

CSE-281: Data Structures and Algorithms

Trees (Chapter-7)

Ref: Schaum's Outline Series, Theory and problems of Data Structures

By Seymour Lipschutz

And Online Resource



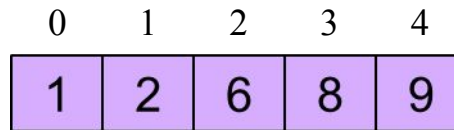
*Eftekhari Hossain
Lecturer
Dept. of ETE, CUET*

Topics to be Covered

- Binary Tree
- Tree Traversal
- Binary Search Tree
- AVL Tree
- B-Tree

Introduction to Trees

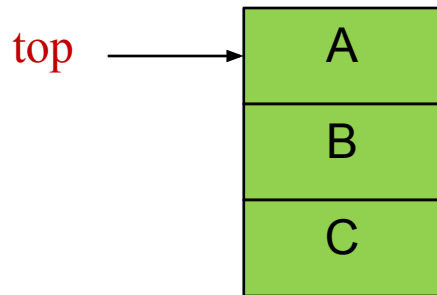
□ Linear Data Structure



Array



Linked List



Stack



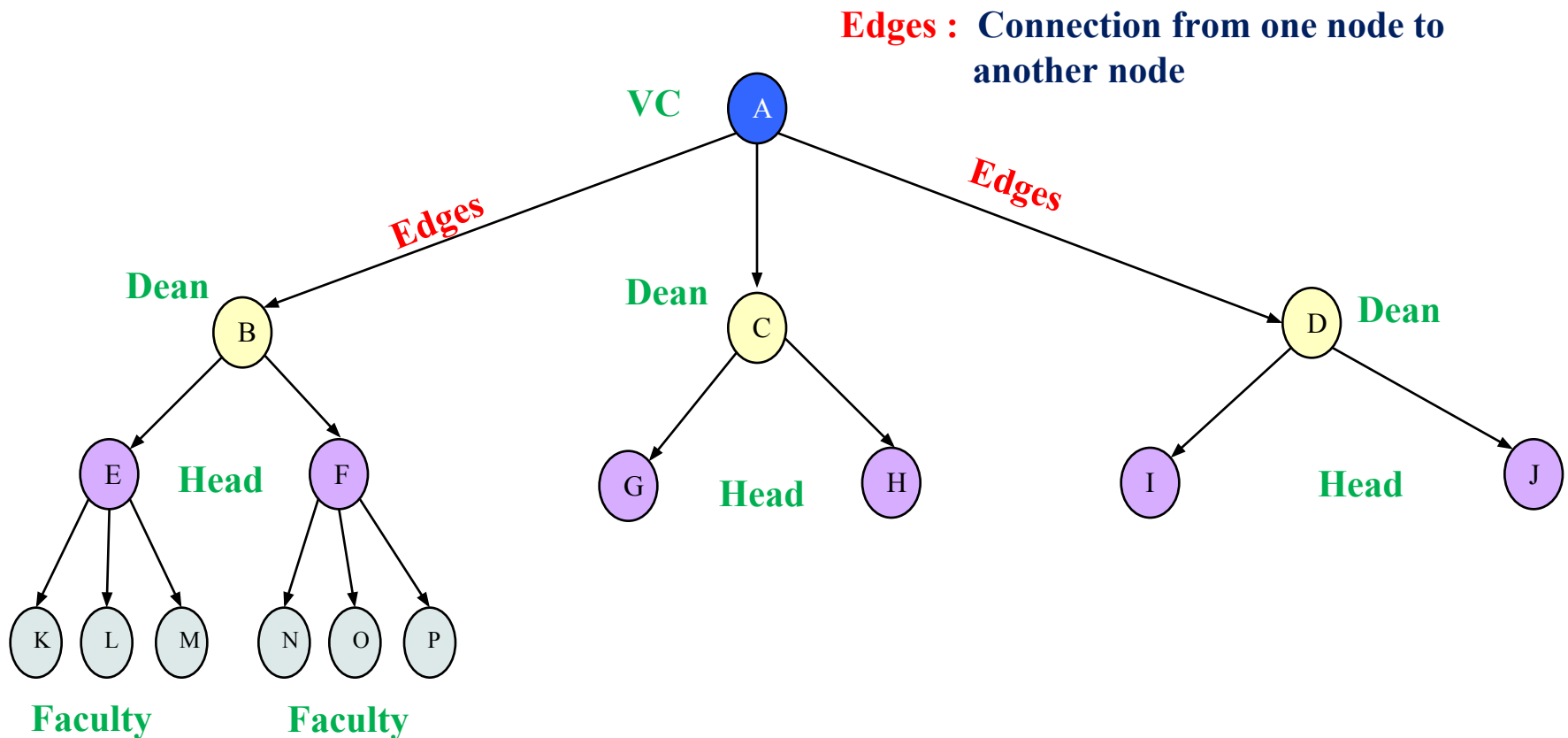
FRONT

REAR

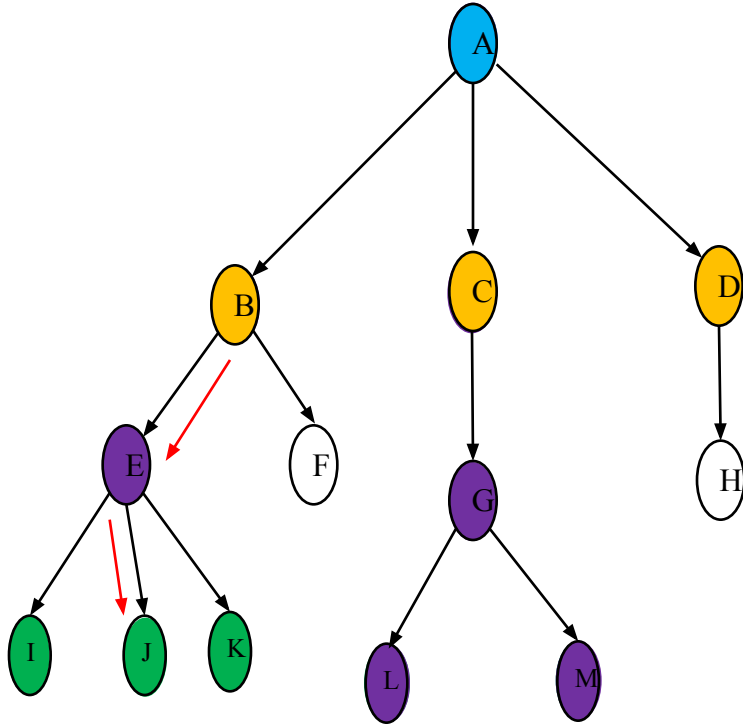
Queue

Introduction to Trees

- Tree can be defined as a collection of entities (nodes) linked together to simulate a hierarchy.



Tree Terminologies



Nodes: A , B, C, D, E, F, G, H ,I ,J, K, L, M

Root: A

Parent Node: B is parent of E & F

Child Node: L & M are the children of G

Leaf Nodes: (External Nodes) doesn't have any children □ I , J, K, L, M

Non – Leaf nodes : have at least one children
A , B, C, D, E, G

Path : sequence of consecutive edges from source node to destination node

B □ J

B □ E E □ J

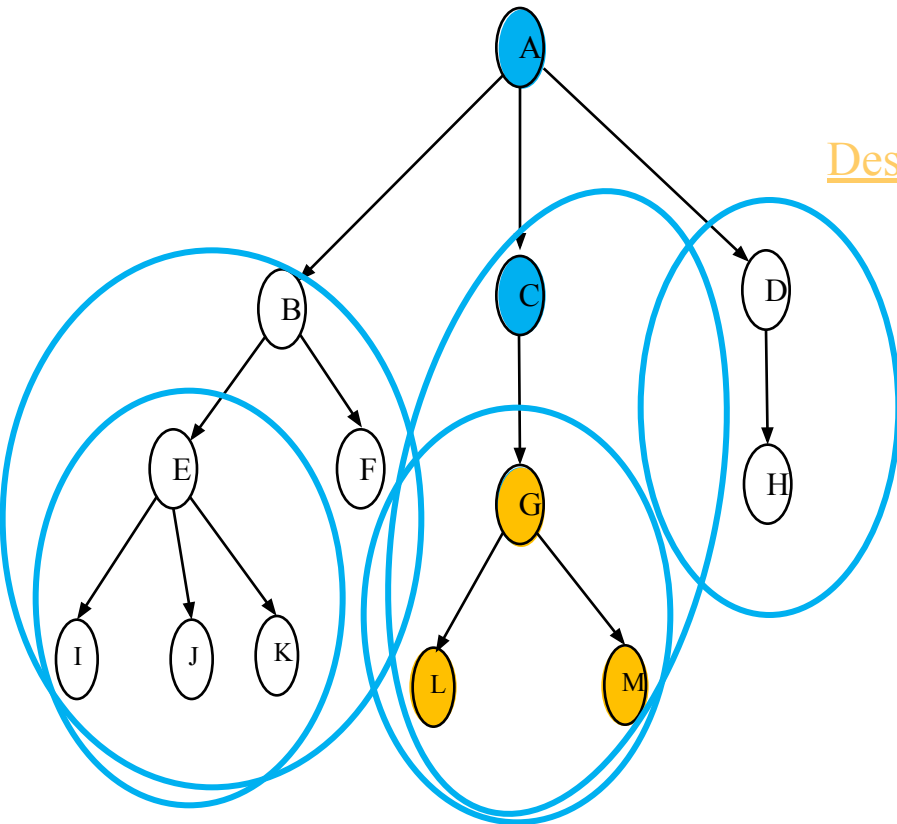
Tree Terminologies

Ancestor : any predecessor node on the path from root to that node .

Ancestor of L \square A, C, G

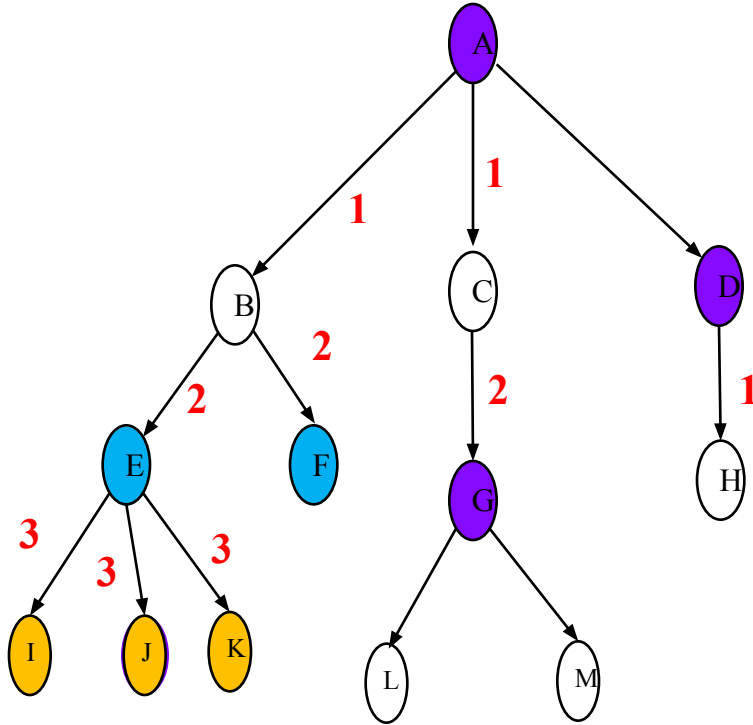
Descendent : any successor node on the path from that node to the leaf node .

Descendent of C \square G, L, M



Sub Tree of a Tree T

Tree Terminologies



Height and Depth of a node
May or may not be same

Height of a tree is equal to the
Height of Root A

Siblings: children's of same node

Degree: degree of any node is the number of children that any node have

degree of any leaf node is 0

degree of a Tree is the maximum number of degree any node have

Degree of this Tree is 3

Depth: length of path from root to that node

Depth of node G = 2 , J = 3

Height: no. of edges in the longest path from that node to a leaf node.

Height of node D = 1 , A = 3

Tree Terminologies

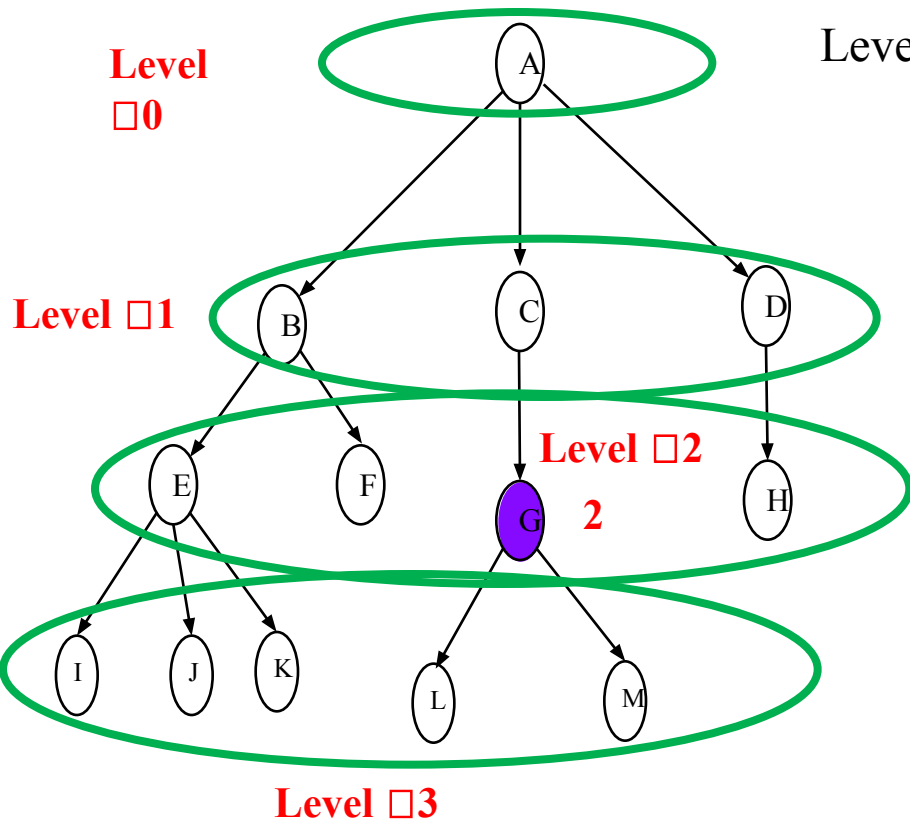
Level of a node : distance from root to that node

Level of G = 2

Level of a Tree is equal to the Height of the Tree , here it is 3

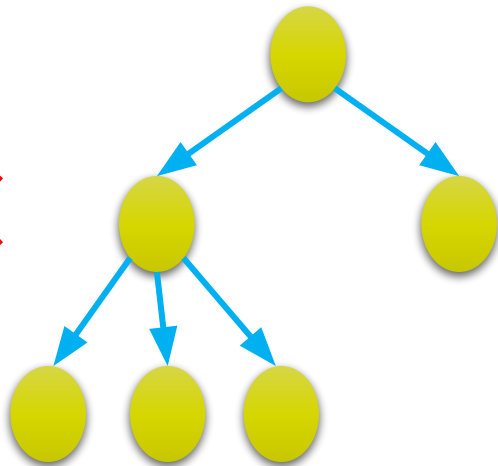
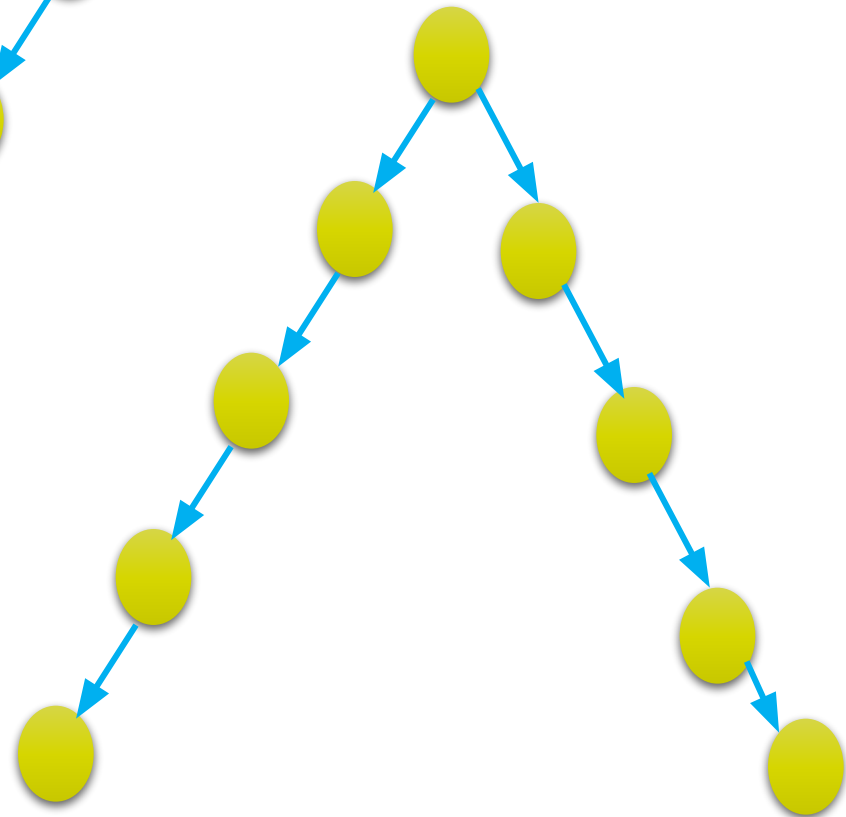
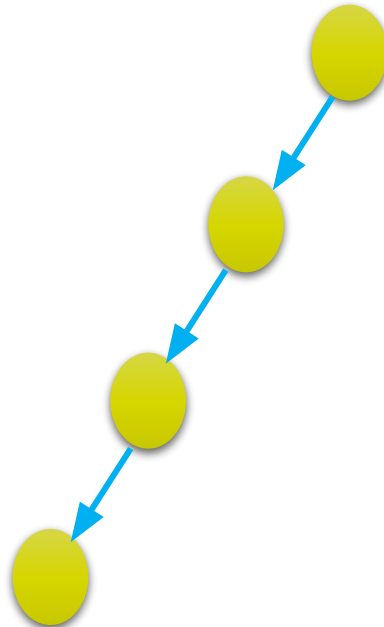
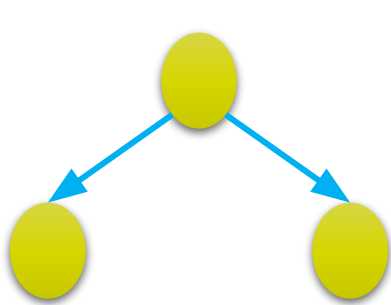
Level of a node is equal to the depth of a node

If a Tree have n number of nodes then there must have $n - 1$ edges



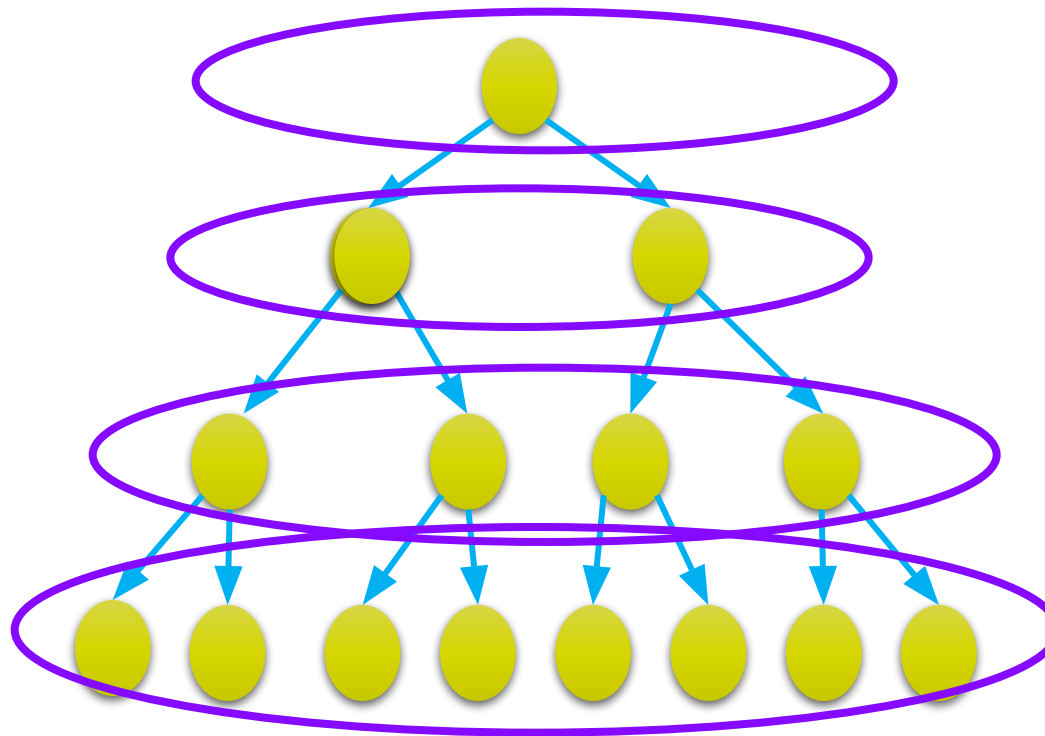
Binary Trees

- Each node have at most 2 children



Properties of Binary Trees

- If a Tree have n number of nodes then there must have $n - 1$ edges



Level

Max Nodes

0

1

If a Tree have n number of nodes then there must have $n - 1$ edges

1

2

If a Tree have n number of nodes then there must have $n - 1$ edges

2

4

If a Tree have n number of nodes then there must have $n - 1$ edges

3

8

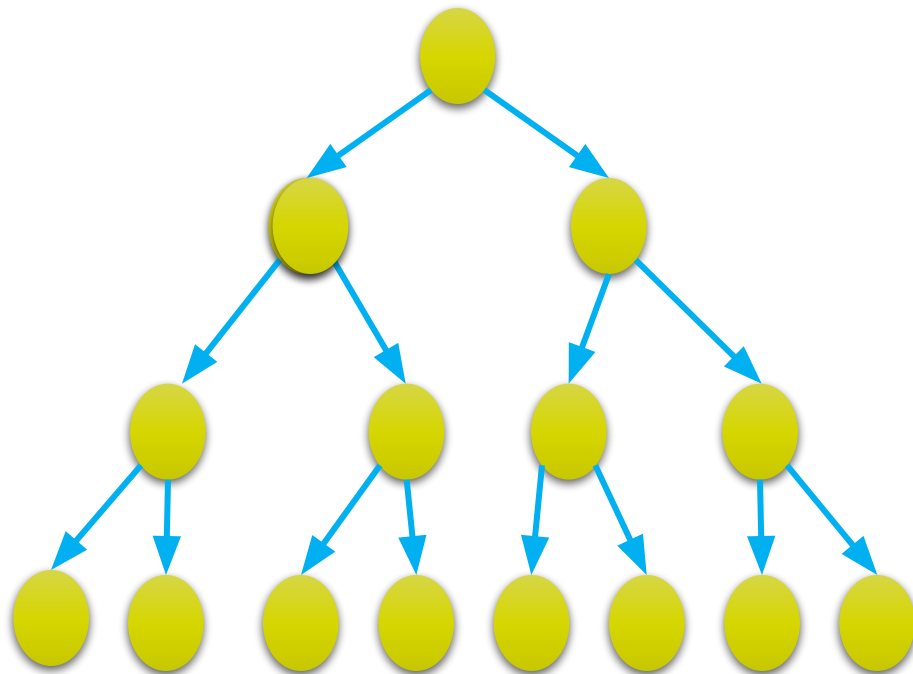
If a Tree have n number of nodes then there must have $n - 1$ edges

