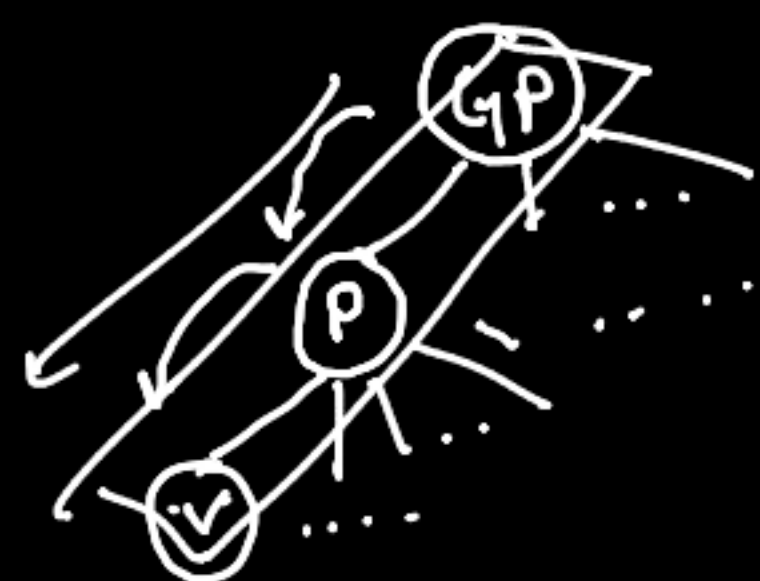




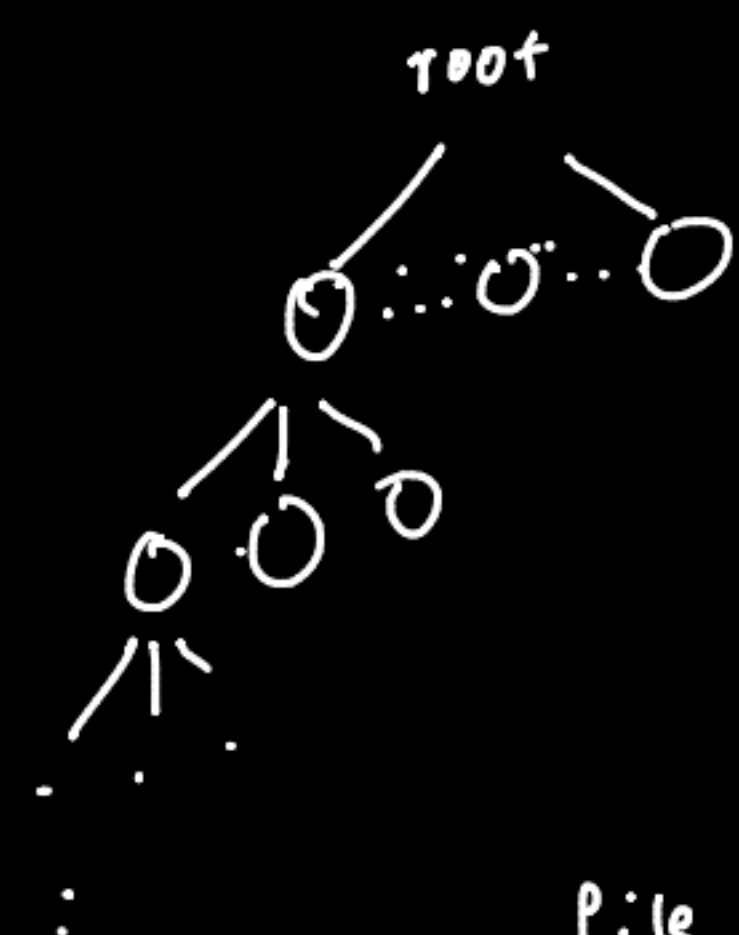
Tree = non-linear  
 = Seq. containers  
 Linear → arrays, LL, vectors (dyn. arrays)

