

CS & IT ENGINEERING

Data Structure



Tree
Chapter- 5
Lec- 01



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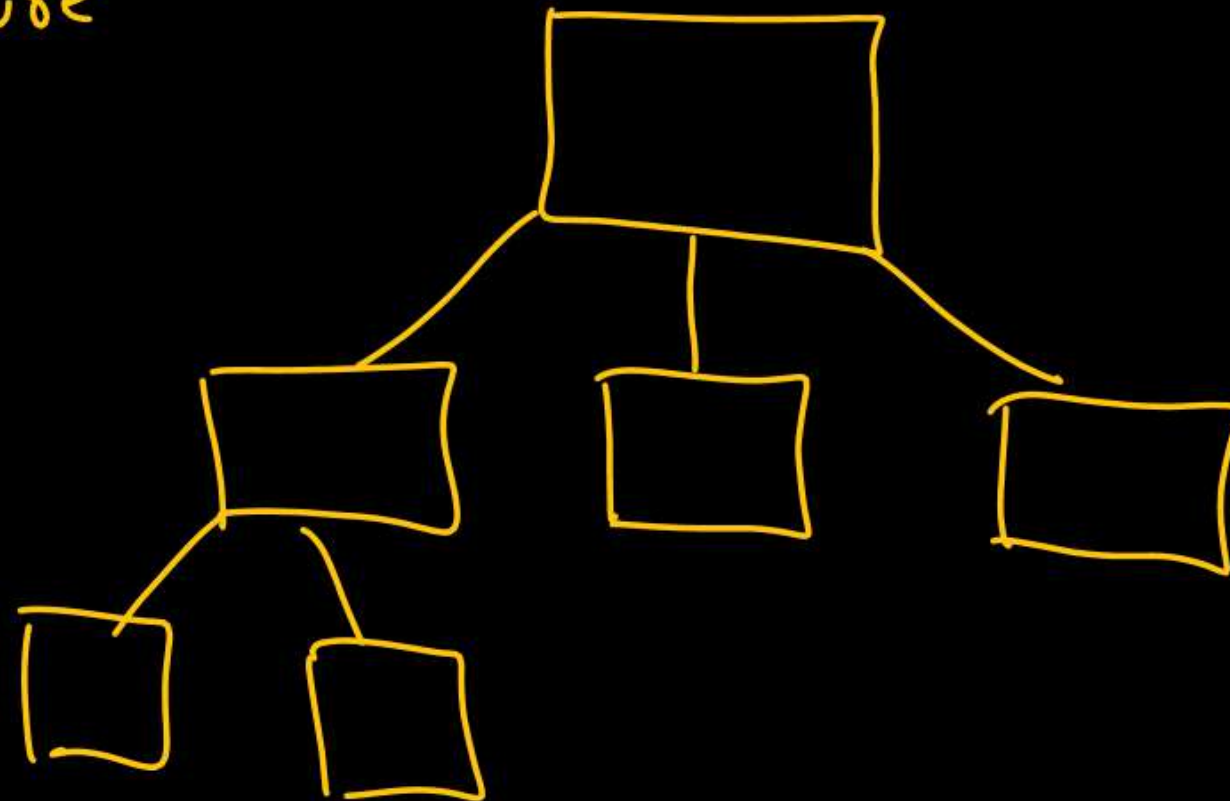
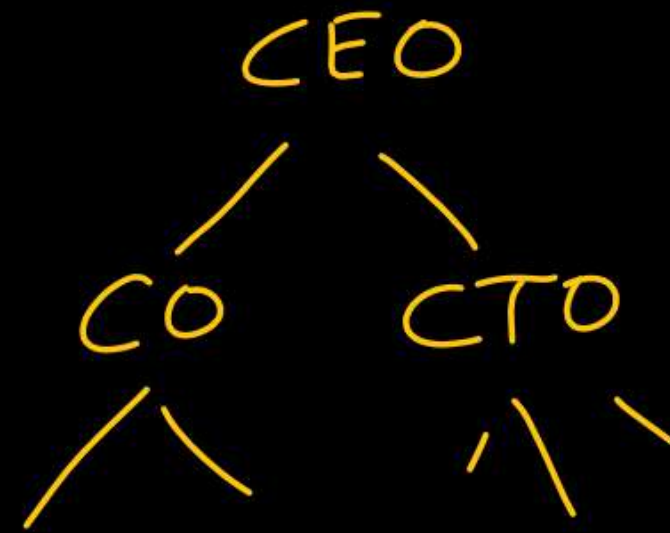
TOPICS TO BE
COVERED

Tree-I

Trees

Non Linear data structure

- ① Organization structure
- ② Folder structure



STL

- ③ HTML/XML (JSON objects)
- ④ Binary Search trees
- ⑤ Binary Heap
- ⑥ B-Trees, B⁺-Trees
- ⑦ Parse tree / Expression

Trees

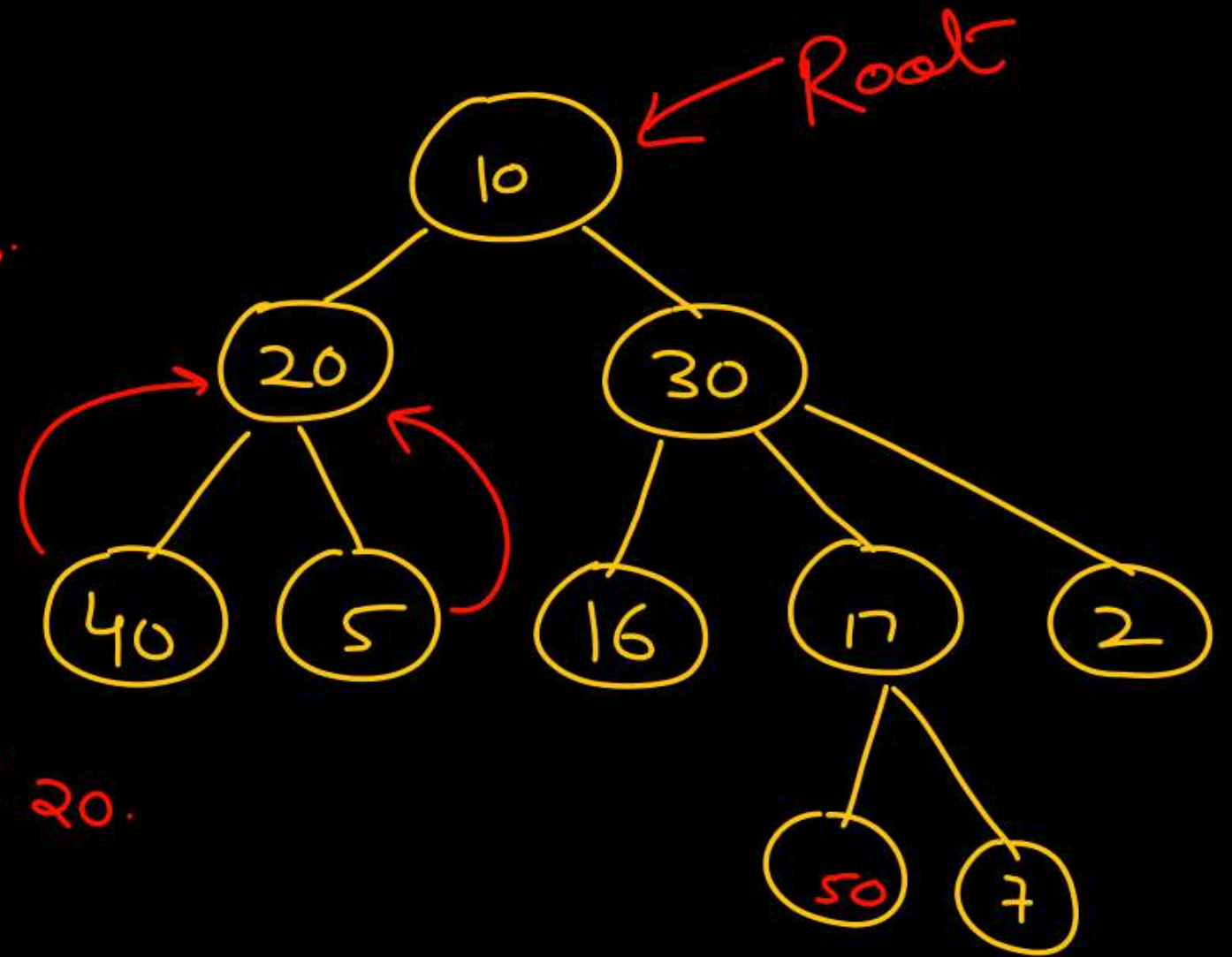
① Node : Each element is rep. by node

② Child : 20, 30 are childs of 10.