Properties of Binary Trees

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges



Level

Max Nodes

0

1

If a Tree have n number of nodes
then there must have $n - 1$ edges

1

2

If a Tree have n number of nodes
then there must have $n - 1$ edges

2

4

If a Tree have n number of nodes
then there must have $n - 1$ edges

3

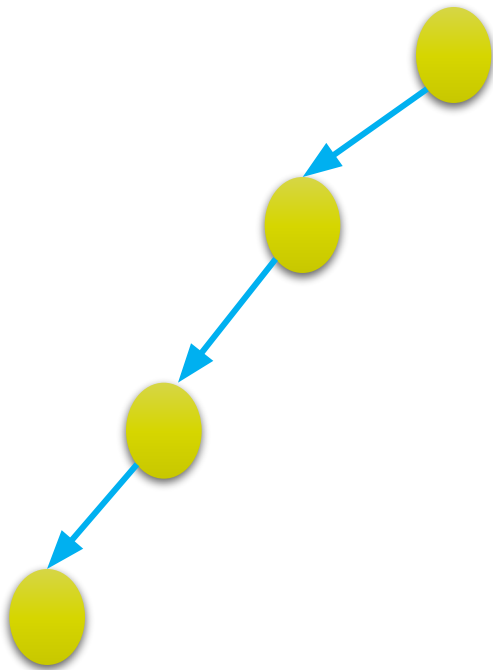
8

If a Tree have n number of nodes
then there must have $n - 1$ edges

Properties of Binary Trees

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges



Level	Min Nodes
0	1
1	1
2	1
3	1

Properties of Binary Trees

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

Types of Binary Trees

Full / Proper / Strict

Complete

Perfect Binary Tree

Degenerate Binary Tree

Full Binary Tree

Each node have either 0 or 2 children

Each node is contain exactly 2 children's except leaf nodes

Full
Binary Tree

Not a Full
Binary Tree

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

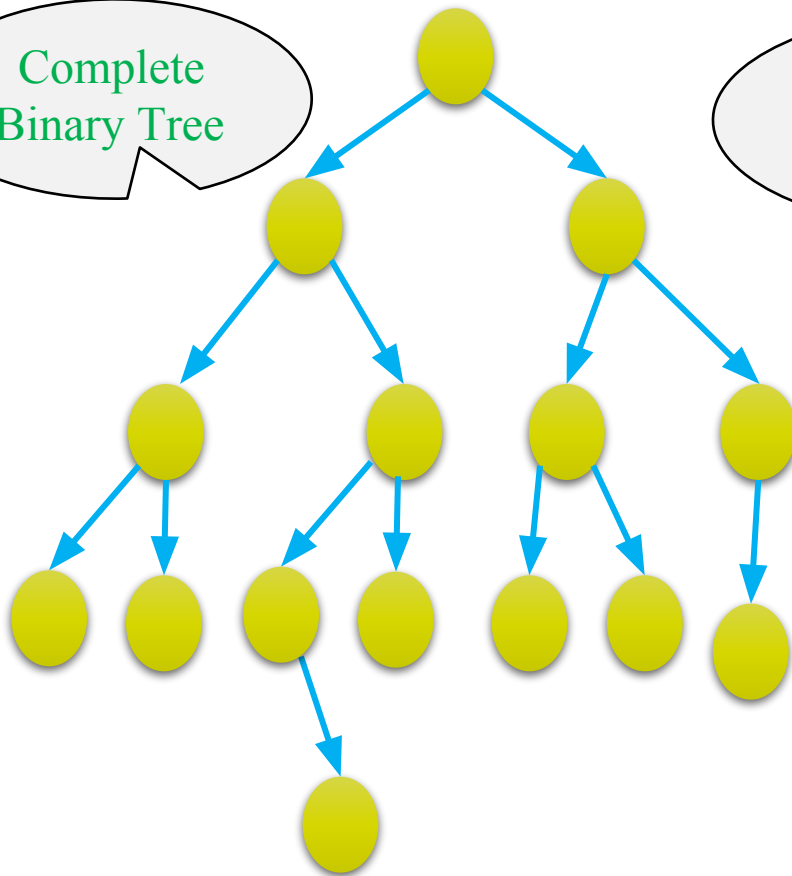
Complete Binary Trees

All levels are completely filled (except possibly the last level)

And the last level must have nodes as left as possible

Complete
Binary Tree

Not a complete
Binary Tree



If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

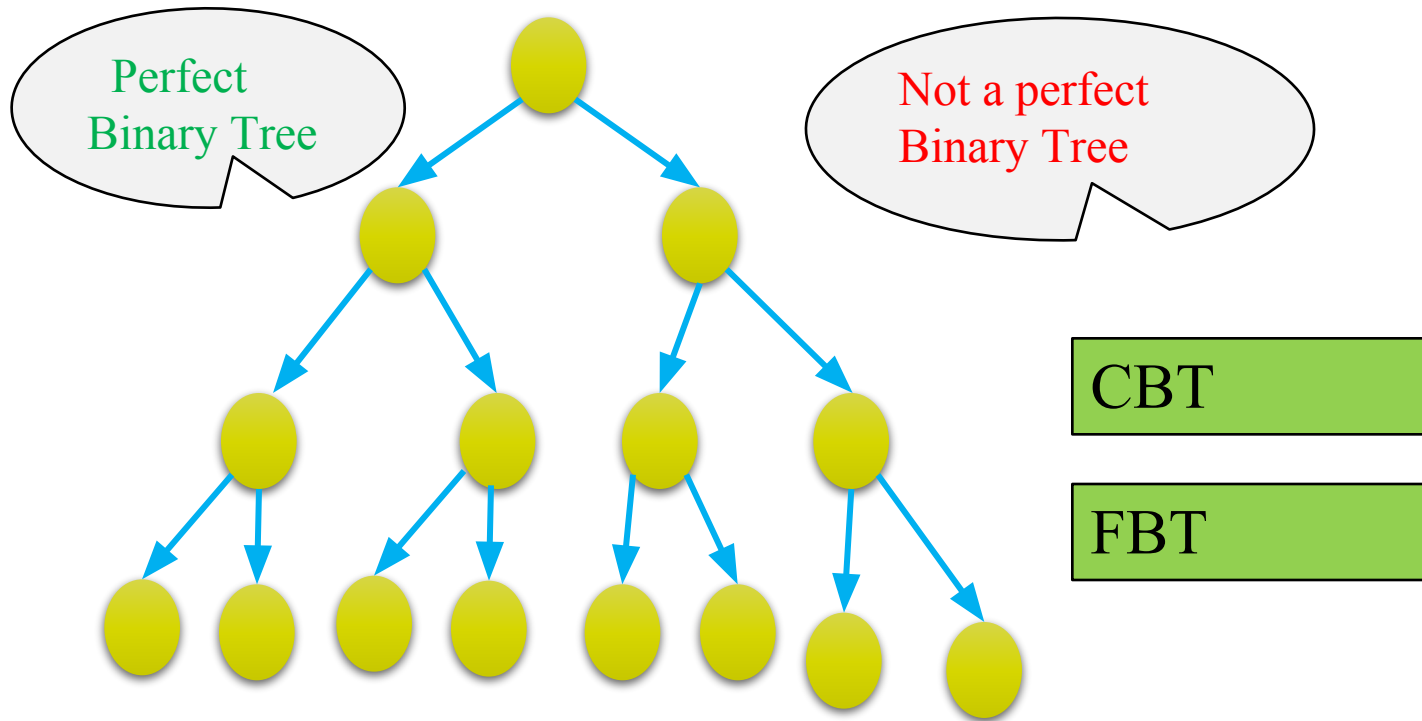
If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

Perfect Binary Trees

All internal nodes have 2 children

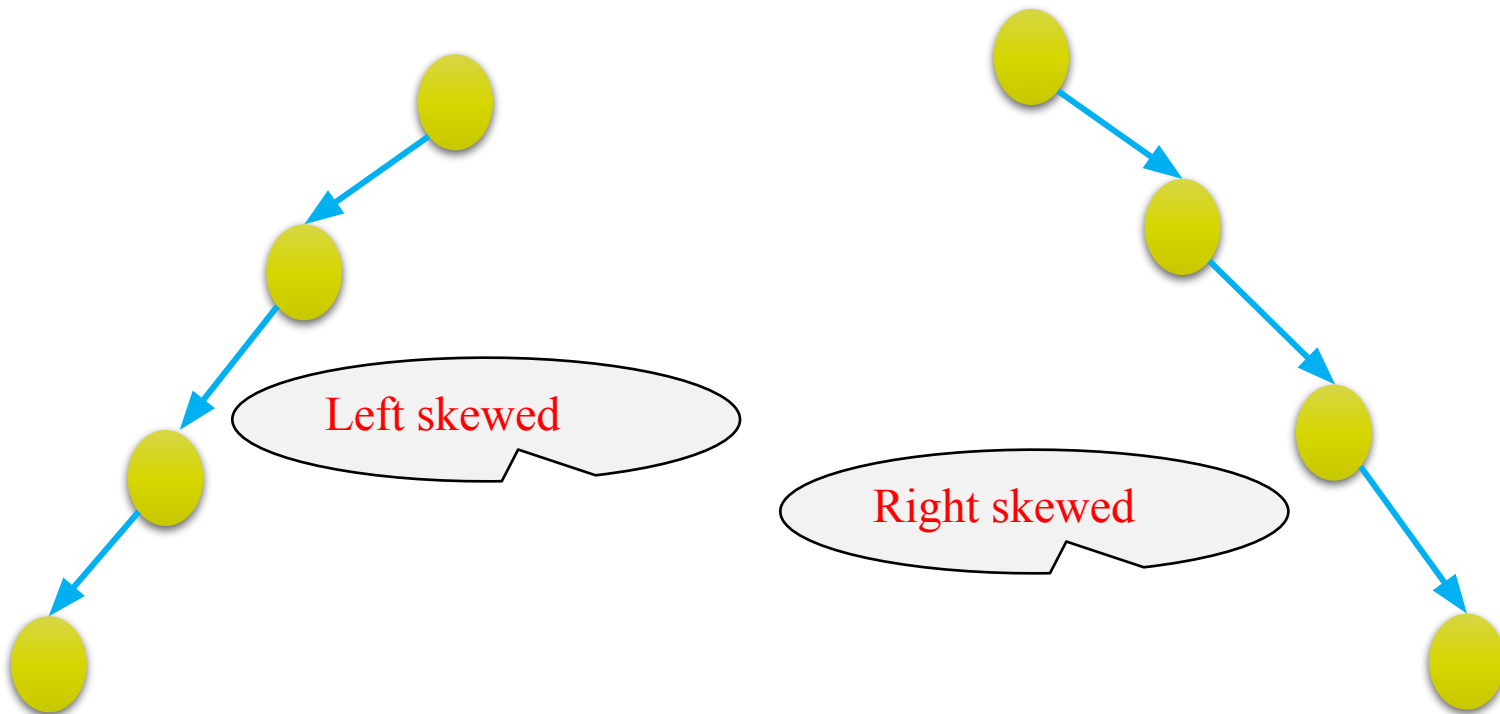
And all leaf nodes are at same level



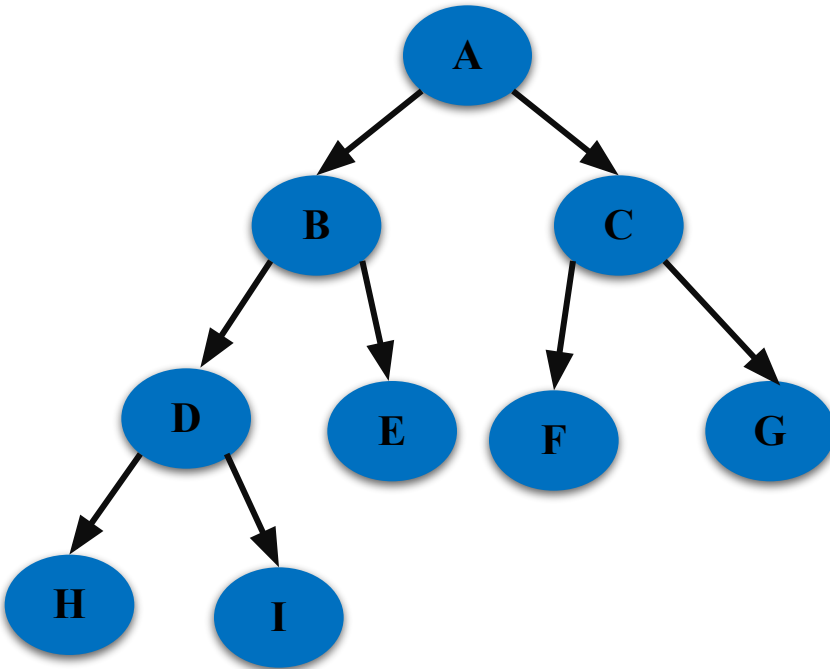
A PBT can be a CBT or FBT or both

Degenerate Binary Trees

All internal nodes have only one children



Array Representation of BT

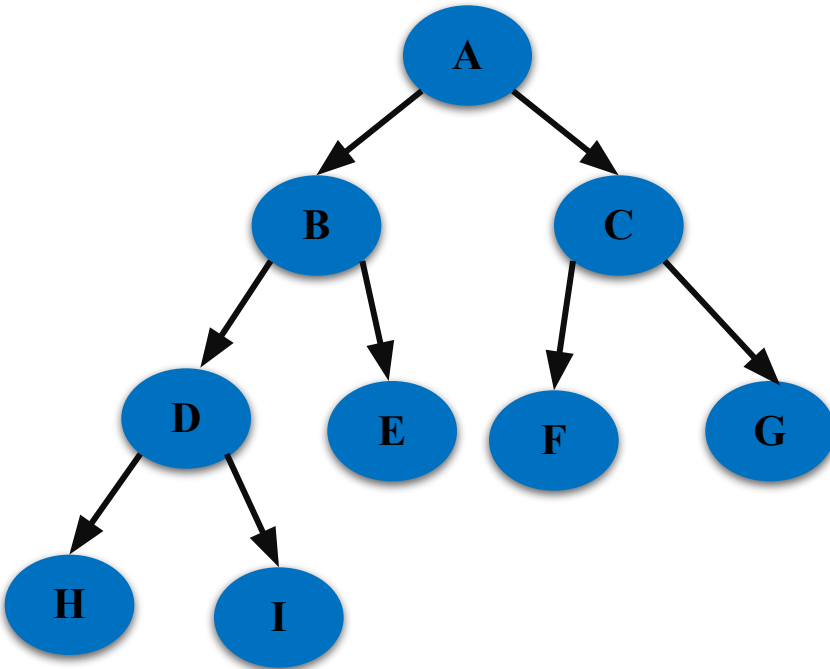


Fill up the array using the level
Of the tree from left to right

How to find the parent child relation
From the array representation ?

0	1	2	3	4	5	6	7	8
A	B	C	D	E	F	G	H	I

Array Representation of BT



If a Tree have n number of nodes
then there must have $n - 1$ edges

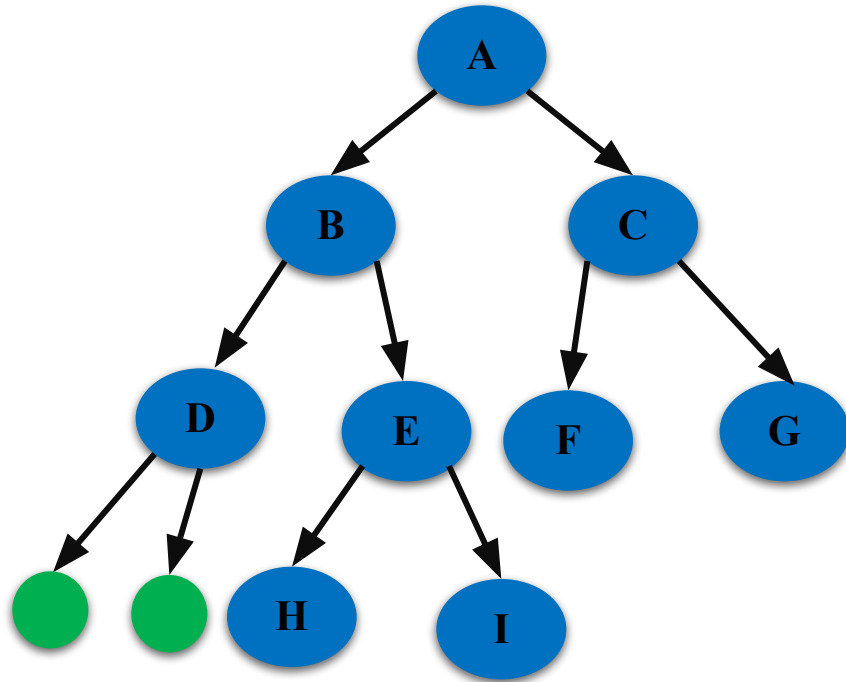
If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

0	1	2	3	4	5	6	7	8
A	B	C	D	E	F	G	H	I

Array Representation of BT



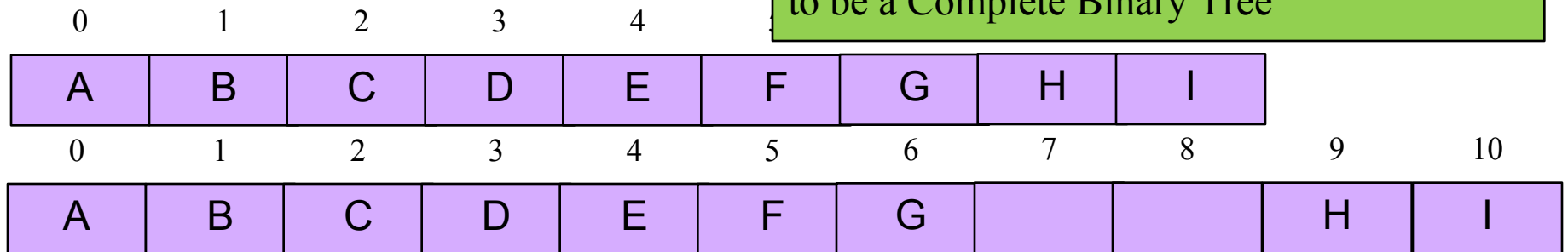
If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

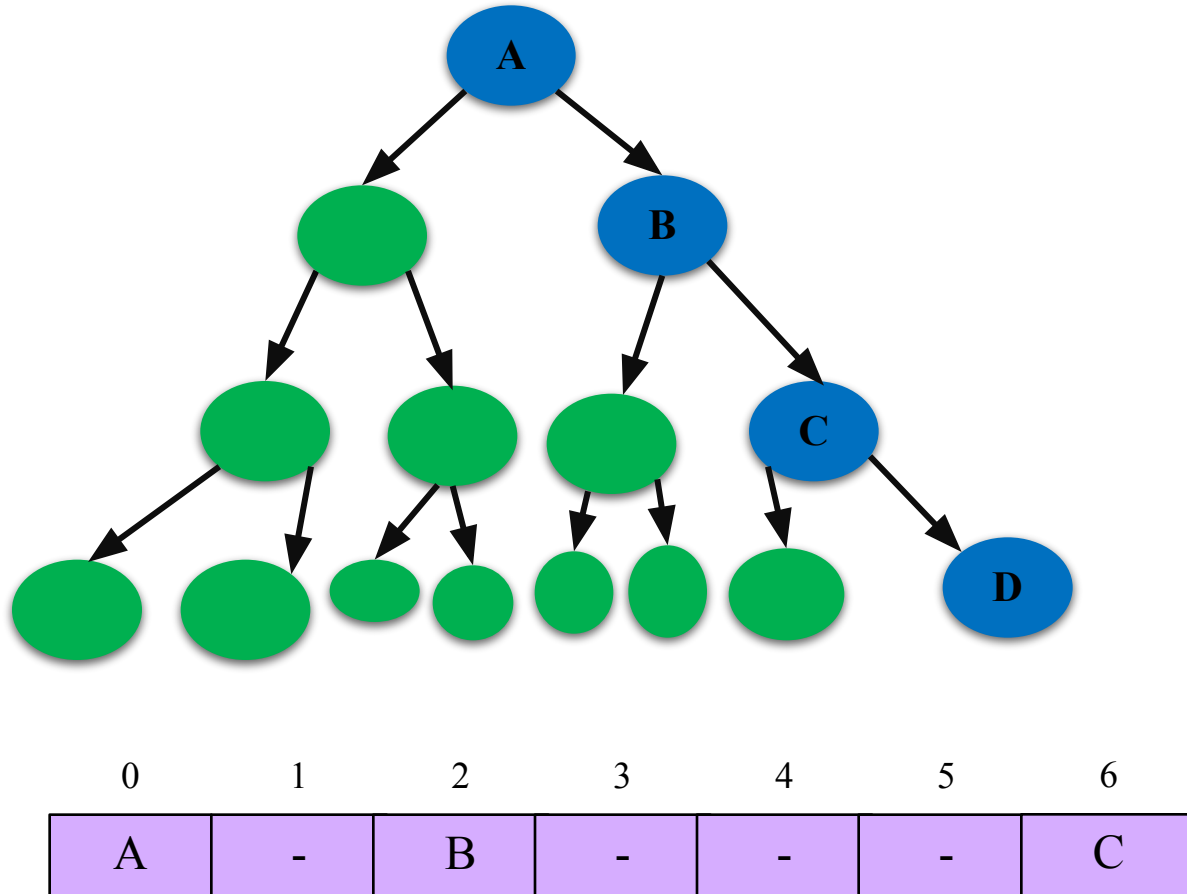
If a Tree have n number of nodes
then there must have $n - 1$ edges

If a Tree have n number of nodes
then there must have $n - 1$ edges

For array representation a Tree have
to be a Complete Binary Tree



Array Representation of BT



Tree Traversal

Processing or Reading the data of a node exactly once in some order in a tree.