stacks, queues

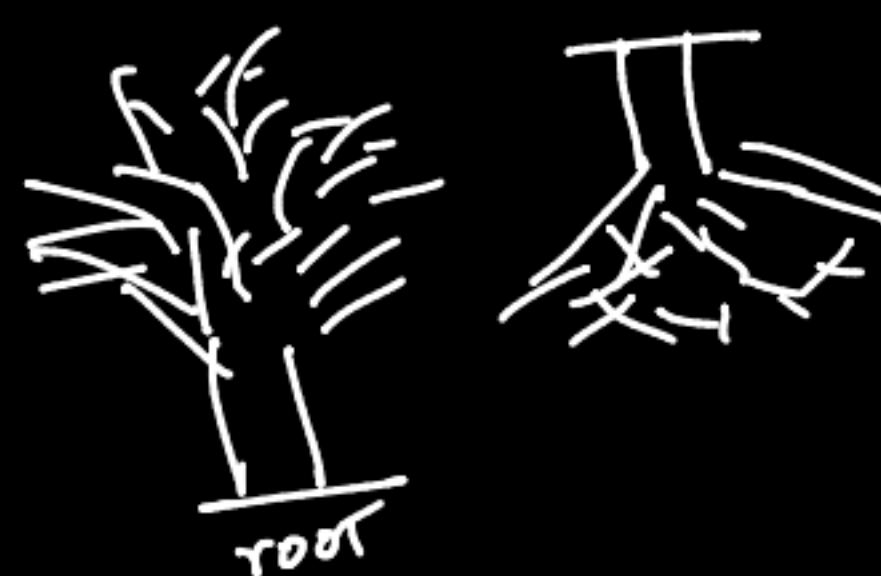
hierarchical info



family tree

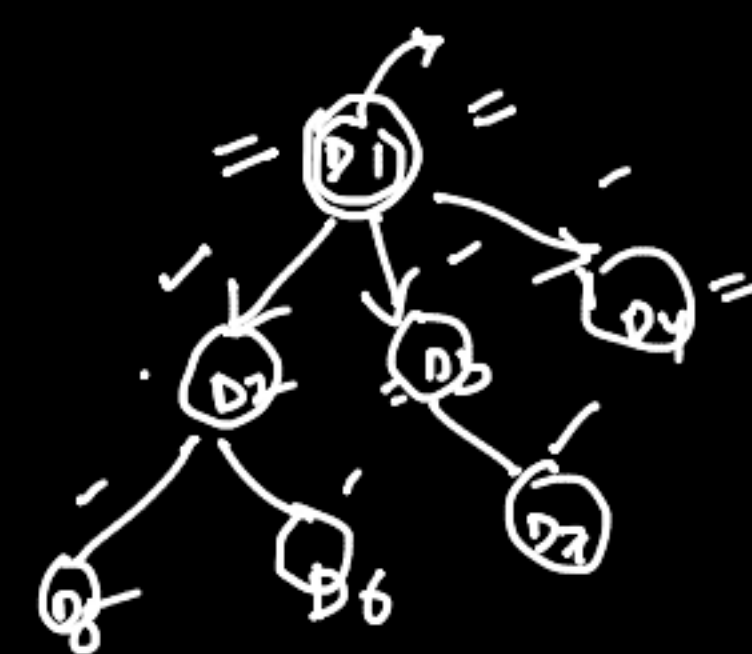


file system



linked list

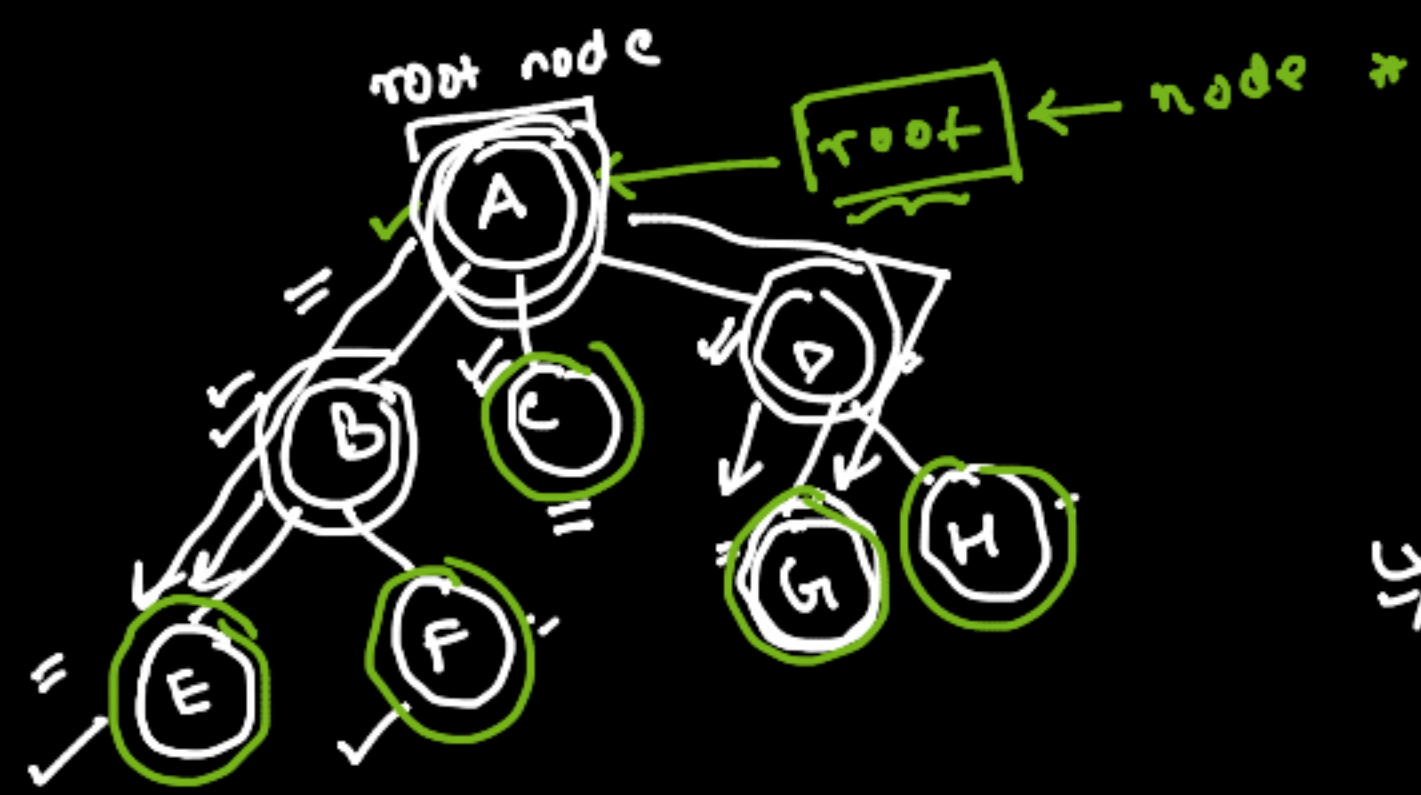
Tree → Node =  
 data link  
 0 or more links



