

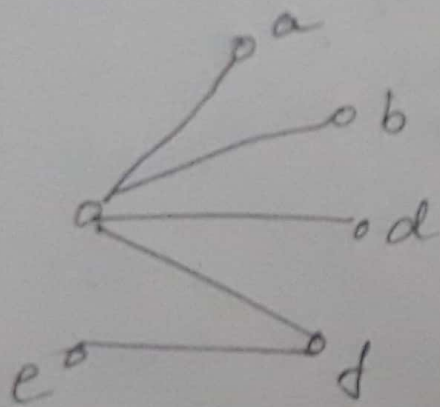
# Trees

Tree does not have circuits.

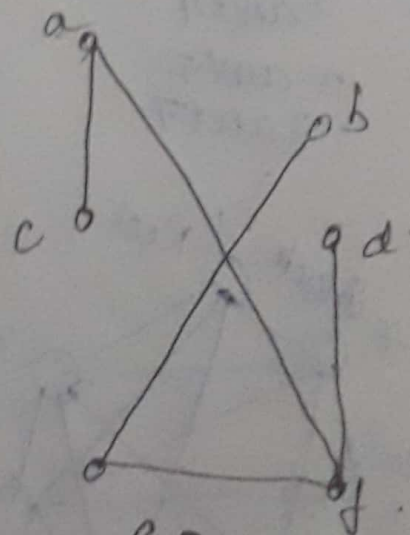
A connected graph which does not have a circuit.

- no multiple edges
- no self loops
- no circuits
- undirected

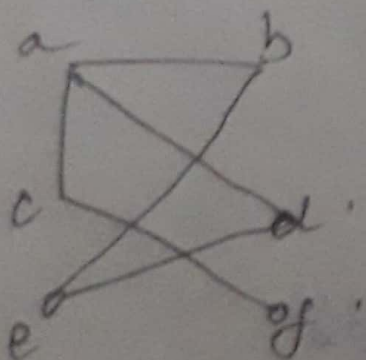
connected graph is when you start from one vertex you should be able to connect all vertices



G<sub>1</sub> Tree

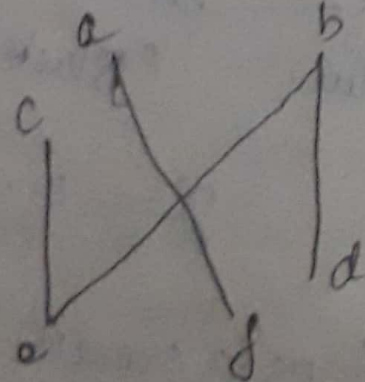


G<sub>2</sub> Tree



G<sub>3</sub>

It has circuit.  
not tree



G<sub>4</sub> - It is not connected.  
not tree

Root :- The vertex which has children is called root.

The tree which has root and which is directed is called rooted tree.

The direction is given away from the root.

Terminologies.

→ Suppose that  $T$  is a rooted tree, If a vertex in  $T$  other than the root, the parent of  $v$  is unique vertex  $u$  such that there is a directed edge from  $u$  to  $v$ . When  $u$  is the parent of  $v$ ,  $v$  is called child of  $u$ .

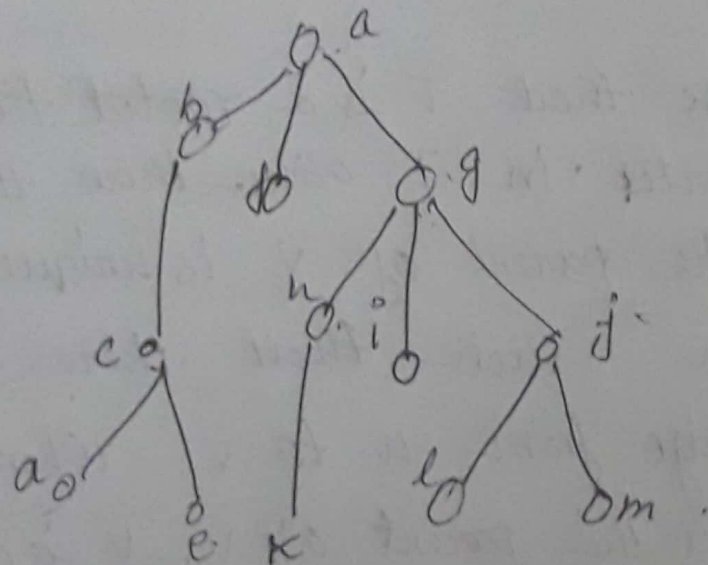
Vertices with the same parents are called siblings.

ancestors of a vertex other than the root are the vertices in the path from the root to this vertex, excluding the vertex itself and including the root.

The descendants of a vertex ~~the~~  $v$  are the vertices that have  $v$  as an ancestor.

→ A vertex of a tree is called leaf if it has no children.

→ Vertices that have children are called internal vertices.



→ internal vertices are -  $a, b, c, g, h, j$

- i) In the rooted tree  $T$ , i) find the parents of  $c$ , ii) the children of  $g$ , iii) the siblings of "h", iv) all ancestors of  $e$ ,  
 v) all descendants of  $b$ , all internal vertices and all leaves.
- i)  $b$   
 ii)  $h, i, j$   
 iii)  $i, j$



iv) c, b, a

v) c, d, e.

vi) a, b, c, g, h, j.

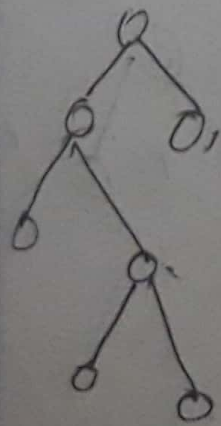
vii) d, e, f, k, i, l, m.

### M-ary Tree

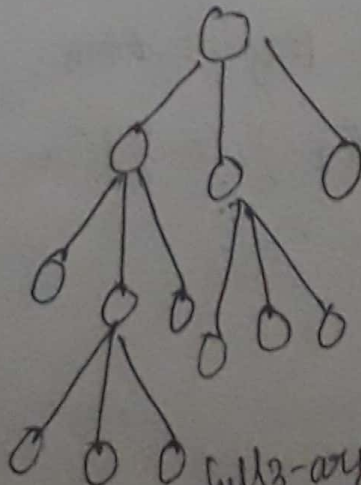
A rooted tree is called M-ary Tree if every internal vertex has no more than  $m$  children.

The Tree is called a full M-ary Tree if every internal vertex has exactly  $m$  children.

