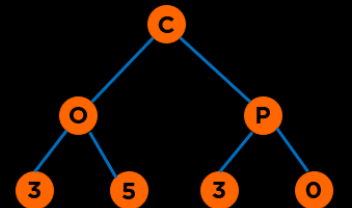


# Trees



# Categories of Data Structures

Linear Ordered

Lists

Stacks

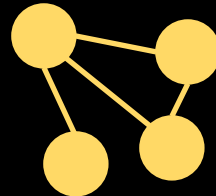
Queues



Non-linear Ordered

Trees

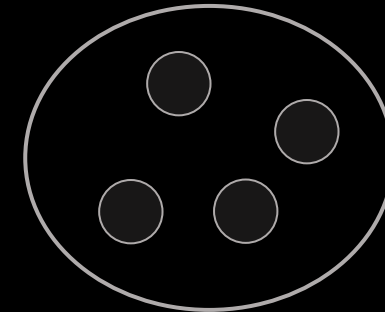
Graphs



Not Ordered

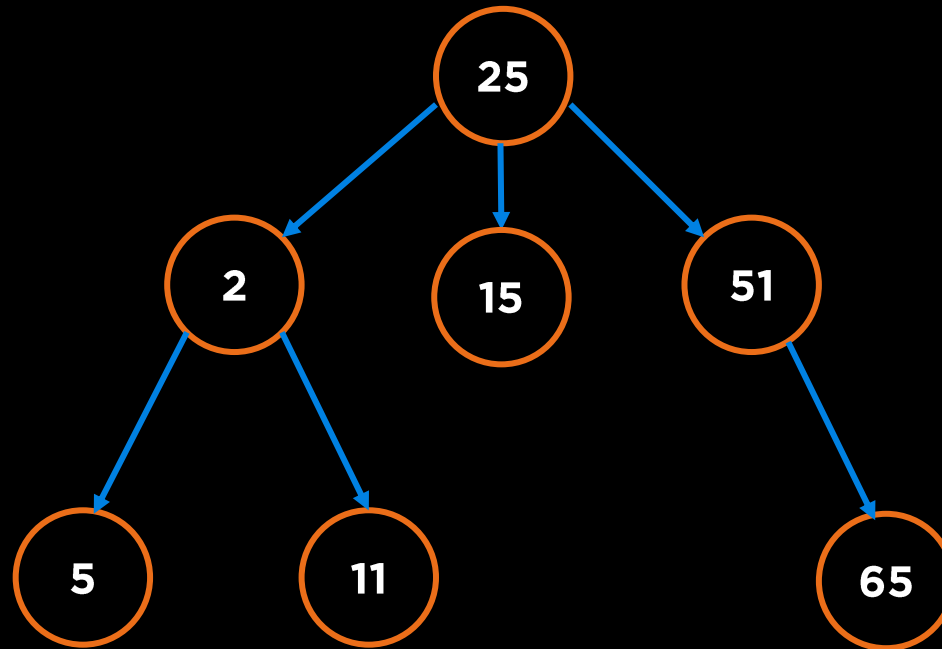
Sets

Tables/Maps



# Trees

A tree is a rooted, directed, acyclic structure. It has three properties: **one root**; **each node has one parent**; and **no cycles**.

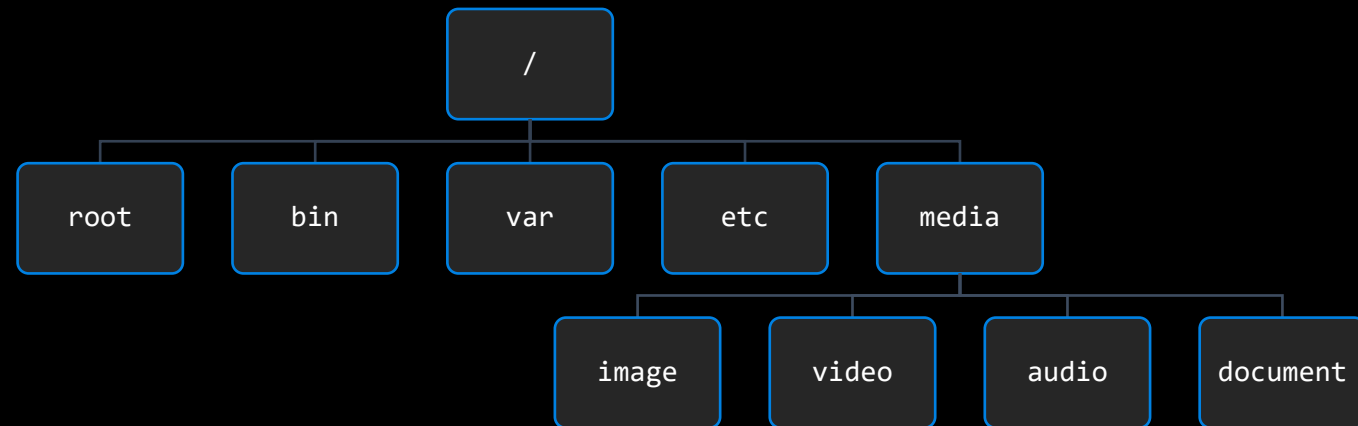


# Use Cases

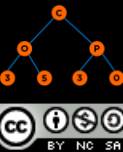
- **Family Trees**
- **Decision Trees**
- **File Systems**
- **Expression Trees**
- **Search Trees**



[https://commons.wikimedia.org/wiki/File:Black\\_family\\_tapestry\\_as\\_seen\\_at\\_Harry\\_Potter\\_Experience.jpg](https://commons.wikimedia.org/wiki/File:Black_family_tapestry_as_seen_at_Harry_Potter_Experience.jpg)



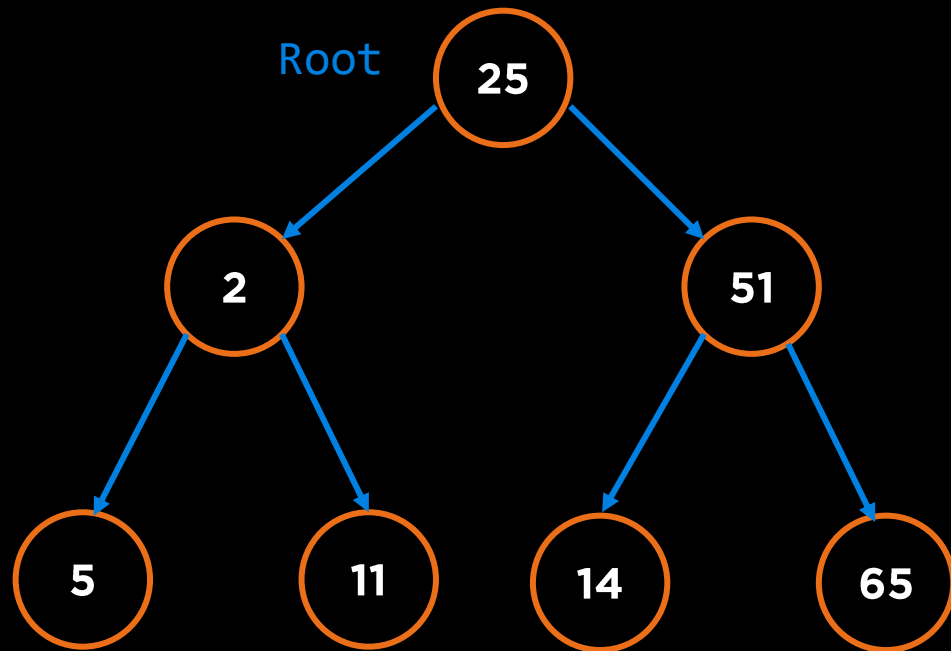
# Tree Terminology



# Trees: Terminology

## Root

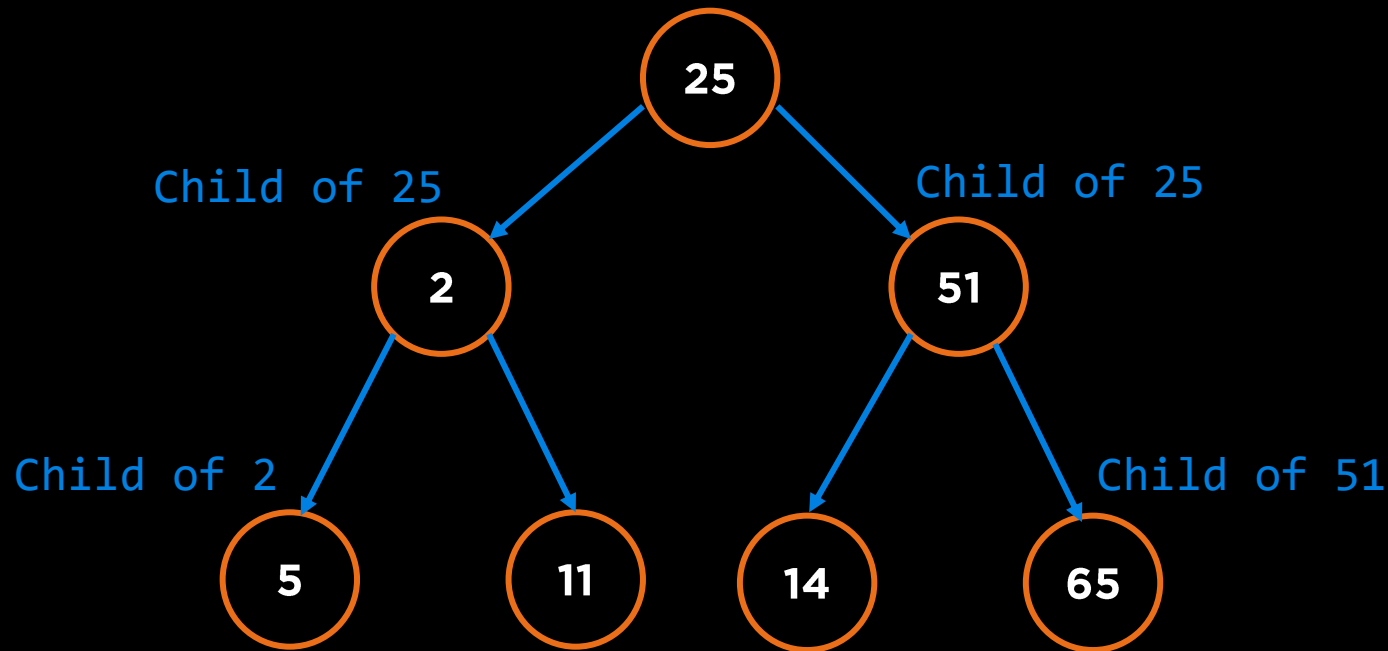
The node at the top is called the root.



# Trees: Terminology

## Children

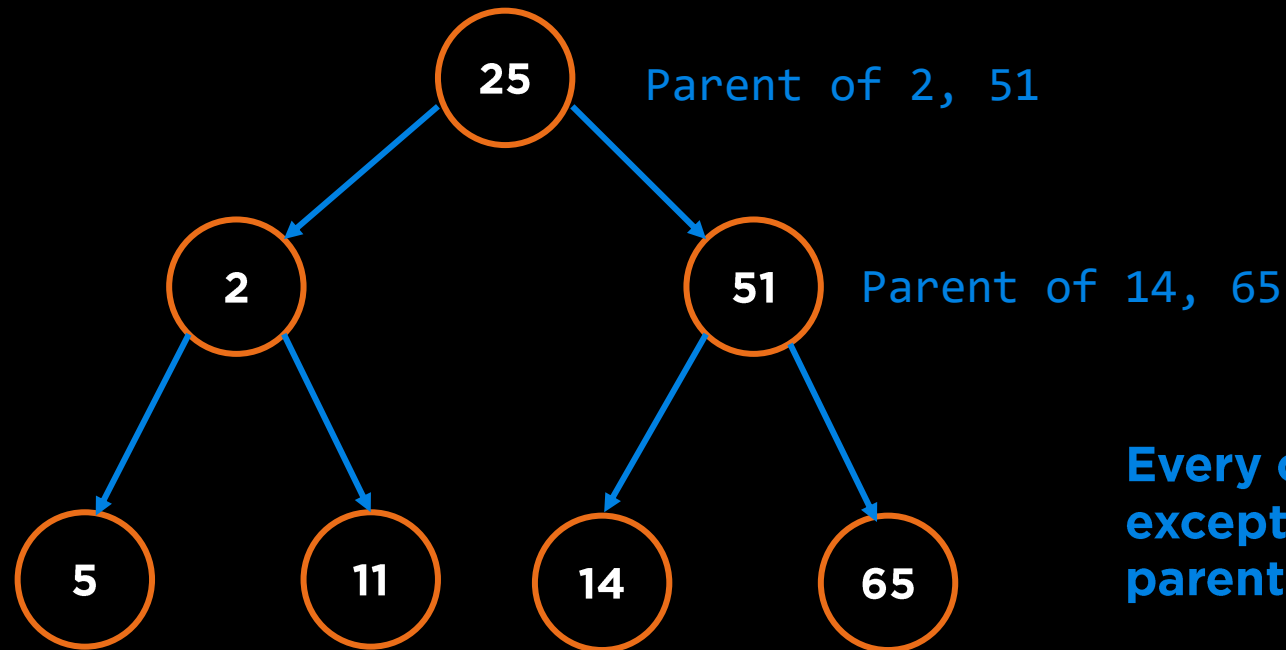
**Successors of a node are called children.**



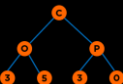
# Trees: Terminology

## Parent

Predecessors of a node are called parent.



Every child has one parent except the root. Root has no parents.

