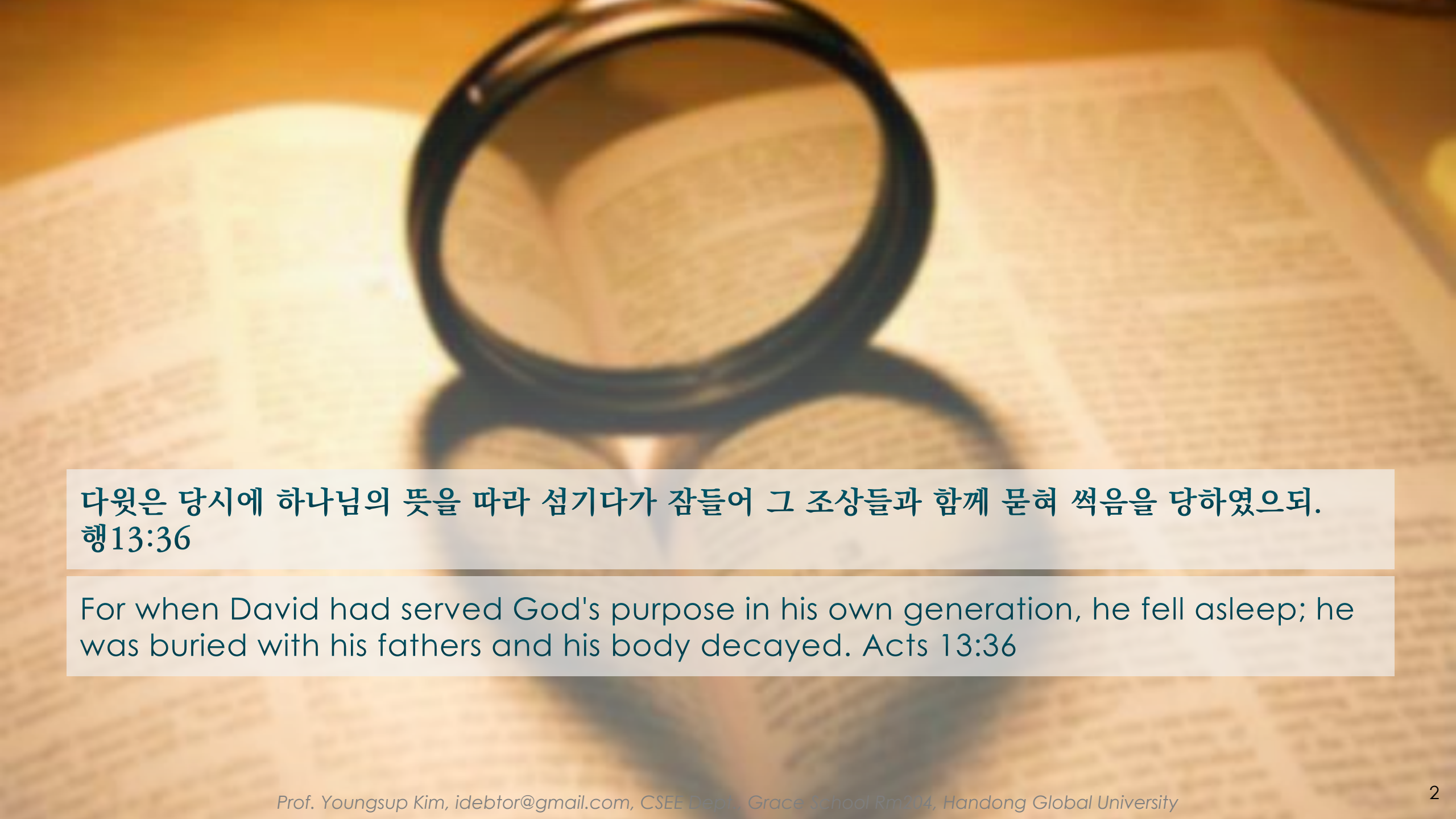


Data Structures

Chapter 5


Tree

1. introduction
2. Binary tree
3. Binary search tree
4. Tree balancing



다윗은 당시에 하나님의 뜻을 따라 섬기다가 잠들어 그 조상들과 함께 묻혀 썩음을 당하였으되.
행13:36

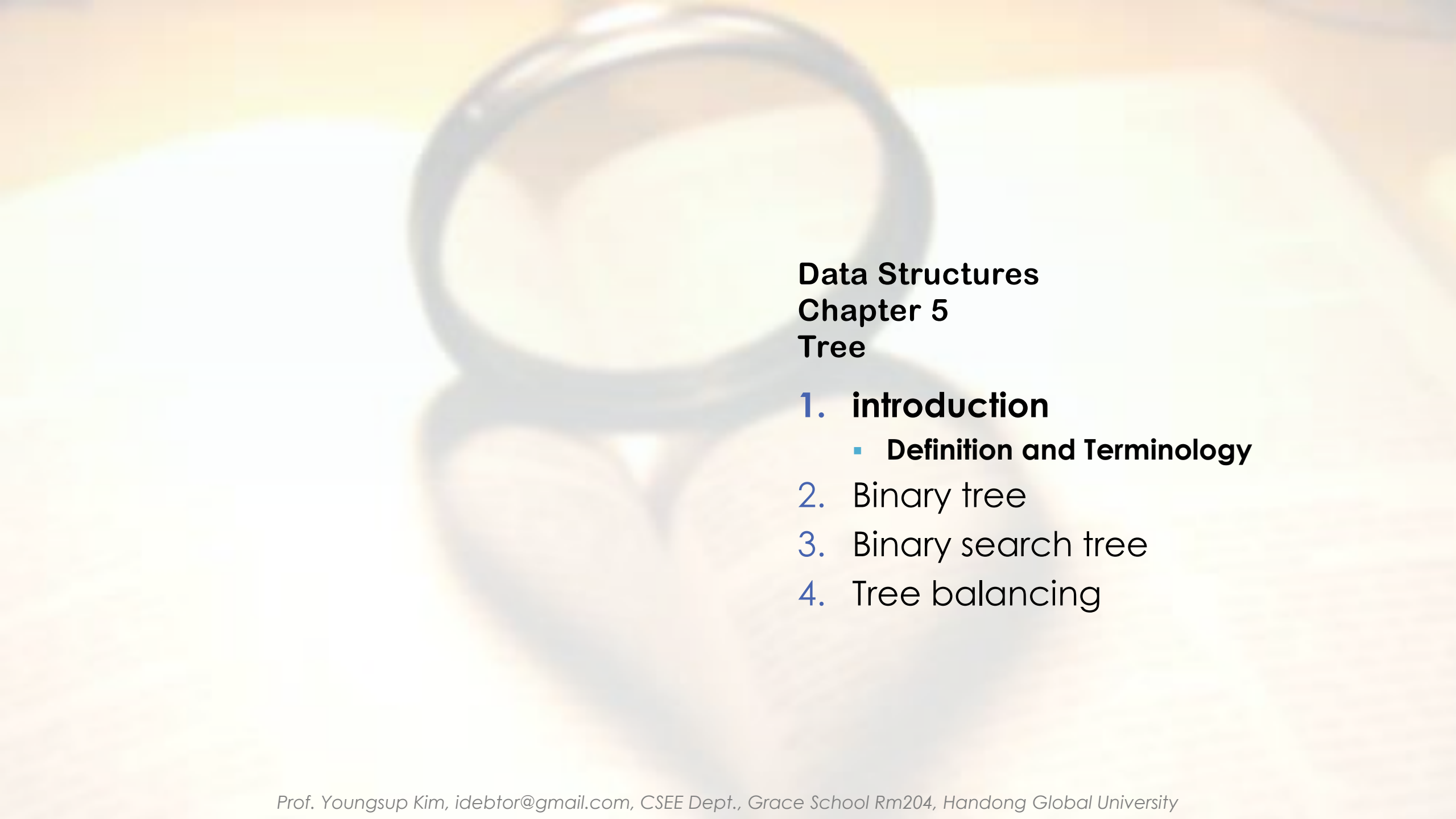
For when David had served God's purpose in his own generation, he fell asleep; he was buried with his fathers and his body decayed. Acts 13:36



다윗은 당시에 하나님의 뜻을 따라 섬기다가 잠들어 그 조상들과 함께 묻혀 썩음을 당하였으되.
행13:36

For when David had served God's purpose in his own generation, he fell asleep; he was buried with his fathers and his body decayed. Acts 13:36

하나님이 우리를 구원하사 거룩하신 소명으로 부르심은 우리의 행위대로 하심이 아니요 오직 자기의 뜻과 영원 전부터 그리스도 예수 안에서 우리에게 주신 은혜대로 하심이라 (딤후1:9)



