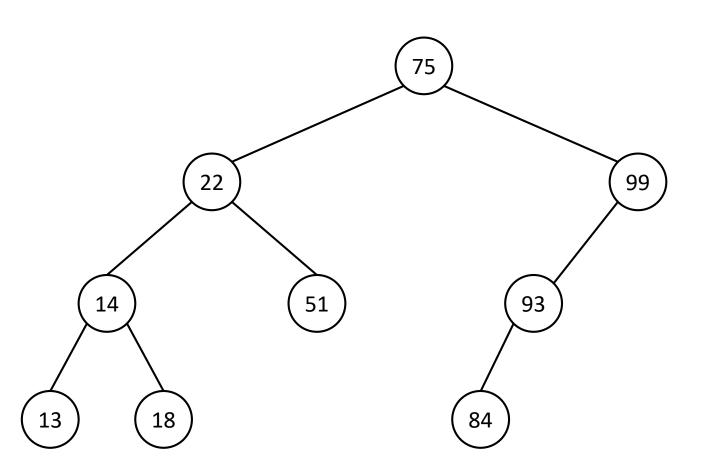
Algorithmique et structures de données - NF16

Arbres binaires - Tas

Mohamed Ali KANDI

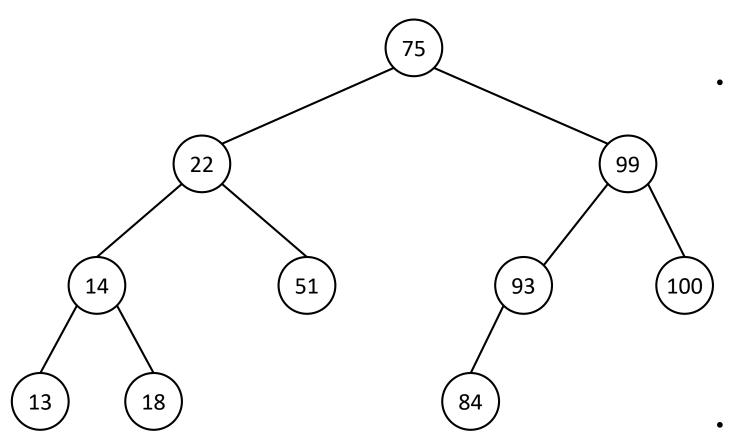
mohamed-ali.kandi@hds.utc.fr

Les arbres de recherche binaires



- Un nœud ne peut avoir que deux fils au maximum.
- Les clés sont ordonnées de la façon suivante:
 - Chaque noeud du sous-arbre gauche a une clé inférieure (ou égale) à celle du noeud considéré.
 - Chaque noeud du sous-arbre droit a une clé supérieure (ou égale) à celle du noeud considéré.

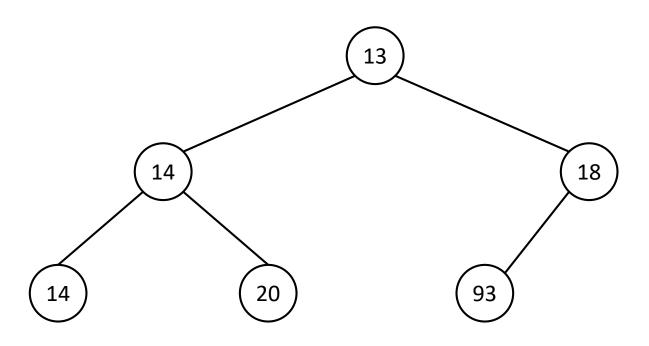
Les AVLs



Recherche $\rightarrow O(log_2(n))$

- Un nœud ne peut avoir que deux fils au maximum.
- Les clés sont ordonnées de la façon suivante:
 - Chaque noeud du sous-arbre gauche a une clé inférieure (ou égale) à celle du noeud considéré.
 - Chaque noeud du sous-arbre droit a une clé supérieure (ou égale) à celle du noeud considéré.
- Pour tout nœud N: $|h(gauche(N)) h(droit(N))| \le 1$

Les tas



Tas Min

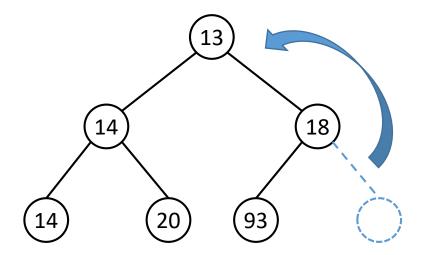
- Un nœud ne peut avoir que deux fils au maximum.
- Tous les niveaux sont totalement remplis, sauf le dernier ou les nœuds sont regroupés le plus à gauche possible (arbre parfait).
- Tas Min : Val(Pere) ≤ Val(Fils)
 Tas Max : Val(Pere) ≥ Val(Fils)

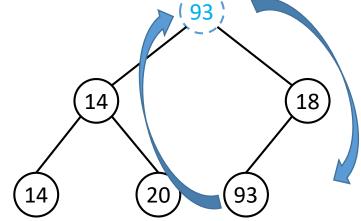
Les tas

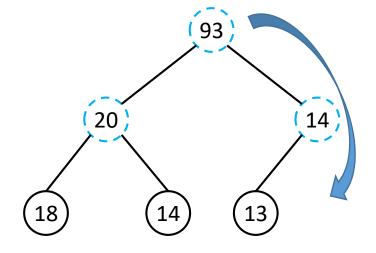
Insertion

Suppression (Racine)

