

Size = 0 1 2 3 4 5 6 7 8 9 10 11 12

min : ~~50~~ 10

max : ~~50~~ ~~90~~ ~~110~~  
120

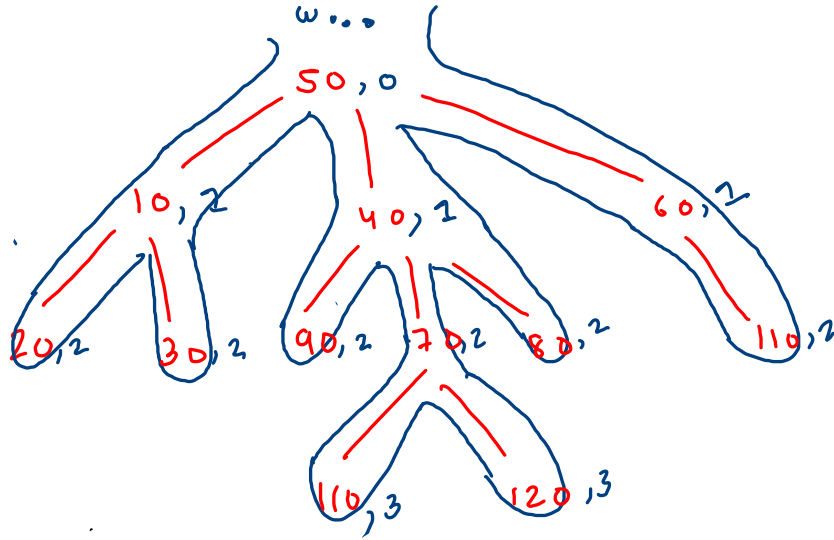
```

node
pre | size++;
    min = math.min(min, node.val);
    max = math.max(max, node.val);
    for (child : node.children) {
        traverse(child);
    }
  
```

}

height : ?

W...



```
public static void travel(Node node, int lev) {
    //node pre
    size++;
    min = Math.min(min, node.data);
    max = Math.max(max, node.data);
    height = Math.max(height, lev);

    //travel
    for (Node child : node.children) {
        travel(child, lev+1);
    }
}
```

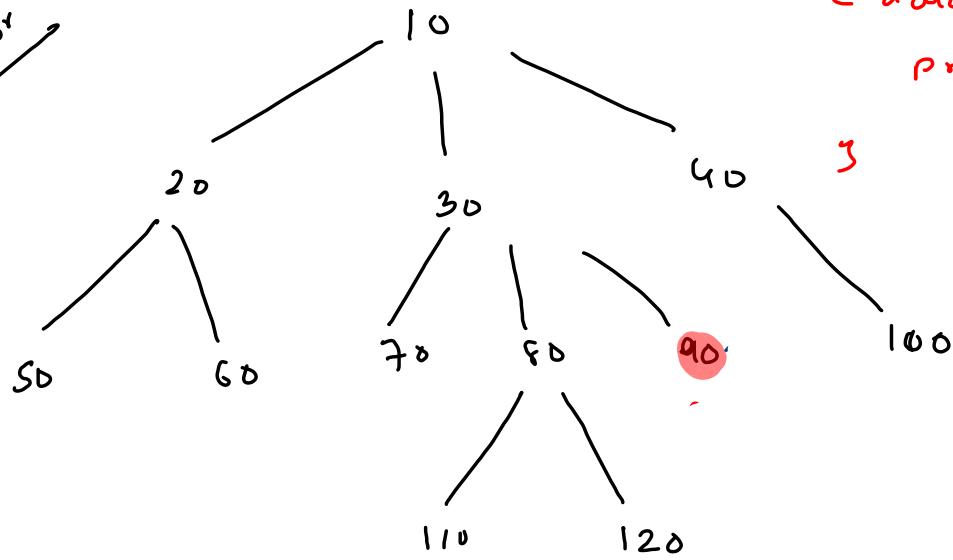
Size : ~~0~~ 1 2 3 4 5 6 7 8 9 10 11 12

min : ~~50~~ 10

max : ~~50~~ 120

ht : ~~0~~ 1 2 3

predecessor,  
successor



C.data = data.?  
pred = P;