Data Structures

Chapter 5

Tree

1. introduction

- **Definition and Terminology**

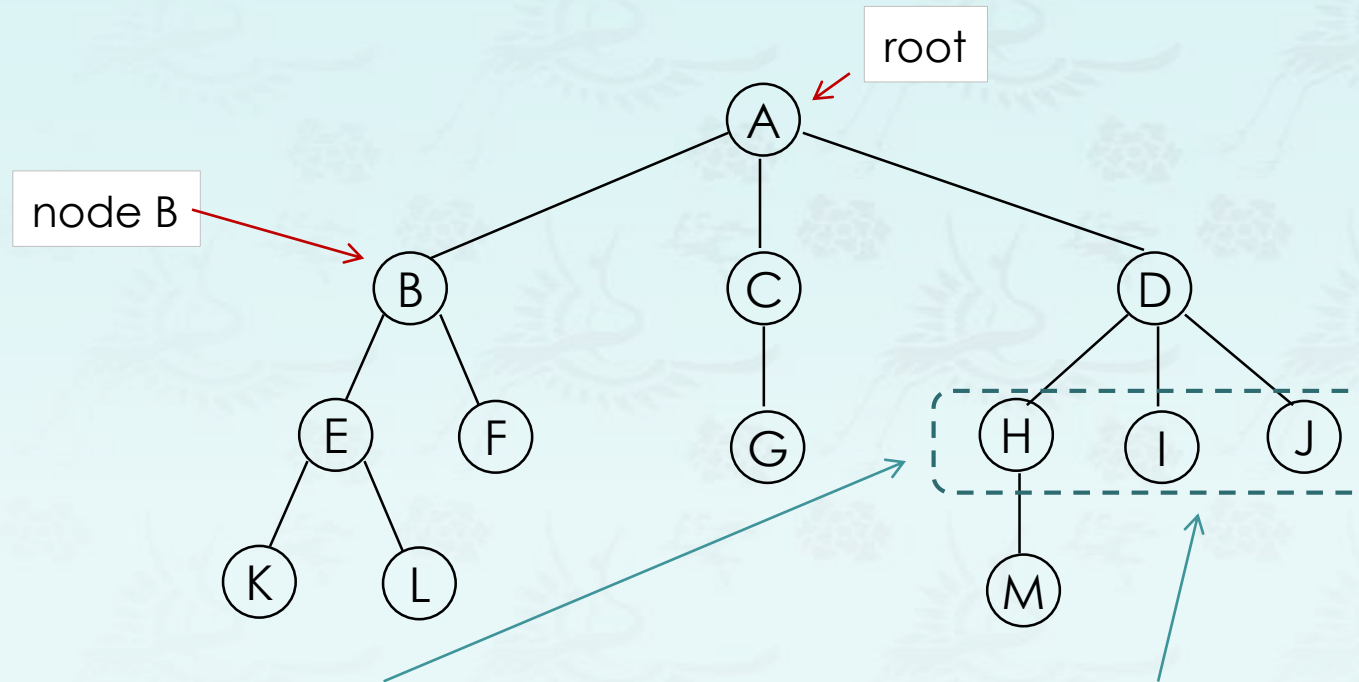
2. Binary tree

3. Binary search tree

4. Tree balancing

Introduction - Terminology

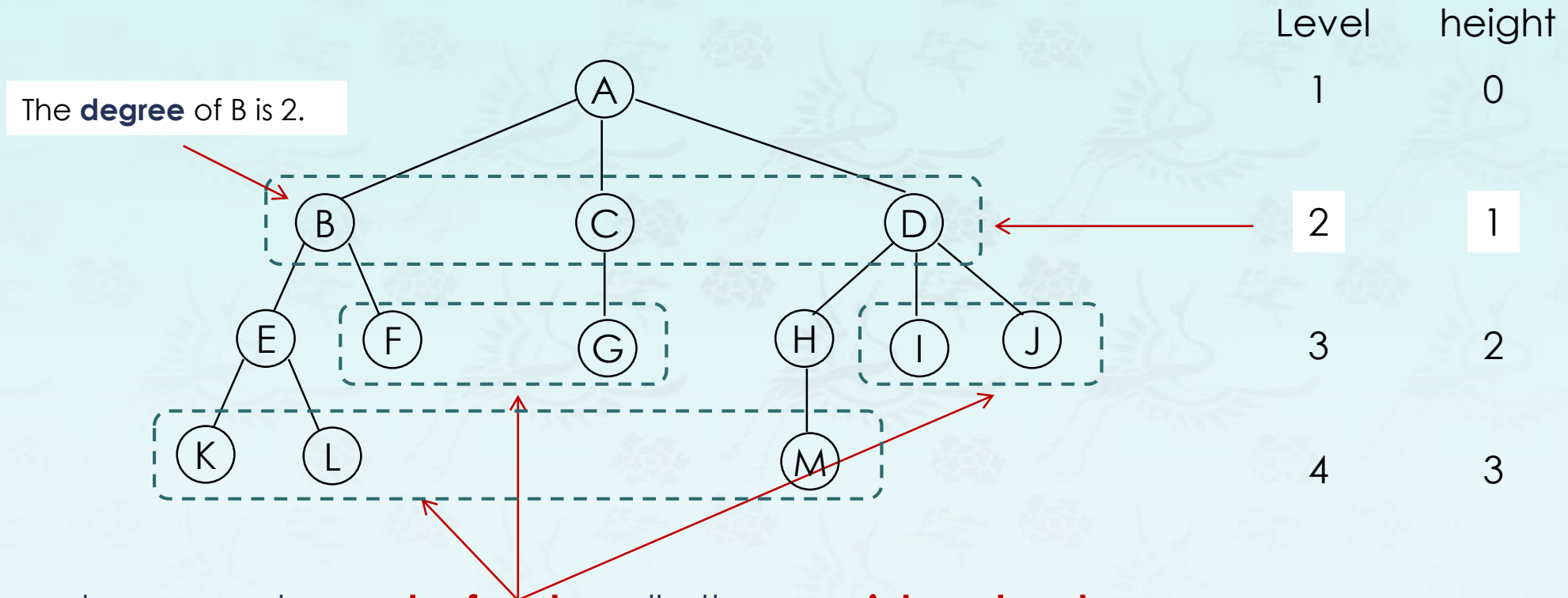
- **A tree data structure:** it is like a linked list that has a **first** node, this node is called as the **root** of the tree.
- **Example.** A **tree** with a root storing the value 'A'



- The **children** of **D** are **H, I, and J**; **H, I, and J** are **siblings**.
- The **parent** of **D** is **A**.

Introduction - Terminology

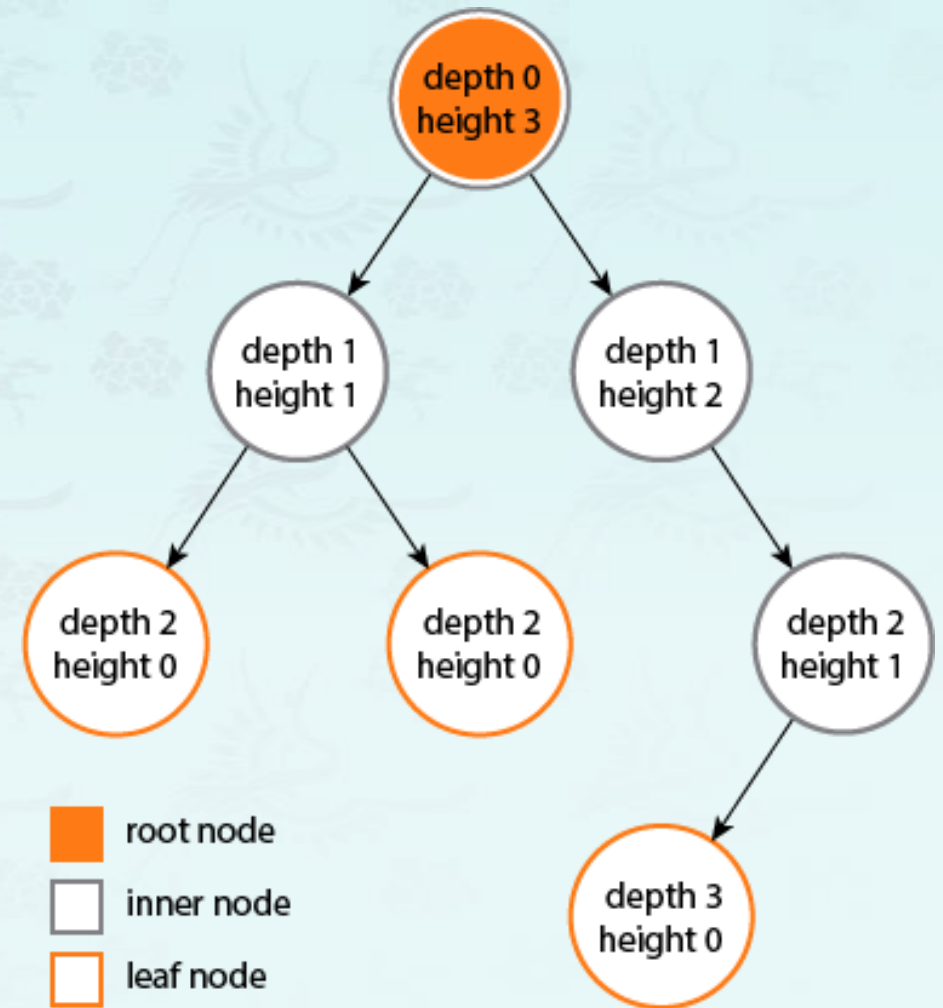
- **Definition.** child, parent, sibling, degree, leaf nodes, level, and internal node