Construction



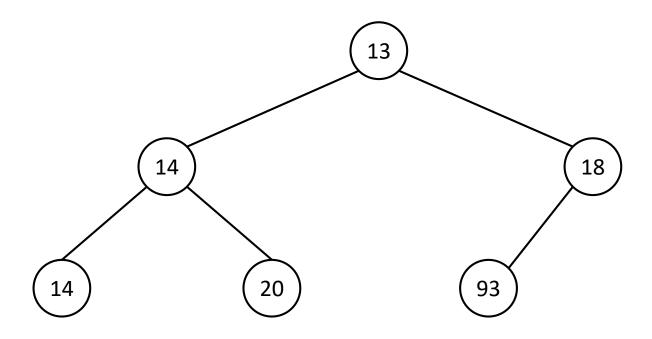




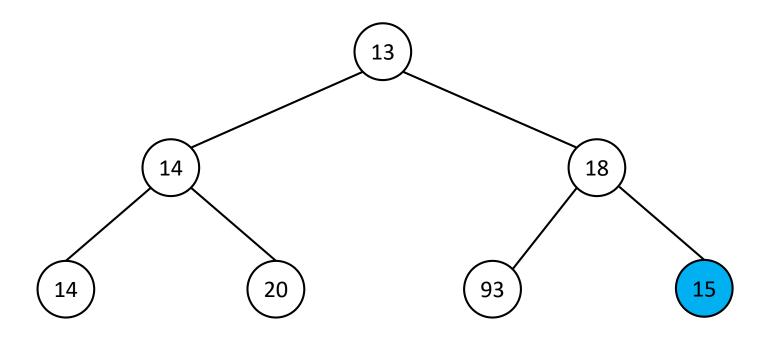
- Insérer à la fin
- Remonter

- Remplacer la racine par le dernier élément
- Entasser

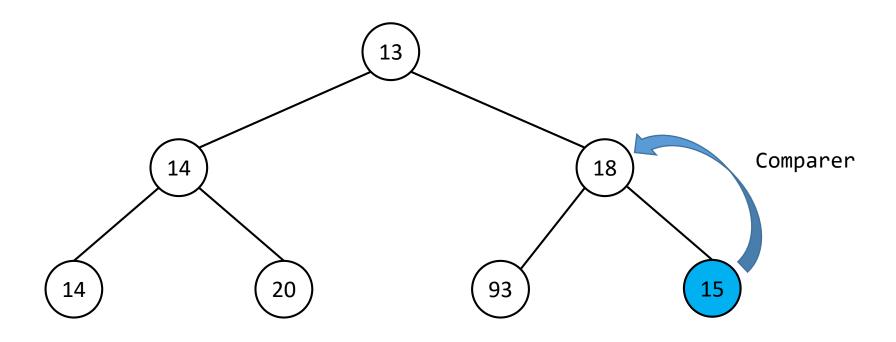
 Entasser tous les éléments sauf les feuilles