P.data = data;  
succ = C;

P → prev  
C → cum

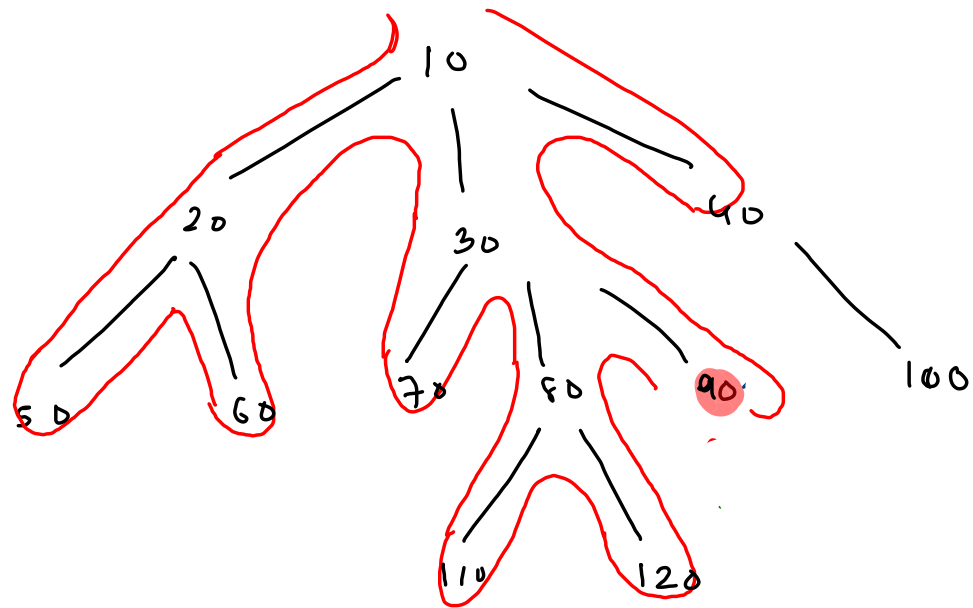
pre-order

10 20 50 60 30 70  
80 110 120 90 40 100

predecessor = 120

successor = 40

data = 90



node pre

\* 

```

prev = cur;
cur = node;

```

~~120~~ 90  
~~110~~ ~~80~~ ~~30~~ ~~70~~

P = ~~A~~ ~~10~~ 20 ~~50~~ ~~60~~

C = ~~10~~ 20 ~~50~~ ~~60~~  
~~80~~ ~~30~~ ~~70~~  
~~110~~  
~~90~~ ~~120~~  
 40

c.data = data ?  
 pred = P;

P.data = data ?  
 succ = C;

pred = ~~A~~ (120)  
 succ = ~~A~~ (40)

