# Introduction to Trees

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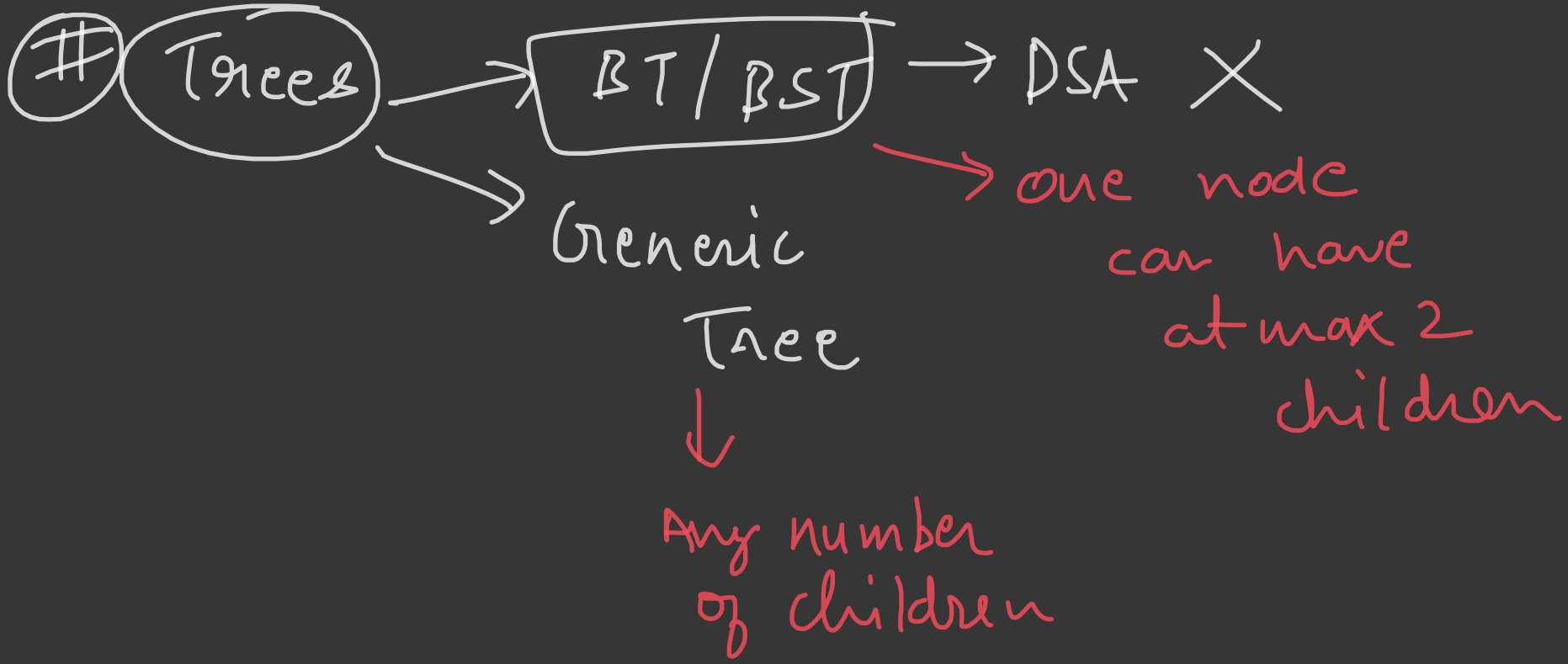
