



CS-218 DATA STRUCTURE

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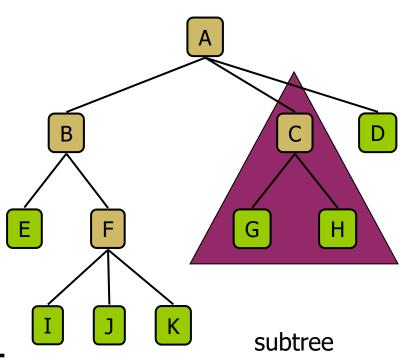
Faisalabad, Pakistan.

TREE

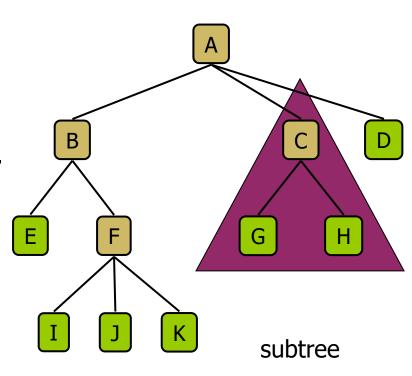
- A tree is a finite nonempty set of elements.
- It is an abstract model of a hierarchical structure.
- A tree consists of nodes with a parent-child relation. Edges are used for that purpose
 - Recursive data structure
 - Root -> sub trees (Left & right)
 - All node one incoming link
 - Many outgoing links
 - □ Total (n-1) links. Root has no incoming link

- □ File system
- Organizing data for quick search, insertion and deletion
- Tree is used for dictionary implementation
- □ Networking routing algorithms
- Organization charts
- Programming environments
- □ Family tree

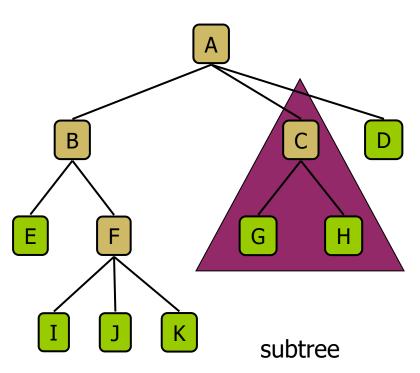
- Root: node without parent (A)
- Siblings: nodes share the same parent
- □ Internal node: node with at least one child (A, B, C, F)
- External node (leaf): node without children (E, I, J, K, G, H, D)



- Ancestors of a node: parent, grandparent, grand-grandparent, etc.
- Descendant of a node: child, grandchild, grandgrandchild, etc.
- □ Height of a tree:
 - maximum depth of any node (3), OR
 - the number of edges along the longest path from the node to a leaf



- Depth of a node: number of ancestors
- Degree of a node: the number of its children
- Degree of a tree: the maximum number of its
 node



Depth of the node

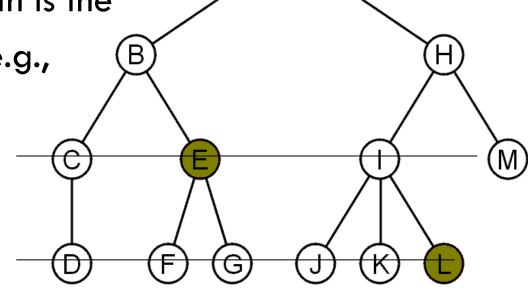
□ For each node in a tree, there exists a unique path from the root node to that node (A)