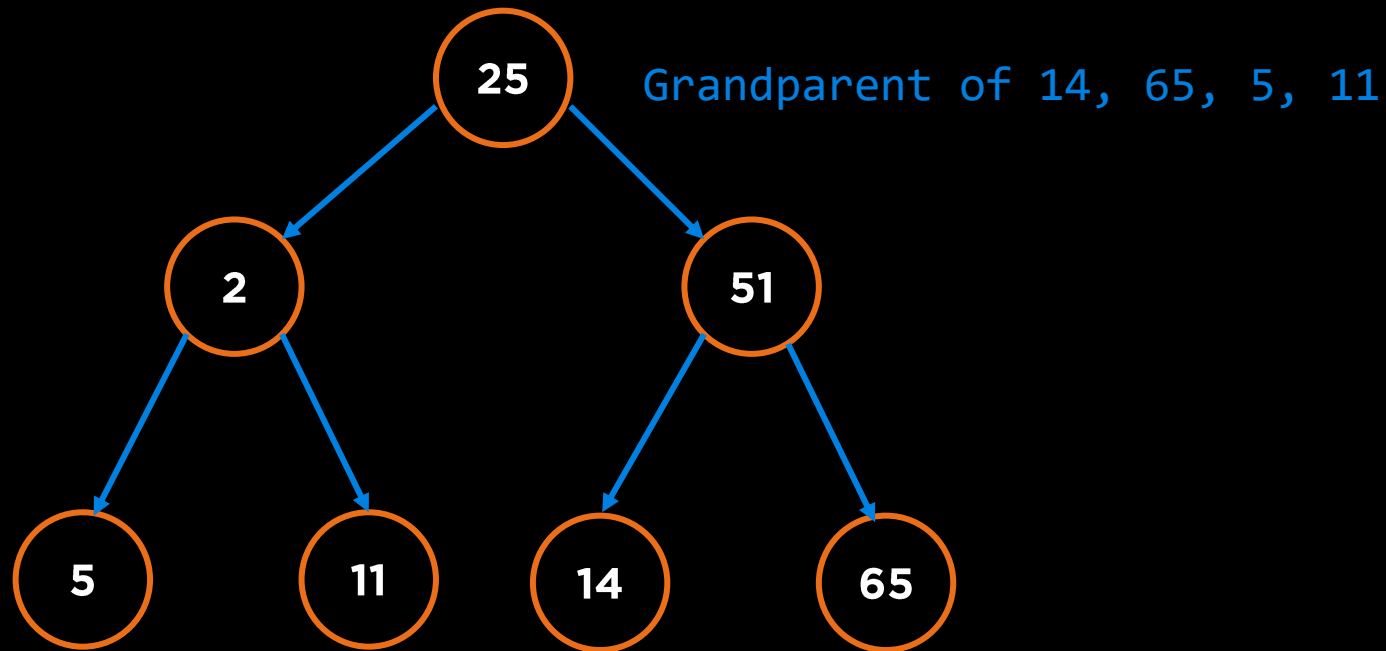




# Trees: Terminology

## Grandparent

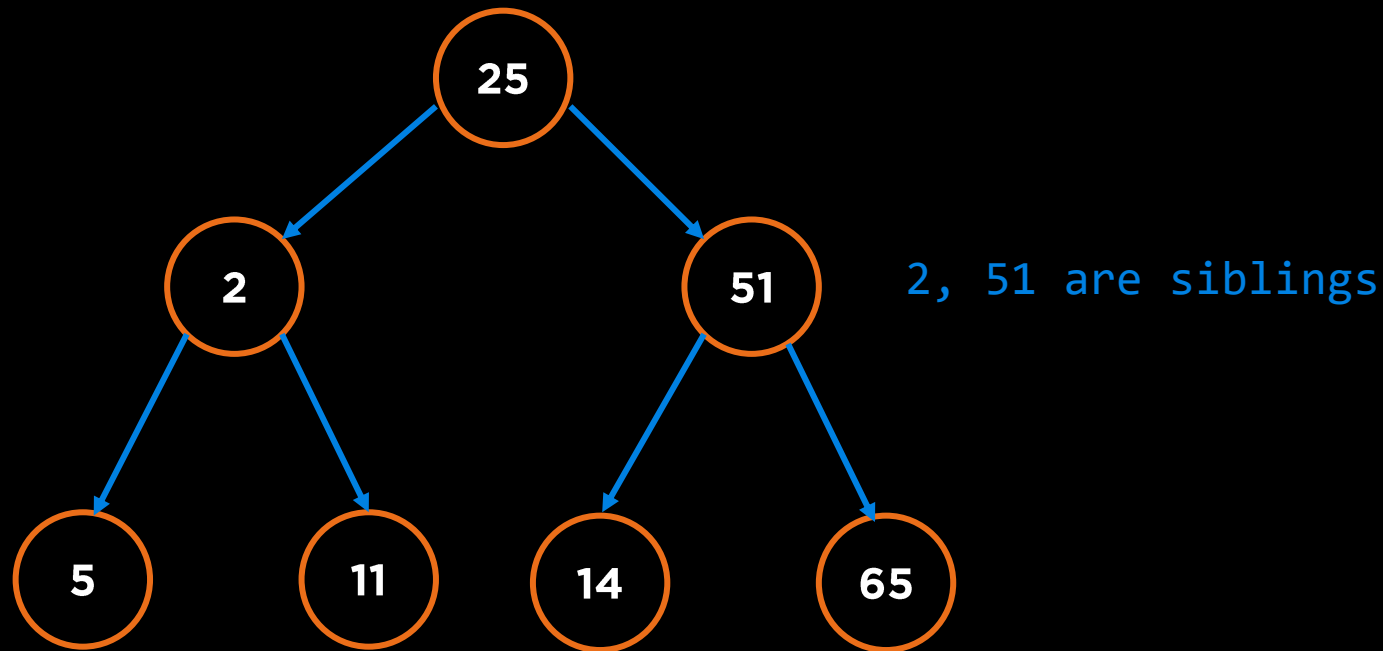
Predecessors of a node's parent are called grandparent.



# Trees: Terminology

## Sibling

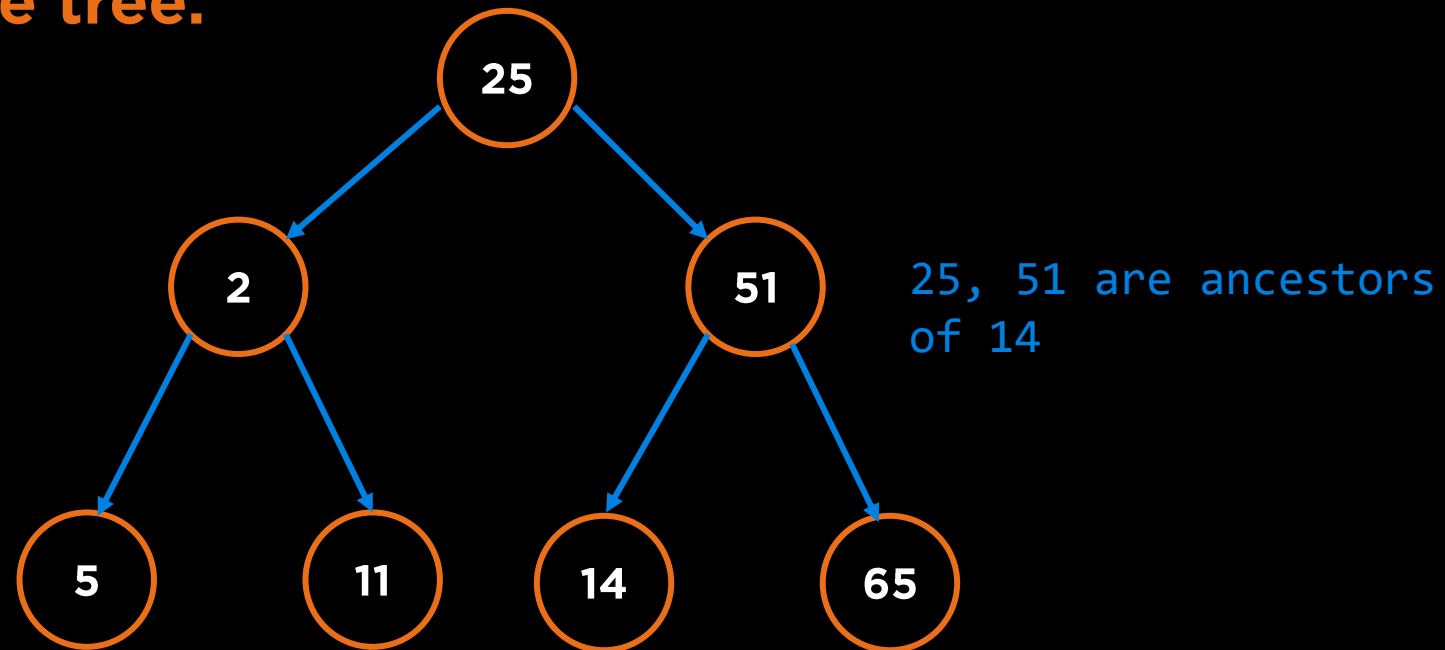
All nodes that have the same parent node are siblings.



# Trees: Terminology

## Ancestor

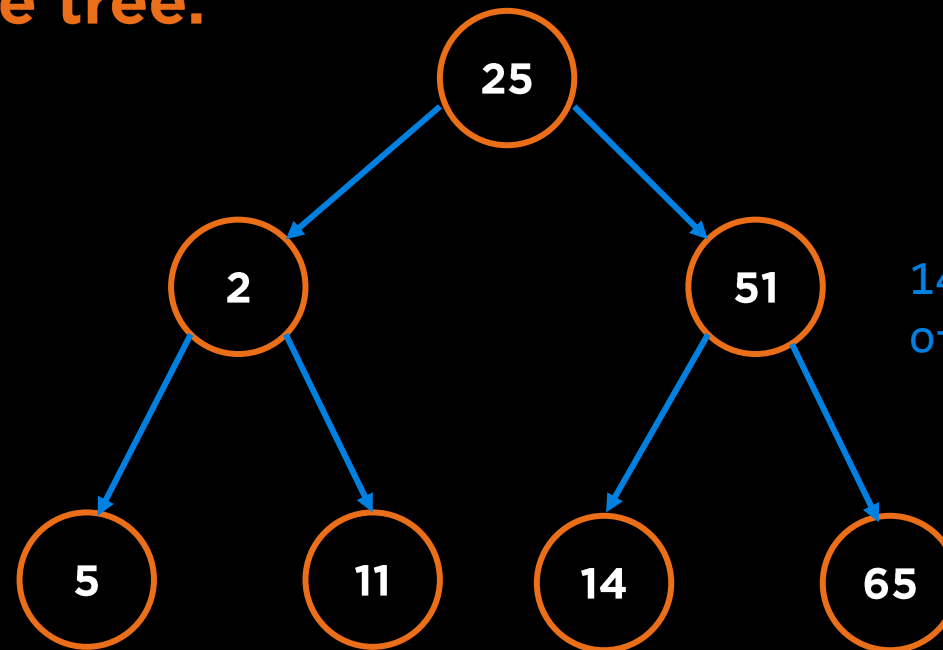
All nodes that can be reached by moving only in an upward direction in the tree.



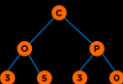
# Trees: Terminology

## Descendant

Nodes that can be reached by moving only in a downward direction in the tree.



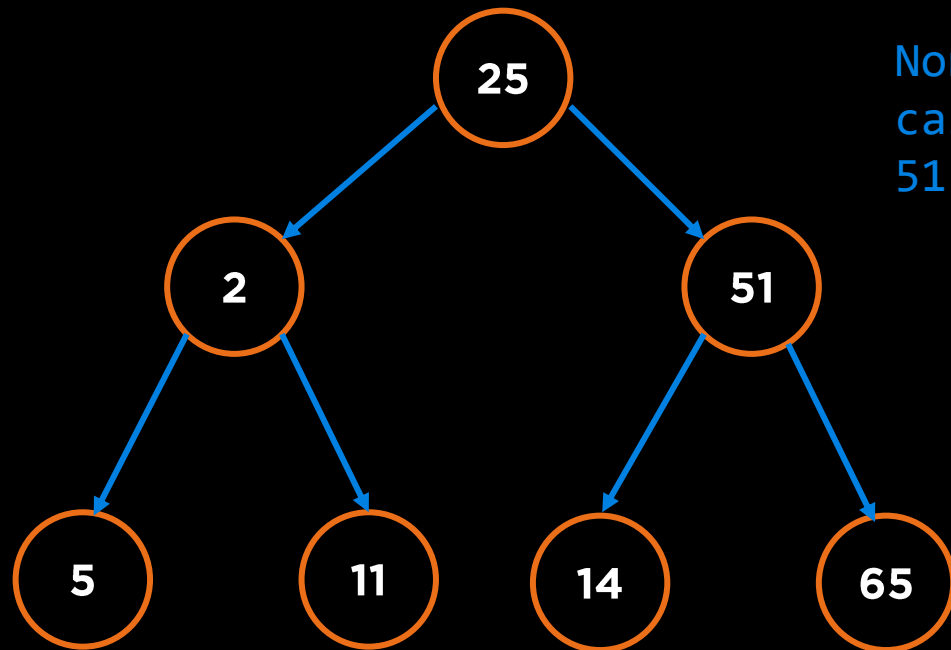
14 is a descendant of 25 and 51



# Trees: Terminology

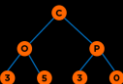
## Leaf

**Nodes with no children are called leaf nodes or external nodes.**



Non-leaf nodes are also called internal nodes. 25, 51, 2 are internal nodes.

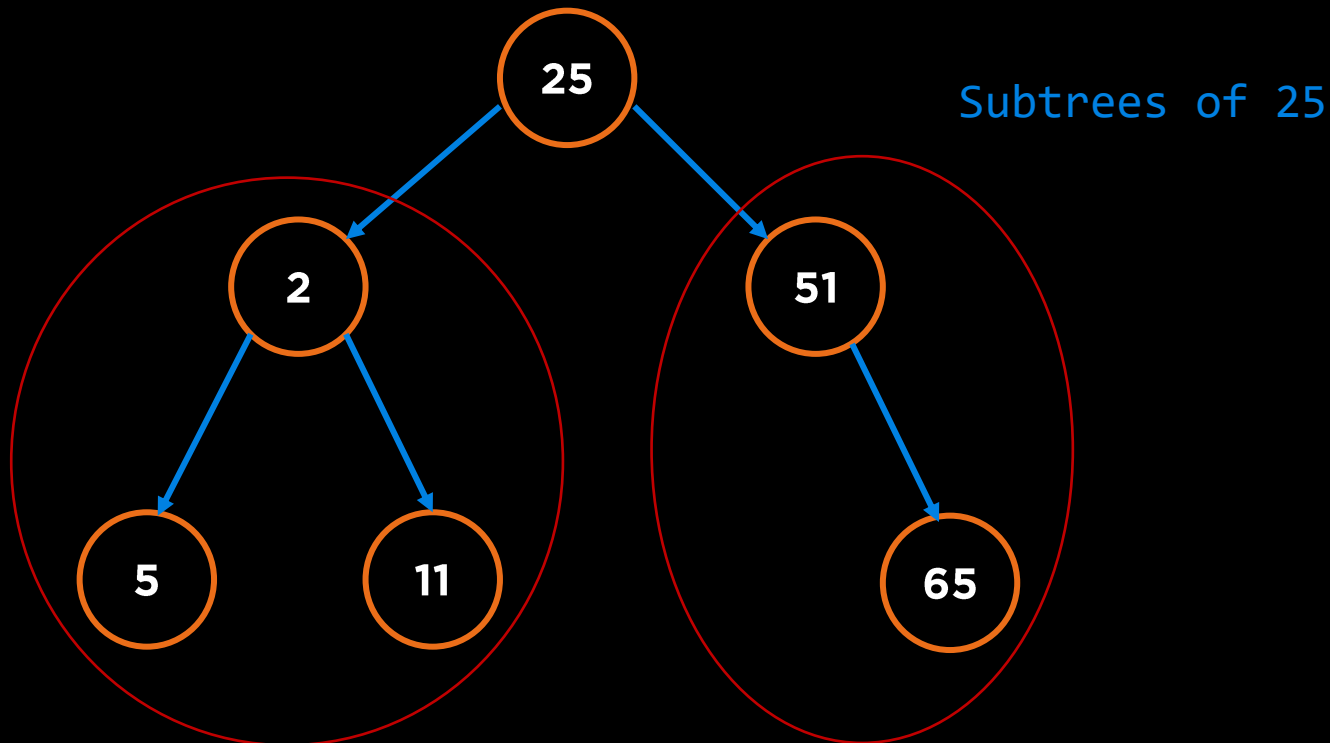
5, 11, 14, 65 are Leaf Nodes



# Trees: Terminology

## Subtree

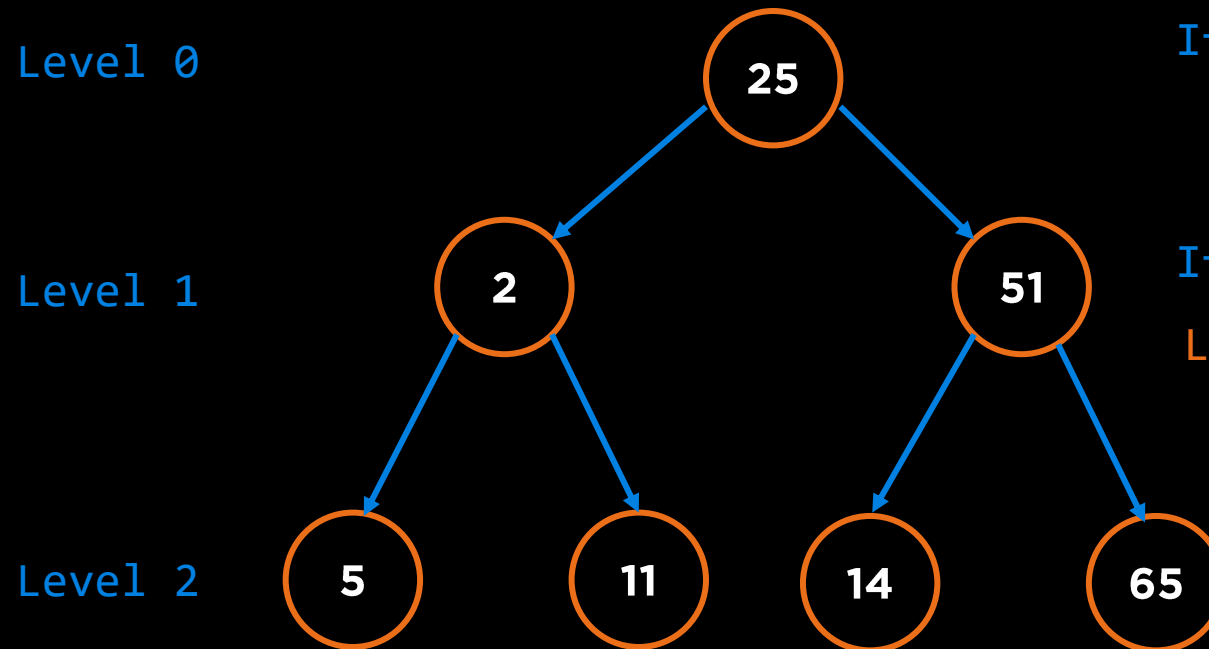
**A subtree of a node is a tree whose root is a child of that node.**



# Trees: Terminology

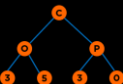
## Level (Depth)

The level of a node is the distance of that node from the root.