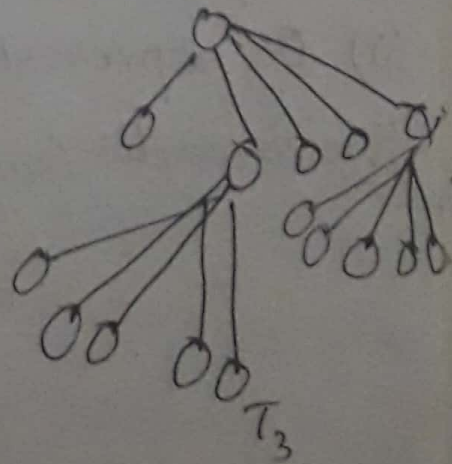
An  $m$ -ary tree  $m=2$  is called Binary Tree



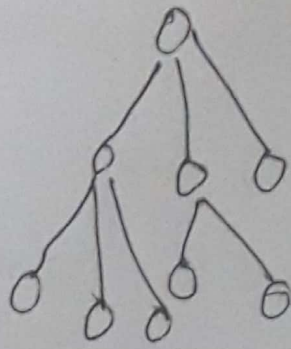
$T_1$   
full 2-ary tree



full 3-ary  
 $T_2$



full 5-ary  
 $T_3$



$T_4$

~~not~~ m-ary tree.

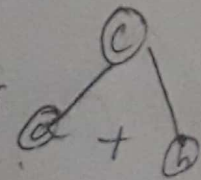
3-ary tree but not full.

Ordered rooted tree -

When it has two children and roots are in a order. The ordered vertices are called left child and right child.

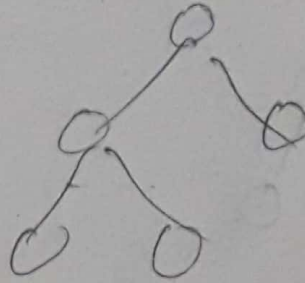
Applications of Trees (or) Trees as model

- i) Saturated hydrocarbons and trees.
- ii) Compiler design  $\rightarrow$  Ex:  $c = a + b$ .
- iii) ~~OS~~ representing organizations.
- iv) ~~describes~~ computer file systems.

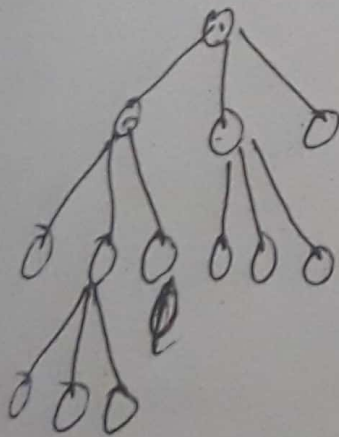


# Properties of trees.

theorem 1: A tree with  $n$  - vertices has  $\underline{n-1}$  edges.



theorem 2:- A full  $m$ -ary tree with " $i$ " internal vertices contains  $n = mi + 1$  vertices.



$$m = 3$$

full  $m$ -ary tree  
full 3-ary tree

$$i = 4$$

$$n = 4(3) + 1 \\ = 13$$

theorem 3: A full  $m$ -ary tree with  $i$  internal vertices and  $n$  vertices has  $i = \frac{(n-1)}{m}$  leaves  $\leftarrow l = \frac{(m-1)i + 1}{m}$

ii) with  $i$  internal vertices.

$$n = mi + 1$$

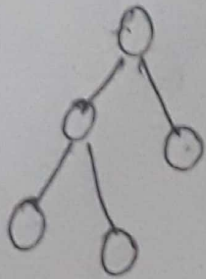
$$leaves \leftarrow l = (m-1)i + 1$$



3) with leaves ~~has~~ <sup>d</sup> ~~not~~

$$\text{then } n = (ml - 1) / (m - 1)$$

$$l = (d - 1) / (m - 1)$$



i)  $n = 5$

$$i = (5 - 1) / 2 \\ = 4 / 2 = 2$$

$$l = [(2 - 1)5 + 1] / 2 \\ = 6 / 3 = 3$$

ii)  $i = 2$

$$n = 2(2) + 1 \\ = 5$$

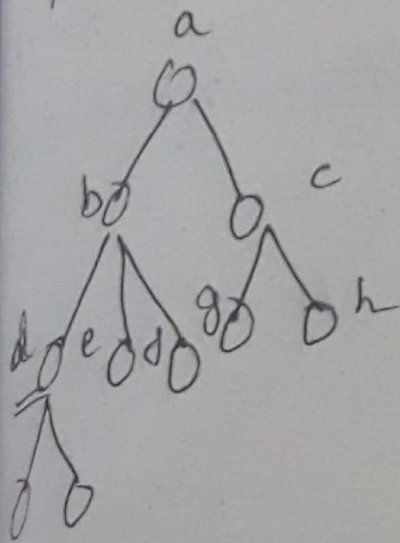
$$l = (2 - 1)2 + 1 \\ = 2 + 1 \\ = 3$$

iii)  $l = 3$

$$n = (2(3) - 1) / (2 - 1) \\ = 5$$

$$i = (3 - 1) / (2 - 1) = 2$$

level :- The level of a vertex in a rooted tree is length of the unique path from the root to this vertex.

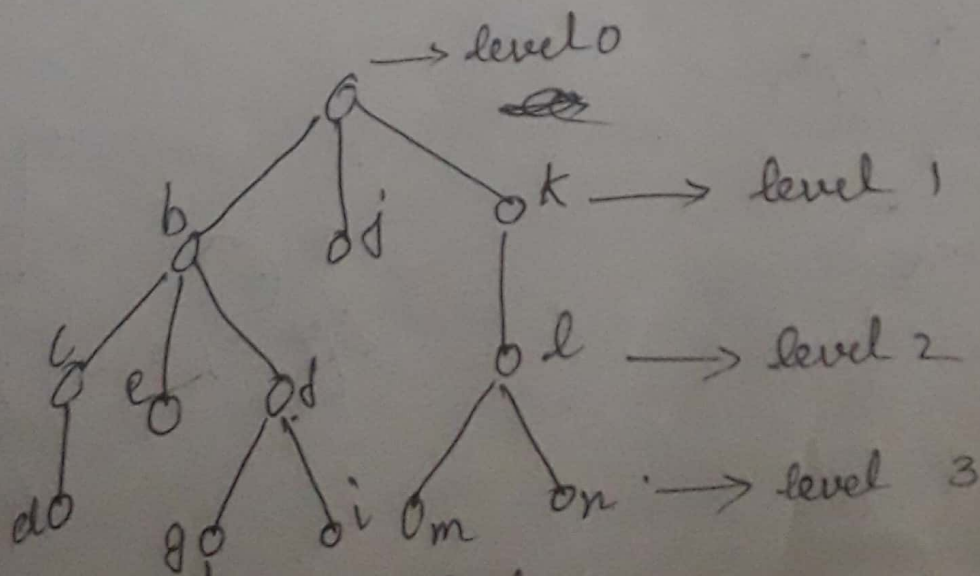


level of d is 2.

