

Lecture Slides on Binary Tree and Applications

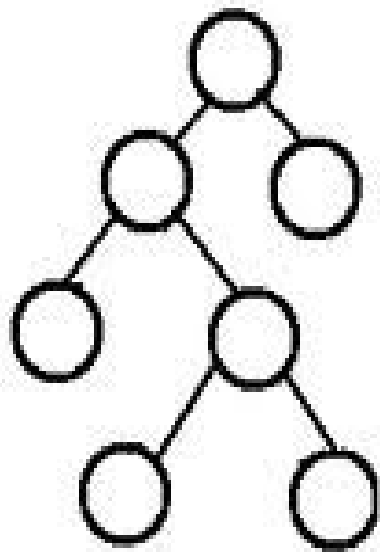
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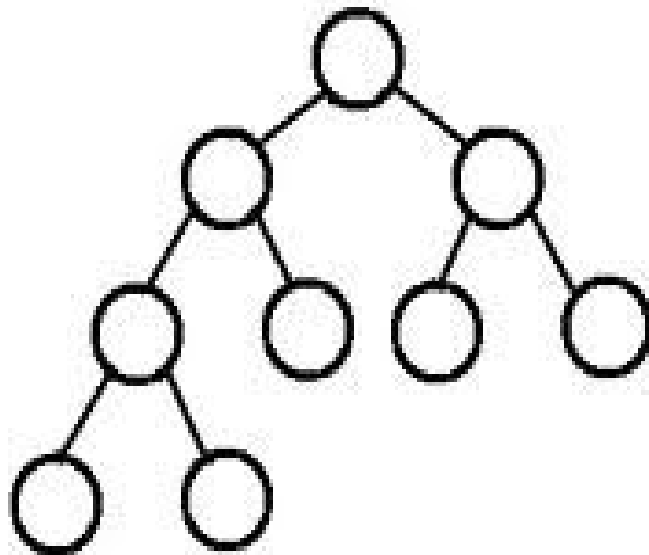
Binary Trees

- Binary tree is either empty or consists of a node called the root together with at most two binary (sub)trees, namely the left subtree and the right subtree.
- Full binary tree – if each internal node possesses exactly two child nodes
- Perfect binary tree – Full binary tree + all leaf nodes must be at the same level
- Complete binary tree – Except last level, all levels must be full and the nodes in last level must be as far left as possible