If node  $n$  is root,  
 $Level(n) = 0$

If node  $n$  is not a root,  
 $Level(n) = level(parent) + 1$



# Trees: Terminology

**Height** – 0 based height (based on nodes)

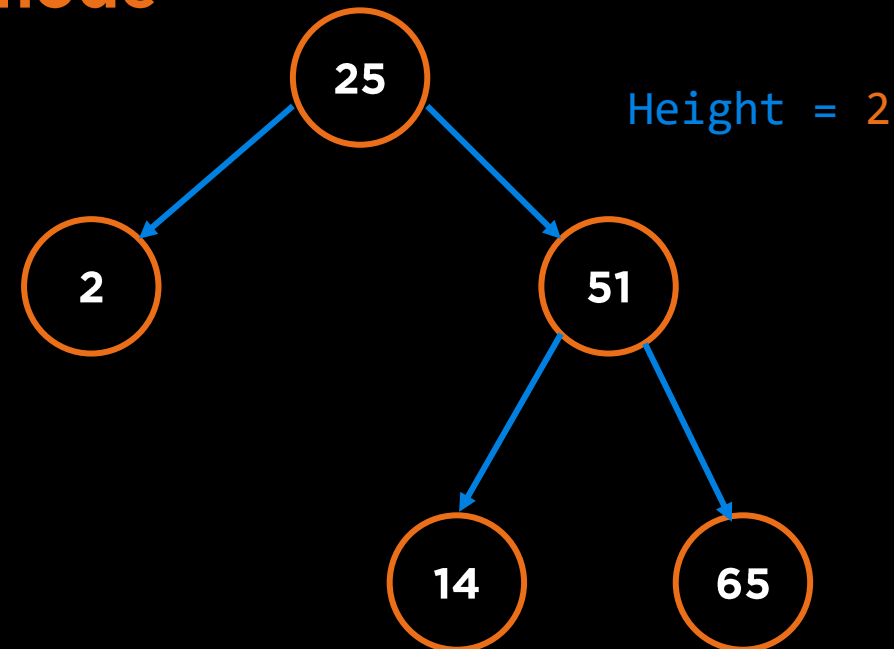
**The height of a tree is the number of nodes in the longest path from the root node to a leaf node**

If tree has just the root,

Height = 0

If tree has more than the root,

Height = 1 + max(Height(children))





# Trees: Terminology

**Height** – 1 based height (based on edges)

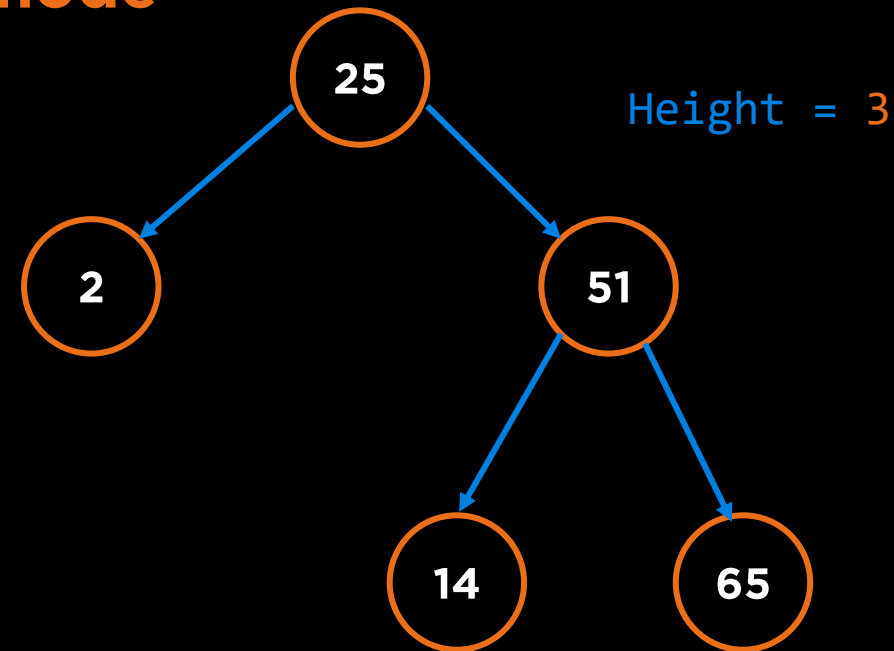
**The height of a tree is the number of nodes in the longest path from the root node to a leaf node**

If tree has just the root,

Height = 1

If tree has more than the root,

Height = 1 + max(Height(children))

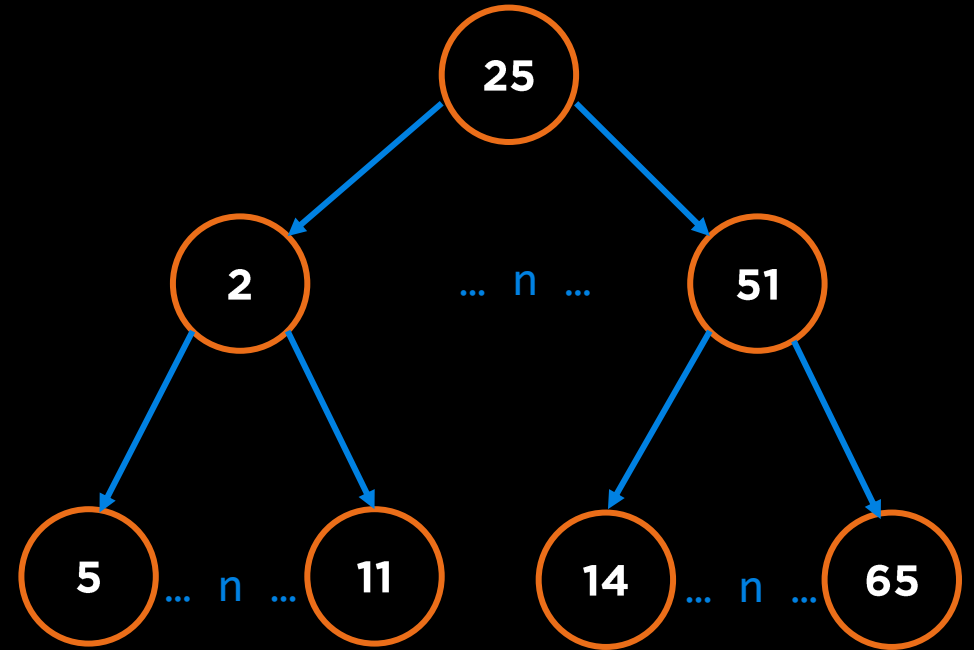


# Tree Types

# Trees: Type

## N-Ary Tree

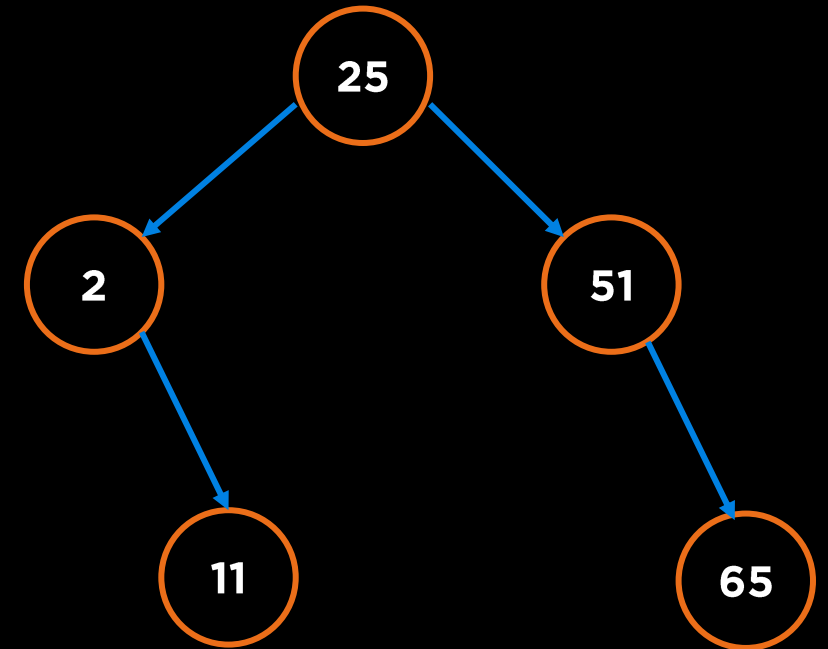
- A tree with each node consisting of at most  $n$  children.
- Tree has three properties: one root; each node has one parent; and no cycles.



# Trees: Type

## Binary Tree

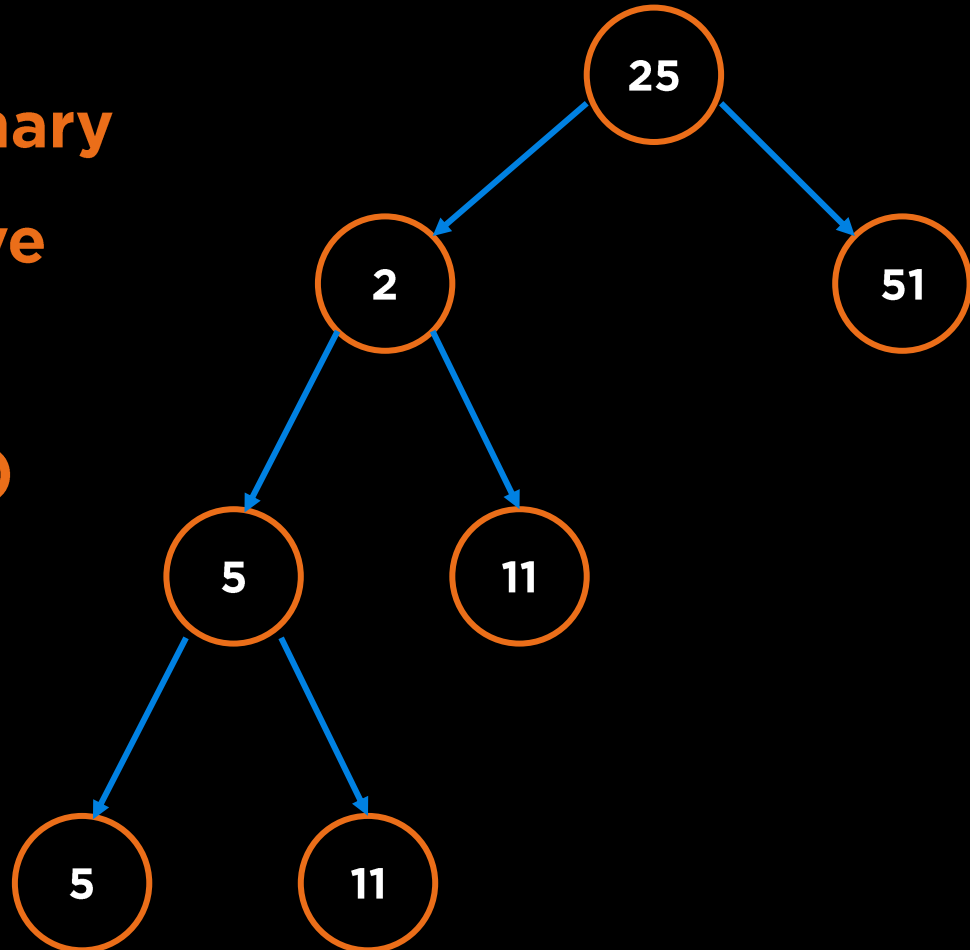
- **A tree with each node consisting of at most two children.**



# Trees: Type

## Full Binary Tree

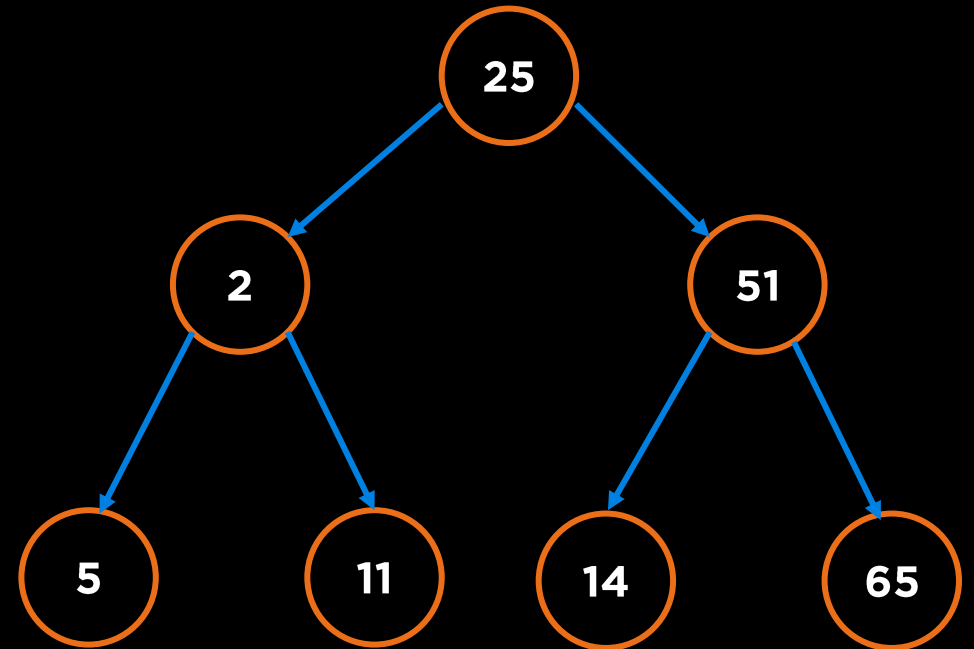
- **A full binary tree is a binary tree where all nodes have either 2 children or 0 children (the leaf nodes)**



# Trees: Type

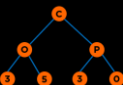
## Perfect Binary Tree

- A perfect binary tree is a full binary tree of height  $h$  with exactly  $2^h - 1$  nodes. Here,  $h$  is 1-based (height of a tree with one node is 1).
- In a perfect binary tree with  $n$  nodes, the height of the tree is  $\text{ceil}(\log_2 n)$ .



$$h = 3 \text{ and } 2^h - 1 = 7$$

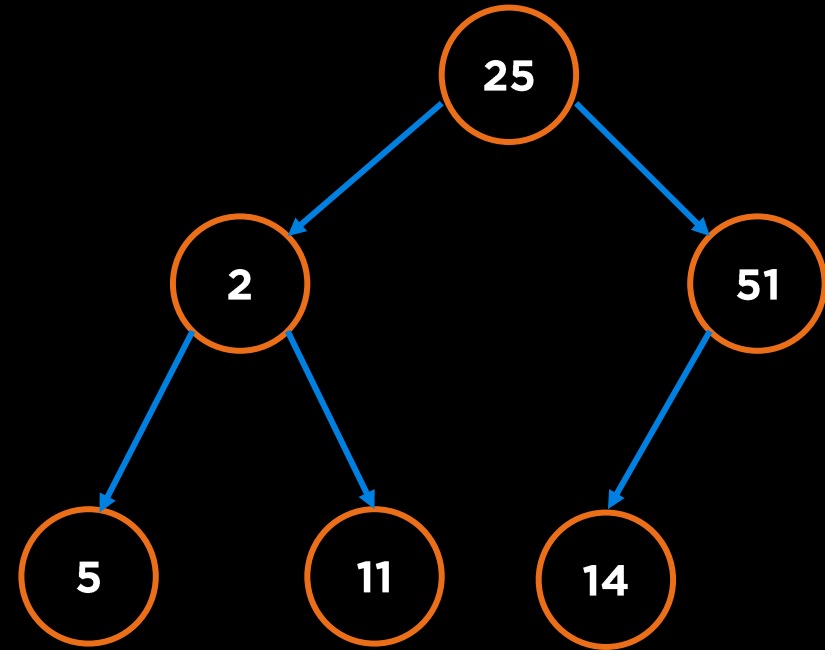
$$n = 7 \text{ and } \text{ceil}(\log_2 7) = 3$$



# Trees: Type

## Complete Binary Tree

- A complete binary tree is a perfect binary tree through level  $h - 1$  with some extra leaf nodes at level  $h$  (the tree height), all towards the left
- The height of a complete binary tree is also  $\text{ceil}(\log_2 n)$

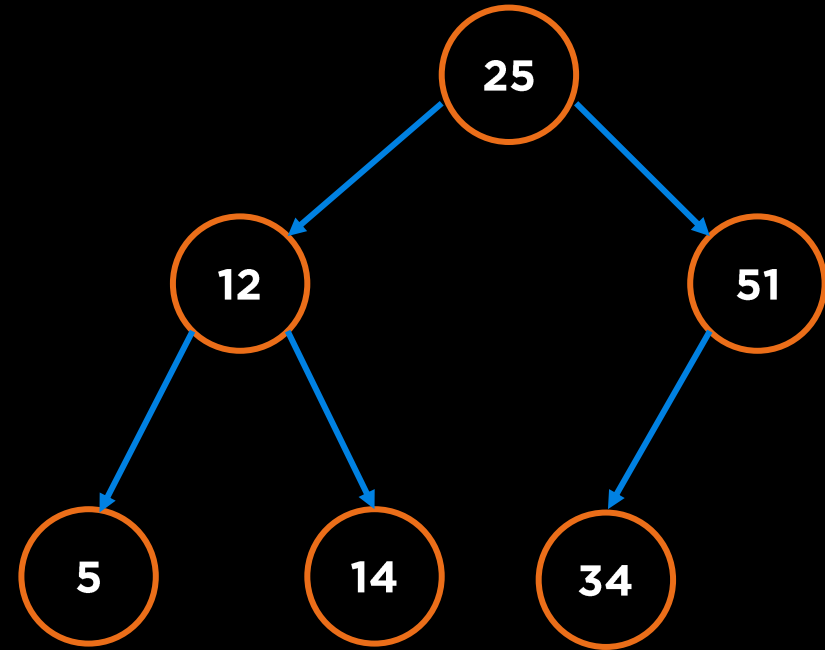


Is a full tree complete? Is a complete tree full?

