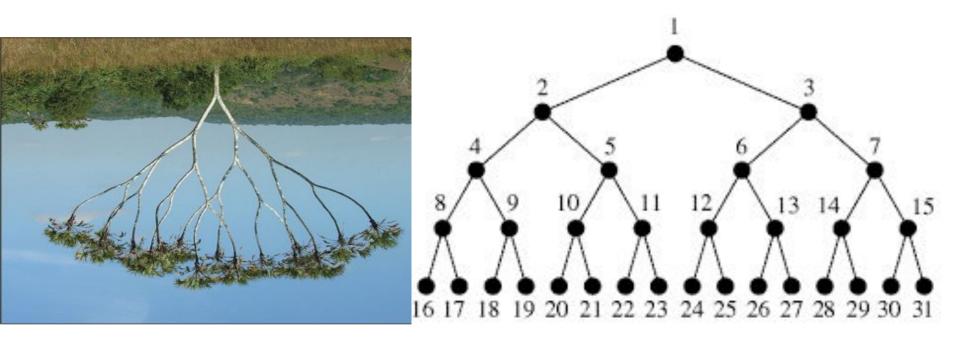
# **Trees**

# Hierarchical (or) non-linear data structure

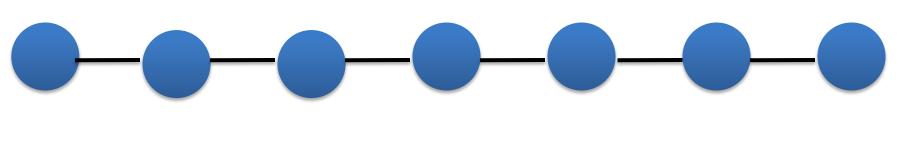


### **Trees**

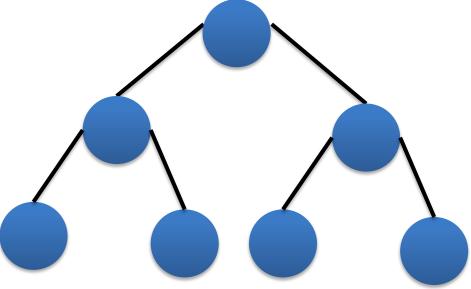


Tree is a collection of nodes connected by edges.

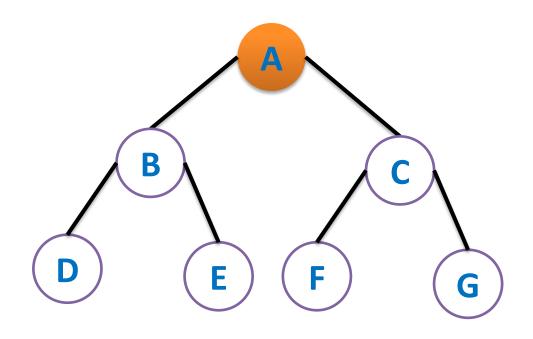
### Linear vs Non linear



In non-linear data structure, a data item is connected to more than one data items.

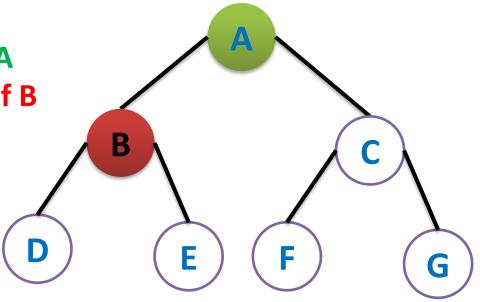


- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



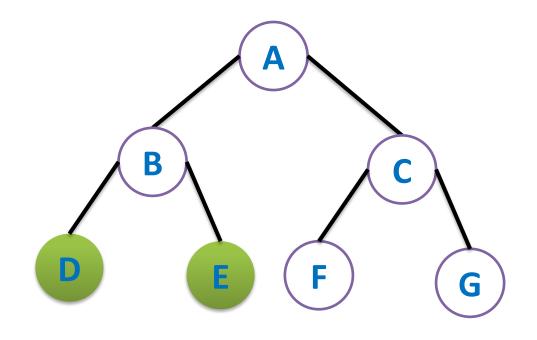
The top node in a tree.

- Root
- Child B is a child of A
- Parent A is a parent of B
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



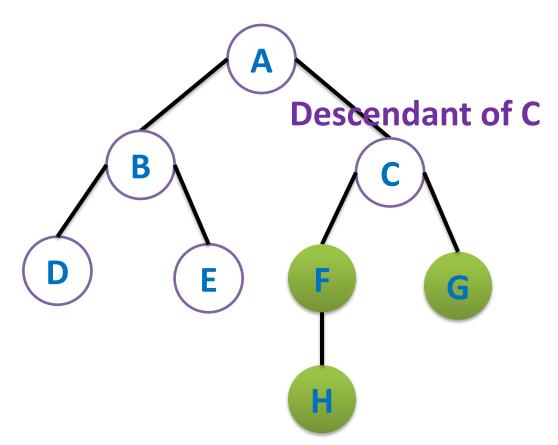
A node directly connected to another node when moving away from the Root.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



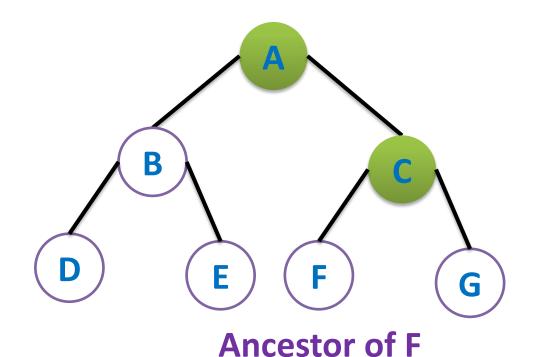
A group of nodes with the same parent.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



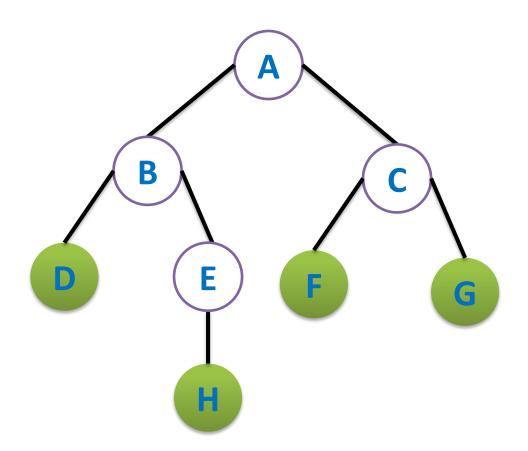
A node reachable by repeated proceeding from parent to child.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



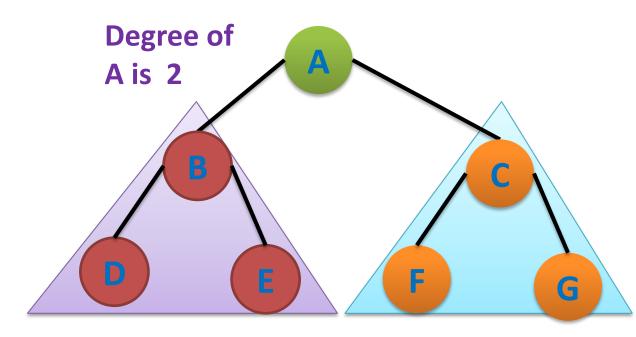
A node reachable by repeated proceeding from child to parent.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



A node with no children.

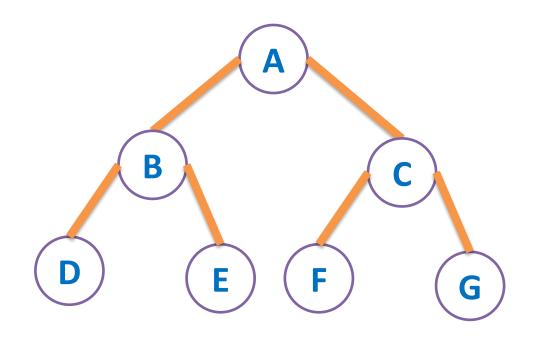
- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



The number of sub trees of a node.

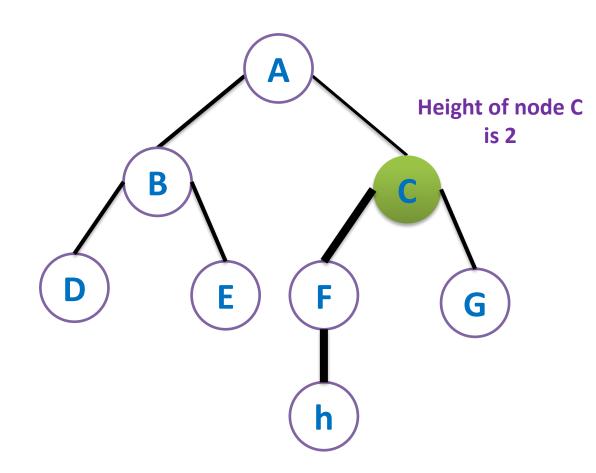
The **degree** of a **tree** is the **maximum degree** of any of its nodes.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



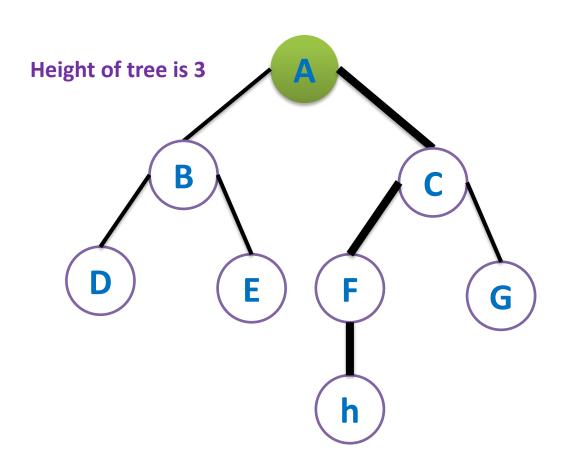
The connection between one node and another.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



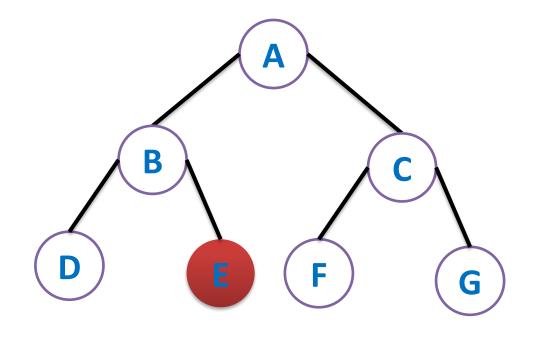
number of edges on the longest path between that node and a leaf.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth



The height of a tree is the height of its root node.

- Root
- Child
- Parent
- Siblings
- Descendant
- Ancestor
- Leaf
- Degree
- Edge
- Height of node
- Height of tree
- Depth

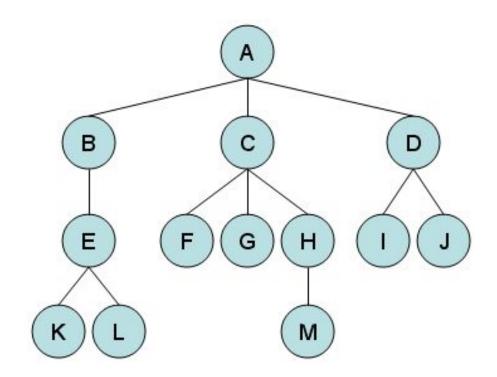


depth of a node E is 2

The depth of a node is the number of edges from the node to the tree's root node.