40, 5 are childs of 20.

③ Parent : 20 is the parent of 40, 5
30 is the parent of 16, 17, 2

④ Root : Distinguishable from other node (No parent)



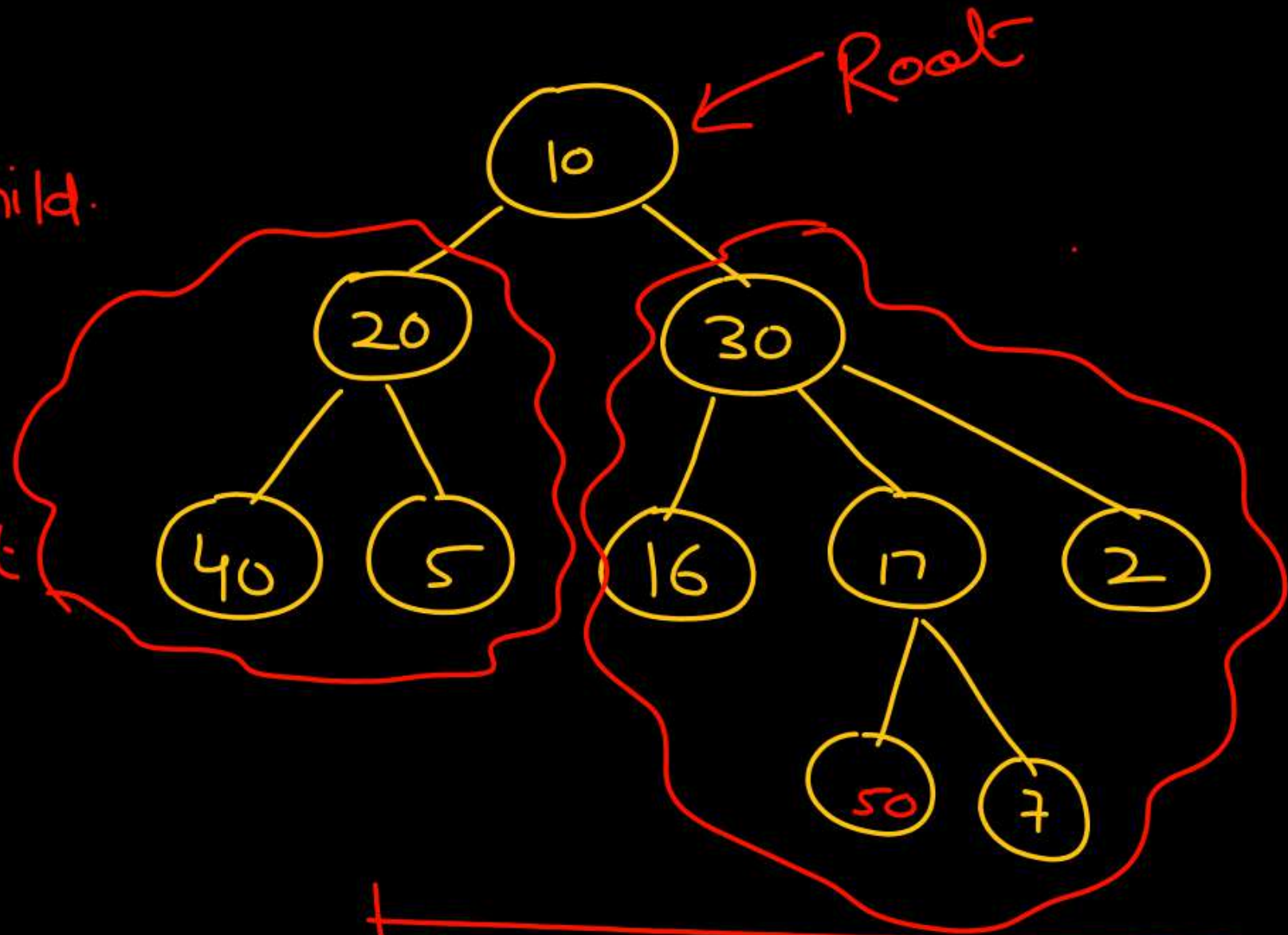
Trees

Leaf node : Node with no child.

40, 5, 16, 50, 7, 2

Internal node : Node with at least 1 child.

i.e. 10, 20, 30, 17



degree of a node : No. of child's.

degree of a leaf node = 0.

degree of node with 1 child = 1

degree of node with 20 key
= 2

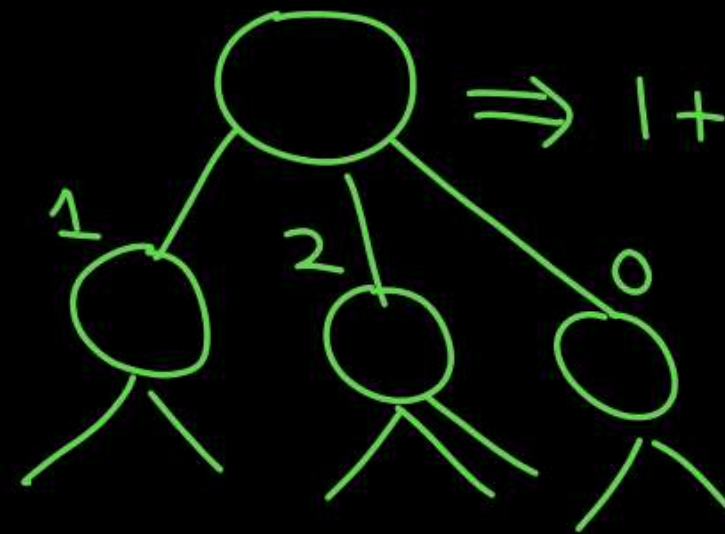
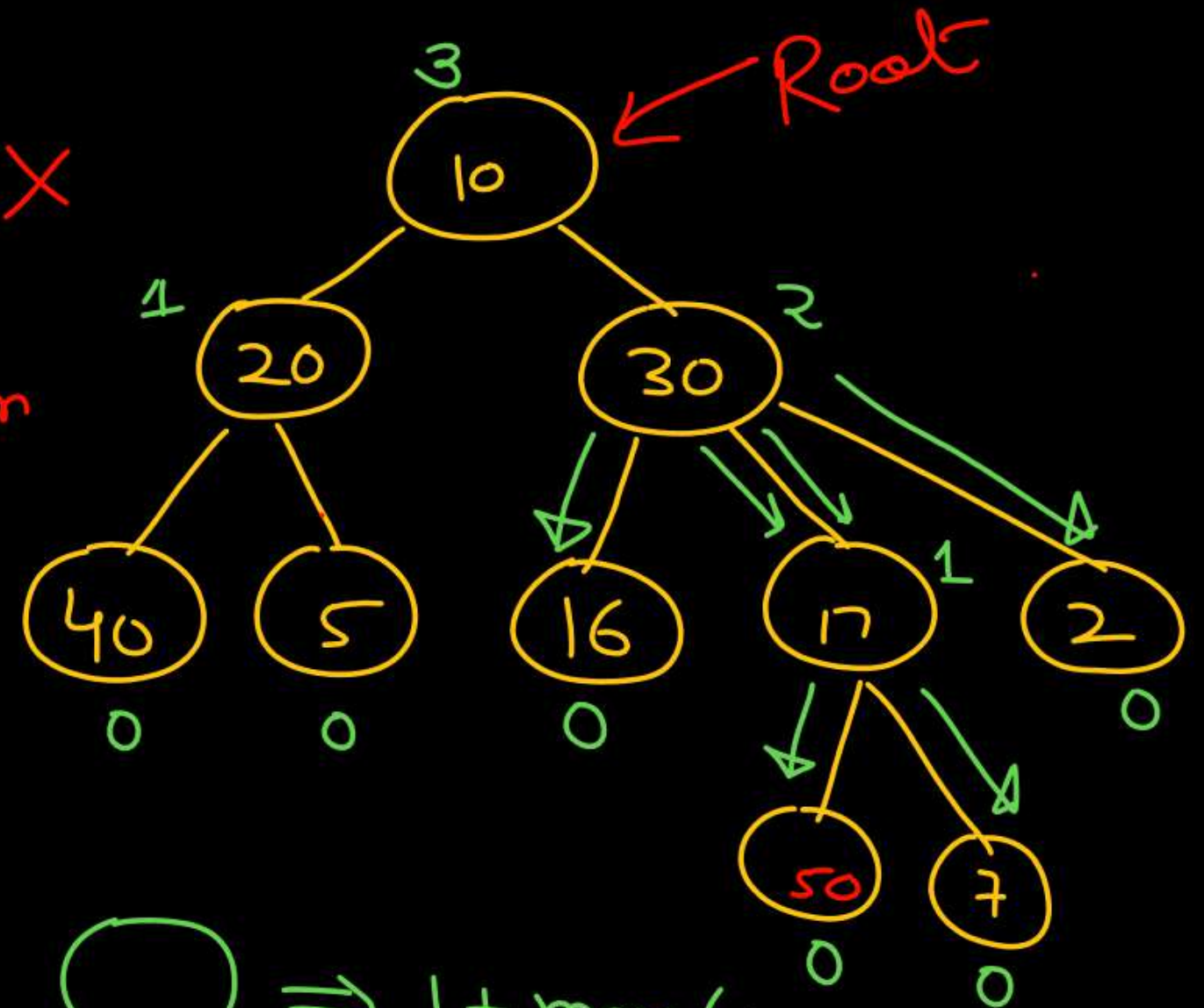
Trees

height of a node : height of a node X

is the length of path from node X to the farthest leaf node.