Full / Complete / Perfect

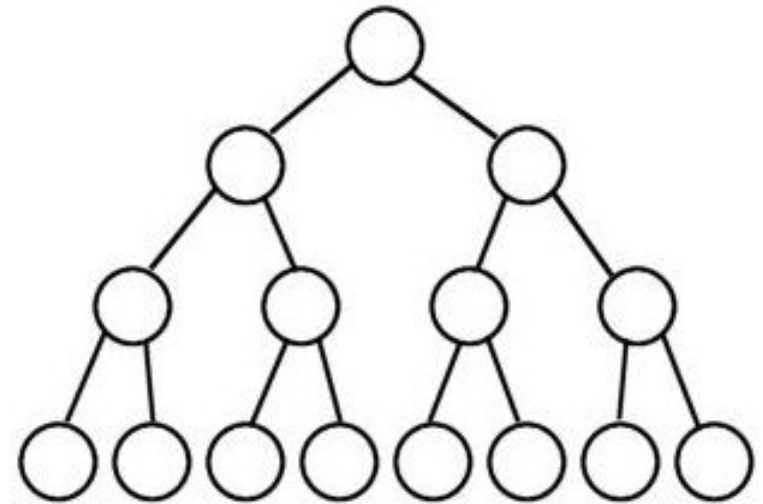


full tree



complete tree

perfect binary tree



Properties

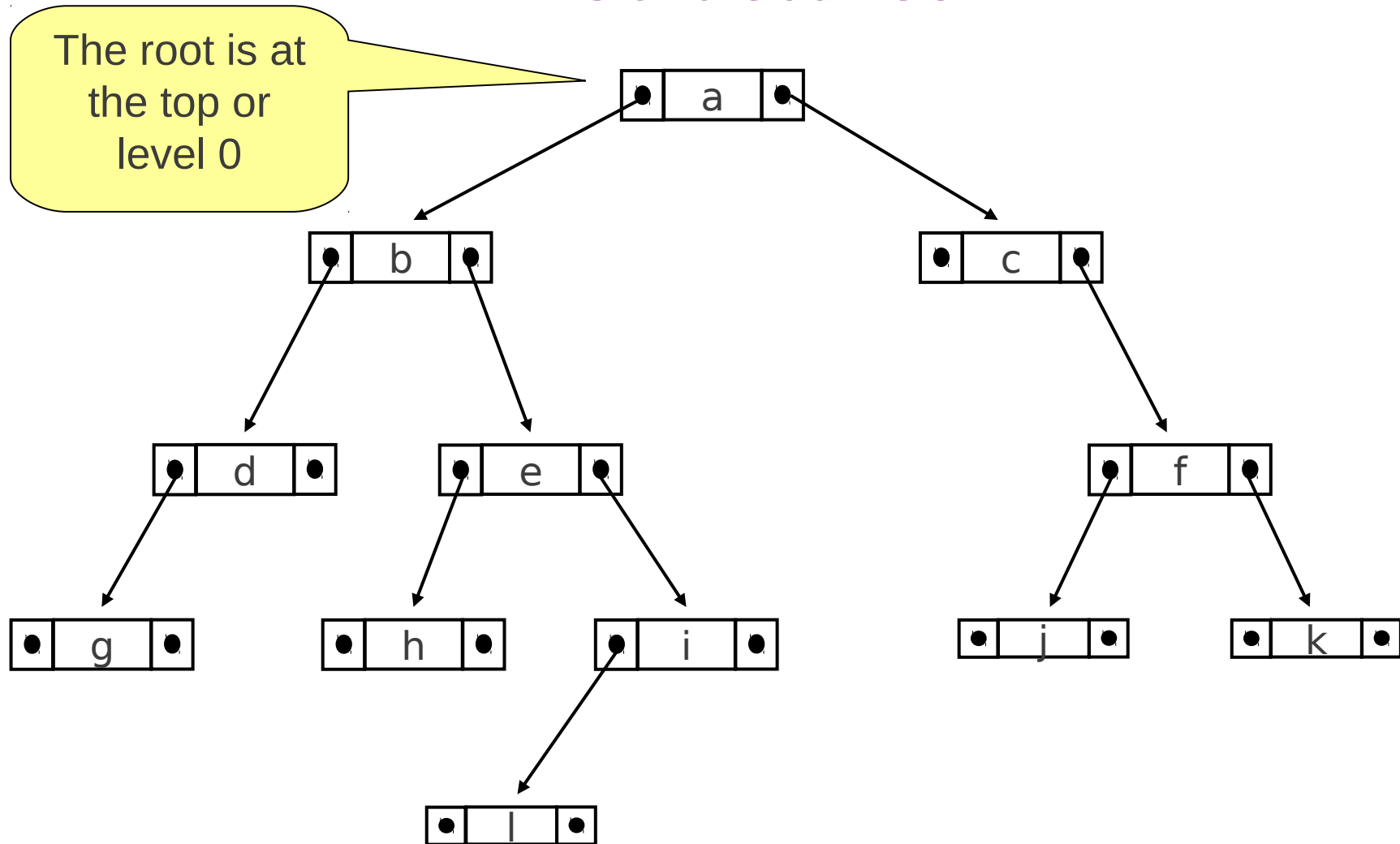
- In a perfect binary tree of height h
 - Number of nodes $n = 2^{h+1} - 1$
 - Number of leaf nodes $l = 2^h$
 - Number of nodes $n = 2 * l - 1$
- A binary tree of height h – min no. of nodes $n = h + 1$
- In a non empty binary tree, *no. of leaf nodes* = *no. internal nodes of degree 2* + *1*
- In a binary tree with N nodes – no. of levels is at least $\text{CEIL}(\log (N + 1))$

(Cont.)

- Traversal Pre / Post / In / Level order traversals
- Preorder (n: node)
 - If $n == \text{NULL}$ return
 - Print n^{id} ; Preorder (n^{lchild}); Preorder (n^{rchild})
- Postorder (n: node)
 - If ($n == \text{NULL}$) return;
 - Postorder (n^{lchild}); Postorder (n^{rchild}); Print n^{id}
- Inorder (n: node)
 - If ($n == \text{NULL}$) return
 - Inorder(n^{lchild}); Print n^{id} ; Inorder(n^{rchild})

- Level Order
 - All nodes in the same level are visited from left to right
 - Requires Queue for implementation
- Algo
 - enqueue (Root)
 - while (Q not empty)
 - n = front(); dequeue(); print n
 - for each child c of node n
 - enqueue(c)
 - end for
 - end while

