



#### Tree Traversal algorithms

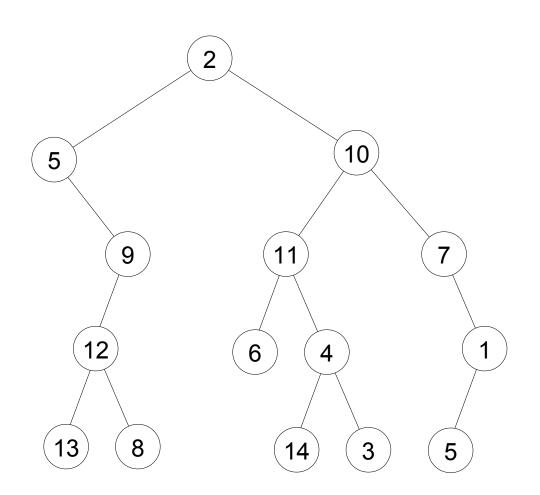
#### Depth-first traversal



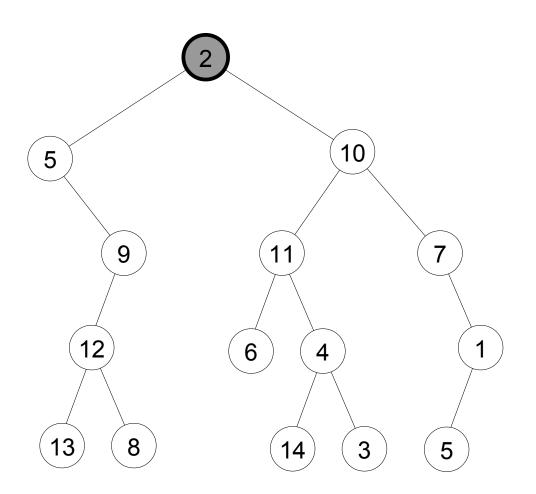


#### **Principle**





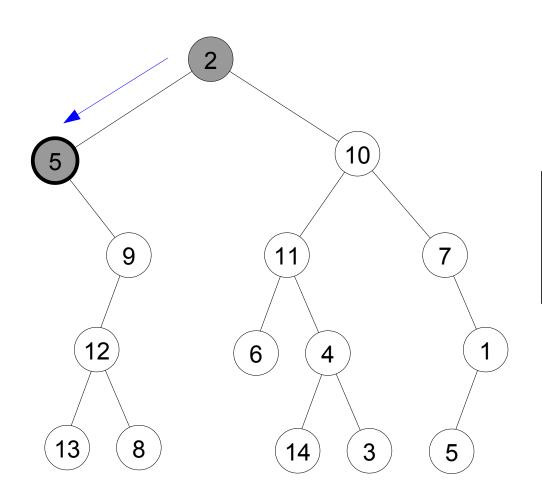




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

Visited nodes:

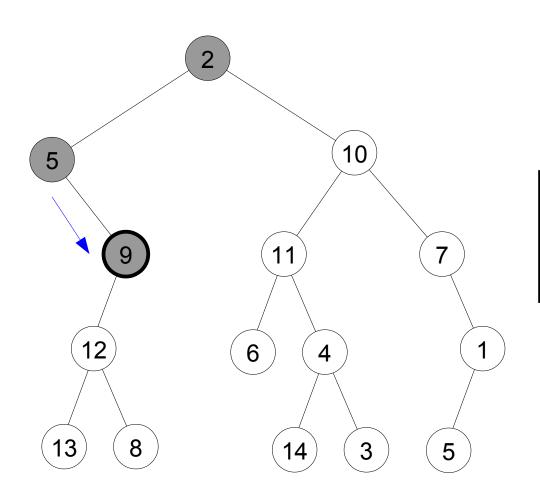




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

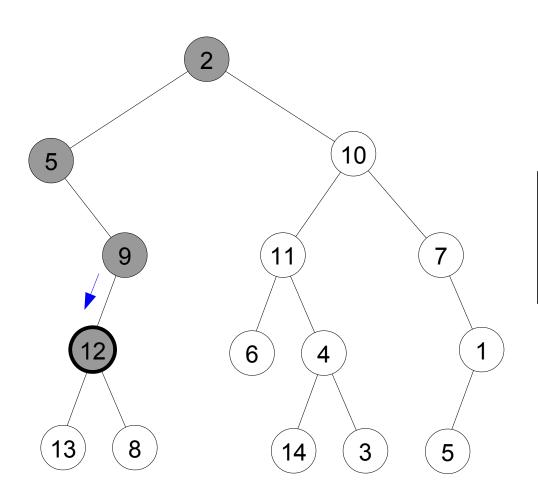
Visited nodes: 2 5





```
Visited nodes:
2 5 9
```

