

6.4 Introduction to Binary Search Trees

THE MULTISSET ADT (Behaviours)

AKA COLLECTION ADT

- Check whether the collection **is empty**
- Check whether a given item **is in the collection**
- **Add** a given item to the collection
- **Remove** a given item from the collection
- **Allows user to choose which item to remove** unlike container-based ADTs (Stacks & Queues)

SEARCHING IN LISTS:

- Behaviour that we have learned... iterate through every item and check
- **Additional structure to data** == new, more efficient algorithms WOOOT WOOT 🤓
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- If list is sorted... **binary search** is way more efficient!

BINARY SEARCH:

- **Compares target value to the middle element of the list.**
- If they aren't equal, the half where the target can't lie is eliminated!
- Search continues on remaining half and process is repeated until target value is found.
- If search ends with remaining half empty ... target isn't in the list.



Visualization of the binary search algorithm where 7 is the target value

Class	Search algorithm
Data structure	Array
Worst-case performance	$O(\log n)$
Best-case performance	$O(1)$
Average performance	$O(\log n)$
Worst-case space complexity	$O(1)$

BINARY SEARCH TREES:

- Binary structure of trees + binary tree -> "sorted tree"
- A tree in which every item has at most two subtrees
- An item in the binary tree satisfies binary search property:
 - Its value \geq all items in its left subtree
 - Its value \leq all items in its right subtree
- EVERY item in the tree satisfies the binary search property!
- Naturally represent sorted data