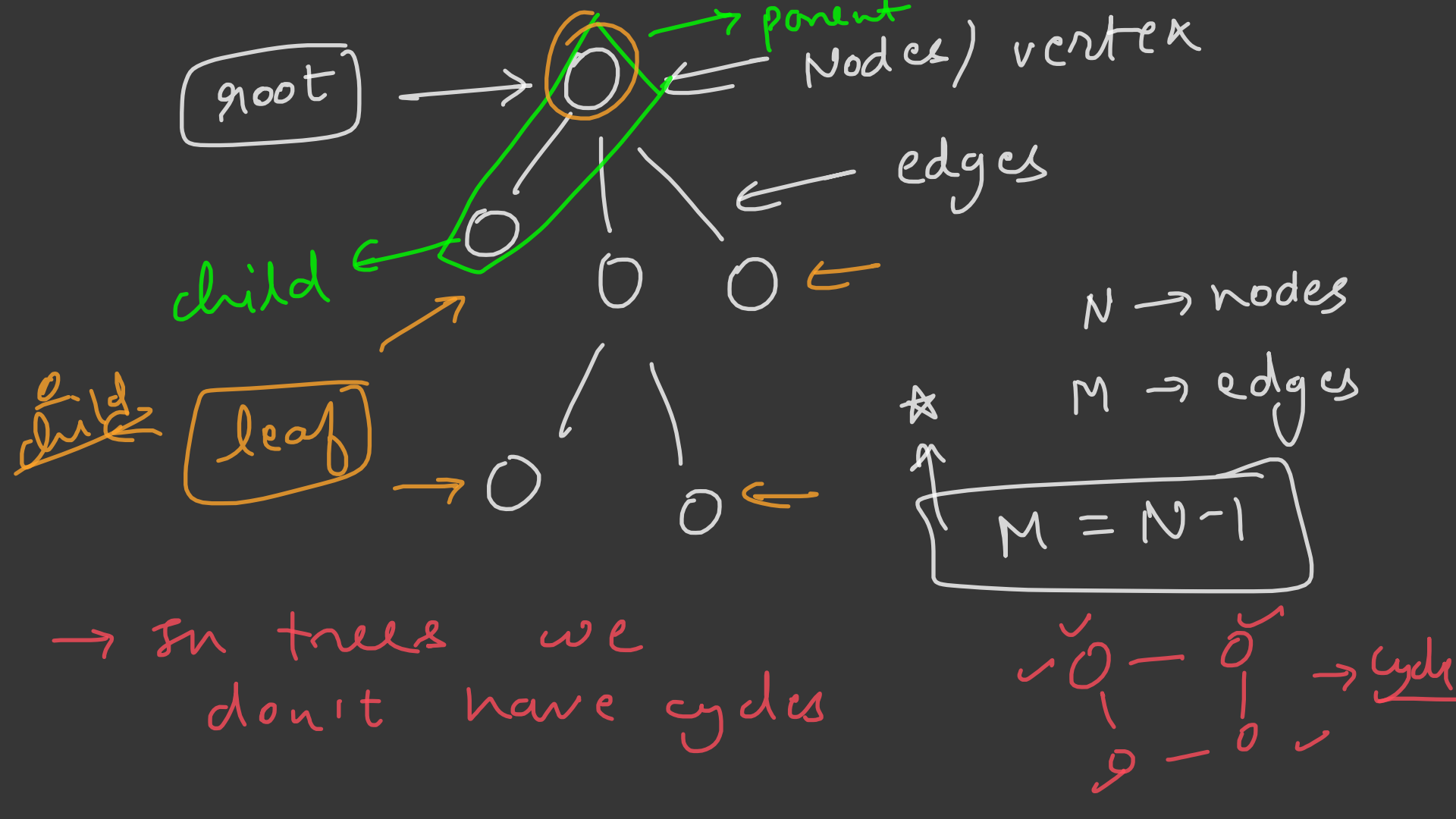
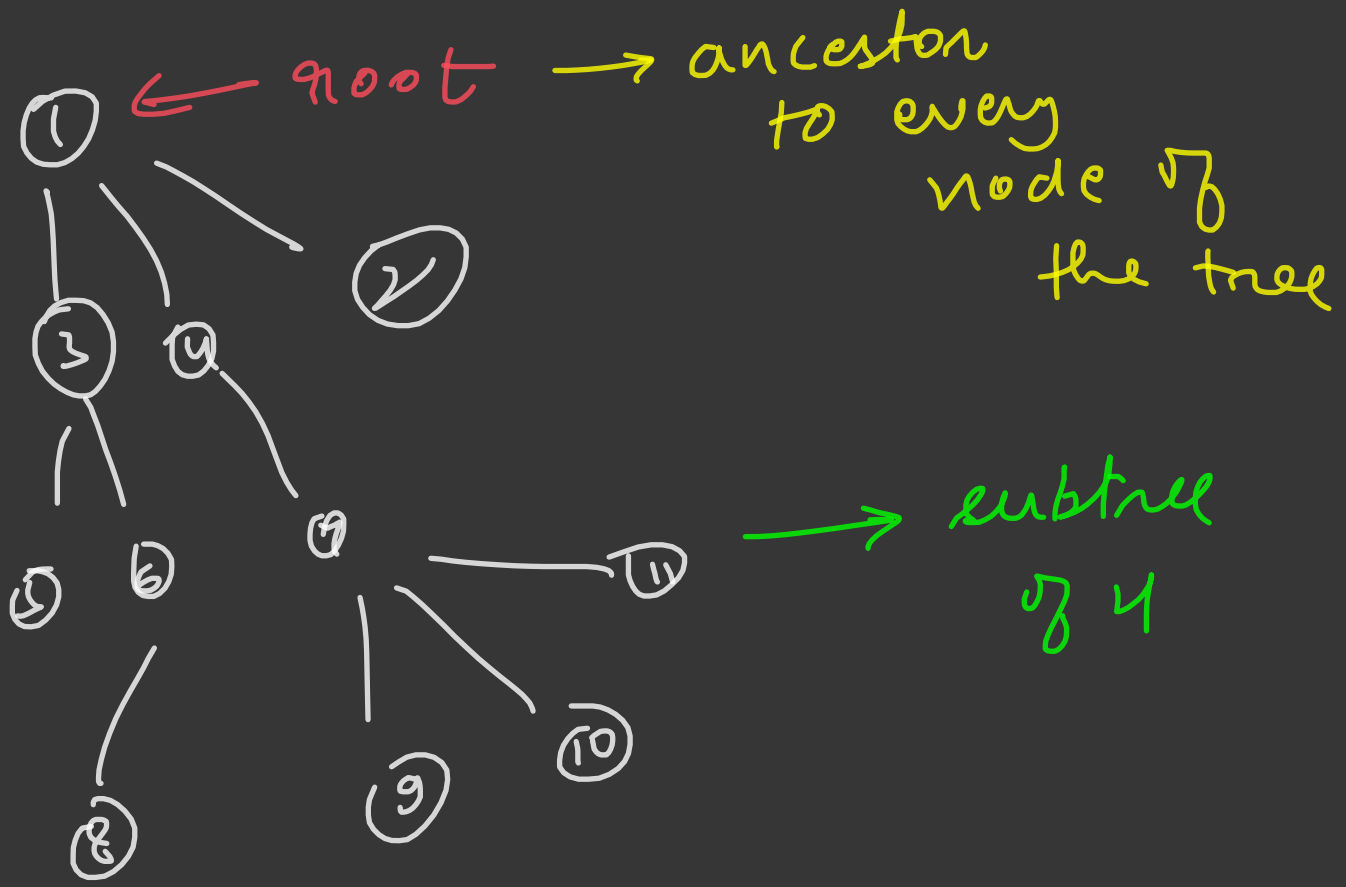
# Introduction to Trees