}

}

```

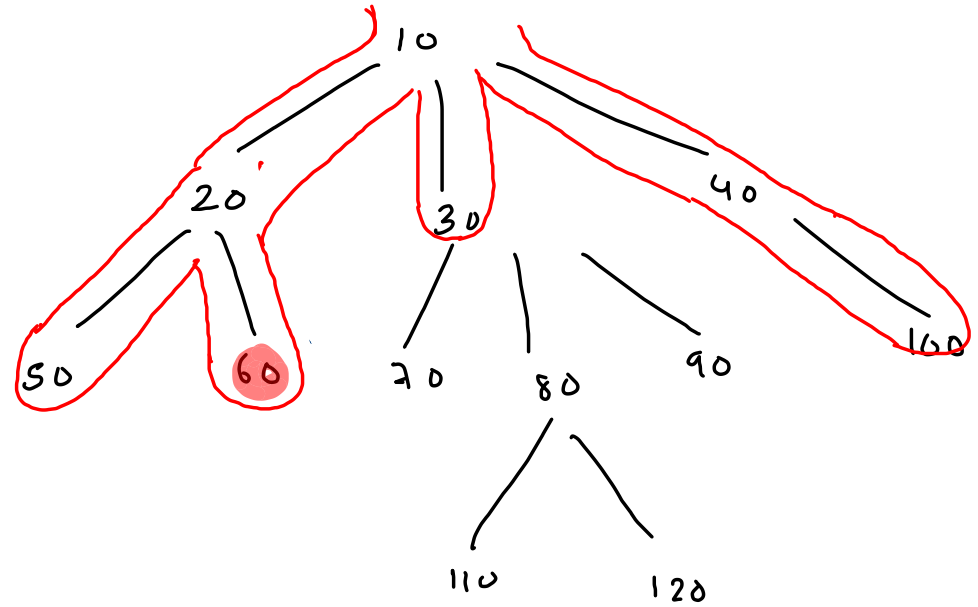
public static void travel(Node node,int data) {
    prev = curr;
    curr = node;

    if(curr.data == data) {
        predecessor = prev;
    }

    if(prev != null && prev.data == data) {
        successor = curr;
        return;
    }

    for(Node child : node.children) {
        travel(child,data);
    }
}

```



pred -> ~~n~~ (50)

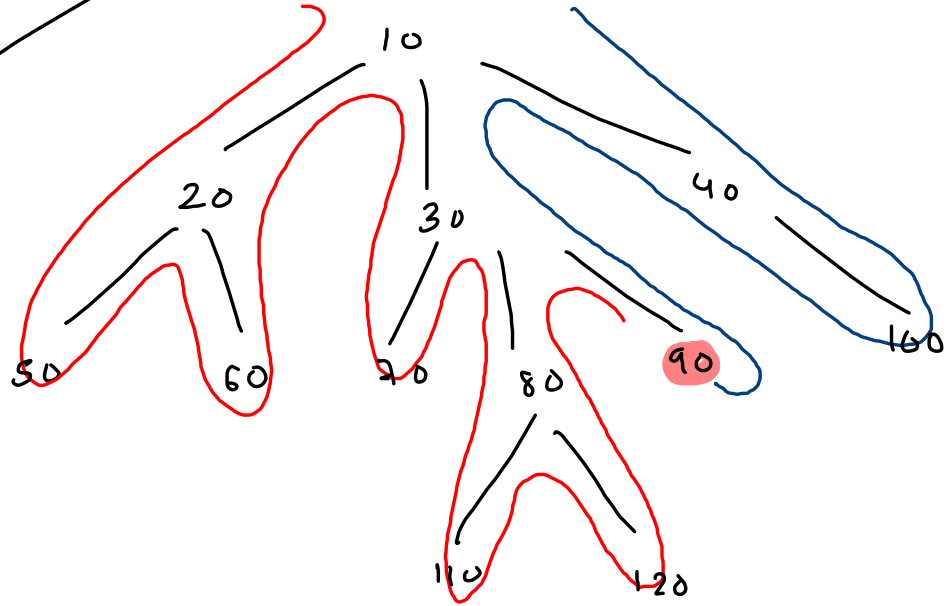
succ -> ~~n~~ (30)