- Zero degree nodes are **leaf nodes**, all others are **internal nodes**.
 - An **internal node** is any node that has at least one non-empty child.
- The **degree** of a node is the number of children.
- The **degree of a tree** is the **maximum of the degree of the nodes** in the tree.

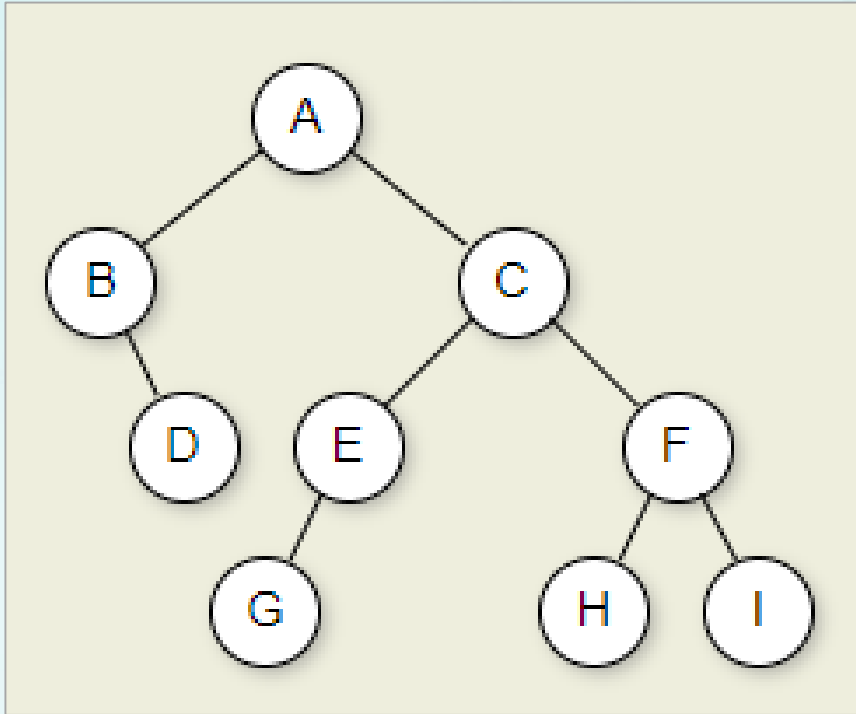
Introduction - Terminology

- **Definition.** height, depth, and level
- The **height** of a node is **the number of edges** on the *longest path* from the node to a leaf.
 - A leaf node will have a height of 0.
 - The height of a tree is the height of root.
 - The height of a tree with 1 node is 0.
 - The height of a tree is the maximum depth.
 - **The height of a tree is the depth of the deepest node in the tree.**
- The **depth** of a node is the number of edges from the node to the tree's root node.
 - A root node will have a depth of 0.
- The **level** of a node is defined by $1 +$ the number of connections between the node and the root.



