

CSG2A3 ALGORITMA dan STRUKTUR DATA



Tree Data Structure



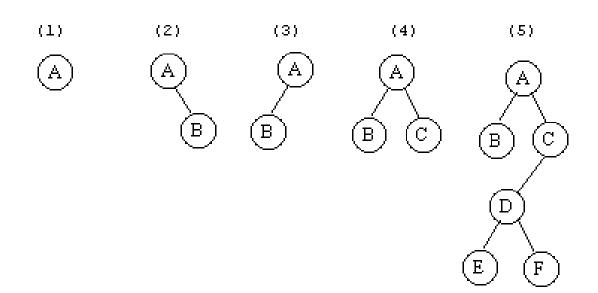
Binary Tree Data Structure





Binary Tree

Tree Data Structure with maximum child (degree) of 2, which are referred to as the *left* child and the *right* child.



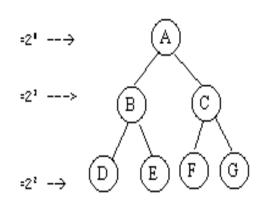


Properties of Binary Tree

The number of nodes *n* a full binary tree is

```
- At least : n = 2(h+1) - 1
```

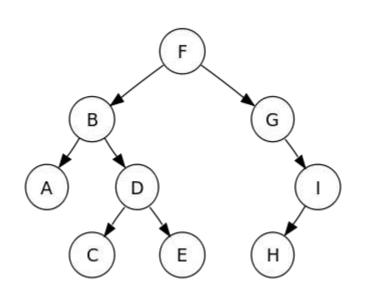
- At most : $n = 2^{h+1} 1$
- Where h is the height of the tree
- Maximum Node for each level = 2ⁿ





Types of Binary Tree

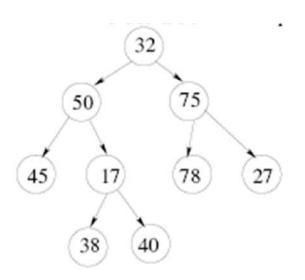
- Full Binary Tree
- Complete Binary Tree
- Skewed Binary Tree



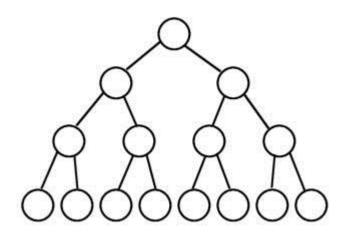


Full Binary Tree

- A tree in which every node other than the leaves has two children
 - sometimes called proper binary tree or 2-tree



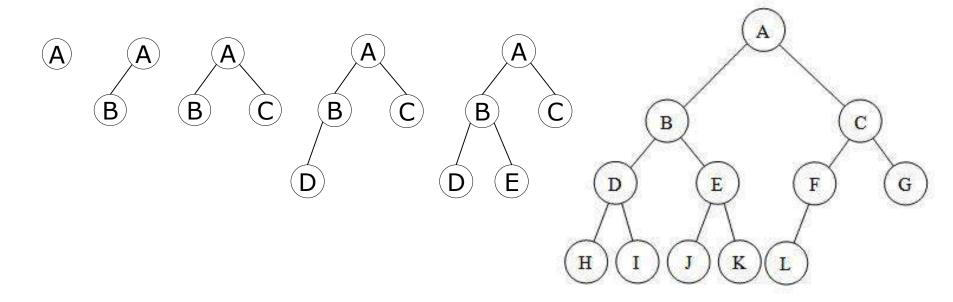
Full Binary Tree





Complete Binary Tree

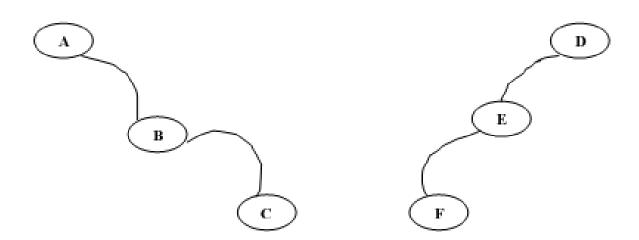
a binary tree in which every level, except possibly the last, is completely filled, and all nodes are as far left as possible





Skewed Tree

Binary Tree with an unbalanced branch between left and right branch

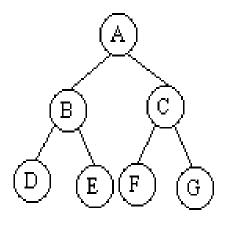


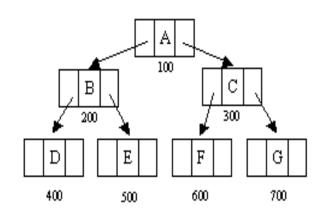


ADT Binary Tree

- Array Representation
- Linked list representation

id	value				
1	Α				
2	В				
3	C				
4	D				
5	Е				
6	F				
7	G				







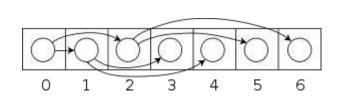
Array Representation

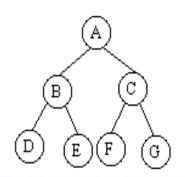
if a node has an index i, its children are found at indices:

- Left child : 2i + 1

- Right child : 2i + 2

- while its parent (if any) is found at index $\left\lfloor \frac{i-1}{2} \right\rfloor$
 - (assuming the root has index zero)







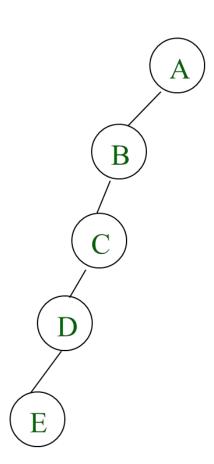
Array Representation

Problem :

1	2	3	4	5	6	7	8	 16
Α	В	-	С	-	-	-	D	 Е

- Waste space
- Insertion / deletion problem

- Array Representation is good for Complete Binary Tree types
 - Binary Heap Tree





Linked List Representation

Type infotype: integer

Type address: pointer to Node

Type Node <

info: infotype

left: address

right: address

>

left Info right

Type BinTree: address

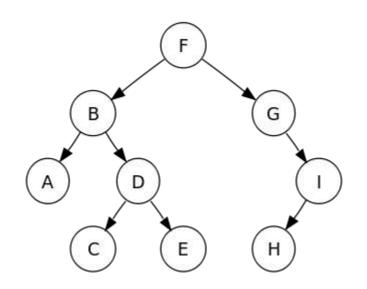
Dictionary

root: BinTree



Traversal on Binary Tree

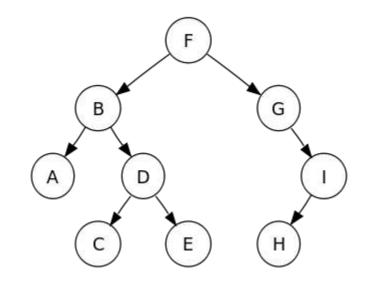
- DFS traversal
 - Pre-order
 - In-order
 - Post-order
- BFS traversal
 - Level-order





Pre-order Traversal

- Deep First Search
- ▶ Root → Left → Right
 - Prefix notation
- Result :
 - FBADCEGIH





Pre-order Traversal

```
Procedure preOrder( i/o root : tree )

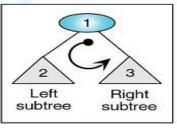
Algorithm

if ( root != null ) then

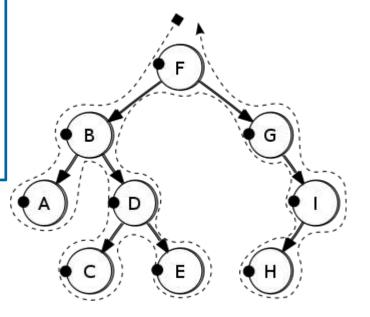
output( info( root ) )

preOrder( left( root ) )

preOrder( right( root ) )
```



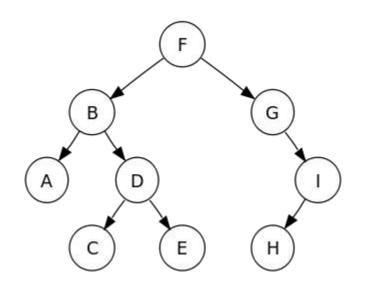
(a) Preorder traversal





In-order Traversal

- ▶ Left → Root → Right
 - Infix notation
- Result :
 - ABCDEFGHI





In-order Traversal

```
Procedure inOrder( i/o root : tree )

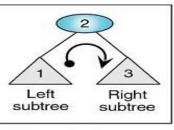
Algorithm

if ( root != null ) then

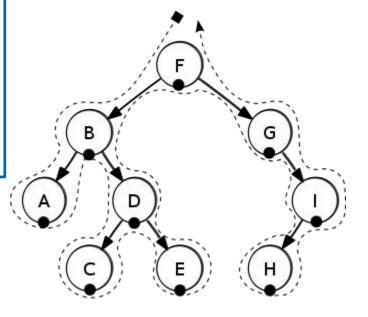
inOrder( left( root ) )

output( info( root ) )

inOrder( right( root ) )
```



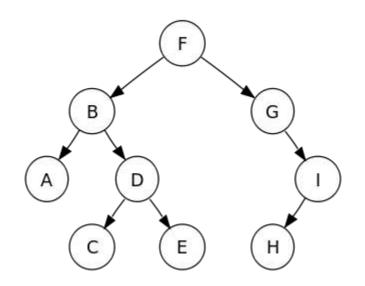
(b) Inorder traversal





Post-order Traversal

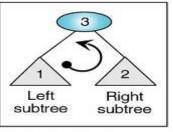
- ▶ Left → right → Root
 - Postfix notation
- Result :
 - ACEDBHIGF



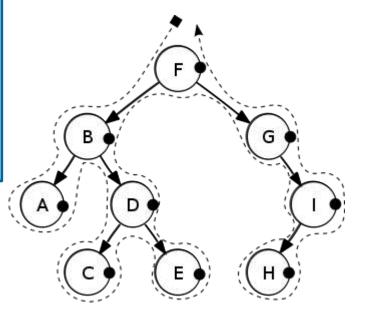


Post-order Traversal

```
Procedure postOrder( i/o root : tree )
Algorithm
  if ( root != null ) then
    postOrder( left( root ) )
    postOrder( right( root ) )
    output( info( root ) )
```