height of a leaf node = 0

height of tree = height of root node

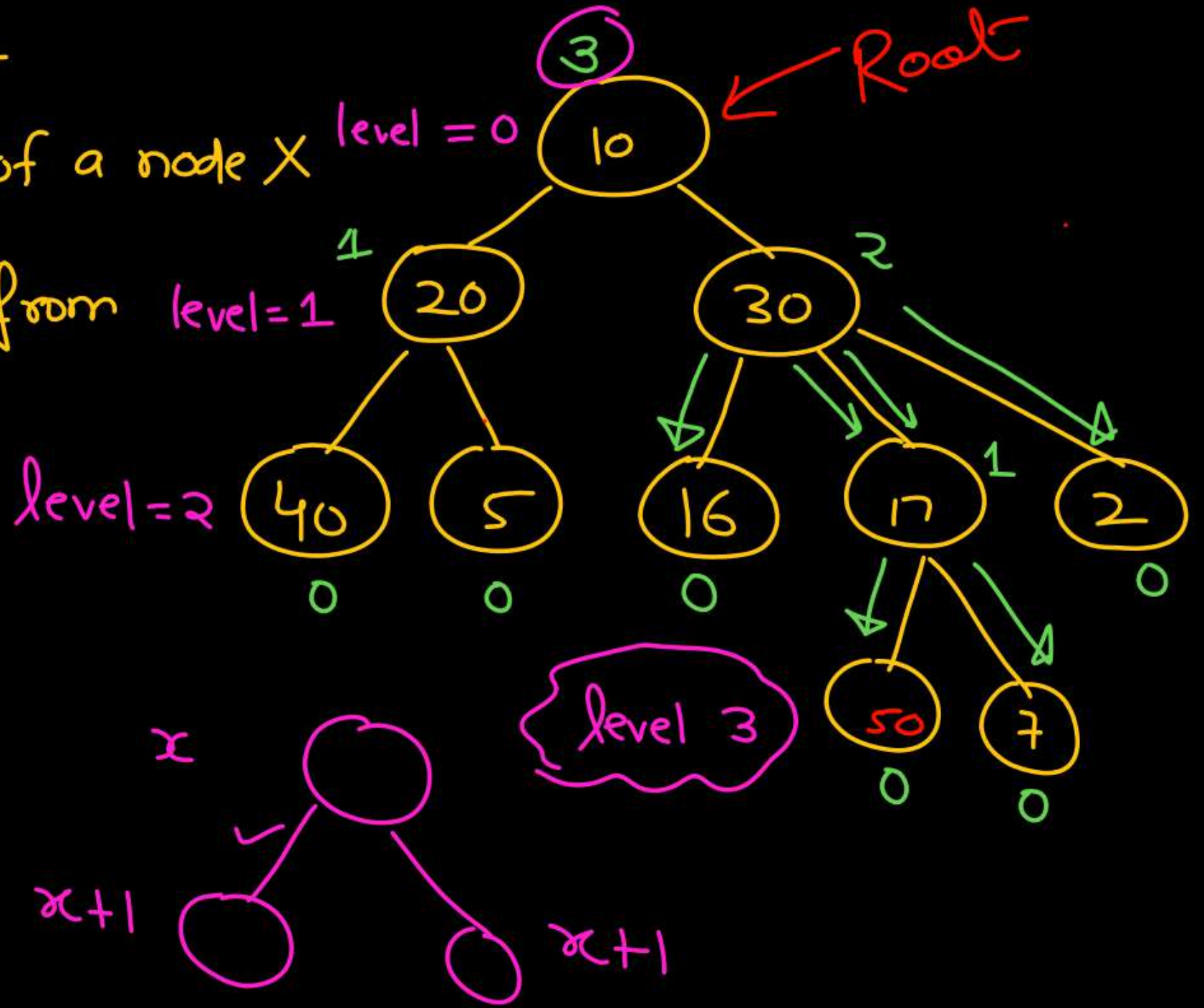


$$\Rightarrow 1 + \max(1, 2, 0)$$
$$\Rightarrow 1 + 2 = 3$$

Trees

Depth/level of a node: level of a node X

is the length of path from root node to X .



