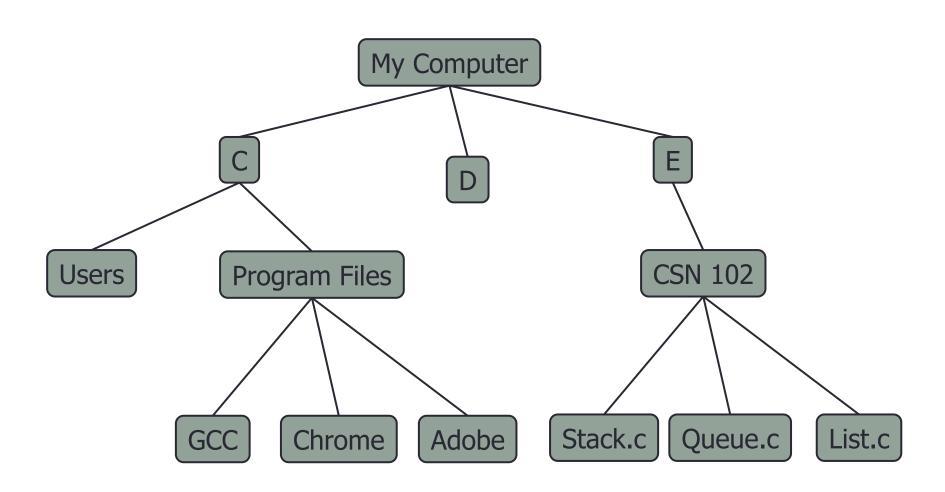
CSN 102: DATA STRUCTURES

Tree: Terminology, Binary Tree, Binary Tree Traversal, Binary Search Tree, AVL tree, B Tree, Applications

What is a Tree?

- Similar to tree in general world
- Finite set of elements
- Non-linear data structure
- Used to represent hierarchical structures
- Eg. Syntax tree, Binary Search Tree, Animal Kingdom
- Application: Organization Charts, File system
- Tree can also be defined in itself as a node and list of child trees.
- ❖In Computer Science, Trees grow down! ☺

Examples

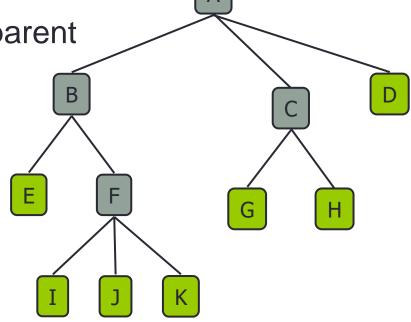


- Node: stores the key (all A, B, C... K)
- Child node: node directly connected below the parent node (B is child of A)

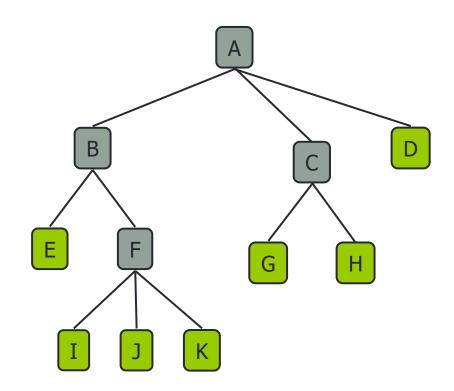
 Parent node: node directly connected above the child node (B is parent of E)

Siblings: nodes sharing same parent

(E and F are siblings)

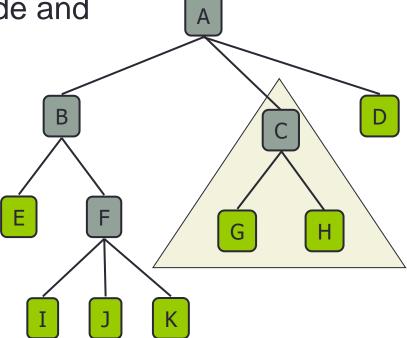


- Root: top node in tree or node with no parent (A is root)
- Leaf: node with no child (E, I, J etc. are leaf node)
- Interior node: All non-leaf node(B, F, A etc.)