Trees → each node is created dynamically.

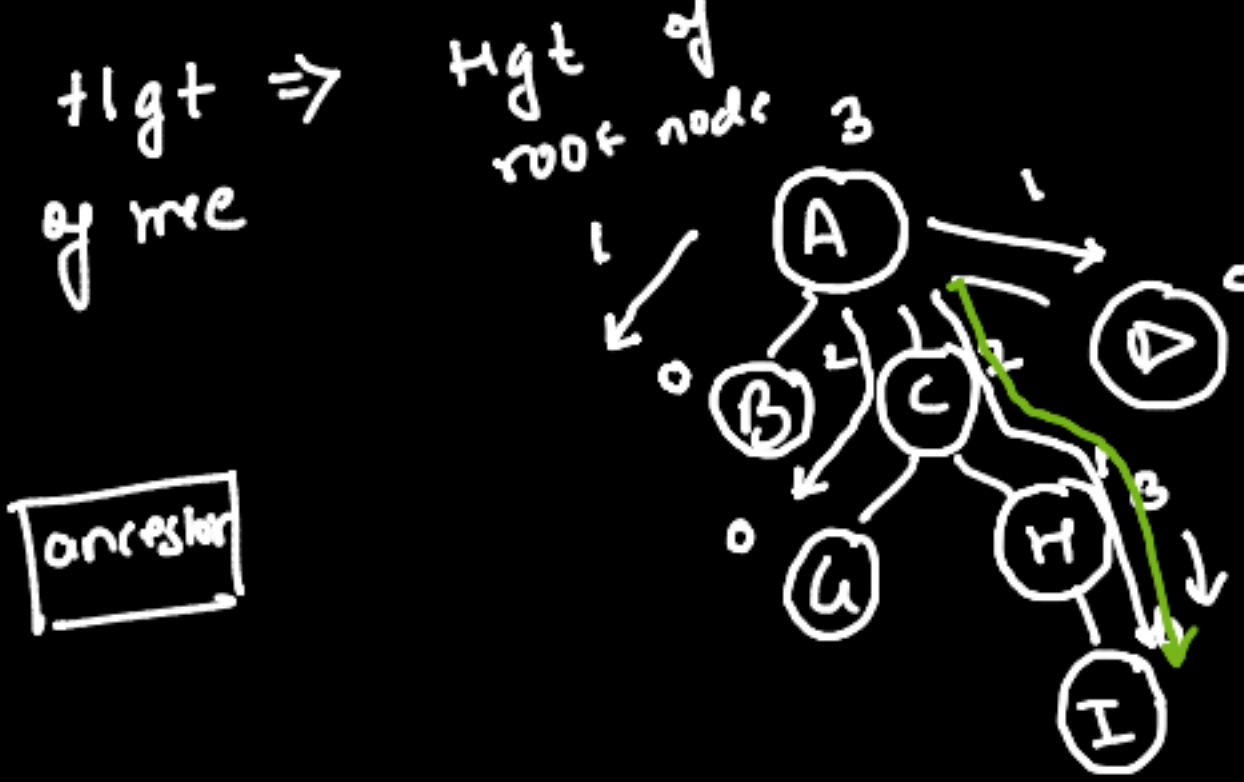


Tree terminology  
unidirectional



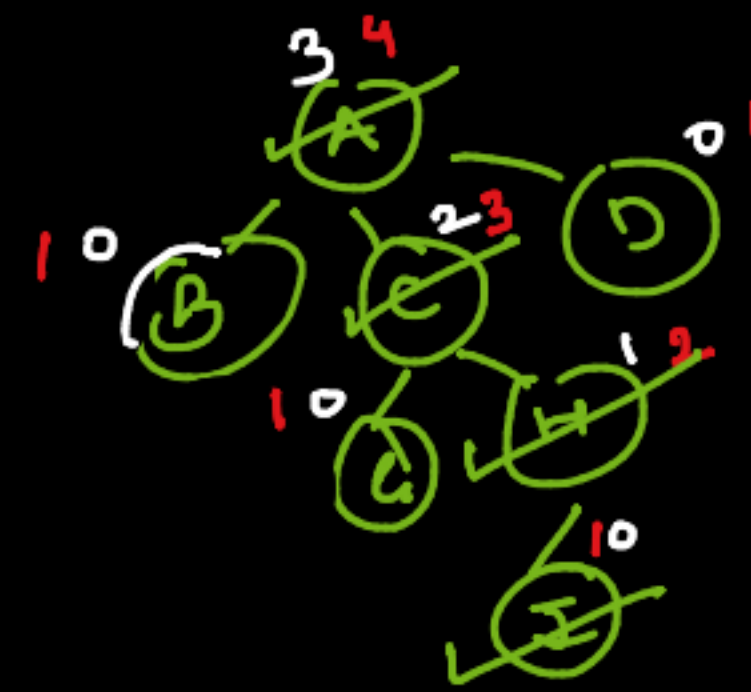
Property

↳ height of a node  
↳ length of the longest path from the node to a leaf node ⇒ max edges