- Basic terminologies in trees
- Properties of trees
- How to store a tree? How will the input be given?
- Traversal techniques in Trees
  - **D**epth **F**irst **S**earch (DFS)
  - **B**readth **F**irst **S**earch (BFS)
- Most Basic Dynamic programming on Trees
  - Question Link
- Given a tree, find the height of the tree.
- Given root node and another node x, print path from root to x if exists.


#
Trees
BT / BST
DSA
Generic
Tree
one node
can have
at max 2
children
Any number
of children


root
parent
Nodes / vertex
edges
child
child
leaf
N → nodes
M → edges
M = N-1
→ In trees we don't have cycles
→ cycle


root
ancestor to every node of the tree
1
2
3
4
5
6
7
8
9
10
11
subtree of 4

→ Array → store data → access it → traversal

Trees → Traversal → DFS (Depth)

Traversal → BFS (Breadth)

visiting each element of the tree atleast once

Q How to store a tree?
How will the input be given?

↳ First line contains N → No of nodes. the follows N-1 lines. Each of the N-1 lines contains u and v which means there is an edge b/w u and v

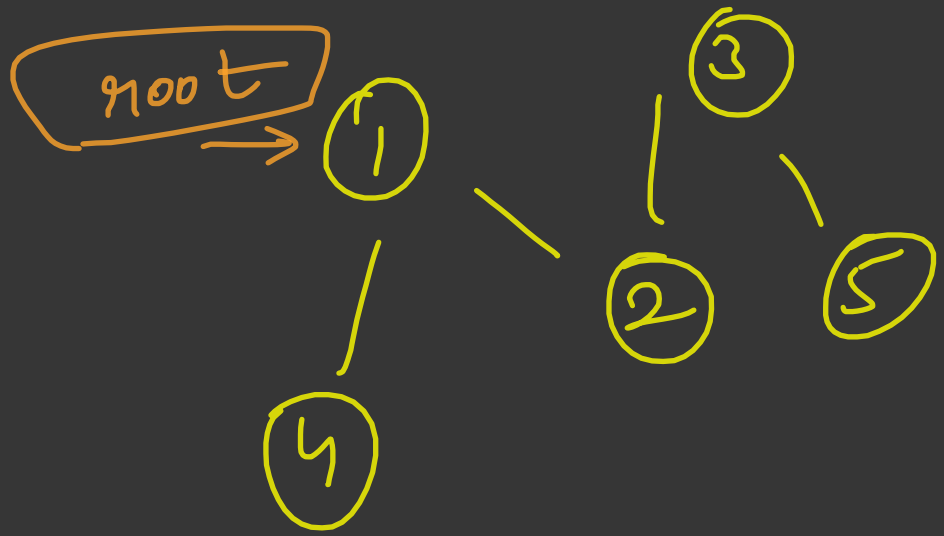
Eg 5

1 2

2 3

1 4

3 5



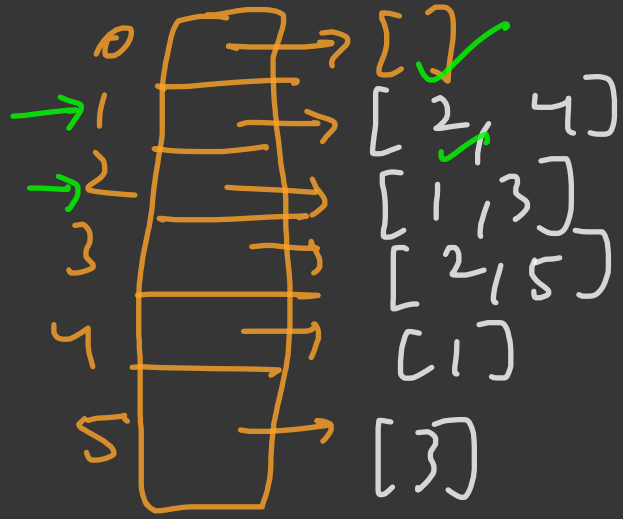

int arr[n+1]; → array of integers of size n+1

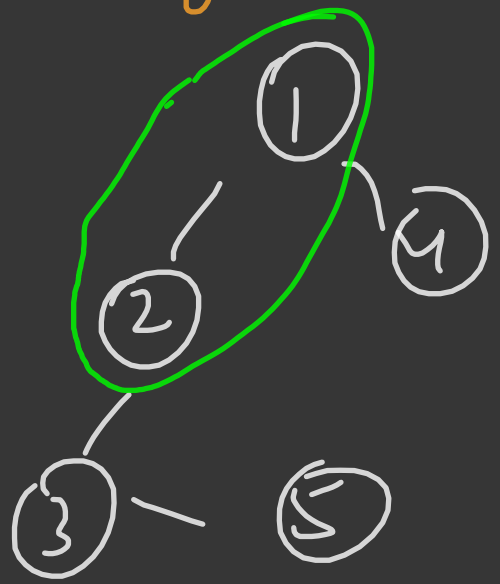
vector<int> adj[n+1],

→ array of vectors of size n+1

1 based indexing

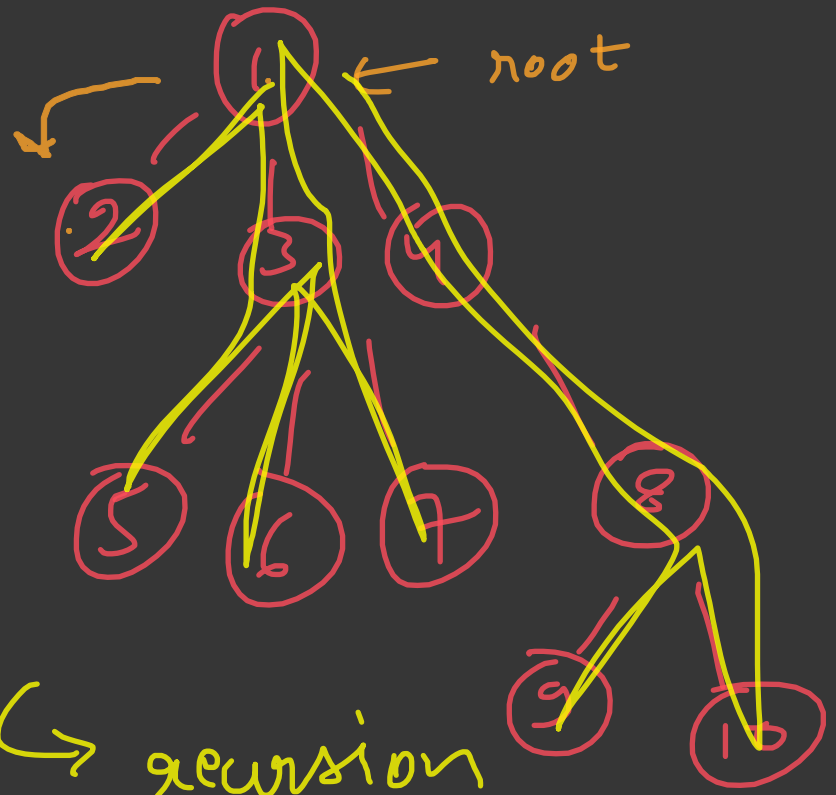
n = 5



```
int n,
cin>>n;
for(int i=0, i<n-1, i++){
    int u,v,
    cin >> u >> v;
    adj[u].pb(v),
    adj[v].pb(u),
}
```

# # DFS → depth first search




↳ recursion

1 → 2, 3, 4

2 → ×

3 → ×, 5, 6, 7

4 → ×, 8

5 → ×

6 → ×

7 → ×

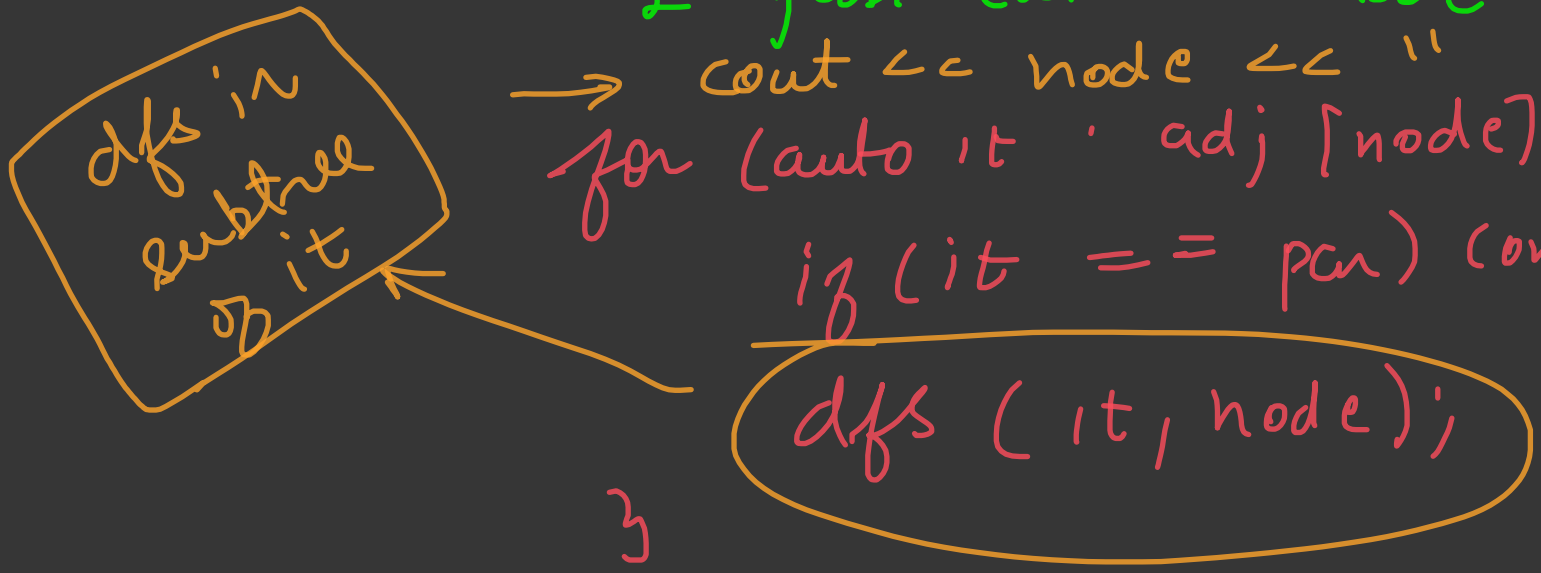
8 → ×, 9, 10

9 → ×

10 → ×

1 2 3 5 6 7 4 8 9 10

valid DFS


void dfs(int node, int par){
// this is the place where
I just entered node
cout << node << " ";
for(auto it : adj[node]){
if(it == par) continue
dfs(it, node);
}
// we are about to leave
this node
dfs in
subtree
of it

