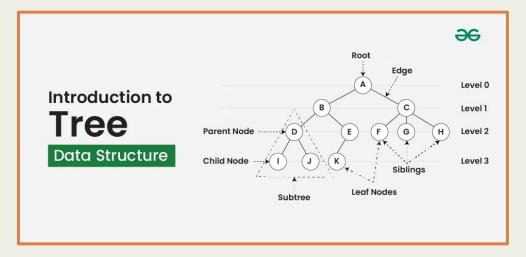
# Introduction to Tree Data Structure

A **Tree** is a **non-linear**, hierarchical data structure that consists of nodes connected by edges. It mimics a real-world tree structure with a root and branches. The tree starts with a root node and extends into subtrees formed by child nodes.

#### **¥** Real-Life Examples of Tree Structure

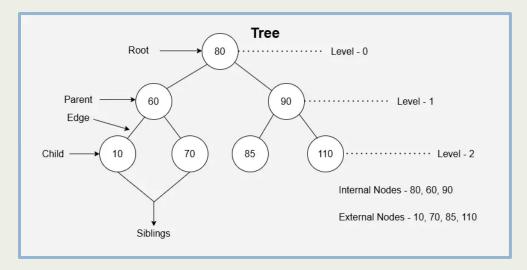
- File system in an Operating System.
- HTML/XML document structure.
- Family trees or organizational charts.

# 🔀 Basic Terminologies



- Root Node: The topmost node without a parent.
- Parent Node: A node that has children.
- Child Node: A node descended from another node.
- Leaf Node: A node with no children.
- Internal Node: A node with at least one child.
- **Siblings**: Nodes sharing the same parent.

- Ancestors: All nodes along the path from the root to that node.
- Descendants: All nodes that branch from a given node.
- Level: The distance from the root (root has level 0).
- **Subtree**: A part of the tree that forms its own tree from a given node.
- Degree of Node: Number of children.



- Height of Tree: Longest path from root to a leaf.
- **Depth of Node**: Path length from root to that node.
- Edge: A connection between two nodes (Tree with N nodes has N-1 edges).

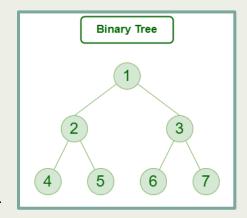
### **♦** Why Tree is Non-Linear?

Tree nodes are not arranged sequentially. Instead, they are placed hierarchically across levels, unlike arrays or linked lists which are linear.

### **▲** Types of Trees

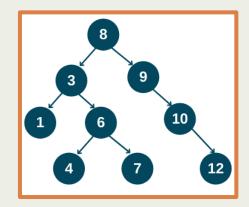
### 1. T Binary Tree

- Each node can have at most two children: left and right.
- No ordering rule.
- Can be:
  - o Full Binary Tree: All nodes have 0 or 2 children.
  - Complete Binary Tree: All levels are fully filled except possibly the last, filled left to right.
  - Perfect Binary Tree: All internal nodes have 2 children, and all leaf nodes are at the same level.



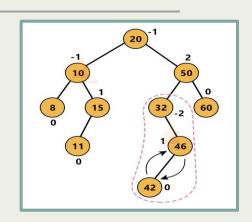
# 2. Sinary Search Tree (BST)

- A binary tree with ordering rules:
  - Left subtree contains values less than the node.
  - Right subtree contains values greater than the node.
- Operations like search, insertion, and deletion can be done efficiently if the tree is balanced.



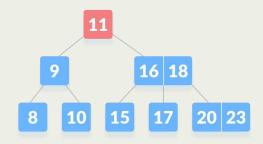
# 3. 📤 AVL Tree (Adelson-Velsky and Landis Tree)

- A self-balancing binary search tree.
- For every node, the **difference in height** of left and right subtree (balance factor) is at most 1.
- Rotations (LL, RR, LR, RL) are used to maintain balance after insertion or deletion.



### 4. Tree

- A self-balancing search tree used in databases and file systems.
- Nodes can have more than two children (multiway tree).
- Keeps data sorted and allows searches, sequential access, insertions, and deletions in logarithmic time.
- All leaf nodes are at the same level.



### **Properties:**

- Each node has a minimum and maximum number of keys.
- Insertion and deletion cause node splitting or merging to maintain balance.

#### 5. **+** B+ Tree

- A variant of B Tree, optimized for disk-based storage systems.
- All values are stored in leaf nodes only.
- Internal nodes only store keys and act as routing paths.
- Leaf nodes are linked like a linked list to support fast range queries and sequential access.

## **Basic Operations on Trees**

- Create a tree.
- **Insert** a new node.
- **Delete** a node.
- Search for a node.
- Traverse the tree:
  - o **Depth-First Search (DFS)**: Preorder, Inorder, Postorder.
  - o Breadth-First Search (BFS): Level order traversal.

# Market Ma

- Trees model hierarchical relationships efficiently.
- Used in:
  - o File systems (folders).
  - o Databases (B Tree/B+ Tree).
  - o Routing algorithms (AVL/BST).
  - o Compilers (syntax trees).
  - o Al and ML (decision trees).