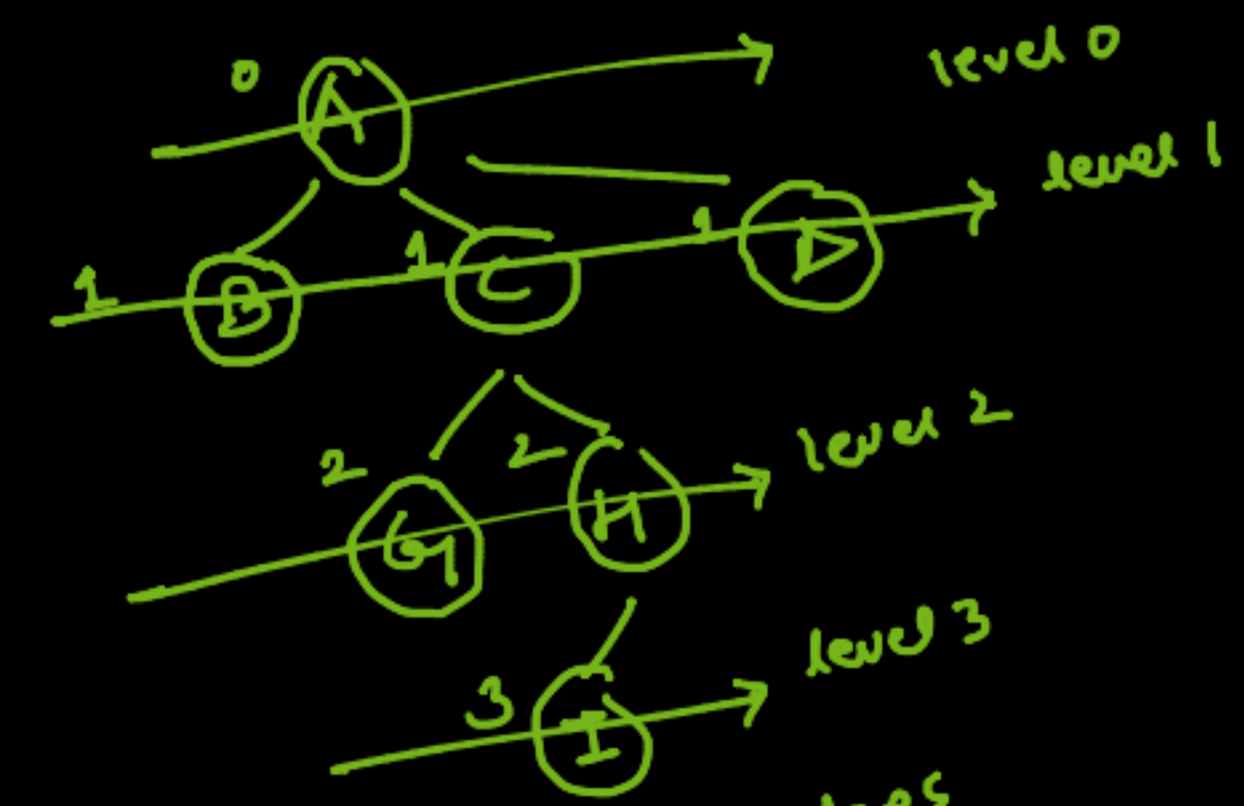


empty tree ⇒ no nodes  
root = NULL

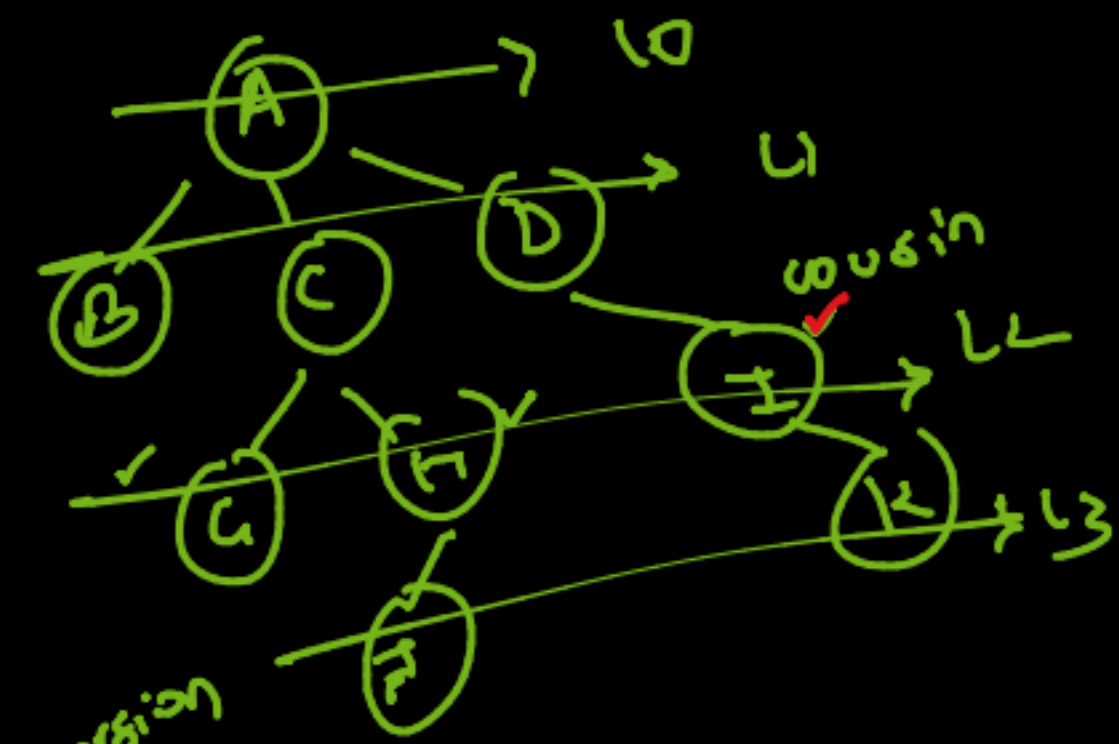
$$h(NULL) = -1$$



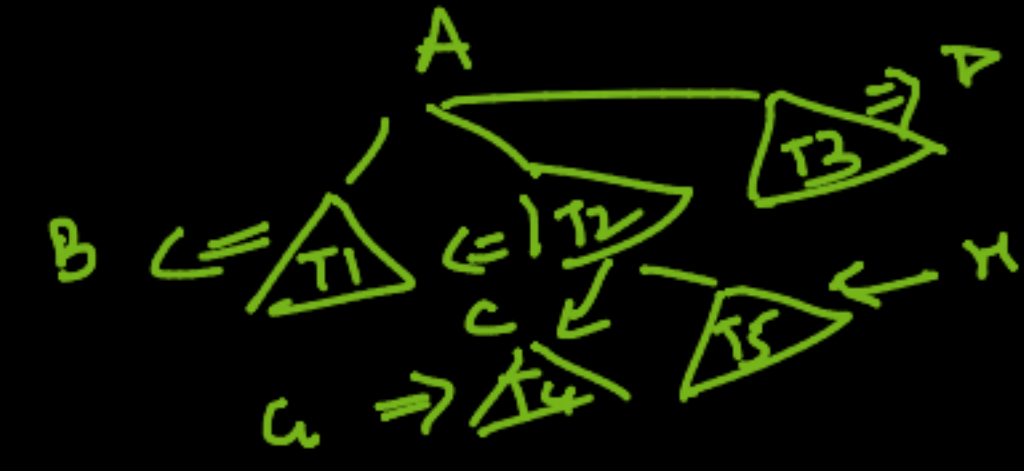
empty tree  
hgt = 0  
↳ CLRS  
↳ wikipedia } 90%



Depth of a node  
↳ length of the path from node to the root



90-95% ⇒ recursion  
Tree → recursive data structure



↳ B, C, and D are children of A  
A is the parent of B, C, D  
B, C, and D are siblings