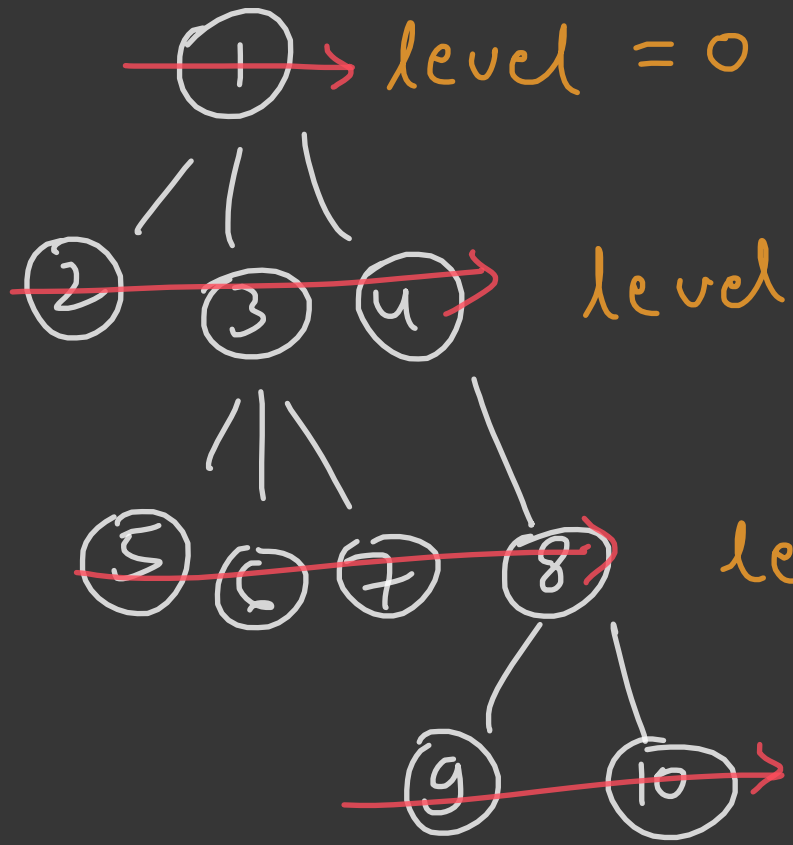
}

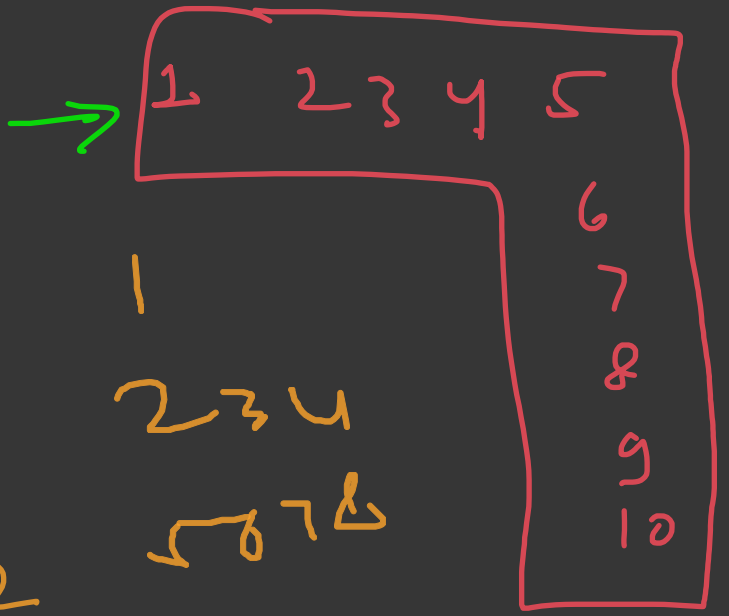
```
dfs(1, 0);
```

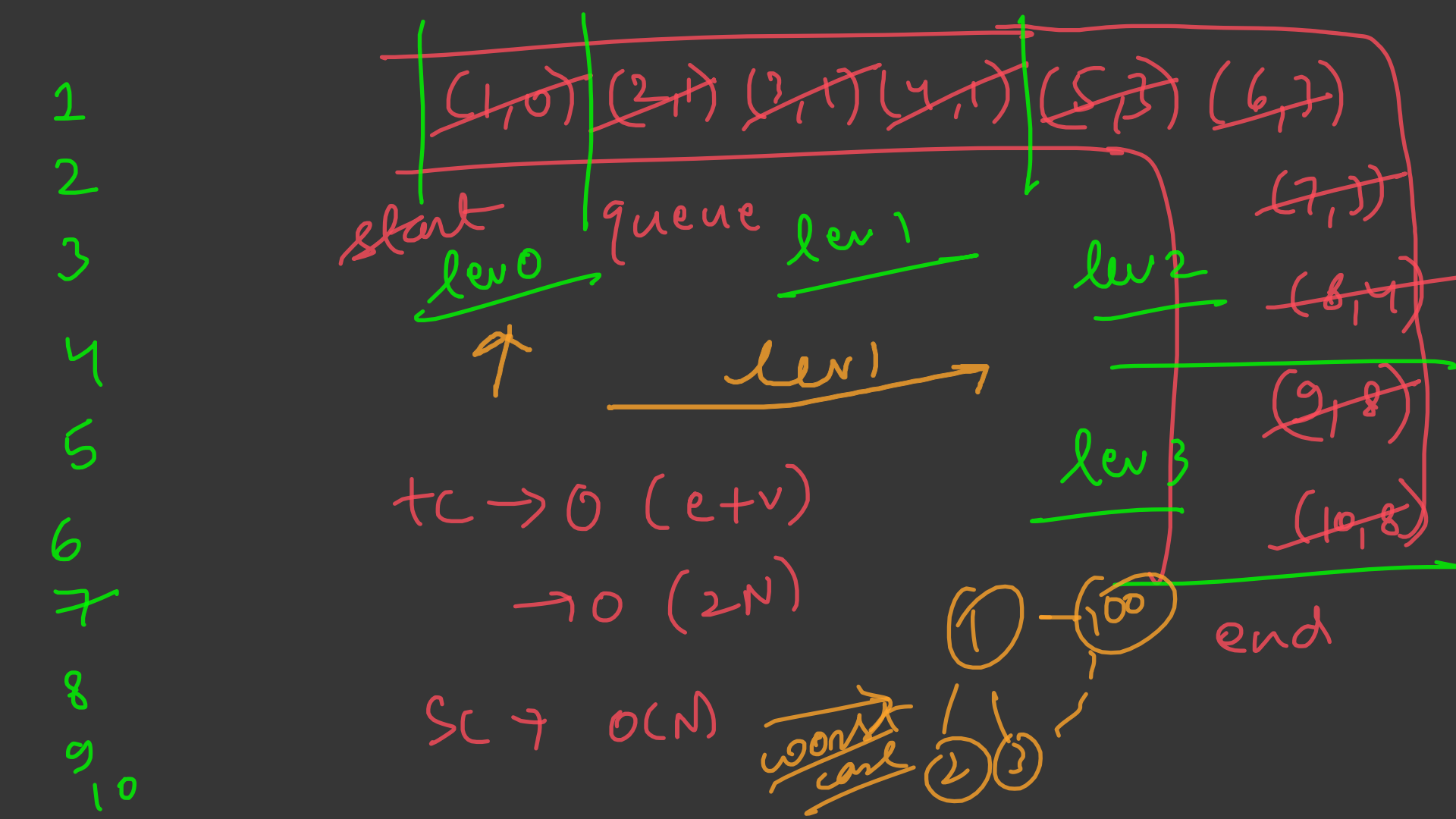
TC → O(e+v) → O(v-1+v)
→ O(2v)