Prev -> ~~n~~ ~~10~~ ~~20~~ ~~50~~ ~~60~~ ~~50~~ 40

cur -> ~~n~~ ~~10~~ ~~20~~ ~~50~~ ~~60~~ ~~30~~ ~~40~~ 100

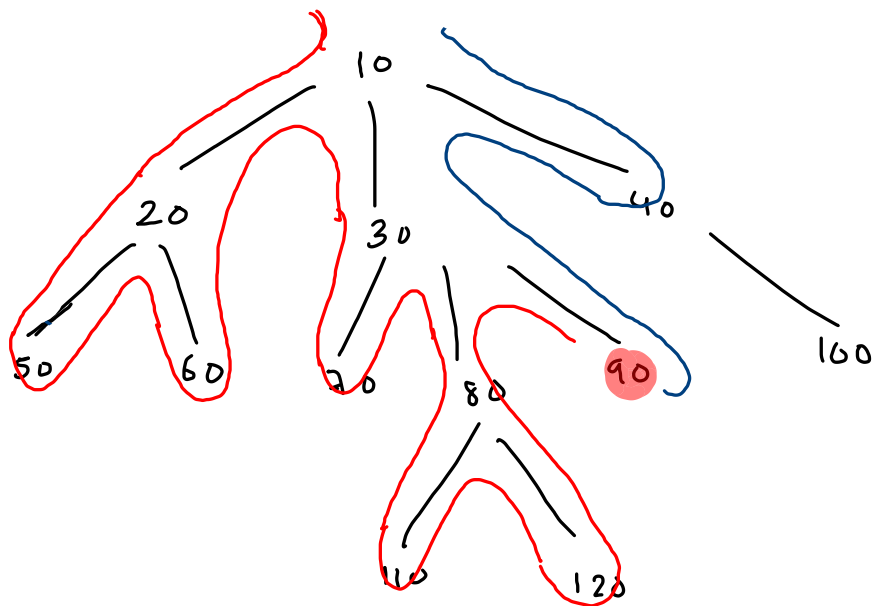
data = 60

predecessor &  
successor



0 —→ last node (pred)

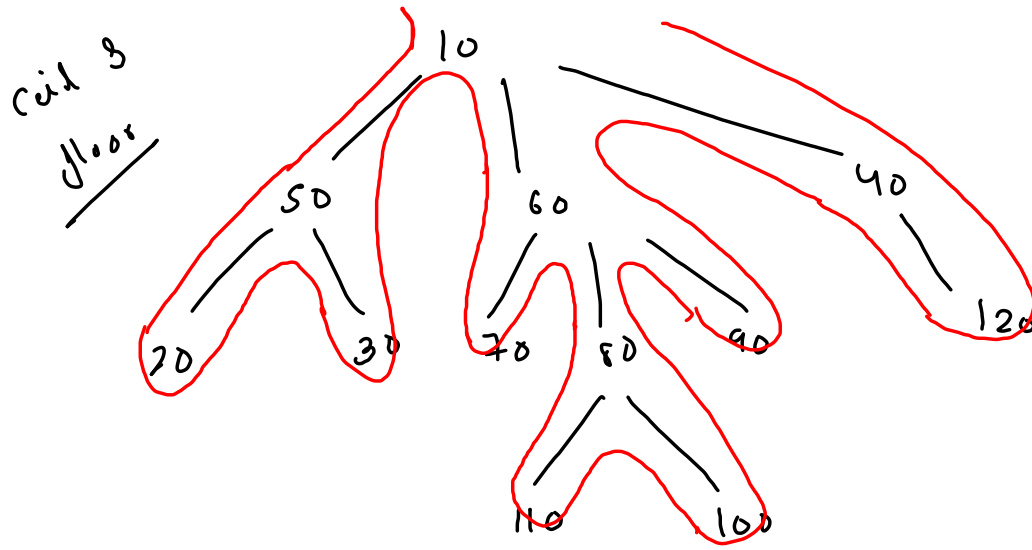
1 —→ first node (succ)



state = ~~0~~  
1

pred = ~~10~~ ~~20~~ ~~30~~ ~~40~~ ~~50~~ ~~60~~ ~~70~~ ~~80~~ ~~90~~ ~~100~~ ~~110~~ ~~120~~ ~~130~~ ~~140~~ ~~150~~ ~~160~~ ~~170~~ ~~180~~ ~~190~~ ~~200~~

succ = 40



ceil  $\rightarrow$  just larger /  
 $\infty$  smallest among  
 larger / qualified min

floor  $\rightarrow$  just smaller /  
 $-\infty$  largest among  
 smaller / qualified max

```

public static void travel(Node node, int data) {
    //ceil -> qualified min
    if (node.data > data && ceil > node.data) {
        ceil = node.data;
    }

    //floor -> qualified max
    if (node.data < data && floor < node.data) {
        floor = node.data;
    }

    for (Node child : node.children) {
        travel(child, data);
    }
}