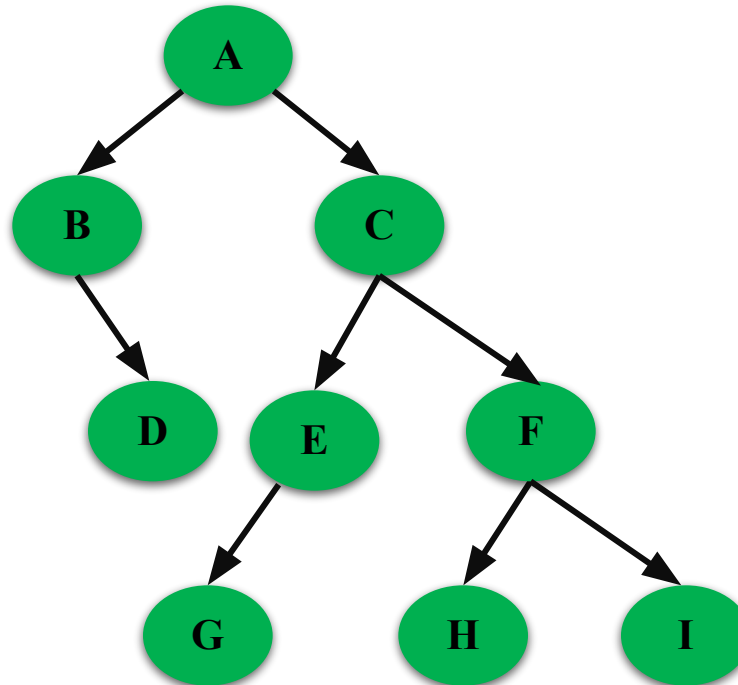
Inorder: Left Root Right

Preorder: Root Left Right

Postorder: Left Right Root

Inorder Traversal

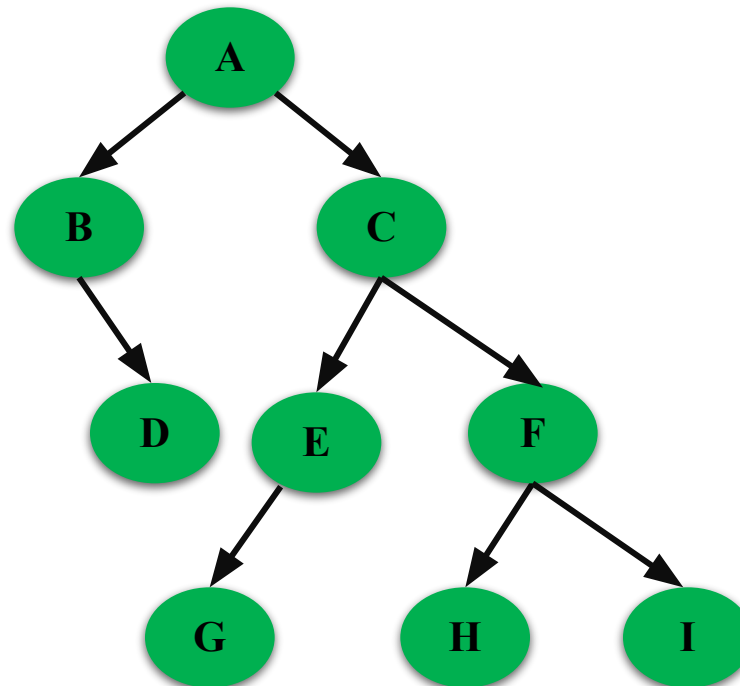
Inorder: Left Root Right



B	D	A	G	E	C	H	F	I
---	---	---	---	---	---	---	---	---

Preorder Traversal

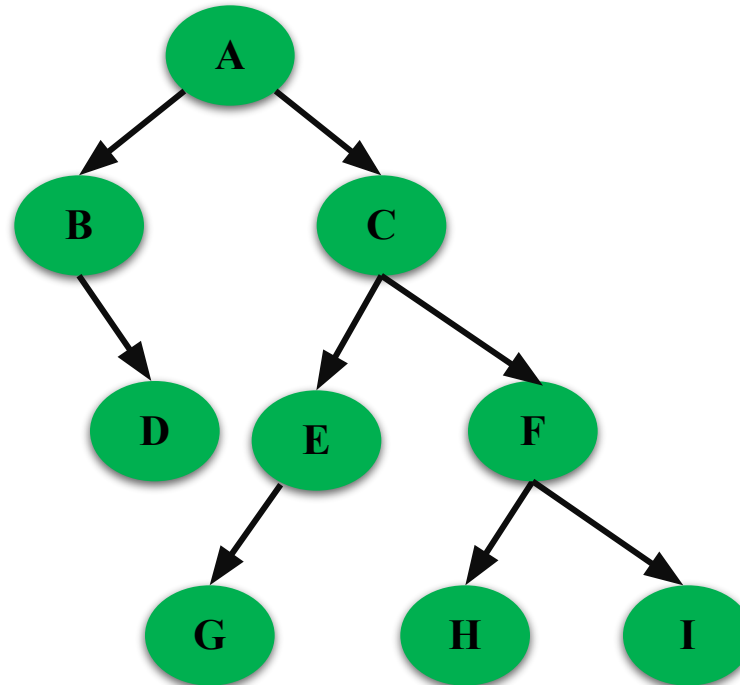
Preorder: **Root** Left Right



A	B	D	C	E	G	F	H	I
---	---	---	---	---	---	---	---	---

Postorder Traversal

Postorder: Left Right **Root**

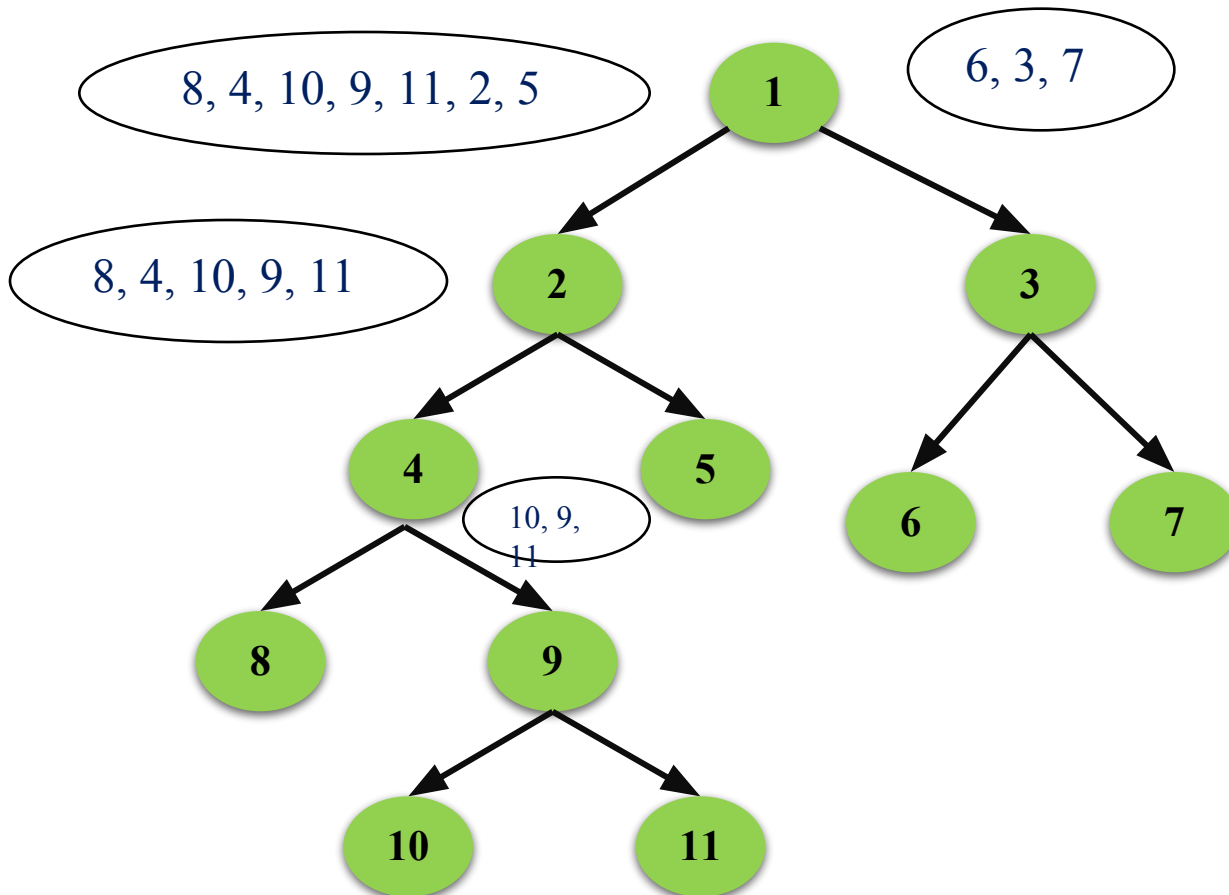


D	B	G	E	H	I	F	C	A
---	---	---	---	---	---	---	---	---

Construct Binary Tree

Preorder: 1 2 4 8 9 10 11 5 3 6 7 (Ro L R)

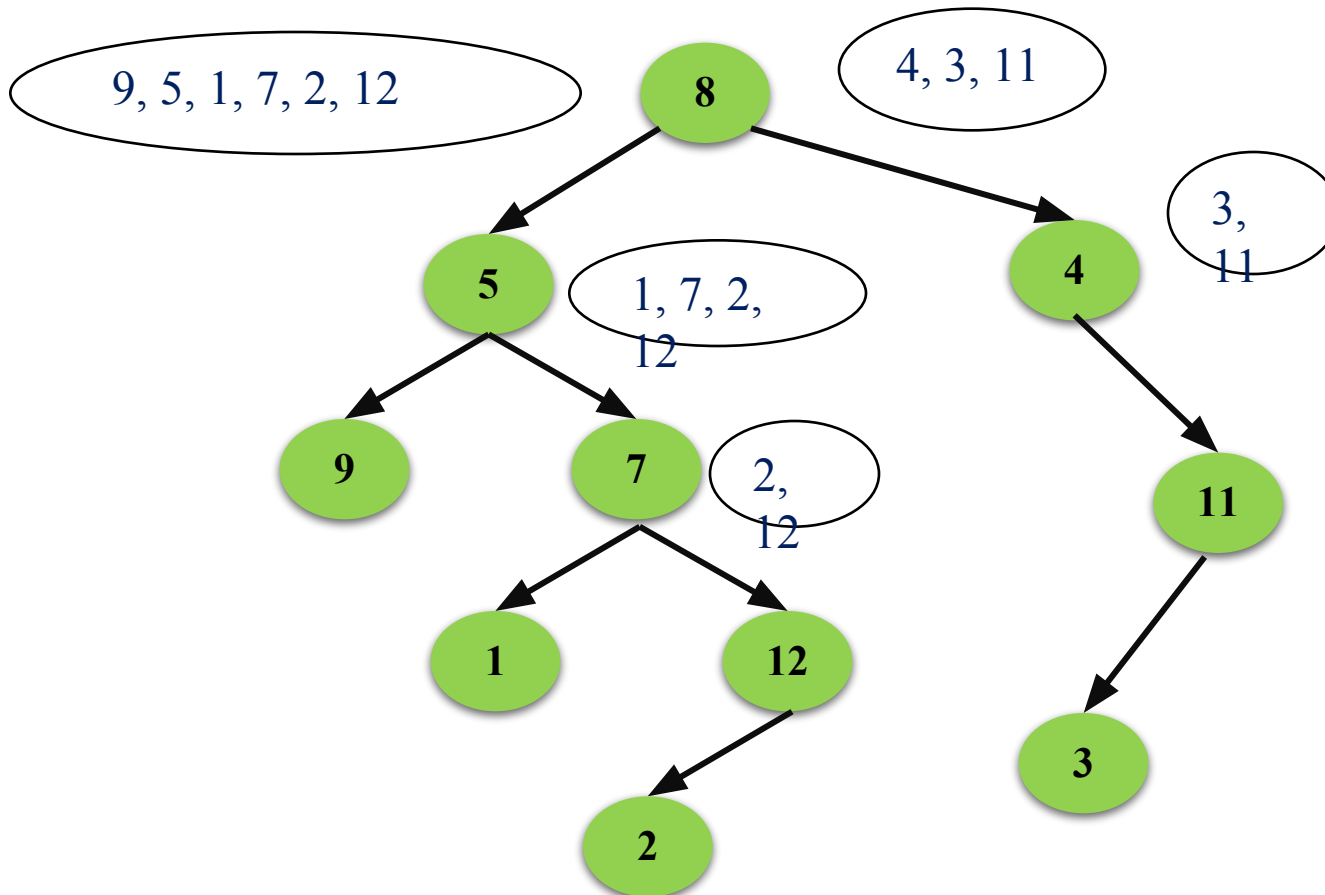
Inorder: 8 4 10 9 11 2 5 1 6 3 7 (L Ro R)



Construct Binary Tree

Postorder: 9 1 2 12 7 5 3 11 4 8 (L R Ro)

Inorder: 9 5 1 7 2 12 8 4 3 11 (L Ro R)

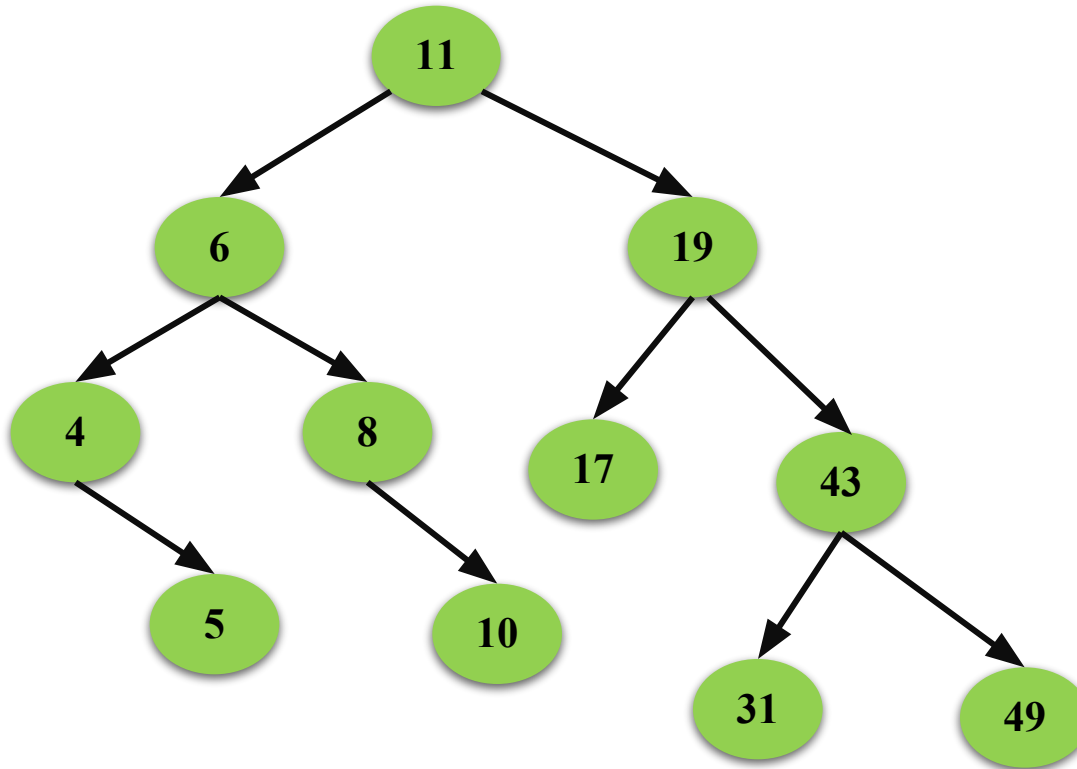


Binary Search Tree (BST)

Left subtree of a node contain values less than that node

Right subtree of a node contain values greater than that node

11 6 8 19 4 10 5 17 43 49 31



BST Complexity

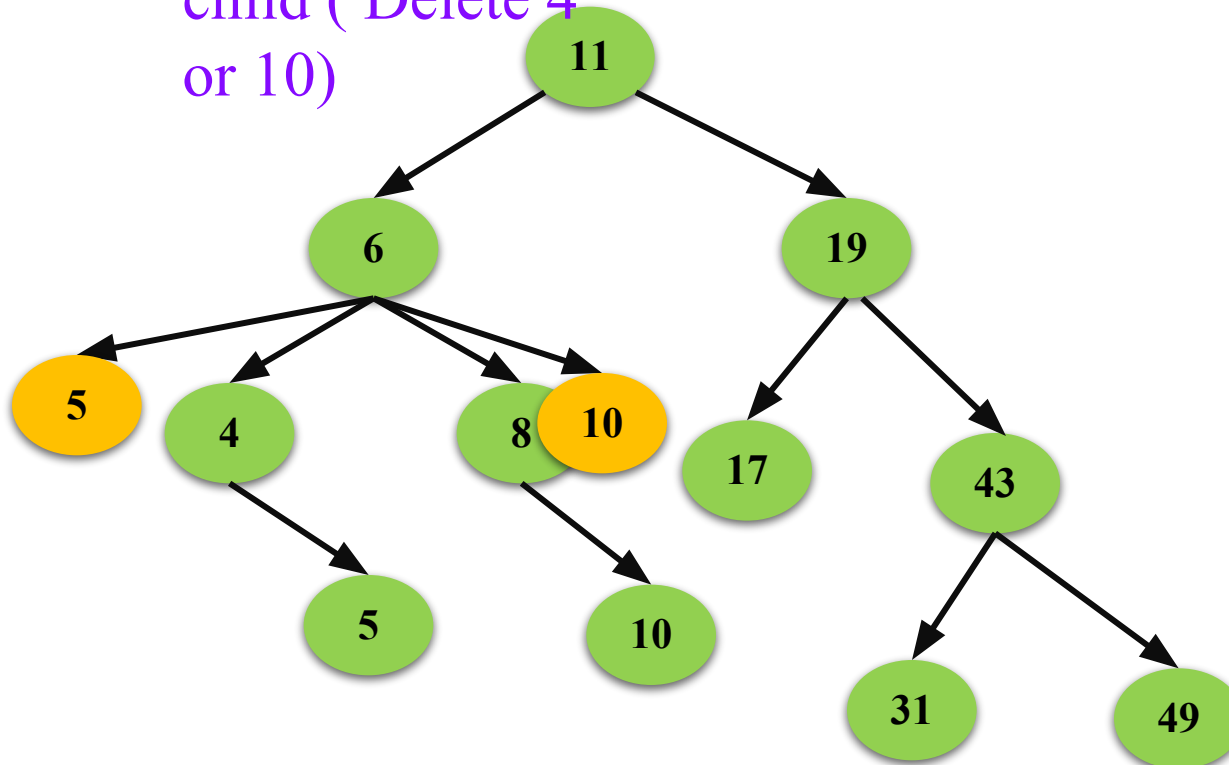
Insertion
Deletion
Searching

If a Tree have n number of nodes
then there must have $n - 1$ edges

Binary Search Tree (BST)

Deletion: The node you want to delete may have

- 0 Children ☐ Delete that node (Delete 5 and 10)
- 1 Children ☐ Replace the node with its child (Delete 4 or 10)
- 2 Children ☐ Replace the node with its in-order successor (Delete 6)



Binary Search Tree (BST)

Deletion: The node you want to delete may have

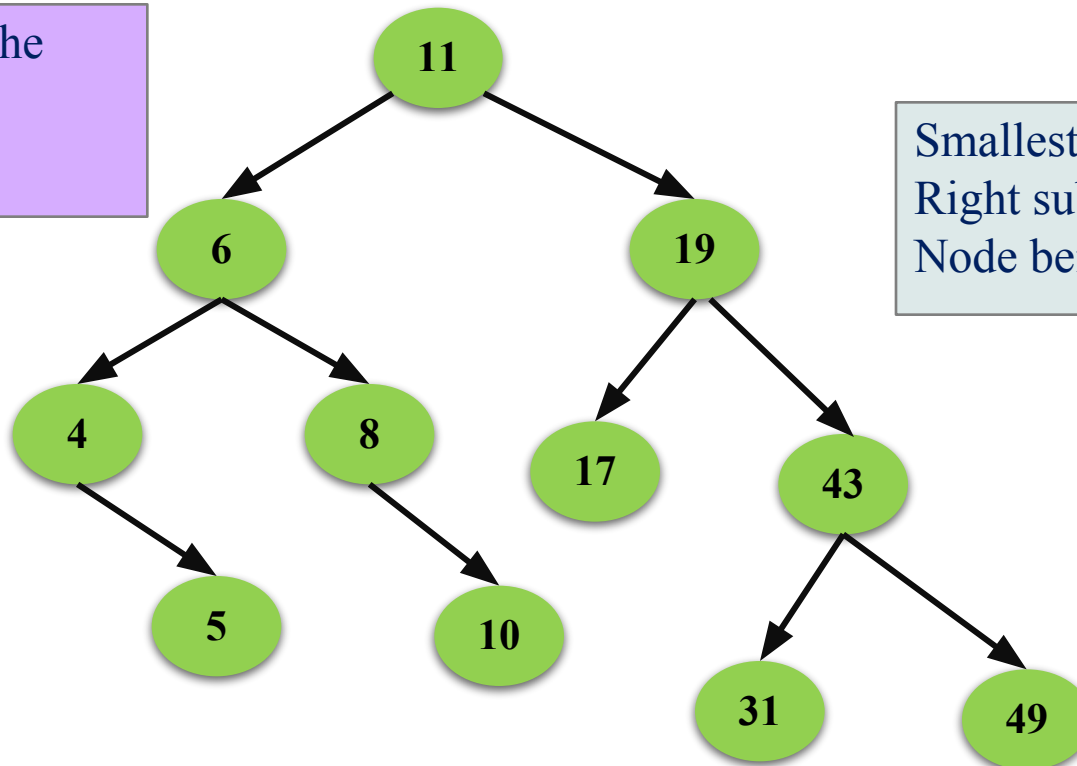
2 Children

☐ Inorder predecessor

☐ Inorder successor

Largest element in the
Left subtree of the
Node being deleted

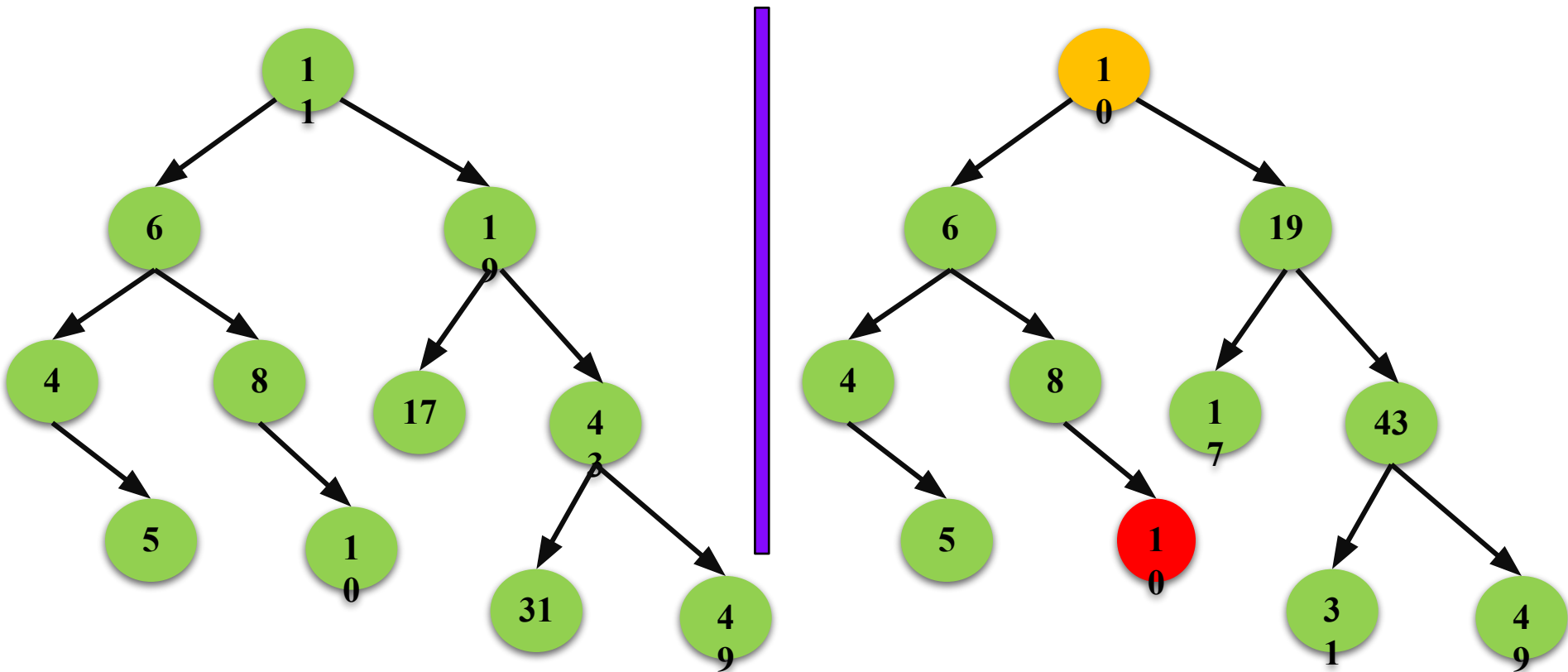
Smallest element in the
Right subtree of the
Node being deleted