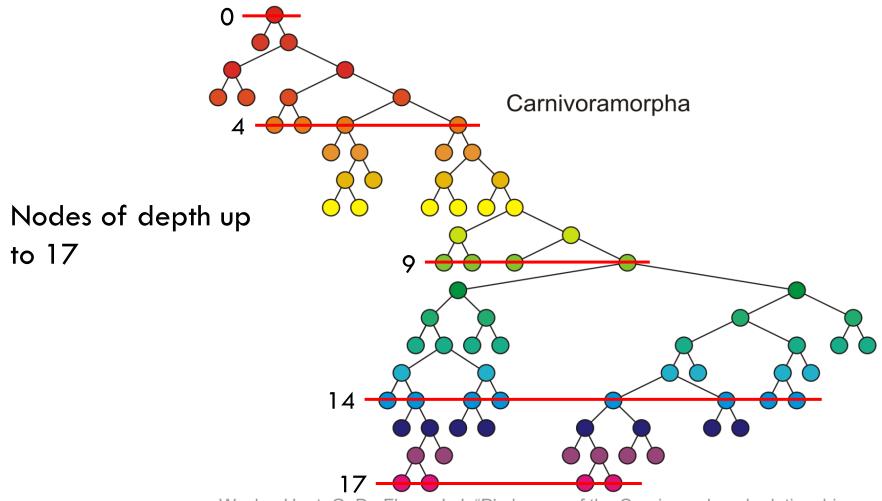
□ The length of this path is the

depth of the node, e.g.,

□ E has depth 2

L has depth 3





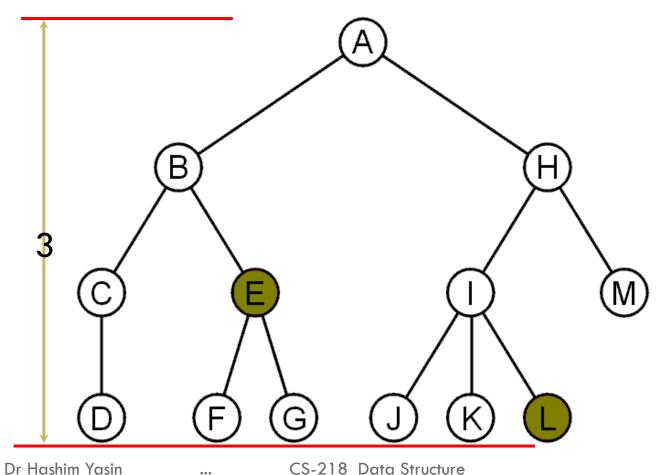
Wesley-Hunt, G. D.; Flynn, J. J. "Phylogeny of the Carnivora: basal relationships among the Carnivoramorphans, and assessment of the position of 'Miacoidea'

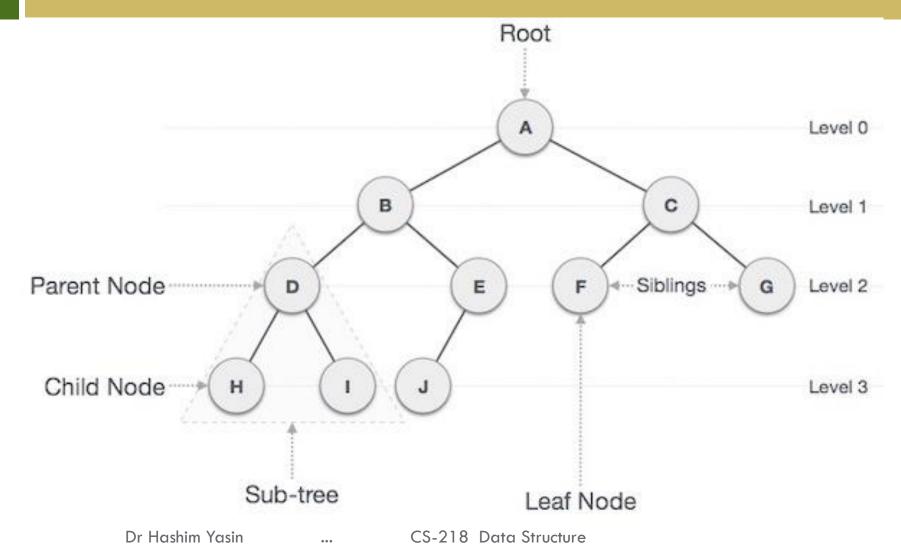
The <u>height of a tree</u> is defined as the maximum depth of any node within the tree

- □ The height of a tree with one node is 0
 - □ Just the root node

□ For convenience, we define the height of the empty
 tree to be −1

Height of the tree is 3





TREE TRAVERSAL

- □ Trees can be traversed in different ways.
- Following are the generally used ways for traversing trees.

<u>Inorder</u>

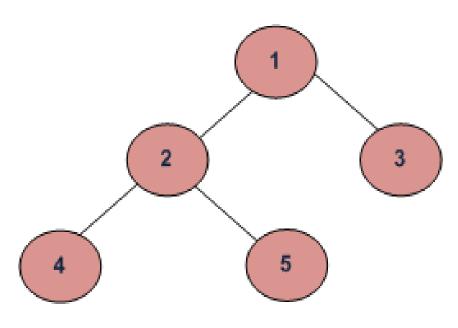
(Left, Root, Right): 4 2 5 1 3

Preorder

(Root, Left, Right): 1 2 4 5 3

Postorder

(Left, Right, Root): 4 5 2 3 1



Tree Traversals

□ Algorithm Inorder(tree)