```

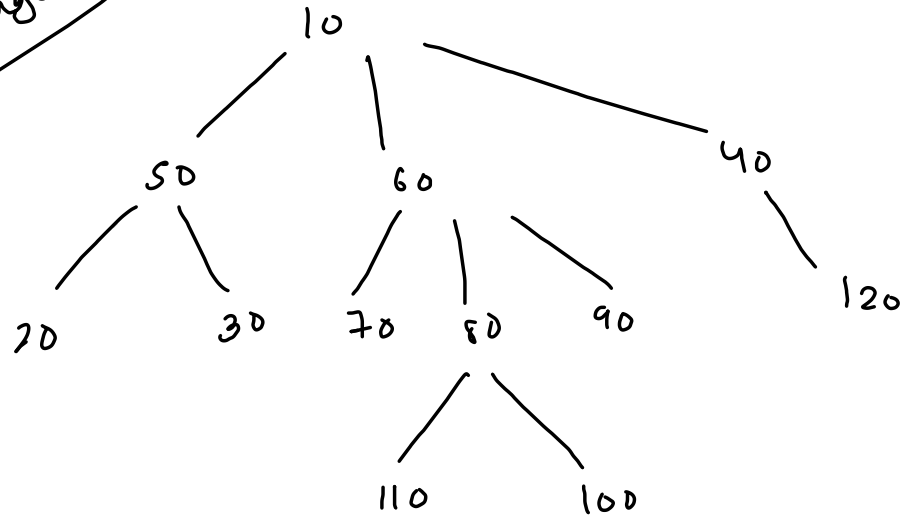
data = 37

ceil = ~~50~~ ~~50~~ 40

floor = ~~-∞~~ ~~10~~ ~~20~~ 30



k<sup>th</sup> largest



$\infty \xrightarrow{\text{Floor}}$  max (120)

max  $\xrightarrow{\text{Floor}}$  2<sup>nd</sup> max (110)

2<sup>nd</sup> max  $\xrightarrow{\text{Floor}}$  3<sup>rd</sup> max (100)

