, in order:

- ★ Insert(130).
- ★ Insert(105).
- ★ Delete(60).
- ★ Delete(50).
- ★ Delete(100).

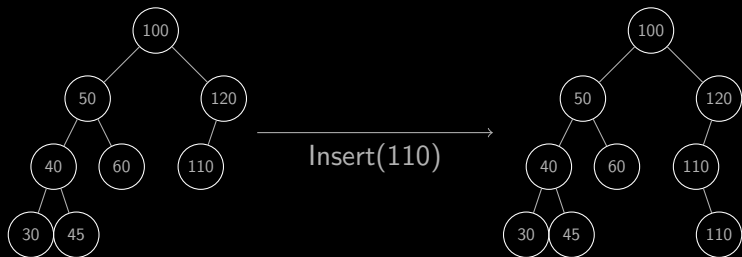
# Binary Search Trees



**Task:** Perform the following operations on the above BST, in order:

- ★ Insert(130).
- ★ Insert(105).
- ★ Delete(60).
- ★ Delete(50).
- ★ Delete(100).

## BST Insert... but with duplicates



Note: For now, equal keys are treated the same as larger keys.



## BST Insert... but with duplicates

```
Insert(D, key, value):
    if D is empty:
        D.root.key = key
        D.root.value = value
    else if D.root.key >= key:
        Insert(D.left, key, value)
    else:
        Insert(D.right, key, value)
```

## BST Insert... but with duplicates

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key >= key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

**Tutorial Question:** Modify the above algorithm to handle inserting duplicate values (i.e. values that already exist in the BST).

Hint: You only need to modify one line!

## BST Insert... but with duplicates

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key > key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

## BST Insert... but with duplicates

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key > key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

Note that in `Insert()`, everything but the recursive call is constant-time.

## BST Insert... but with duplicates

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key > key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

Note that in `Insert()`, everything but the recursive call is constant-time.

**Question:**

## BST Insert... but with duplicates

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key > key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

Note that in `Insert()`, everything but the recursive call is constant-time.

### Question:

- ★ Consider inserting 4 identical elements 1, 1, 1, 1 into an empty BST. How many `Insert()` calls (including recursive calls) are needed?

## BST Insert... but with duplicates

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key > key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

Note that in `Insert()`, everything but the recursive call is constant-time.

### Question:

- ★ Consider inserting 4 identical elements 1, 1, 1, 1 into an empty BST. How many `Insert()` calls (including recursive calls) are needed?
- ★ **Tutorial Question:** Consider inserting  $n$  identical elements 1, 1, ..., 1 into an empty BST. How many `Insert()` calls (including recursive calls) are needed?

## Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



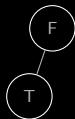
# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



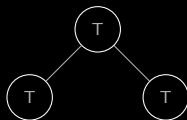
## Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



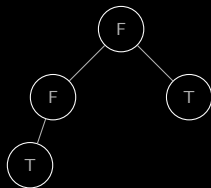
# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



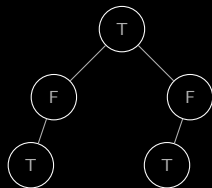
# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



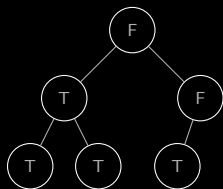
# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



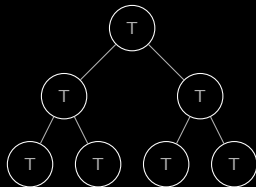
# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



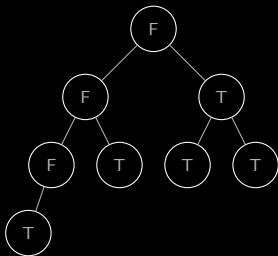
# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).



# Improving BST insert

Each node will now have a `goLeft` boolean attribute (default `True`).





# Improving BST insert

```
Insert(D, key, value):  
    if D is empty:  
        D.root.key = key  
        D.root.value = value  
    else if D.root.key > key:  
        Insert(D.left, key, value)  
    else:  
        Insert(D.right, key, value)
```

**Tutorial Question:** Modify the BST insert algorithm to handle goLeft.

# Improving BST insert

Consider inserting  $n$  identical elements into an empty BST with `goLeft` implemented.

# Improving BST insert

Consider inserting  $n$  identical elements into an empty BST with `goLeft` implemented.

**Question:** Approximately how long does the  $i$ th insertion take?

# Improving BST insert

Consider inserting  $n$  identical elements into an empty BST with `goLeft` implemented.

**Question:** Approximately how long does the  $i$ th insertion take?

**Answer:**  $\log_2(i)$ .

# Improving BST insert

Consider inserting  $n$  identical elements into an empty BST with `goLeft` implemented.

**Question:** Approximately how long does the  $i$ th insertion take?

**Answer:**  $\log_2(i)$ .

**Tutorial Question:** Approximately how long does it take to insert all  $n$  identical elements? Can you bound it with a Big- $\Theta$  expression?

**Hint:**

- ★  $\log(x) < \log(y)$  whenever  $x < y$ .
- ★  $\log\left(\frac{x}{y}\right) < \log(x) - \log(y)$ .

## Improving BST insert, part 2

Instead of `goLeft`, we will randomly choose to insert duplicates into the left or right subtree.

## Improving BST insert, part 2

Instead of `goLeft`, we will randomly choose to insert duplicates into the left or right subtree.

```
Insert(D, key, value):
    if D is empty:
        D.root.key = key
        D.root.value = value
    else if D.root.key > key:
        Insert(D.left, key, value)
    else:
        Insert(D.right, key, value)
```

**Tutorial Question:** Modify the above to randomly insert identical keys, with a `random(0, 1)` call. What's the worst case of inserting  $n$  identical elements here?

**Bonus:** What's the *average* cost of inserting  $n$  identical elements?

## Improving BST insert, part 3

Open your quiz, and go to question 3!