The level of the root is defined to be 0.

The height of rooted tree is the maximum of the levels of vertices.

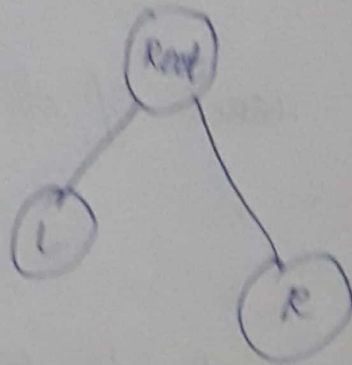
In other words, the height of rooted tree is length of the longest path from the root to the vertex.





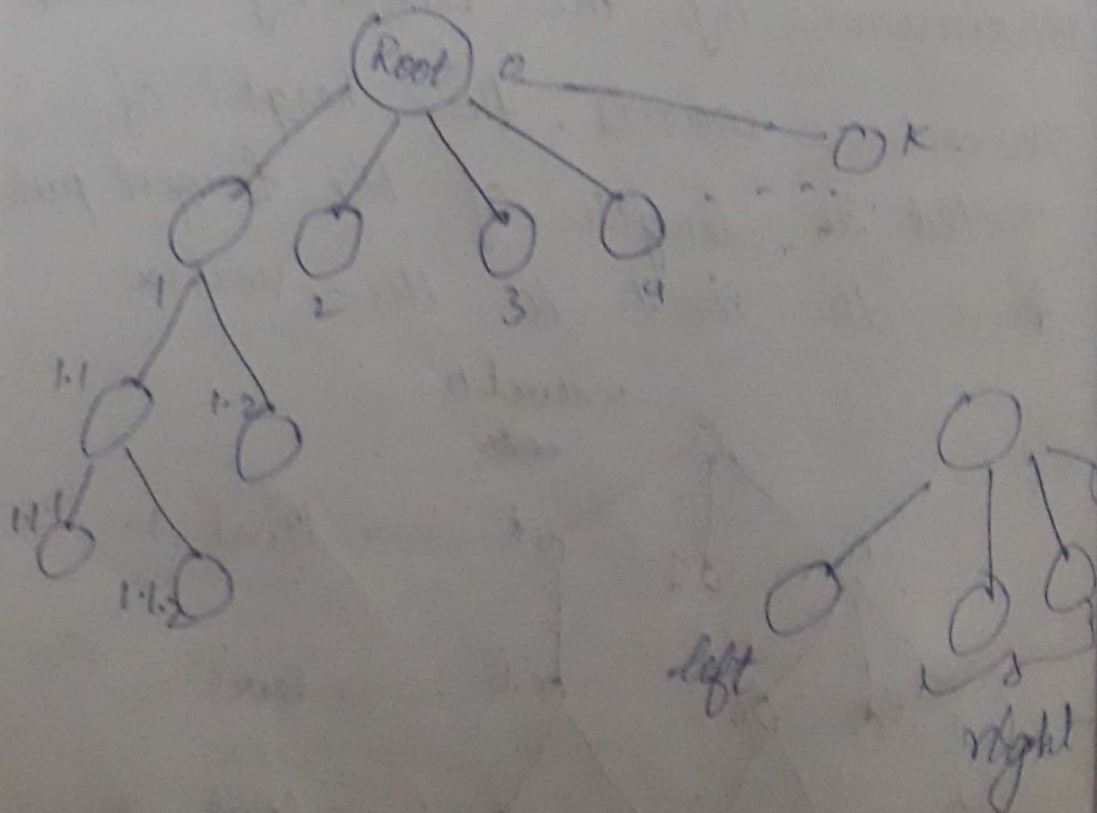
# Tree Traversal

Ordered rooted tree - It is a tree which has root and its children (right, left)



It is always left to right.

Universal address System



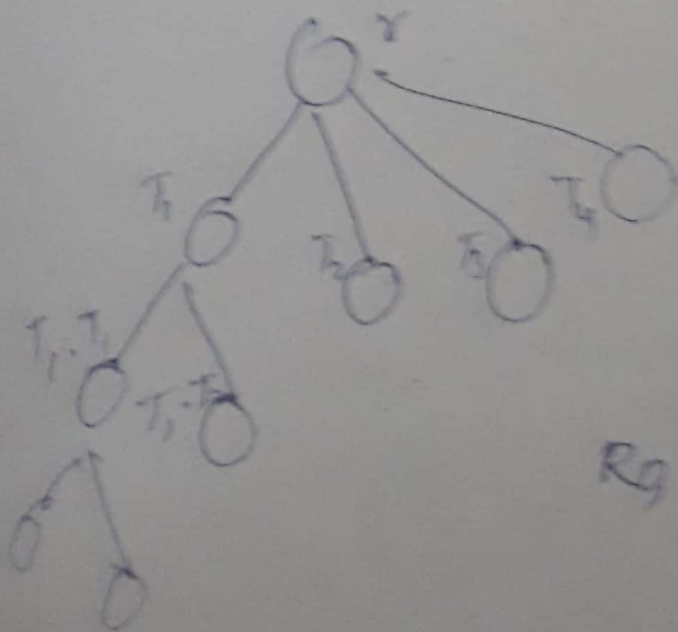
## Traversal algorithm

procedure to visit all vertices of a tree is called traversal algorithm.

common are three types.

- i) pre-order  $\rightarrow R, L, R$
- ii) In-order  $L, R, R$
- iii) post-order  $L, R, R$

$\rightarrow$  preorder Traversal.