Introduction - Terminology

■ Review

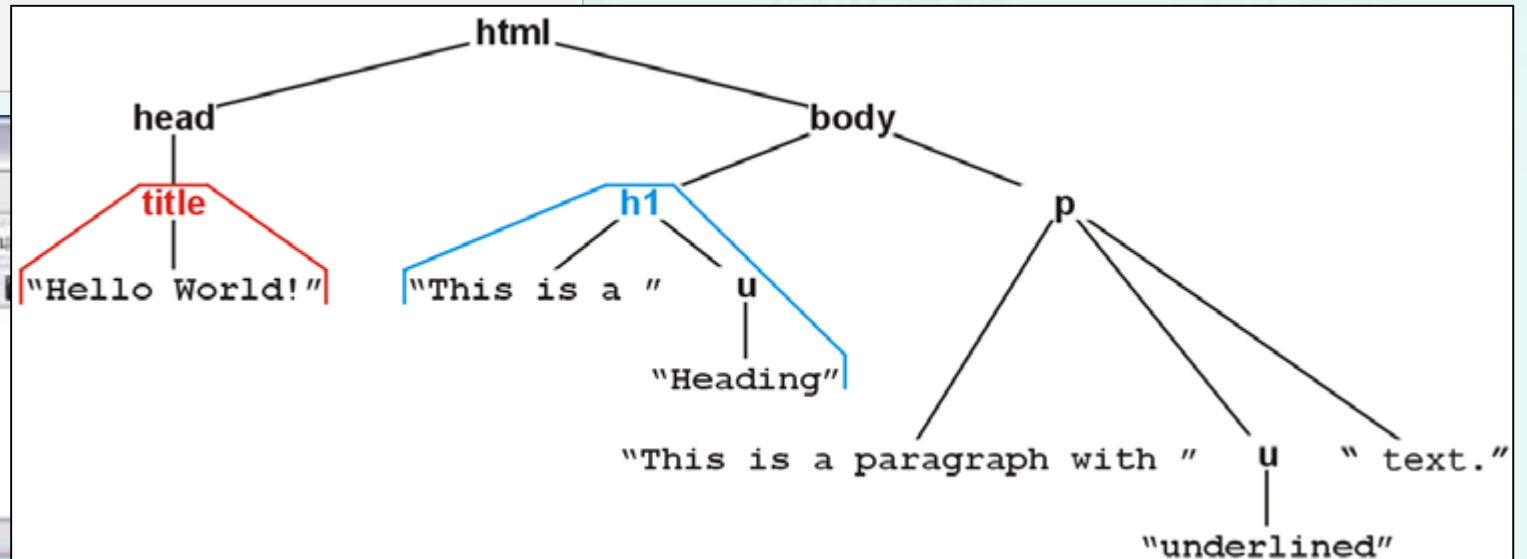


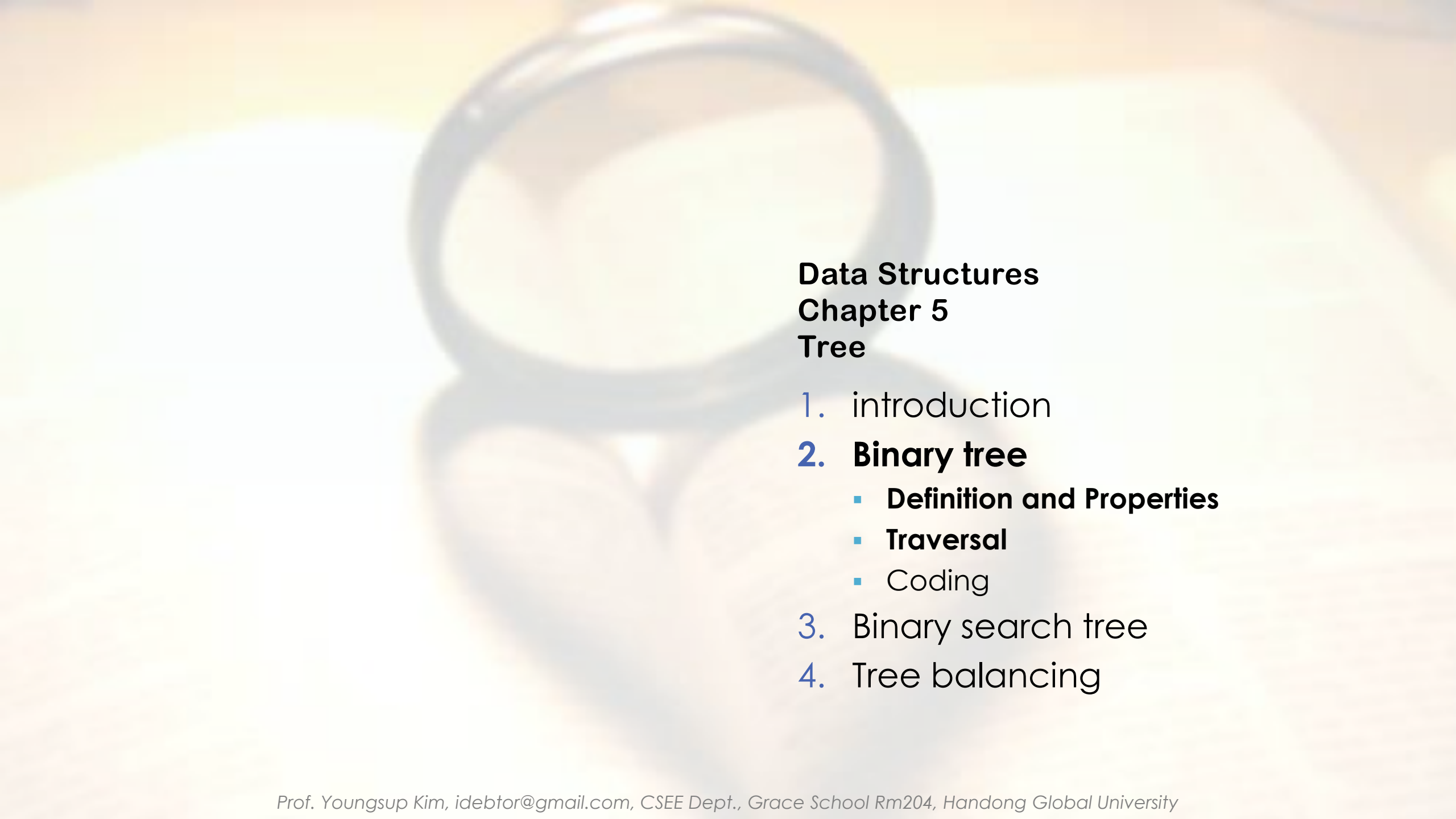
- A binary tree.
- Node A is the root.
- Nodes B and C are A's children.
- Nodes B and D together form a subtree.
- Node B has two children: Its left child is the empty tree and its right child is D.
- Nodes A, C, and E are ancestors of G.
- Nodes D, E, and F make up **level** 2 + 1 of the tree; node A is at **level** 0 + 1.
- The edges from A to C to E to G form a path of length 3.
- Nodes D, G, H, and I are leaves.
- Nodes A, B, C, E, and F are internal nodes.
- The depth of I is 3.
- **The height of this tree is 3.**

Introduction – Representation of trees

- **Exercise.** The tree representing the HTML document below:

```
<html>
  <head>
    <title>Hello World!</title>
  </head>
  <body>
    <h1>This is a <u>Heading</u></h1>
    <p>This is a paragraph with some
    <u>underlined</u> text.</p>
  </body>
</html>
```





Data Structures

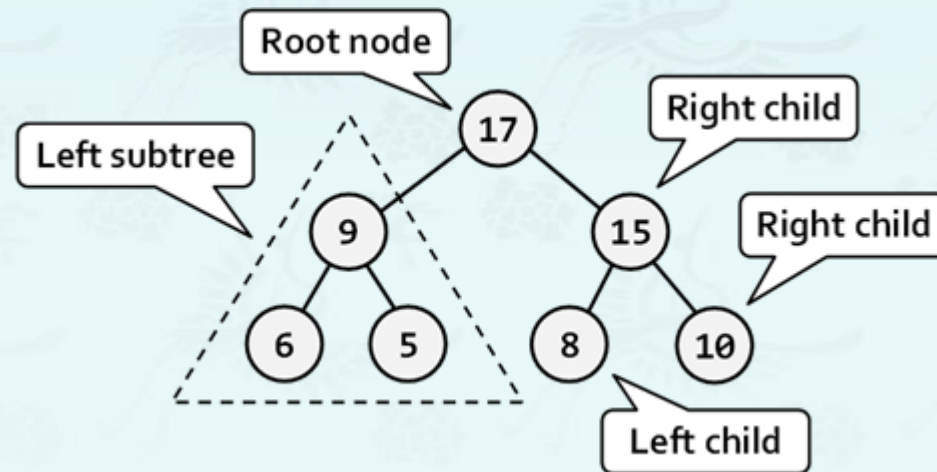
Chapter 5

Tree

1. introduction
- 2. Binary tree**
 - **Definition and Properties**
 - **Traversal**
 - Coding
3. Binary search tree
4. Tree balancing

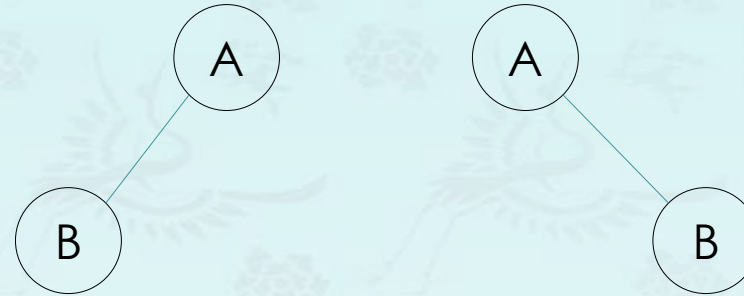
Binary trees

- **Definition:** A tree such that each node has *exactly* two children.
 - Notice, exactly two children - not up to two children! Because *exactly* two children means a left child **and/or** right child, no middle child.
 - Each child is either empty or another binary tree.
 - Given this constraint, we can label the two children as left and right nodes or subtrees.



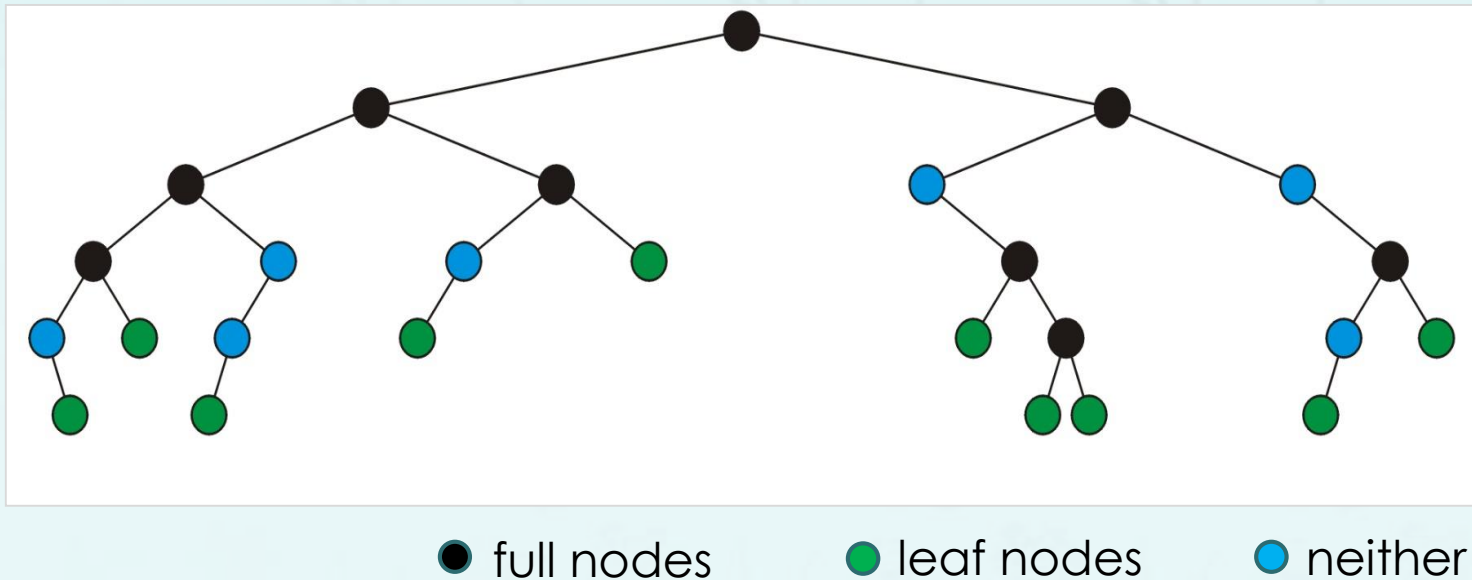
Binary trees

- **Example:** two binary trees with two nodes
 - **Q:** Are they two different **binary** trees?
 - **A:** Yes!