- Ancestors: parent, parent of parent and so on. (F, B, A are ancestors of K)
- Descendants: child, child of child and so on. (E, F, I, J, K are descendants of B)

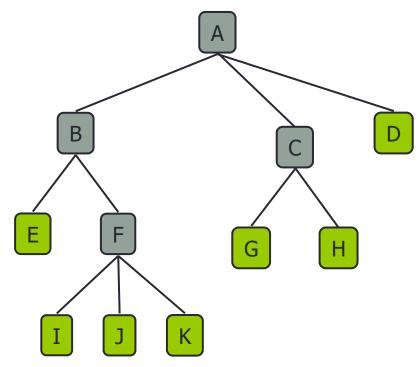
 Subtree: tree consisting of a node and its descendants



- Degree of a node: number of its child (degree(A)=3, degree(B)=2)
- Degree of tree: maximum of degrees of all nodes

Level: 1 + number of connection between node and root

(level(F)=2)

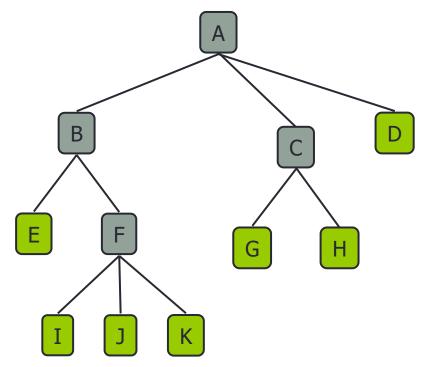


 Height of node: number of edges between node and farthest leaf (Height(B)=2)

Height of tree: height of root node (height of tree is 3)

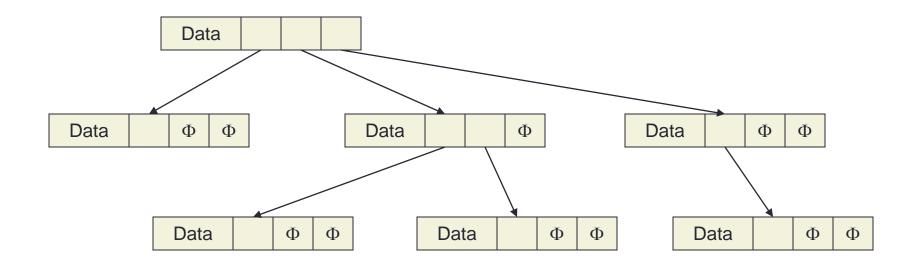
Depth of node: number of edges between root and node

(depth of K is 3)



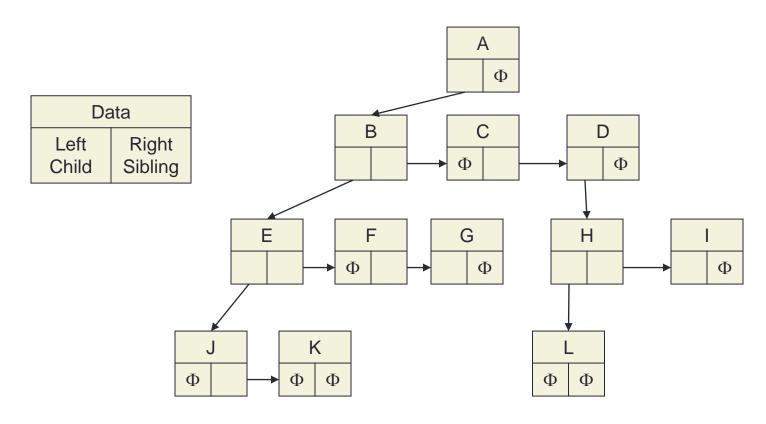
Tree Representation

- Every node contains:
 - Key/data
 - Children nodes
 - Parent node(optional)