for any X and Y if there exists a path from X to Y ⇒ X is an ancestor of Y

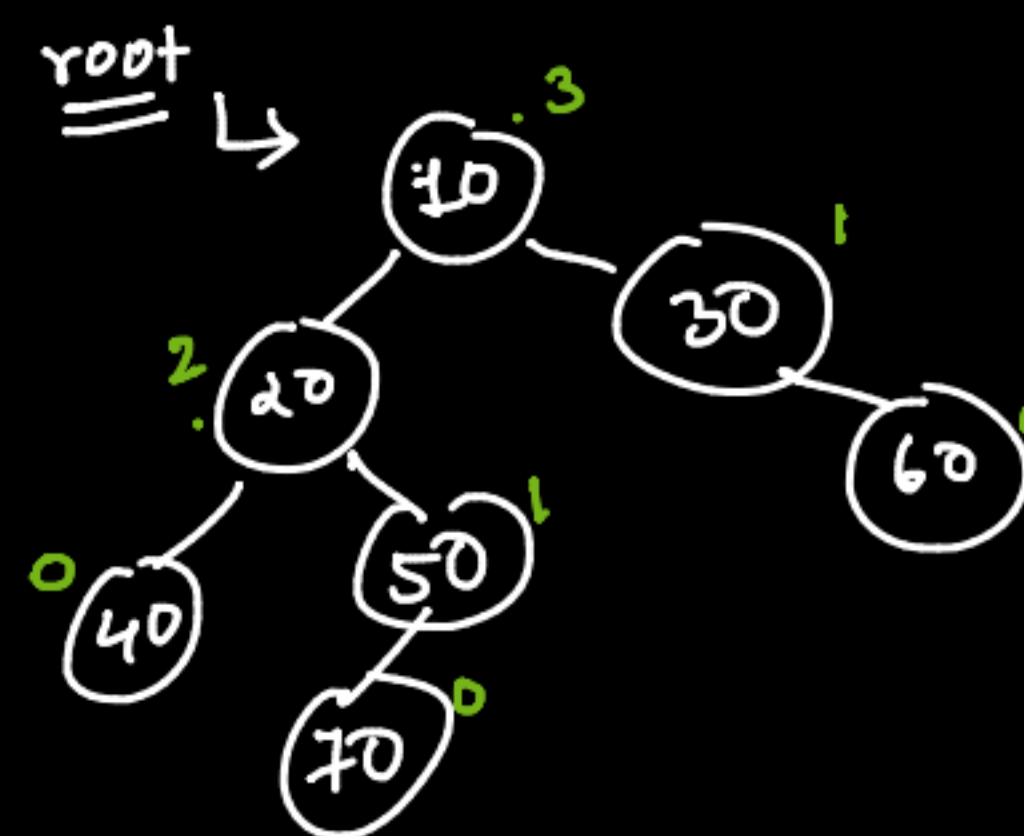
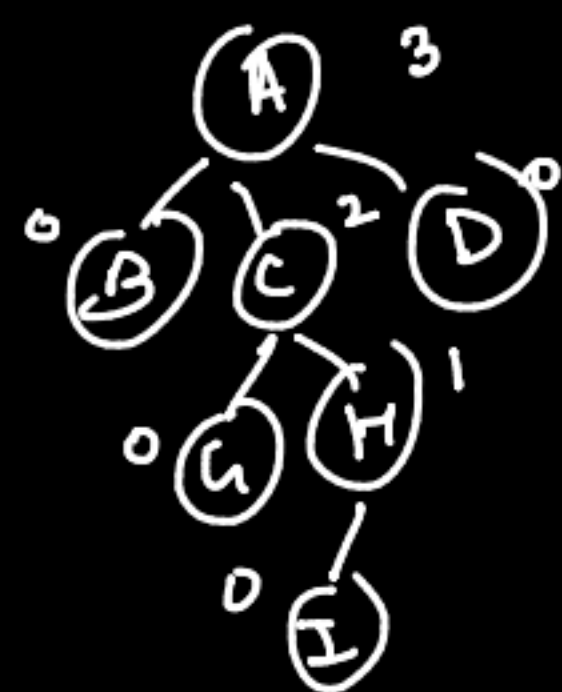
or Y is a descendant of X