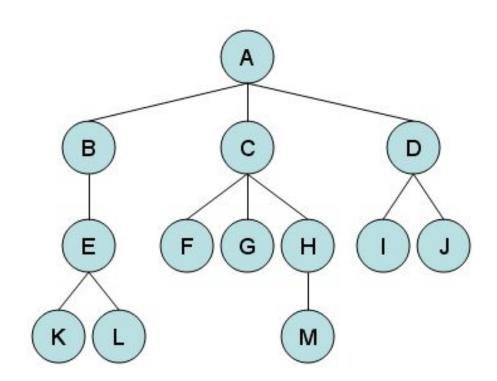
# Find the following..

- Root
- Leaf
- Degree
- Height of tree



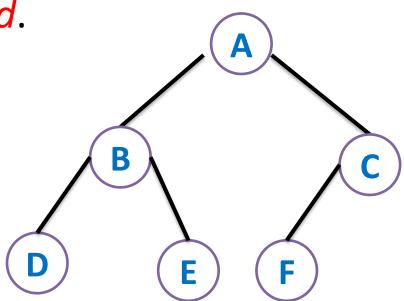
### Answer

- Root = A
- Leaf = K, L, F, G, M, I, J
- **Degree** = 3
- Height of tree= 3



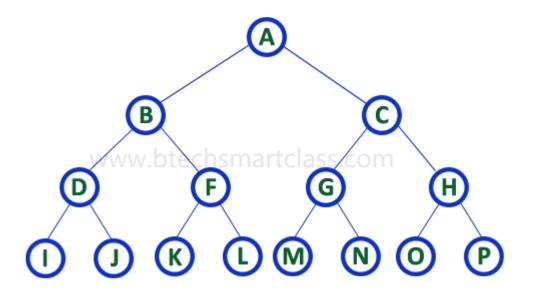
## Binary tree

**Binary tree** is a tree data structure in which each node has at most two children, which are referred to as the *left child* and the *right child*.



# Perfect or Full binary tree

A **perfect** binary tree is a binary tree in which all interior nodes have two children *and* all leaves have the same *depth* or same *level*.



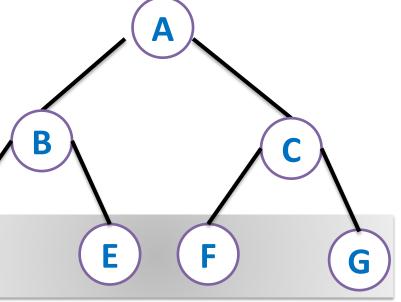
# **Full Binary Tree**

- In a tree of height h
  - All the leaves are at level h
  - Number of leaves 1 to 2<sup>h</sup>
  - Number of internal nodes = 2<sup>h</sup> 1
- In a full binary tree of n nodes

Number of leaves is (n+1) / 2

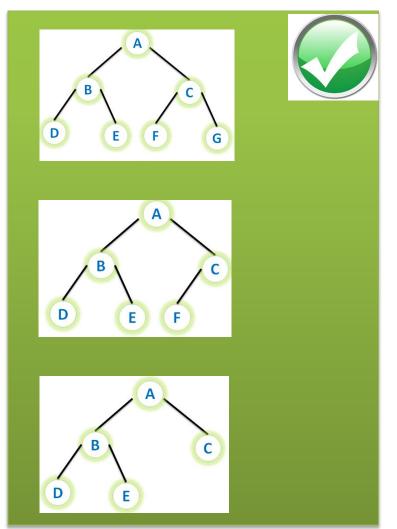
- Height = log<sub>2</sub> (number of leaves)

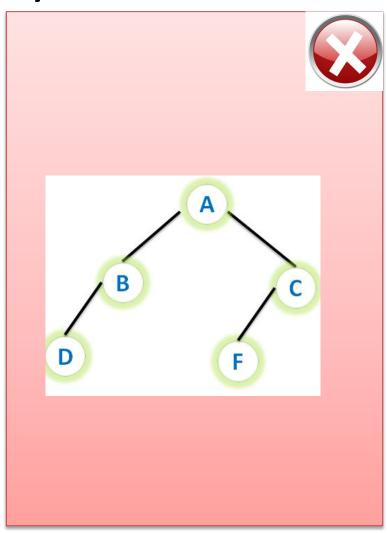
 A complete binary tree can be efficiently represented using an array.



### Complete Binary Tree

Completely filled, with the possible exception of the bottom level, which is filled from left to right.



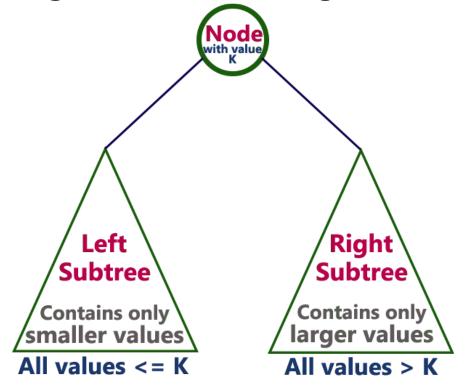


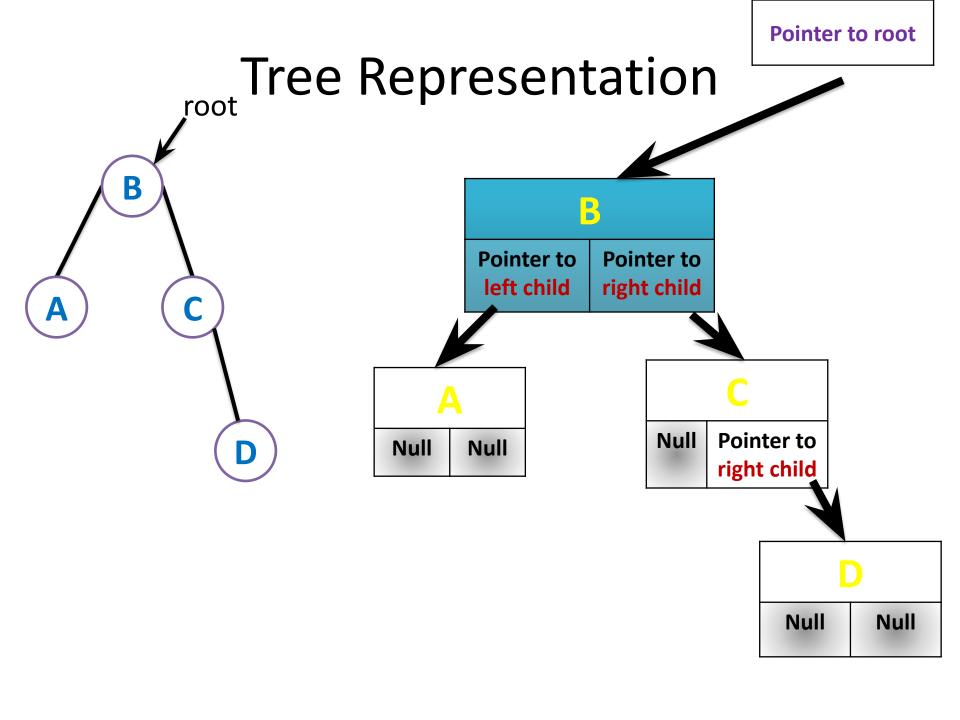
A complete binary tree can be efficiently represented using an array.

# **Binary search trees (BST)**

#### ordered or sorted binary trees,

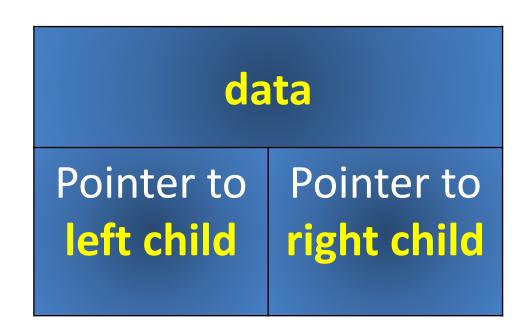
 Binary Search Tree is a binary tree in which every node contains only smaller values in its left subtree and only larger values in its right subtree.





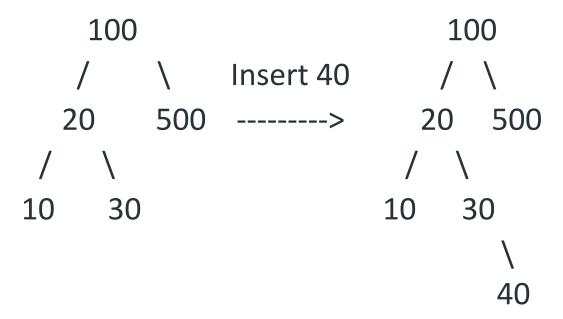
#### Node Structure

```
struct Treenode{
  int data;
  Treenode *left;
  Treenode *right;
}
```



### **BST Insertion**

- A new key is always inserted at the leaf.
- Start searching a key from the root until a leaf node is hit;
   The new node is added as a child of the leaf node.



### **BST Insertion**

```
def insert(root, key):
  if root is None:
     return Node(key)
   else:
     if root.val == key:
        return root
     elif root.val < key:
        root.right = insert(root.right, key)
     else:
        root.left = insert(root.left, key)
   return root
```

#### Tree Traversal

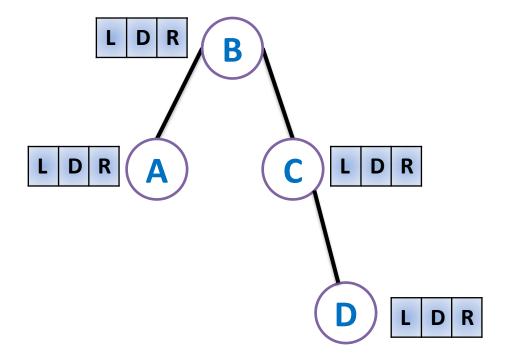
- Process of checking and/or updating each node in the tree data structure, exactly once.
- Such traversals are classified by the order in which the nodes are visited.
  - Inorder
  - Preorder
  - Postorder

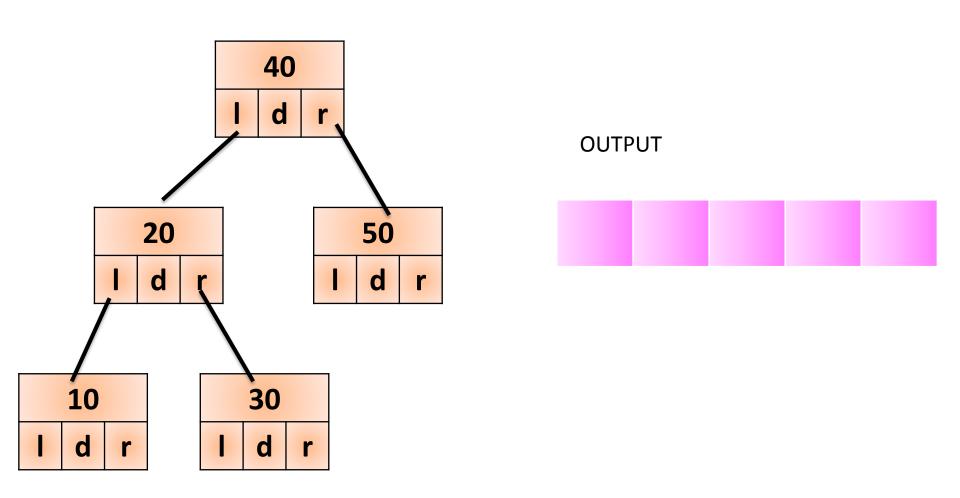
### **Inorder traversal**

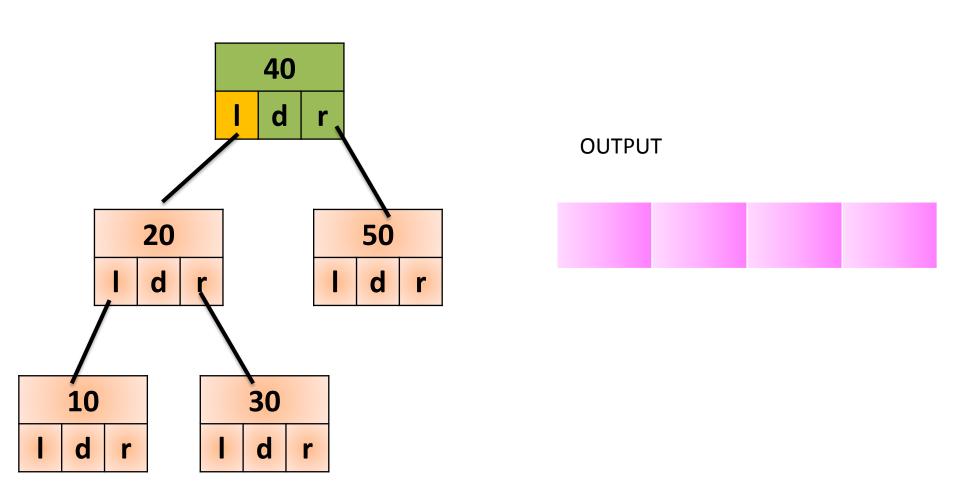
#### Algorithm Inorder(tree)