- 1. Traverse the left subtree, i.e., call Inorder(left-subtree)
 - 2. Visit the root.
- 3. Traverse the right subtree, i.e., call Inorder(right-subtree)

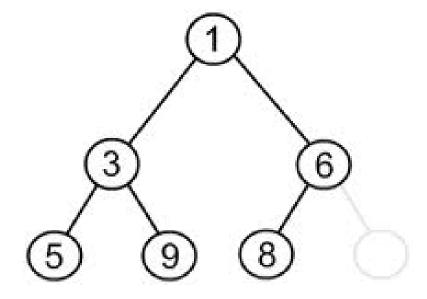
Algorithm Preorder(tree)

- 1. Visit the root.
- 2. Traverse the left subtree, i.e., call Preorder(left-subtree)
- 3. Traverse the right subtree, i.e., call Preorder(right-subtree)

□ Algorithm Postorder(tree)

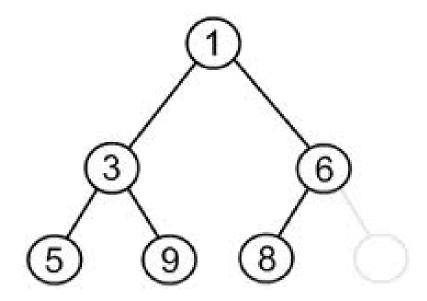
- 1. Traverse the left subtree, i.e., call Postorder(left-subtree)
- 2. Traverse the right subtree, i.e., call Postorder(right-subtree)
 - 3. Visit the root.

In-Order(Left-Root-Right)



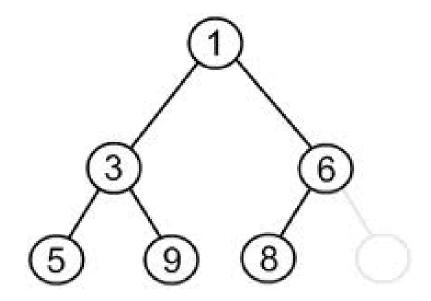
5, 3, 9, 1, 8, 6

Pre-Order(Root-Left-Right)



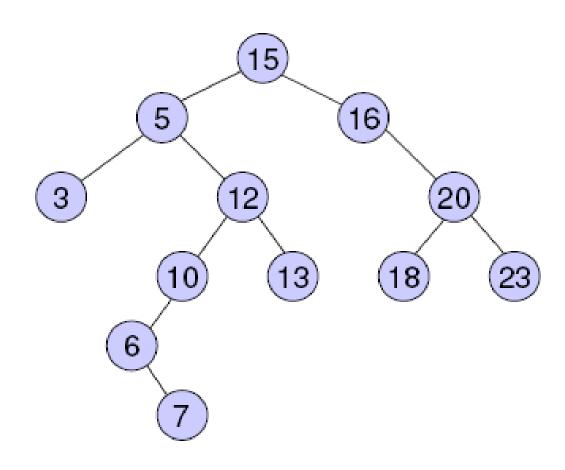
1, 3, 5, 9, 6, 8

Post-Order(Left-Right-Root)



5, 9, 3, 8, 6, 1

Tree Traversal another Example



Tree Traversal another Example

In-order: (left, root, right)

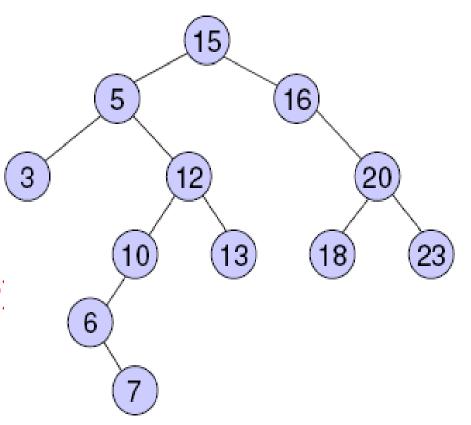
3, 5, 6, 7, 10, 12, 13, 15, 16, 18, 20, 23

□ Pre-order: (root, left, right)

15, 5, 3, 12, 10, 6, 7, 13, 16, 20, 18, 23

□ Post-order: (left, right, root)

3, 7, 6, 10, 13, 12, 5, 18, 23, 20, 16, 15



- □ Nell Dale Chapter#8
- □ Schaum's Outlines Chapter#7
- D. S. MalikChapter#11