Binary Search Tree (BST)

Suppose, we want to delete node 11

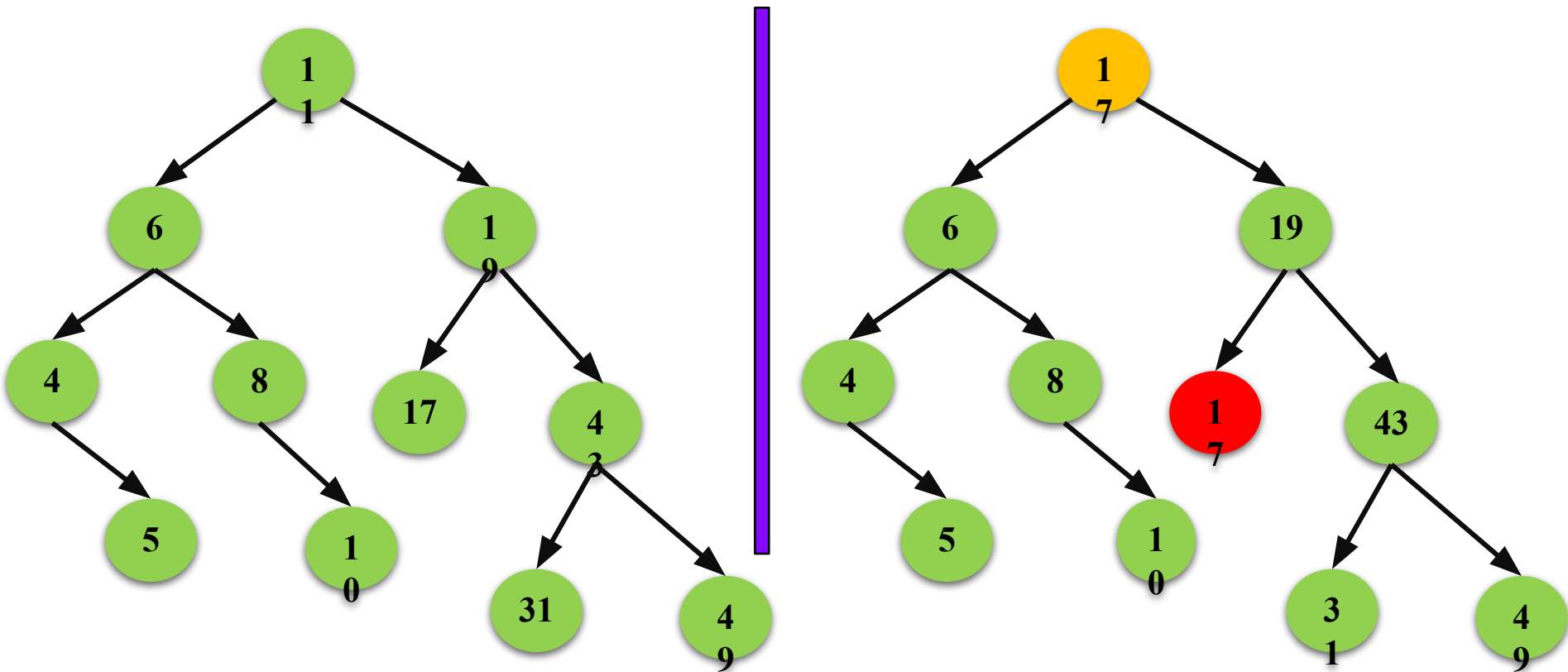
□ Inorder predecessor



Binary Search Tree (BST)

Suppose, we want to delete node 11

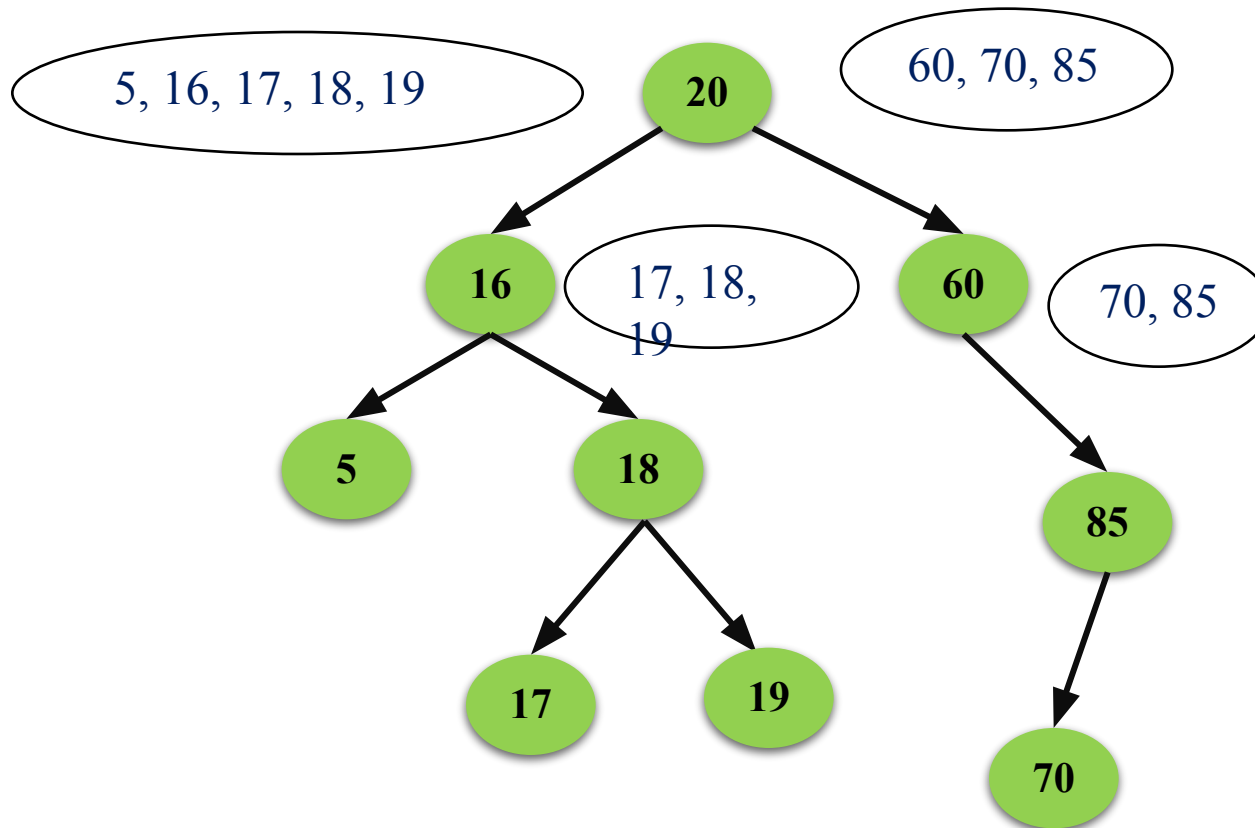
□ Inorder successor



Construct BST

Preorder: 20 16 5 18 17 19 60 85 70 (R o L R)

Inorder: 5 16 17 18 19 20 60 70 85 (L R o R)



Construct BST

Postorder: 5 17 19 18 16 70 85 60 20 (L R Ro)

Inorder: 5 16 17 18 19 20 60 70 85 (L Ro R)



AVL Tree

If a Tree have n number of nodes
then there must have $n - 1$ edges

Balance Factor

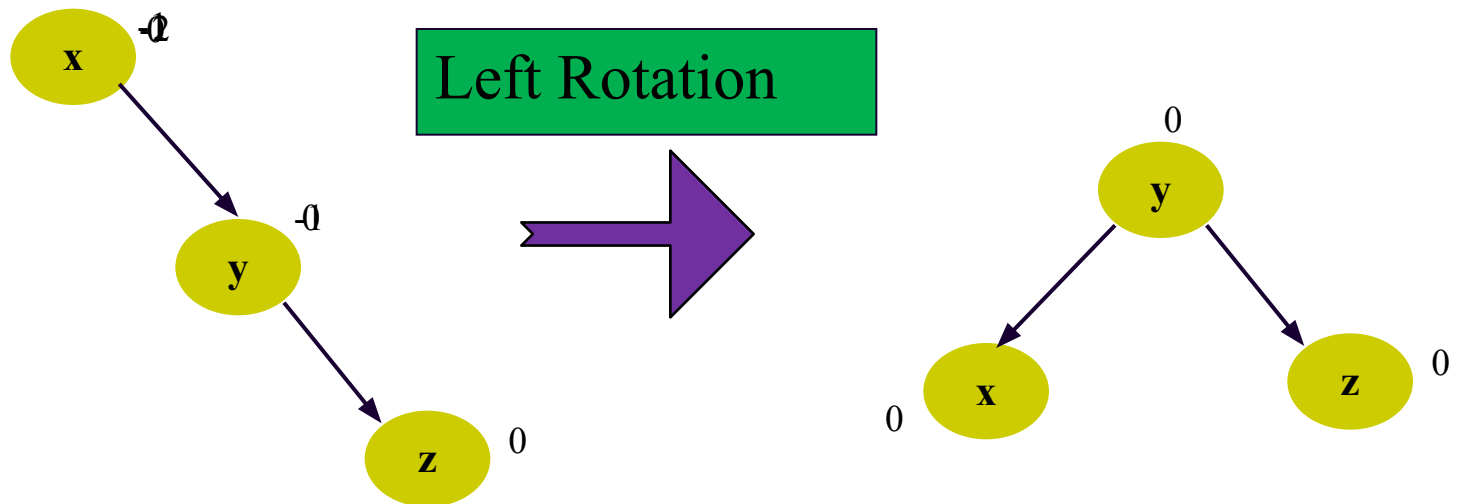


AVL tree is a self balancing binary search tree

To balance a binary search tree four situations would arise

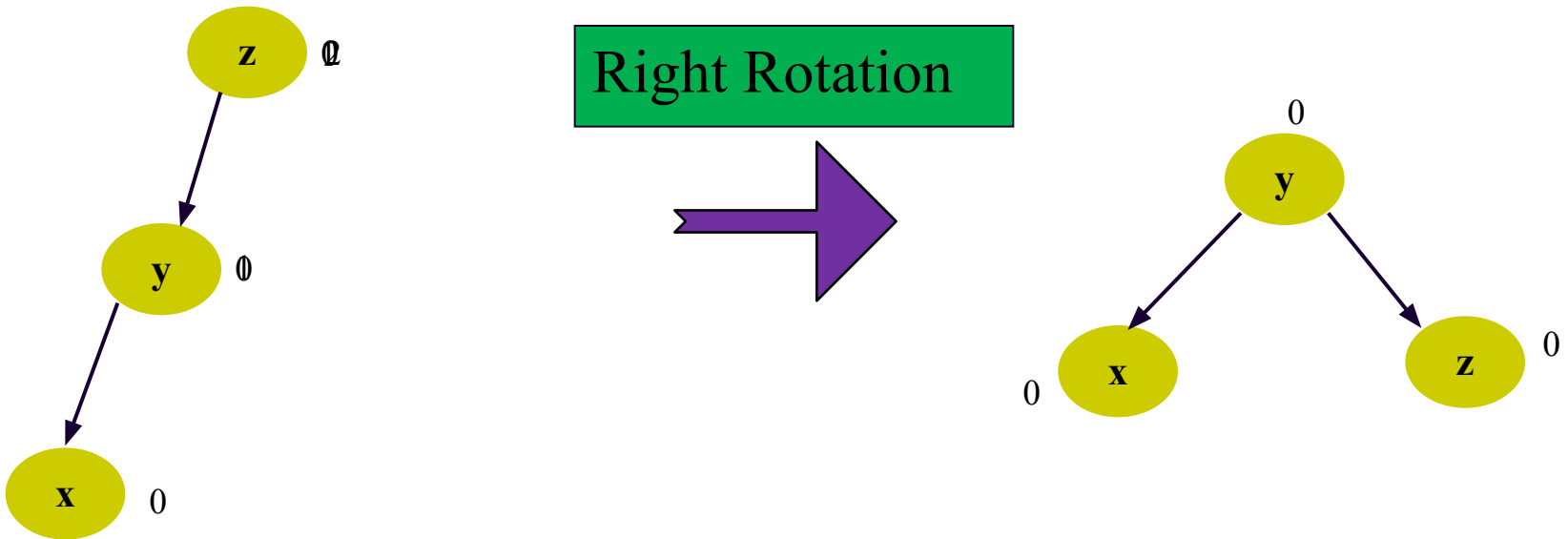
AVL Tree

Suppose you want to create a BST using \square x, y, z



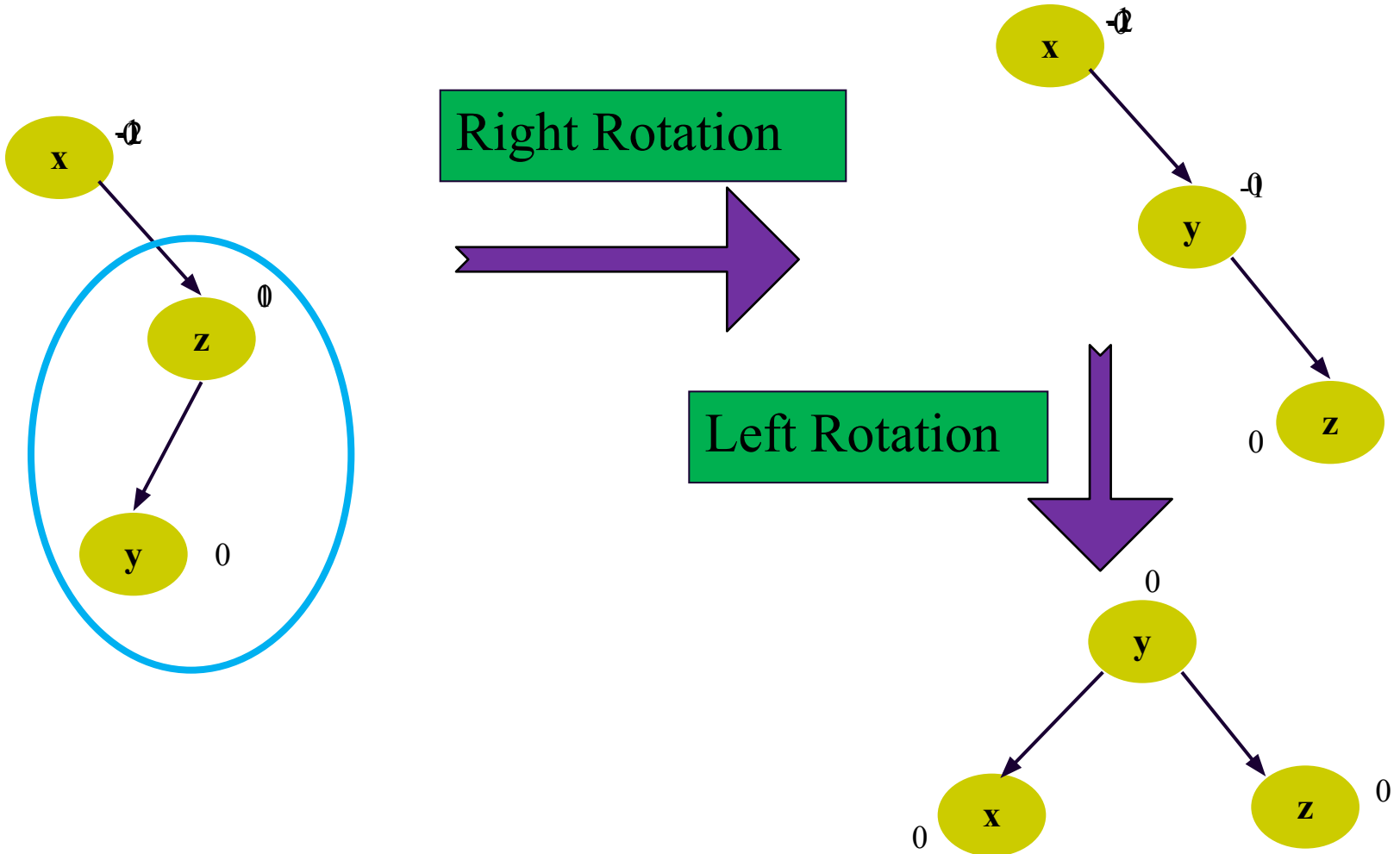
AVL Tree

Suppose you want to create a BST using \square z, y, x



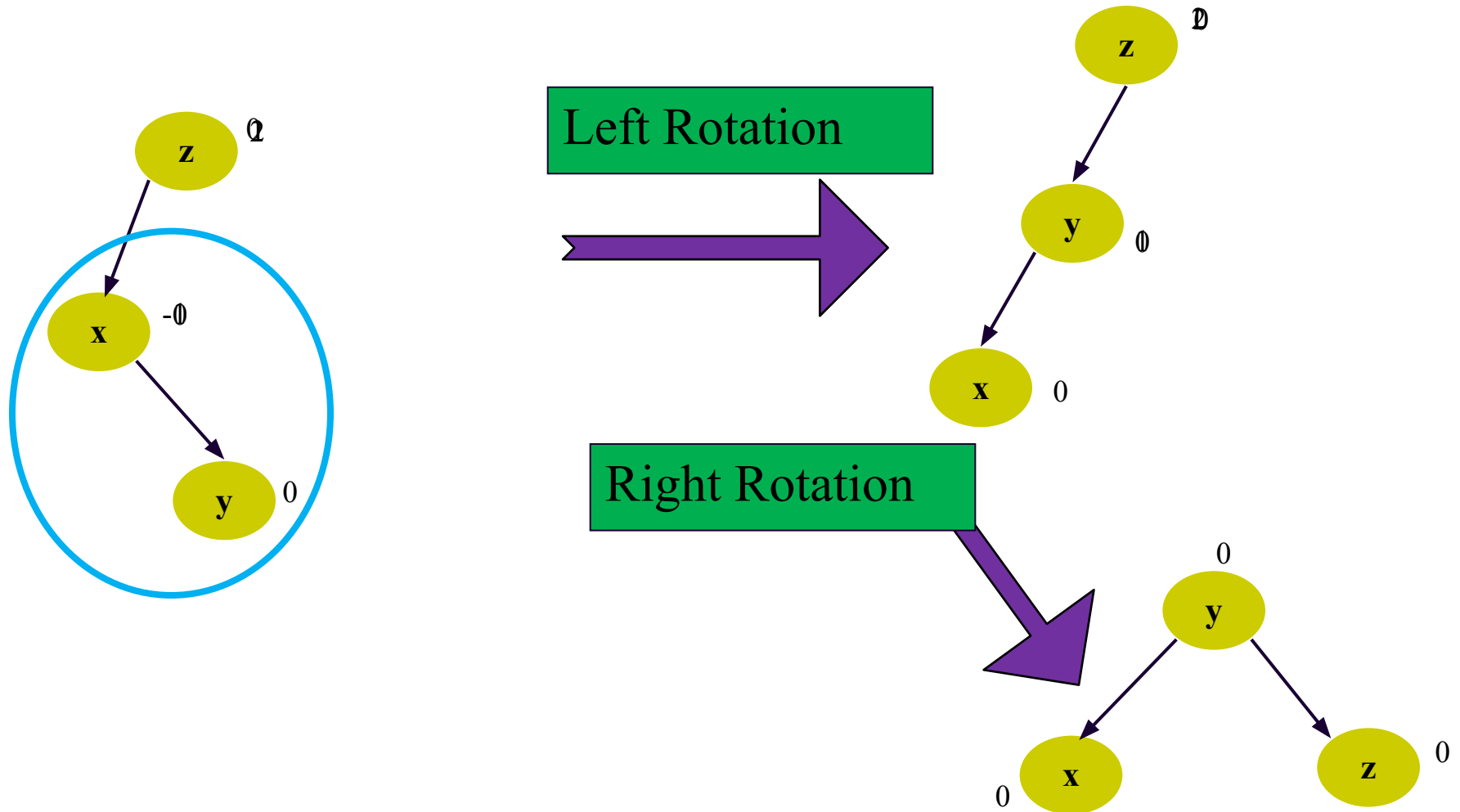
AVL Tree

Suppose you want to create a BST using \square x, z, y



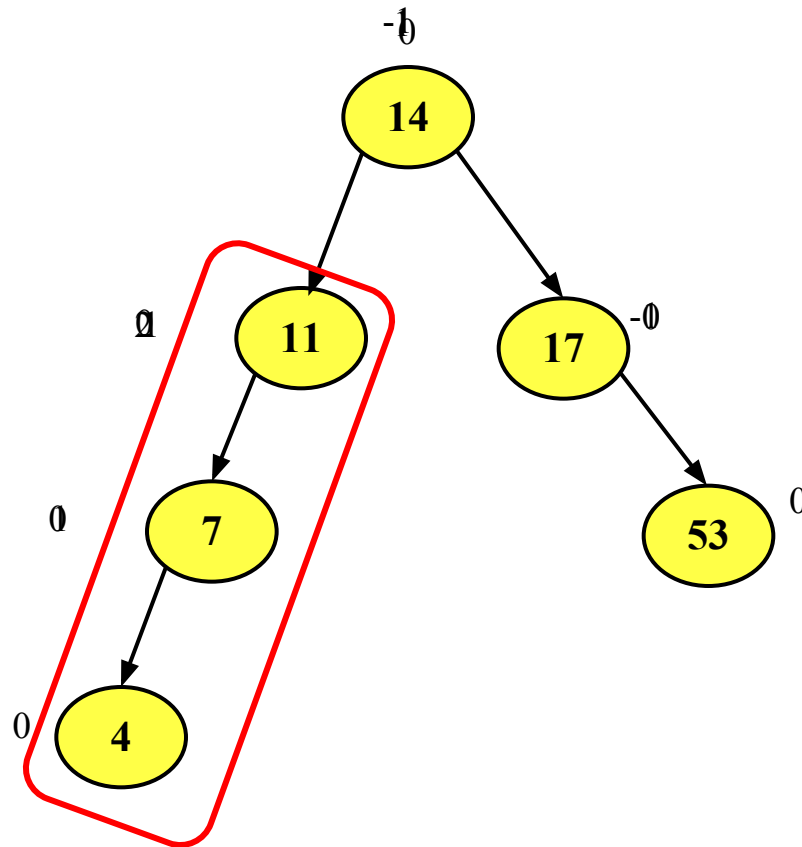
AVL Tree

Suppose you want to create a BST using \square z, x, y



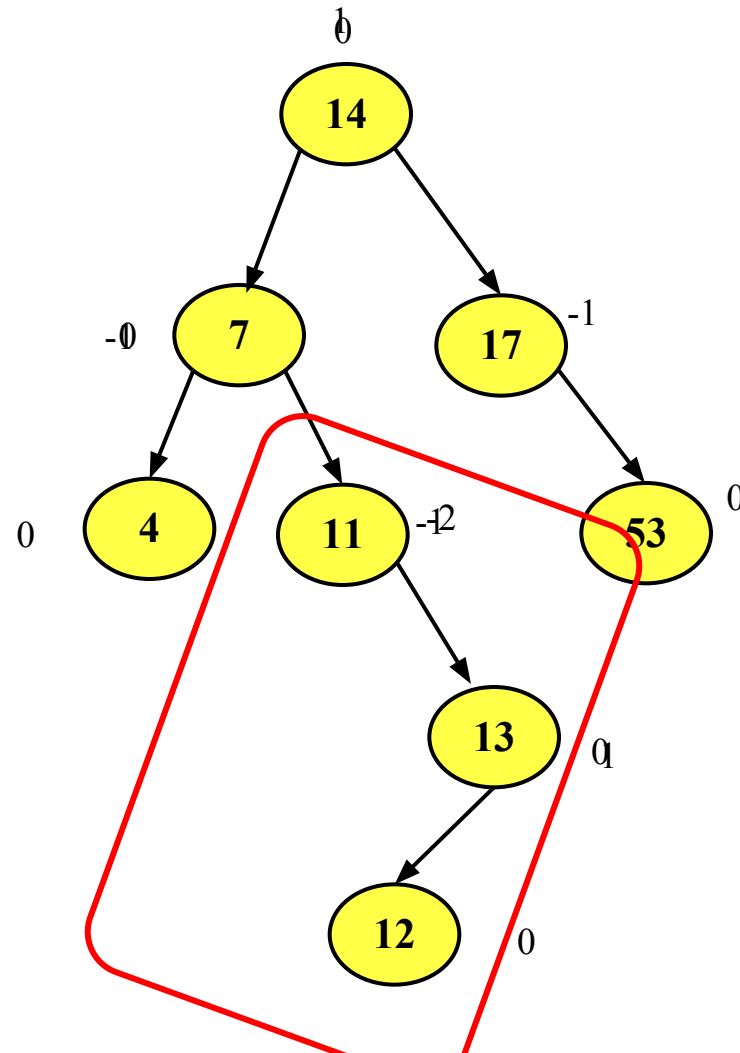
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