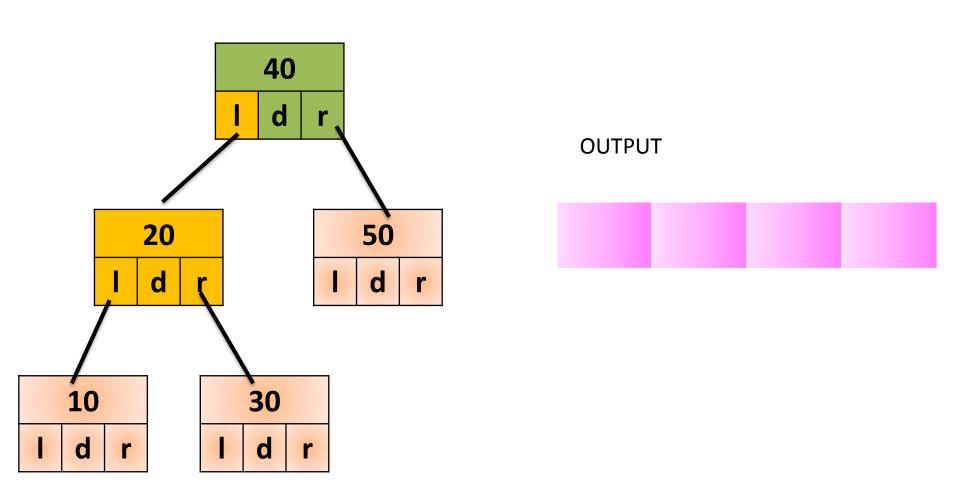
Traverse the left subtree, i.e., call Inorder(left-subtree)
Print Data.

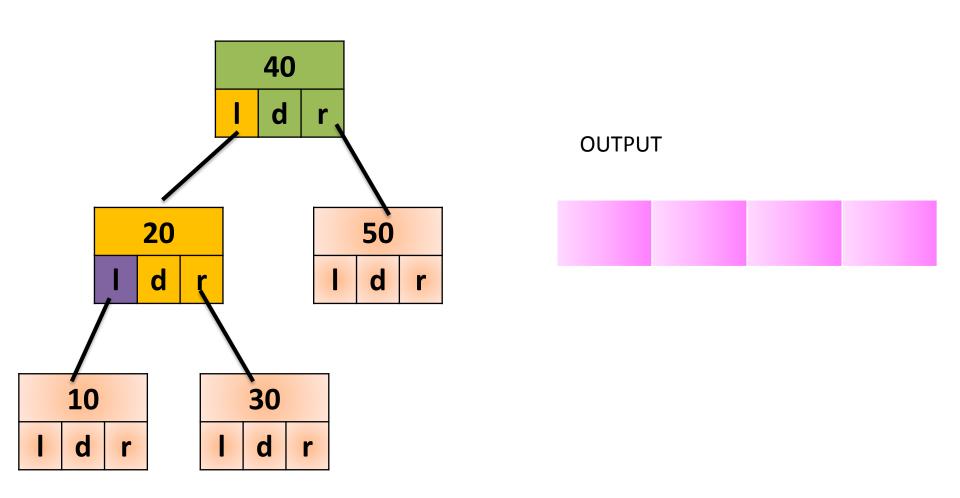
Traverse the right subtree, i.e., call Inorder(right-subtree)