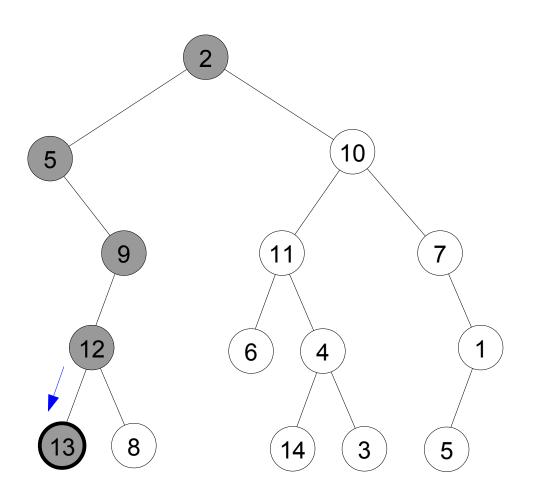




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

Visited nodes: 2 5 9 12

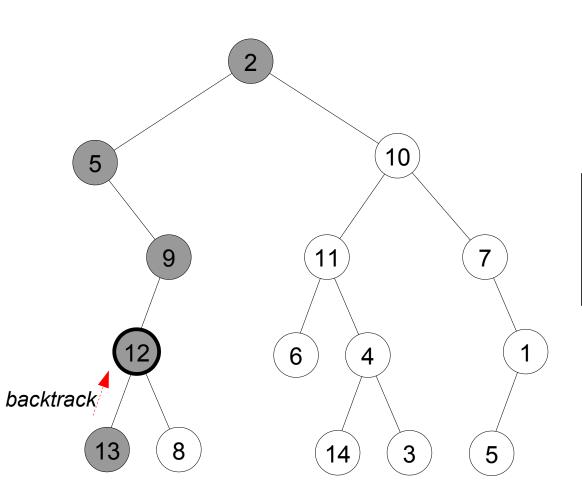




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

Visited nodes: 2 5 9 12 13

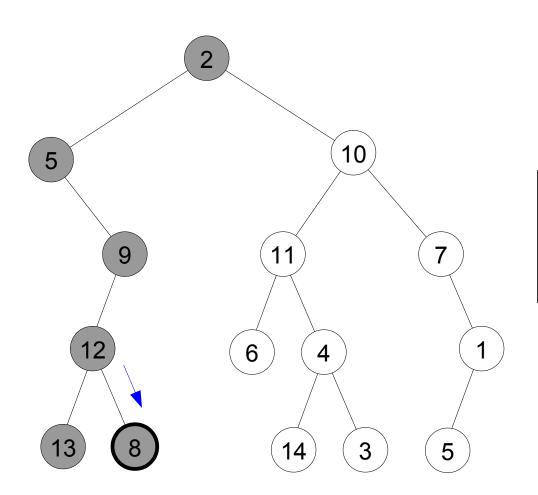




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

Visited nodes: 2 5 9 12 13

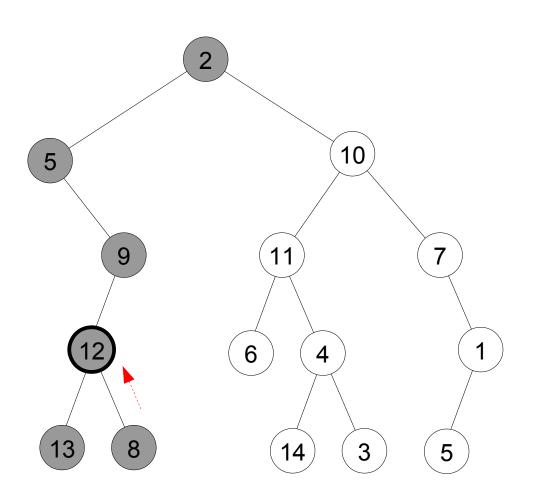