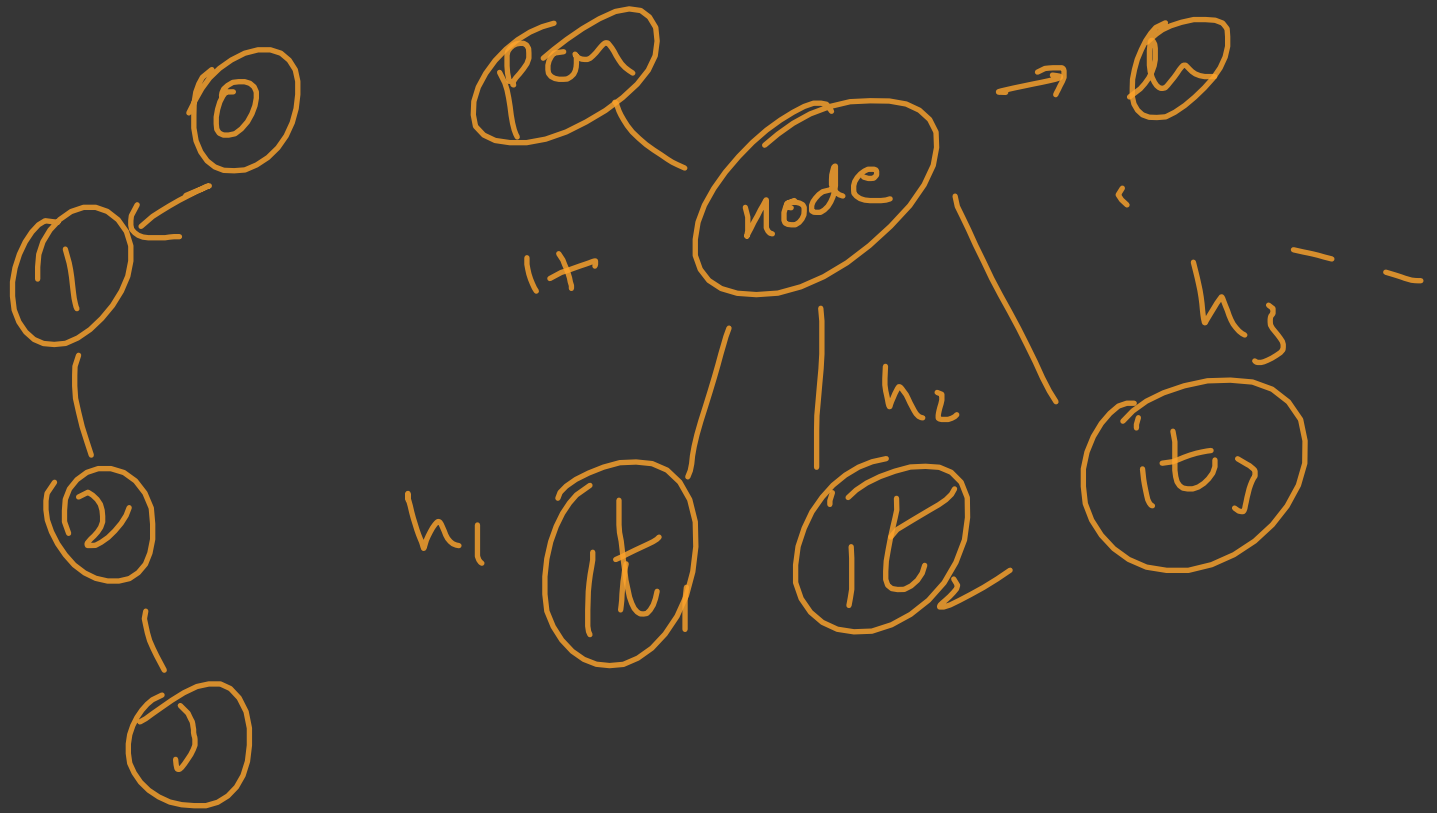
SC → O(N)
↳ when? → check free

# Breadth first search →




(1,0) (2,1) (3,1) (4,1) (5,3) (6,7)
(7,1)
(8,4)
(9,8)
(10,8)
start
queue
lev 0
lev 1
lev 2
lev 3
lev 1
TC → O (e+v)
→ O (2N)
SC → O(N)
worst case
1
100
2
3
end