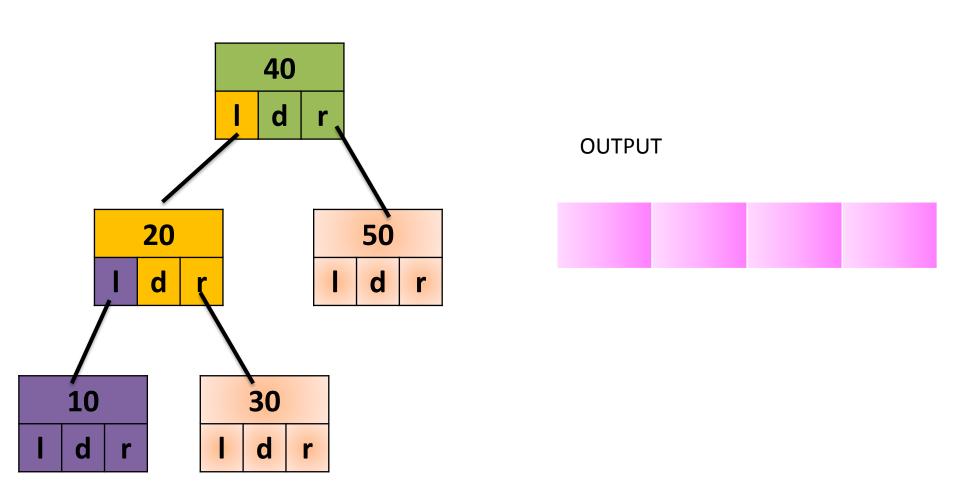


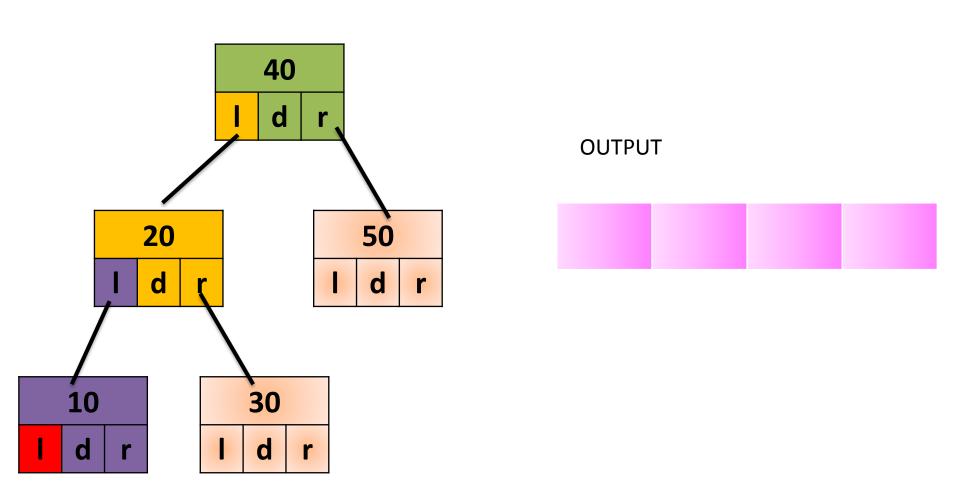


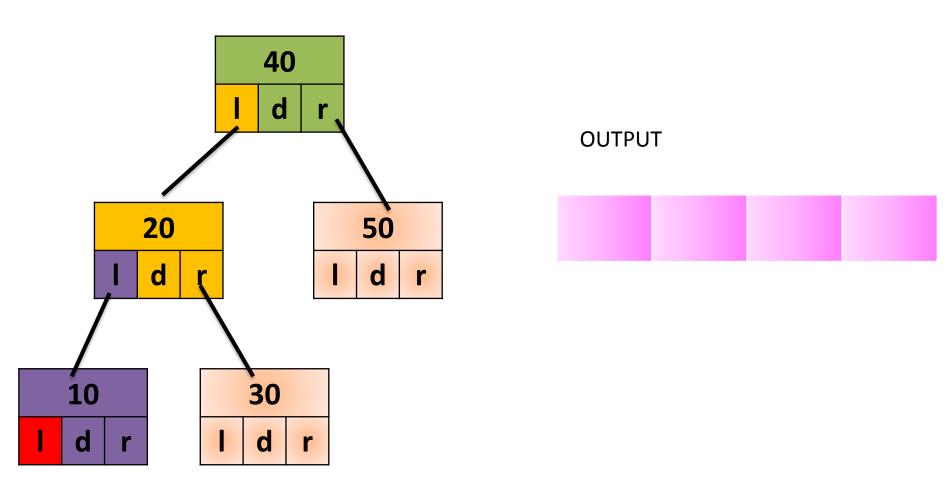




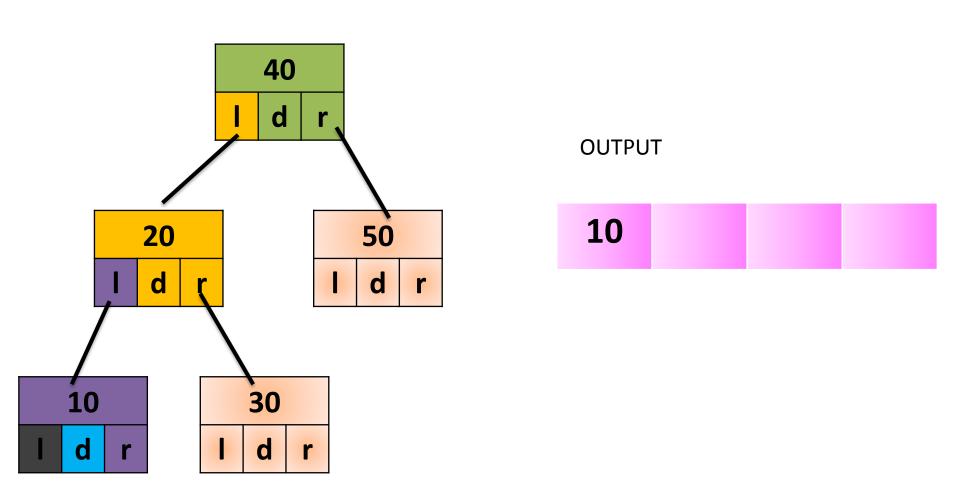


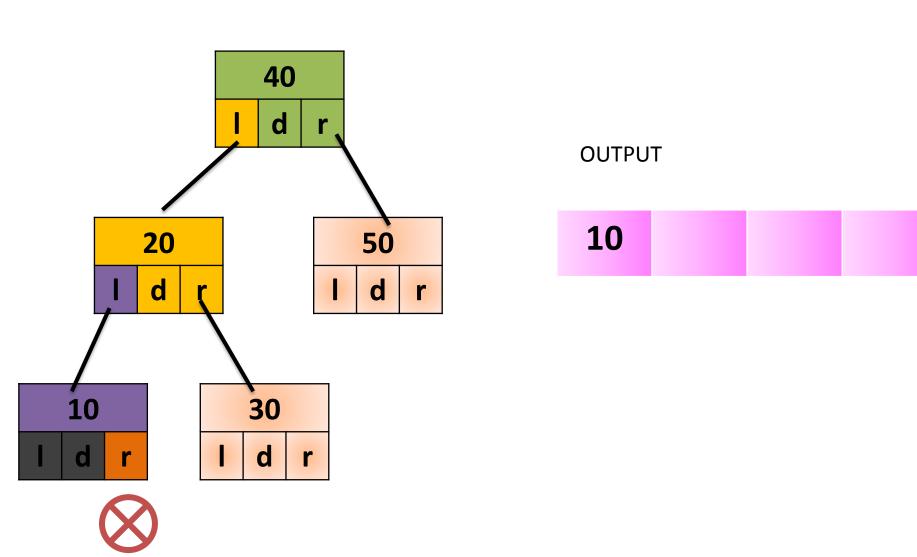


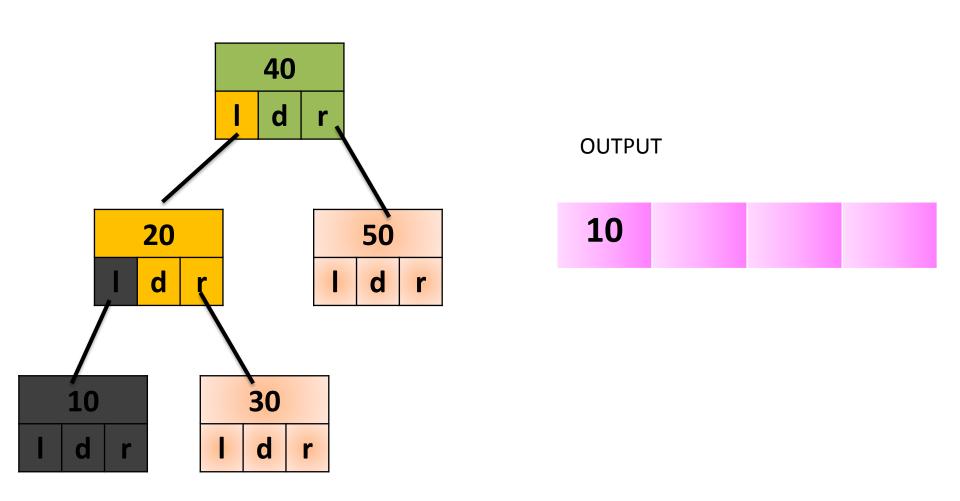


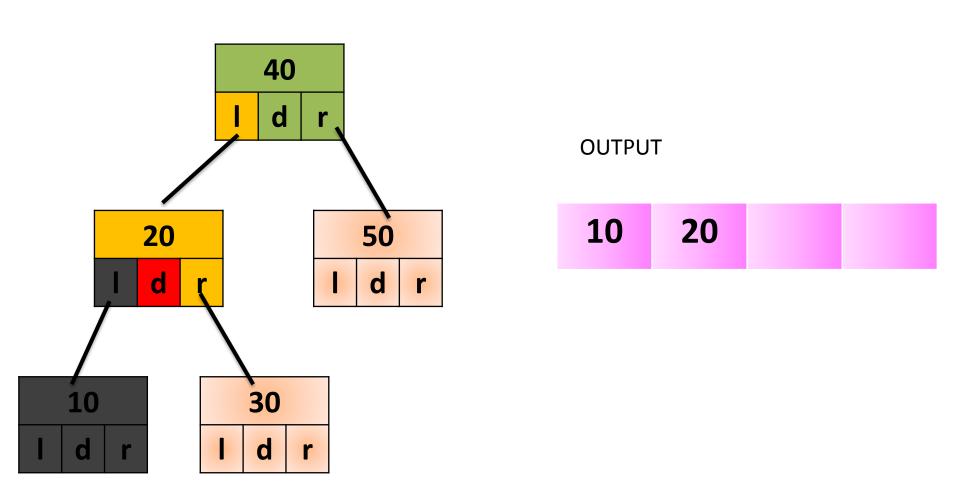


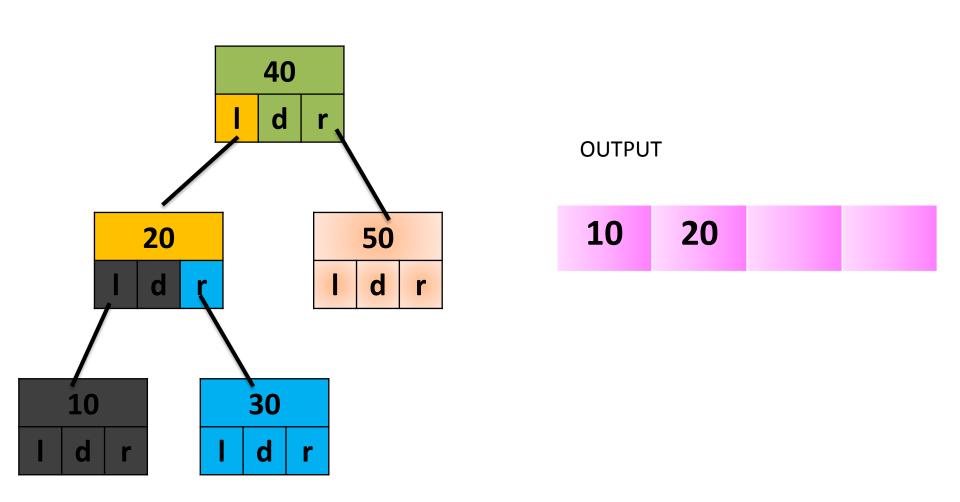


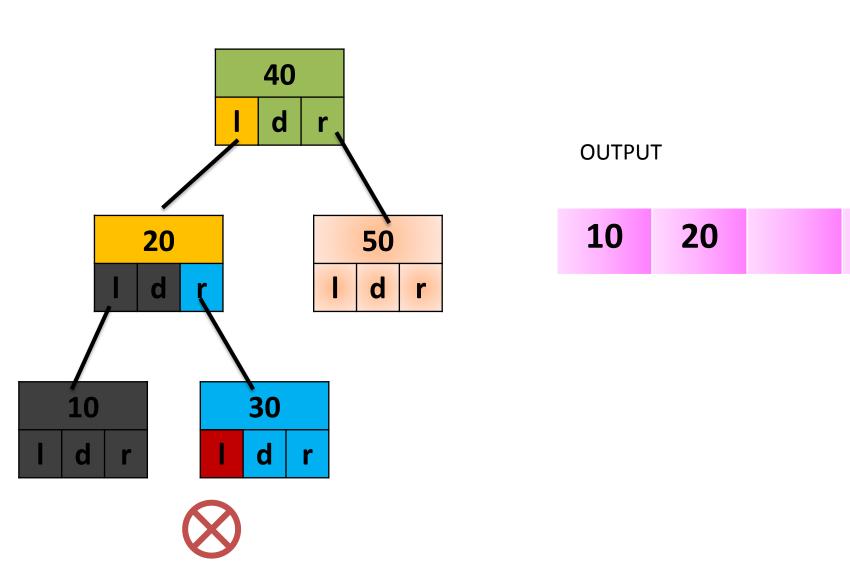


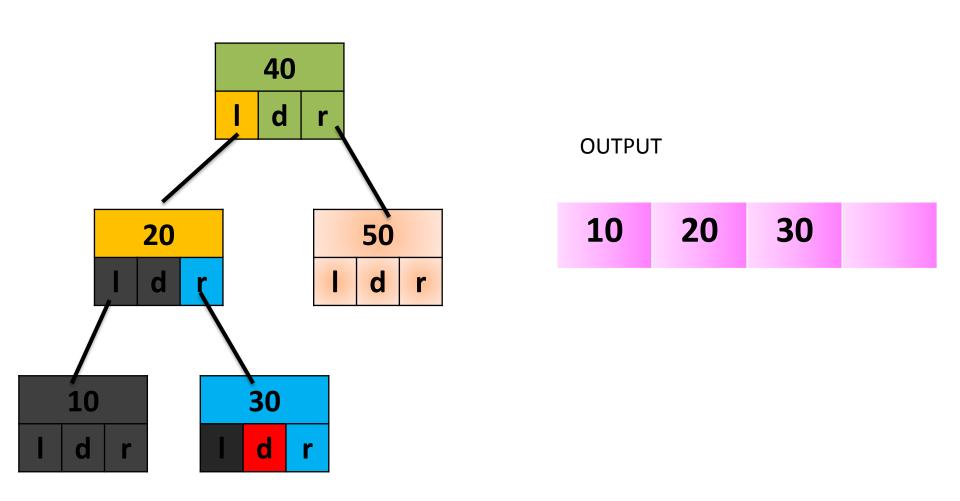


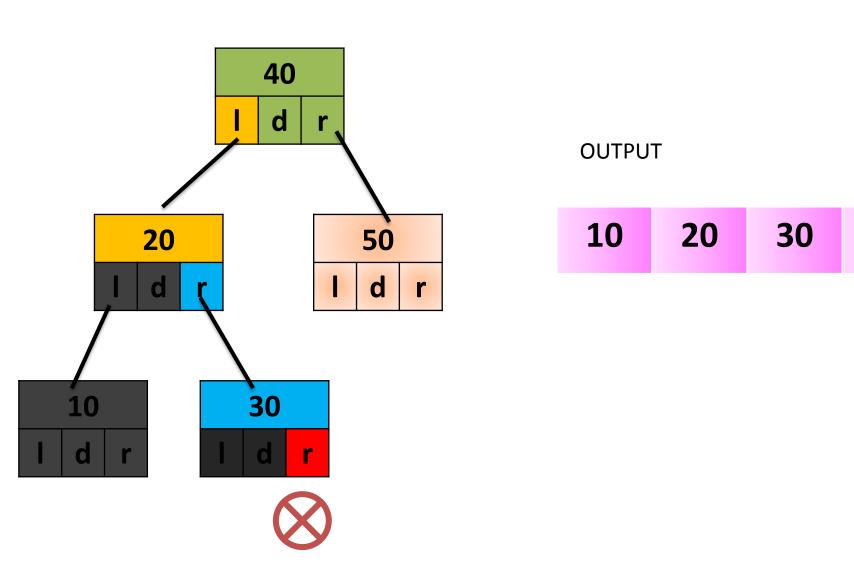


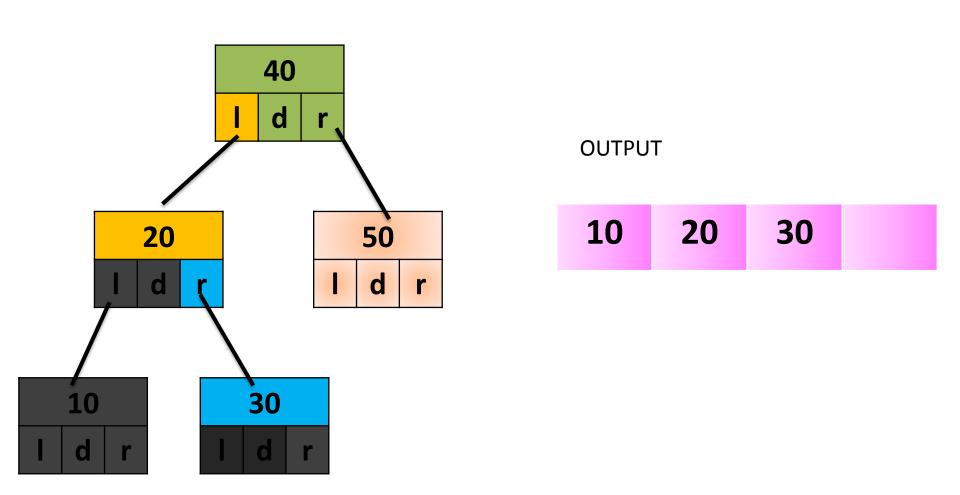