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

Visited nodes:
2 5 9 12 13 8

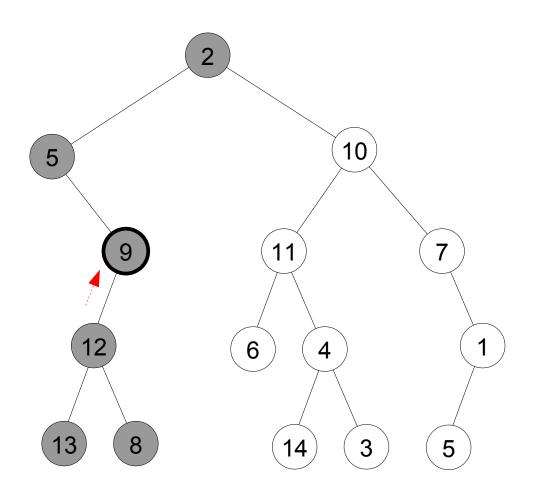




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

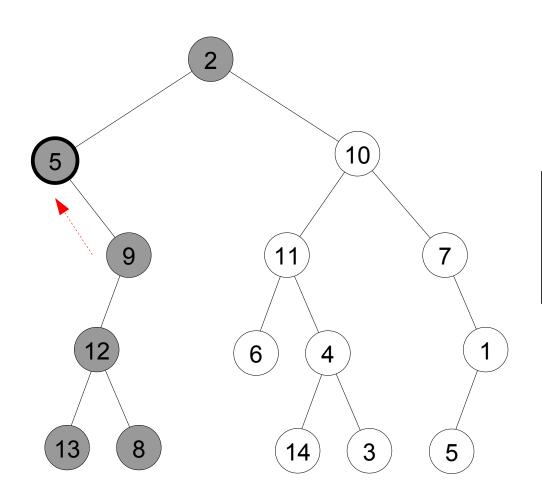
Visited nodes:
2 5 9 12 13 8





```
Visited nodes:
2 5 9 12 13 8
```

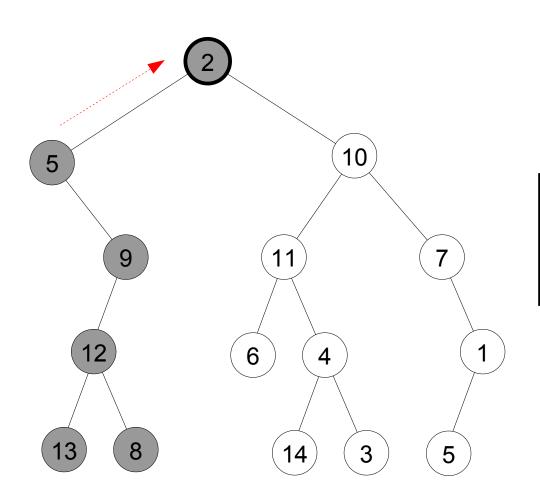




Each branch of the tree is traversed ad far as possible (until reaching a leaf)