# Trees: Type

## Binary Search Tree (BST)

- A binary tree in which all values of a node's left subtree or descendants to the left are less than the node and all values of a node's right subtree are greater than the node.
- An ordered binary tree.



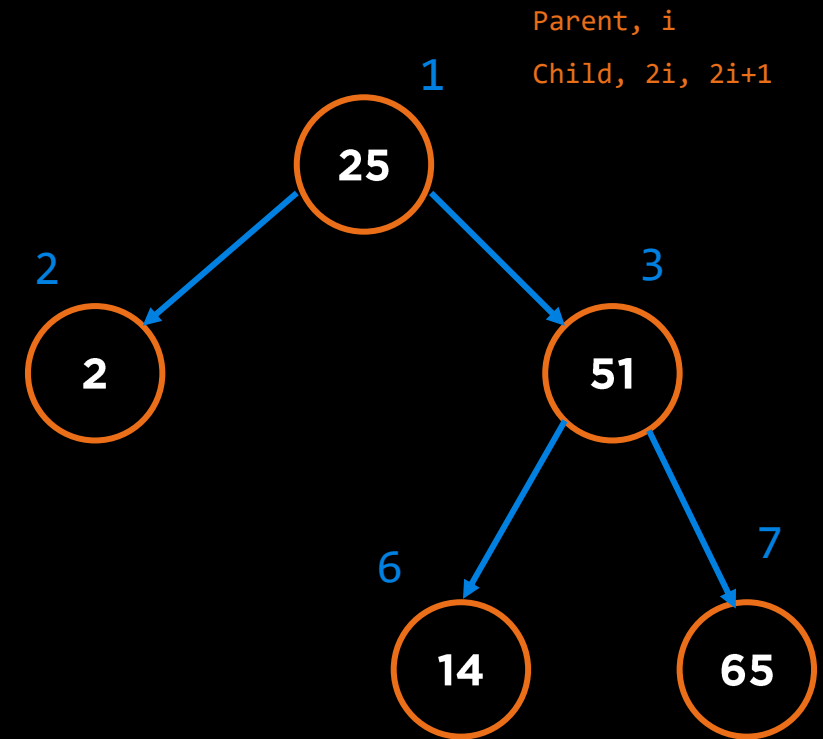
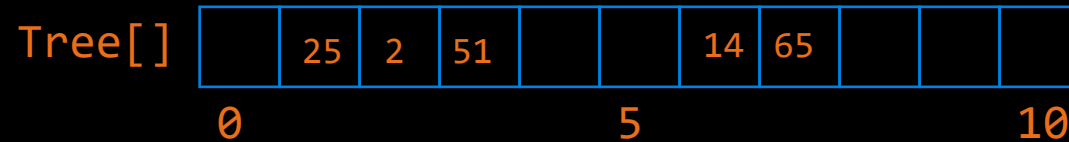


# Trees Representation

# Trees: Representation

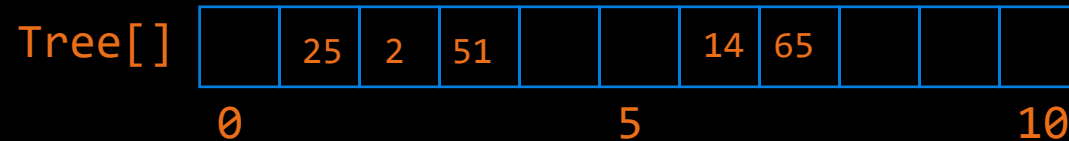
# Trees: Representation

## 1 Array Representation



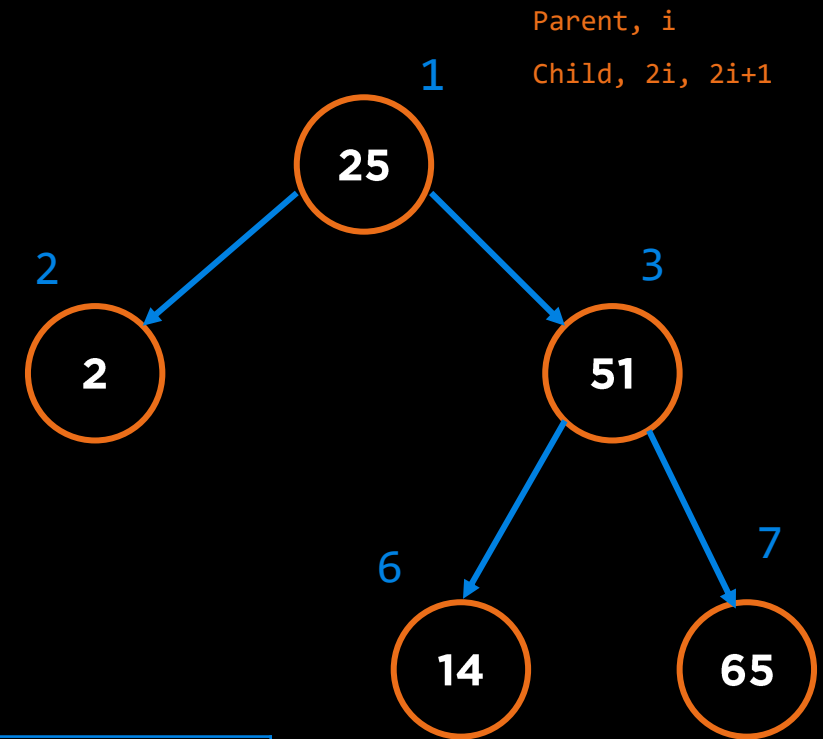
# Trees: Representation

## 1 Array Representation

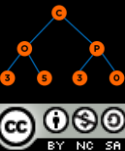


## 2 Linked Representation

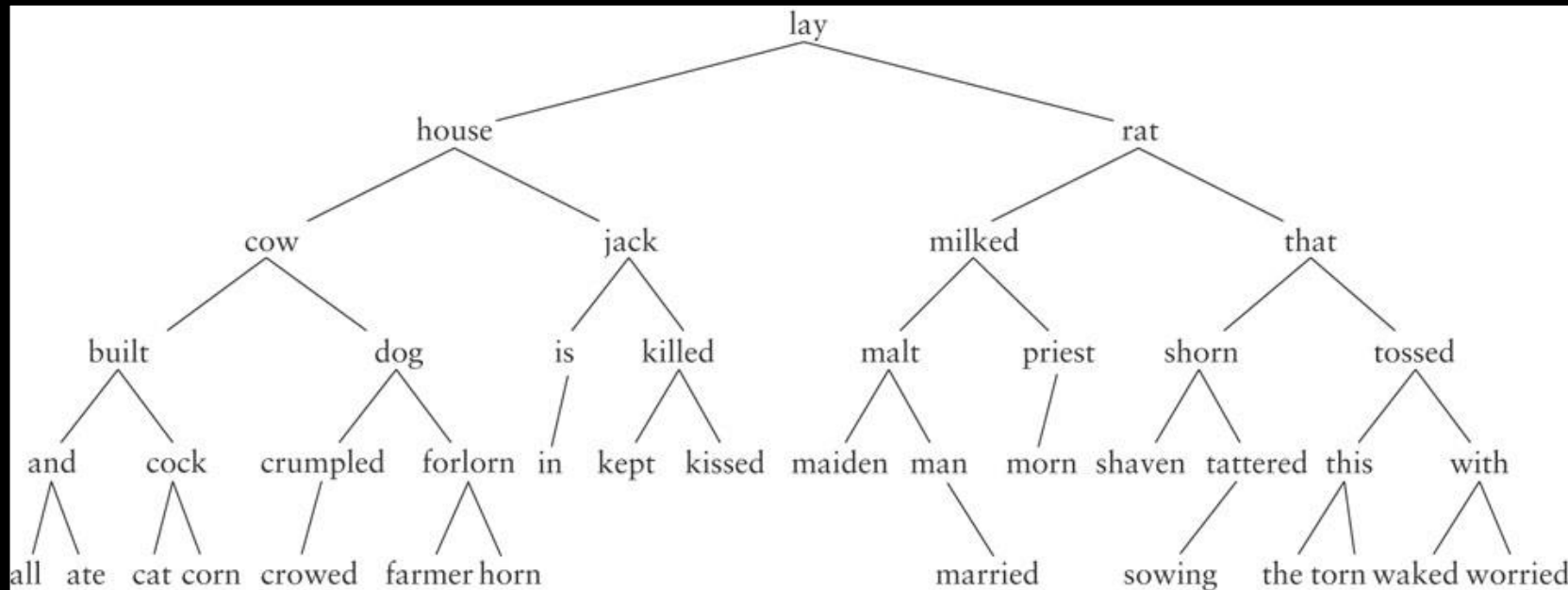
```
01 class TreeNode {
02     public:
03         int val;
04         TreeNode *left;
05         TreeNode *right;
06         TreeNode (int x) : val(x), left(nullptr), right(nullptr) {}
07 };
```



# Binary Search Trees



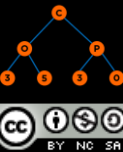
# Binary Search Tree (BST): Dictionary



# Binary Search Tree: C++ Node Class

```
01 class TreeNode {  
02     public:  
03         int val;  
04         TreeNode *left;  
05         TreeNode *right;  
06         TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}  
07     };
```

<https://onlinegdb.com/BygDgQCjI>

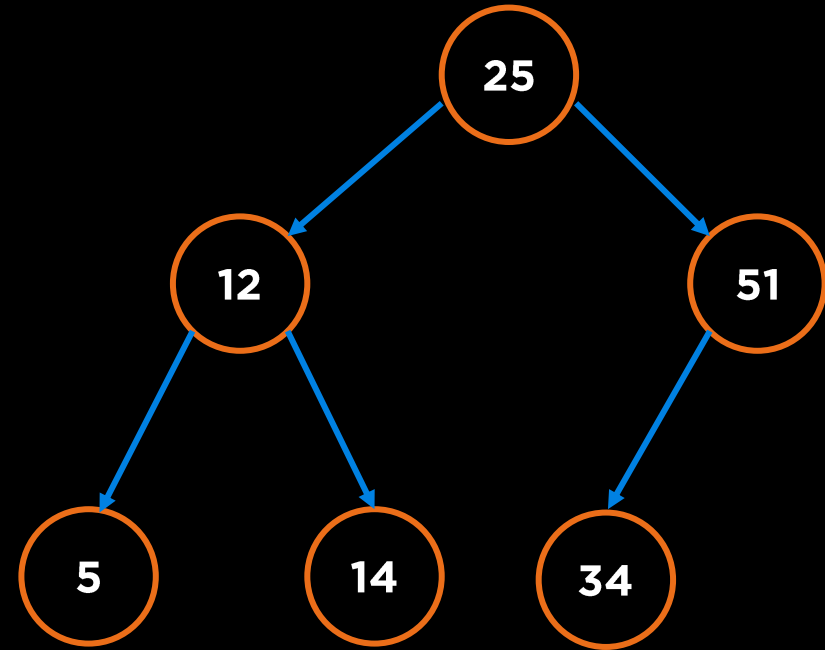


# Binary Search Tree Search

```
1.  if the tree is empty
2.      return null (target is not found)

   else if the target matches the root node's data
3.       return the data stored at the root node

   else if the target is less than the root node's data
4.       return the result of searching the left subtree of the root
   else
5.       return the result of searching the right subtree of the root
```

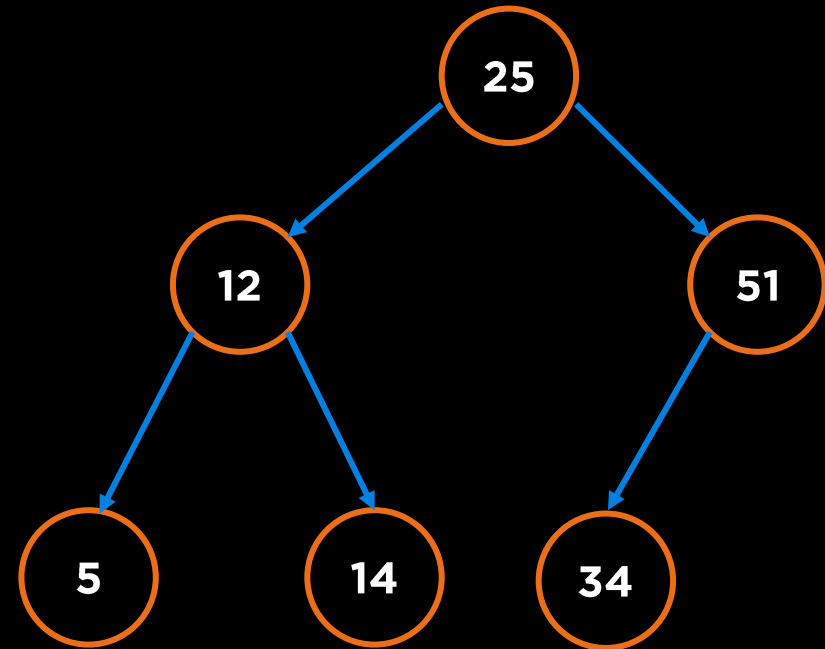




# Binary Search Tree Insertion

## Recursive Algorithm for Insertion in a Binary Search Tree

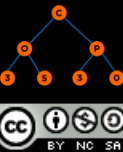
1. if the root is null
2.     Replace empty tree with a new tree with the item at the root and return **true**.
3. else if the item is equal to root.data
4.     The item is already in the tree; return **false**.
5. else if the item is less than root.data
6.     Recursively insert the item in the left subtree.
7. else
8.     Recursively insert the item in the right subtree.