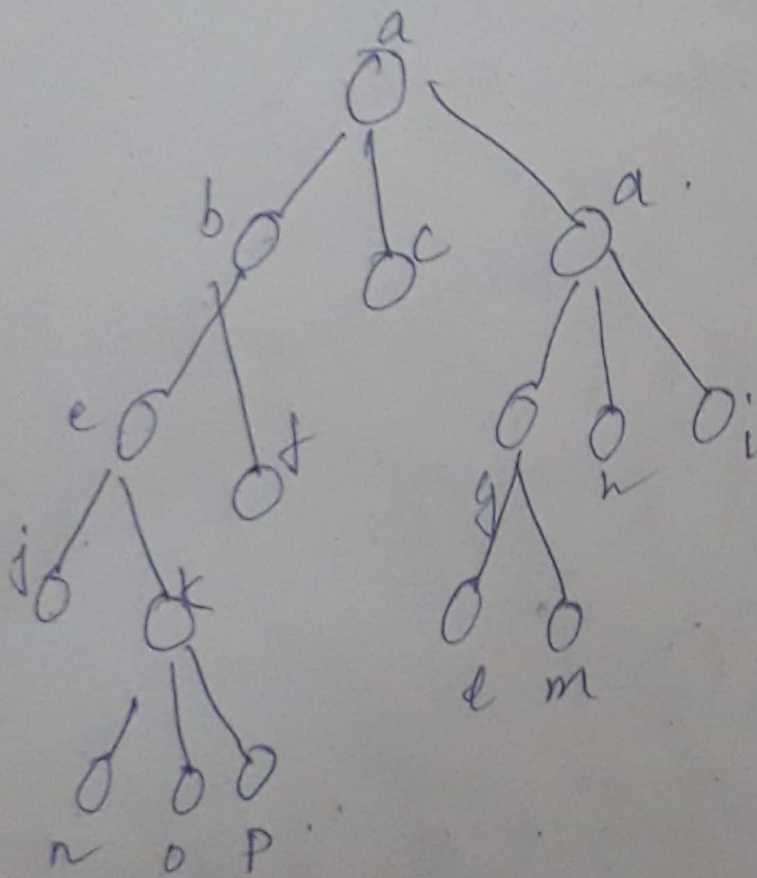
$R, L, R$ .

pre-order traversal: let  $T$  be a ordered rooted tree with root  $r$ .

If  $T$  consists only of  $r$ , then  $r$  is the pre-order traversal of  $T$ .

Otherwise, suppose that  $T_1, T_2, \dots, T_k$  are the sub trees at  $r$  from left

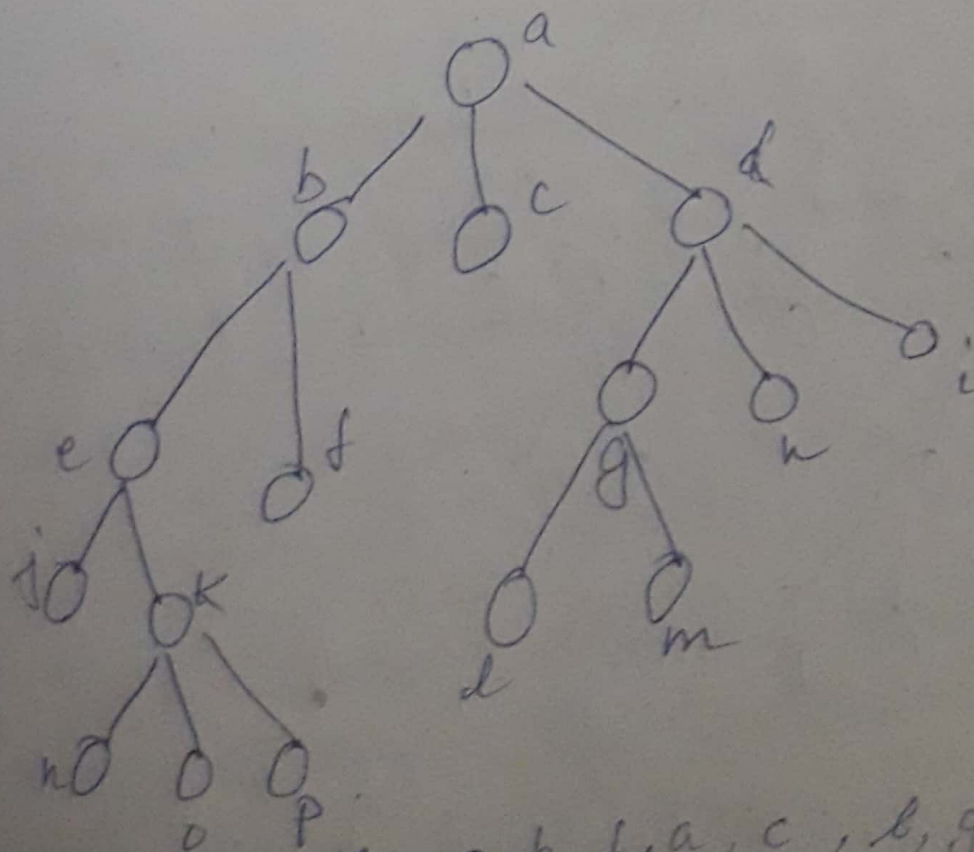
to right in  $T$ . Pre order traversal begins by visiting  $x$ . It continues by traversing  $T_1$  in pre-order, then  $T_2$  in pre-order and so on until  $T_n$  is traversed in  $T$ .