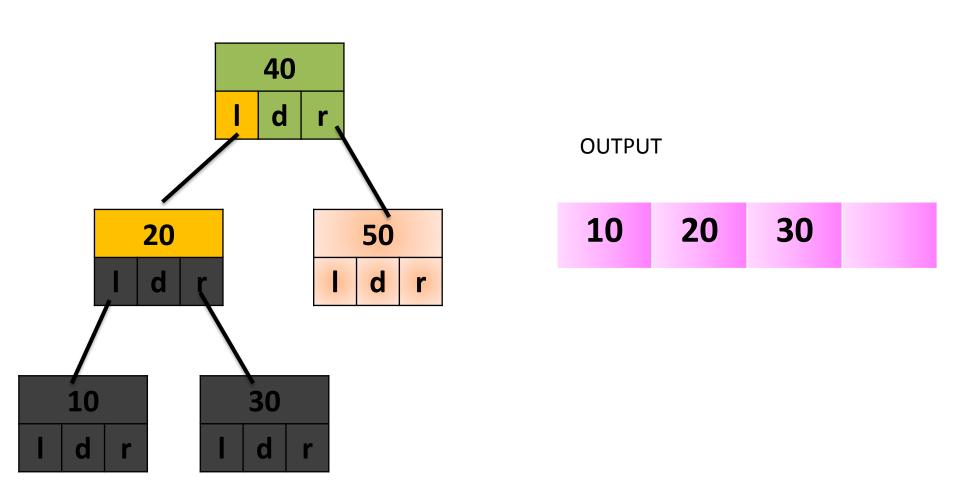


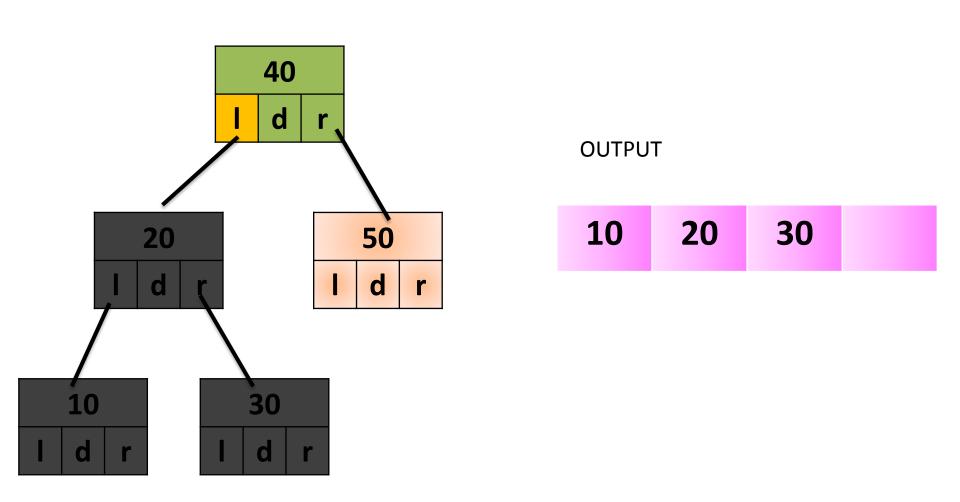


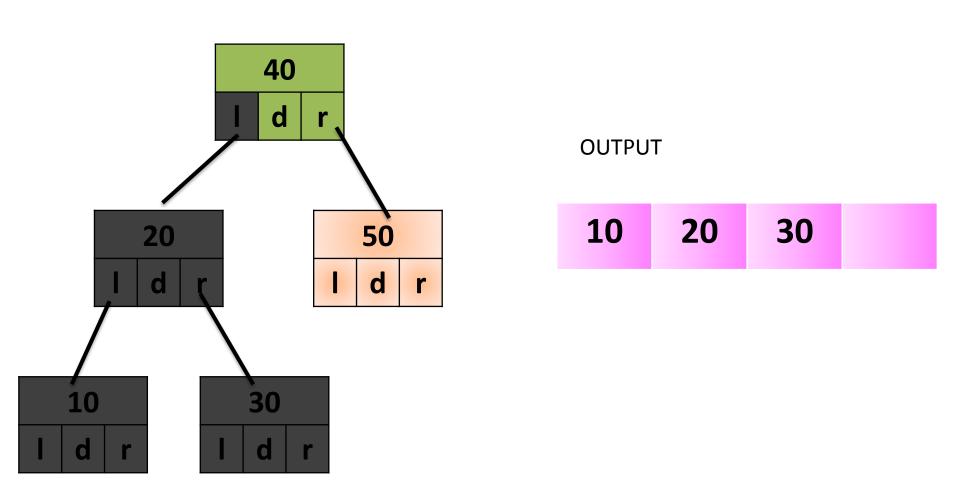


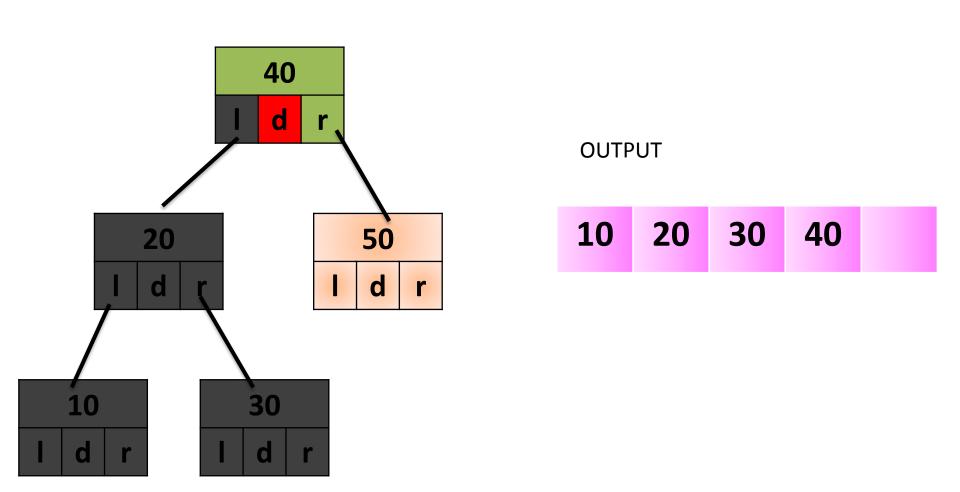


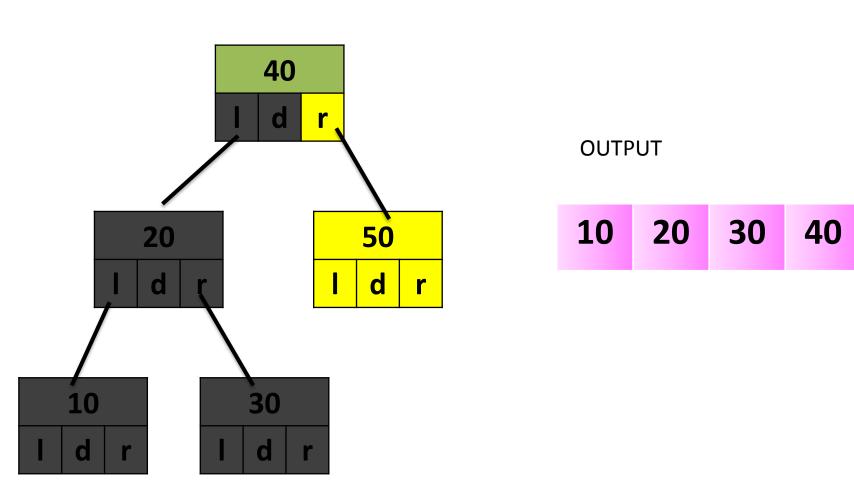


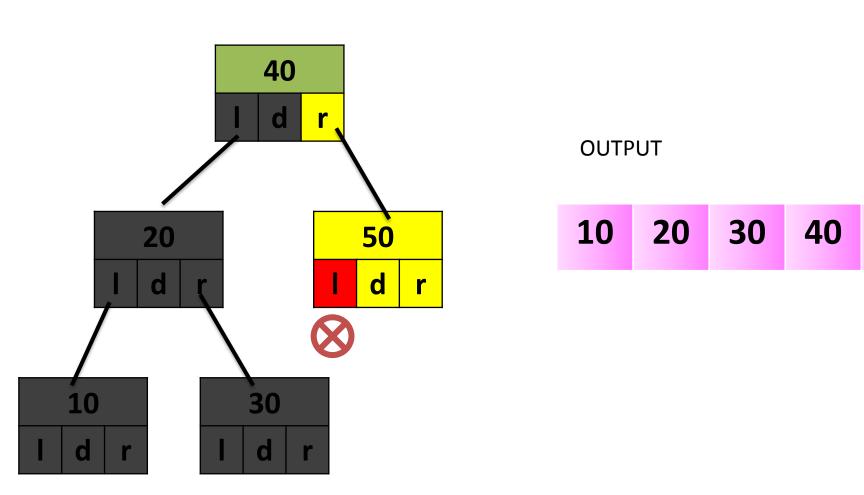


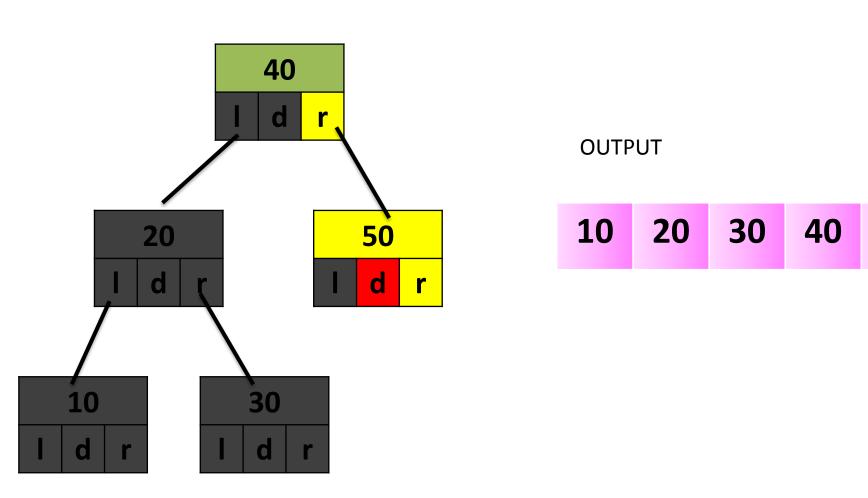




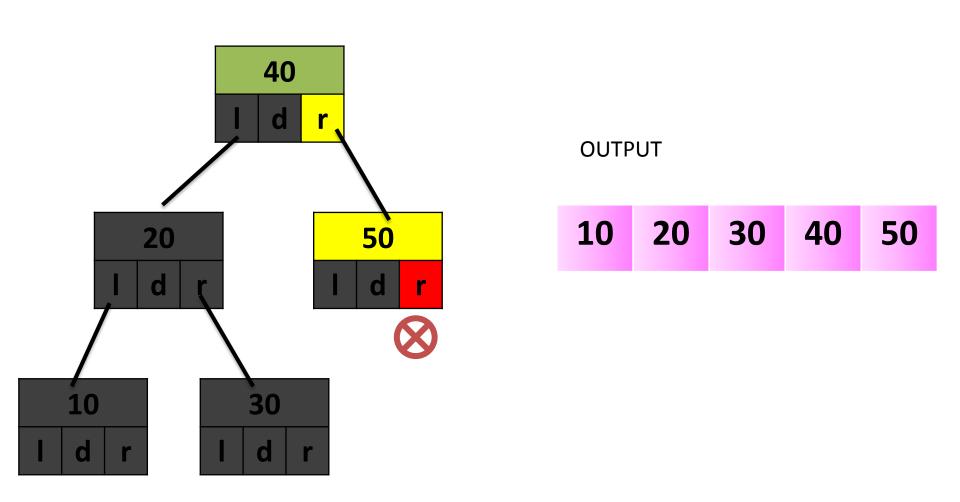


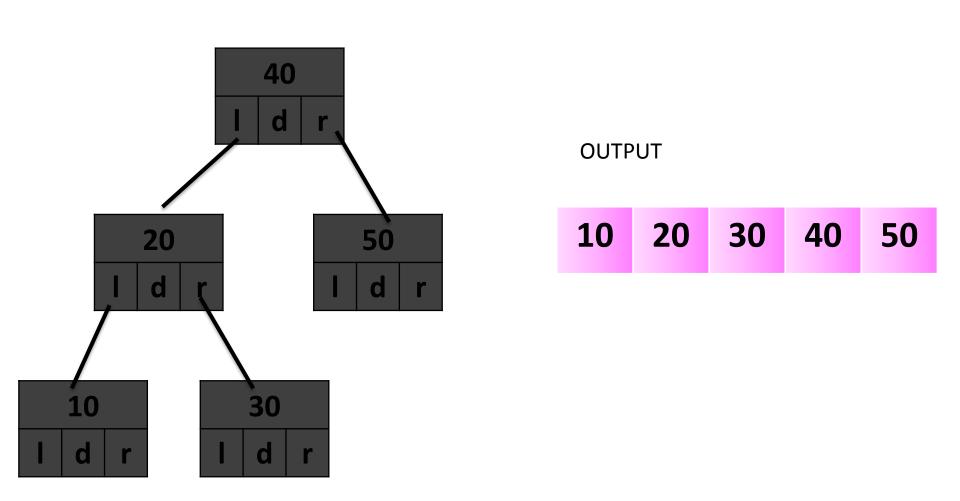




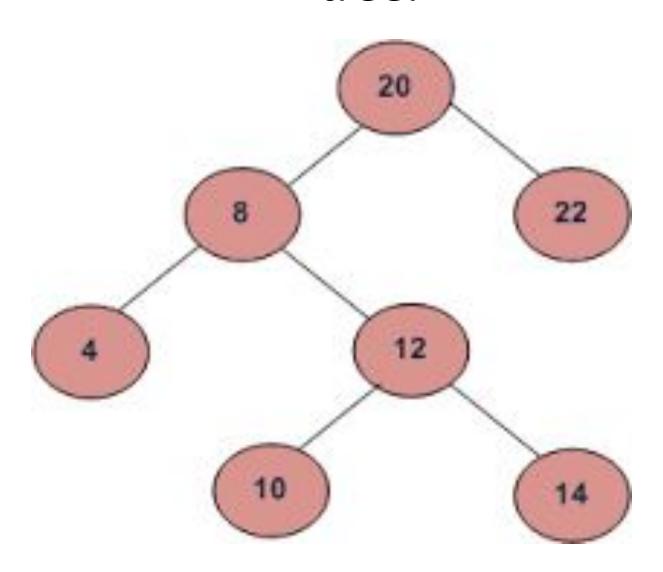


