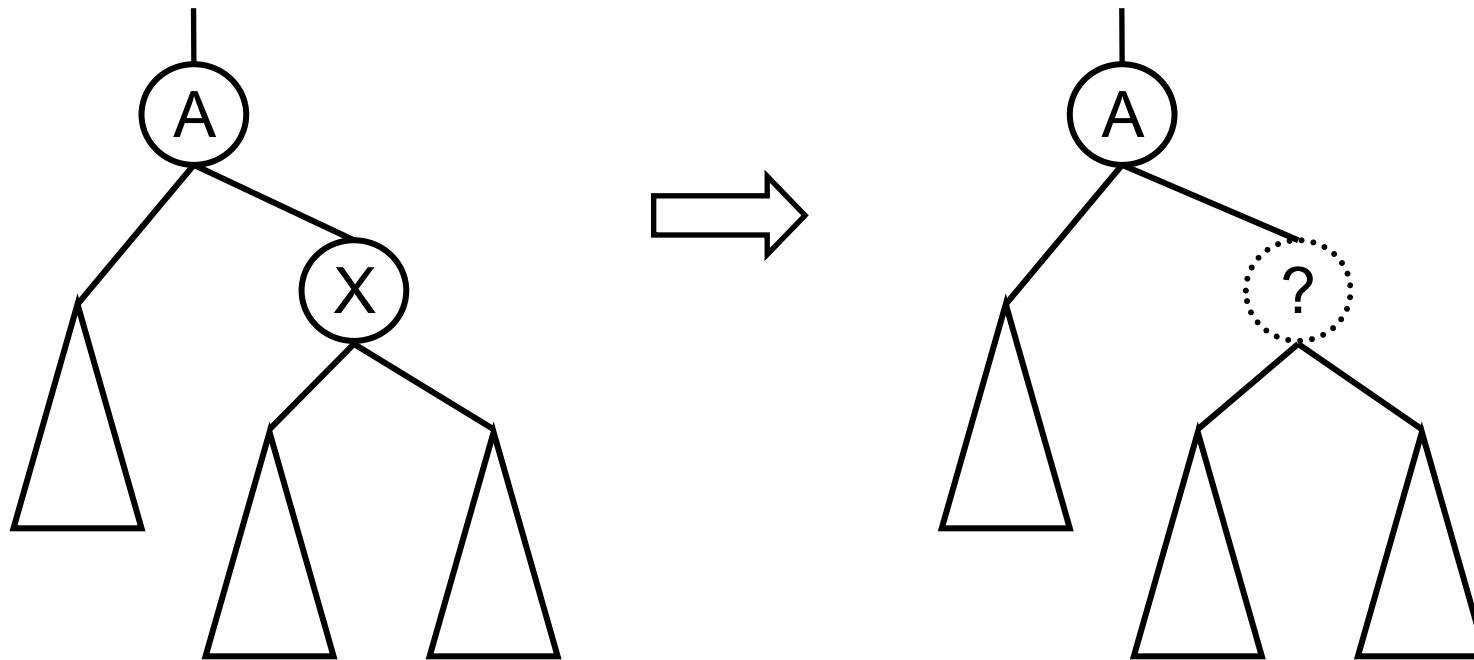