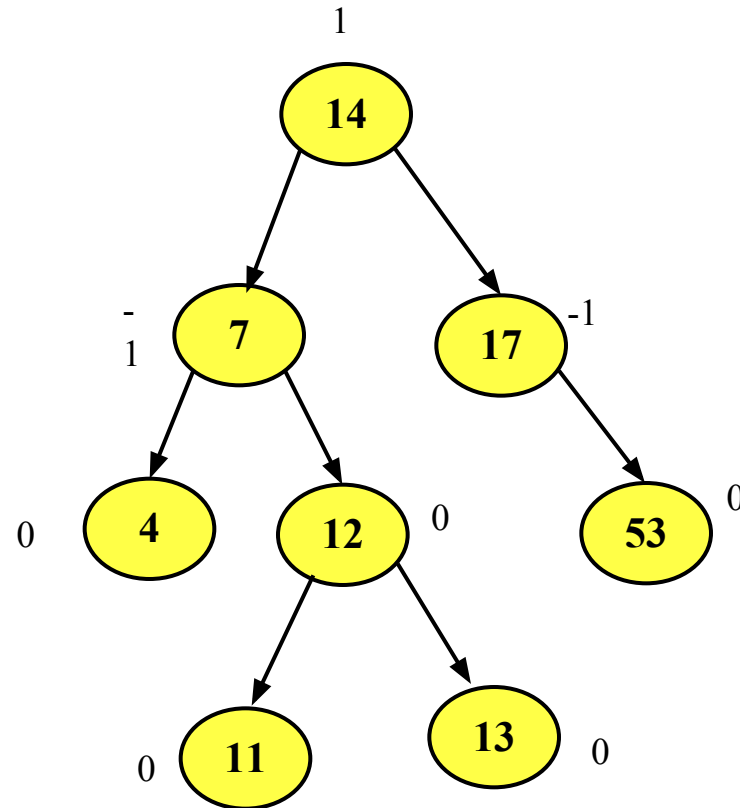
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



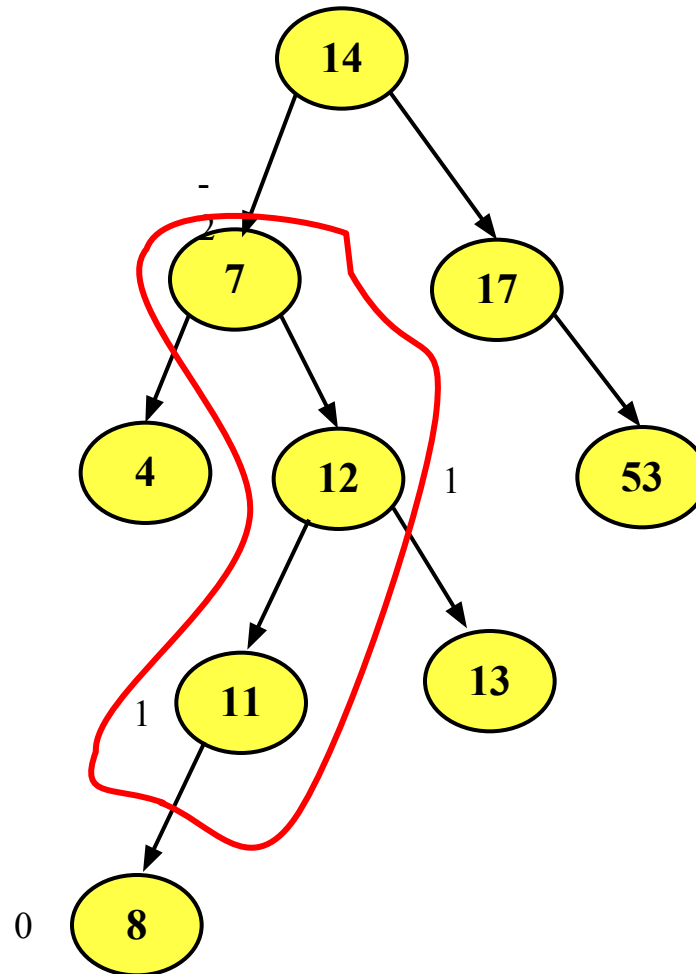
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



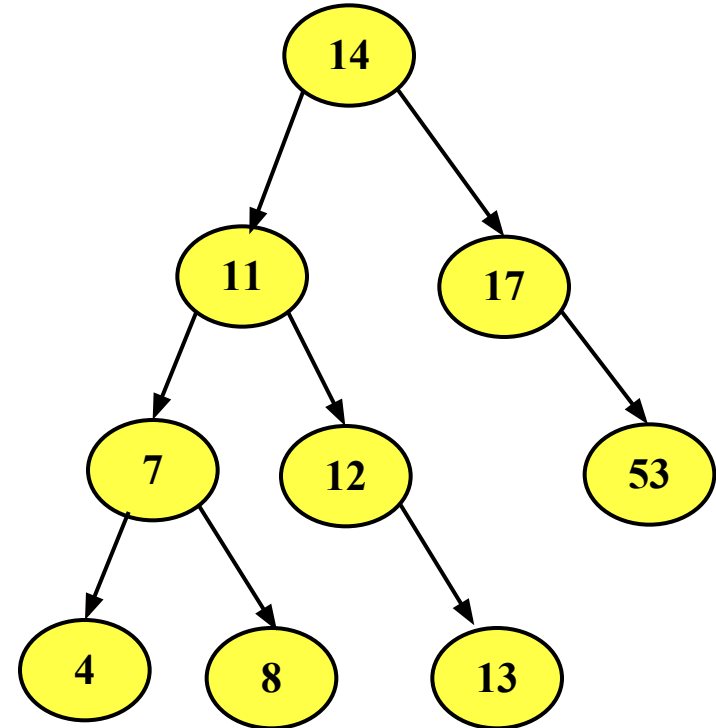
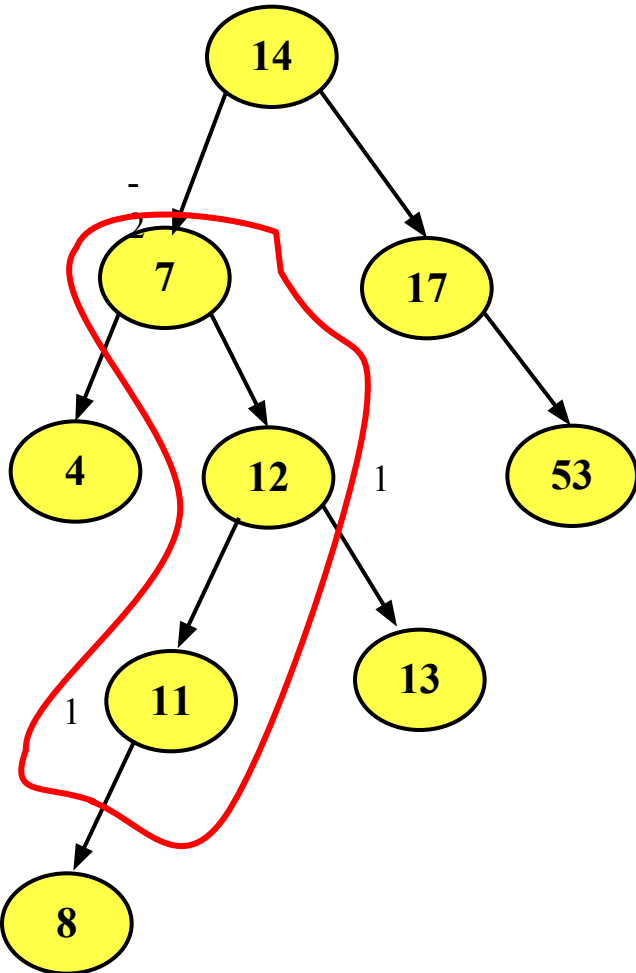
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



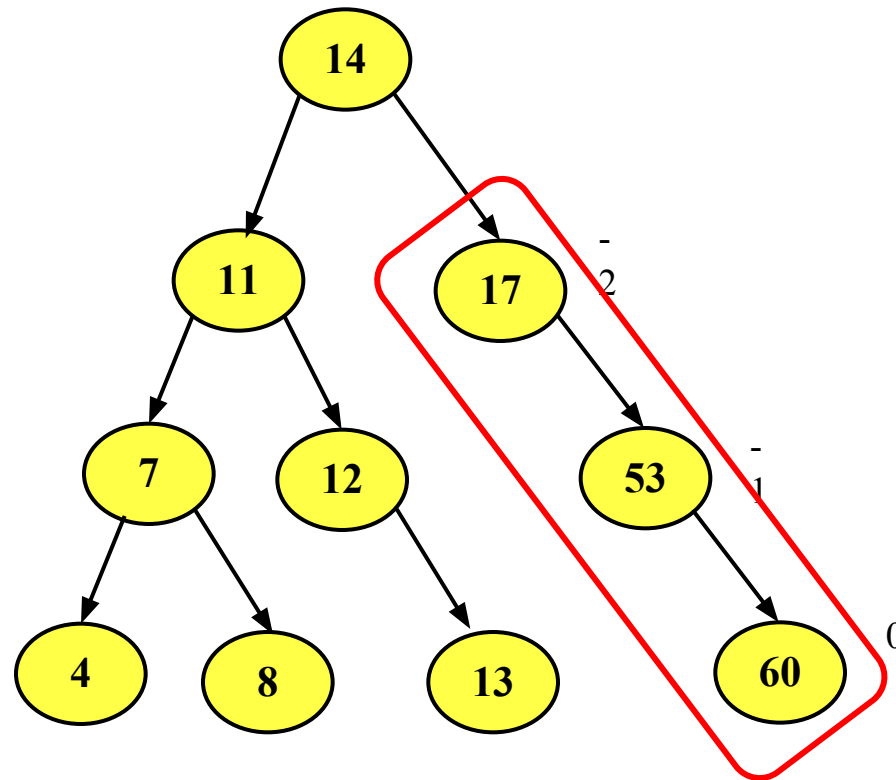
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



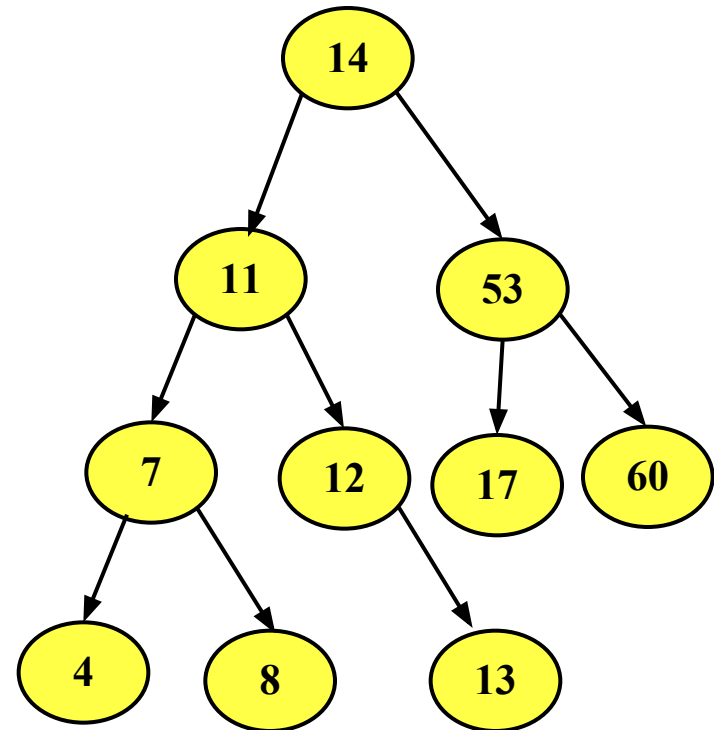
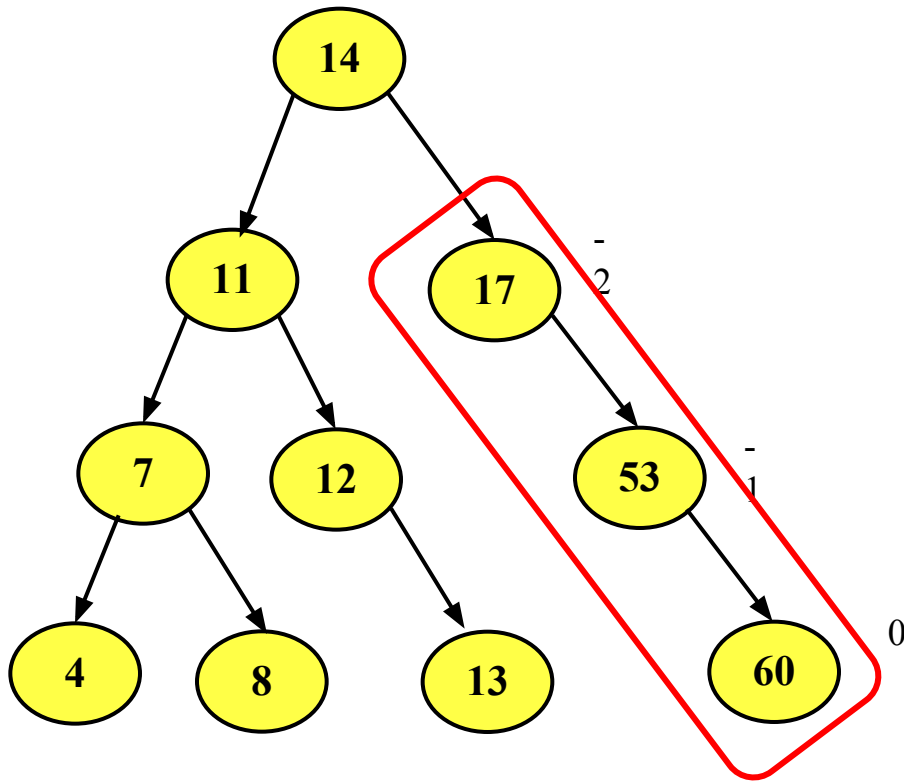
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



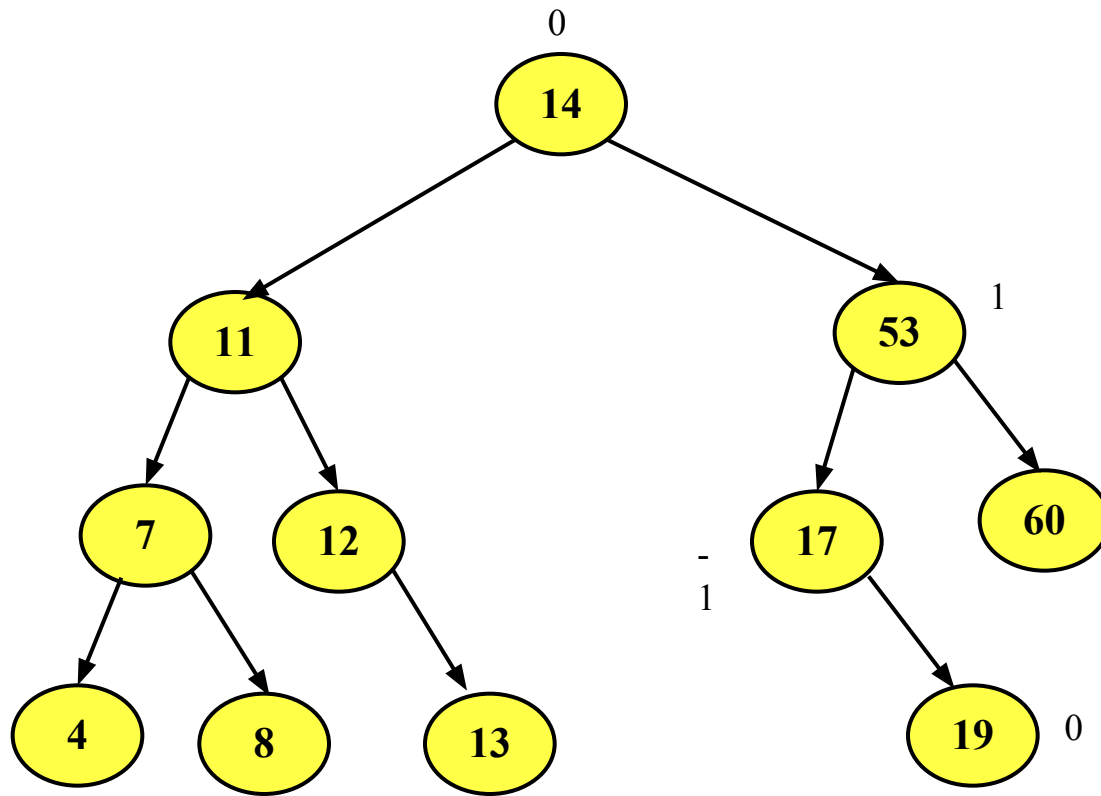
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



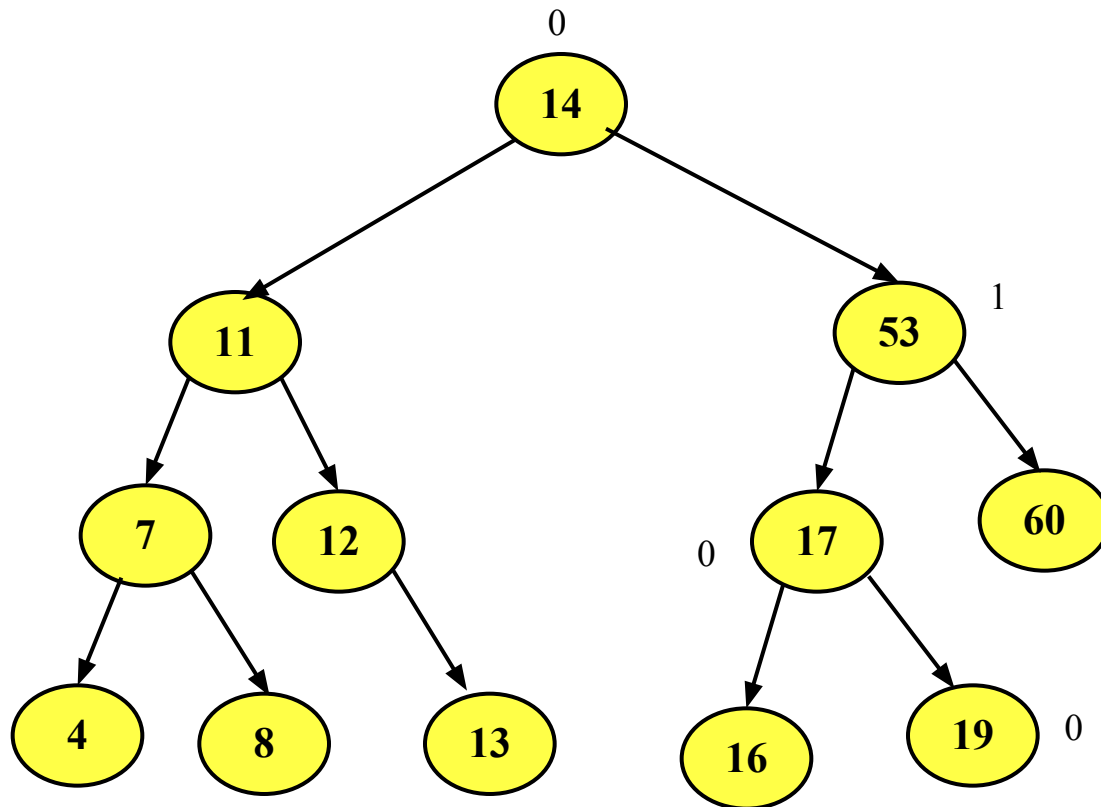
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