a, b, e, j, k, n, o, p, f, c, a, g  
~~h, i~~ l, m, h, i

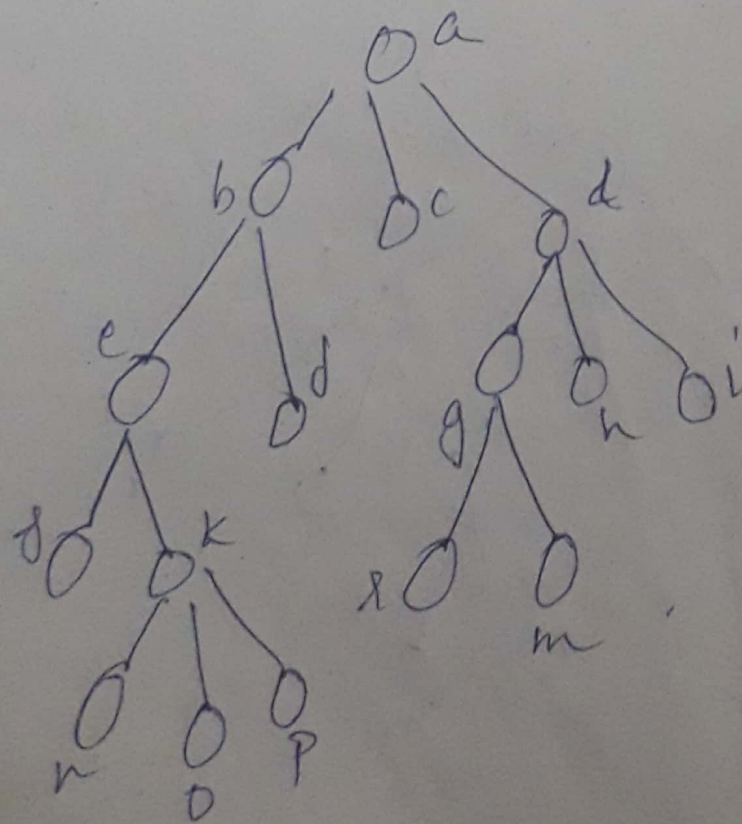


In-order: Let  $T$  be an ordered rooted tree with root  $r$ . If  $T$  consists only of  $r$  then  $r$  is the In-order of traversal of  $T$ . Otherwise, suppose that  $T_1, T_2, \dots, T_n$  are the subtrees at  $r$  from left to right. The In-order traversal begins by traversing  $T_1$  in In-order then visiting  $r$  it continues by traversing  $T_2$  in In-order, then  $T_3$  in In-order and finally  $T_n$  in in-order.



$j, e, n, k, o, p, b, f, a, c, d, g, m, h, i$

Post-order traversal:- Let  $T$  be an ordered rooted tree with root  $r$ . If  $T$  consists only of  $r$ , then  $r$  is the post-order traversal of  $T$ . otherwise, suppose  $T_1, T_2, \dots, T_n$  are the subtrees at  $r$  from left to right. The post-order traversal begins by traversing  $T_1$  in post order,  $T_2$  in post order then  $T_n$  in post order and ends by visiting the root.



j, n, o, p, k, e, d, b, c, d, m,  
g, h, i, d, a



## Infix, prefix and postfix notations

we can represent complicated expressions such as compound proportions, combination of sets and arithmetic expressions using ordered rooted trees.

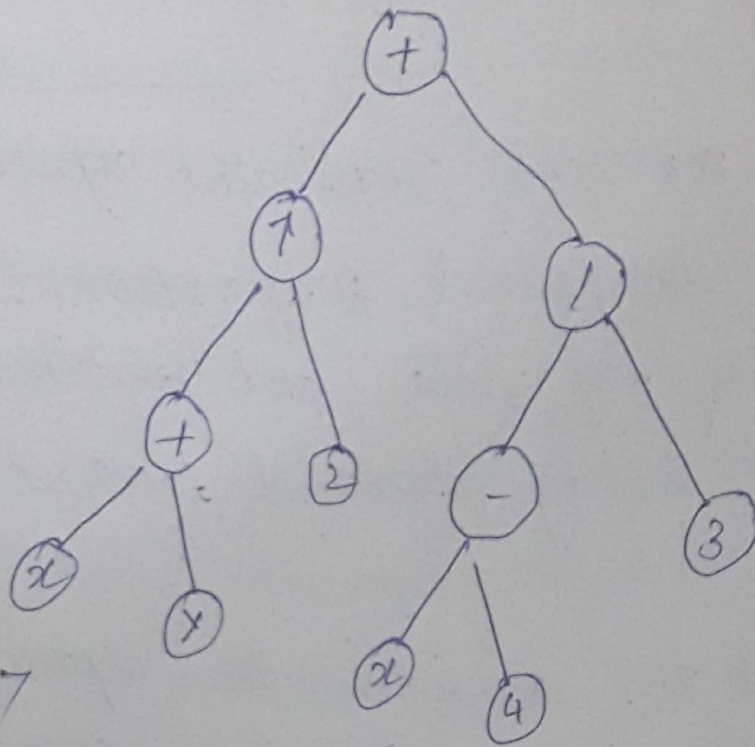
for instance, consider the representation of an arithmetic operation ( $+$ ,  $-$ ,  $*$ ,  $/$ , and  $\uparrow$ ) we use parathesis to indicate the order of operations.

An ordered rooted tree, can be used to represent such expressions where the internal vertices represents the operations and the leaves represents variables or numbers.

each operation operates on its left and right subtrees.

① what is the ordered rooted tree that represent the expression  $((x+y) \uparrow 2) + (x-4) / 3$





② What is the prefix form for this expression  $((x+y)*2) + ((x-4)/3)$

+ \* + x y 2 / - x 4 3

In the prefix form of an expression a binary operator such as + precedes its 2 operands. Hence we can evaluate an expression in prefix form right to left.

③ What is the value of prefix expression

+ - \* 2 3 5 / ↑ 2 3 4 .

$2^3/4$

$(2*3)5$

$(2*3) - 5 + 2^3/4$

$6 - 5 + 3 = 3$

step 1 :-  $/(2 \uparrow 3) 4$

$$/(8) 4$$

$$\Rightarrow 8/4$$

$$= 2$$

step 2 :-  $-(2 * 3) 5$

$$-(6) 5$$

$$6 - 5$$

$$= 1$$

$$+ 1 2$$

step 3:  $1 + 2$

$$= 3$$

What is the post fix form of the expression  $((x + y) \uparrow 2) + ((x - y) / 3)$

sol:-

$$x, y, +, 2, \uparrow, x, y, -, 3, /, +$$

left to right.

What is the value for the post fix expression  $7 2 3 * - 4 \uparrow 9 3 / +$

~~$$7(2 * 3) - 4 \uparrow 9 3 / +$$~~
~~$$7 * 6 - 4 \uparrow 9 3 / +$$~~
~~$$7 * 6 - 4 \uparrow 3, 3 + 4 \uparrow$$~~