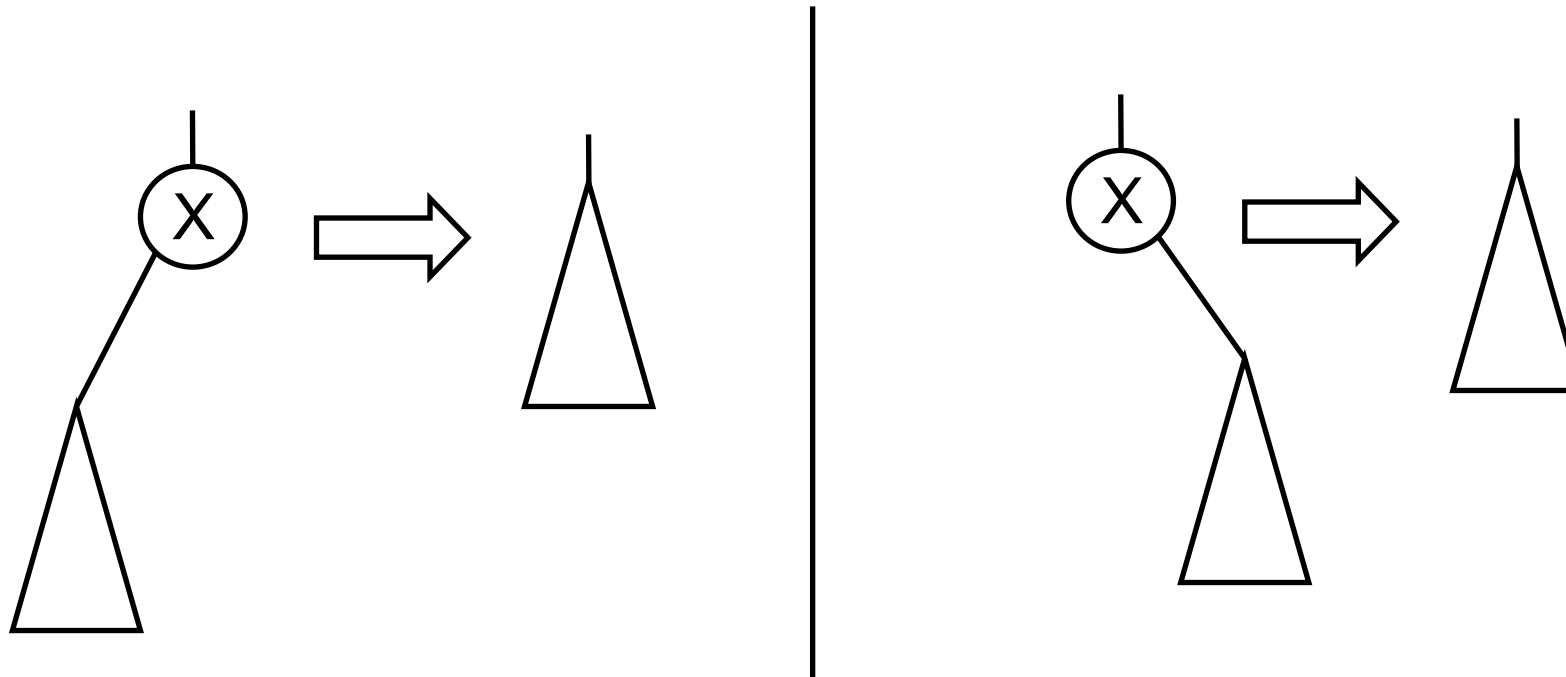