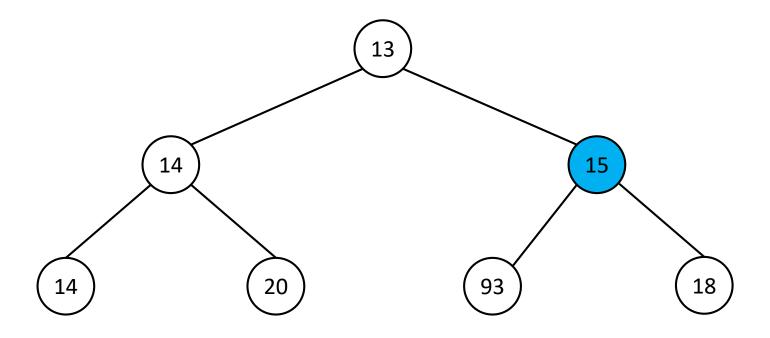
Insérer 15



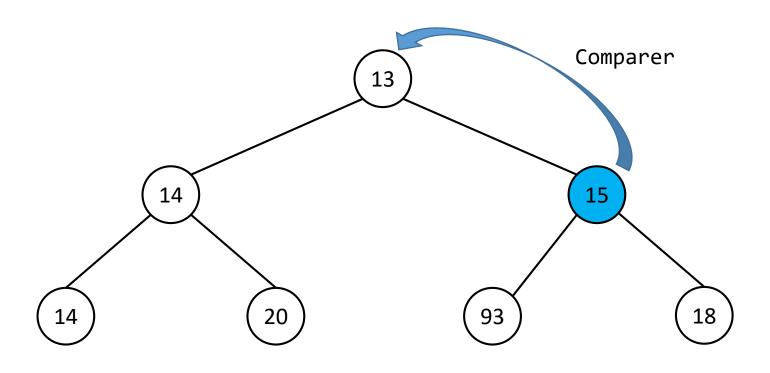
Insérer 15



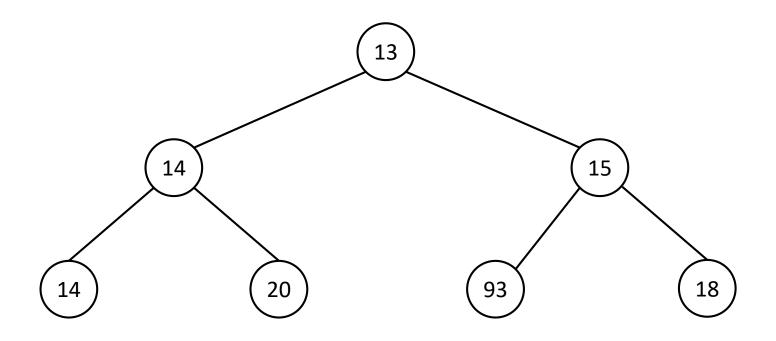
Insérer 15



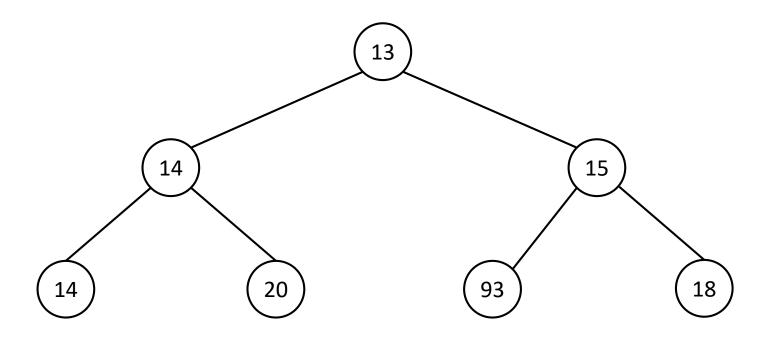
Insérer 15

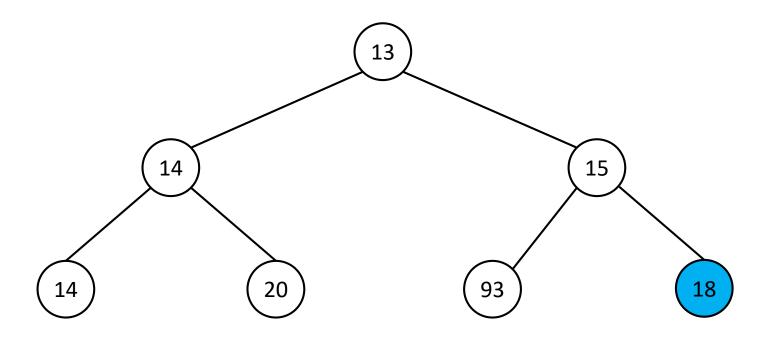


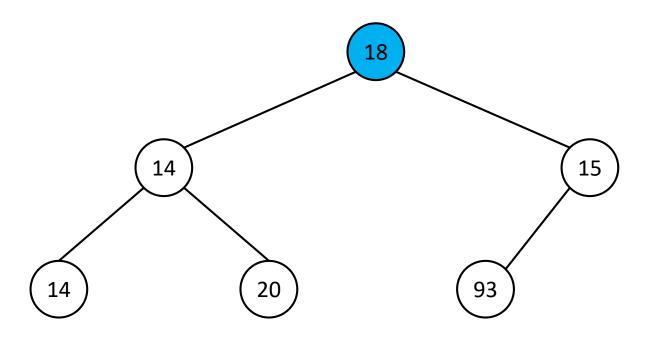
Insérer 15

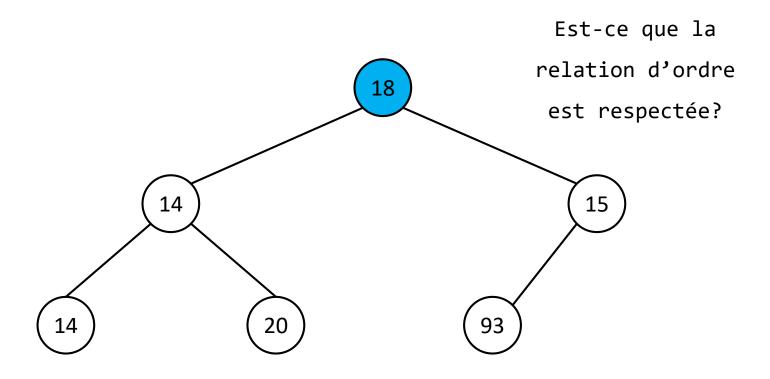


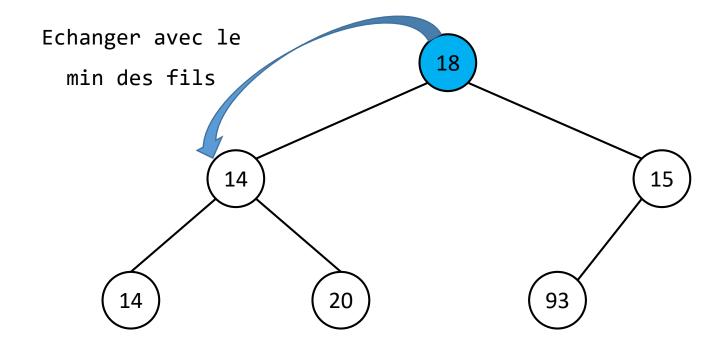
Insérer 15

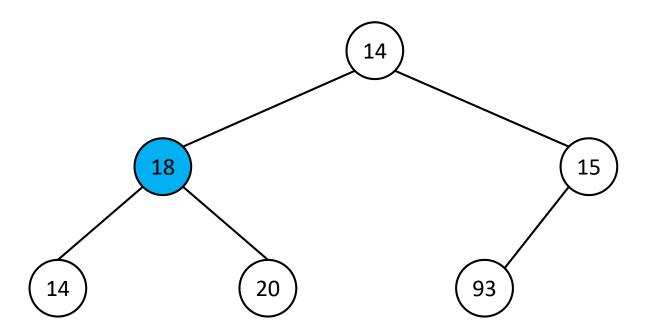


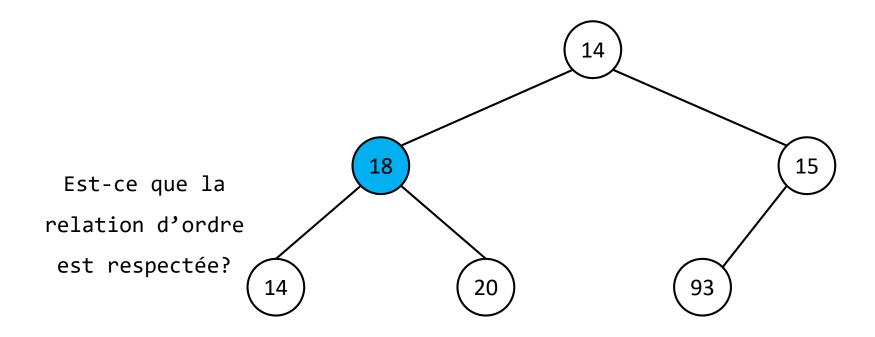


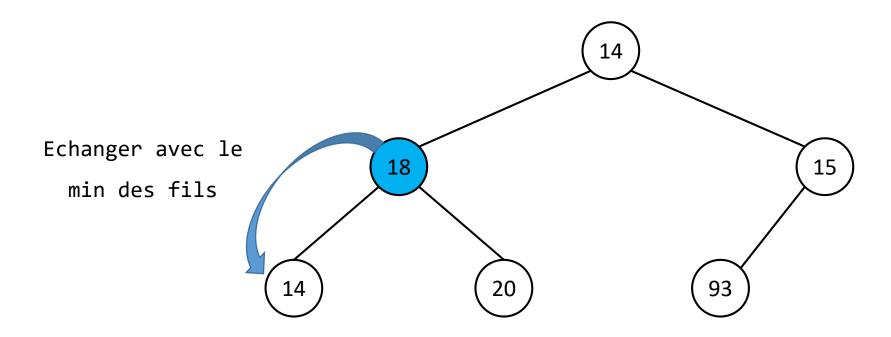


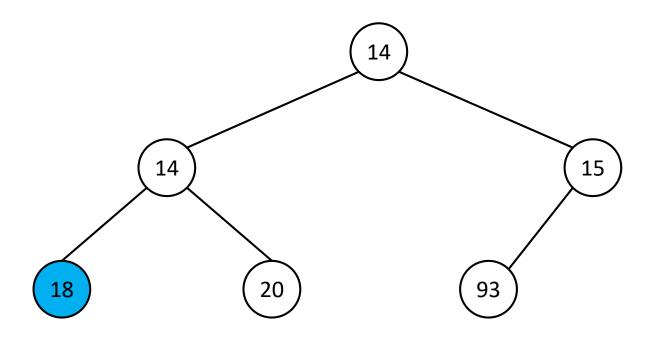