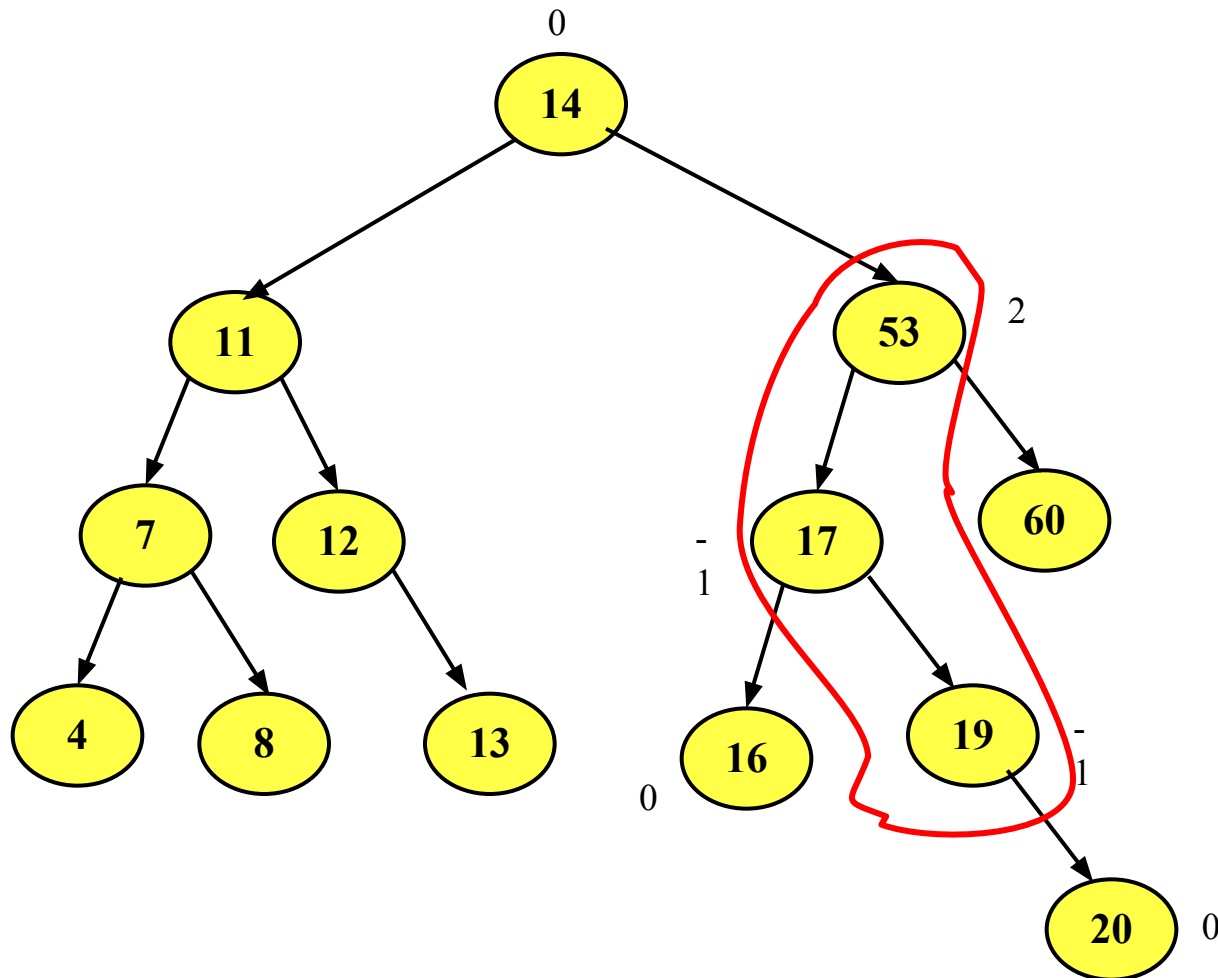
Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20