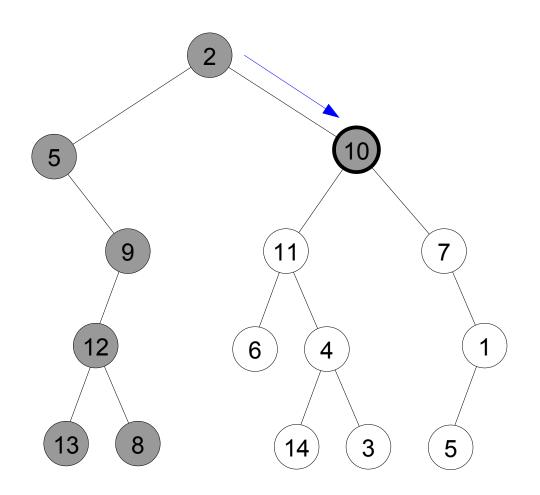
Visited nodes:
2 5 9 12 13 8





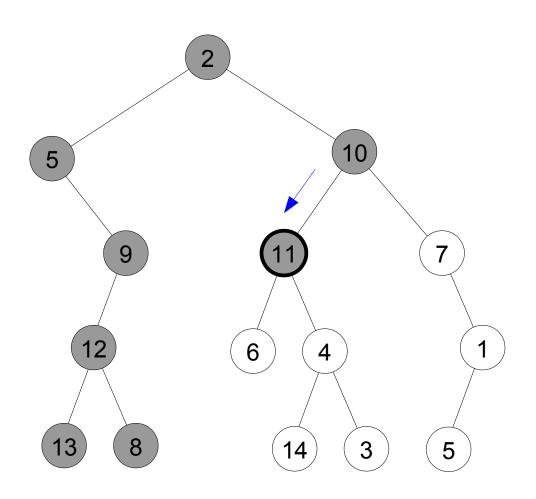
```
Visited nodes:
2 5 9 12 13 8
```





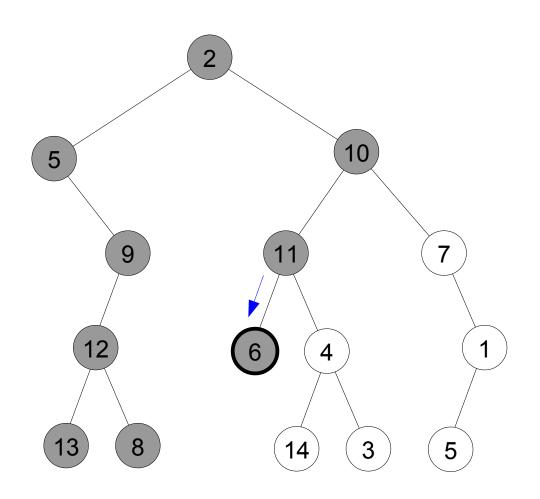
```
Visited nodes:
2 5 9 12 13 8 10
```





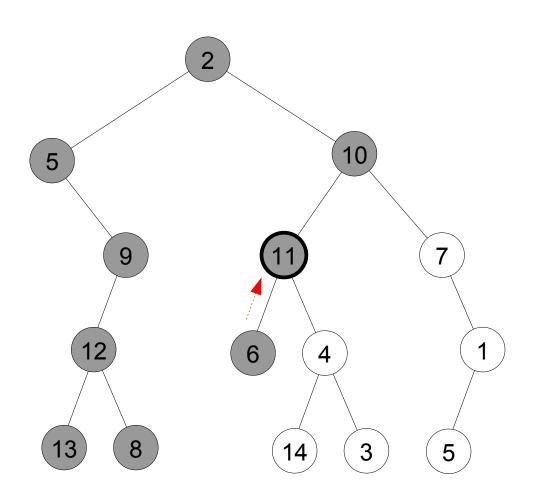
```
Visited nodes:
2 5 9 12 13 8 10
11
```





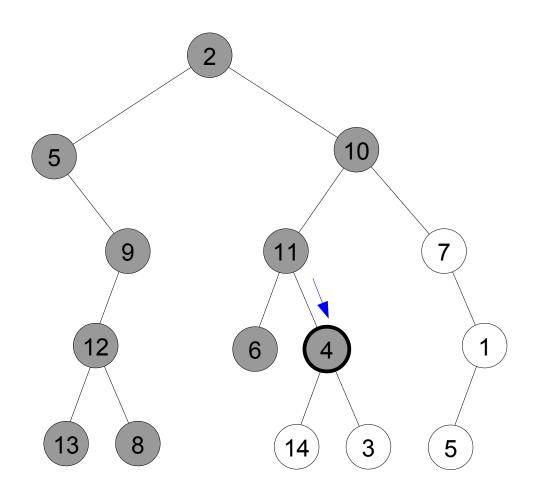
```
Visited nodes:
2 5 9 12 13 8 10
11 6
```