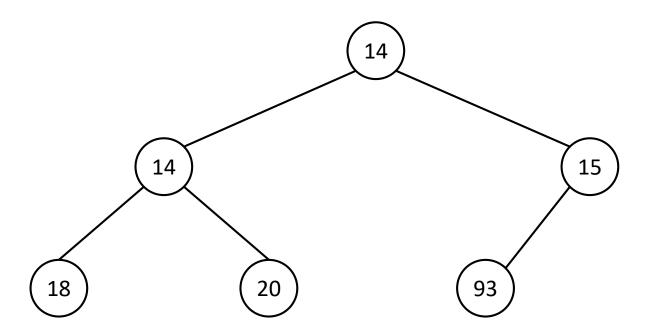


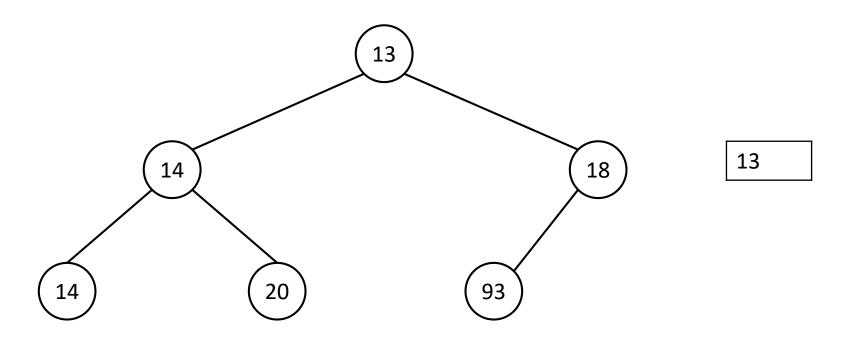




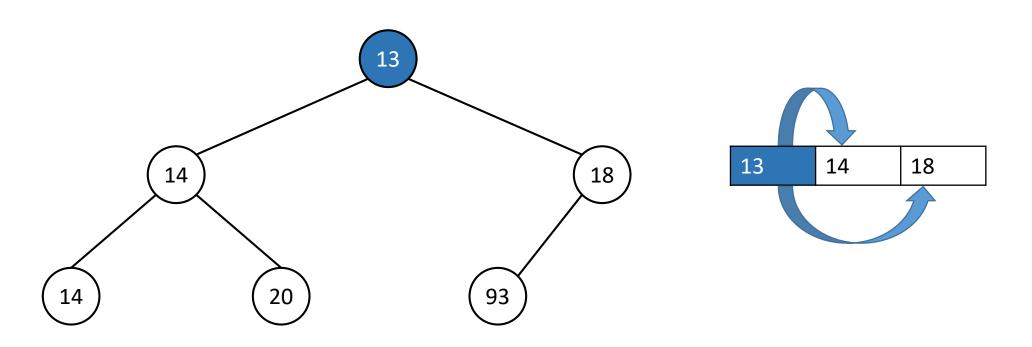




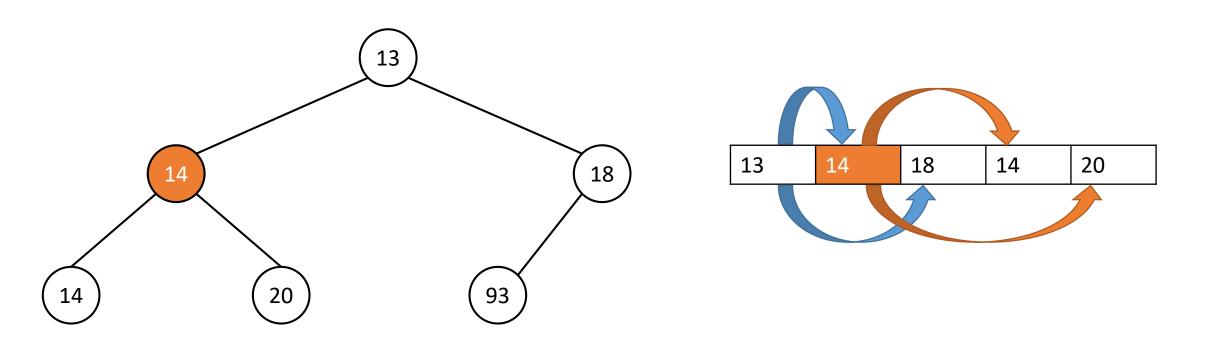




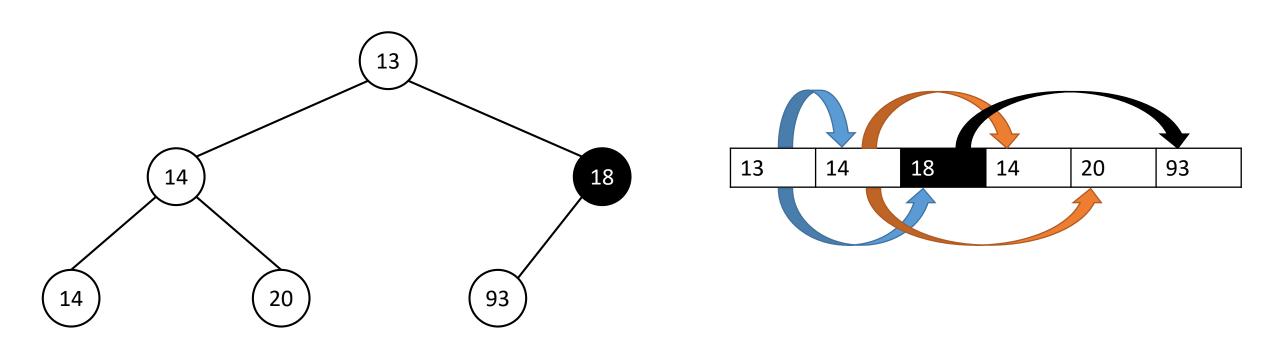
Tas Min



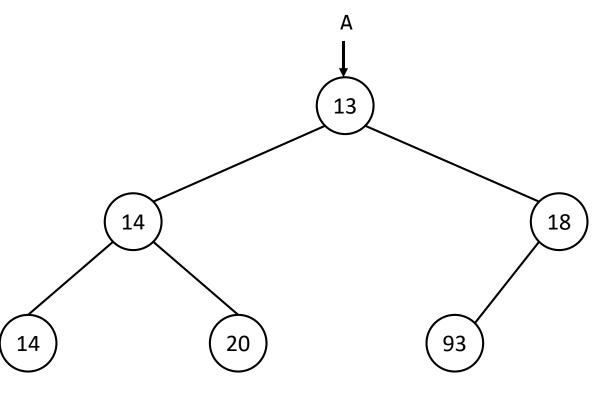
Tas Min



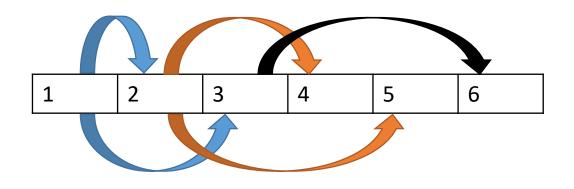
Tas Min



Tas Min



Tas Min



Racine(A): Case 1
Pere(i): Case [i/2]

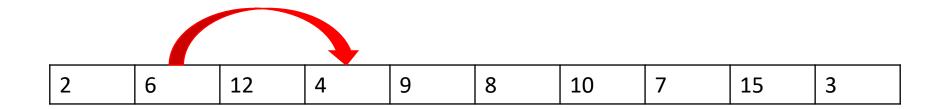
Gauche(i): Case 2i

Droit(i): Case 2i + 1

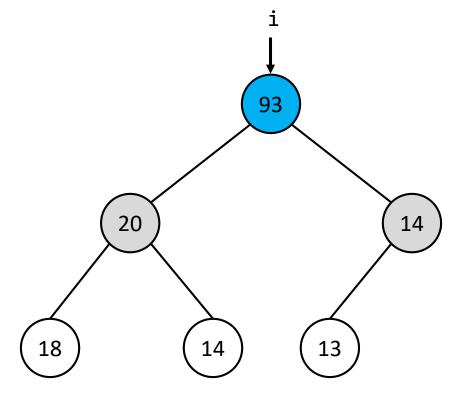
• Liste L1: L1[i] ≥ L1[[i/2]] ∀i>1 donc cette liste respecte les propriétés d'un tas.