$$7 \quad 2 \quad 3 \quad * \quad -4 \uparrow \quad 9 \quad 3 \quad / \quad +$$

$$7 (2 * 3) -$$

$$7 (6) -$$

$$7 - 6$$

$$= 1 \quad 4 \quad \uparrow \quad 9 \quad 3 \quad / \quad +$$

$$1 \uparrow 4$$

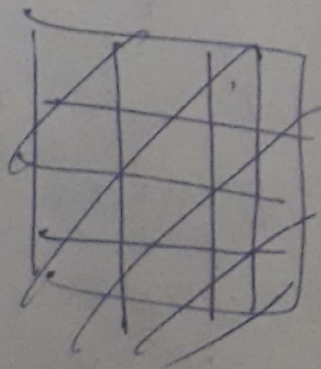
$$= 1 \quad 9 \quad 3 \quad / \quad +$$

$$= 7 (9/3) +$$

$$= 1 \quad 3 \quad +$$

$$= 1 + 3$$

$$= 4$$





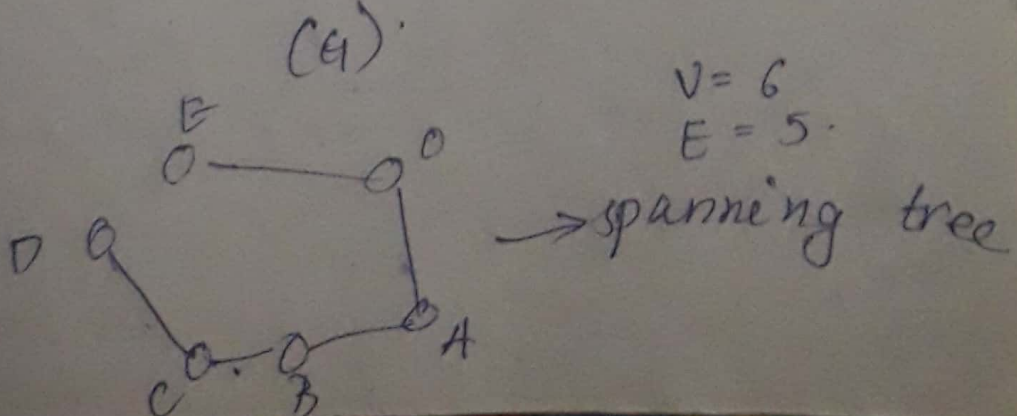
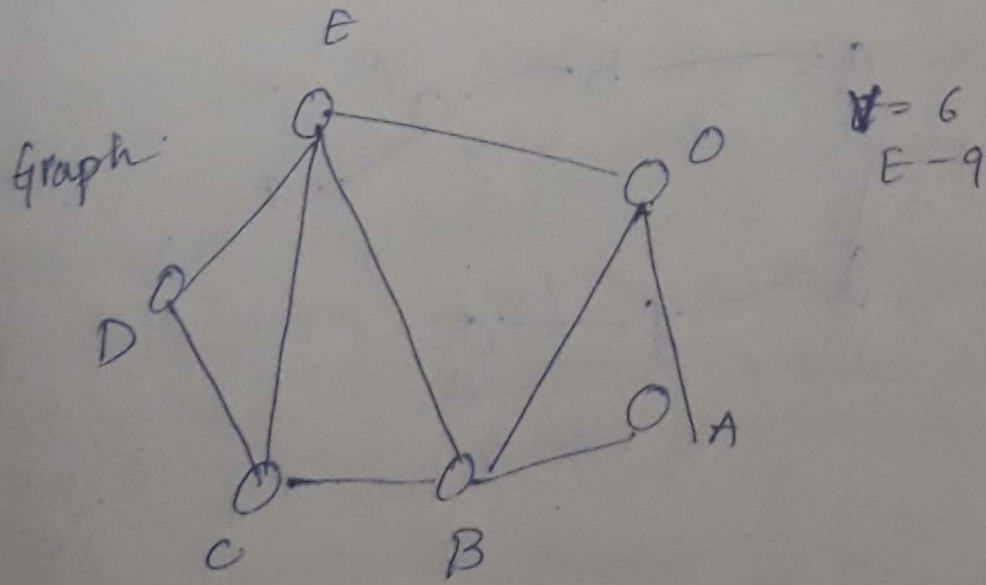
# Spanning trees

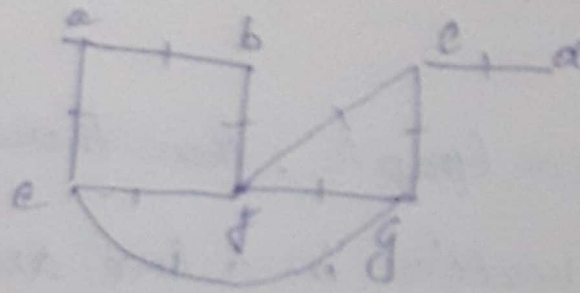
myself

If  $n$  vertices in a Graph, then there should be  $n$  vertices in a tree and  $n-1$  edges in tree (It should be connected tree)

xmam

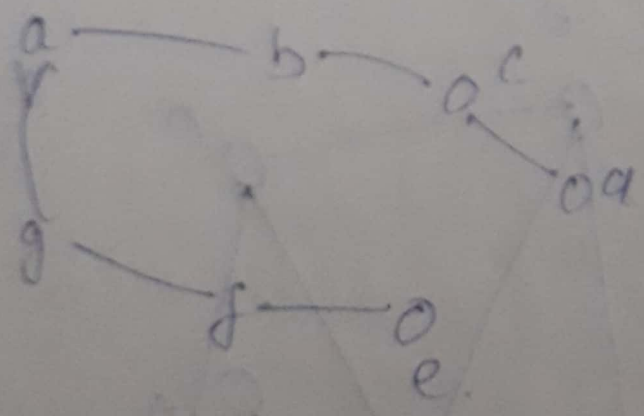
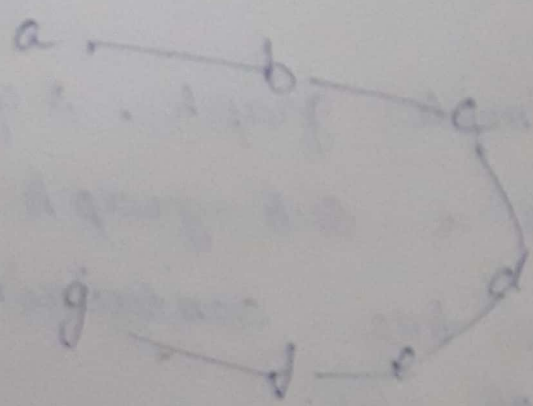
Let  $G$  be a simple graph. A spanning tree of  $G$  is a sub-graph of  $G$  i.e. is a tree containing every vertex of  $G$ .





$V = 7$   
 $E = 9$

(4)



depth first search

Instead constructing spanning trees by removing edges, spanning trees can be built up by adding edges.