# Deleting an element from an ordered binary tree



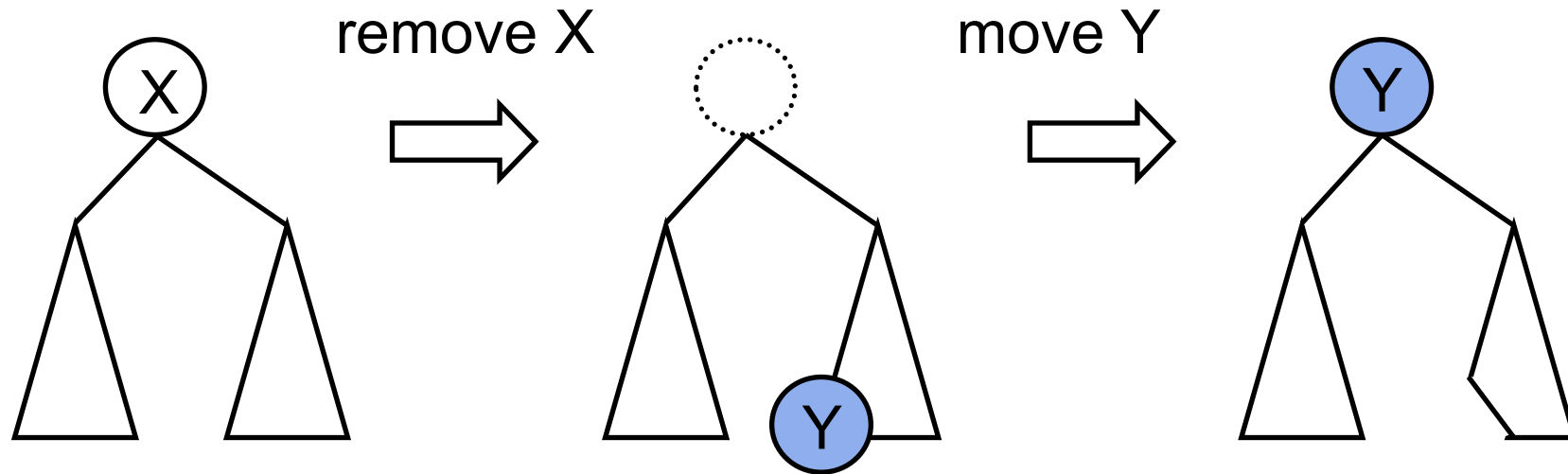
The problem is to **repair the tree** after X disappears

# Deleting an element when one subtree is empty



It's easy when one of the subtrees is empty:  
just replace the tree by the other subtree

# Deleting an element when both subtrees are not empty

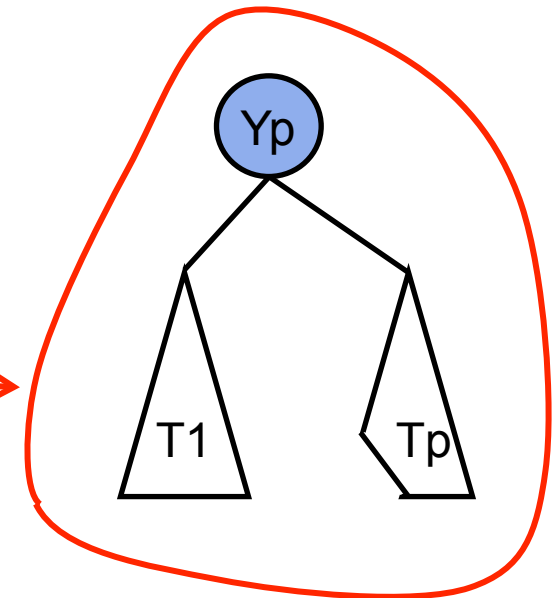


The idea is to fill the "hole" that appears after X is removed. We can put there the smallest element in the right subtree, namely Y.

# We need a new function: RemoveSmallest



```
fun {Delete K T}
  case T
  of leaf then leaf
  [] tree(key:X value:V left:T1 right:T2) andthen K==X then
    case {RemoveSmallest T2}
    of none then T1
    [] triple(Tp Yp Vp) then
      tree(key:Yp value:Vp left:T1 right:Tp)
    end
  [] ... end
end
```



- RemoveSmallest takes a tree and returns three values:
  - The new subtree Tp without the smallest element
  - The smallest element's key Yp
  - The smallest element's value Vp
- With these three values we can build the new tree where Yp is the root and Tp is the new right subtree

# Recursive definition of RemoveSmallest



```
fun {RemoveSmallest T}
  case T
  of leaf then none
  [] tree(key:X value:V left:T1 right:T2) then
    case {RemoveSmallest T1}
    of none then triple(T2 X V)
    [] triple(Tp Xp Vp) then
      triple(tree(key:X value:V left:Tp right:T2) Xp Vp)
    end
  end
end
end
```

To understand this definition, draw diagrams with trees!

- RemoveSmallest takes a tree T and returns:
  - The atom `none` when T is empty
  - The record `triple(Tp Xp Vp)` when T is not empty