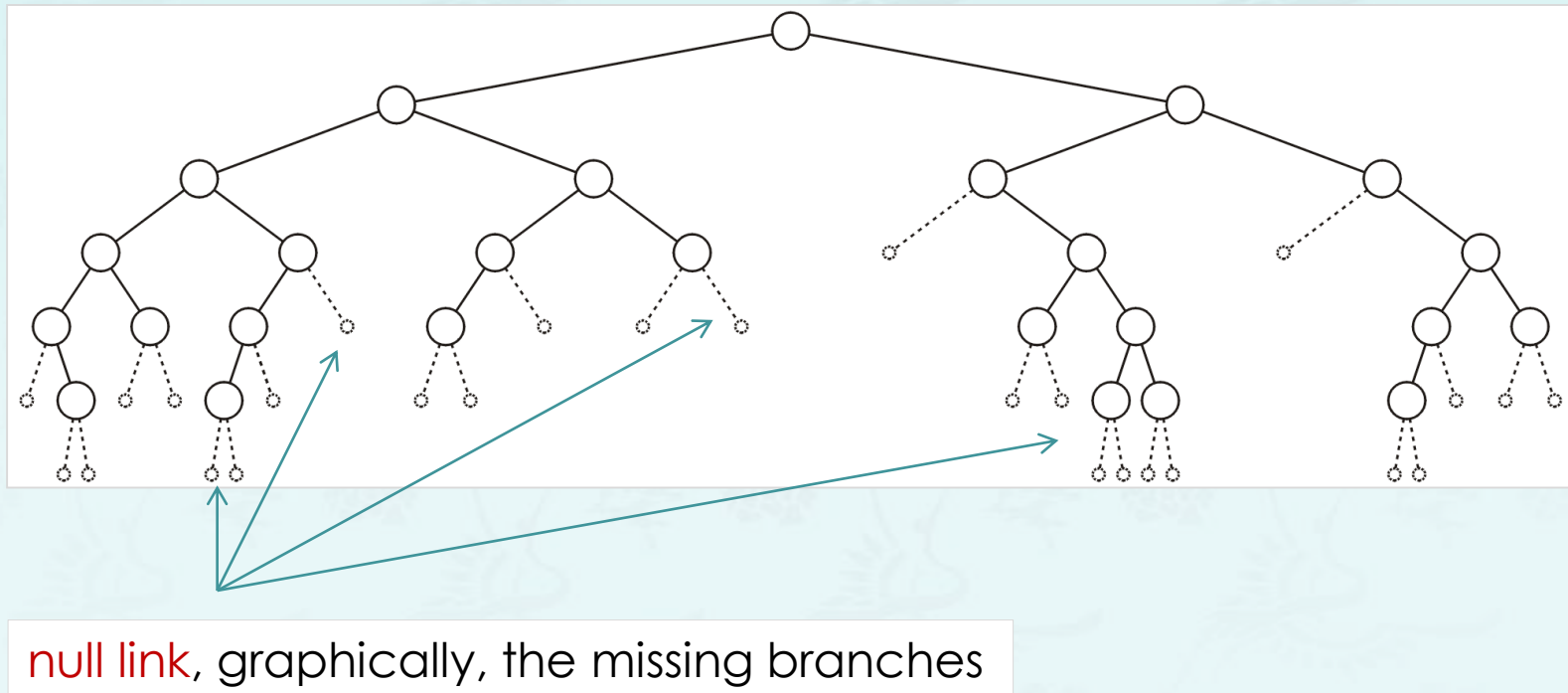
Binary trees

- **Definition:** A **full node** is a node where both left **and** right sub-trees are non-empty trees:
 - Q: How many full nodes are there?
 - Q: How many leaf nodes are there?
 - Q: What is the height of the tree?
 - Q: What is the degree of the tree?



Binary trees

- **Definition:** An **empty node** or **null sub-tree** is a location where a new leaf node (or a sub-tree) could be inserted.



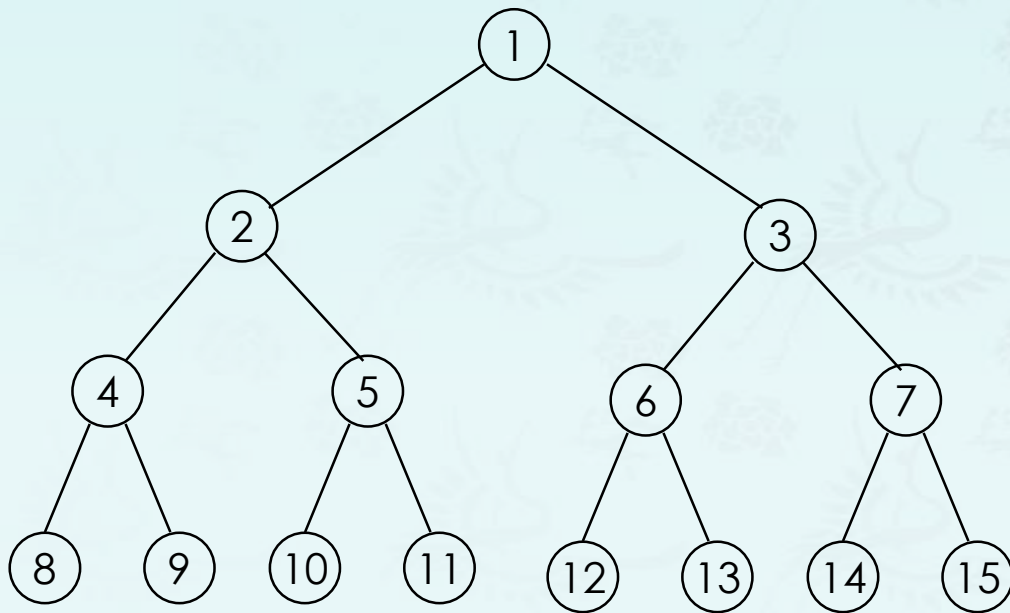
Binary trees - ADT

- Objects: a finite set of nodes either empty or consisting of a root node, leftBinaryTree, and rightBinaryTree.
- Functions:
 - boolean empty(bt)
 - binaryTree new Node{key, left, right}
 - binaryTree left(bt)
 - element getKey(bt)
 - binaryTree right(bt)

Binary trees - Properties

■ Observation:

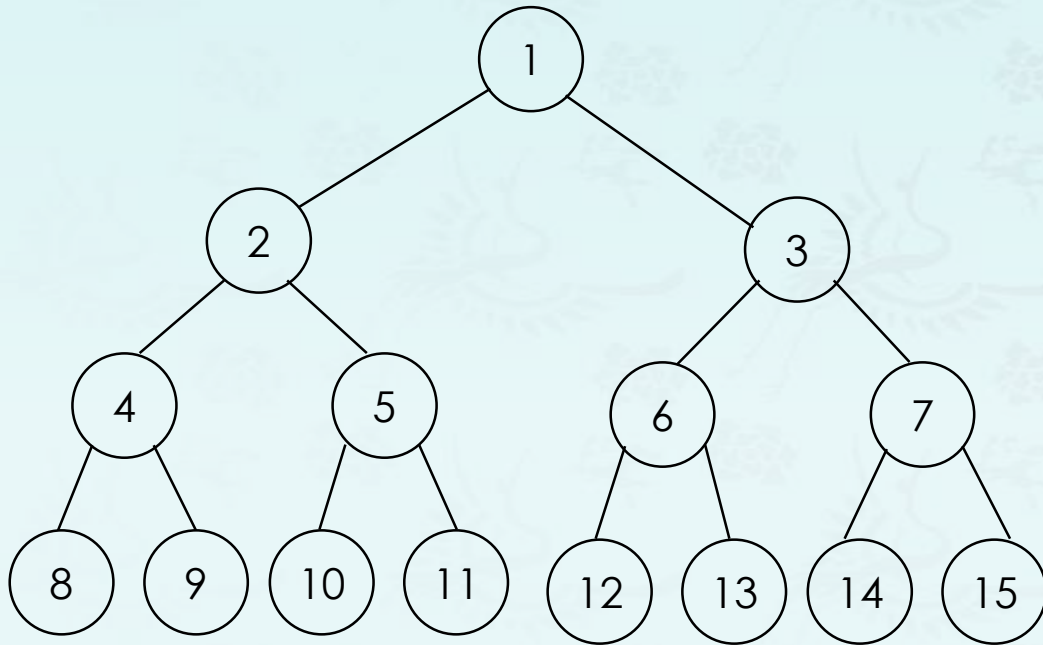
- **Q:** Maximum number of nodes in binary trees in each level and all levels?
- **Q:** What is the max level k if there are n nodes? $k(n) = ?$