Trees

Ancestor

40 \Rightarrow 20, 10

5 \Rightarrow 20, 10

50 \Rightarrow 17, 30, 10

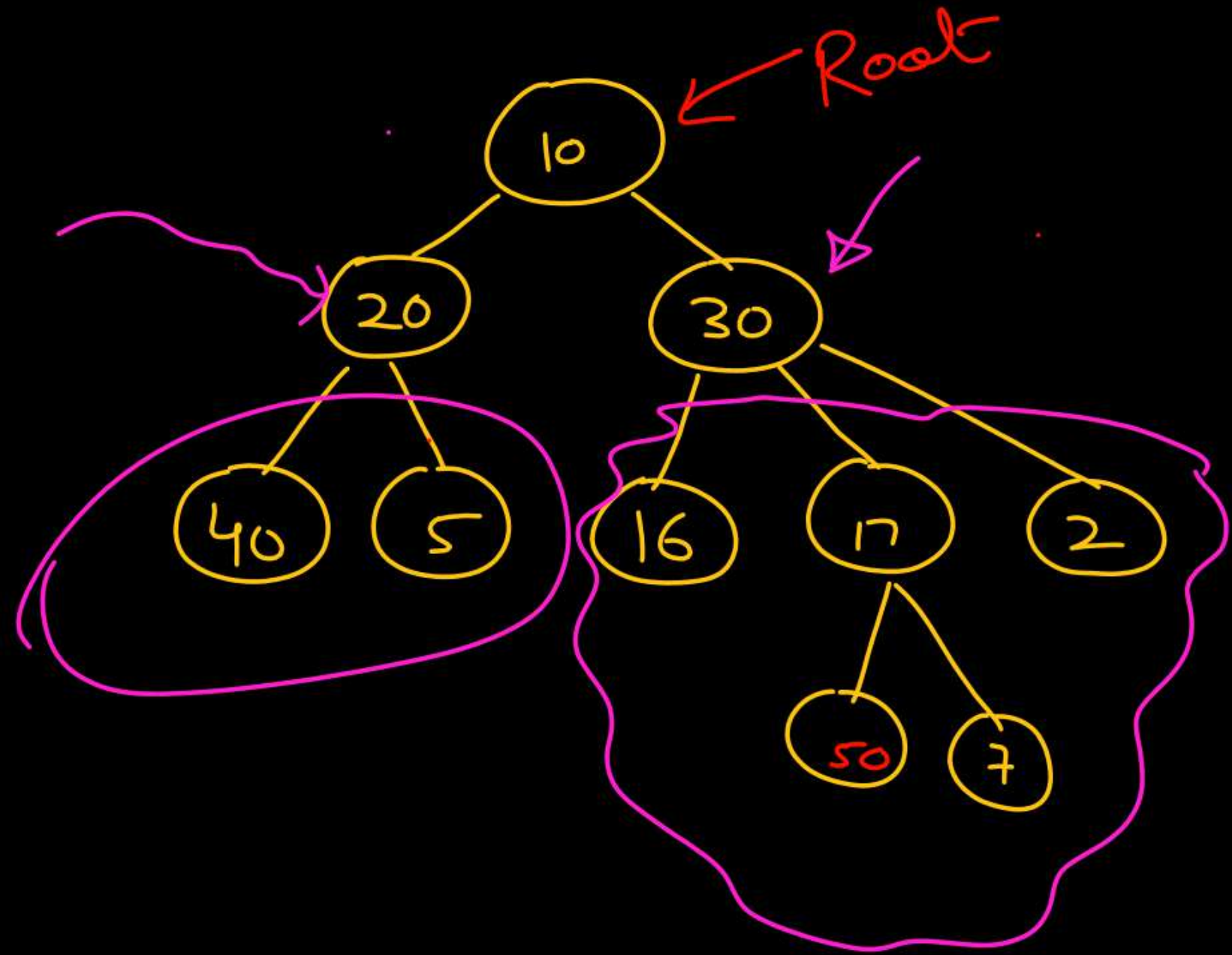
7 \Rightarrow 17, 30, 10

2 \Rightarrow 30, 10

descendant

20 \Rightarrow 40, 5

30 \Rightarrow 16, 17, 2, 50, 7



Trees

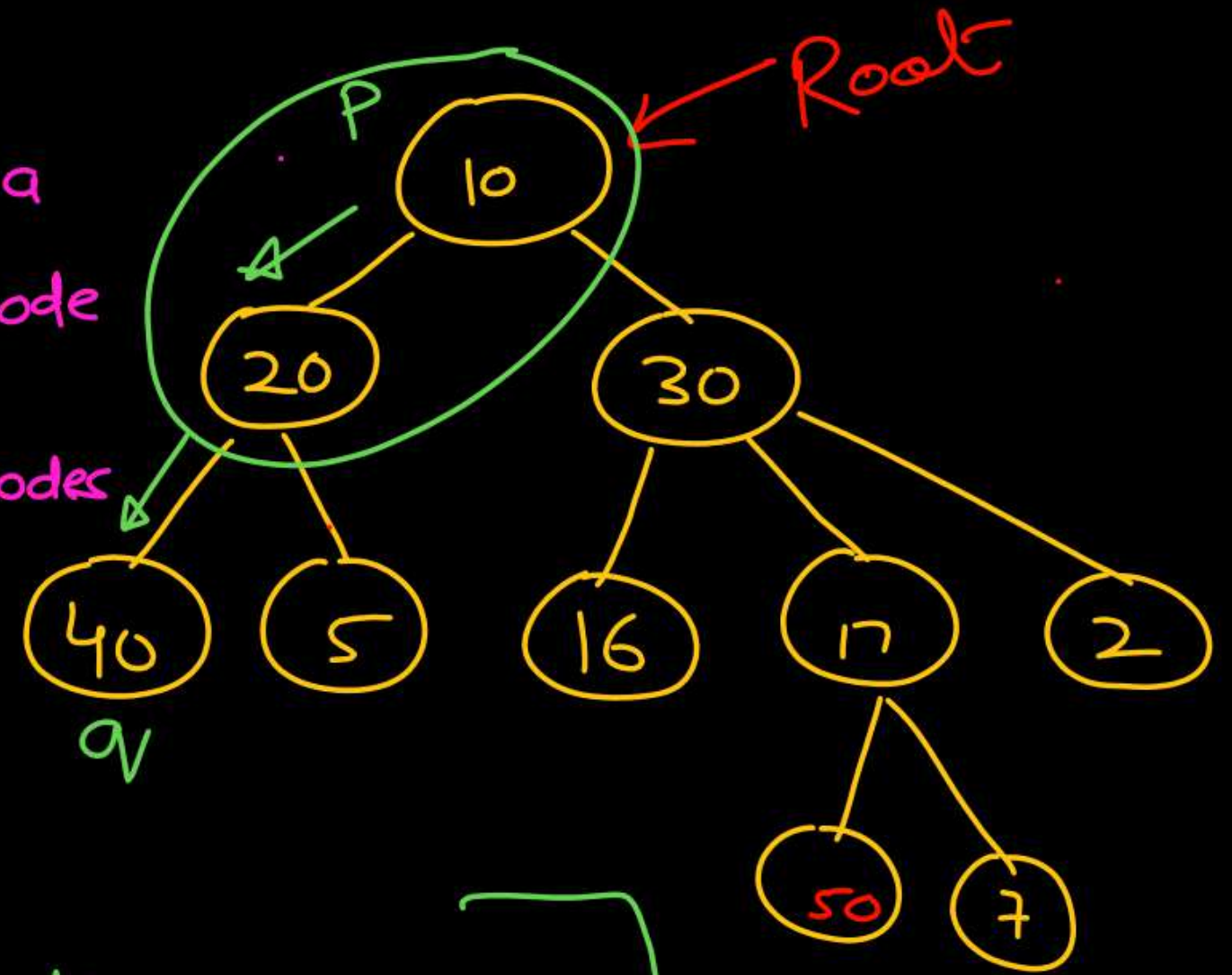
Ancestor of a node q : If there is a path from node

P to node q , then all the nodes in the path (other than q) are ancestor of q .

OR

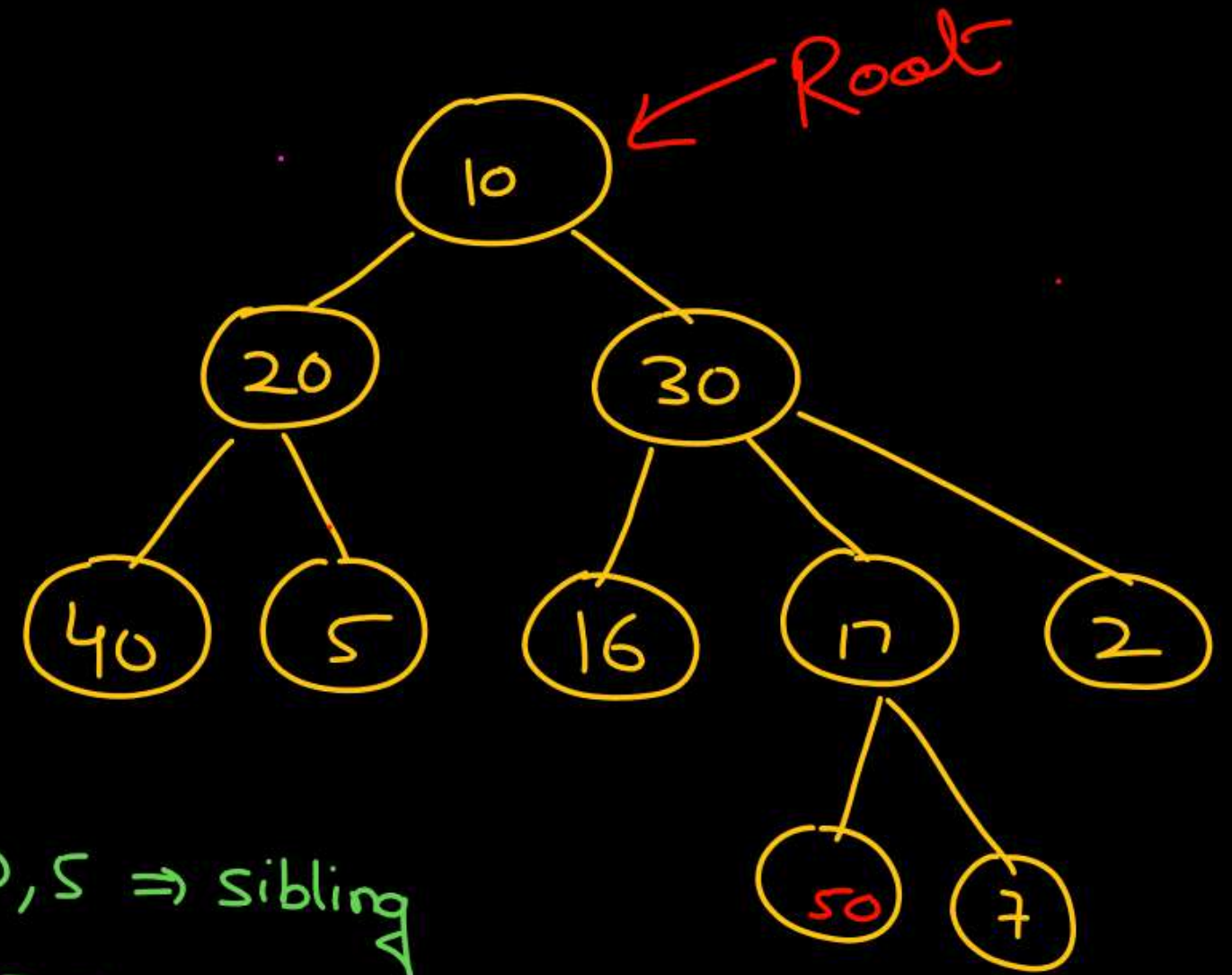
(i) Parent is the ancestor of a node
and