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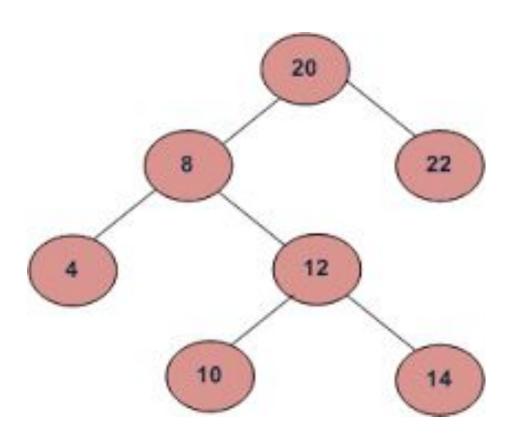




# Find inorder traversal sequence of this tree.



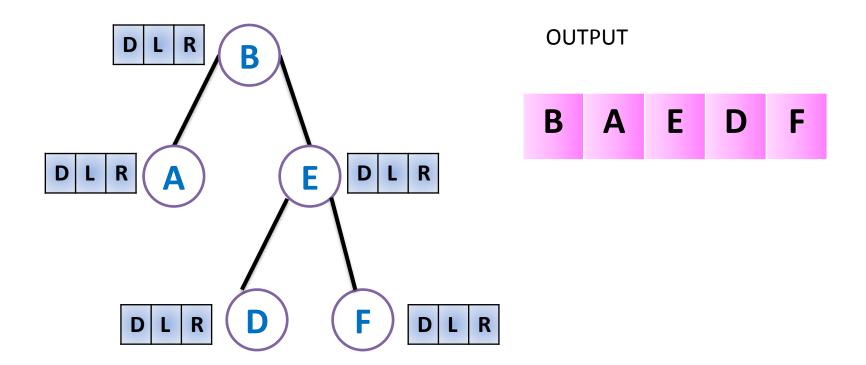
Find inorder traversal sequence of this tree.

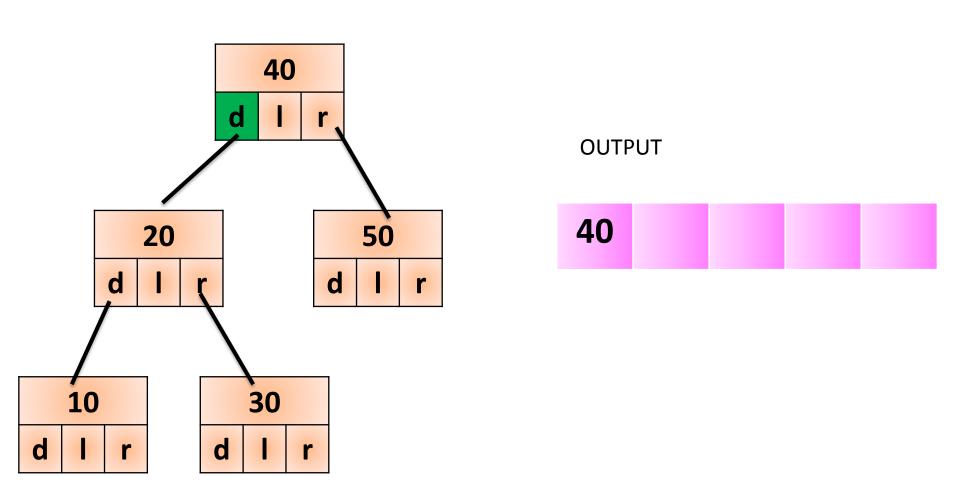


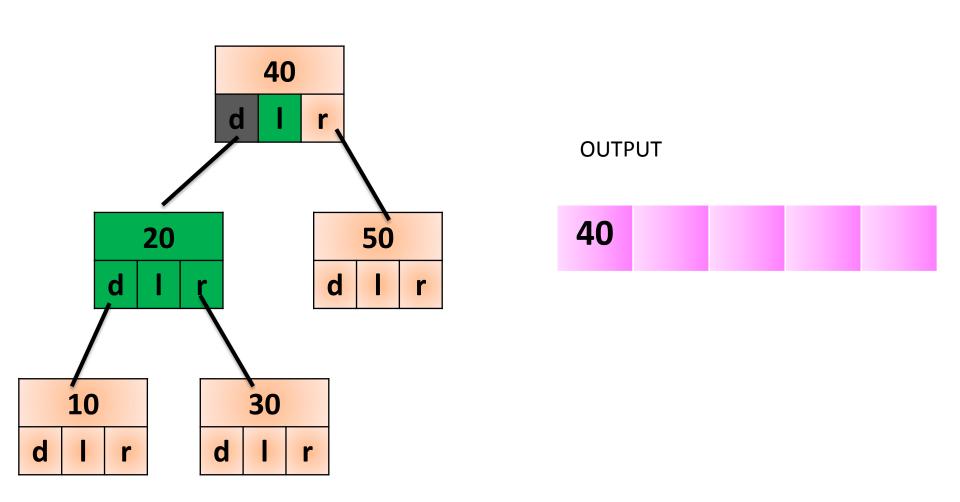
Answer: 4, 8, 10, 12, 14, 20, 22

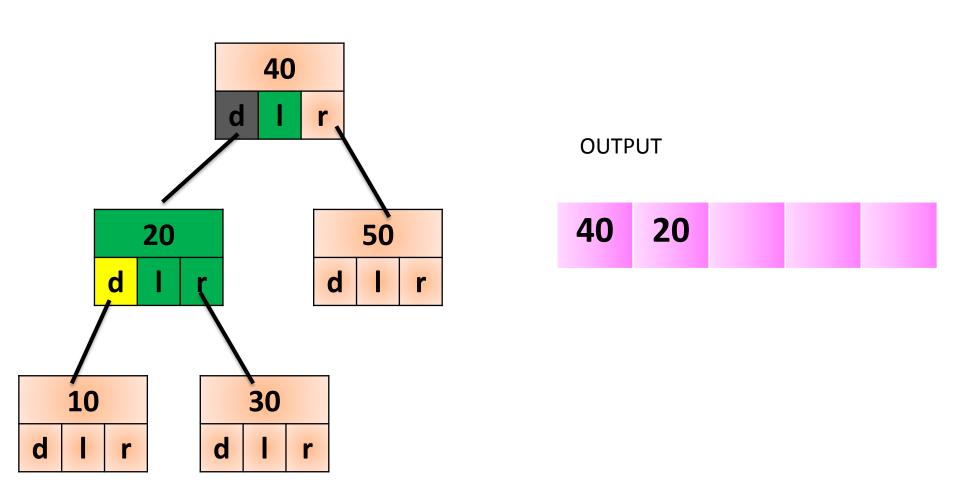
#### **Preorder traversal**

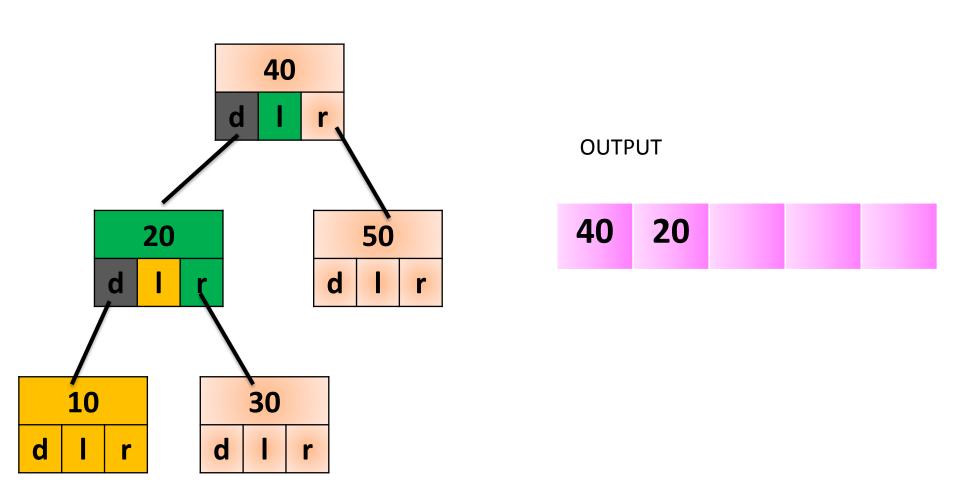
- 1. Print data.
- 2. Traverse the left subtree
- 3. Traverse the right subtree