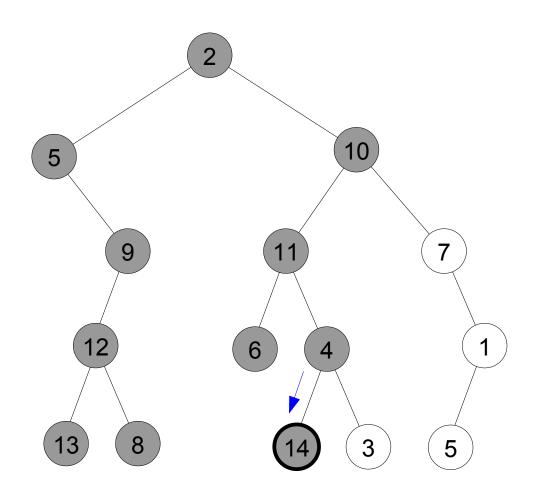
```
Visited nodes:
2 5 9 12 13 8 10
11 6
```





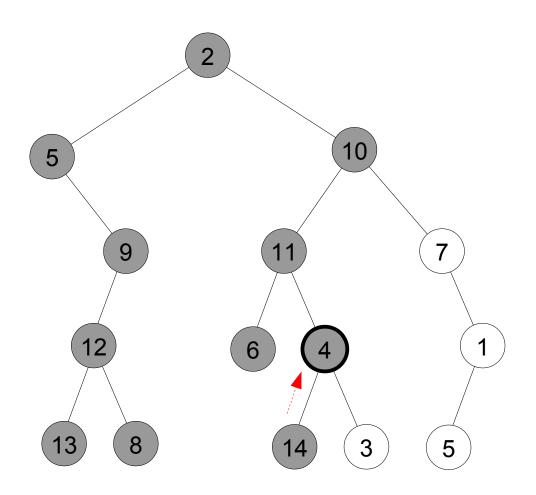
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4
```





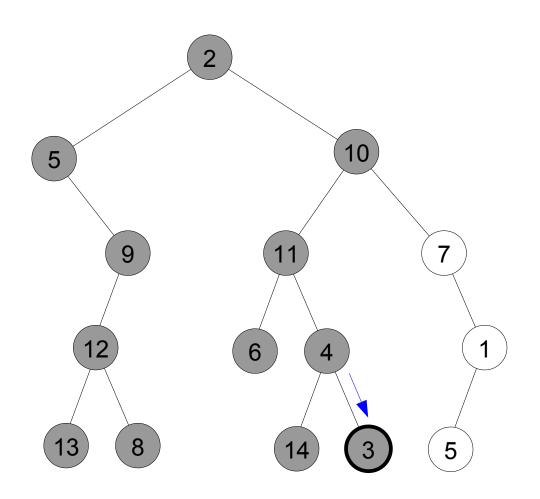
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14
```





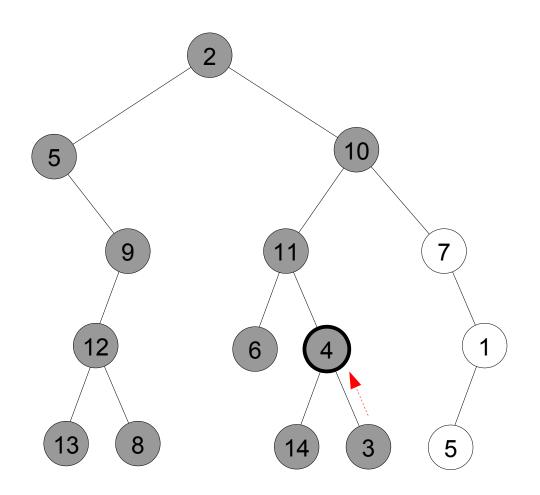
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14
```





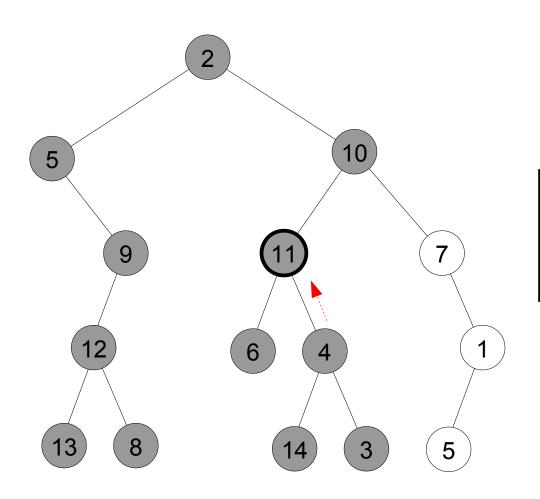
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3
```