(ii) Parent of some ancestor is also an ancestor



Trees

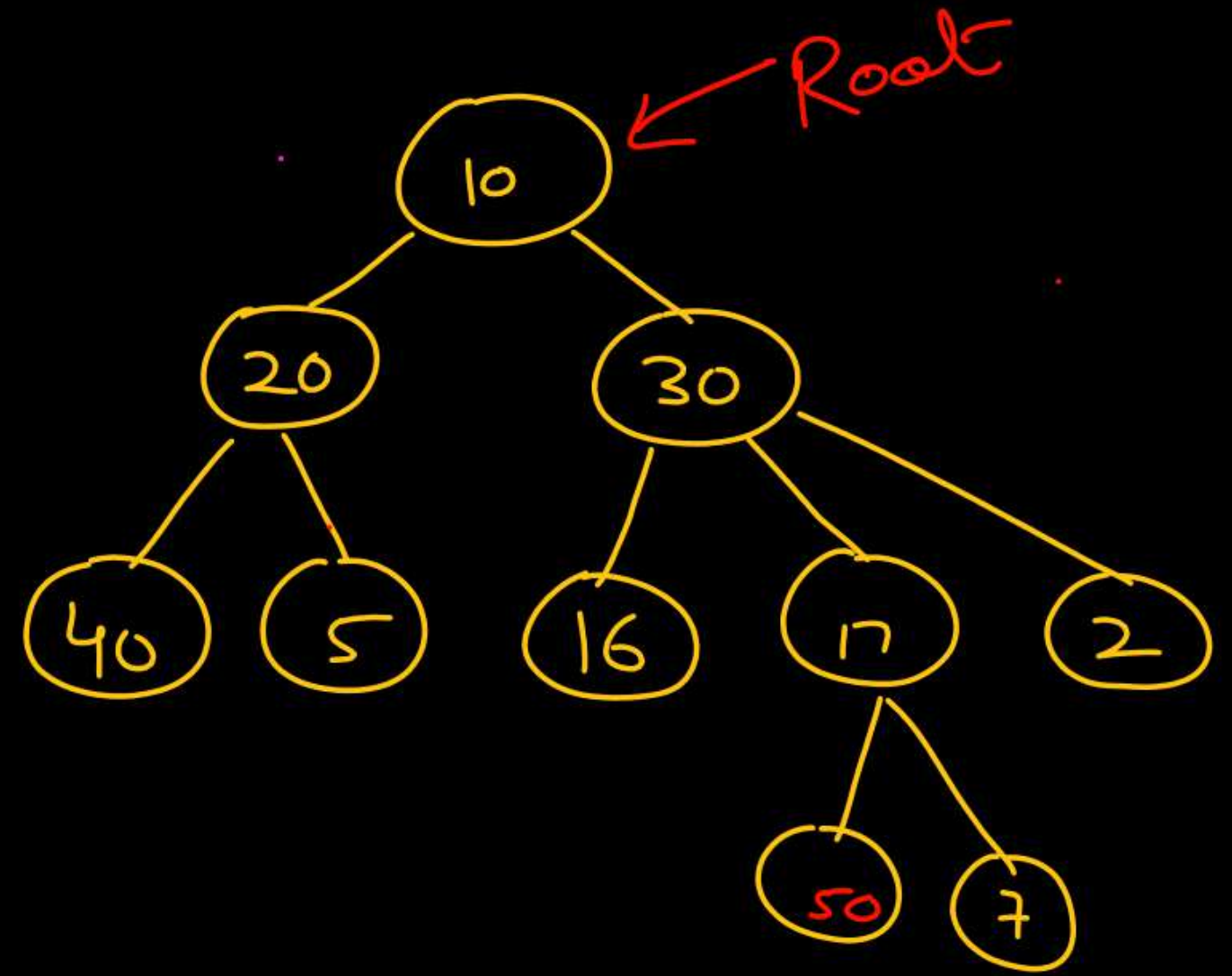
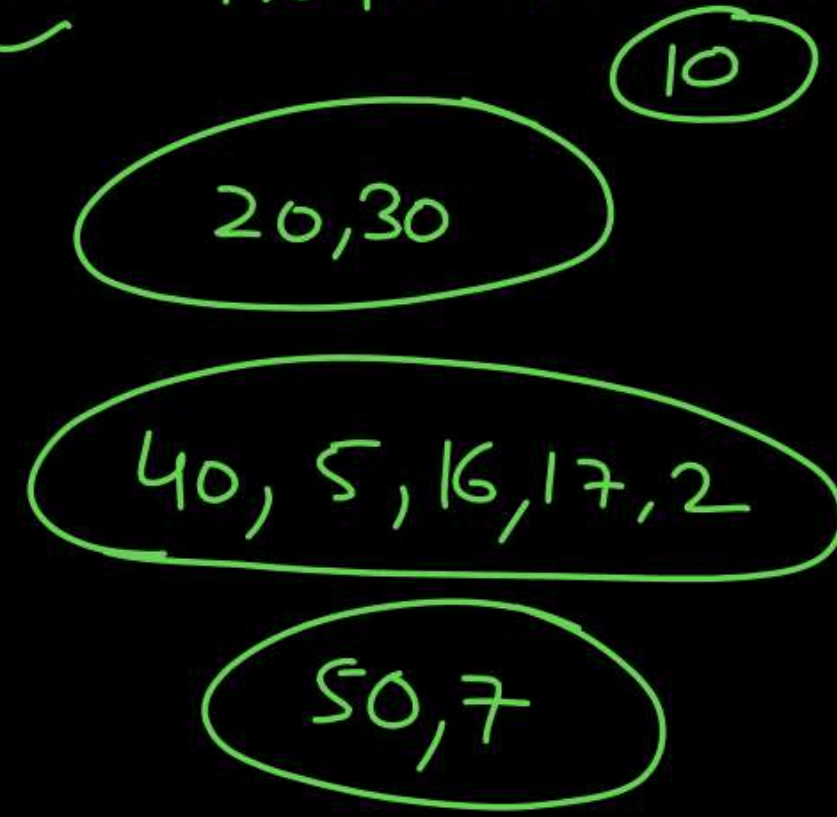
Sibling : Nodes having same parent



40, 5 \Rightarrow sibling
16, 17, 2 \Rightarrow sibling
20, 30 \Rightarrow sibling

