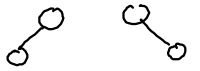
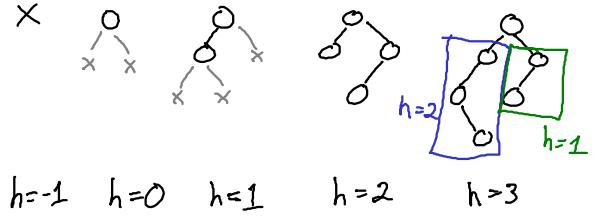
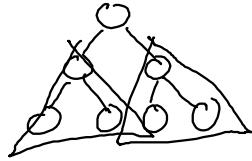
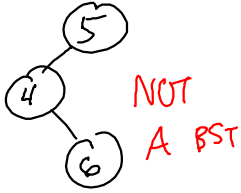


Tree — either empty or a node with some number of trees as children

Binary Tree — tree where each node has at most one left child and at most one right child



BST — binary tree where, for every node, all left descendants have lesser keys and all right desc. have greater keys



height — largest # of edges from root to a leaf

$$H(T) = \begin{cases} -1 & \text{when } T \text{ is empty} \\ \max(H(L), H(R)) + 1 & \text{when } T \text{ has children } L \text{ and } R \end{cases}$$

$O(n)$   
where  $n = \# \text{ nodes}$

Traversal — some ordering of the nodes in a structure

• pre-order — visit root, visit all left, visit all right

5, 3, 2, 4, 7, 6, 9

• in-order — visit left, visit root, visit right

2, 3, 4, 5, 6, 7, 9

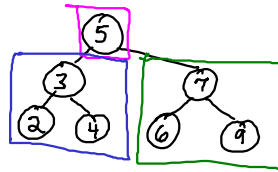
• post-order — visit left, visit right, visit root

2, 4, 3, 6, 9, 7, 5

• level-order — visit all nodes in order of level (BFS)

5, 3, 7, 2, 4, 6, 9

• level — all nodes w/ same depth (distance from root)



$O(n)$

Function `removeInSubtree(node, key)`: ← return replacement

If node is null:



Else If `node.key == key` Then

If `node.left == null` and `node.right == null`: remove(6, 6)

Return null

Else If `node.left != null` and `node.right == null`:

Return `node.left`

Else If `node.left == null` and `node.right != null`:

Return `node.right`

Else:

`newkey` ← `getMinkey(node.right)`

`newval` ← `getInSubtree(node.right, newkey)`

`node.key` ← `newkey`

`node.val` ← `newval`

`node.right` ← `removeInSubtree(node.right, newkey)`

End If

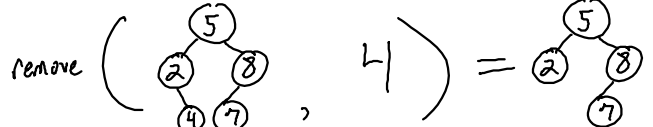
Else If `key < node.key`:

`node.left` ← `removeInSubtree(node.left, key)`

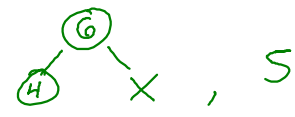
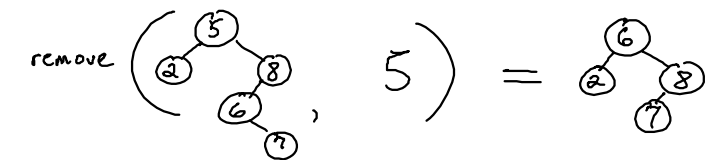
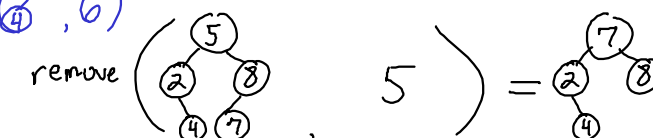
Else:

`node.right` ← `removeInSubtree(node.right, key)`

End If



remove(6, 6)



newkey ← 6  
newval ← ...

O(h)

AVL Tree — BST where, for all nodes, height of left child & height of right child differ by at most 1

AVL algorithms ensure height is  $O(\log n)$