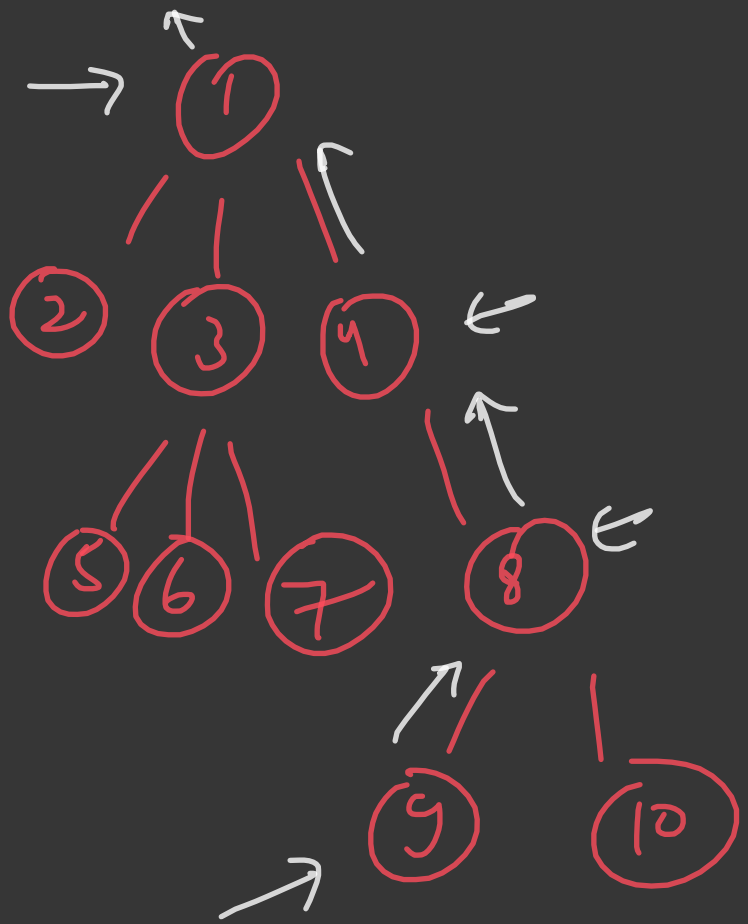

0
1
2
3
par
node
it
h1
h2
h3

bool dfs(node) → true → x has been found in subtree of node

→ false

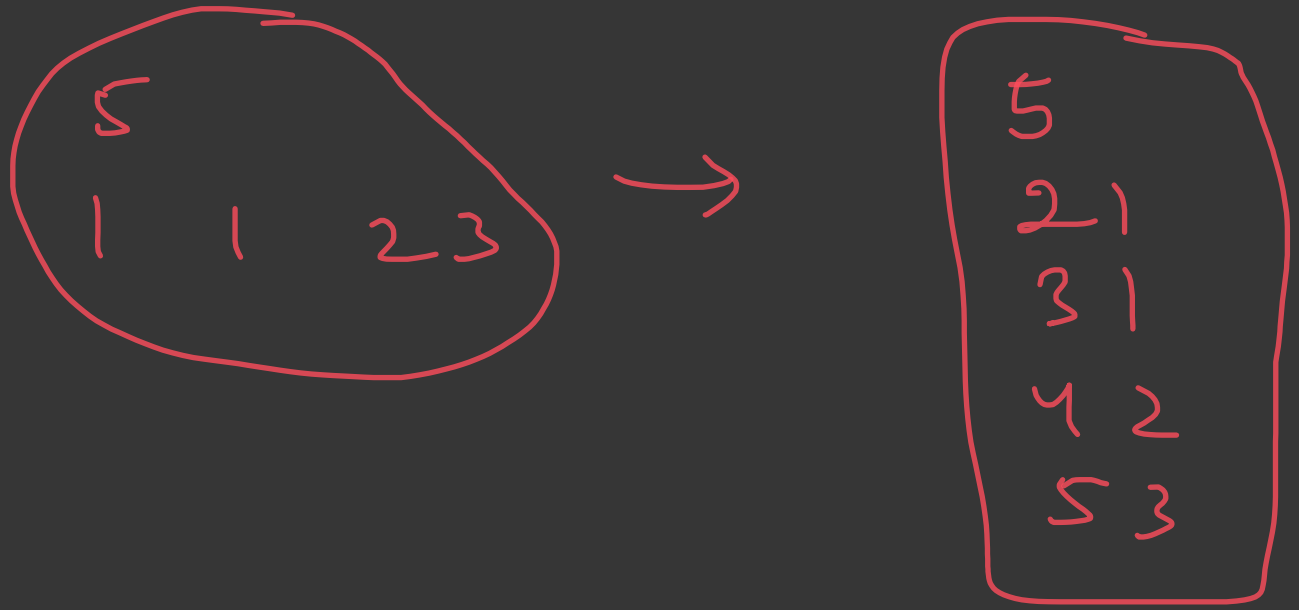
↓

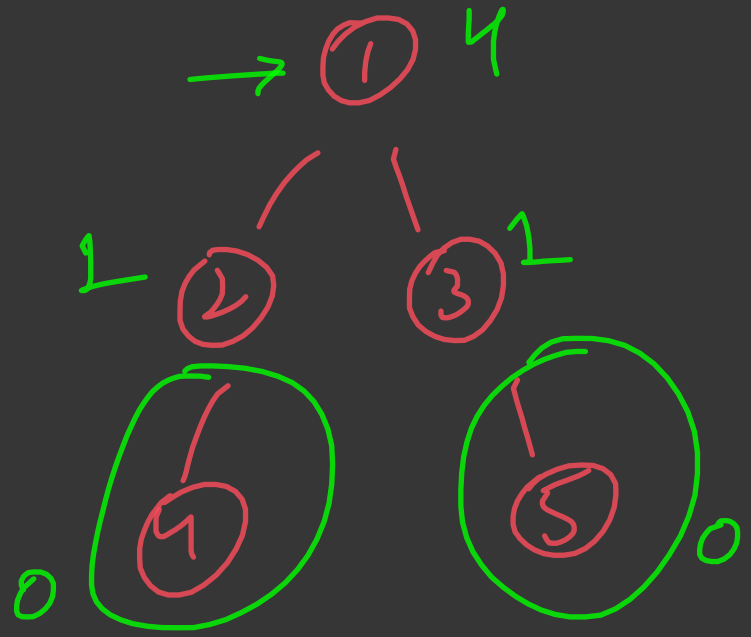
not found in subtree