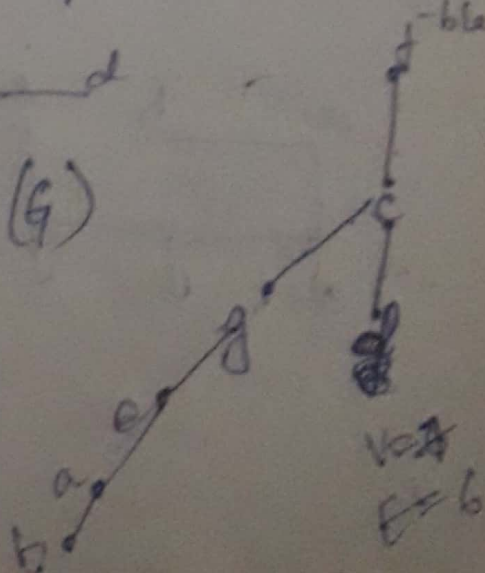
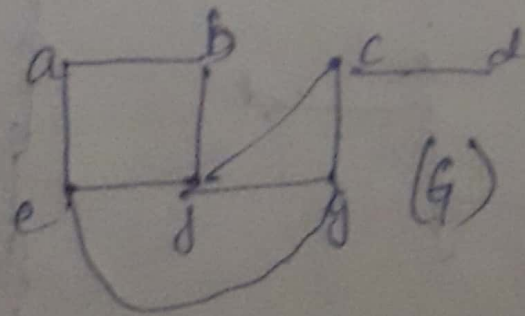
Two algorithms based on this principal are

- i) DFS
- ii) BFS

we can build a spanning tree for a connected simple graph using DFS

Arbitrarily choose a vertex of the graph as a root. Form a path starting at this vertex by successively adding vertices and edges where each new edge is incident with last vertex in the path and a vertex not already in the path. Continue adding vertices and edges to this path as long as possible.

EX:-

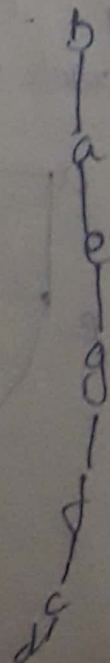
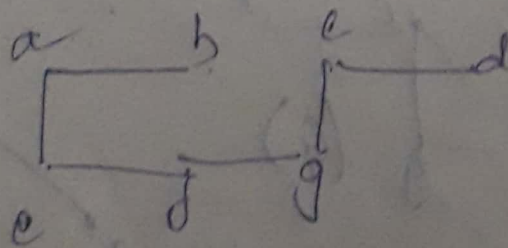




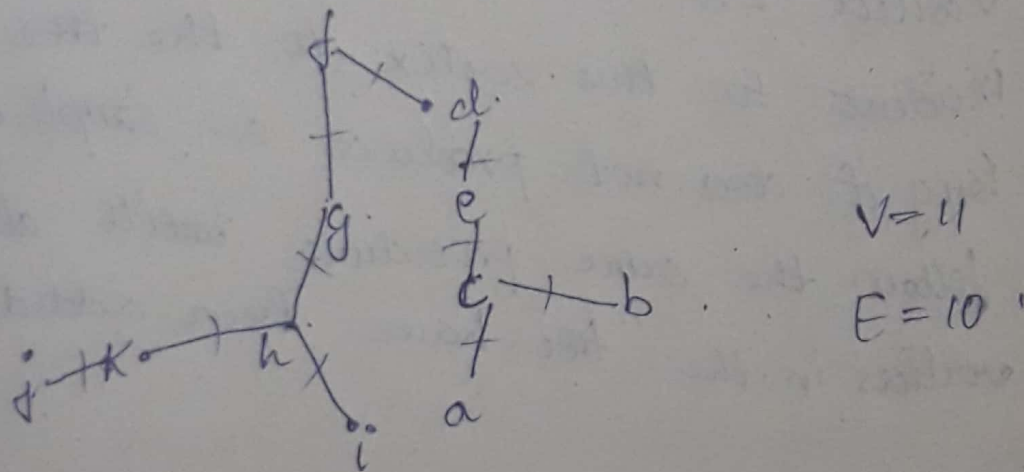
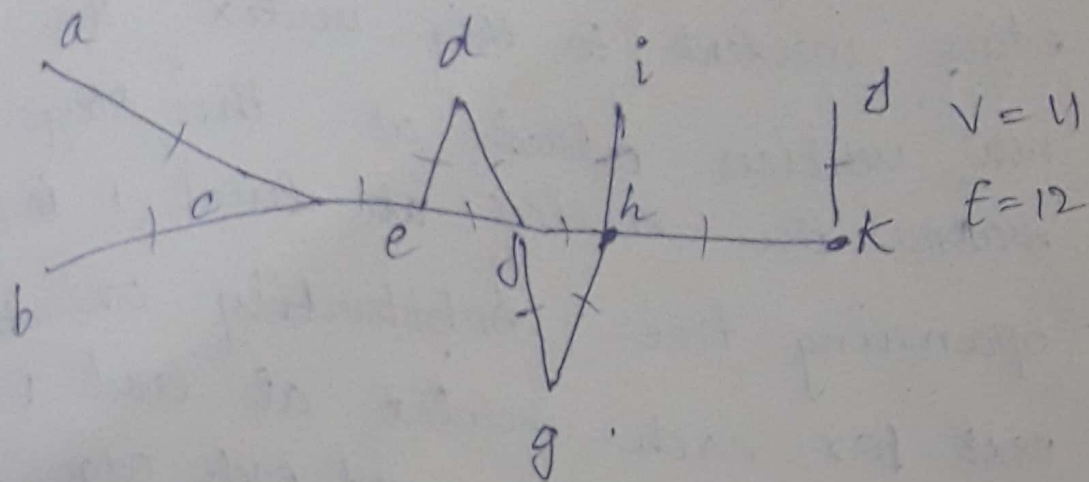
If the path goes through all vertices of graph. The tree consisting of this path is a spanning tree. However if the path does not go through all vertices, more vertices and edges must be added.

move back to the next to the last vertex in the path and if possible form a new path starting at this vertex passing through vertices that were not already visited.

DFS is also called backtracking because the algorithm returns to vertices previously visited to add paths.