Node w/o children ⇒ leaf nodes



## Generic Trees

↳ each node has 0 or more child nodes



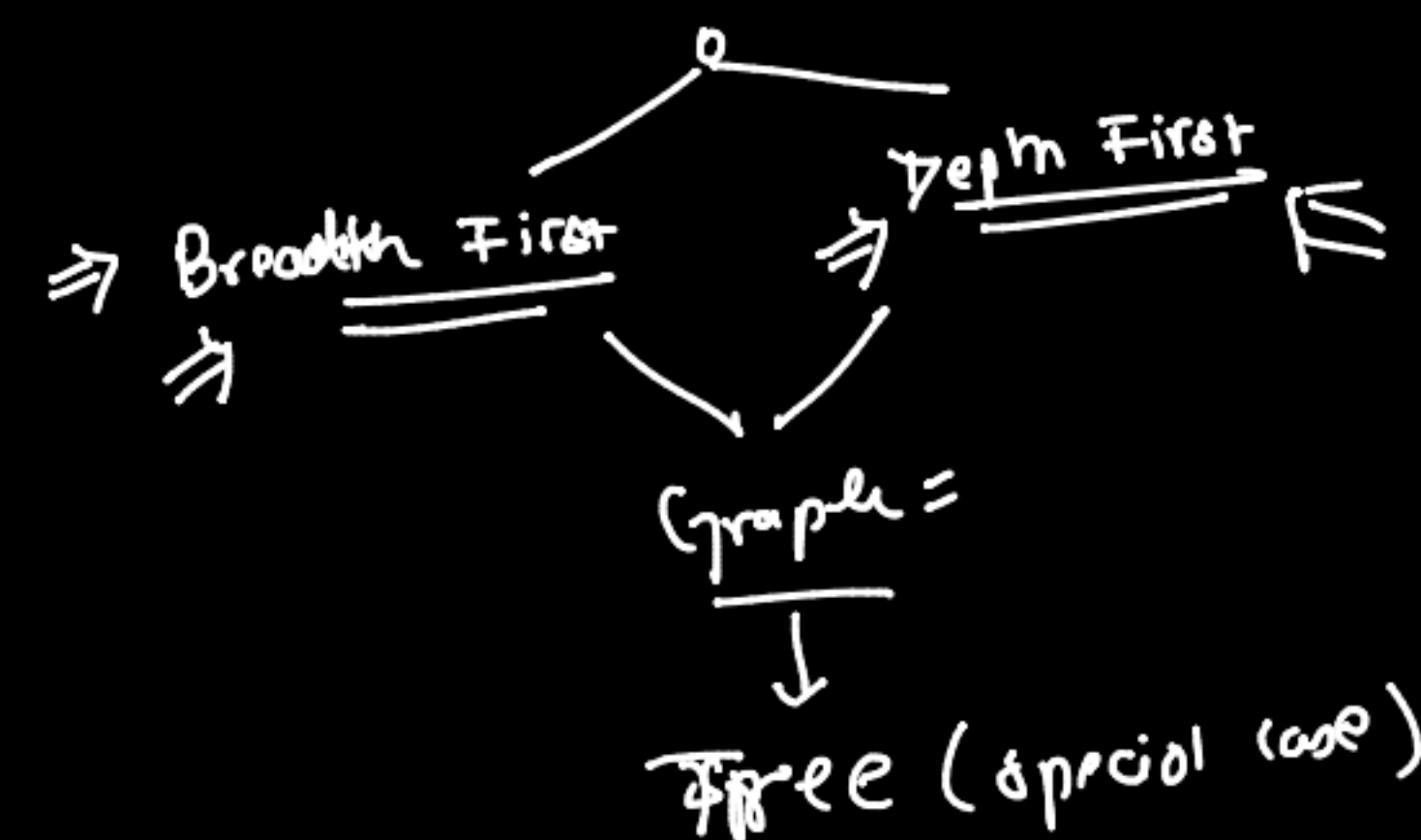
tree traversal  $\Rightarrow$  visit all the nodes in the tree exactly once