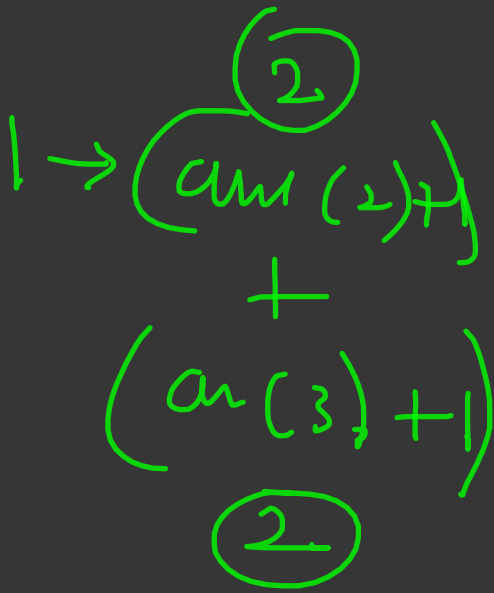


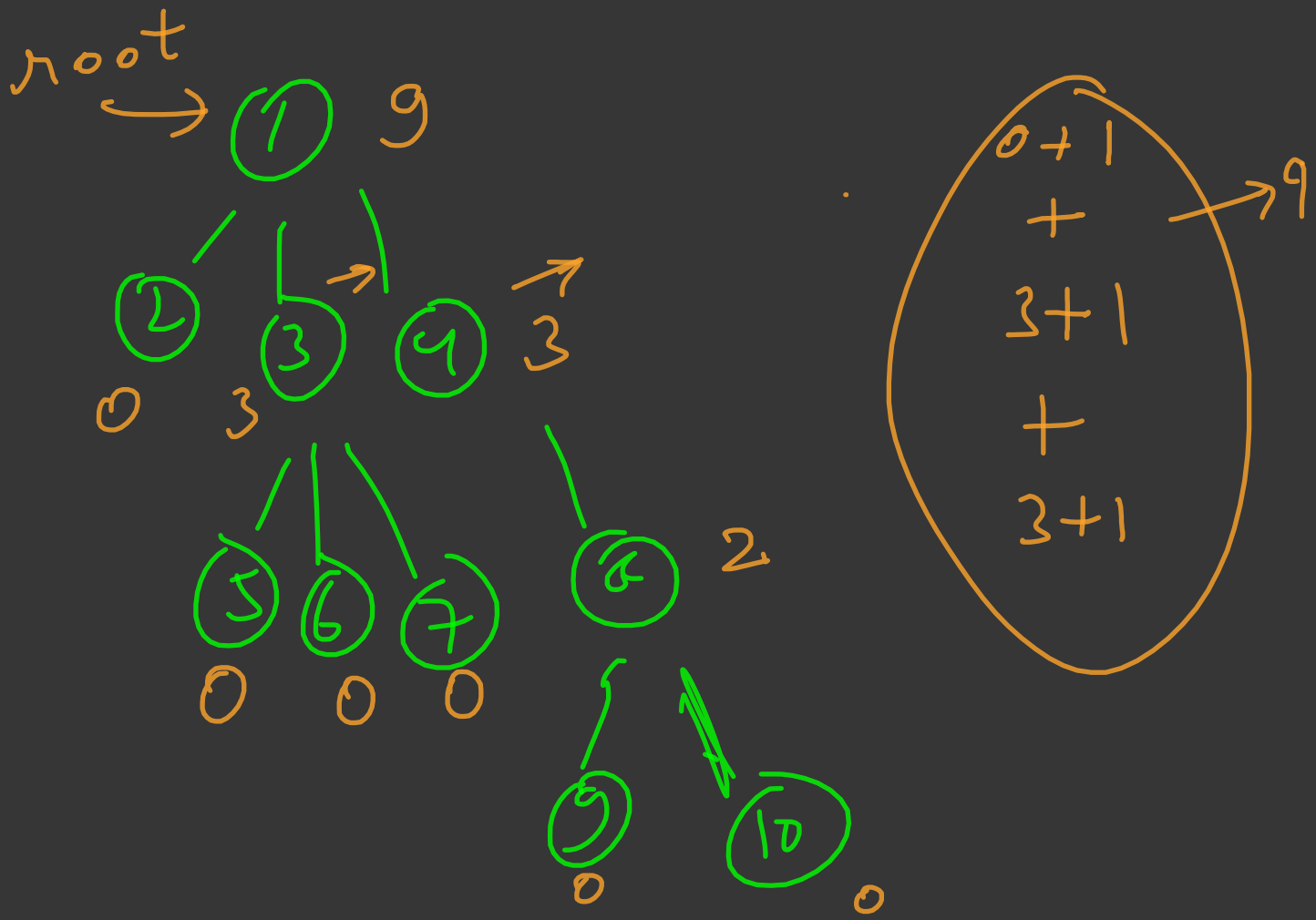

path → 1 4 8 9

# Subordinates




1
4
1
2
3
1
4
5
0
0


2
1 →
sum (2)+1
+
(sum (3)+1)
2


root
1
9
2
0
3
3
4
3
5
3
6
7
0
0
0
6
2
9
0
10
0
0+1
+
3+1
+
3+1
9