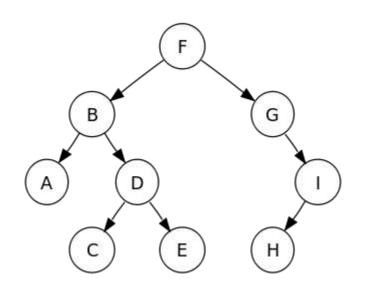
(c) Postorder traversal





Level-order Traversal

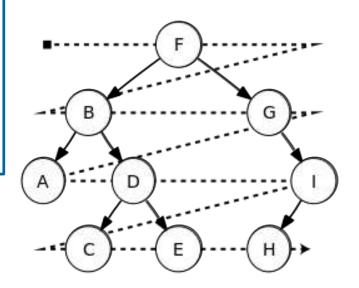
- Breadth First Search
- recursively at each node
- Result :
 - FBGADICEH



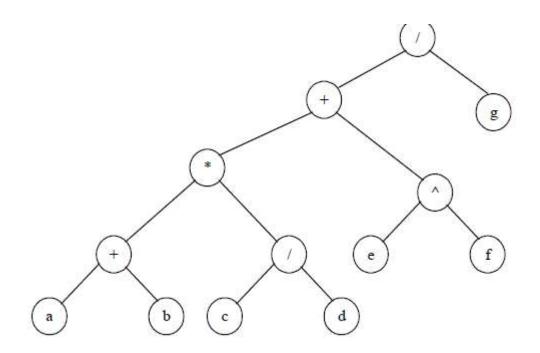


Level-order Traversal

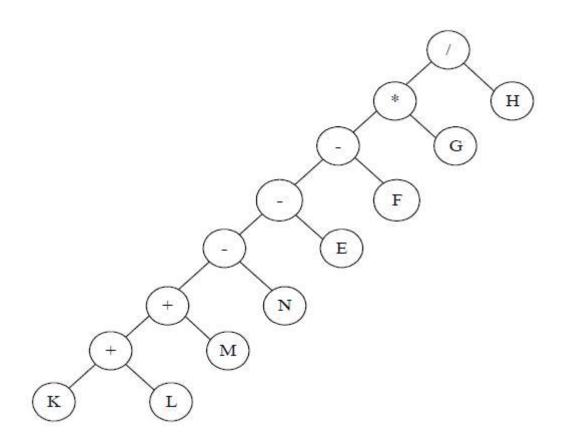
```
Procedure levelOrder( root : tree )
Dictionary
    Q : Queue
Algorithm
    enqueue( Q, root )
    while ( not isEmpty(Q) )
        n ← dequeue( Q )
        output( n )
        enqueue( child ( n ) )
```



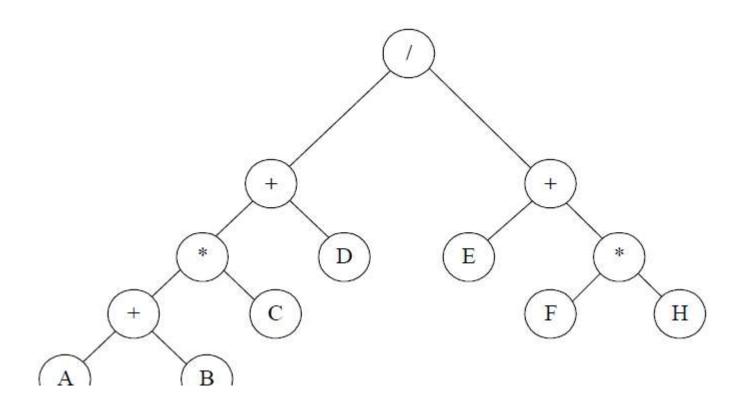




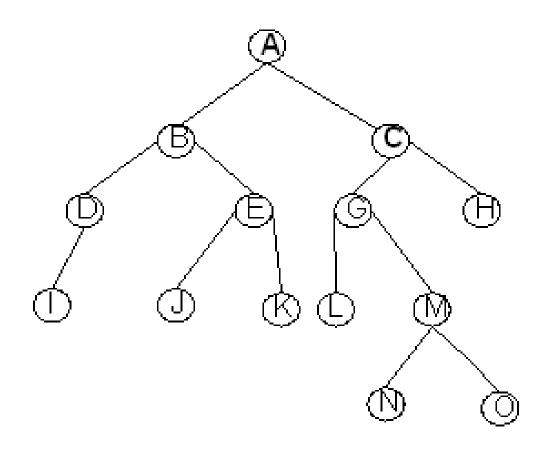














Exercise - Create the Tree

- Assume there is ONE tree, which if traversed by Inorder resulting: EACKFHDBG, and when traversed by Preorder resulting: FAEKCDHGB
- Draw the tree that satisfy the condition above



Question?



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