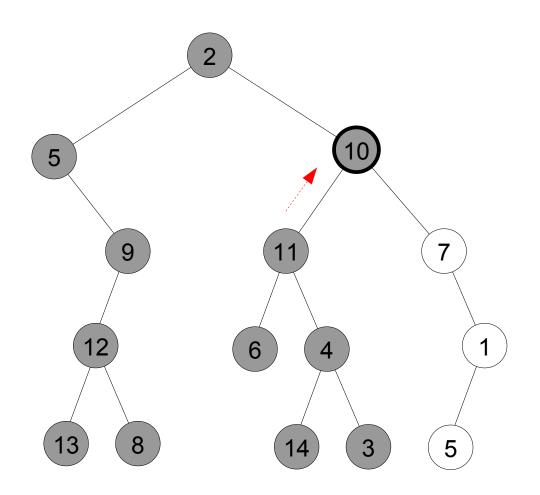
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3
```





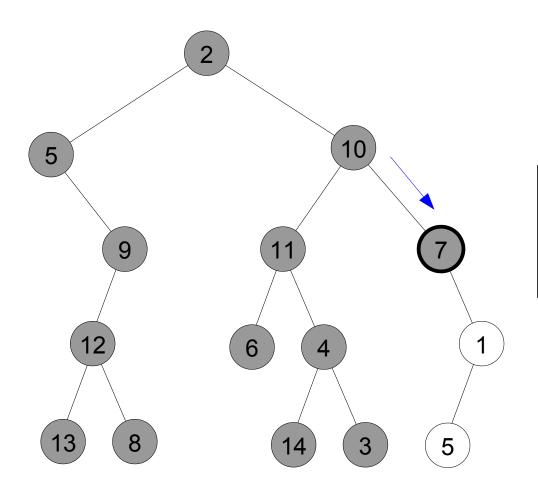
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3
```





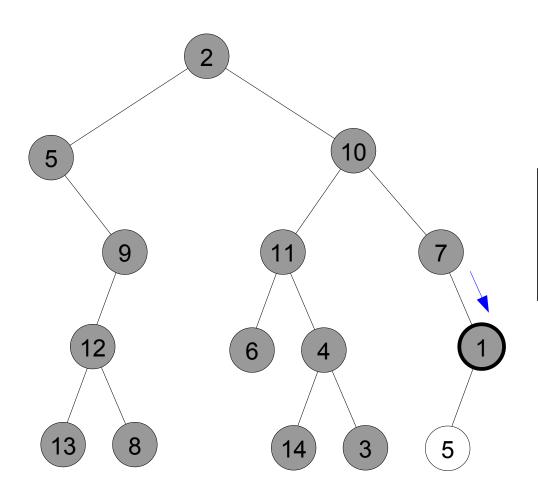
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3
```





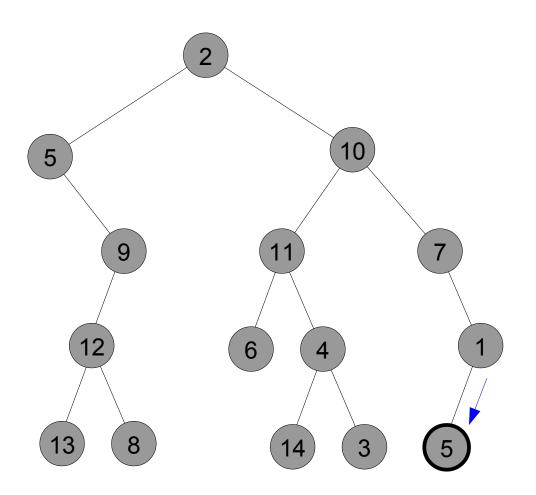
```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3 7
```





```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3 7 1
```





```
Visited nodes:
2 5 9 12 13 8 10
11 6 4 14 3 7 1 5
```





#### *Implementation*



#### Depth-first traversal Implementation

#### Algorithm based on a stack:

- 1. Create an empty stack
- 2. Push the root node
- 3. While the stack is not empty:
  - pop a node
  - treat this node (here: print its id)
  - push its children

#### The stack can be:

- explicit: iterative version
- implicit (call stack): recursive version