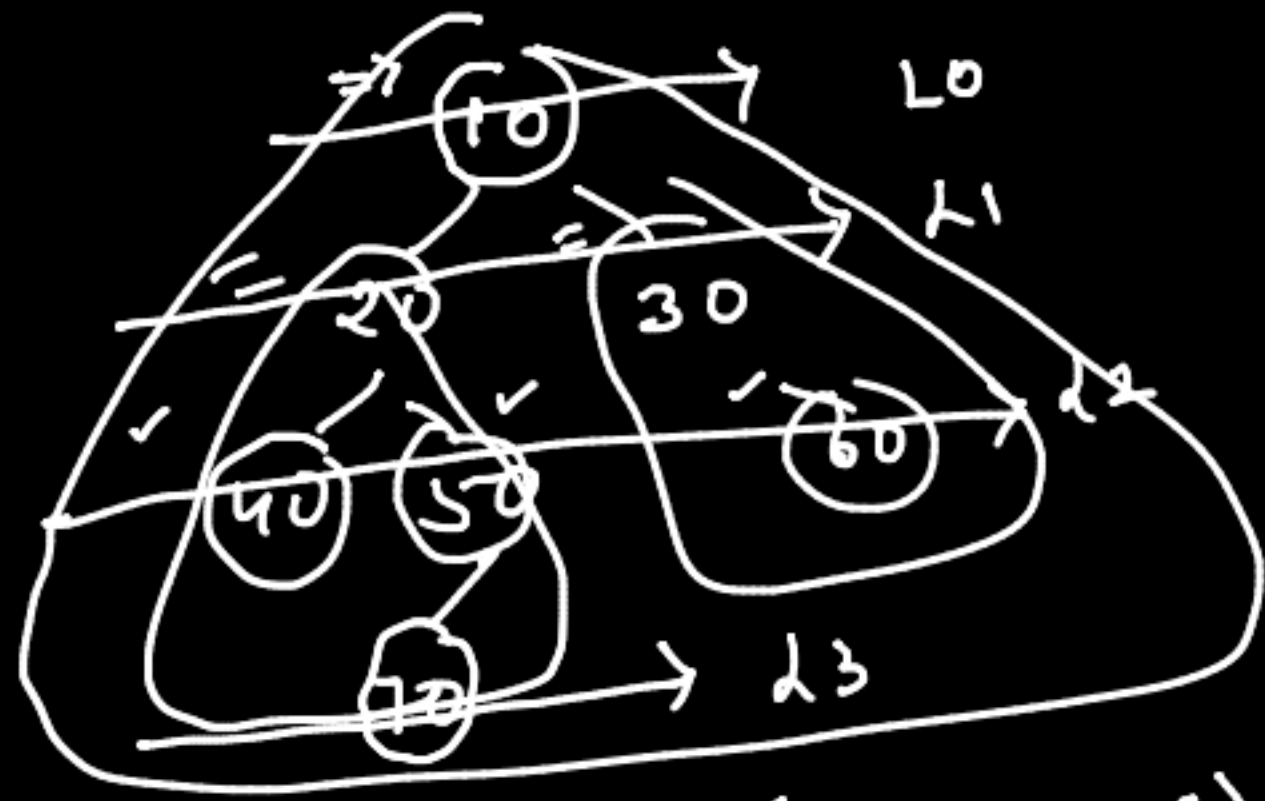
## Binary Tree

↳ each node has at most 2 children  $\leq 2$   
 0 or 1 or 2

### node of BT

↳ "data"  $\rightarrow$  store value  
 ↳ "left"  $\rightarrow$  ptr to left node or left child  
 ↳ "right"  $\rightarrow$  ptr to right node or right child