① Use DFS to find spanning tree for the graph G:



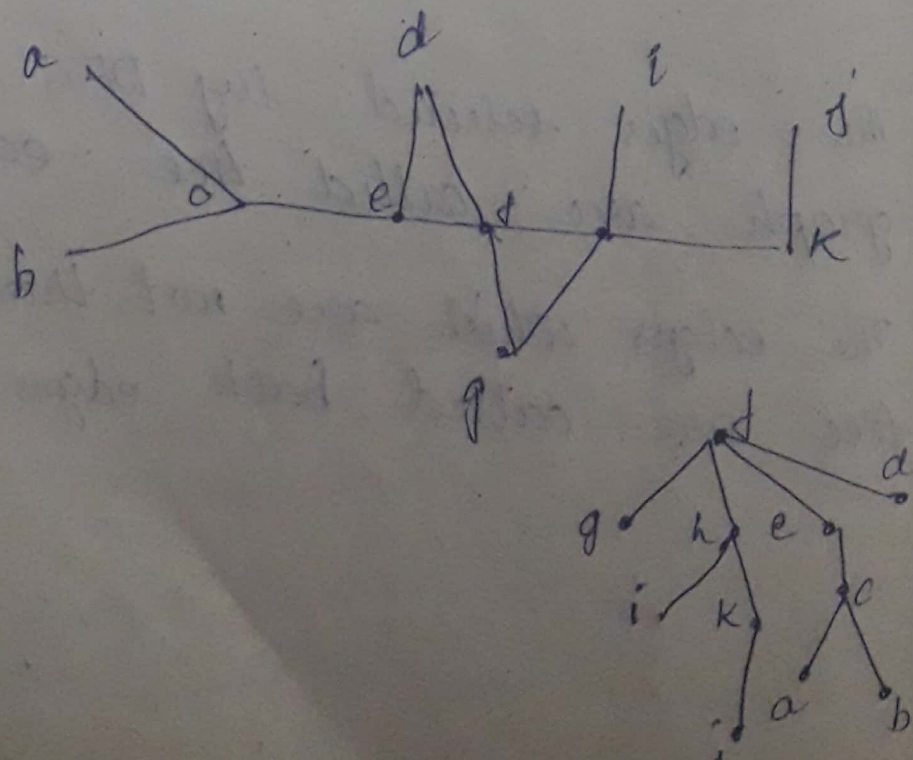
The edges selected by DFS of a graph are called tree-edges.

The edges which are not there in a tree are called back edges.

## BFS

Arbitrarily choose a root from the vertices of the graph then add all edges incident to this vertex. The new vertices added at this stage become the vertices at level 1 in the spanning tree. Arbitrarily order the next for each vertex at level 1 visited in order add each edge incident to this vertex to the tree as long it does not produce a simple circuit. Follow the same procedure until all the vertices in the tree have been added.

Ex:-







MST of San Francisco to Atlanta

San Francisco to Chicago to Atlanta

\$ 1400

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Algorithms for minimum spanning tree

A min spanning tree in connected weighted graph that has the smallest possible sum of weights on the edges.

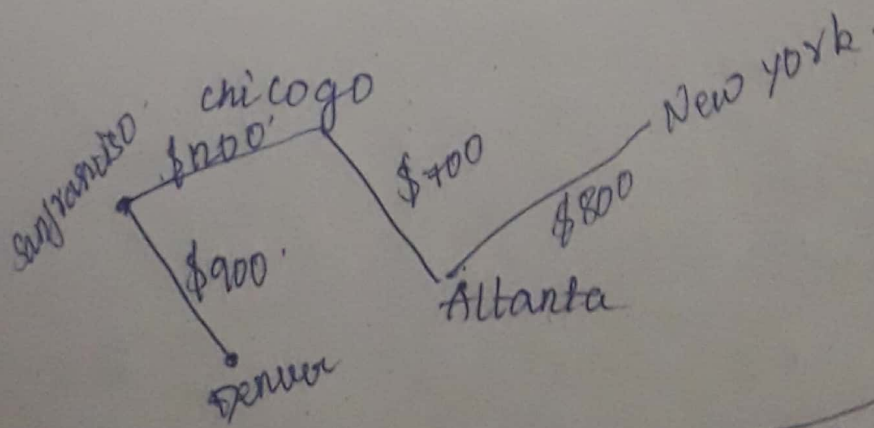
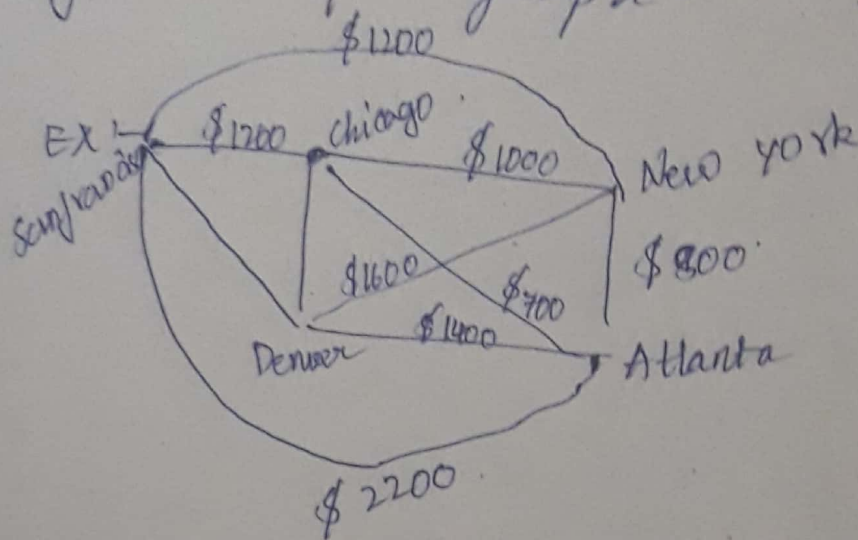
There are 2 algorithms for constructing MST. Both proceed by successively adding ~~left~~ edges of smallest weight from those edges with the specified property that have not already been used.

i) Kruskal's algorithm begins by choosing any edge with any edge with smallest weight putting it in to the S.T.

Successively add to the tree edges of minimum weight that are incident to a vertex already in the tree and

not forming a simple circuit with those edges already in the tree. Stop when  $(n-1)$  edges have been added.

Note: There may be more than one spanning tree for a given connected weighted simple graph.



$$\begin{array}{r}
 1200 \\
 + 800 \\
 900 \\
 700 \\
 \hline
 3600
 \end{array}$$

Chicago to New York weight is less but it closes the circuit so we should not



choice	Edge	cost
1.	{Chicago, Atlanta}	\$700
2.	{Atlanta, new york}	\$800
3.	{Chicago, Sanfrancisco}	\$1200
4.	{Sanfrancisco, Denver}	\$900
		<hr/>
		\$3600