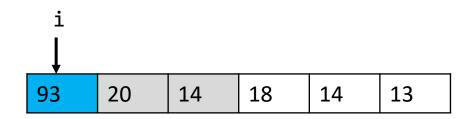
1	3	1	6	9	7	12	8	7	9	10	10

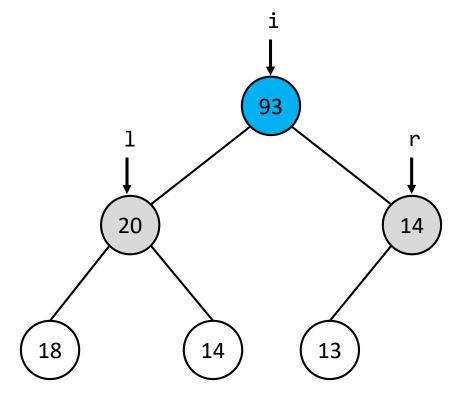
• Liste L2: L2[4] < L2[2] donc cette liste ne respecte pas les propriétés d'un tas.

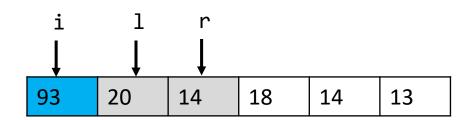


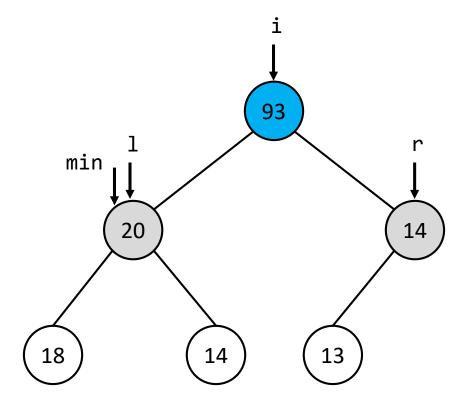
Entasser (A: Tableau, i: noeud)

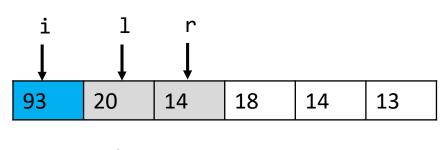


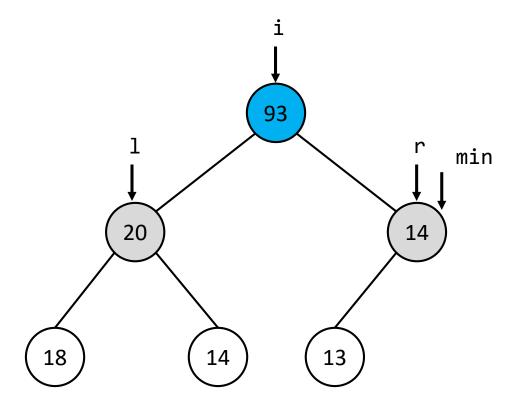


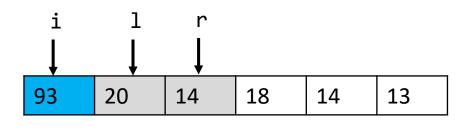






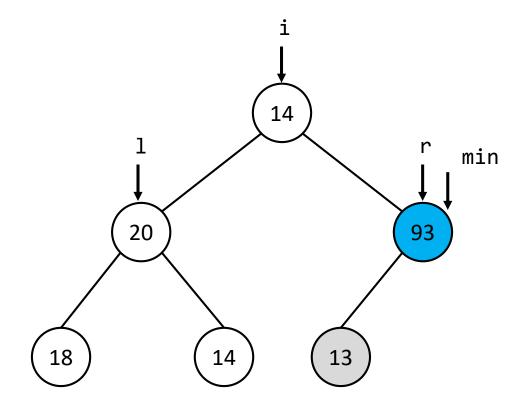


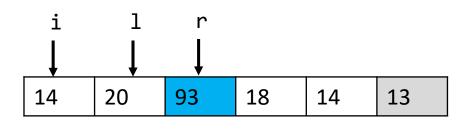




min

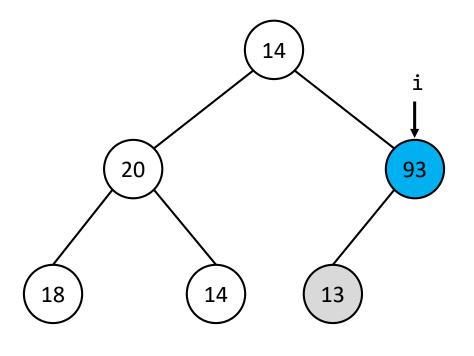
```
Entasser (A: Tableau, i: noeud)
    1 ← Gauche[i]
    r ← Droit[i]
    // Recuperer le min entre i son fils gauche
    Si l \leftarrow Taille[A] et A[1] \leftarrow A[i]
        min \leftarrow 1
    Sinon
        min ← i
    // Recuperer le min entre i et ses deux fils
    Si r <= Taille[A] et A[r] < A[min]
        min ← r
    // Si i a un fils inférieur à lui
    Si min != i
        Echanger (A, i, min)
```