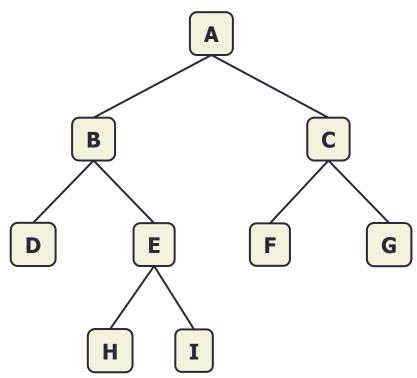


Left Child, Right Sibling Representation

- Every node contains
 - Key/data
 - Pointer to left child and right sibling

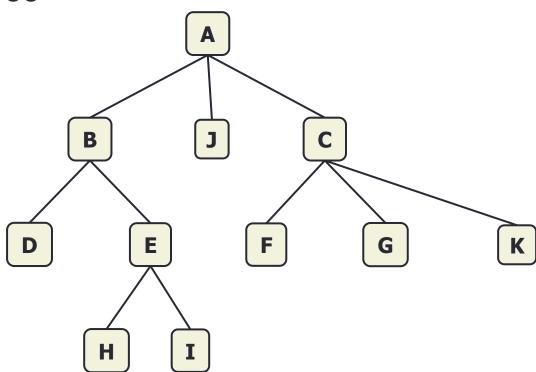


- Each node has at most two children
- The children of a node are ordered pair (a left and a right child)
- Each node contains:
 - Key
 - Left
 - Right
 - Parent(optional)



K-ary Tree

- Each node has at most K children
- Binary tree is a special case with K=2
- Eg. 3-ary tree



Breadth First Traversal

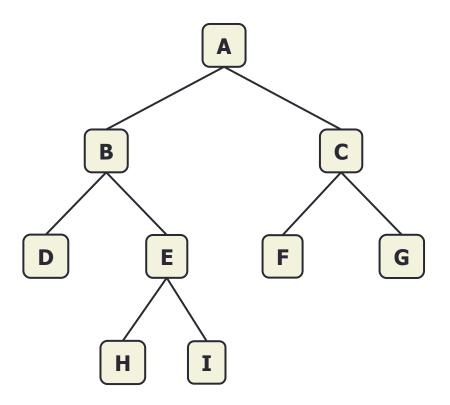
- Traverse all the nodes at level *i* before progressing to level *i+1* starting from root node
- Add nodes in the queue as soon as their parent is visited.
- In each iteration, delete one element from queue and mark visited

BFS Algorithm

```
BFS(Tree) {
       if (!isEmpty(Tree)) enqueue(Q, root);
       while (!isEmpty(Q)) {
              node = dequeue(Q);
              print(node->data);
              if (node->left != NULL) enqueue(Q,node->left);
              if (node->right != NULL) enqueue(Q,node->right);
```

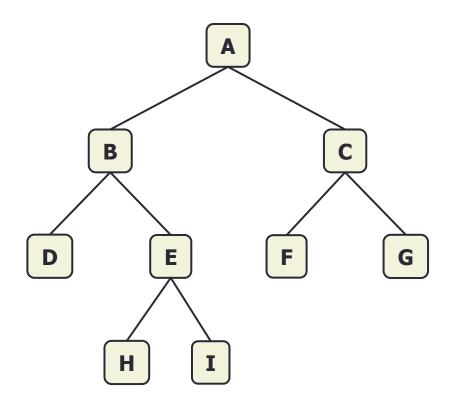
Output:

Queue(Q): A



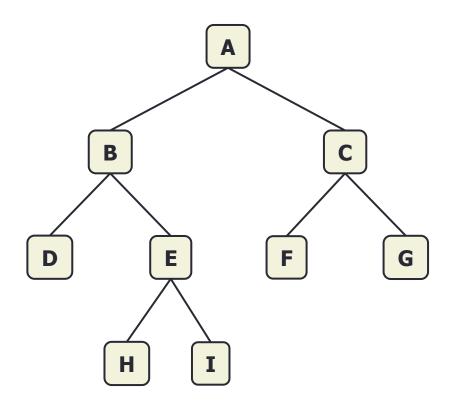
Output: A

Queue(Q): B, C



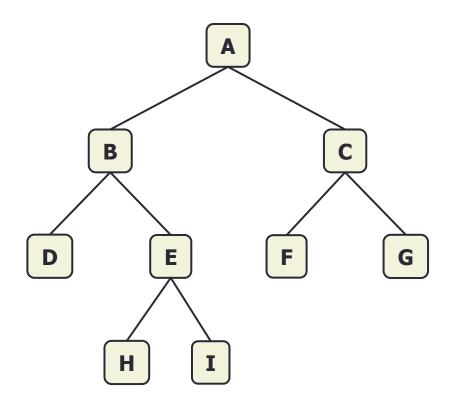
Output: A B

Queue(Q): C, D, E



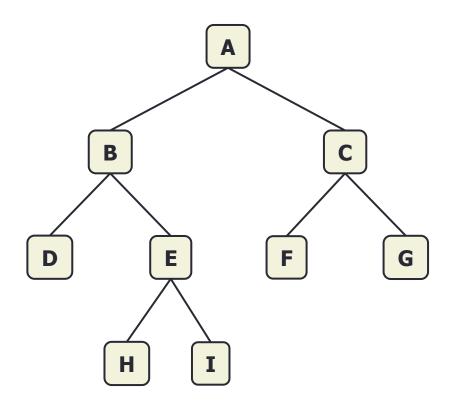
Output: A B C

Queue(Q): D, E, F, G



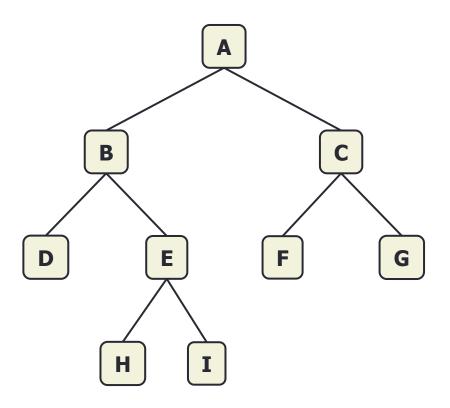
Output: A B C D

Queue(Q): E, F, G



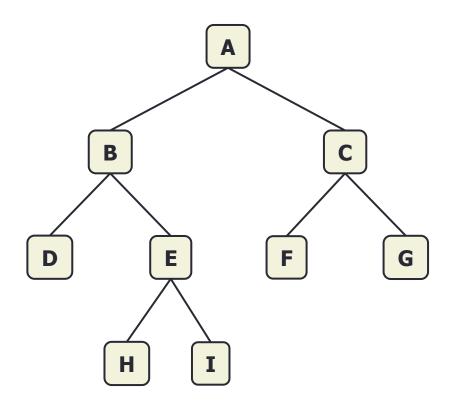
Output: A B C D E

Queue(Q): F, G, H, I



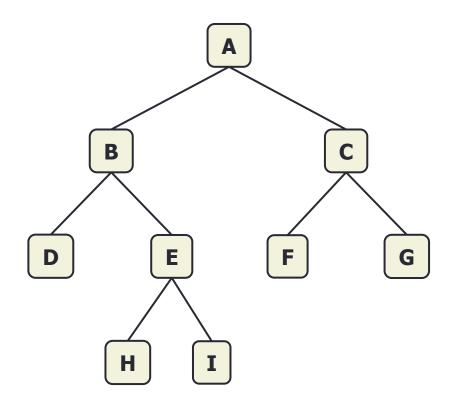
Output: A B C D E F

Queue(Q): G, H, I



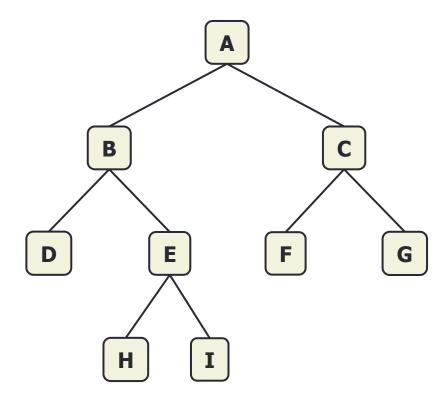
Output: A B C D E F G

Queue(Q): H, I



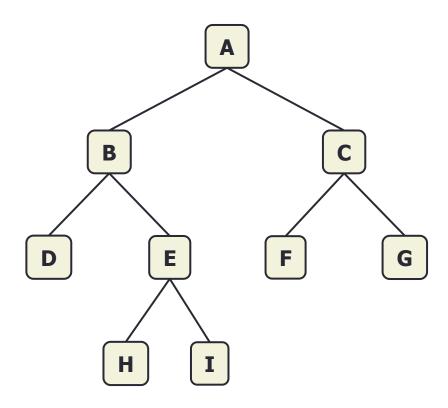
Output: A B C D E F G H

Queue(Q): I



Output: A B C D E F G H I

Queue(Q):



Depth First Search

- Travel All the nodes of one sub-tree of binary search before travelling other sub-tree
- DFS is recursively implemented on a tree to visit nodes
- Note: Many of the tree algorithms are recursively implemented for the reason that tree itself is implemented recursively