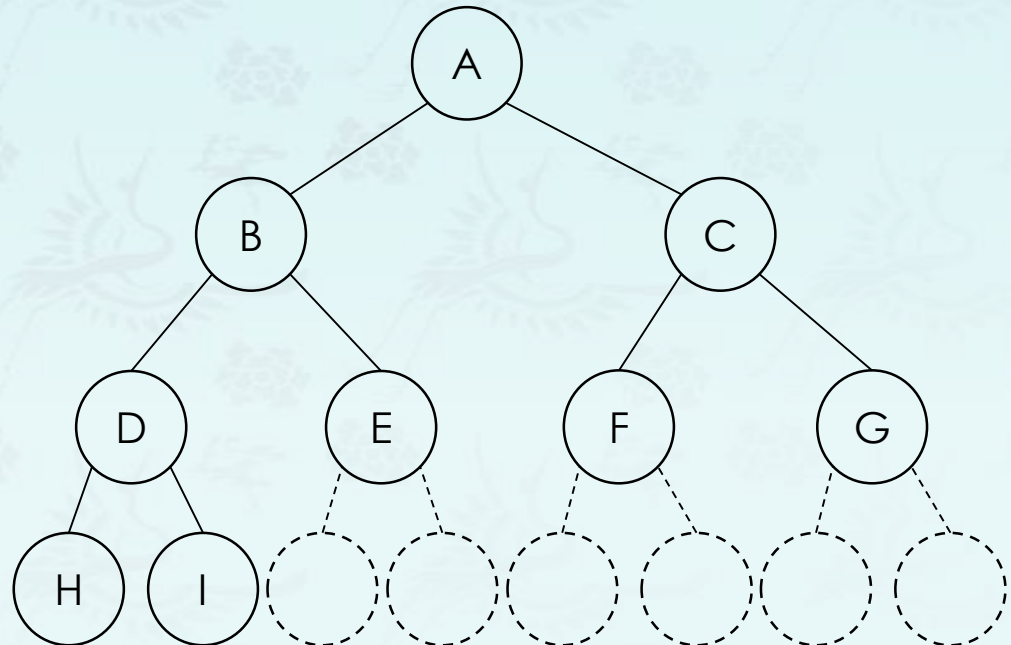
Level	Node Numbers at Each Level	Total Numbers of Nodes
1	$1 = 2^0$	$1 = 2^1 - 1$
2	$2 = 2^1$	$3 = 2^2 - 1$
3	$4 = 2^2$	$7 = 2^3 - 1$
4	$8 = 2^3$	$15 = 2^4 - 1$
.	.	.
11	$1024 = 2^{10}$	$2047 = 2^{11} - 1$
.	.	.
k	2^{k-1}	$2^k - 1$
h	2^h	$2^{h+1} - 1$

Binary trees - Properties

- **Definition:** A **full** binary tree of level k is a binary tree having $2^k - 1$ nodes, $k \geq 0$.
- **Definition:** A binary tree with n nodes and level k is **complete** iff its nodes correspond to the nodes numbered from 1 to n in the full binary tree of level k .



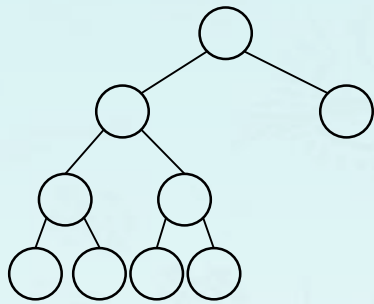
A **full** binary tree



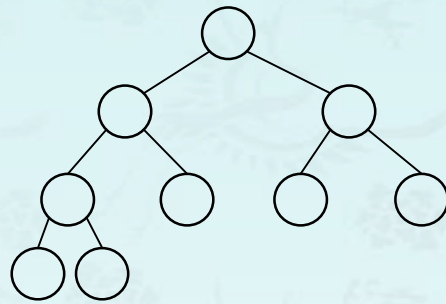
A **complete** binary tree

Binary trees - Properties

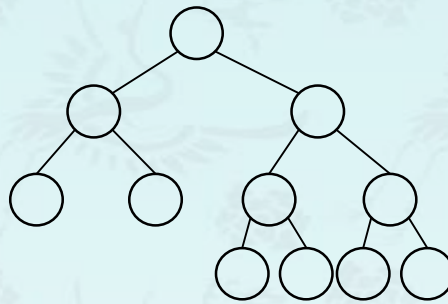
- **Q:** Identify a **complete** binary tree.



(1)



(2)



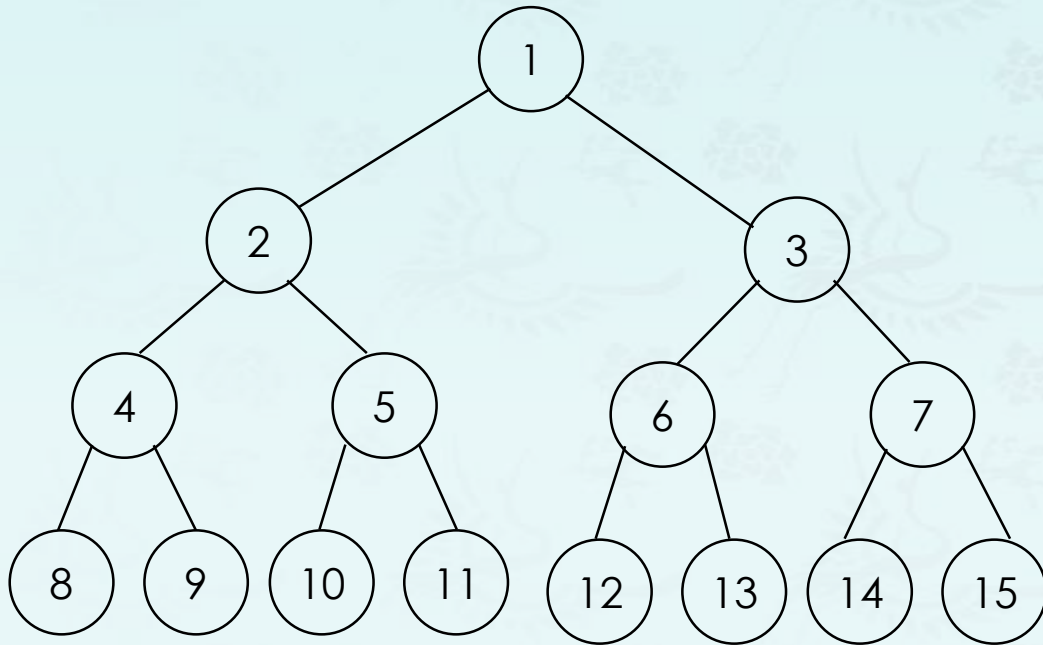
(3)

- **Q: Meanings of a complete tree in terms of ADT?**

A: Removals of a node are only allowed from the "last" position.
There is one position available to insert a node every time!

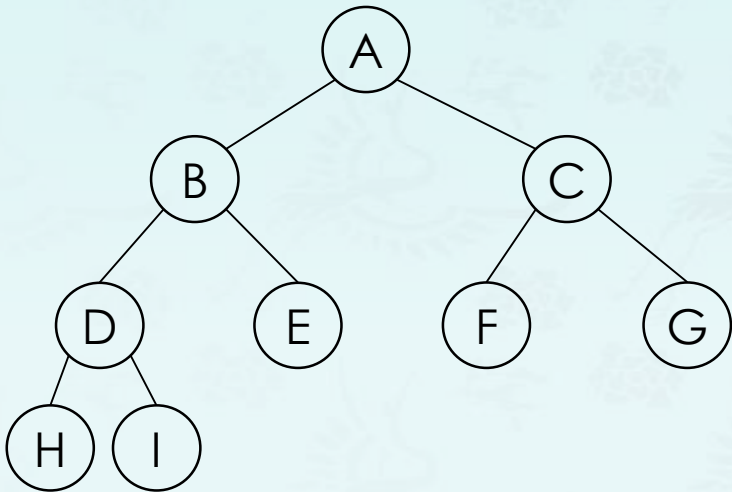
Binary trees - Array representation

- **Q:** What is the potential problem when you use an one-dimensional array to represent a binary tree in memory?
- **A:** **It is** good for a full binary tree, but not good memory usage for a skewed or complete binary tree.



Binary trees - Array representation

- **Q:** Let's suppose that you have a **complete binary tree** in an array. Find its parent, left child and right child at node D.