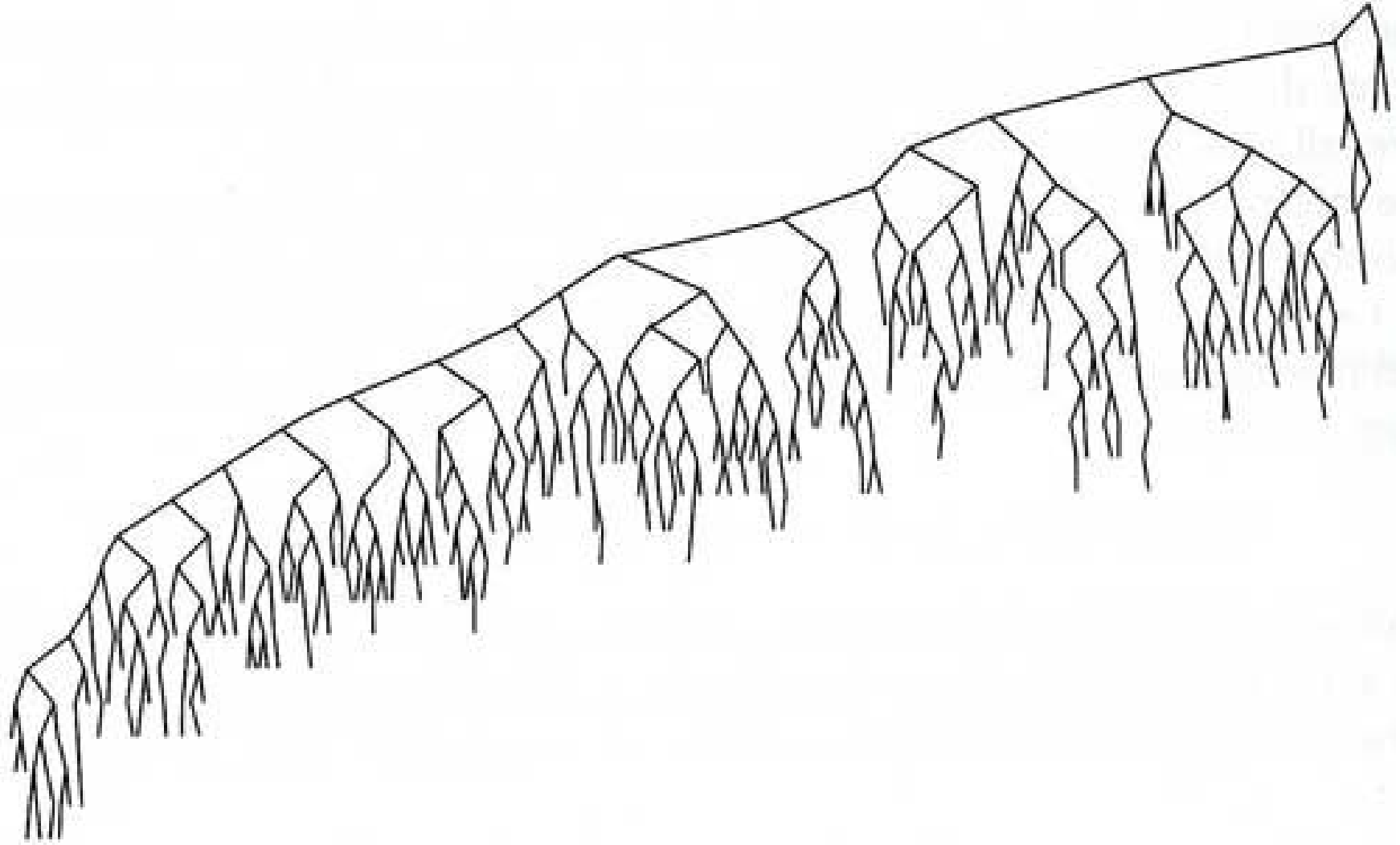
Binary Tree Representation – Multi linked Structures



Binary Search Trees

- Binary Search Tree is a binary tree with a constraint
 - $LST \leq ROOT < RST$
- Operations
 - Search (elementType) : Position
 - Insert (elementType) : Boolean
 - Delete (elementType)
 - Height (nodeType)
 - Retrieve (nodeType)
 - FindMin () : elementType

General Behaviour - Skewed



As there is no constraint on height, height of a BST tend to grow towards $O(N)$ rather than restricted to $O(\log N)$, where N is its size, in asymptotic time.

- Under construction