- DFS on binary tree can be implemented in 3 ways
 - PreOrder: Root-Left-Right
 - InOrder: Left-Root-Right
 - PostOrder: Left-Right-Root

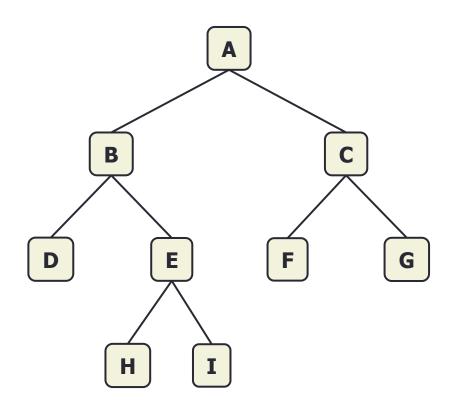
PreOrder Traversal

- Visit the root node first
- Visit left sub-tree in PreOrder
- Visit right sub-tree in PreOrder

```
PreOrderTraversal(Tree) {
     if (isEmpty(Tree)) return;
     else {
          print (tree->data);
          PreOrderTraversal(tree->left);
          PreOrderTraversal(tree->right);
     }
}
```

PreOrder Traversal: Example

Output: A B D E H I C F G



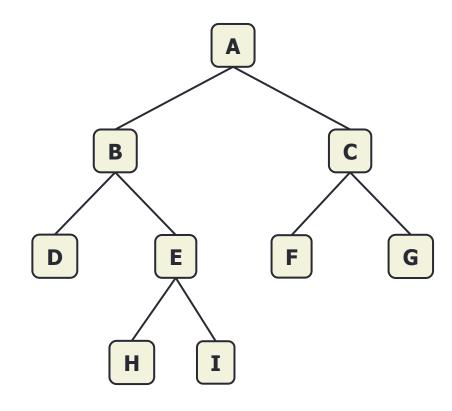
InOrder Traversal

- Visit the left sub-tree in InOrder
- Visit root node
- Visit right sub-tree in InOrder

```
InOrderTraversal(Tree) {
     if (isEmpty(Tree)) return;
     else {
          InOrderTraversal(tree->left);
          print (tree->data);
          InOrderTraversal(tree->right);
     }
}
```