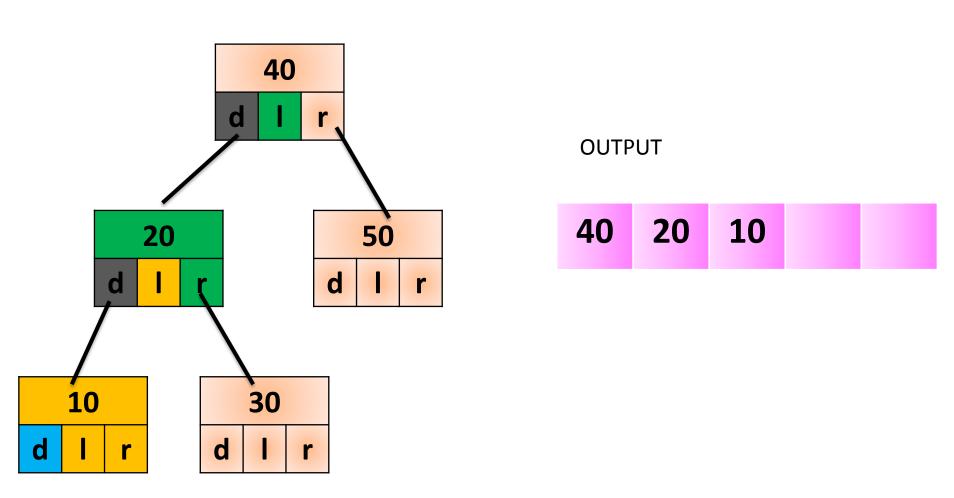


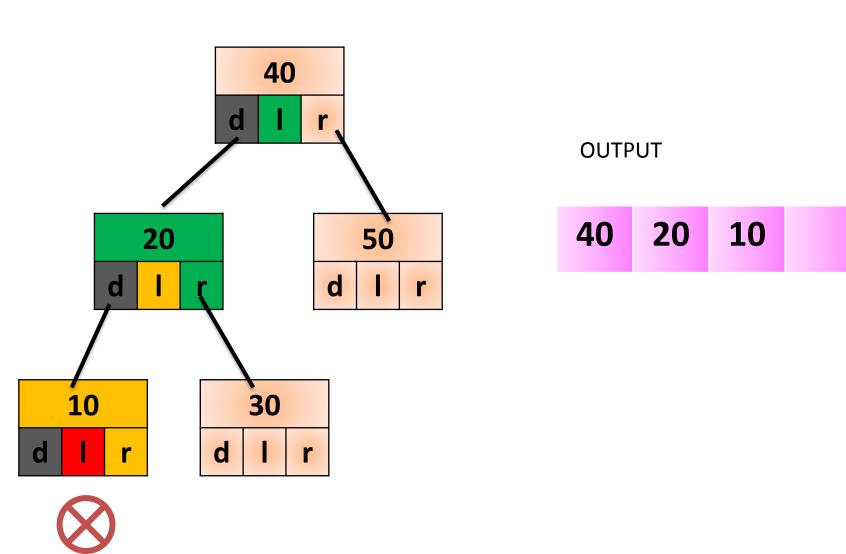


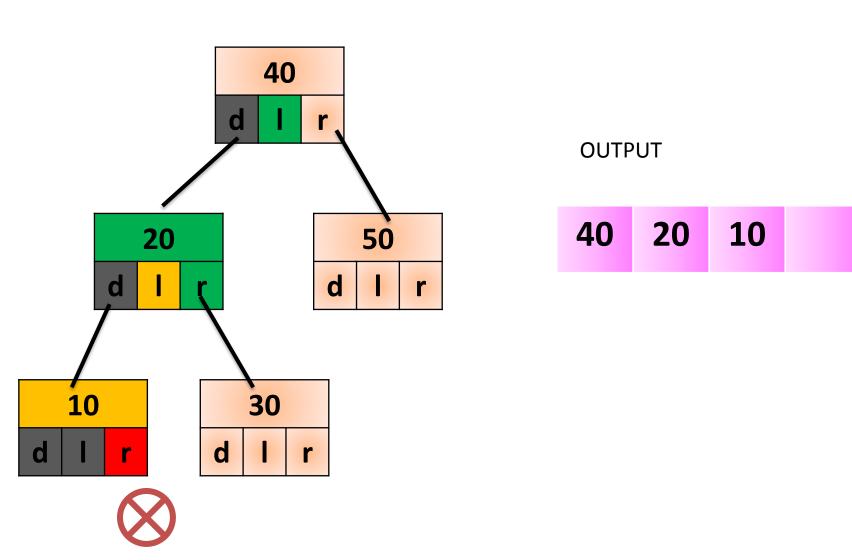


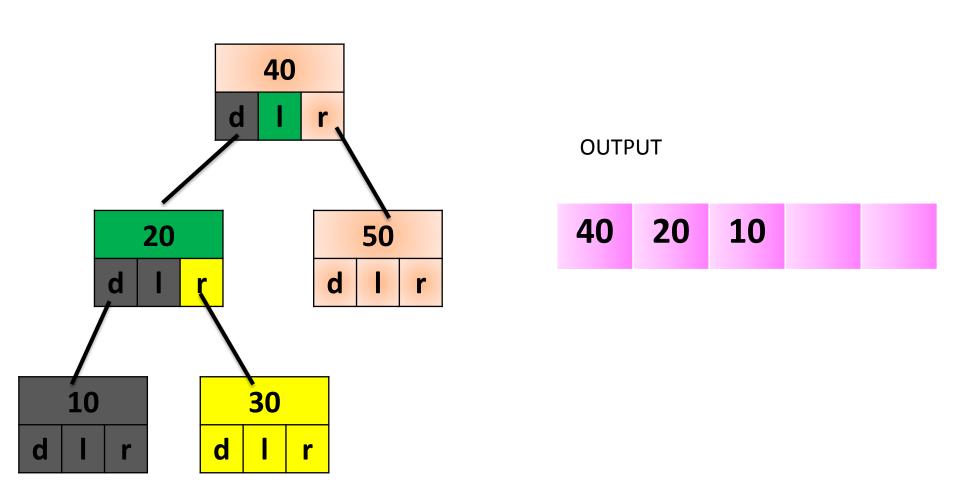


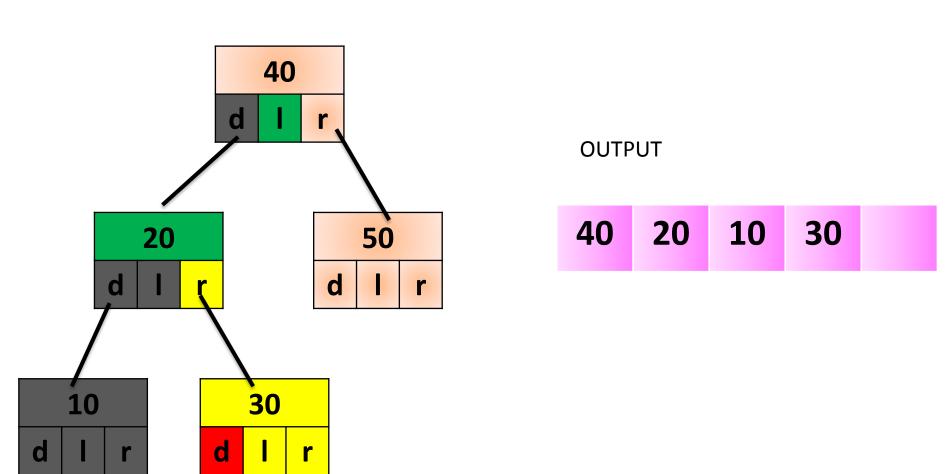


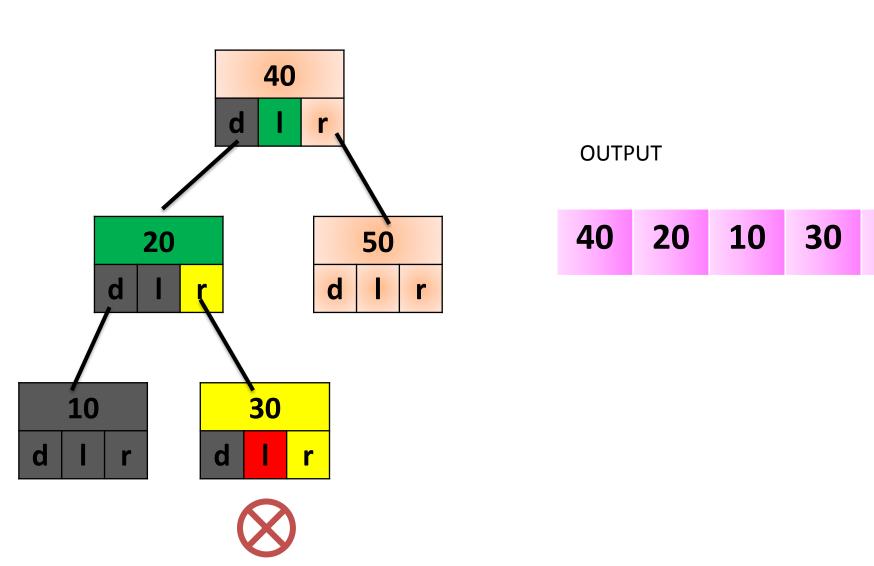


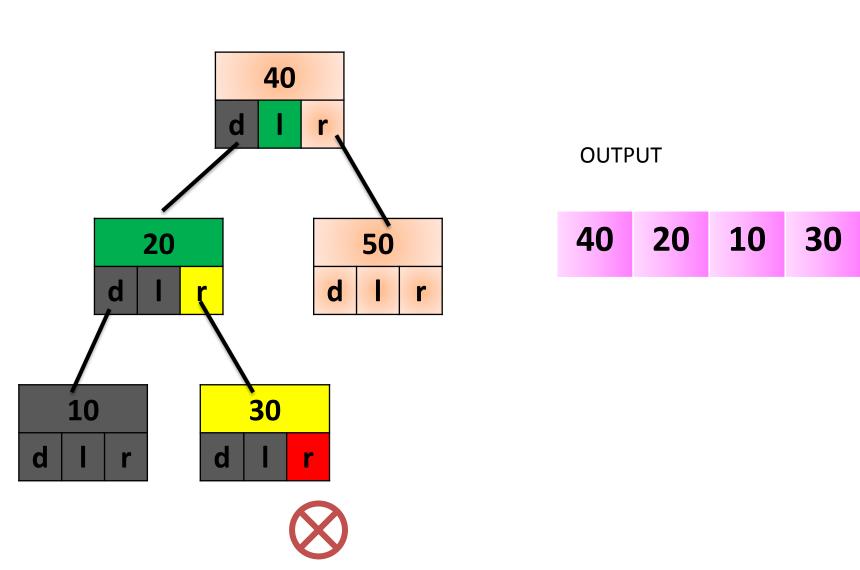


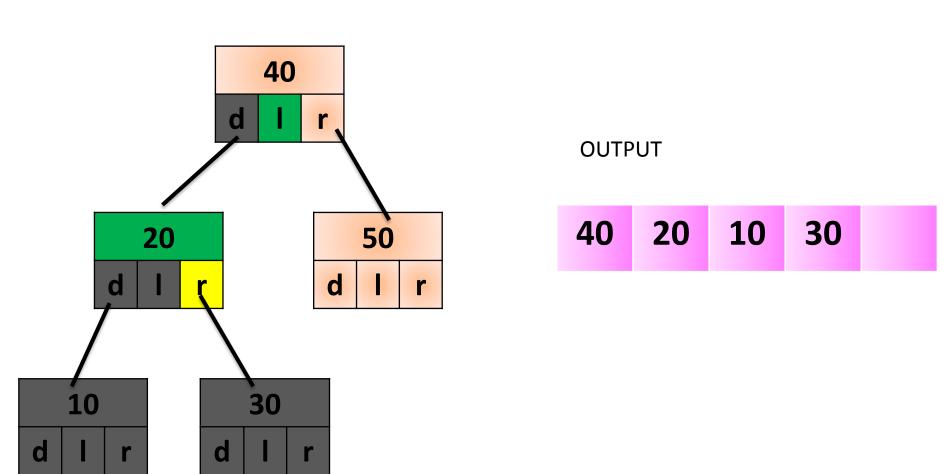


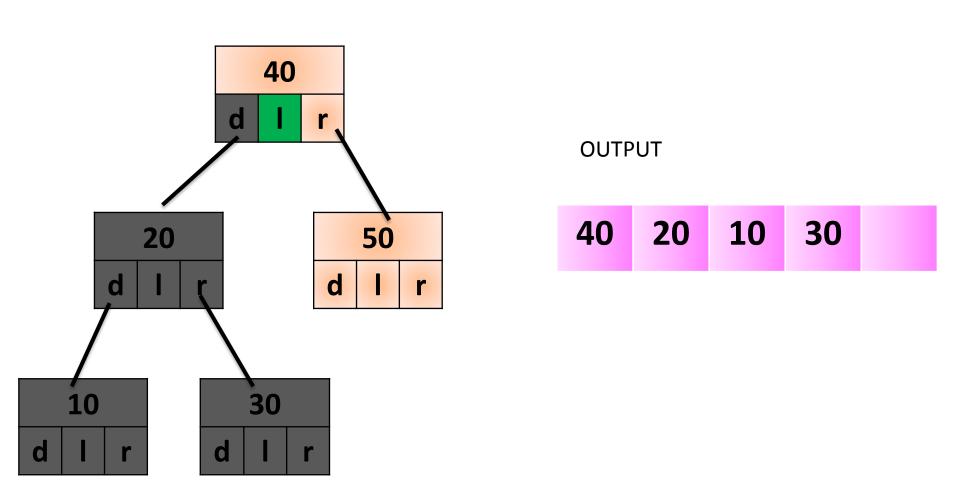


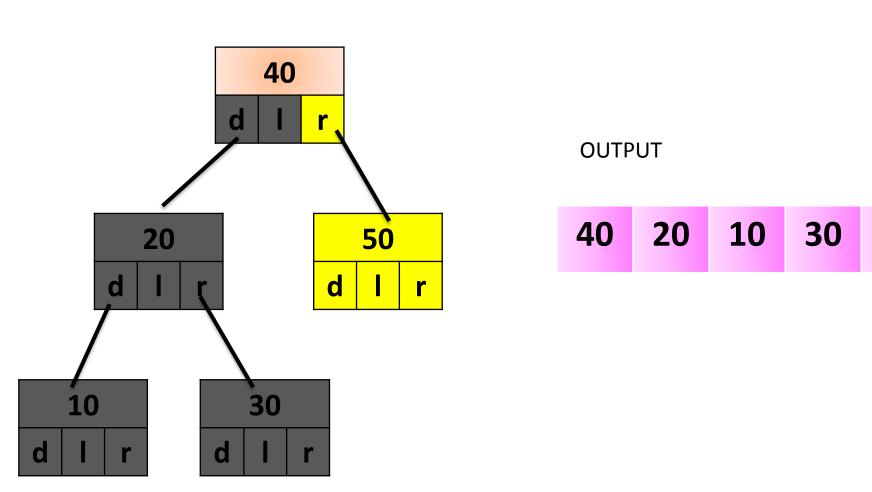