# Binary Search Tree: C++ Insert

```
01  class TreeNode {
02      public:
03          int val;
04          TreeNode *left;
05          TreeNode *right;
06          TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
07  };
08
09  TreeNode* insert(TreeNode* root, int key)
10  {
11      if (root == nullptr)
12          return new TreeNode(key);
13      if (key < root->val)
14          root->left = insert(root->left, key);
15      else
16          root->right = insert(root->right, key);
17      return root;
18  }
```

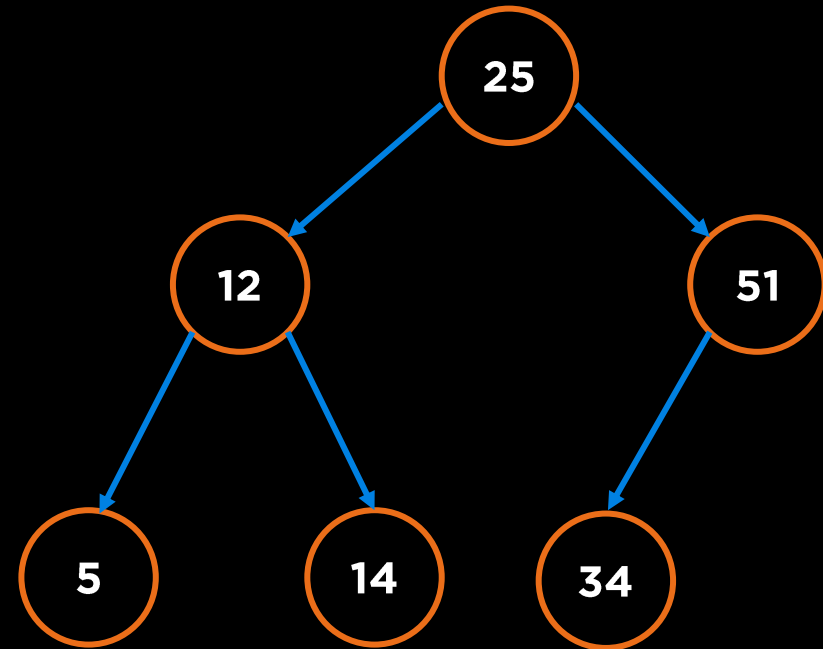
<https://onlinegdb.com/BygDgQCjI>



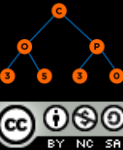
# Binary Search Tree Deletion

## Recursive Algorithm for Removal from a Binary Search Tree

1. if the root is null
2.     The item is not in tree – return null.
3.   Compare the item to the data at the local root.
4.   if the item is less than the data at the local root
5.     Return the result of deleting from the left subtree.
6.   else if the item is greater than the local root
7.     Return the result of deleting from the right subtree.
8.   else // The item is in the local root
9.     Store the data in the local root in deletedReturn.
10.    if the local root has no children
11.     Set the parent of the local root to reference null.
12.    else if the local root has one child
13.     Set the parent of the local root to reference that child.
14.    else // Find the inorder predecessor
15.     if the left child has no right child it is the inorder predecessor
16.       Set the parent of the local root to reference the left child.
17.     else
18.       Find the rightmost node in the right subtree of the left child.
19.       Copy its data into the local root's data and remove it by setting its parent to reference its left child.



# Traversals



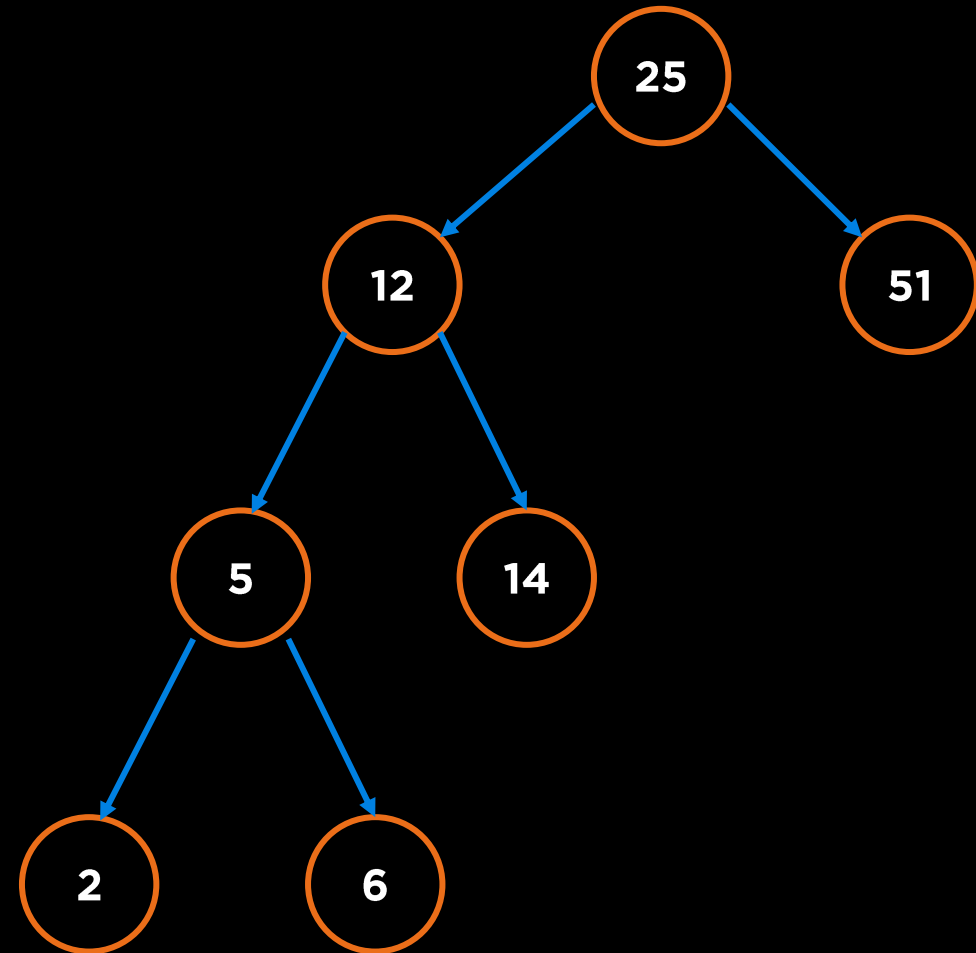
# BST Traversals

## Visiting each node in the tree

- **Depth First Strategy**
  - Inorder
  - Preorder
  - Postorder
- **Breadth First Strategy**

## Traversal vs Search

- **Traversal requires you to visit each node; Not necessarily in search**



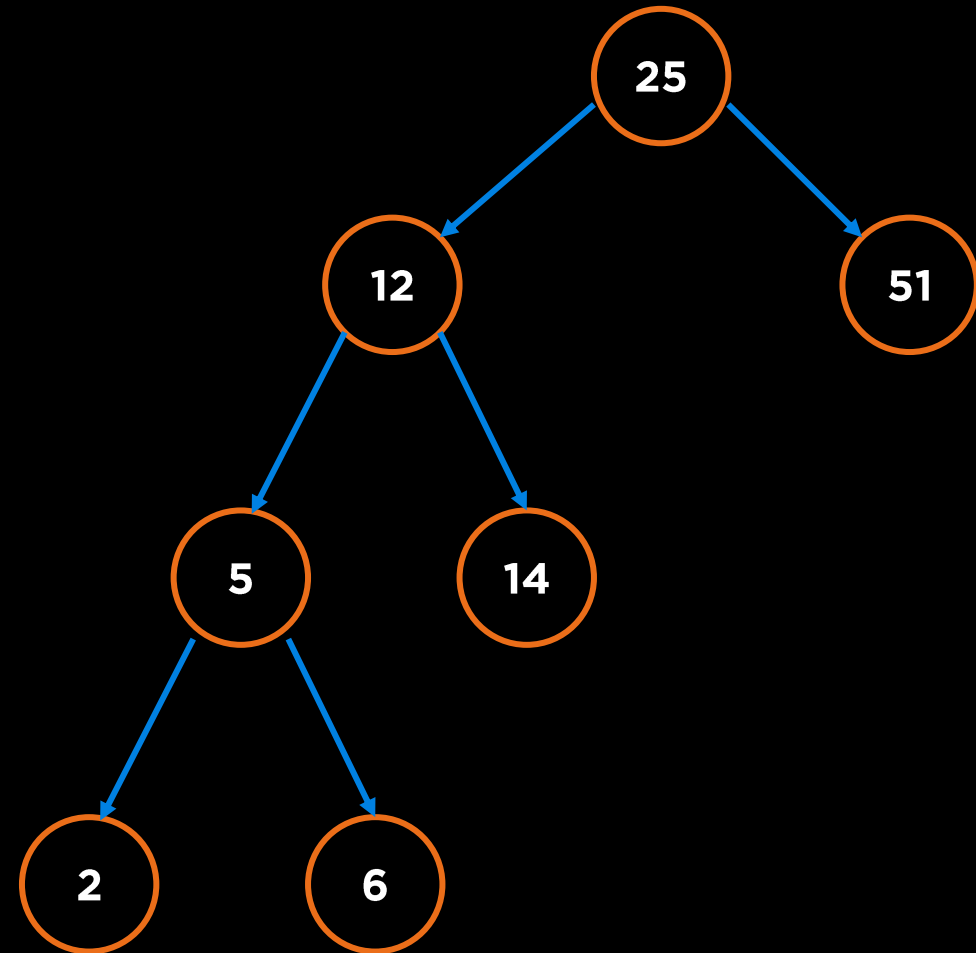
# BST Traversals: Inorder

## Strategy

- Visit Left Subtree
- Visit Root
- Visit Right Subtree

### Algorithm for Inorder Traversal

1. if the tree is empty
2. Return.
- else
3. Inorder traverse the left subtree.
4. Visit the root.
5. Inorder traverse the right subtree.



2, 5, 6, 12, 14, 25, 51

# Binary Search Tree: C++ Inorder Traversal

```
01  class TreeNode {
02      public:
03          int val;
04          TreeNode *left;
05          TreeNode *right;
06          TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
07  };
08
09  void inorder(TreeNode* head)
10  {
11      if(head==NULL)
12          cout<<" ";
13      else
14      {
15          inorder(head->left);
16          cout<<head->val<<" ";
17          inorder(head->right);
18      }
19  }
```

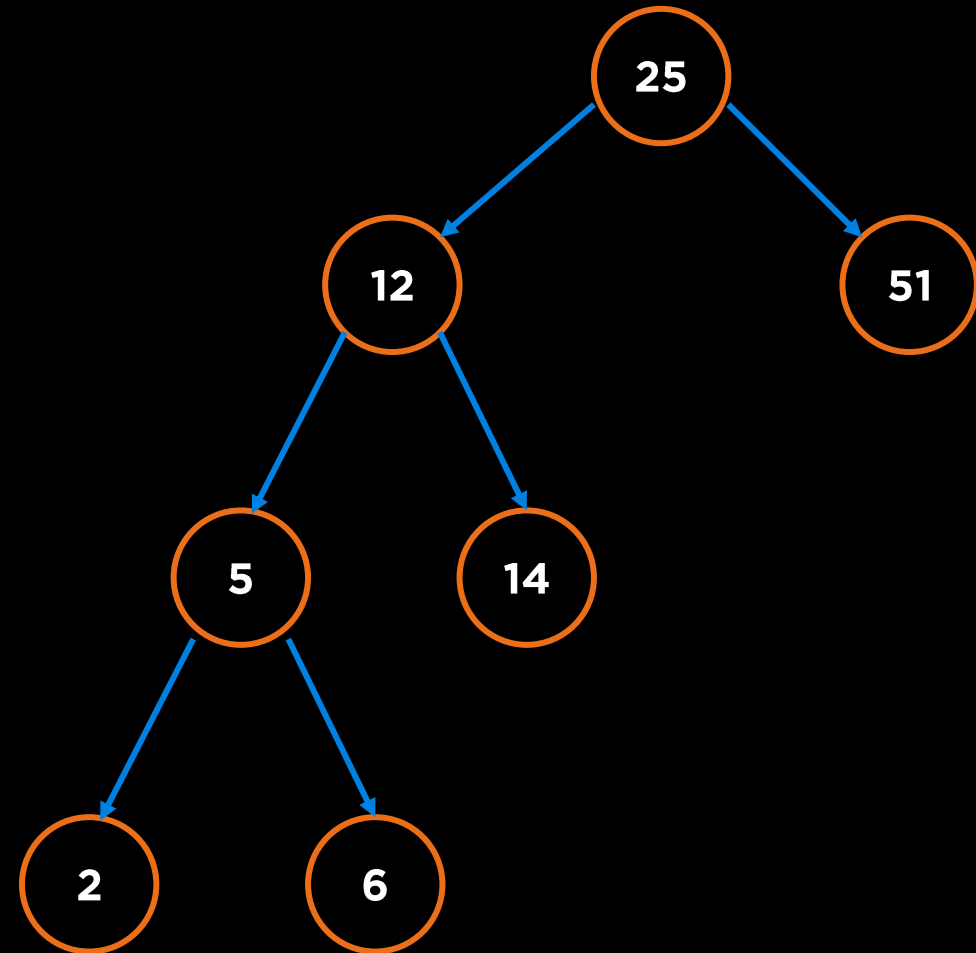
# BST Traversals: Preorder

## Strategy

- **Visit Root**
- **Visit Left Subtree**
- **Visit Right Subtree**

### Algorithm for Preorder Traversal

1. if the tree is empty
2. Return.
- else
3. Visit the root.
4. Preorder traverse the left subtree.
5. Preorder traverse the right subtree.



25, 12, 5, 2, 6, 14, 51



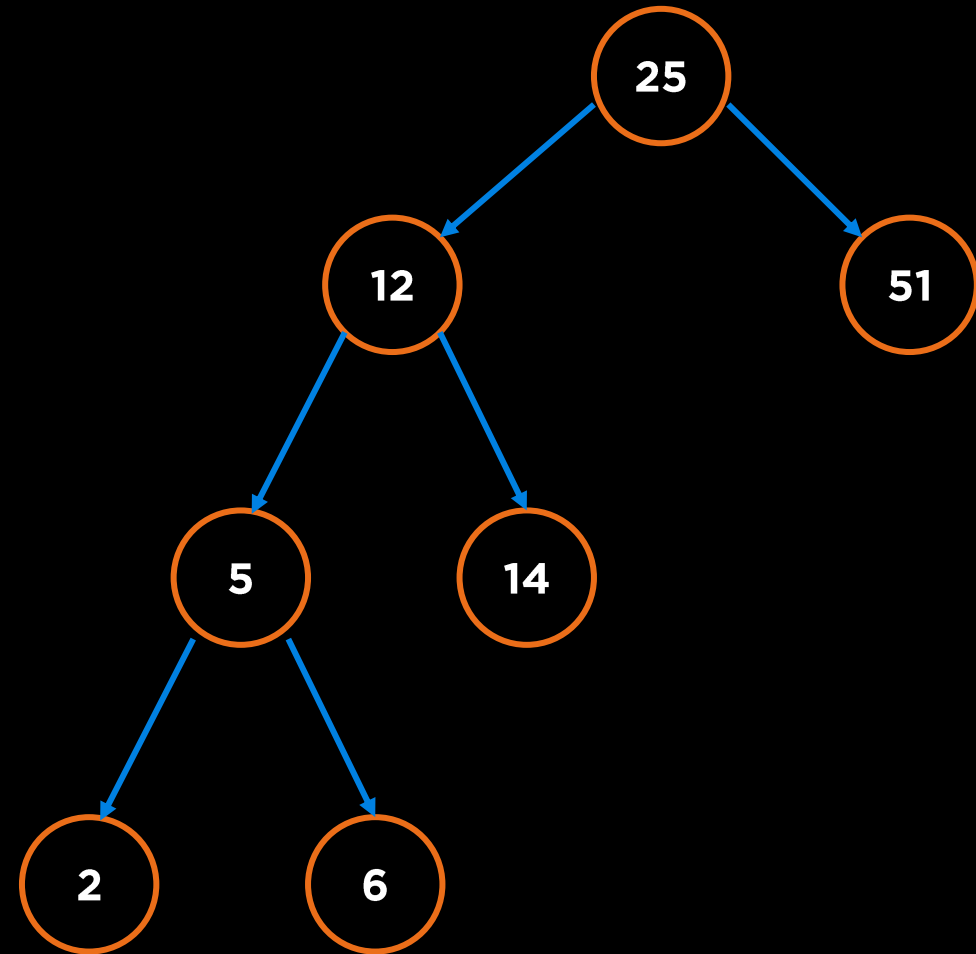
# BST Traversals: Postorder

## Strategy

- Visit Left Subtree
- Visit Right Subtree
- Visit Root

### Algorithm for Postorder Traversal

1. if the tree is empty
2. Return.
- else
3. Postorder traverse the left subtree.
4. Postorder traverse the right subtree.
5. Visit the root.