key =  $\infty$

floor = 120

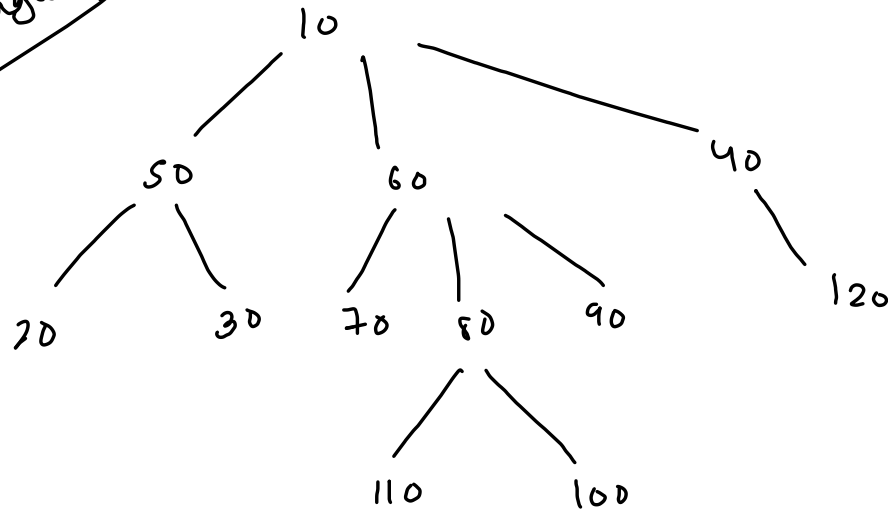
key = 120

floor = 110

key = 110

floor = 100

$k^{\text{th}}$  Largest



$k = 4$  ,  $i = 0$   
 $1$   
 $2$   
 $3$   $4$

key = ~~120~~ ~~110~~ ~~100~~

```

public static int kthLargest(Node node, int k){
    int key = Integer.MAX_VALUE;

    for(int i=0; i < k; i++) {
        floor = Integer.MIN_VALUE;
        ceilAndFloor(node, key);
        key = floor;
    }

    return floor;
}

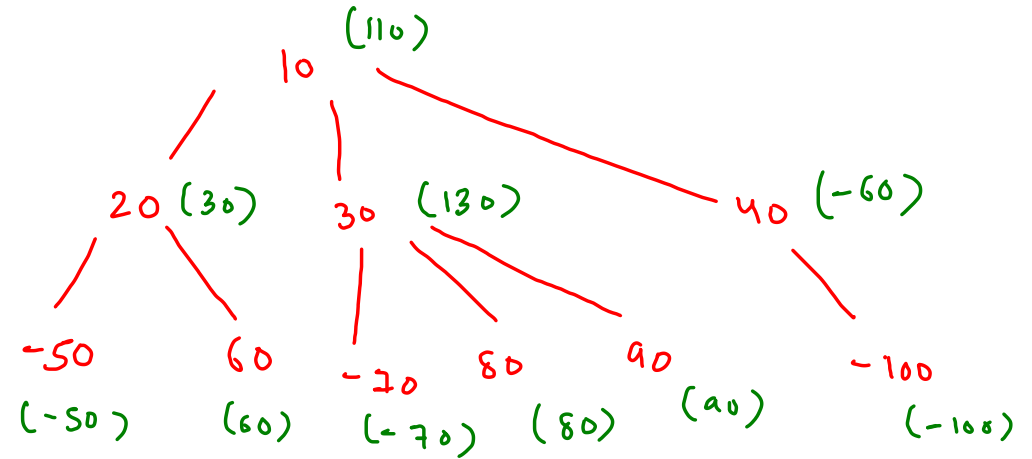
```

Floor = ~~-∞~~ ~~120~~ ~~110~~ ~~100~~ 90

20

10 20 -50 -1 60 -1 -1 30 -70 -1 80 -1 90 -1 -1 40 -100 -1  
-1 -1

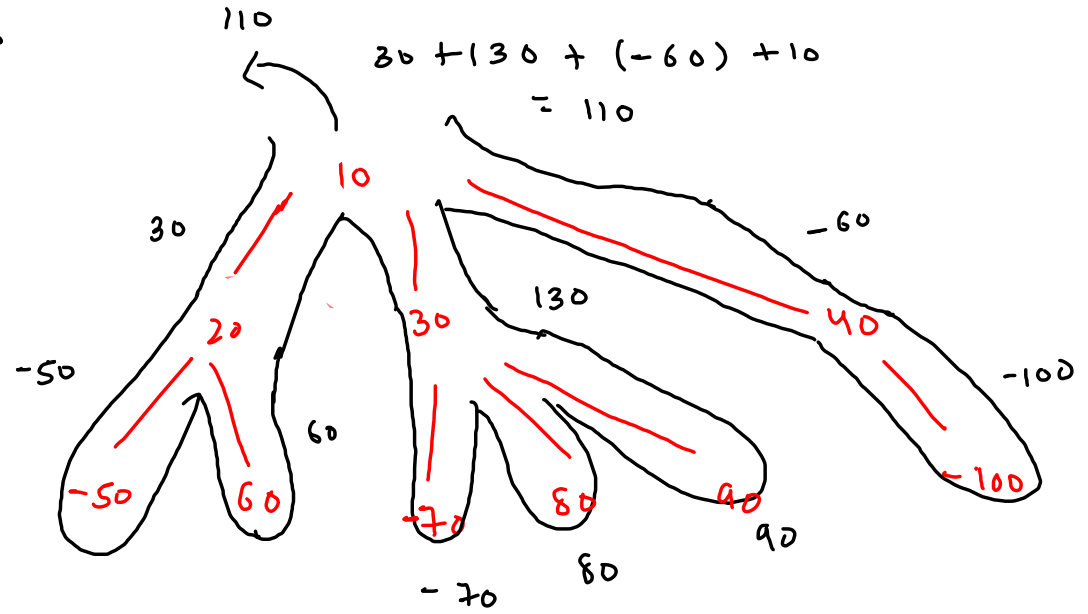
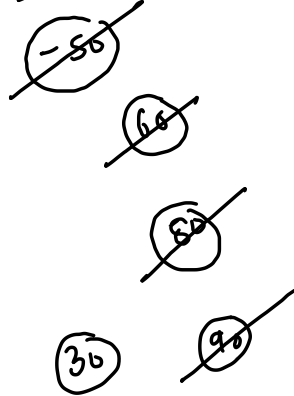
node with  
largest subtree  
sum