↳ 10  
 ↳ 20 30  
 ↳ 40 50 60  
 ↳ 70

⇒ Breadth First ⇒ how? (Next class)  
 ↓  
Level Order Traversal  
 o/p: 10 20 30 40 50 60 70  
 ⇒ for root. visiting GC, we visit all the children

### Depth-First



for the root node,  
 once you visit one of its child  
 you first completely traverse  
 the sub-tree rooted by  
 that child before going  
 to the other child of  
 root.

root, left = subtree, right = subtree  
 ↳ pre-order :  $\text{root} < \text{left} < \text{right}$



↳ in-order :  $< \text{left} < \text{root} < \text{right}$   
 ↳ post-order :  $< \text{left} < \text{right} < \text{root}$

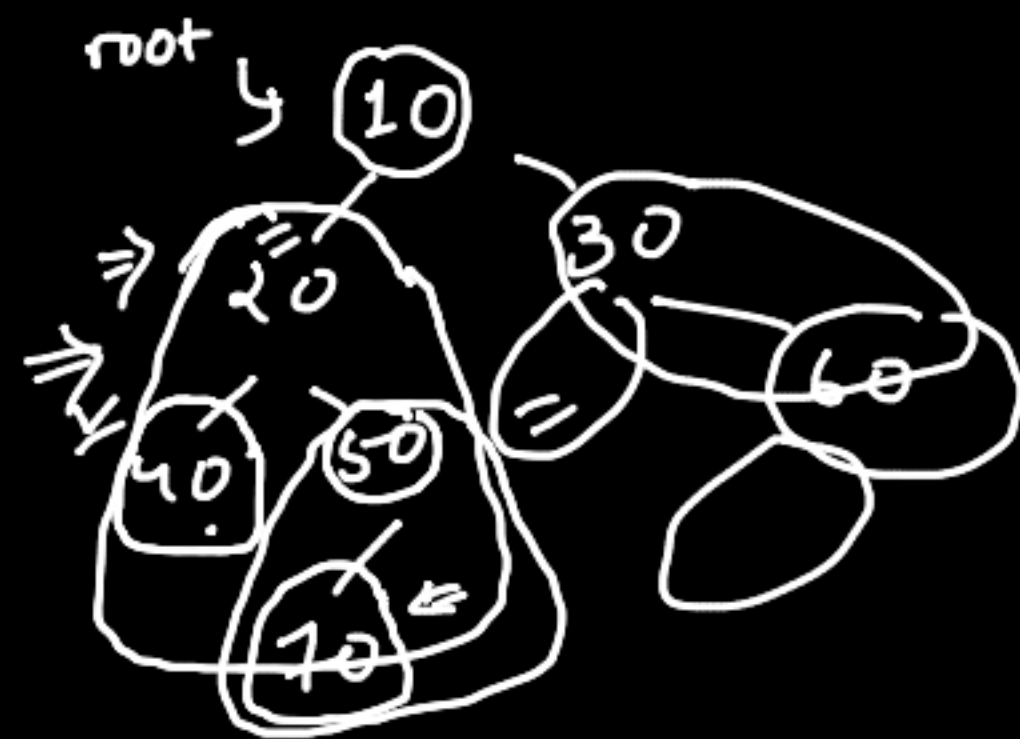


Pre-order       $\text{root} < \text{left} < \text{right}$

10 [ 20 [ 40 -1 -1 ] [ 50 [ 70 -1 -1 ] [ -1 ] ] ] [ 30 [ -1 ] [ 60 -1 -1 ] ]  
 ↳ root      ↳ left      ↳ right



In order



$\leftarrow \text{left} \rightarrow$      $\text{root}$      $\leftarrow \text{right} \rightarrow$   
 $\left[ \begin{array}{ccc} -1 & 40 & -1 \\ 10 & \left[ \begin{array}{ccc} -1 & 30 & -1 \end{array} \right] & 20 \end{array} \right]$      $\left[ \begin{array}{ccccc} -1 & 70 & -1 & 50 & -1 \end{array} \right]$   
 $\leftarrow \text{right} \rightarrow$

post order



$\Rightarrow \langle \text{left} \rangle < \text{right} \rangle$  root

$\Rightarrow \angle \text{left} + 7 < 10$   
 $\Rightarrow$ 

-1	-1	40	-1	-1	70	-1	50	20
			left					

-1	-1	-1	60	30	10
					root
					right

Tree

勺

n nodes

↳ pre :

y in :

4 post

Diagram illustrating the recursive process for finding the root of a binary tree:

```
graph TD
    root[root] --> left[< left >]
    root --> right[< right >]
    left --> root
    right --> root
    right --> right2[< right >]
    right2 --> root
```

The diagram shows the root node being compared with its left and right children. The left child is less than the root, and the right child is greater than the root. The right child is further compared with its right child, which is also greater than the root. The process continues until the root is found.