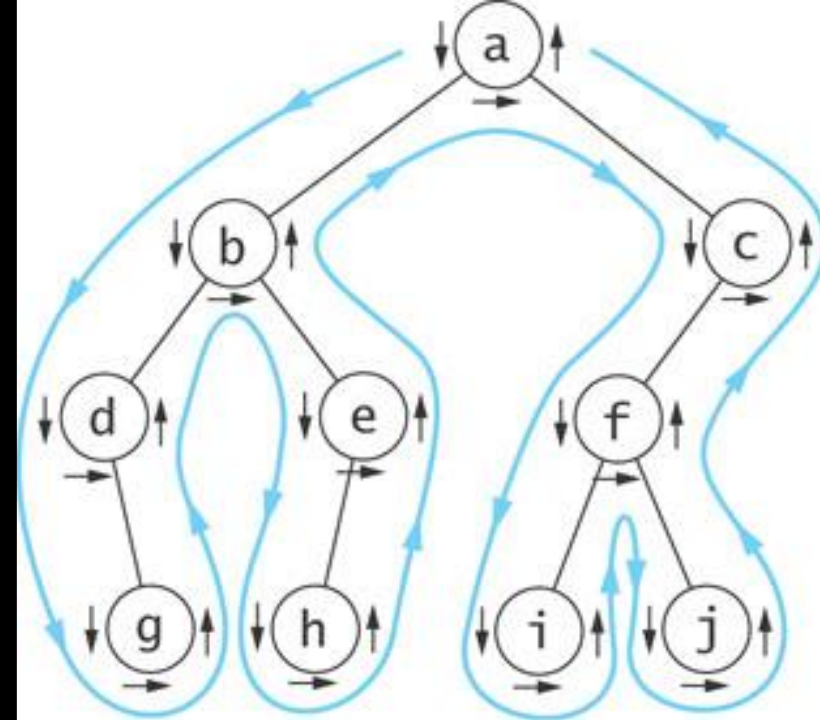


2, 6, 5, 14, 12, 51, 25

# BST Traversals: Euler Tour

Visiting each node in the tree

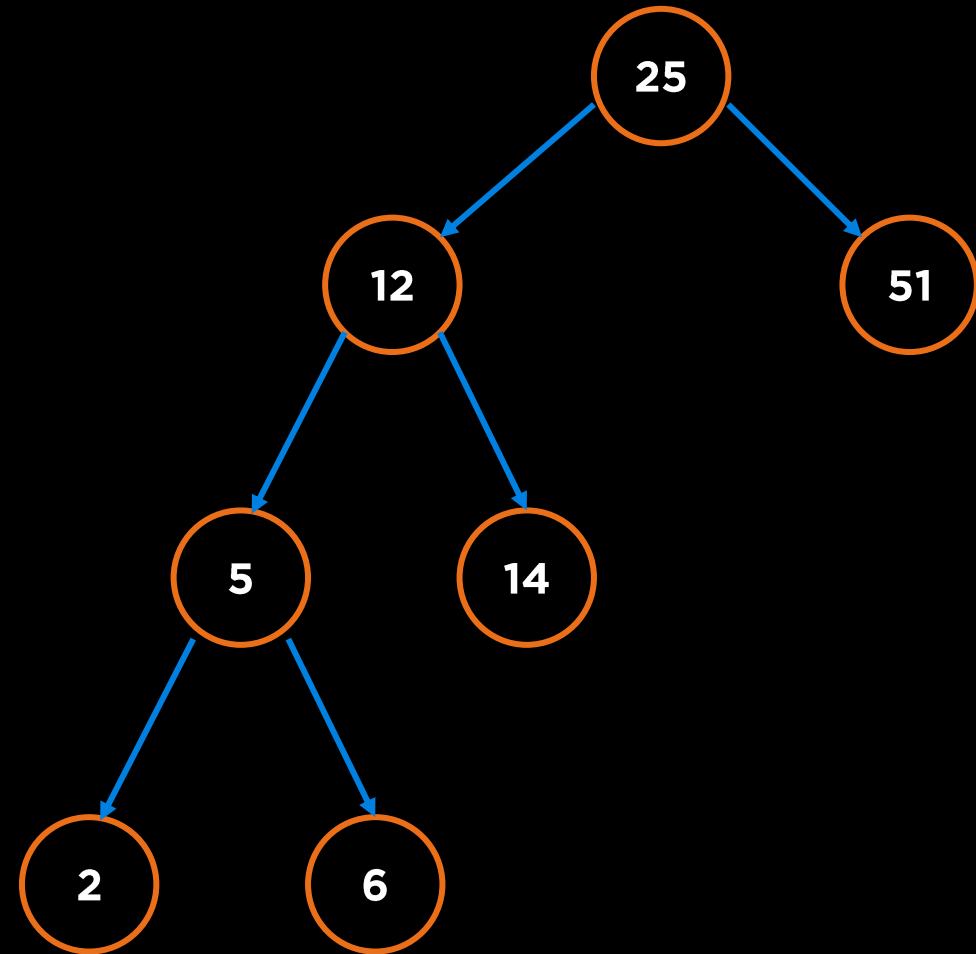
- **Depth First Strategy**
  - **Preorder** (down arrow)
  - **Inorder** (horizontal arrow)
  - **Postorder** (up arrow)



# BST Traversals: Level Order

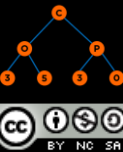
## Strategy

- Traverse all nodes in Level 0 upto n-1



25, 12, 51, 5, 14, 2, 6

# Use Cases of Traversal



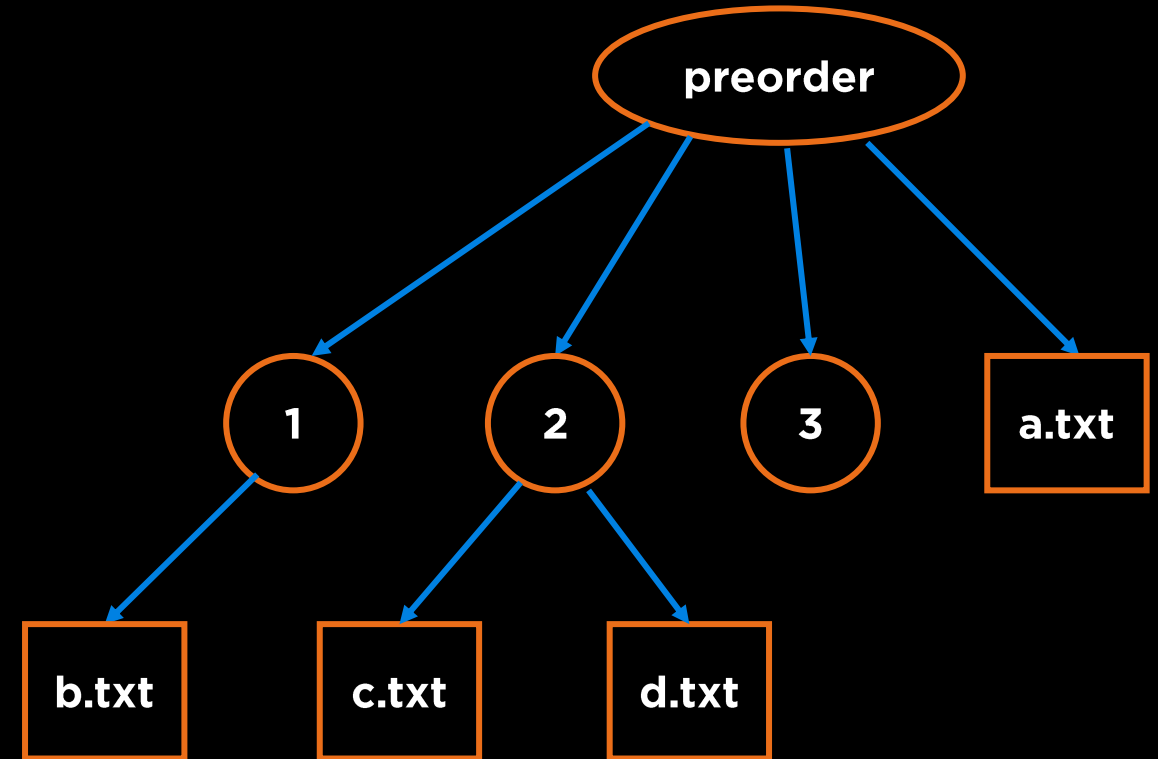
# Trees Traversal: Use Cases

- Preorder Traversal
  - Printing Directory Listings

```
PS C:\Users\kapoo\Desktop\COP3530> cd .\preorder\  
PS C:\Users\kapoo\Desktop\COP3530\preorder> ls
```

Directory: C:\Users\kapoo\Desktop\COP3530\preorder

Mode	LastWriteTime	Length	Name
d----	6/2/2020 11:12 PM	1	1
d----	6/2/2020 11:12 PM	2	2
d----	6/2/2020 11:11 PM	3	3
-a----	6/2/2020 11:12 PM	0	a.txt



# Trees Traversal: Use Cases

## ▪ Preorder Traversal

### ○ Printing Directory Listings

```
PS C:\Users\kapoo\Desktop\COP3530\preorder> ls -r

Directory: C:\Users\kapoo\Desktop\COP3530\preorder

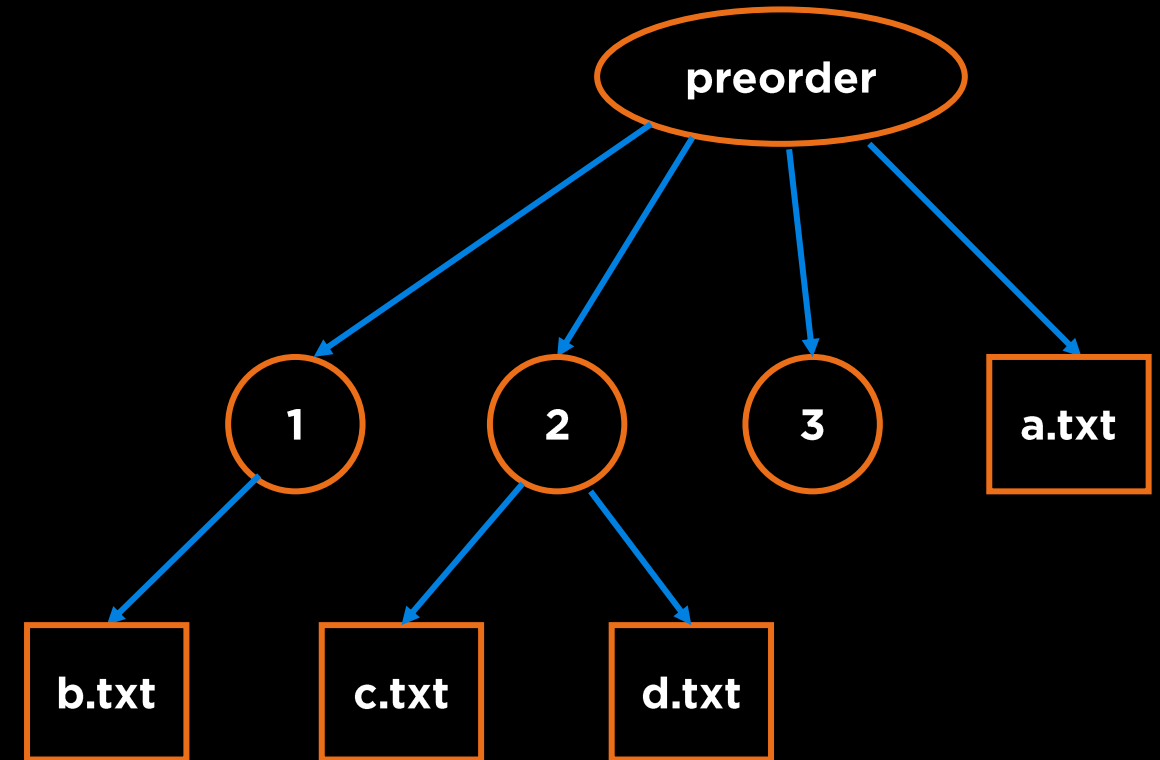
Mode                LastWriteTime         Length Name
----                -
d-----        6/2/2020  11:12 PM             1
d-----        6/2/2020  11:12 PM             2
d-----        6/2/2020  11:11 PM             3
-a----        6/2/2020  11:12 PM              0 a.txt

Directory: C:\Users\kapoo\Desktop\COP3530\preorder\1

Mode                LastWriteTime         Length Name
----                -
-a----        6/2/2020  11:12 PM              0 b.txt

Directory: C:\Users\kapoo\Desktop\COP3530\preorder\2

Mode                LastWriteTime         Length Name
----                -
-a----        6/2/2020  11:12 PM              0 c.txt
-a----        6/2/2020  11:12 PM              0 d.txt
```

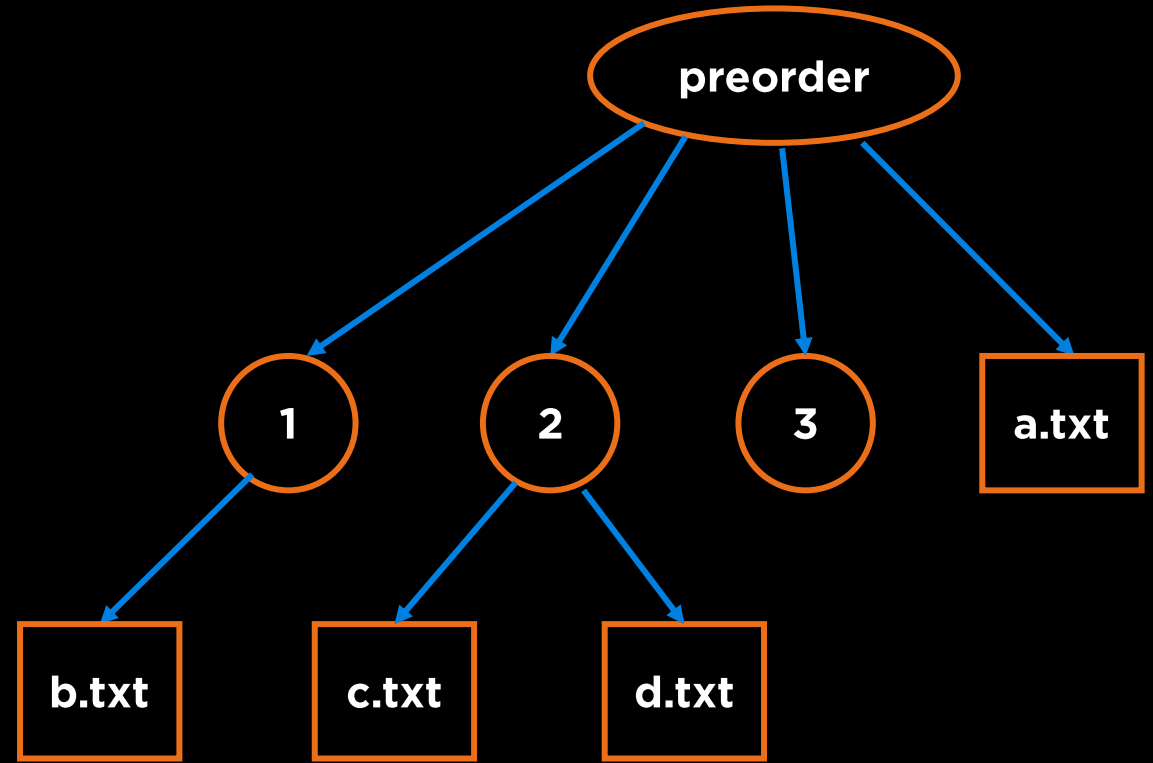


# Trees Traversal: Use Cases

- **Preorder Traversal**

- **Printing Directory Listings**

```
preorder/  
  1/  
    b.txt  
  2/  
    c.txt  
    d.txt  
  3/  
  a.txt
```