InOrder Traversal: Example

Output: DBHEIAFCG



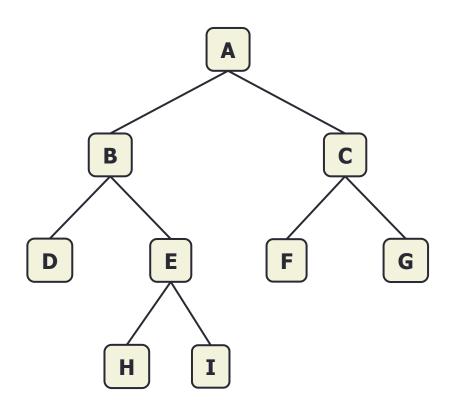
PostOrder Traversal

- Visit the left sub-tree in PostOrder
- Visit right sub-tree in PostOrder
- Visit root node

```
PostOrderTraversal(Tree) {
    if (isEmpty(Tree)) return;
    else {
        PostOrderTraversal(tree->left);
        PostOrderTraversal(tree->right);
        print (tree->data);
    }
}
```

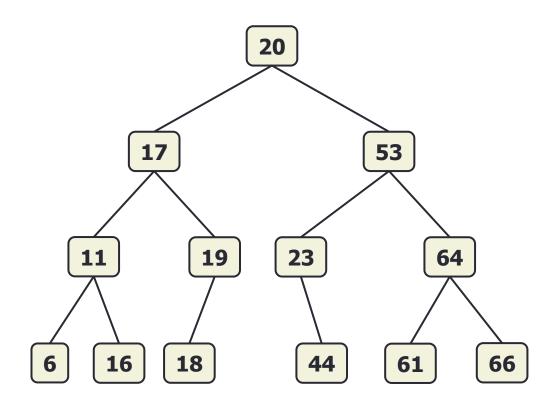
PostOrder Traversal: Example

Output: DHIEBFGCA



Exercise

 What will be the order of BFS, PreOrder, InOrder and PostOrder traversals on below tree?



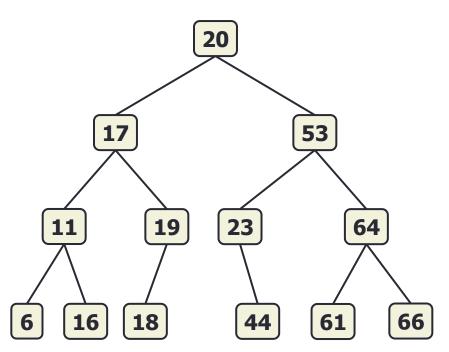
Exercise: Solution

BFS: 20 17 53 11 19 23 64 6 16 18 44 61 66

PreOrder: 20 17 11 6 16 19 18 53 23 44 64 61 66

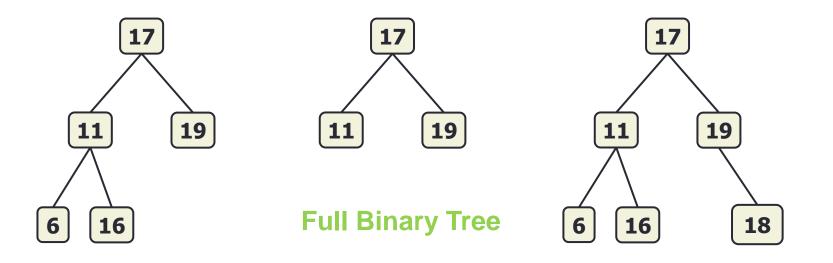
InOrder: 6 11 16 17 18 19 20 23 44 53 61 64 66