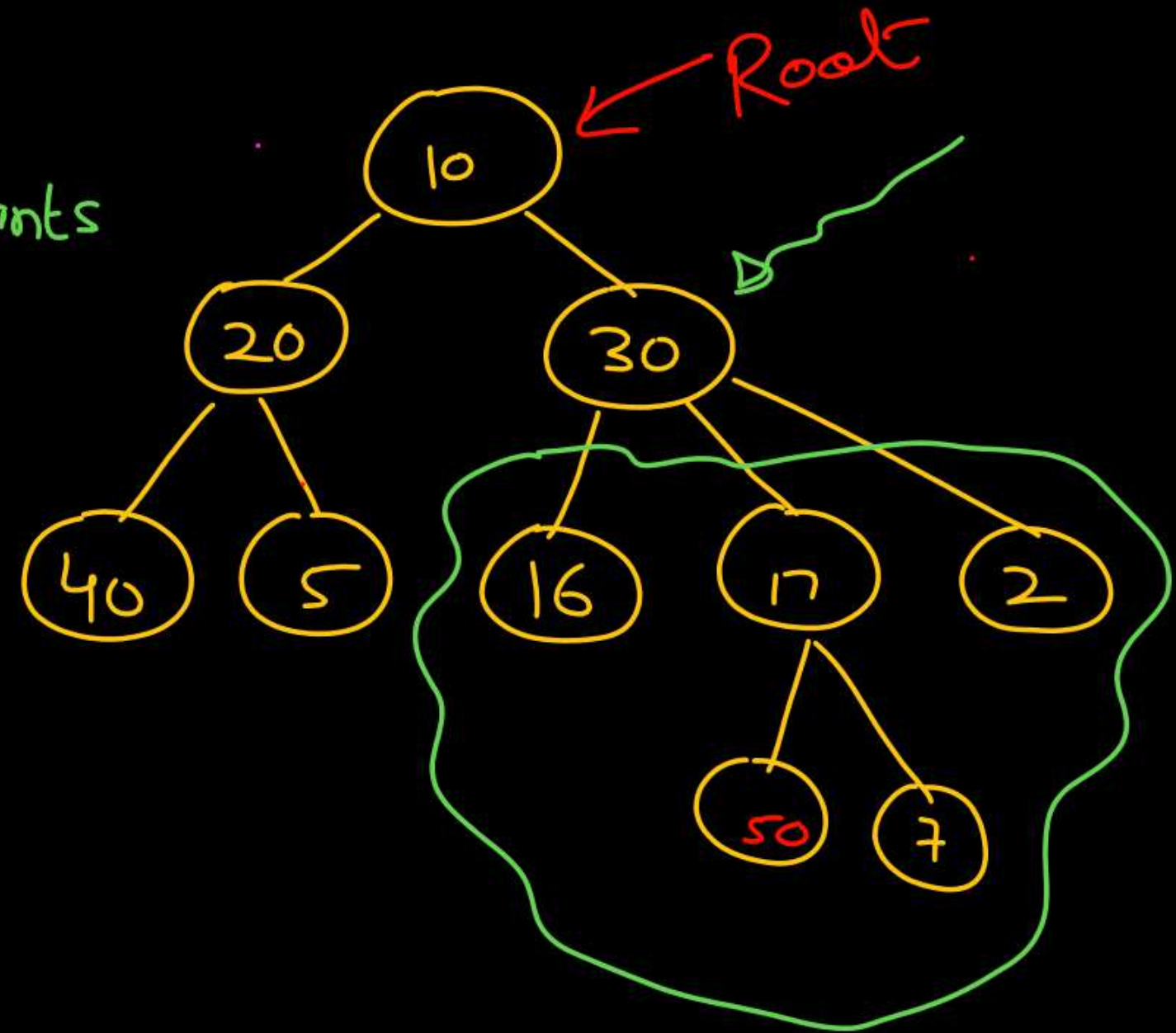
Trees

Generation : all Nodes at a level



Trees

Size of a node : No. of descendants
of the node
(including the
node itself)

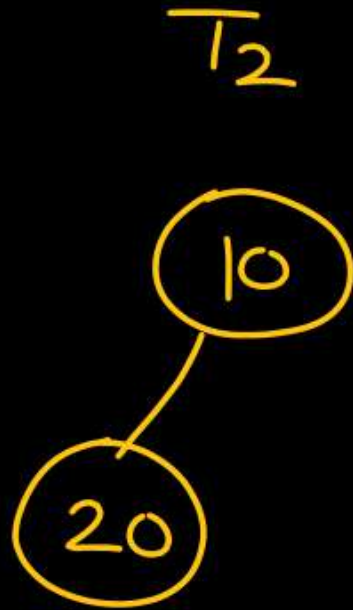
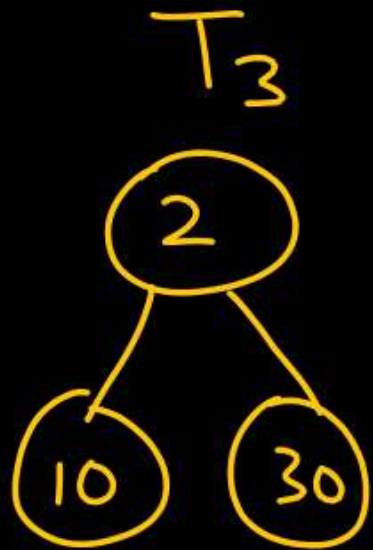


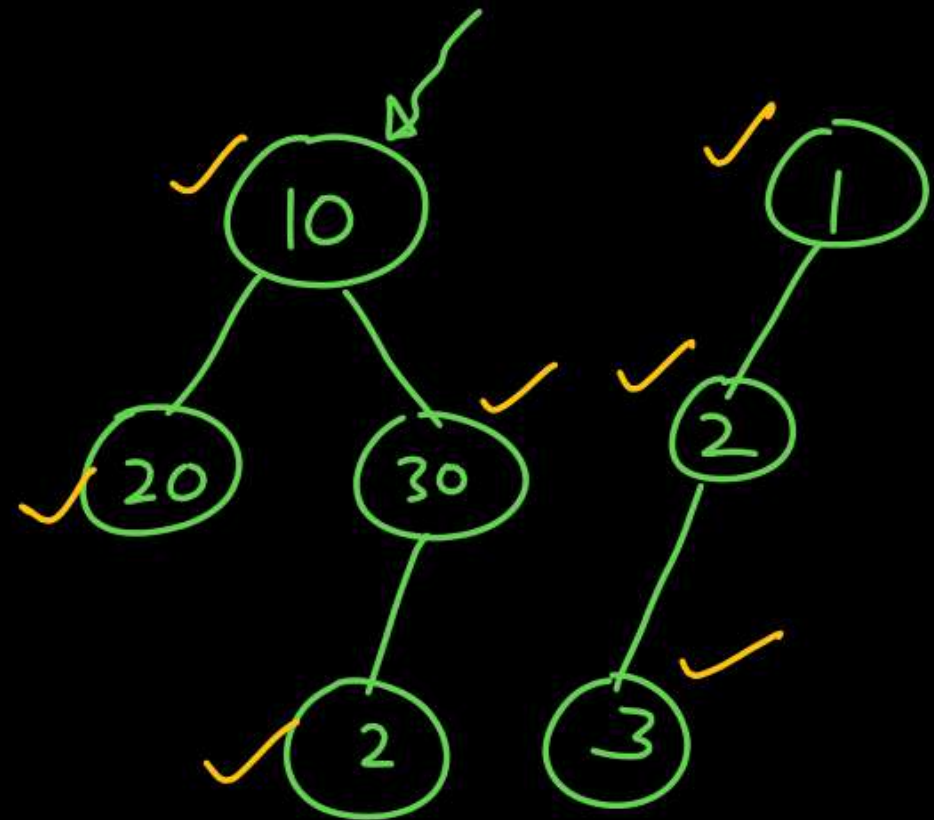
Binary tree Directory

A node can have at most 2 child.