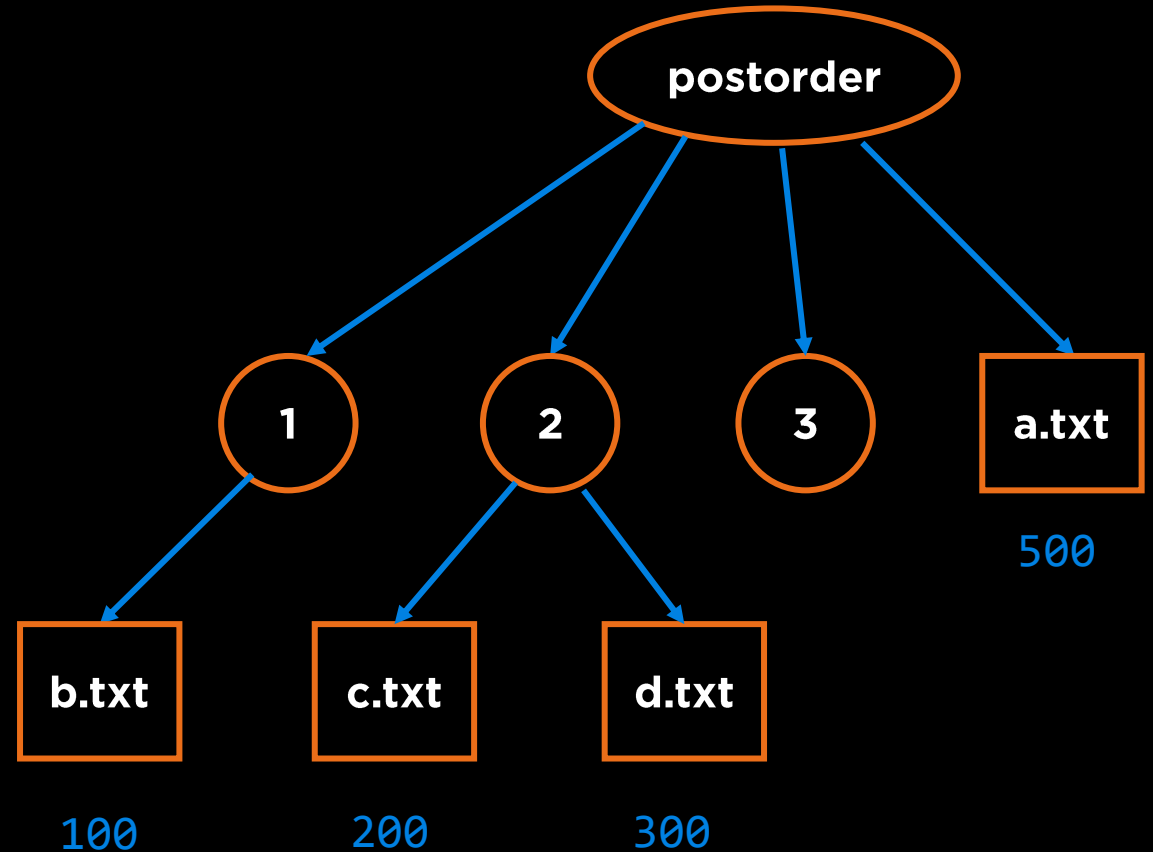


# Trees Traversal: Use Cases

- **Postorder Traversal**

- **Gathering File Sizes**

1/  
100  
2/  
200  
300  
3/  
500  
postorder/



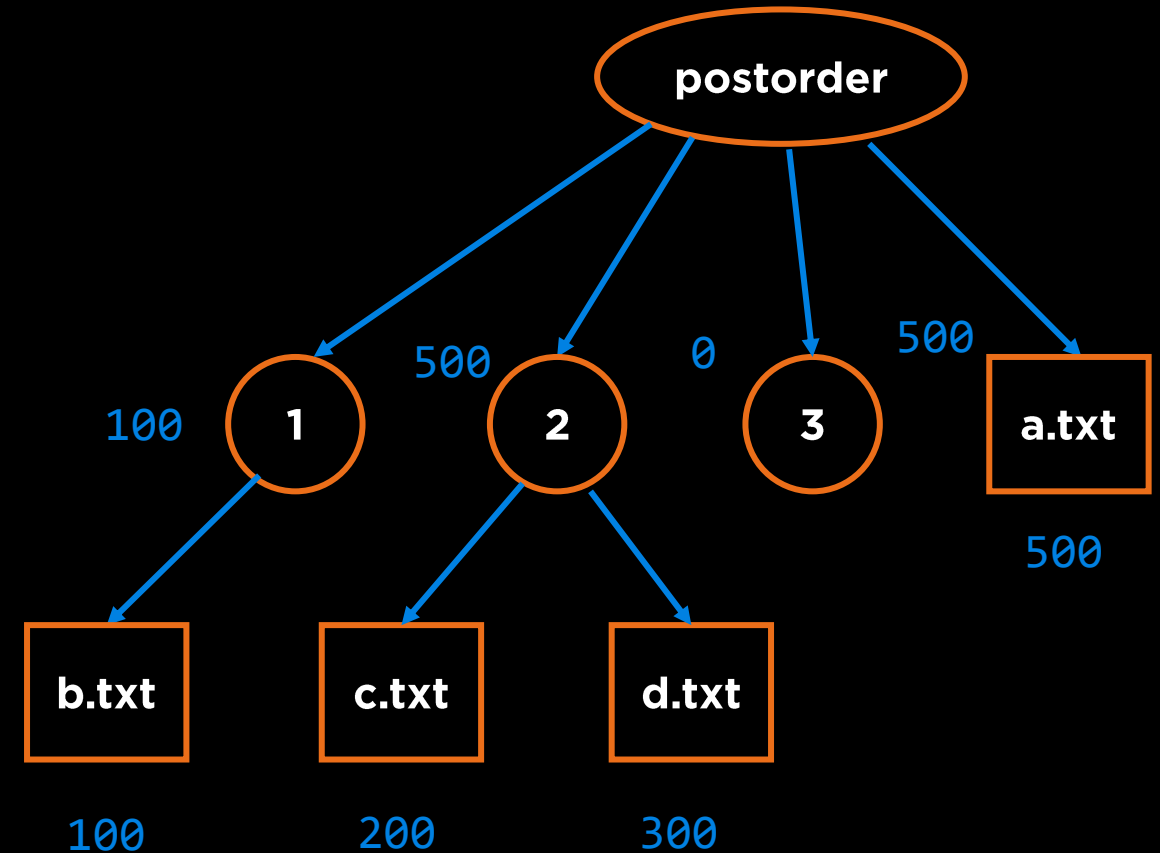


# Trees Traversal: Use Cases

- **Postorder Traversal**

- **Gathering File Sizes**

1/  
100  
2/  
200  
300  
3/  
500  
postorder/

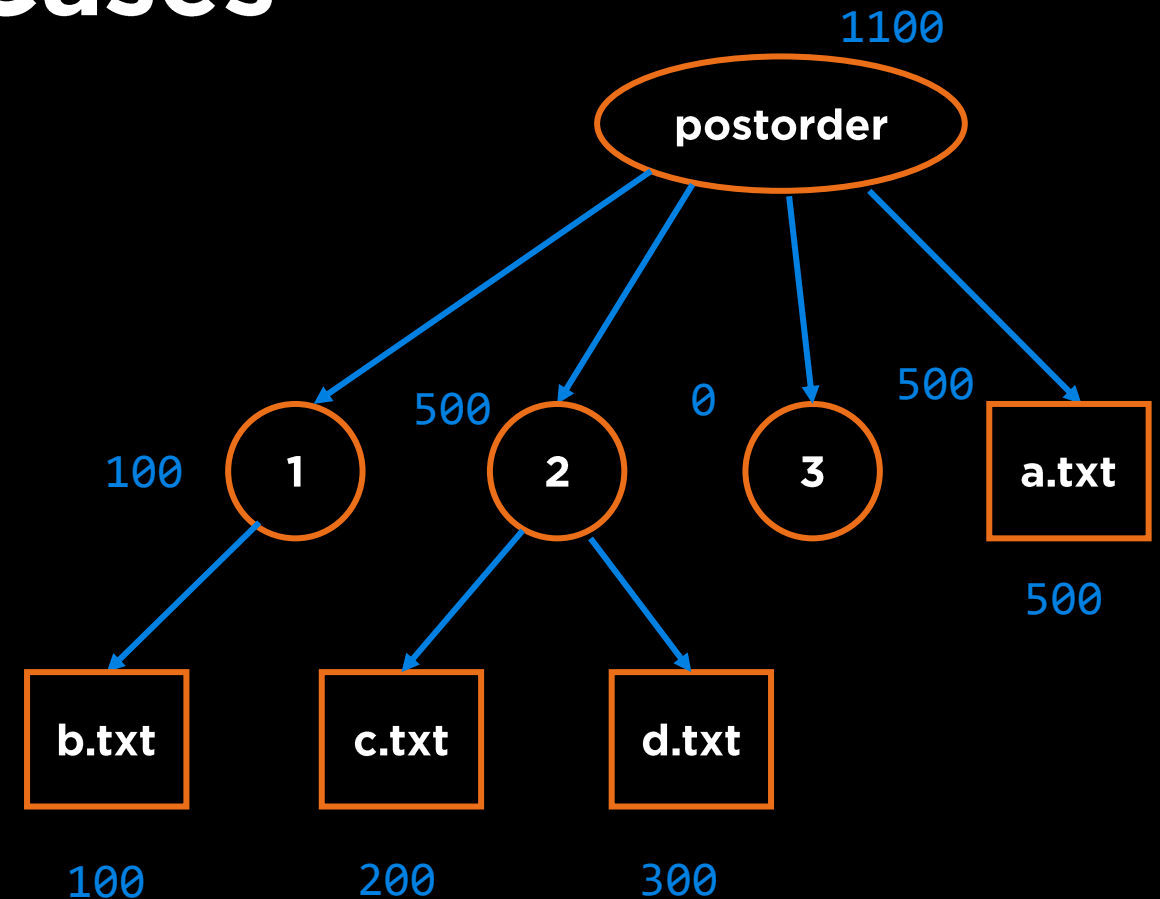


# Trees Traversal: Use Cases

- **Postorder Traversal**

- **Gathering File Sizes**

1/  
100  
2/  
200  
300  
3/  
500  
postorder/



# Questions

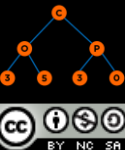
# Mentimeter

**Menti.com**  
**2434 7404**



# Binary Tree: **Sum of Right Leaves (4.2.3)**

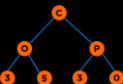
<https://stepik.org/lesson/390626/step/3?unit=379726>



# Binary Tree: Sum of Right Leaves (4.2.3)

```
01 void sumOfRightLeaves(TreeNode* root)
02 {
03     queue<TreeNode*> q;
04     int sum=0;
05
06     if(root != nullptr)
07         q.push(root);
08
09     while (!q.empty())
10     {
11
12
13
14         if (q.front()->left != nullptr)
15             q.push(q.front()->left);
16
17         if (q.front()->right != nullptr)
18             q.push(q.front()->right);
19
20         q.pop();
21
22     }
23     cout << sum;
24 }
```

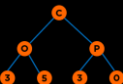
<https://stepik.org/lesson/390626/step/3?unit=379726>



# Binary Tree: Sum of Right Leaves (4.2.3)

```
01 void sumOfRightLeaves(TreeNode* root)
02 {
03     queue<TreeNode*> q;
04     int sum=0;
05
06     if(root != nullptr)
07         q.push(root);
08
09     while (!q.empty())
10     {
11         if (q.front()->right != nullptr && q.front()->right->right == nullptr && q.front()->right->left == nullptr)
12             sum += q.front()->right->val;
13
14         if (q.front()->left != nullptr)
15             q.push(q.front()->left);
16
17         if (q.front()->right != nullptr)
18             q.push(q.front()->right);
19
20         q.pop();
21
22     }
23     cout << sum;
24 }
```

<https://stepik.org/lesson/390626/step/3?unit=379726>



# Questions



# More Properties Related to Height

# Trees: Terminology

## Height

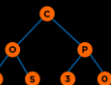
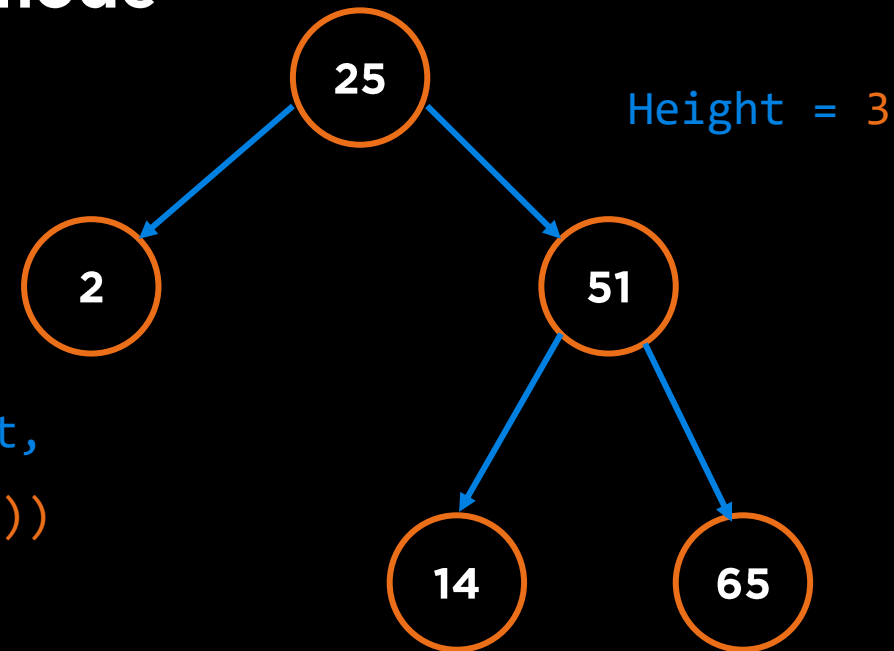
**The height of a tree** is the number of nodes in the longest path from the root node to a leaf node

If tree has just the root,

Height = 1

If tree has more nodes than the root,

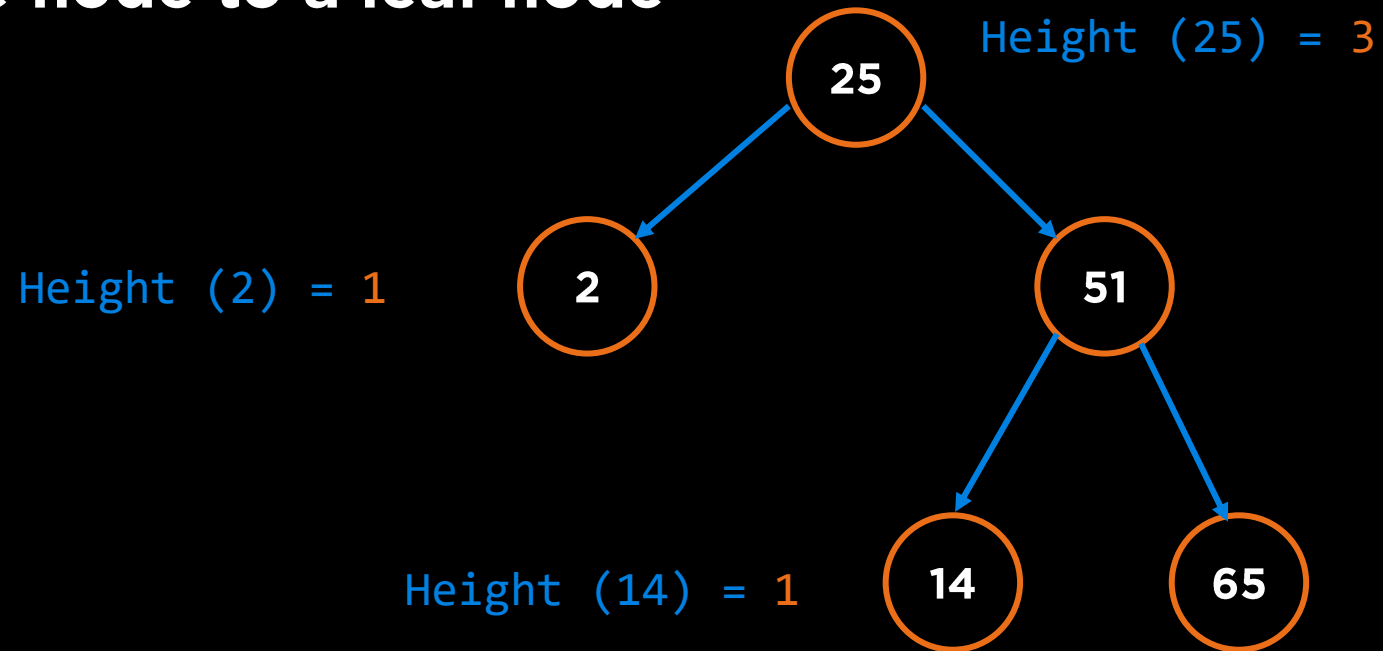
Height = 1 + max(Height(children))