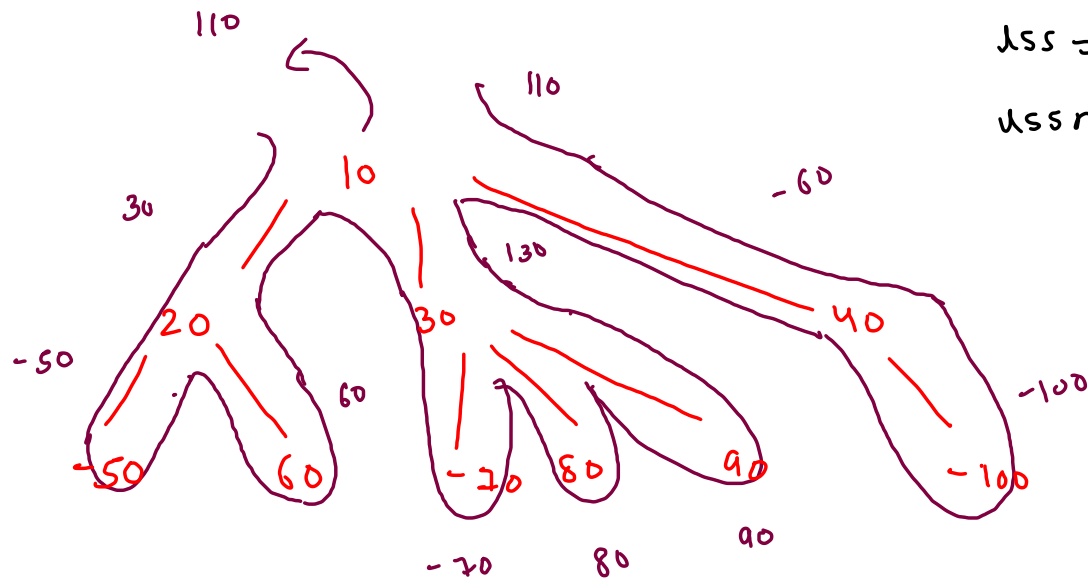
30 @ 130

$\lambda_{SS} = \cancel{-80} \quad \cancel{-90} \quad 130$   
 $\quad \quad \quad \cancel{-50} \quad \cancel{60}$

$\lambda_{SSN} = \cancel{\text{null}}$



30 @ 130



30 @ 130

lss = ~~-∞~~ ~~-50~~ ~~60~~ ~~80~~ ~~90~~ 130

lssn = ~~null~~ ~~(-50)~~ ~~(60)~~ ~~(80)~~ ~~(90)~~ (30)

```
public static void largestSubtreeSum(Node node) {
    lss = Integer.MIN_VALUE;
    lssn = null;

    subtreeSum(node);

    System.out.println(lssn.data + "@" + lss);
}

public static int subtreeSum(Node node) {
    int ss = 0;

    for(Node child : node.children) {
        int css = subtreeSum(child);
        ss += css;
    }

    ss += node.data;

    if(ss > lss) {
        lss = ss;
        lssn = node;
    }

    return ss;
}
```

```

public static class Pair {
    int ss;
    int lss;
    Node lssn;

    Pair() {
    }

    Pair(int ss, int lss, Node lssn) {
        this.ss = ss;
        this.lss = lss;
        this.lssn = lssn;
    }
}

