MASSACHVSETTS INSTITVTE OF TECHNOLOGY Department of Electrical Engineering and Computer Science 6.001—Structure and Interpretation of Computer Programs Fall 2007 Recitation 9

Trees

Binary Trees

A binary search tree is a recursively defined data structure which allows for fast searches: lookups take $\Theta(\log n)$ time.

In order to support such searches, an invariant on each tree node holds: Each (nonempty) node has a value, and at most two child trees, with the requirement that any value reachable down the left subtree is smaller than the root value, and any value reachable down the right subtree is larger.

```
;a tree is either an empty tree, or a tree-node (defined below)
(define the-empty-tree null)
(define empty-tree? null?)
(define tree? list?)
(define (make-tree-node value left-subtree right-subtree)
  (list value left-subtree right-subtree))
;selector
(define (node-value node)
  (car node))
(define (node-left node)
  (cadr node))
(define (node-right node)
  (caddr node))
```

Problems

1. Complete the definition for tree-lookup, which returns true if the value is present in the tree.

(define (tree-lookup val tree)

2. Fill in the definition for tree-insert, which takes in a tree and a val and returns a new tree with the value added.

(define (tree-insert val tree)

3. Consider the tree that results from evaluating the following (tree-insert 1 (tree-insert 2 ... (tree-insert n the-empty-tree) What is the running time of calling tree-lookup on such a tree? 4. Write a procedure, build-balanced-tree, that takes a list of sorted elements, and returns a balanced binary tree of those elements, ie one in which tree-lookup will run in $\Theta(\log n)$ time. Your solution (constructing the tree) may be slower than $\Theta(n)$ time, so long as lookups are fast.

You may use the provided functions if you wish:

5. Challenge: How would you construct a balanced binary tree starting with an unsorted list? Sorting it first and then passing the result to build-balanced-tree as defined above is not the fastest answer.