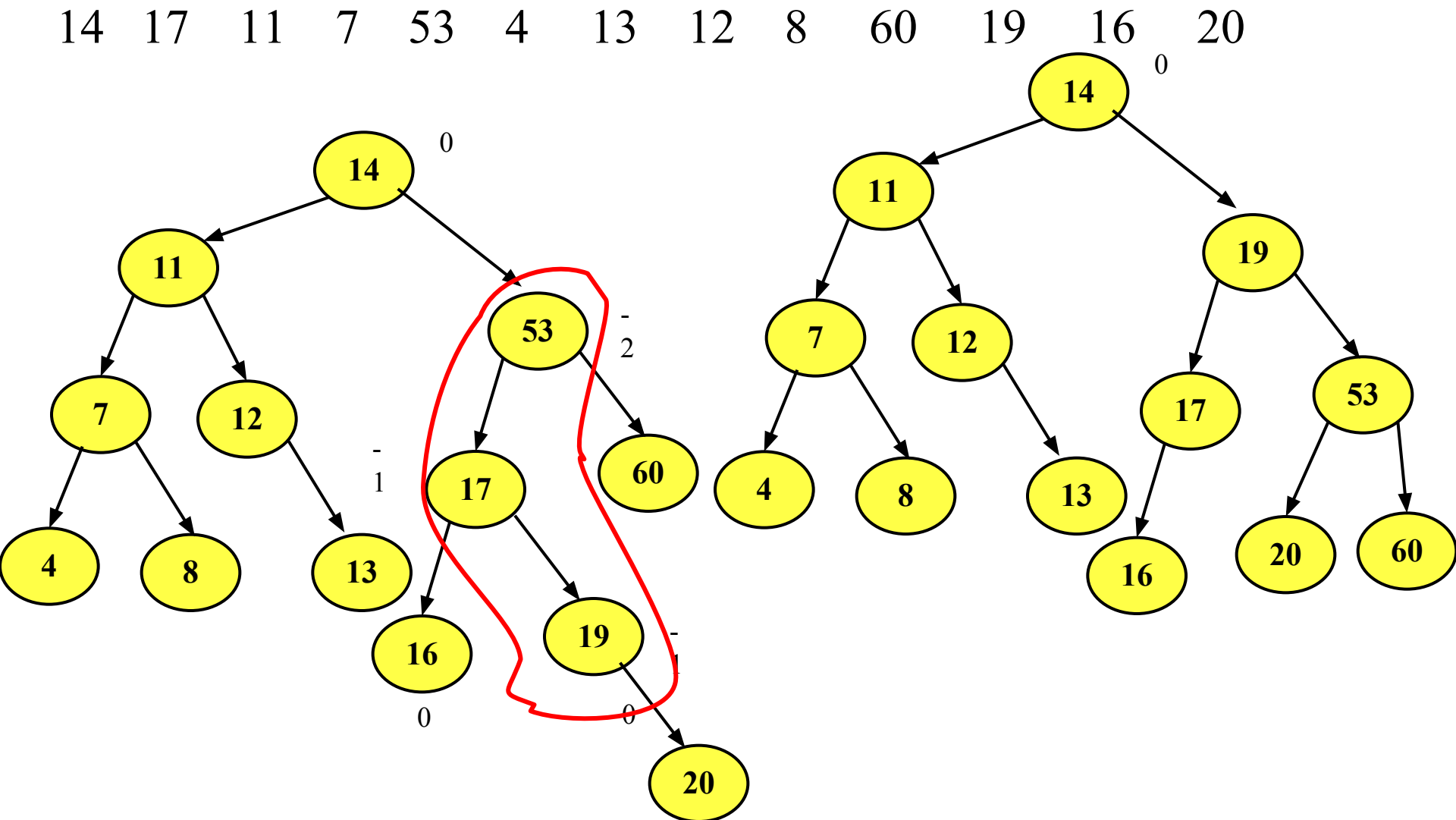


Construct AVL Tree

14 17 11 7 53 4 13 12 8 60 19 16 20



Construct AVL Tree



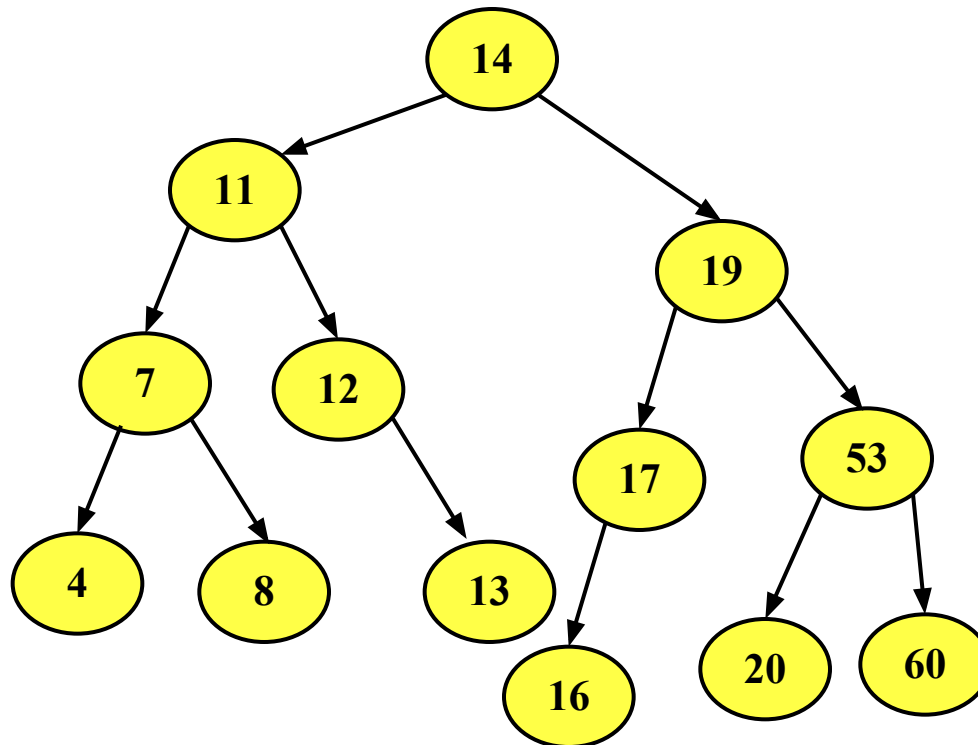
Deletion in AVL Tree

Deletion is same as binary search tree

After every deletion you have to balance the tree

8 7 11 14 17

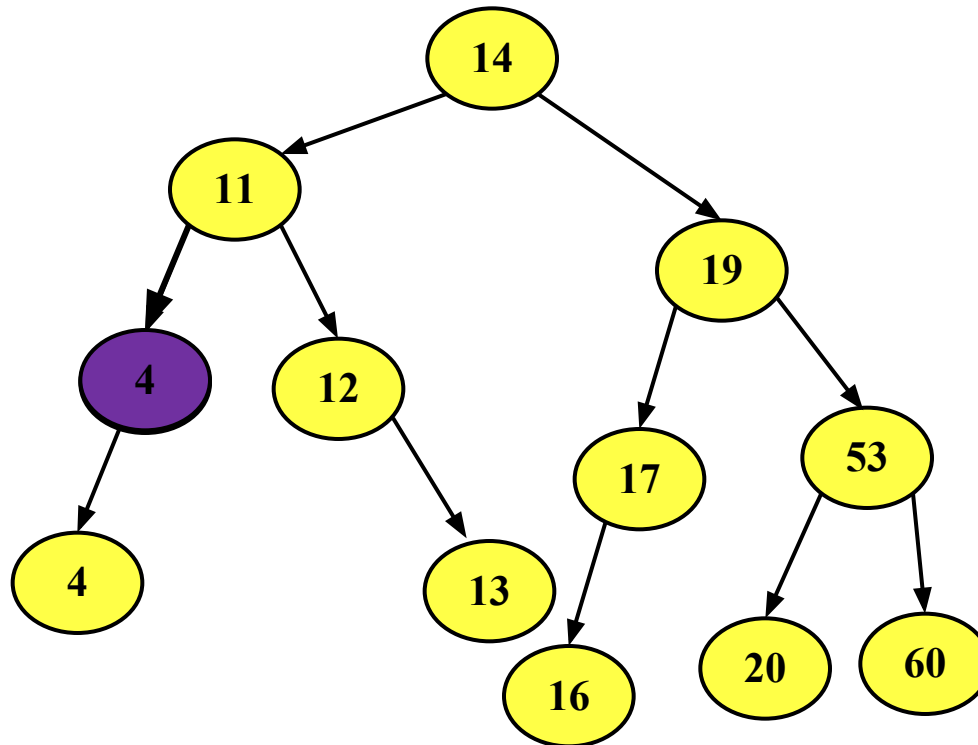
Delete 8



Deletion in AVL Tree

8 7 11 14 17

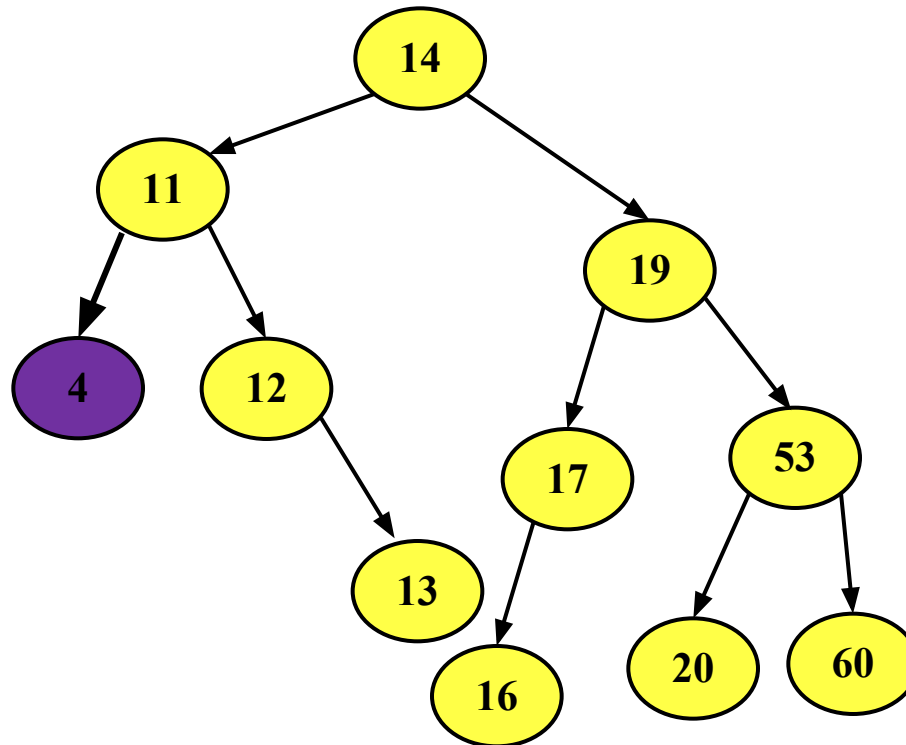
Delete 7



Deletion in AVL Tree

8 7 11 14 17

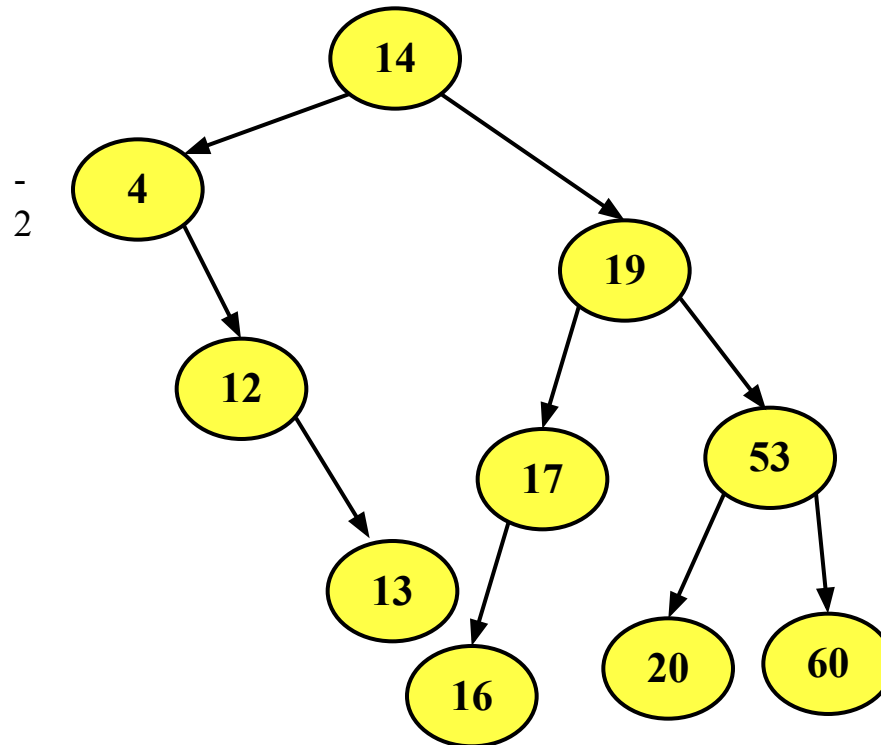
Delete 11



Deletion in AVL Tree

8 7 11 14 17

Delete 11

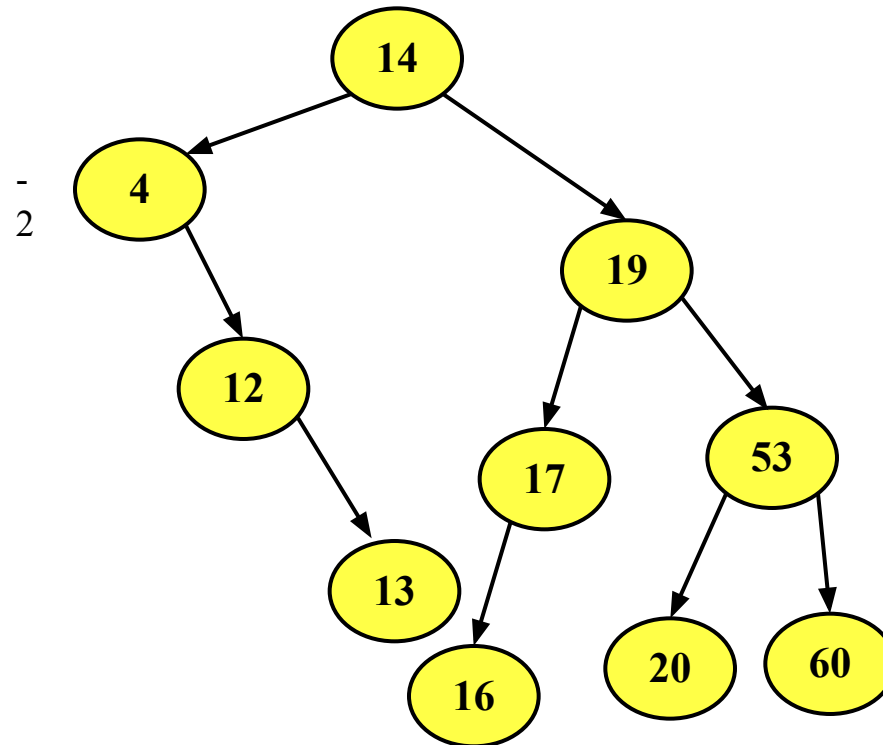


Replace by inorder predecessor or successor

Deletion in AVL Tree

8 7 11 14 17

Delete 11

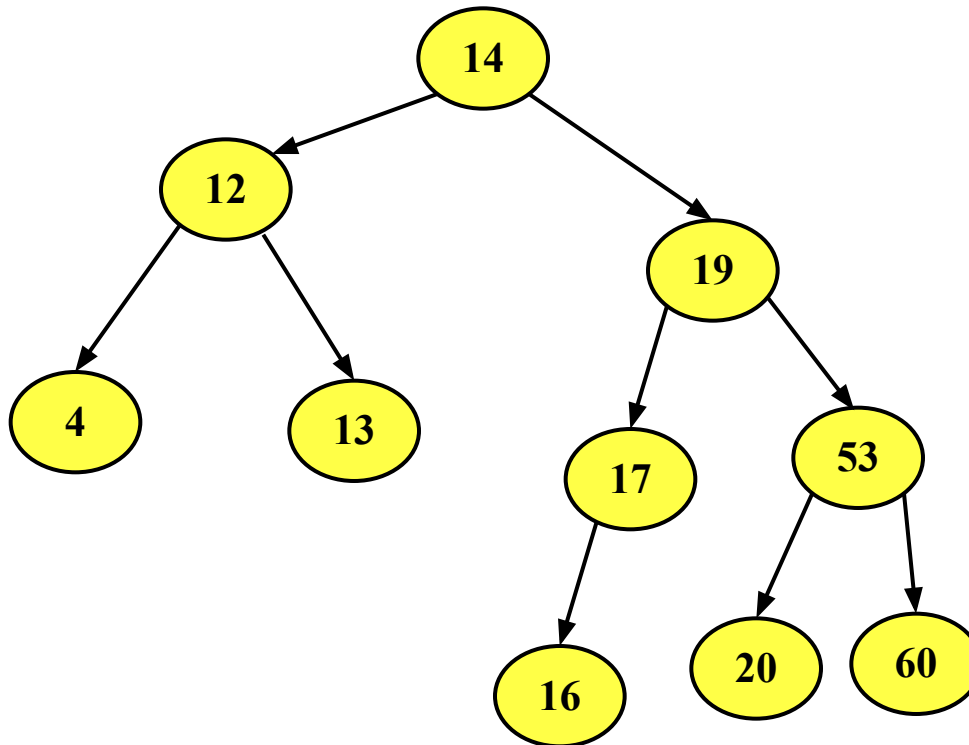


Replace by inorder predecessor or successor

Deletion in AVL Tree

8 7 11 14 17

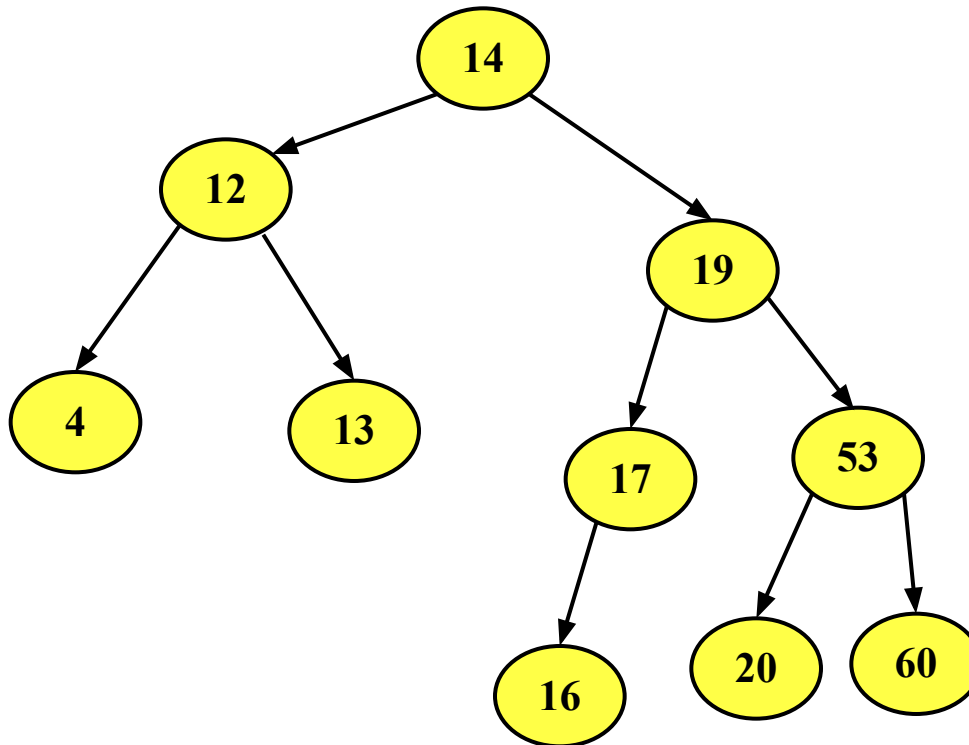
Balanced



Performed Left Rotation

Deletion in AVL Tree

8 7 11 14 17



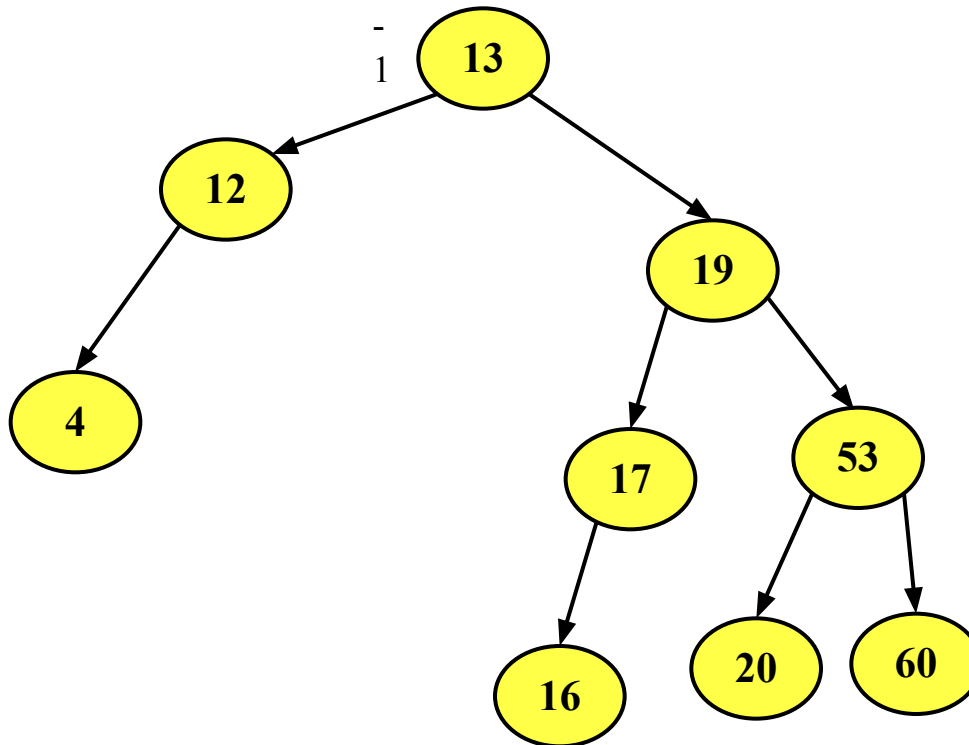
Delete 14

Replace by inorder predecessor or successor

Deletion in AVL Tree

8 7 11 14 17

Delete 14

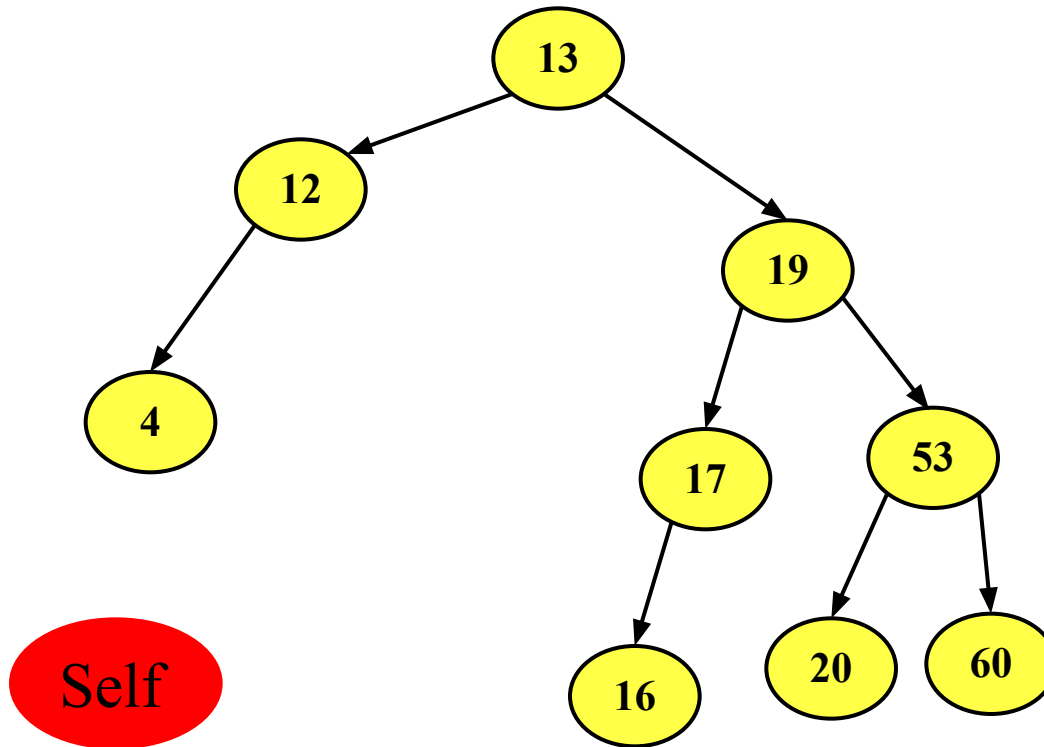


Replace by inorder predecessor or successor

Deletion in AVL Tree

8 7 11 14 17

Delete 17



AVL Tree Complexity

Insertion
Deletion
Searching

If a Tree have n number of nodes
then there must have $n - 1$ edges

Search \square Best Case \square $O(1)$

B-Tree

If a Tree have n number of nodes
then there must have $n - 1$ edges

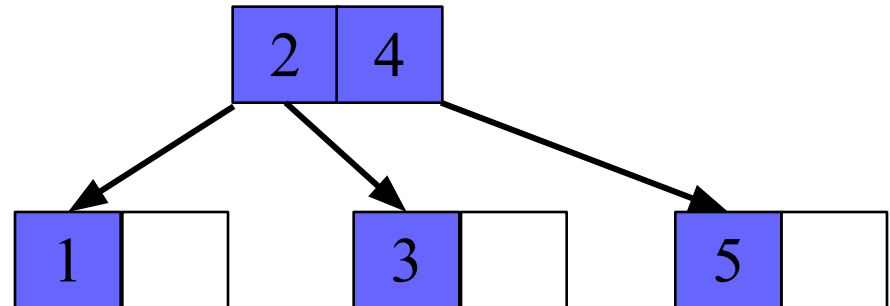
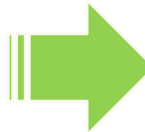
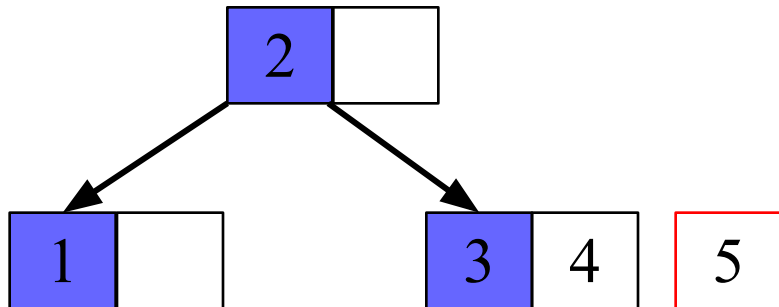
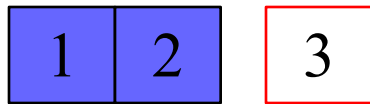
B-Tree

If a Tree have n number of nodes
then there must have $n - 1$ edges

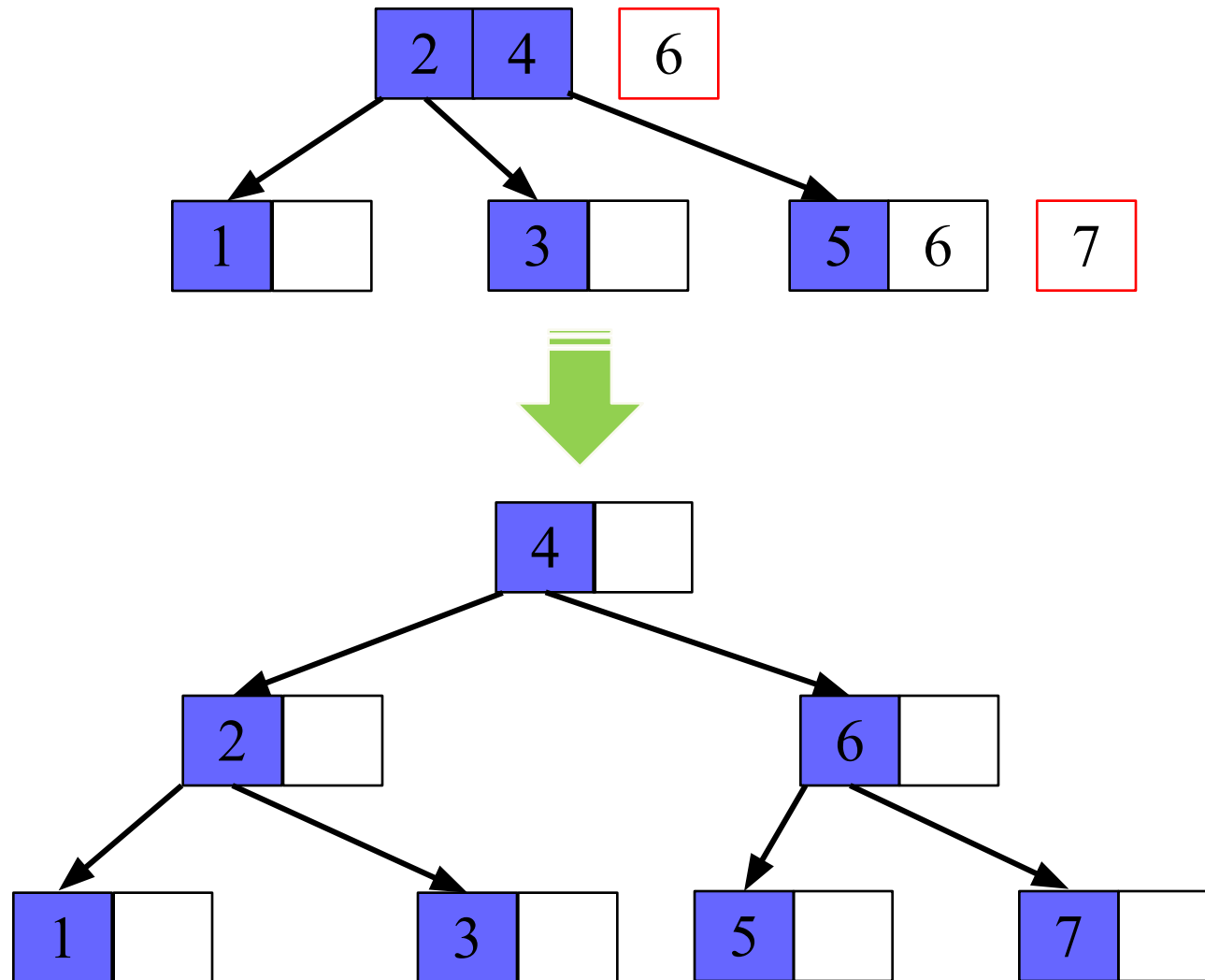
Insertion in B-Tree

Create a B – tree of order 3 by inserting values from 1 to 10

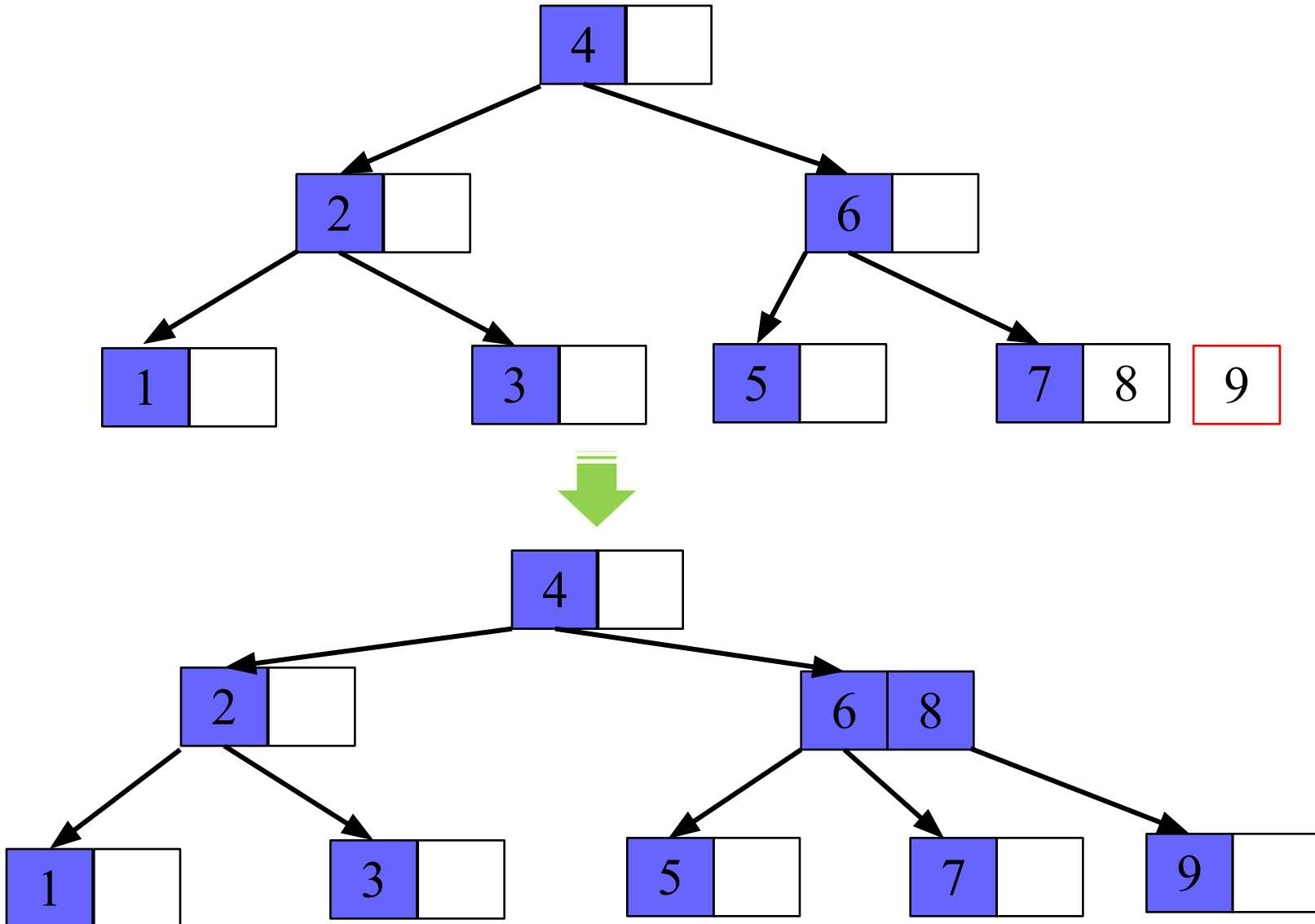
If a Tree have n number of nodes
then there must have $n - 1$ edges



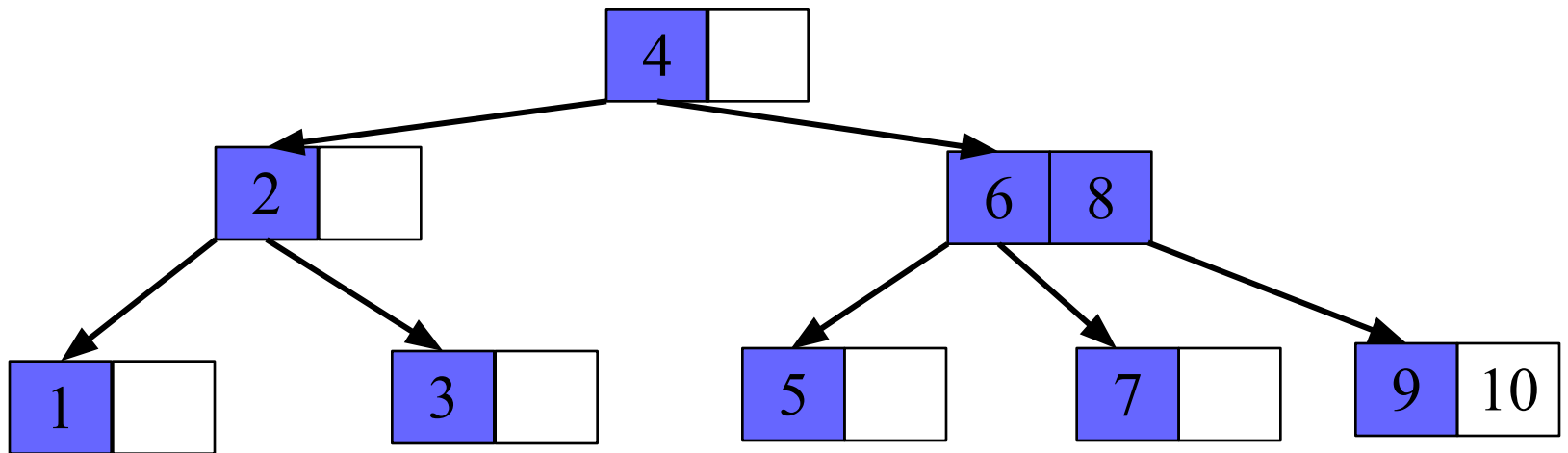
Insertion in B-Tree



Insertion in B-Tree



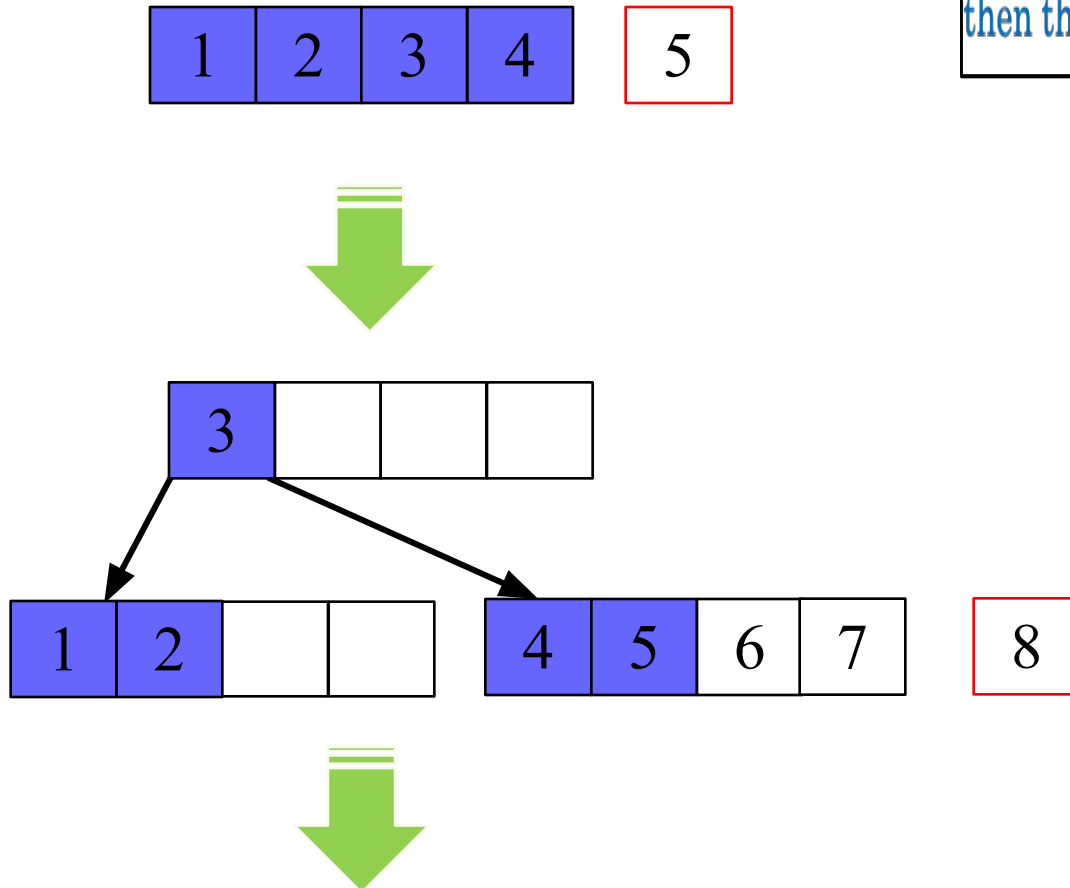
Insertion in B-Tree



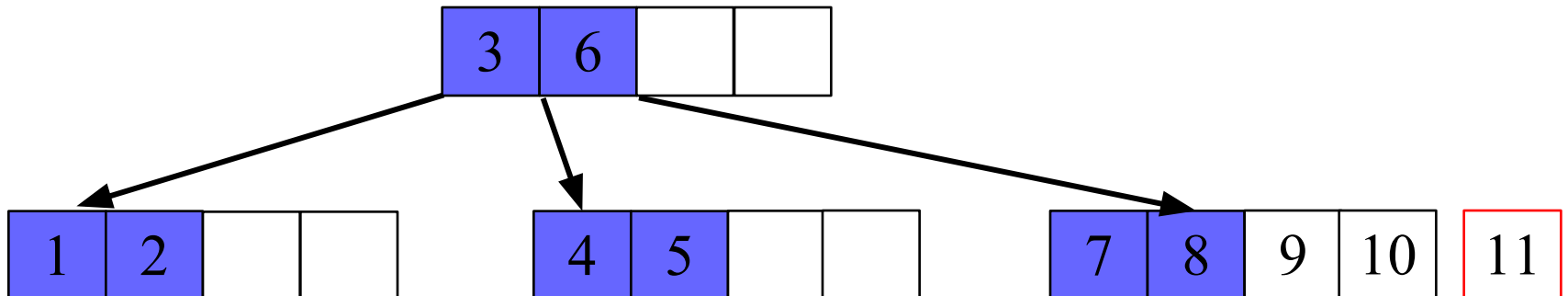
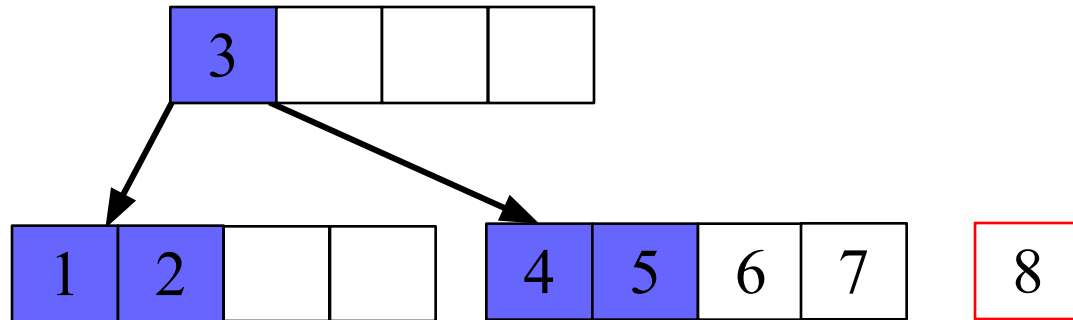
Insertion in B-Tree

Create a B – tree of order 5 by inserting values from 1 to 20

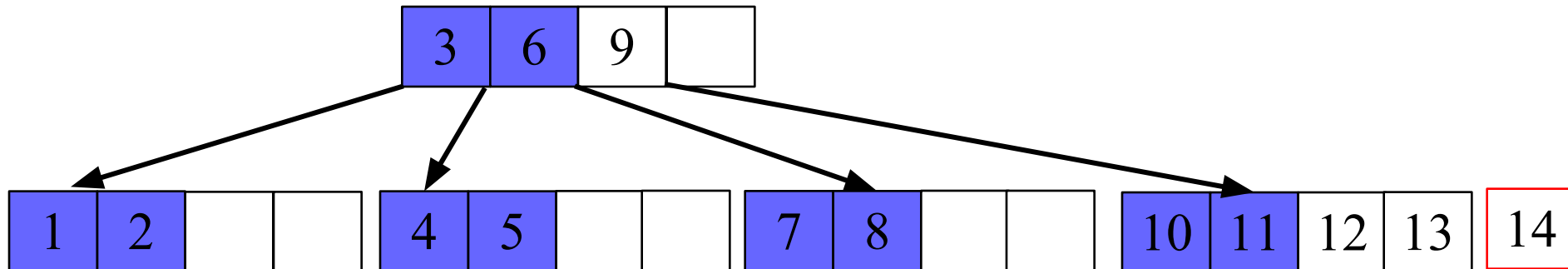
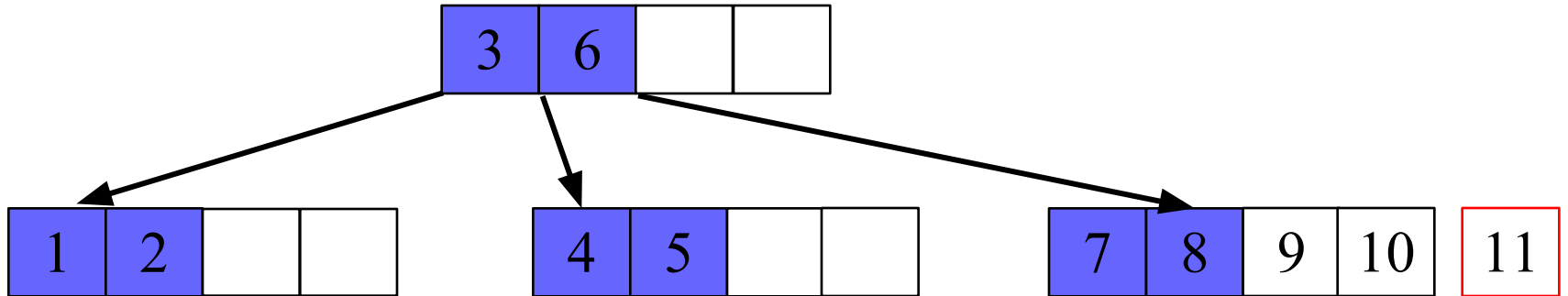
If a Tree have n number of nodes
then there must have $n - 1$ edges