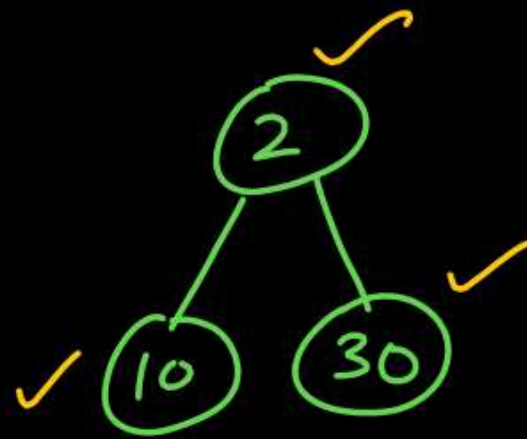
0 child \Rightarrow leaf

1-child
2-child } Internal node

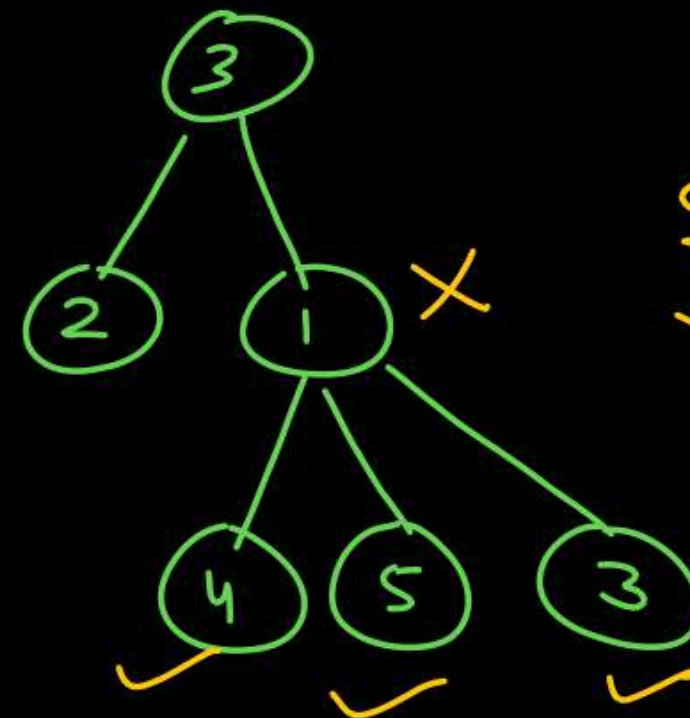




Binary tree

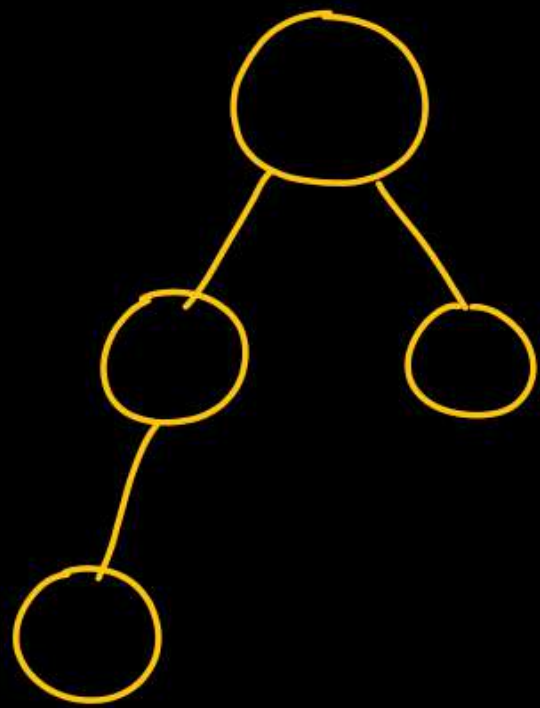


Binary tree

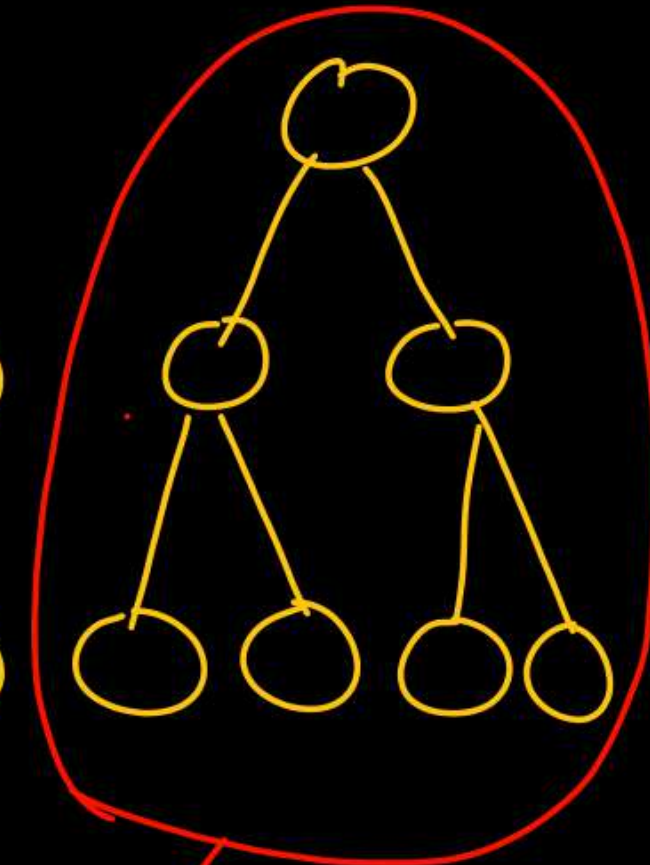
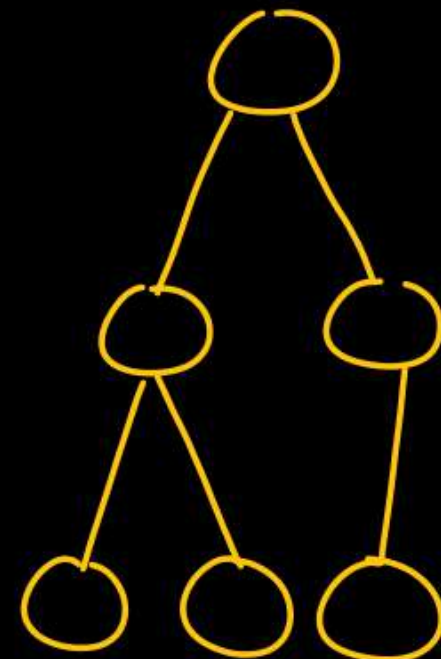
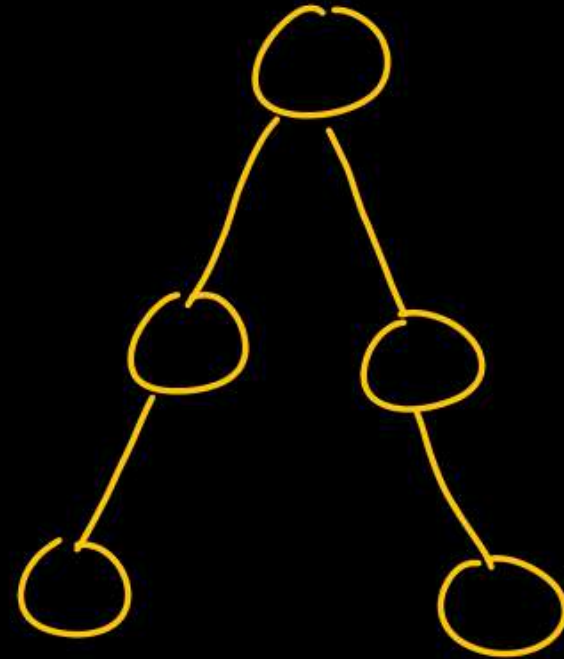
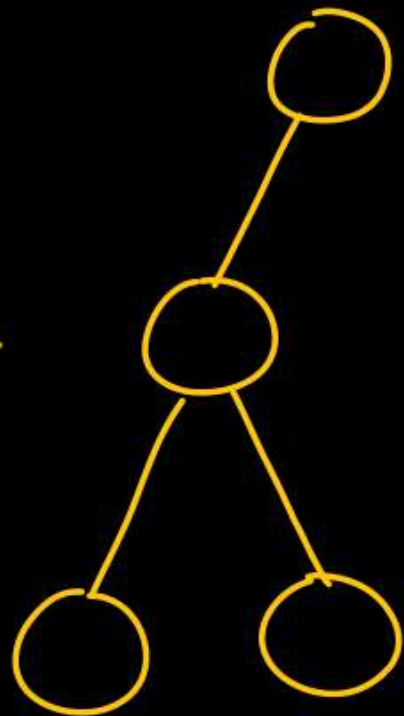


Not a binary tree

Sirsha



$h=2$



nodes

4

4

5

6

7

Full binary tree

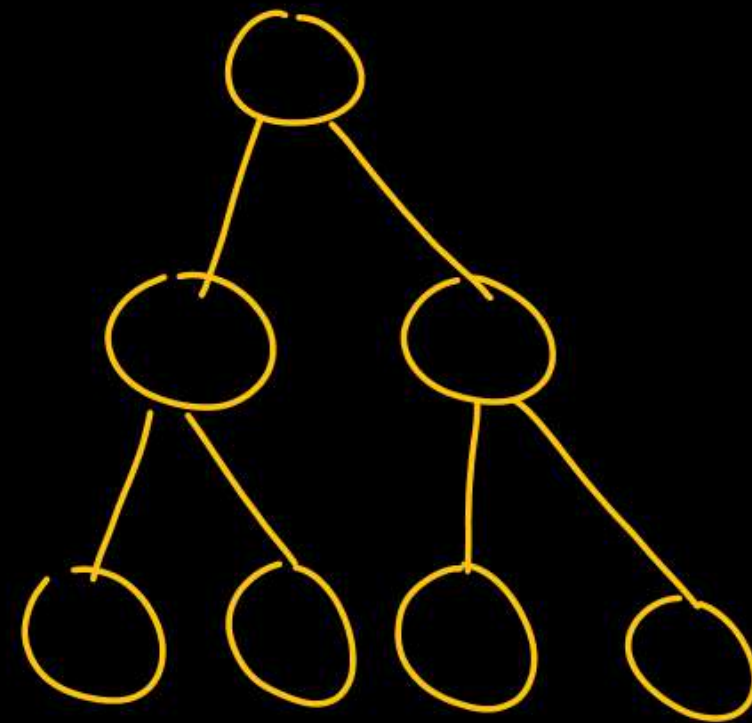
Full binary tree

Max. no. of nodes in a binary tree of height h ?