# Trees: Terminology

## Height of a Node

**The height of a node** is the number of nodes in the longest path from the node to a leaf node



# Trees: Relationship between Height and Number of Nodes

Minimum number of Nodes in a Tree with Height,  $h$

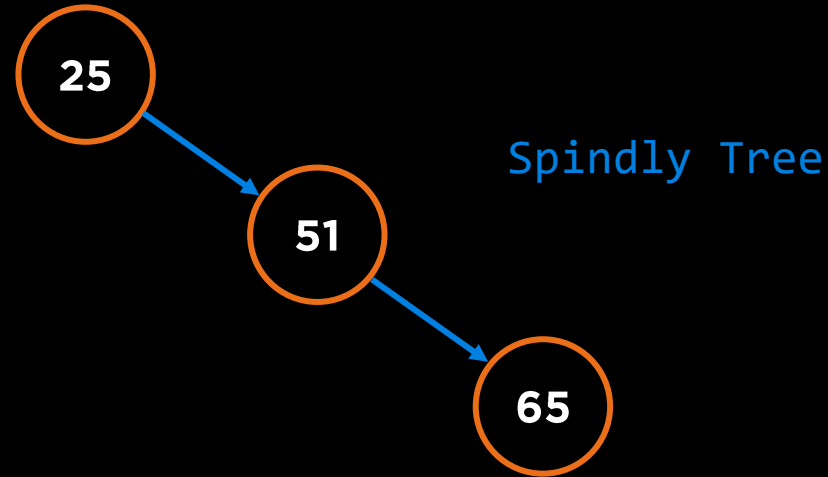
# Trees: Relationship between Height and Number of Nodes

**Minimum number of Nodes in a Tree with Height,  $h$**

If height =  $h$ , at least one node at each level, therefore

**Number of Nodes,  $n = h$**

Height,  $h = 3$



# Trees: Relationship between Height and Number of Nodes

Maximum number of Nodes in a Tree with Height,  $h$

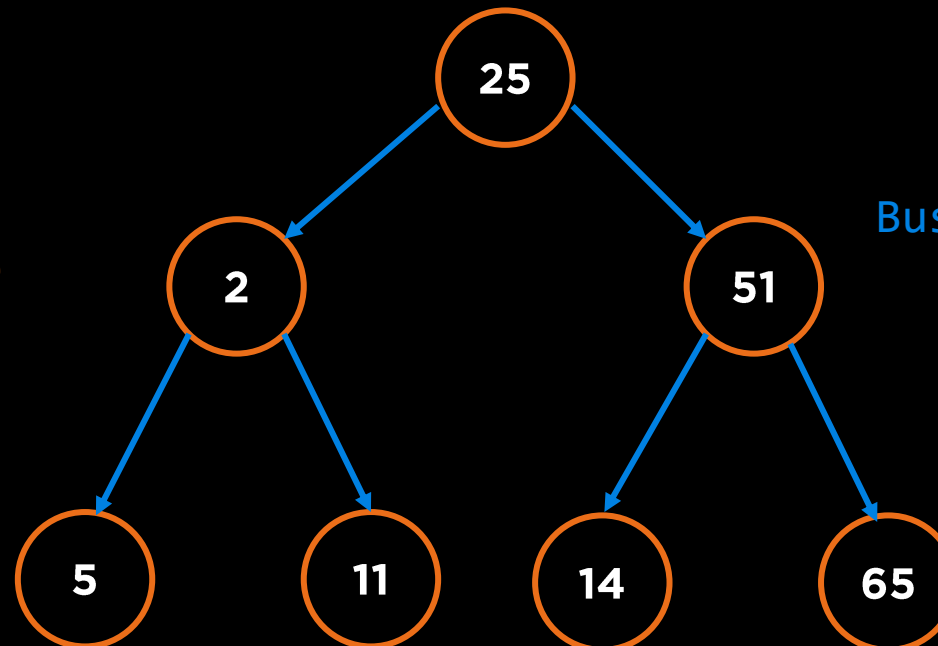
# Trees: Relationship between Height and Number of Nodes

**Maximum number of Nodes in a Tree with Height,  $h$**

If height =  $h$ , all possible node at each level, therefore

$$\text{Number of Nodes, } n = 1 + 2 + 4 + \dots + 2^{h-1} = 2^h - 1$$

Height,  $h = 3$   
Perfect Binary Tree



Bushy Tree

[https://en.wikipedia.org/wiki/1\\_2\\_4\\_8\\_%E2%8B%AF](https://en.wikipedia.org/wiki/1_2_4_8_%E2%8B%AF)

# Trees: Relationship between Height and Number of Nodes

**Number of Nodes** is between  **$h$**  and  **$2^h - 1$**

$$h \leq n \leq 2^h - 1$$

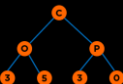
$$n + 1 \leq 2^h$$

$$\log(n + 1) \leq \log(2^h)$$

$$\log(n + 1) \leq \log(2^h)$$

$$\log(n + 1) \leq h$$

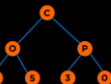
**Height of a Tree,  $h$**  is between  **$\log_2(n+1)$**  and  **$n$**



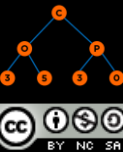


# Trees Height: Takeaway

- Trees with  $n$  nodes can have a height that is proportional to  $n$  or proportional to  $\log(n)$ .
- For good performance we want a tree that is as perfect as possible or as “bushy” as possible, i.e.  $\text{height} \sim \log(n)$

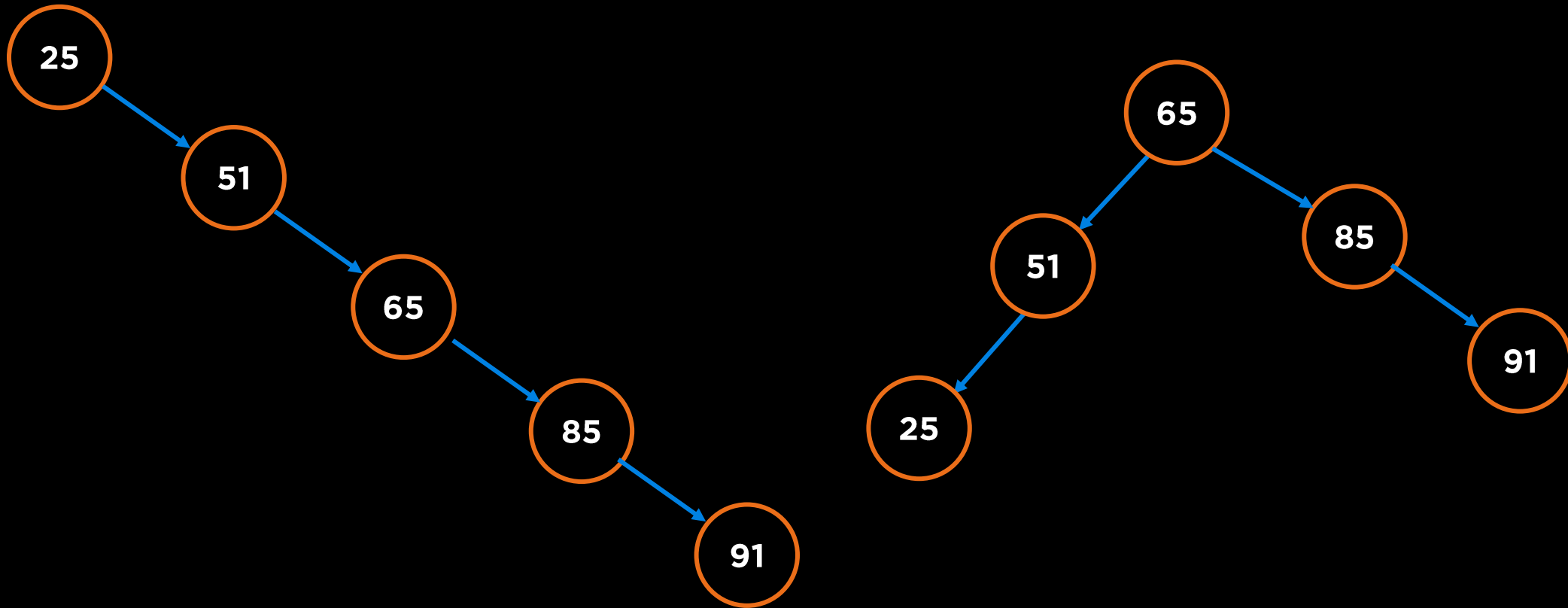


# BST Performance



# BST Insertion

$n!$  different ways to insert  $n$  elements



# BST Insert, Delete and Search

**Worst Case ~ Height =  $n$**

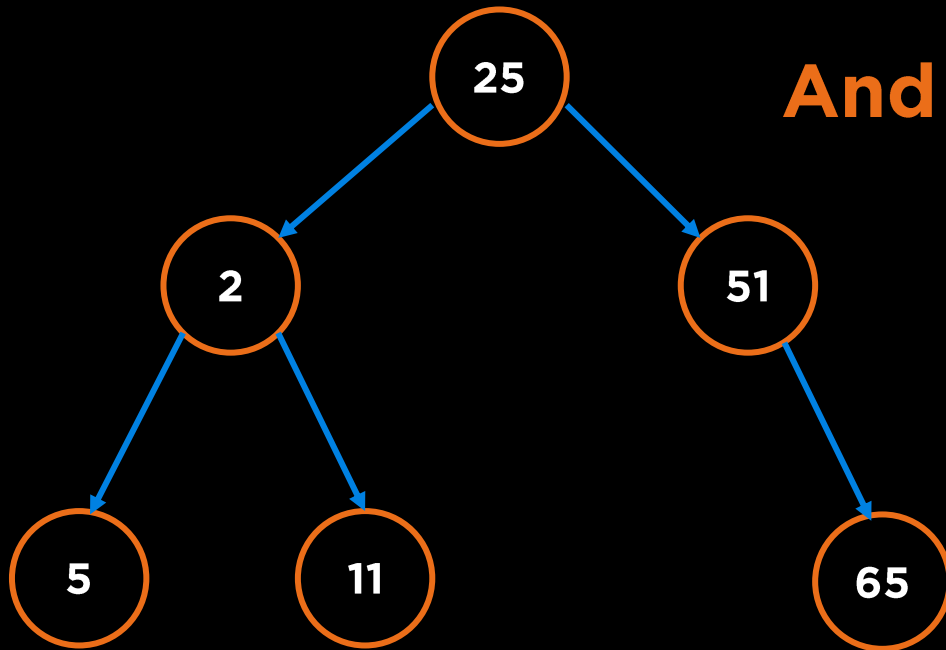
**And Common Operations will be  $O(n)$**



# BST Insert, Delete and Search

Average Case ~ Height =  $\log n$

And Common Operations will be  $O(\log n)$

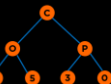
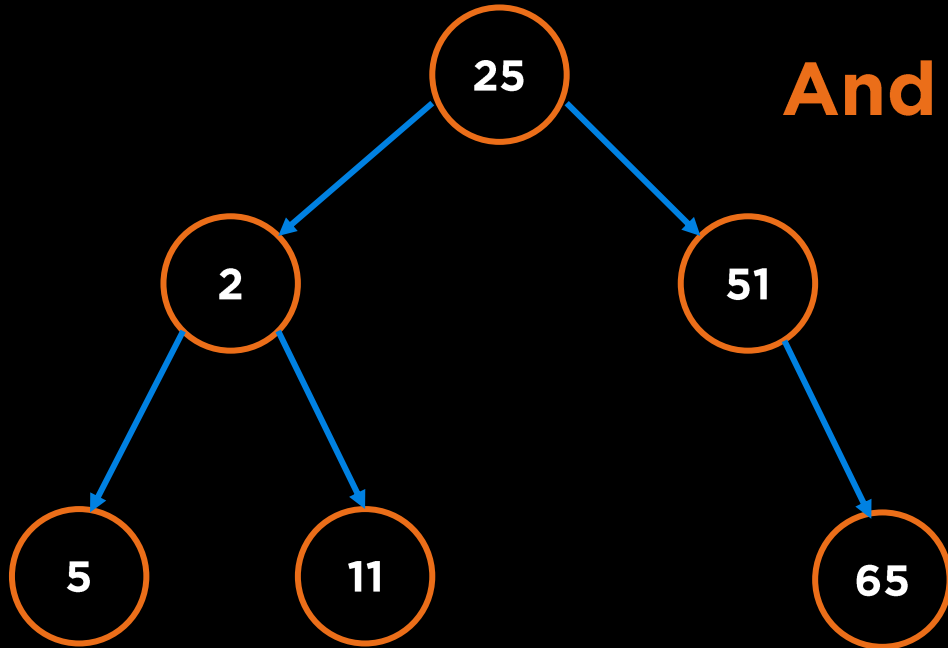


Reed, 2003: <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.152.1289&rep=rep1&type=pdf>

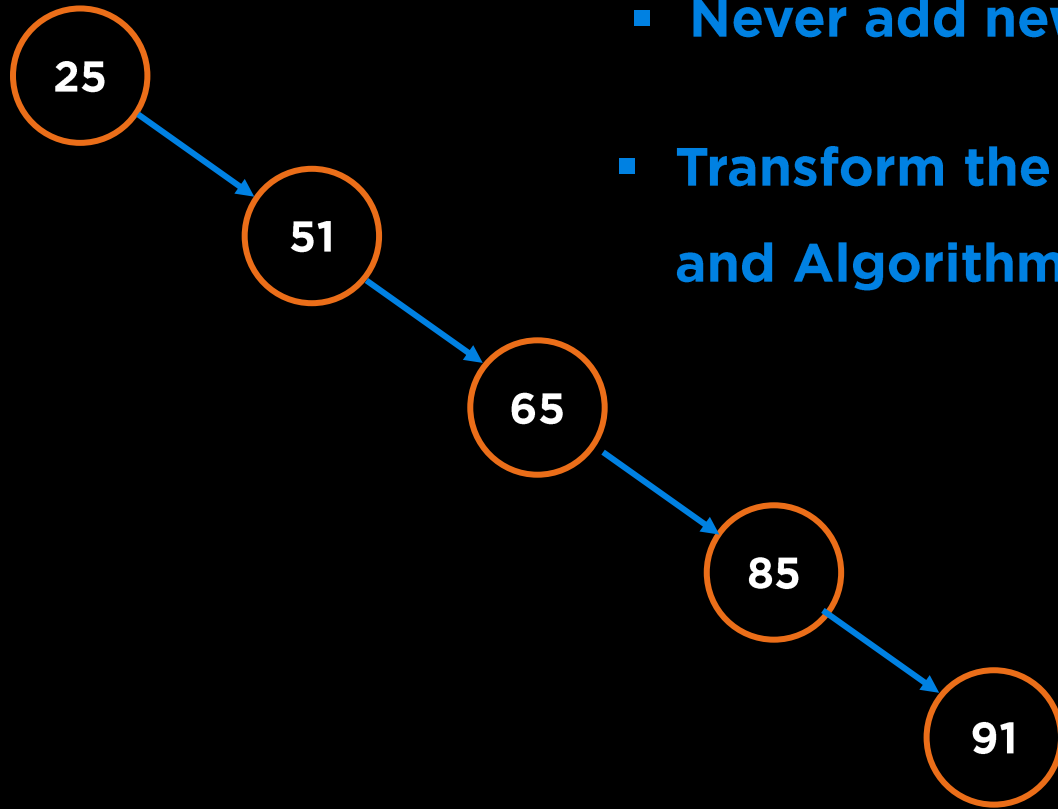
# BST Insert, Delete and Search

**Best Case ~ Height =  $\log n$**

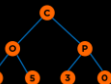
**And Common Operations will be  $O(1)$**



# How do we fix the Worst Case?



- Never add new leaves at the bottom: Increase size of node
- Transform the “Spindly” Tree to “Bushy Tree” using Tools and Algorithms



# Questions