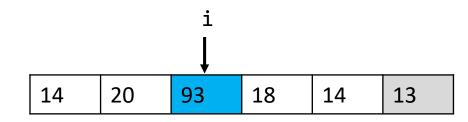




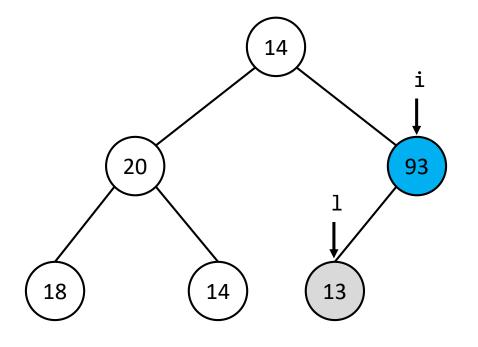
min

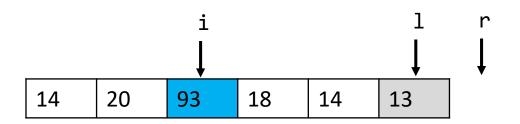
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    Si r <= Taille[A] et A[r] < A[min]
       min ← r
   // Si i a un fils inférieur à lui
   Si min != i
       Echanger (A, i, min)
       Entasser (A, min)
```



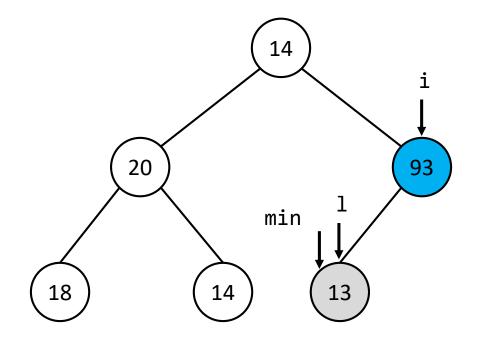


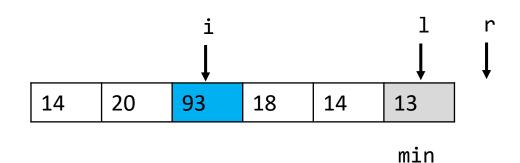
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    Si min != i
        Echanger (A, i, min)
        Entasser (A, min)
```



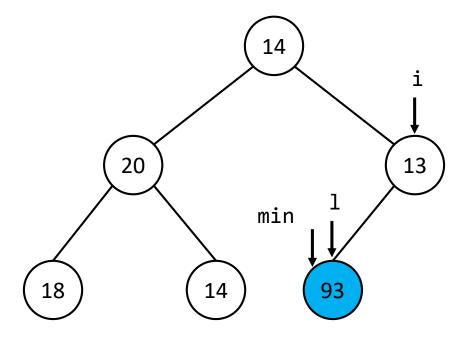


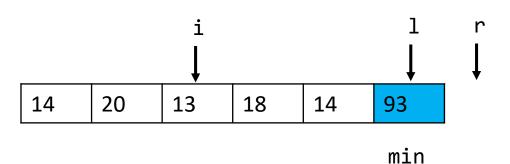
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    Si min != i
        Echanger (A, i, min)
        Entasser (A, min)
```



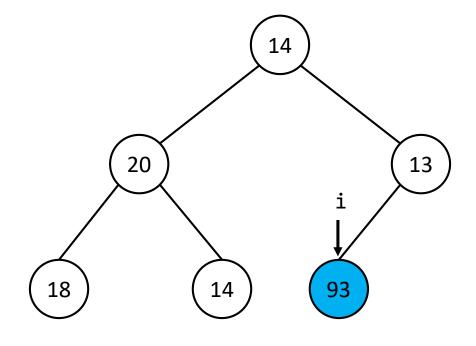


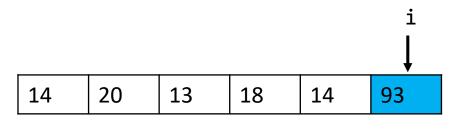
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       min ← r
   // Si i a un fils inférieur à lui
   Si min != i
       Echanger (A, i, min)
       Entasser (A, min)
```





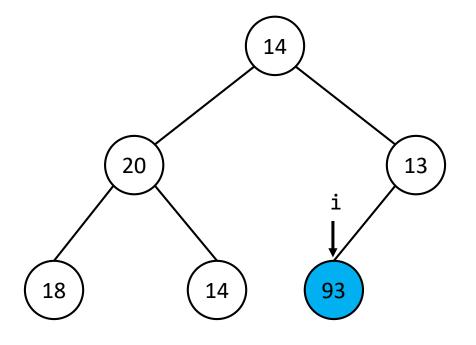
```
Entasser (A: Tableau, i: noeud)
   1 ← Gauche[i]
    r ← Droit[i]
   // Recuperer le min entre i son fils gauche
   Si 1 <= Taille[A] et A[1] < A[i]
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   // Recuperer le min entre i et ses deux fils
    Si r <= Taille[A] et A[r] < A[min]
       min ← r
   // Si i a un fils inférieur à lui
   Si min != i
       Echanger (A, i, min)
       Entasser (A, min)
```

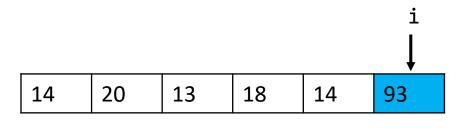




min

```
Entasser (A: Tableau, i: noeud)
   1 ← Gauche[i]
    r ← Droit[i]
   // Recuperer le min entre i son fils gauche
   Si 1 <= Taille[A] et A[1] < A[i]
       min \leftarrow 1
   Sinon
       min ← i
   // Recuperer le min entre i et ses deux fils
    Si r <= Taille[A] et A[r] < A[min]
       min ← r
   // Si i a un fils inférieur à lui
   Si min != i
       Echanger (A, i, min)
       Entasser (A, min)
```