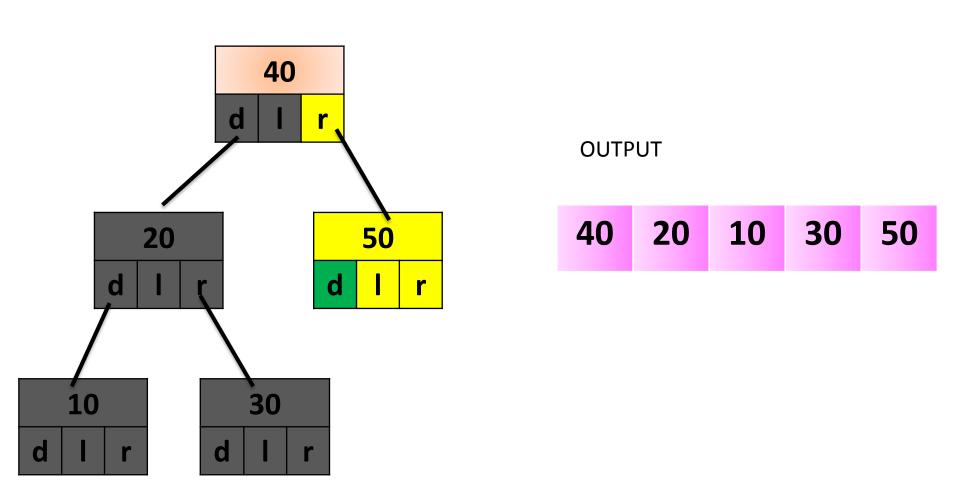


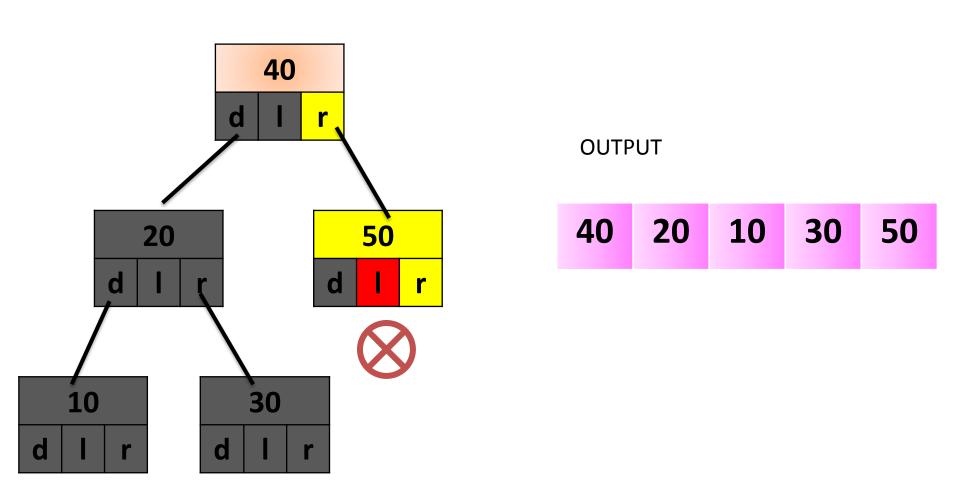


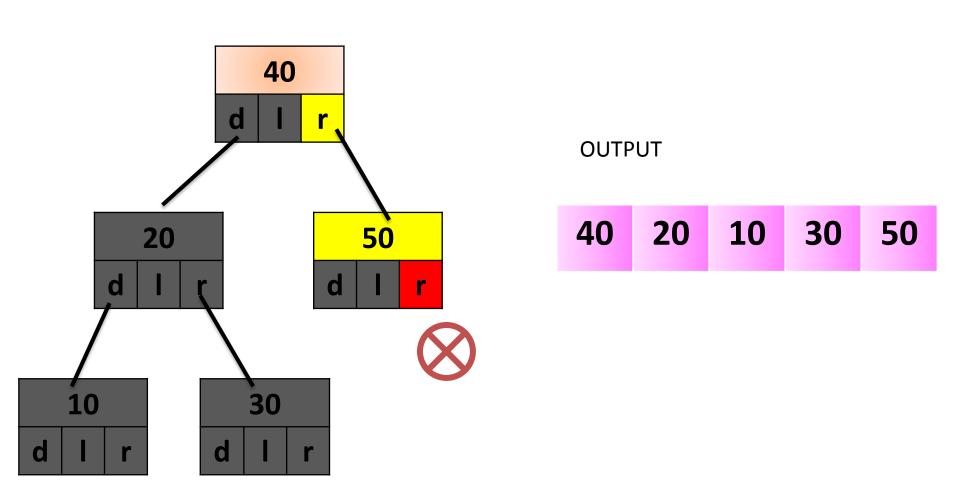


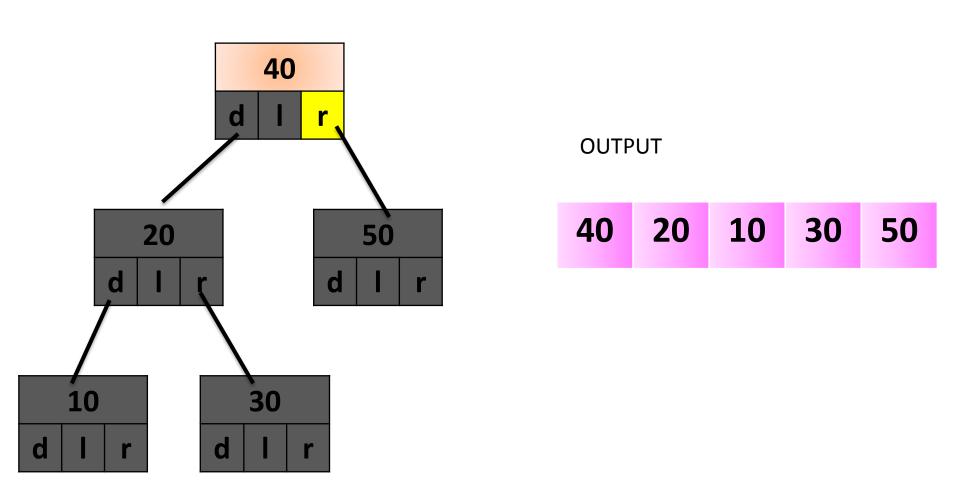


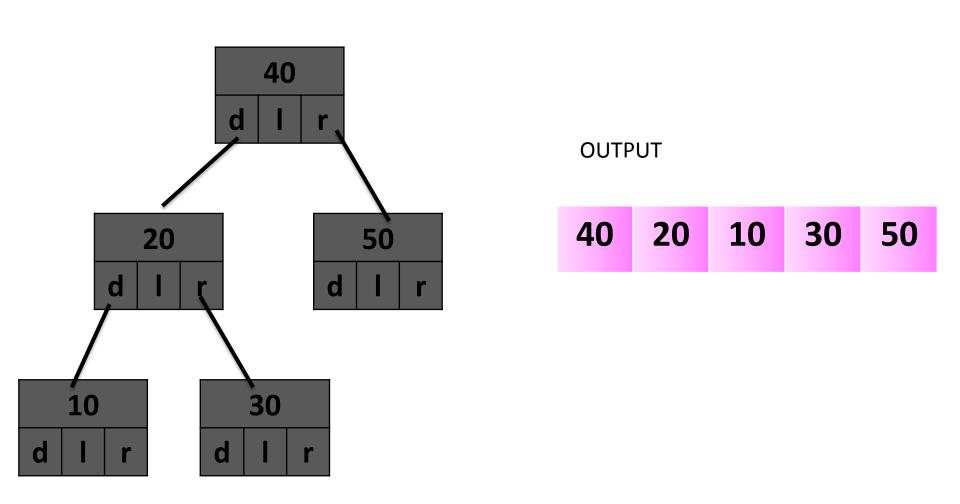






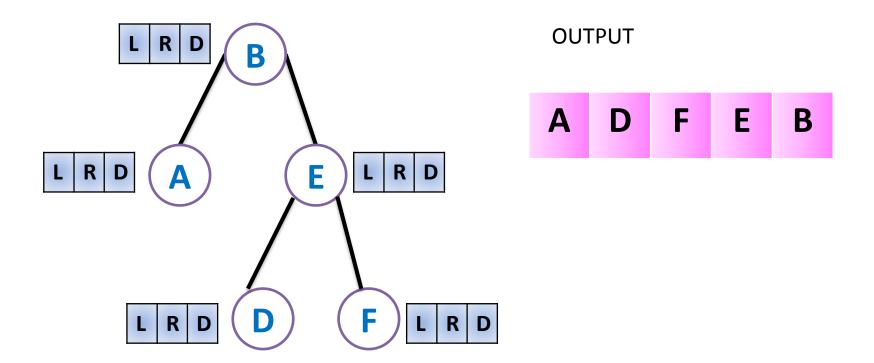






#### Postorder traversal

- 1. Traverse the left subtree
- 2. Traverse the right subtree
- 3. Print data.



# Find preorder & postorder traversal sequence of this tree.