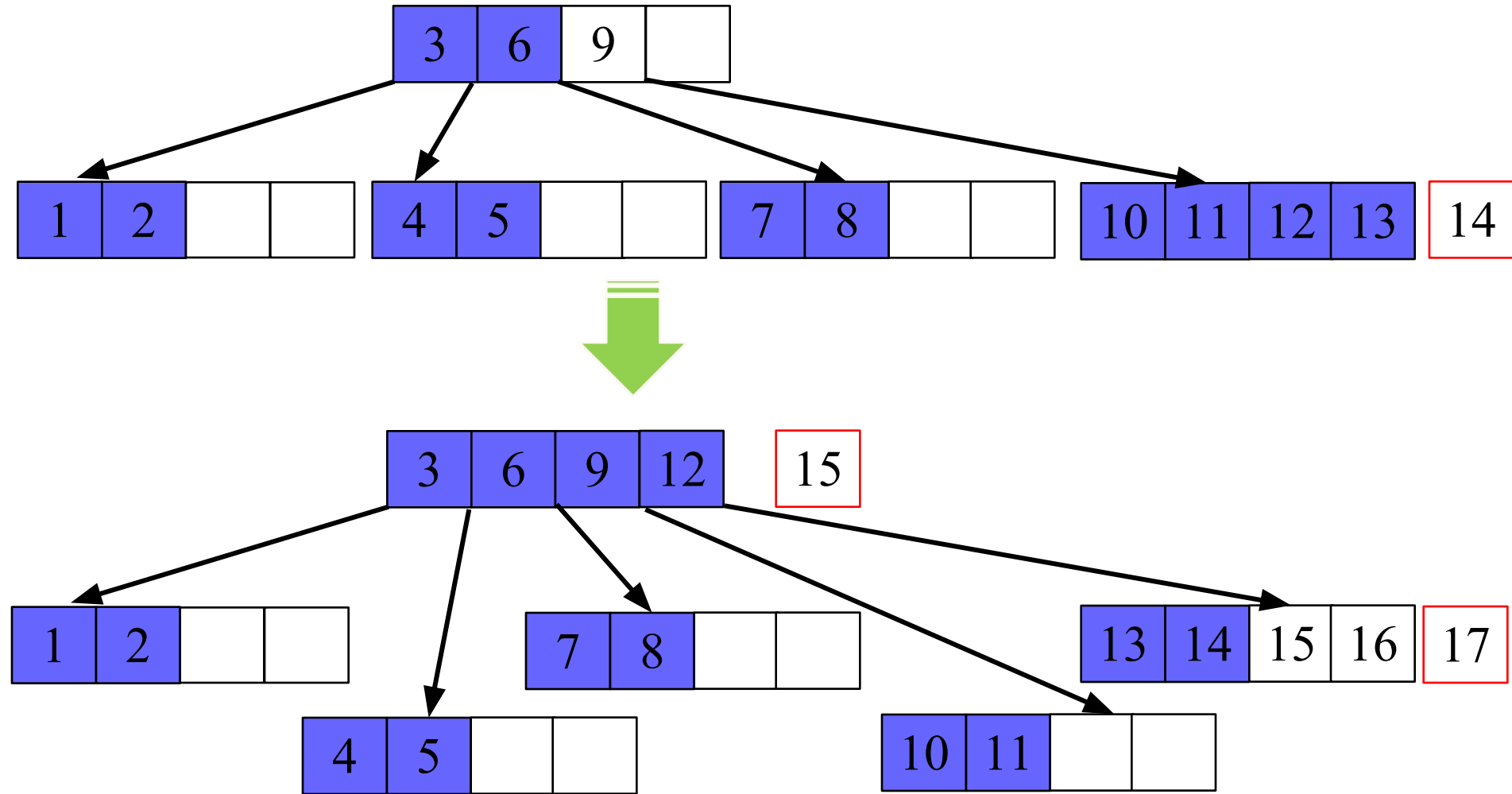
Insertion in B-Tree



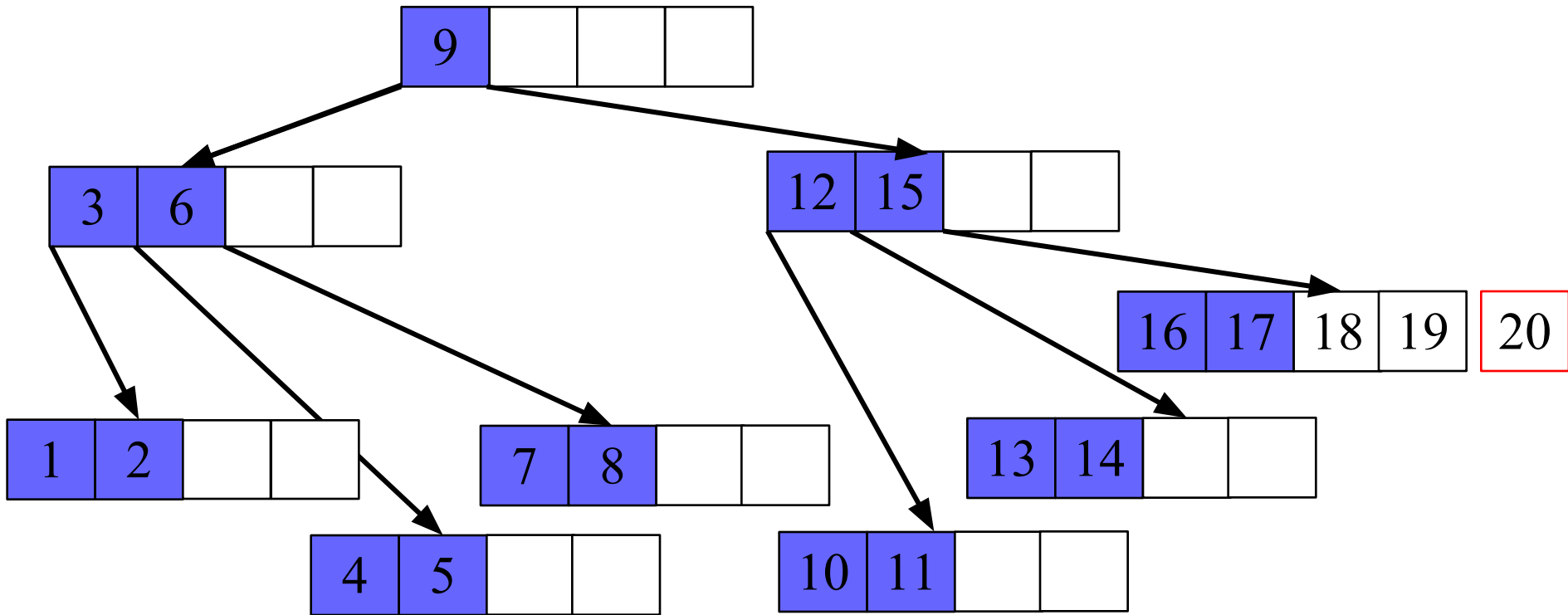
Insertion in B-Tree



Insertion in B-Tree



Insertion in B-Tree



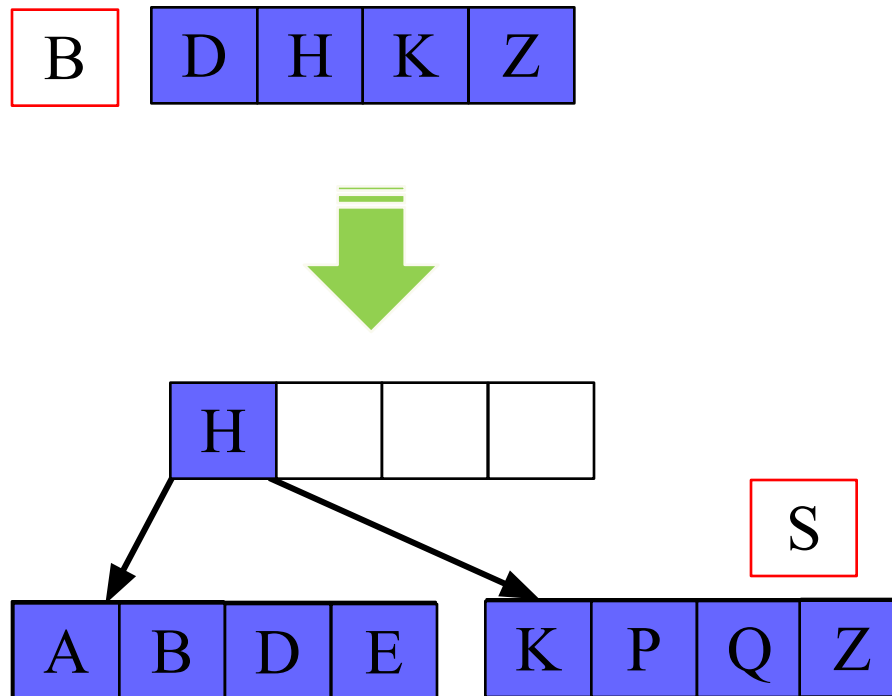
Last Split (Self)

Insertion in B-Tree

Create a B – tree of order 5 with the following set of data

D, H, Z, K, B, P, Q, E, A, S, W, T, C, L, N, Y, M

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

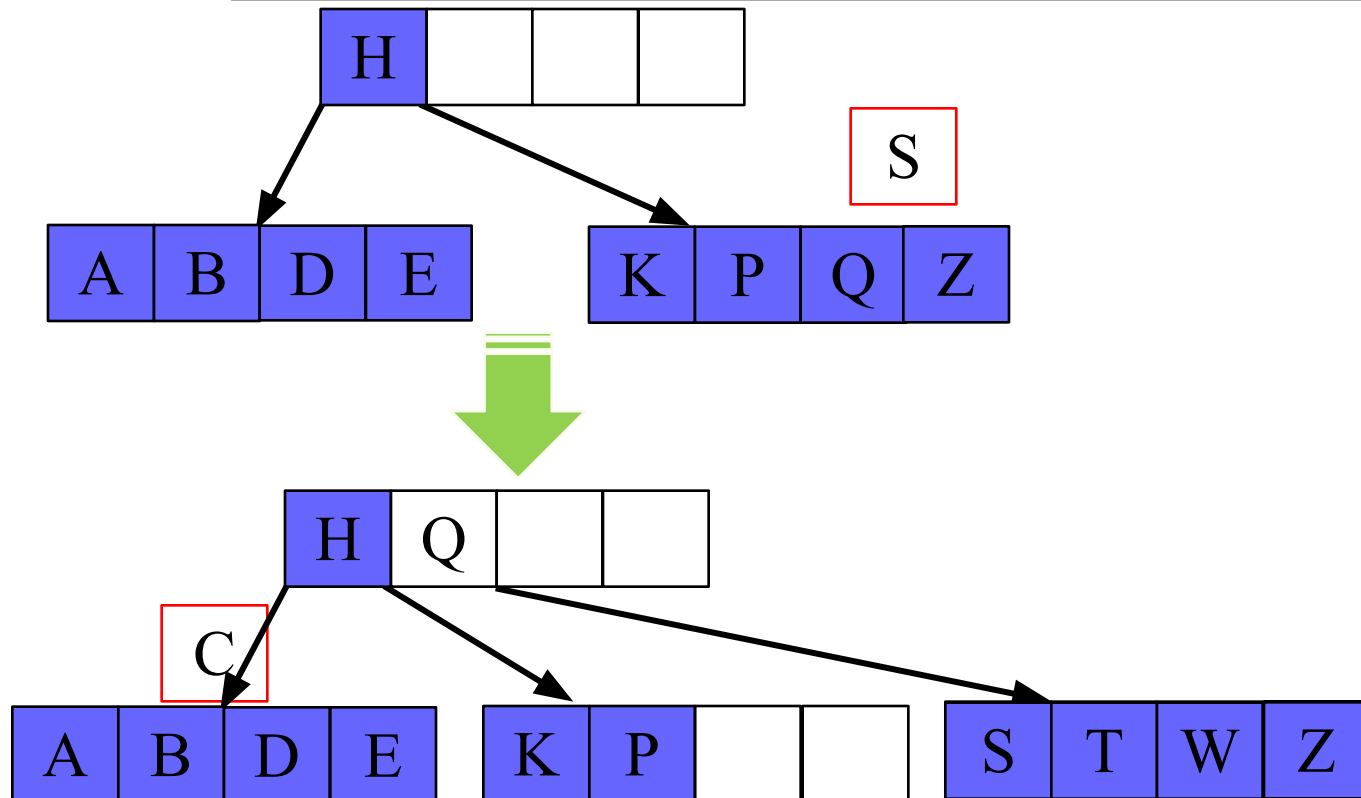


Insertion in B-Tree

Create a B – tree of order 5 with the following set of data

D, H, Z, K, B, P, Q, E, A, S, W, T, C, L, N, Y, M

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

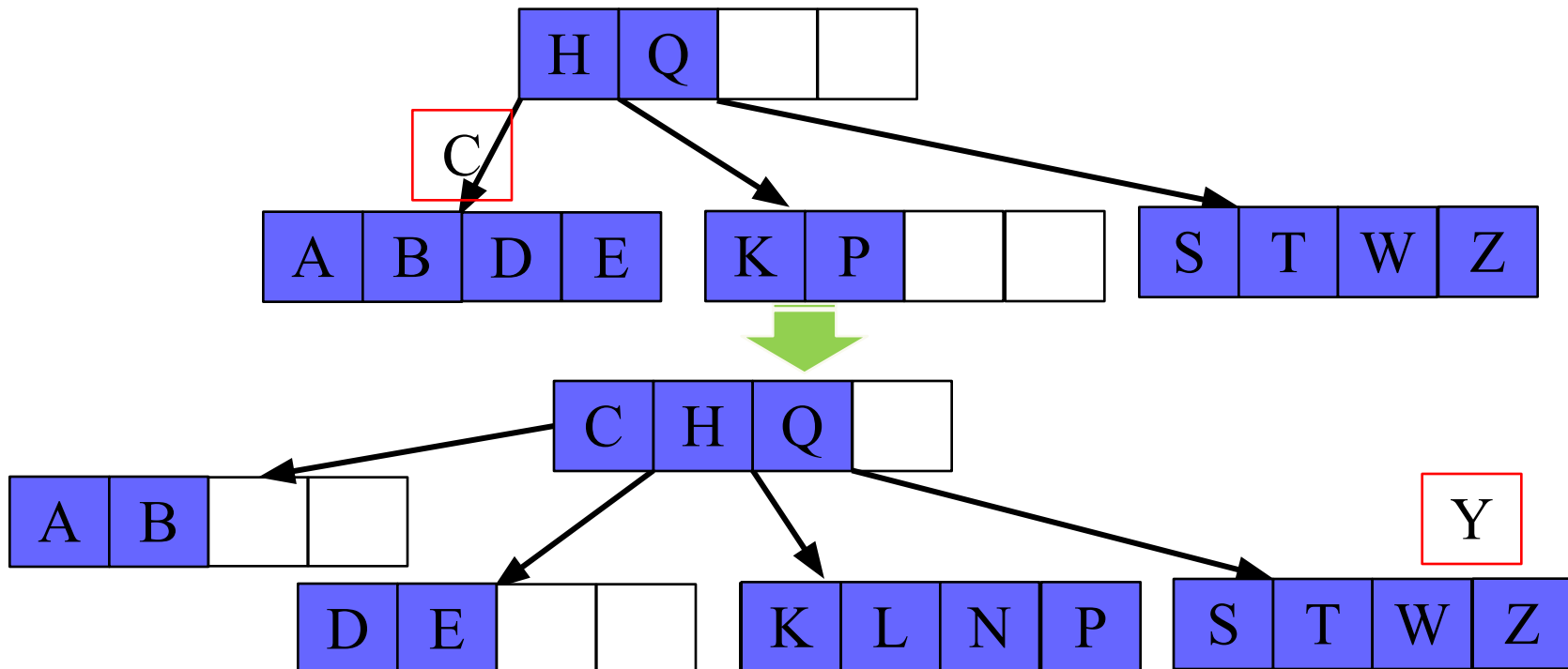


Insertion in B-Tree

Create a B – tree of order 5 with the following set of data

D, H, Z, K, B, P, Q, E, A, S, W, T, C, L, N, Y, M

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

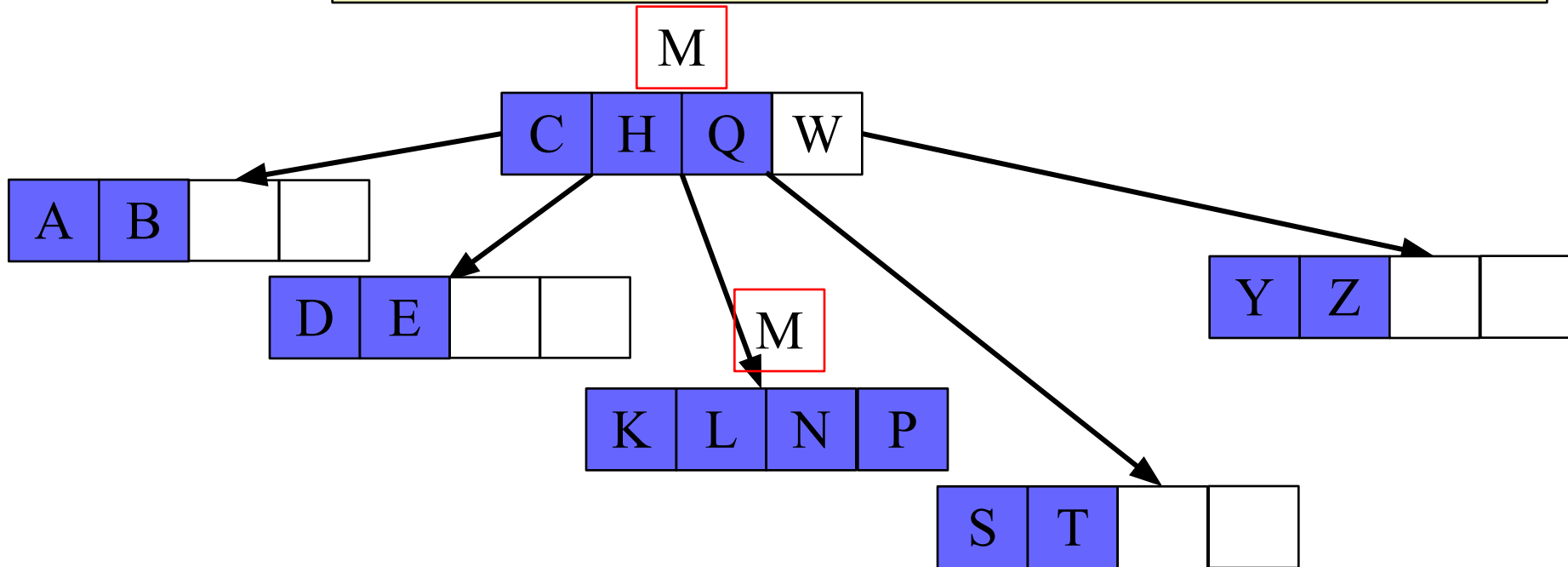


Insertion in B-Tree

Create a B – tree of order 5 with the following set of data

D, H, Z, K, B, P, Q, E, A, S, W, T, C, L, N, Y, M

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

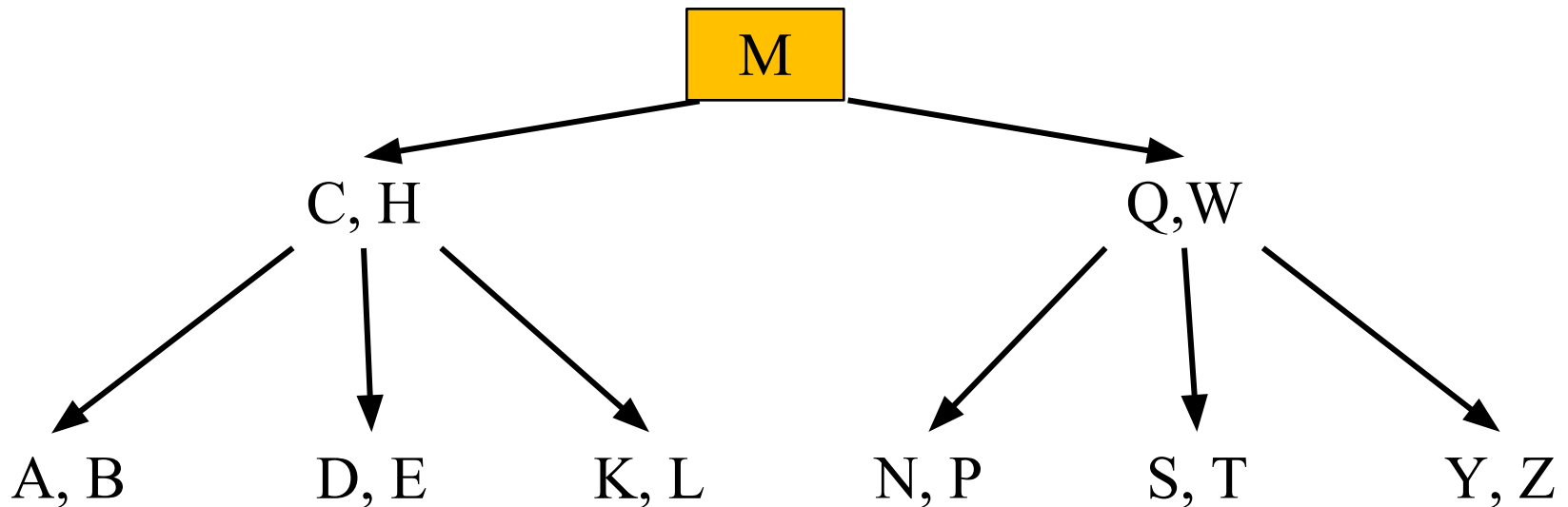


Insertion in B-Tree

Create a B – tree of order 5 with the following set of data

D, H, Z, K, B, P, Q, E, A, S, W, T, C, L, N, Y, M

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z



Thank You