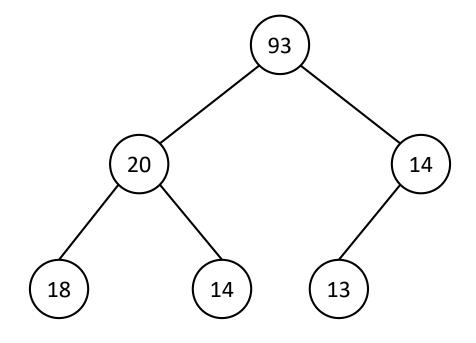




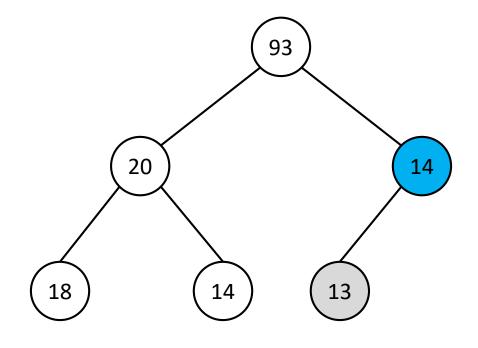
min

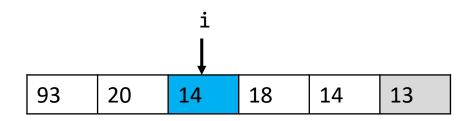
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       min ← r
    // Si i a un fils inférieur à lui
    Si min != i
        Echanger (A, i, min)
        Entasser (A, min)
```

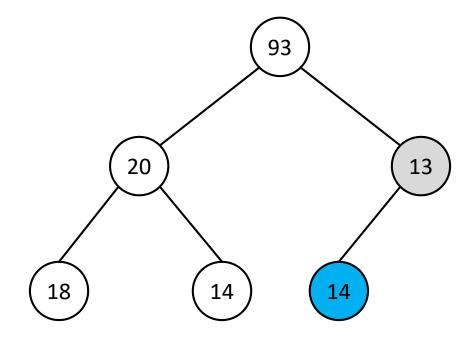
Complexité: O(h)

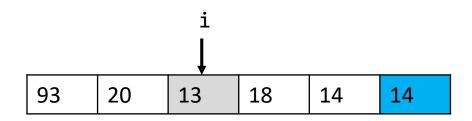


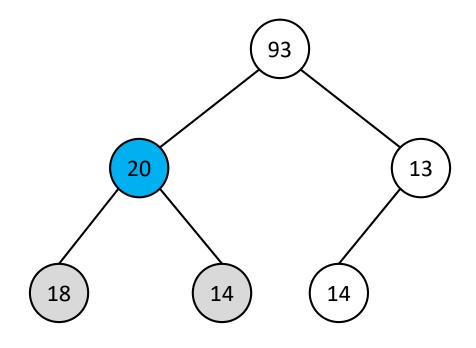
93	20	14	18	14	13
I					l

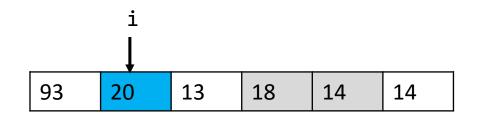


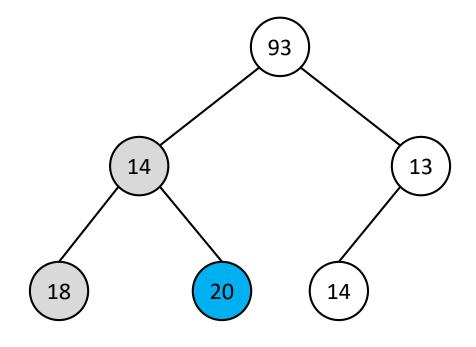


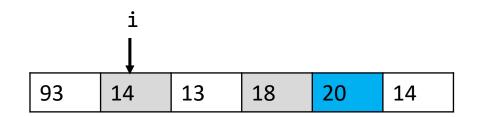


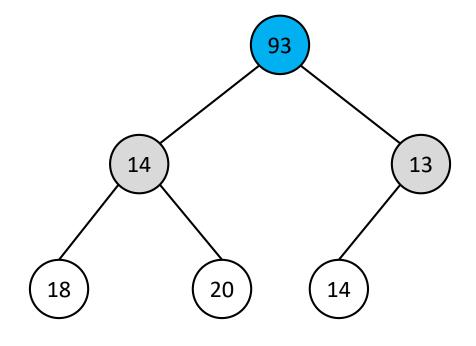


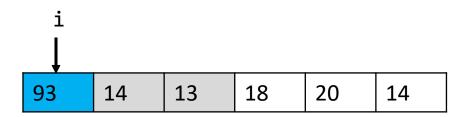


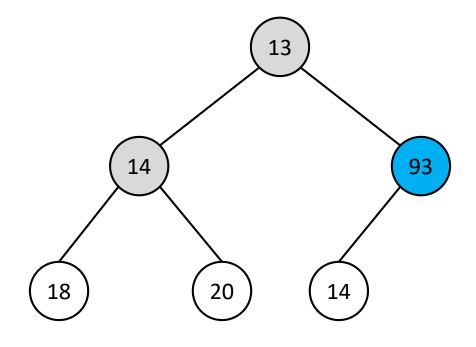


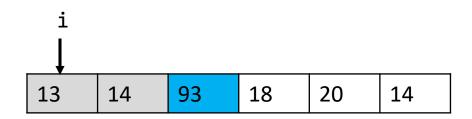


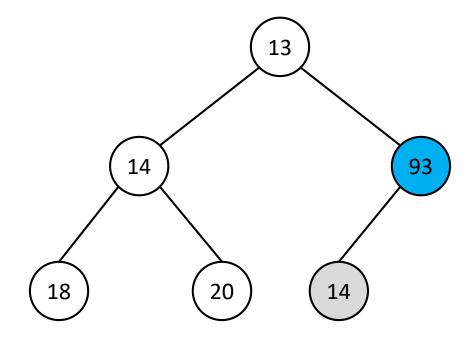


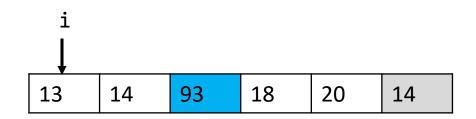


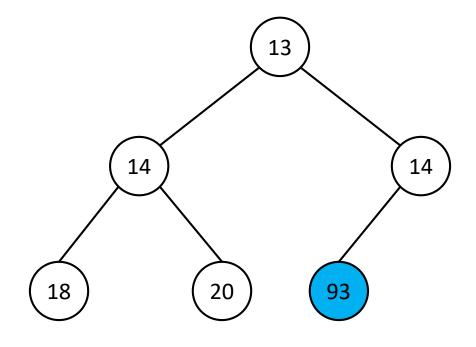


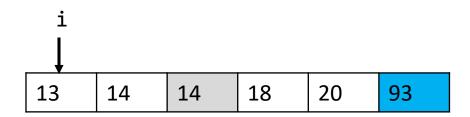




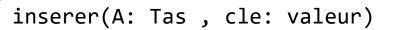


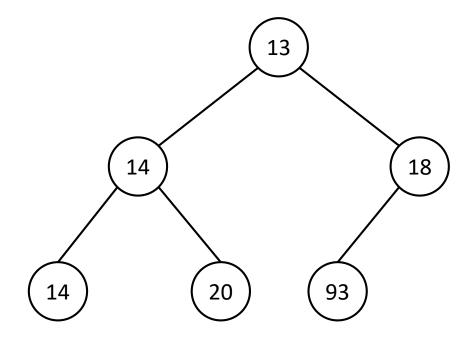






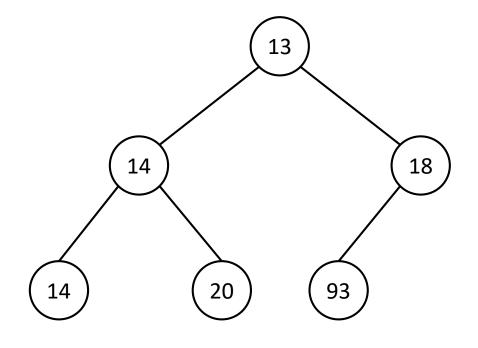
Complexité: O(n)





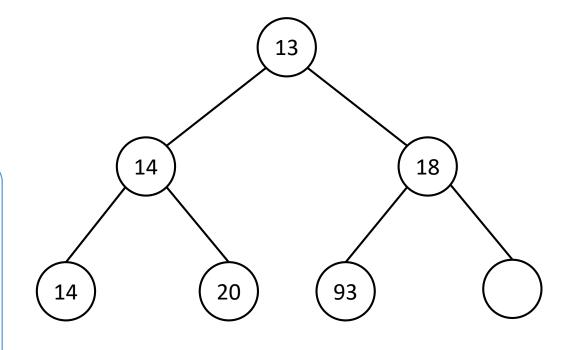
13 14	18	14	20	93
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inserer(A: Tas , cle: valeur)



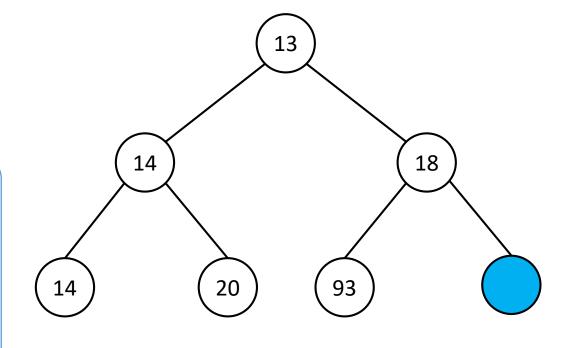
13 14 18	14	20	93
----------	----	----	----

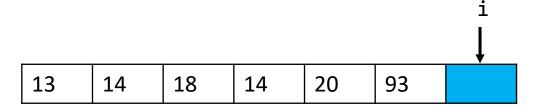
inserer(A: Tas , cle: valeur)
 Taille[A] ← Taille[A]+1



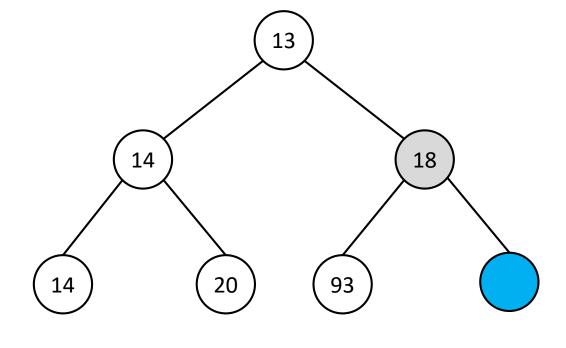
13	14	18	14	20	93	
				l		1 1

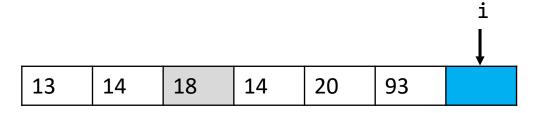
inserer(A: Tas , cle: valeur)
 Taille[A] ← Taille[A]+1
 i ← Taille[A]



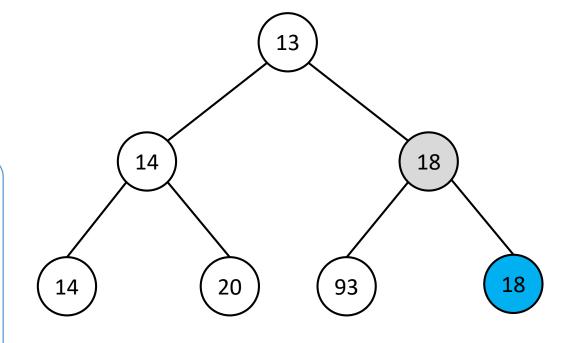


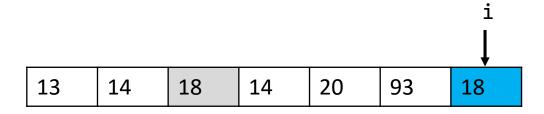
inserer(A: Tas , cle: valeur)
 Taille[A] ← Taille[A]+1
 i ← Taille[A]
 TantQue i > 1 et A[Pere[i]]> cle



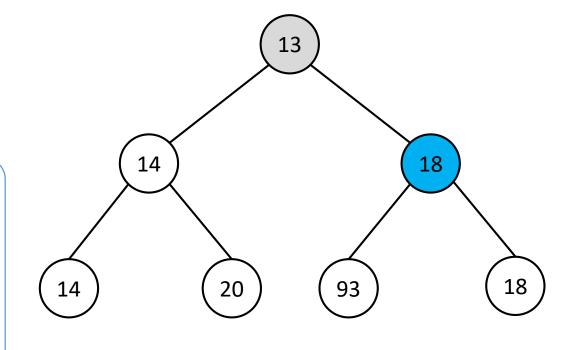


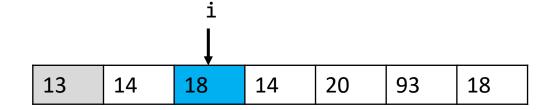
```
inserer(A: Tas , cle: valeur)
    Taille[A] ← Taille[A]+1
    i ← Taille[A]
    TantQue i > 1 et A[Pere[i]]> cle
        A[i] ← A[Pere[i]]
```



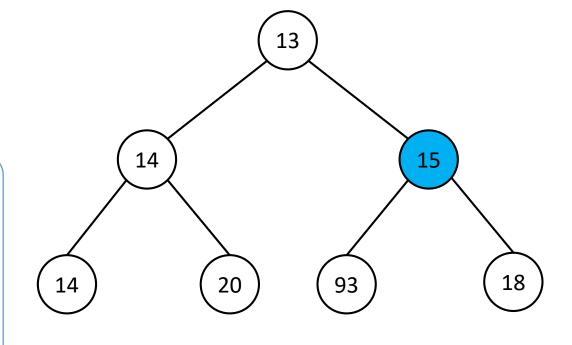