1 \leftarrow level 0

2^1 \leftarrow level 1

2^2 \leftarrow level 2



\uparrow
 $h=2$
 \downarrow

$$\# \text{ nodes} = 1 + 2^1 + 2^2 = 7$$

#nodes

level

1

0

 2^1

1

 2^2

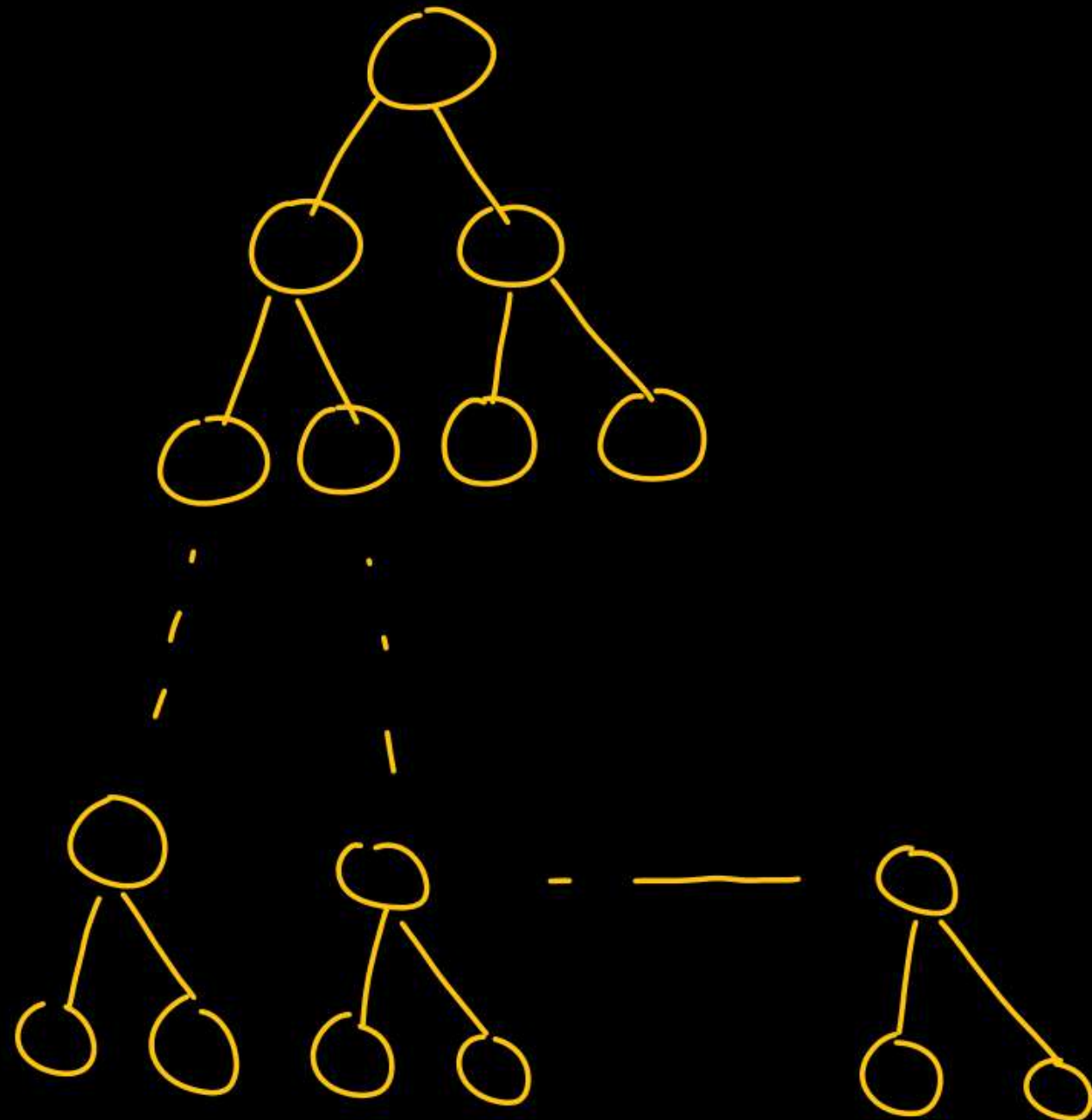
2

$$\text{Total} = 1 + 2^1 + 2^2 + \dots + 2^{h-1} + 2^h$$

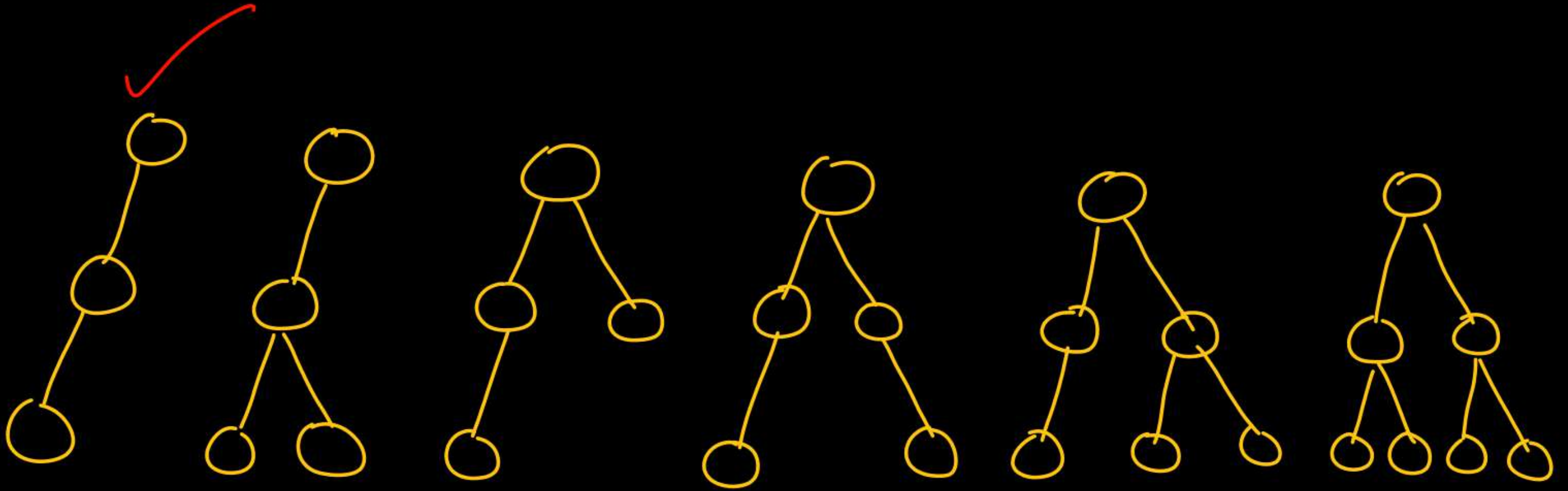
$$\Rightarrow \underbrace{2^0 + 2^1 + \dots + 2^h}_{h+1 \text{ terms}}$$

$$\Rightarrow \frac{1(2^{h+1} - 1)}{2 - 1}$$

$$N \Rightarrow 2^{h+1} - 1$$

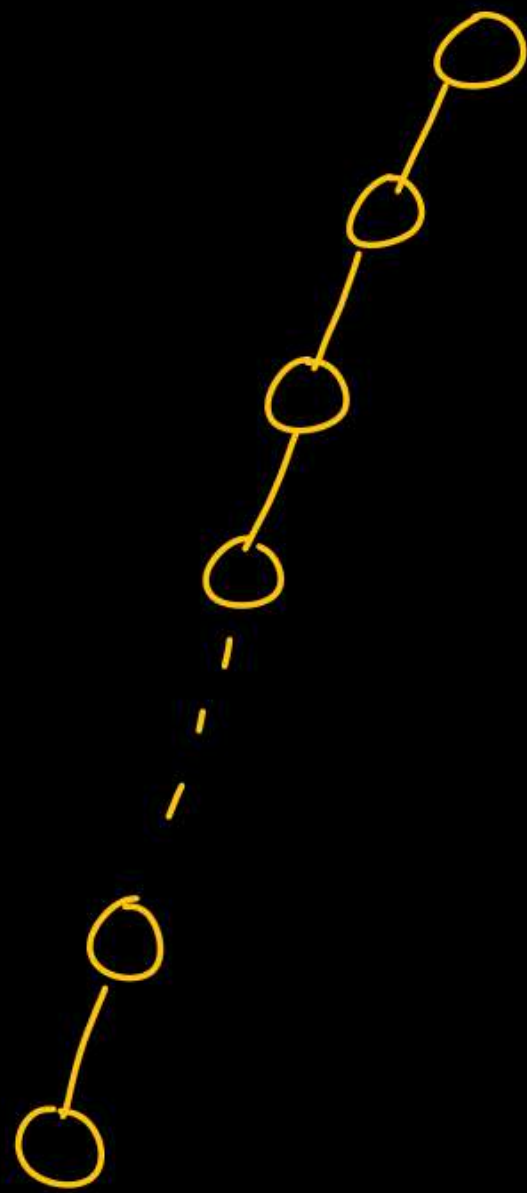


Min. no. of nodes in a binary tree of height h ?



$$n = 3$$

# Node	level
1	0
1	1
1	2
1	3
.	.
1	$h-1$
1	h



$$\Rightarrow \begin{cases} n_{\max} = 2^{h+1} - 1 \\ n_{\min} = h + 1 \end{cases}$$

$$\text{Total} = 1 + 1 + 1 + 1 + \dots \quad (h+1) \text{ times}$$

5 node \Rightarrow 6 NULL

```
struct node{  
    struct node *Left;  
    int data;  
    struct node *Right;  
};
```

struct node *ROOT;

Tree is empty

ROOT

NULL