PostOrder: 6 16 11 18 19 17 44 23 61 66 64 53 20



Full Binary Tree

Either a node has 2 children or no child in a binary tree

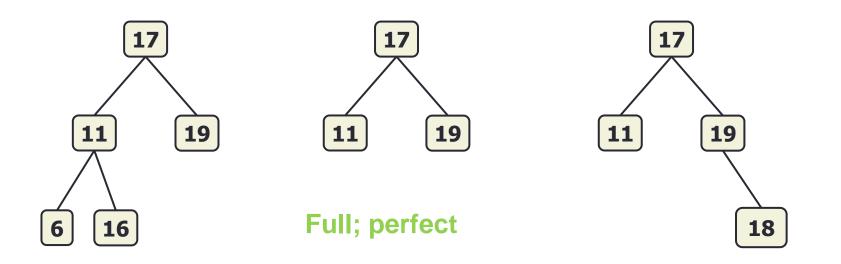


Full Binary Tree

Not Full Binary Tree

Perfect Binary Tree

 All internal nodes has two children and all leaves are at same level/depth



full; not perfect

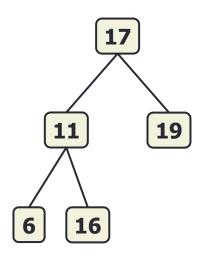
Not full; not perfect

Perfect Binary Tree

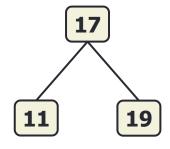
- Level i has 2ⁱ nodes
- If leaves are level h
 - Number of leaves is 2h
 - Number of internal node = $1+2+2^2+2^3+...+2^{h-1}=2^h-1$ = number of leaves - 1
 - Total number of nodes = $2^h + 2^h 1 = 2^{h+1} 1$
- If total number of nodes is n
 - Number of leaves = (n+1)/2
 - Height of tree = log_2 (number of leaves) = $log_2(n+1)/2$

Complete Binary Tree

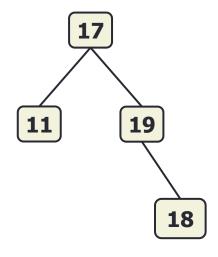
 All levels are completely filled except last. Also, all nodes in last level are as far left as possible



Full; Not perfect; Complete



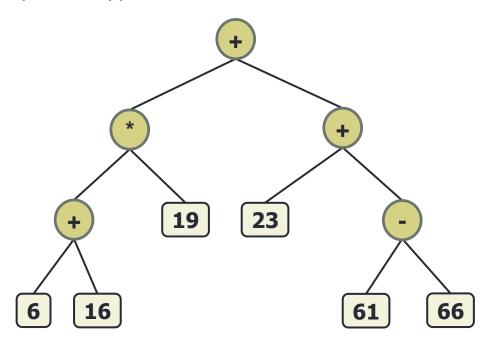
Full; Perfect; Complete



Not full; Not perfect; Not Complete

Example: Expression Tree

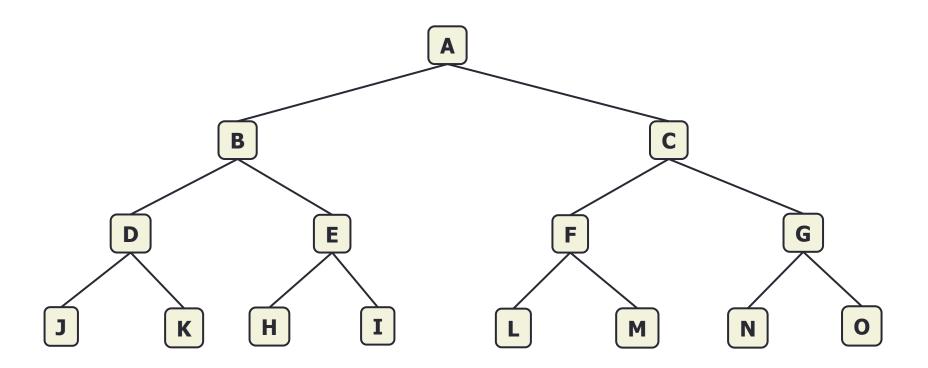
- An arithmetic expression can be represented as binary tree where internal nodes are operators and leaves are operands
- Eg. ((6+16) * 19) + (23 + (61-66))