```

```

public static Pair LSS(Node node) {
    int ss = 0;
    Pair bcp = new Pair(0, Integer.MIN_VALUE, null);

    for (Node child : node.children) {
        Pair cp = LSS(child);

        ss += cp.ss;

        if (cp.lss > bcp.lss) {
            bcp.lss = cp.lss;
            bcp.lssn = cp.lssn;
        }
    }

    ss += node.data;

    Pair np = new Pair();
    np.ss = ss;

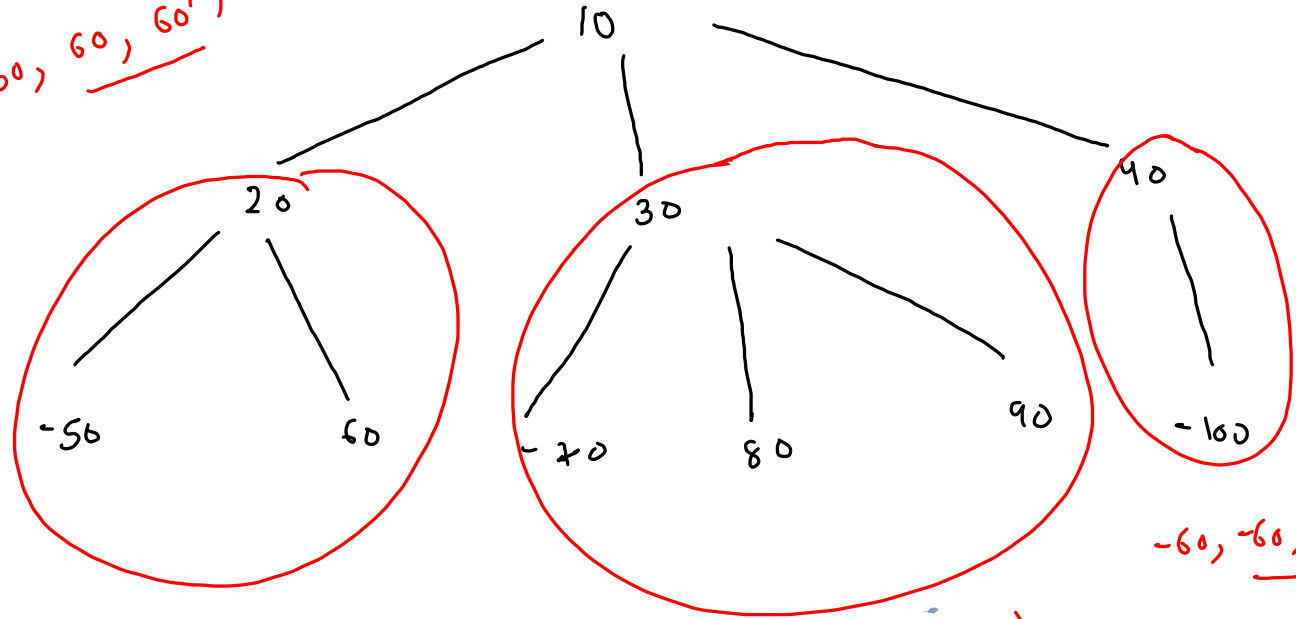
    if (np.ss < bcp.lss) {
        np.lss = bcp.lss;
        np.lssn = bcp.lssn;
    }
    else {
        np.lss = ss;
        np.lssn = node;
    }

    return np;
}

```

$$ss = 30 + 130 + (-60) + 10$$

(30, 60, 60')



-60, -60, 40'

$$ss = 110$$

$$bcp.lss = 130$$

$$bcp.lssn = 30'$$

(130, 130, 30')

$$np.ss = 110$$

$$np.lss = 130$$

$$np.lssn = 30'$$