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

Solution:

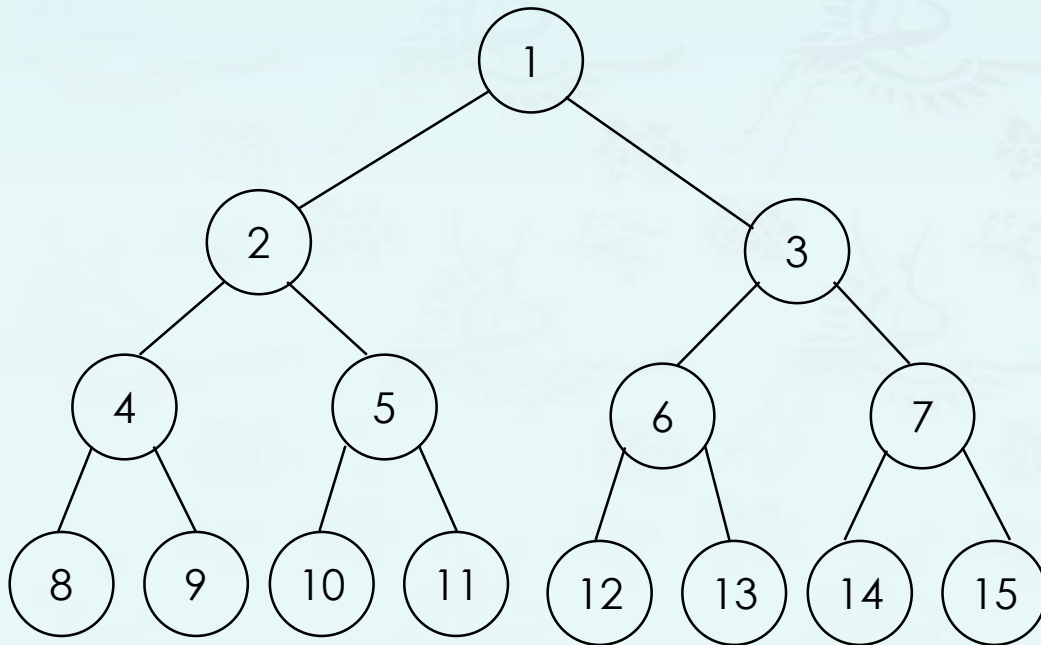
$parent(x = 4)$ is at $4/2 = 2$

$leftChild(4)$ is at $2 \times 4 = 8$

$rightChild(4)$ is at $2 \times 4 + 1 = 9$

Binary trees - Array representation

- **Q:** Let's suppose that you have a **complete binary tree** in an array, how can we locate node x 's parent or child?
- A **complete** binary tree with n nodes, any node index i , $1 \leq i \leq n$, we have
 - $\text{parent}(i)$ is at $\lfloor i/2 \rfloor$ If $i = 1$, i is at the root and has no parent
 - $\text{leftChild}(i)$ is at $2i$ if $2i \leq n$. If $2i > n$, then i has no left child.
 - $\text{rightChild}(i)$ is at $2i+1$ if $2i+1 \leq n$. If $2i+1 > n$, then i has no right child.



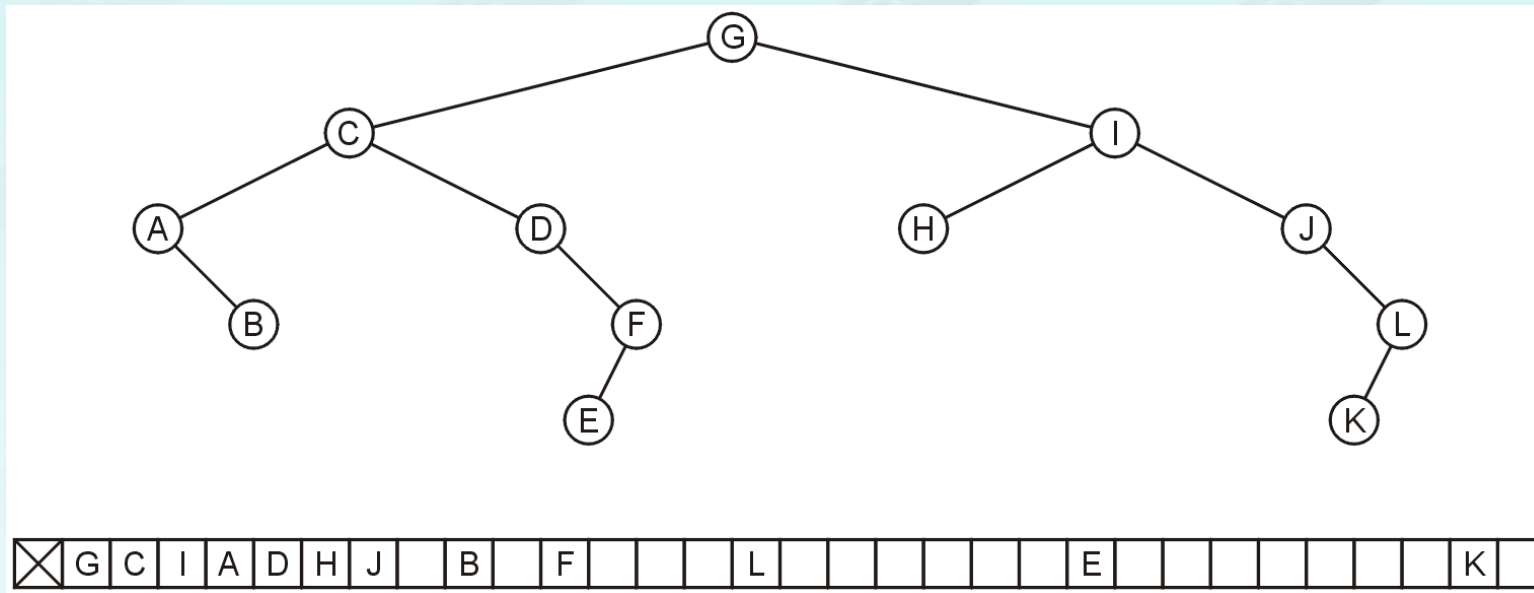
Wow! Can we use this to all binary trees?
Why not?

Problem remains:

The problem with storing an arbitrary binary tree using an array is the inefficiency *in memory usage*.

Binary trees - Array representation

- **Q:** Can we use this array rep. to store all binary trees? **Why not?**
- **A: For example,** the tree has 12 nodes, and requires an array of 32 elements. Adding one extra node, as a child of node K or E **doubles** the required memory for the array!



A. In the worst case a skewed tree of level k will require $2^k - 1$ space which is $O(2^k)$.
Of these, **only k** will be used.

Q. What happens when $k = n$? (Is there such a tree?)

Binary trees - Properties

(1) The maximum number of **nodes on level k** of a binary tree is

$$2^{k-1}, \quad k \geq 1$$

(2) The maximum number of **nodes in a binary tree of level k** is

$$2^k - 1, \quad k \geq 1$$

(3) The maximum level of a **complete binary tree** with **n** nodes is

$$k(n) = \lceil \log_2 (n + 1) \rceil, \quad \lceil x \rceil \text{ is the smallest integer } \geq x.$$

$$n = 2^k - 1$$

$$n + 1 = 2^k$$

$$\log(n + 1) = \log 2^k$$

$$\log(n + 1) = k$$

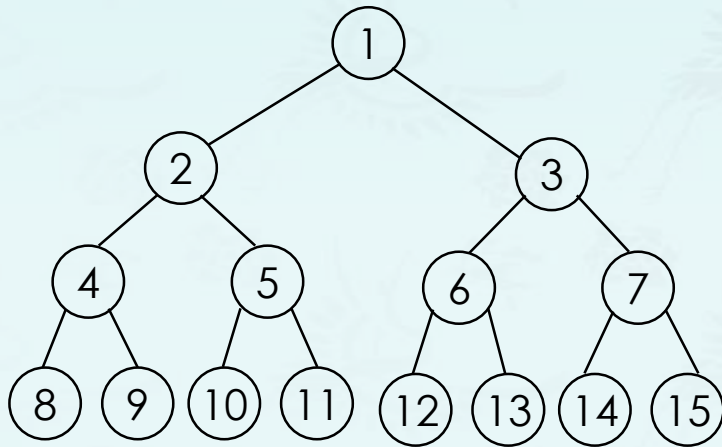
$$k(n) = \lceil \log(n + 1) \rceil$$

$$k(n) = \lceil \log(n) \rceil + 1$$

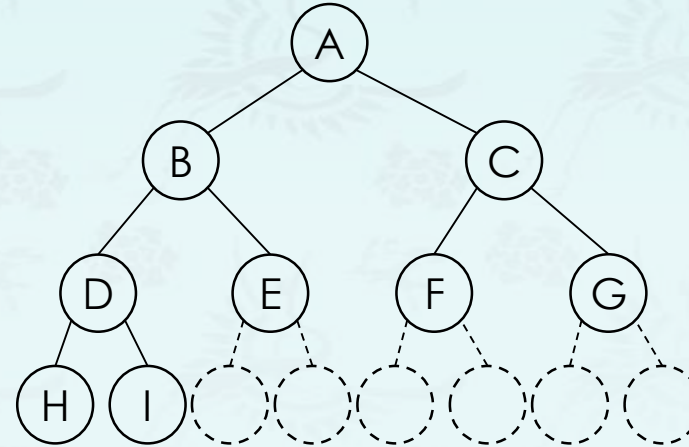
since k is an integer, and includes
the max level of complete binary tree.