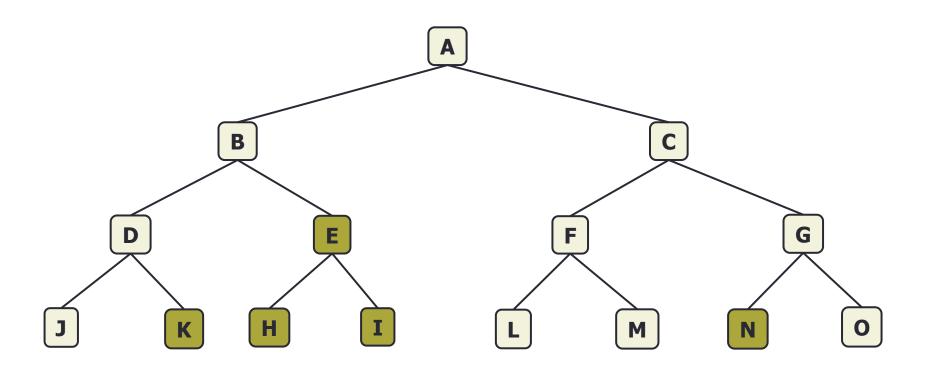
Complete Binary Tree

- Perfect tree is a special case of complete tree with last level completely filled.
- In some literature, Perfect binary tree is referred as Complete binary tree. In that case, Complete binary tree is referred Almost Complete binary tree.

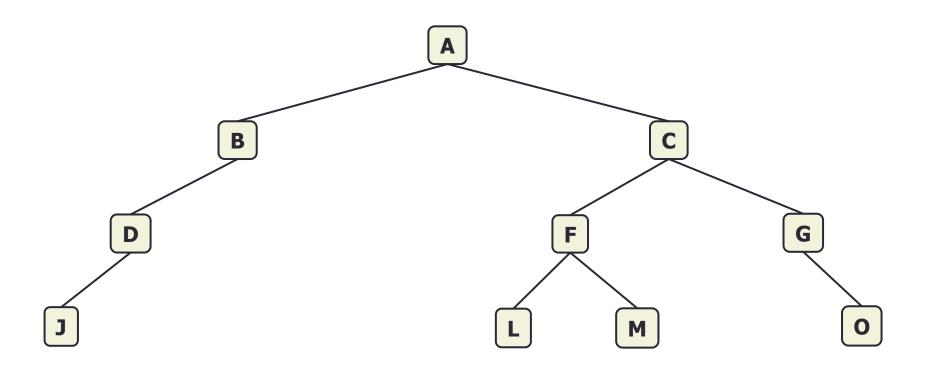
 Any binary tree can be thought of as a tree obtained by pruning some nodes of a perfect binary tree



 Any binary tree can be thought of as a tree obtained by pruning some nodes of a perfect binary tree

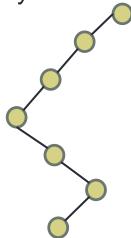


 Any binary tree can be thought of as a tree obtained by pruning some nodes of a perfect binary tree



Height of a Binary Tree

- If a binary tree has n nodes and height h, then
 - Level i has at most 2ⁱ nodes
 - $n \le 2^{h+1} 1$
 - Hence, h >= log₂(n+1)/2 i.e. minimum height of a tree with n nodes is O(log₂n)
 - Maximum height of a tree with n nodes is n-1 which is obtained when every non-leaf node has exact one child

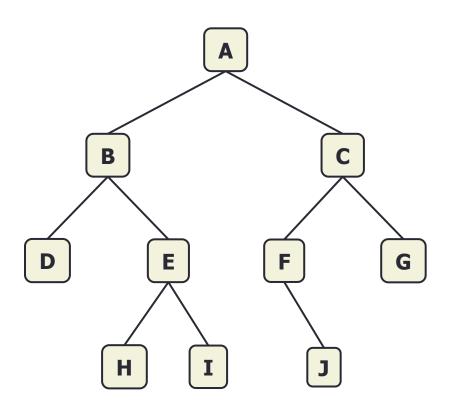


Linear Representation of Binary Tree

- Binary tree can also be represented using arrays
- Store root node at index 0
- Store left child of a parent node is at 2*i+1 where i is the index of parent node in array
- Store right child of a parent node is at 2*i+2 where i is the index of parent node in array
- Parent of a node at index i can be found at (i-1)/2 except for root node

Example





Linear Representation of Binary Tree

- If a node doesn't have a left or/and right child, indices for left or/and right child are empty
- If index of a child is greater than size of array, child of that node does not exist