Binary trees - Properties

- **Observation:** The max level of a full binary tree of n nodes is $k = \lfloor \log(n) \rfloor + 1$:
 - Many operations with trees have a run time that goes with the max level of some path within the tree;
 - If we have a full binary tree (or something close to it), we know that those operations **run in $O(\log n)$** .



A **full** binary tree



A **complete** binary tree

Binary trees – Linked representation

- **Node representations:**

```
struct TreeNode{  
    int      key;  
    TreeNode* left;  
    TreeNode* right;  
};  
using tree = TreeNode*;
```

```
TreeNode* t = new TreeNode(9);  
tree t = new TreeNode(9);
```

Recursion & Tree Structure

```
struct TreeNode{
    int      key;
    TreeNode* left;
    TreeNode* right;
};
using tree = TreeNode*;
```

```
struct TreeNode{
    int      key;
    TreeNode* left;
    TreeNode* right;

    TreeNode(int k, TreeNode* l, TreeNode* r) {
        key = k; left = l; right = r;
    }
    TreeNode(int k) : key(k), left(nullptr), right(nullptr) {}

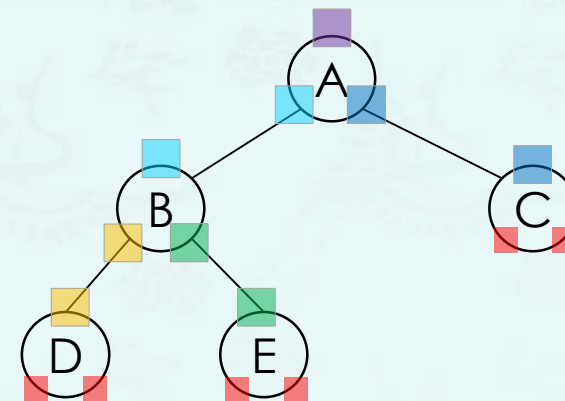
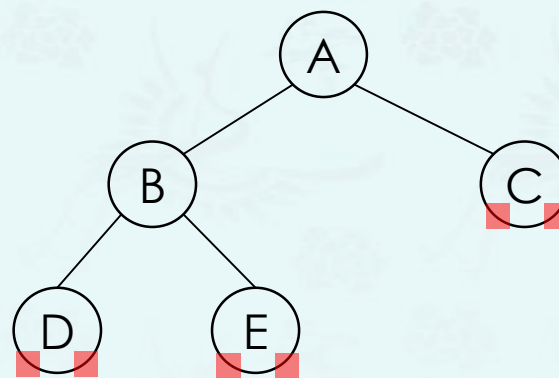
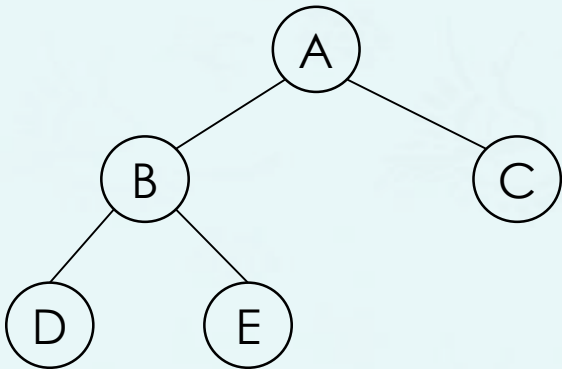
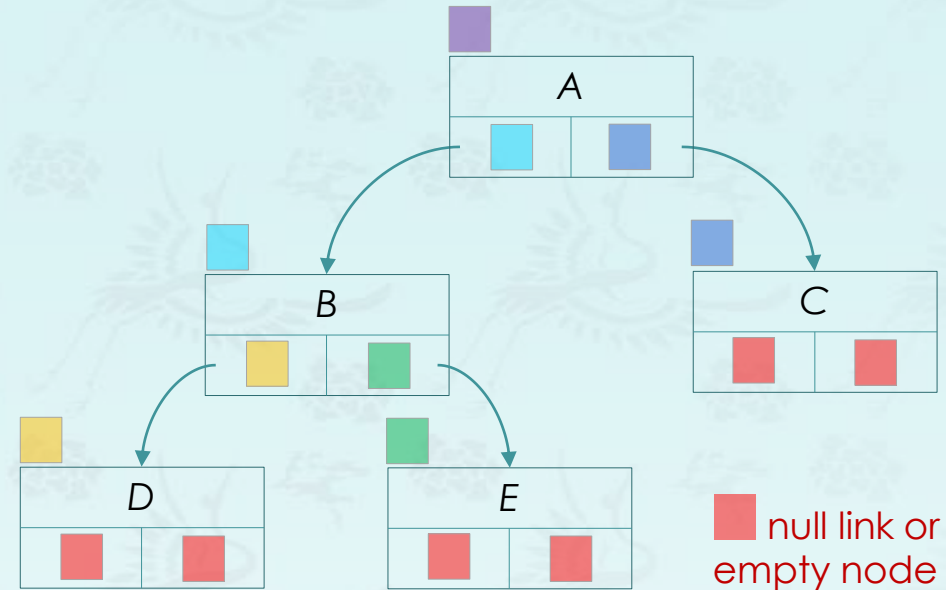
    ~TreeNode(){}
};
using tree = TreeNode*;
```

Binary trees – Linked representation

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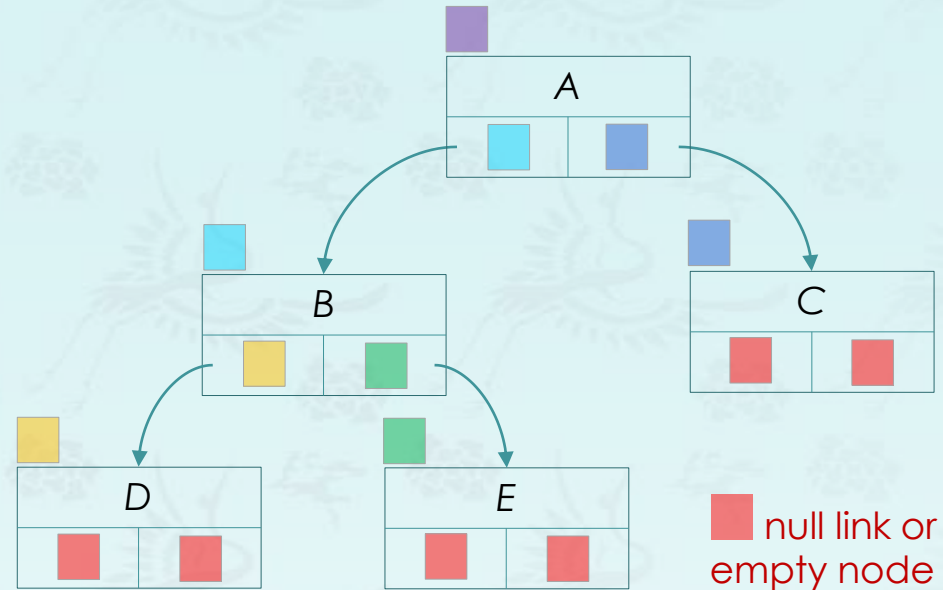


Binary trees – Linked representation

■ **Node representations:**

```
struct TreeNode{  
    int      key;  
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};  
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```

```
TreeNode* t = new TreeNode(9);  
tree t = new TreeNode(9);
```



- **Q.** Is this node structure good enough?
 - Not easy to find its parent node. Parent field could be added if necessary.
- **Q.** It is similar to a doubly-linked list(DLL). What is different?
 - One head, but many tails. Null points empty node conceptually.



Data Structures

Chapter 5

Tree

1. introduction
 - Definition and

1. introduction

- Definition and Terminology

2. Binary tree

- Definition and Properties

- **Traversal**

- Coding

3. Binary search tree

4. Tree balancing