```
inserer(A: Tas , cle: valeur)
   Taille[A] ← Taille[A]+1
   i ← Taille[A]
   TantQue i > 1 et A[Pere[i]]> cle
        A[i] ← A[Pere[i]]
        i ← Pere[i]
```

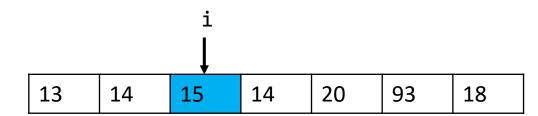




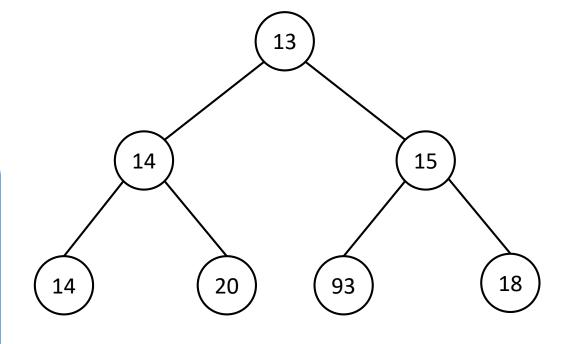
```
inserer(A: Tas , cle: valeur)
   Taille[A] ← Taille[A]+1
   i ← Taille[A]
   TantQue i > 1 et A[Pere[i]]> cle
        A[i] ← A[Pere[i]]
        i ← Pere[i]
```







```
inserer(A: Tas , cle: valeur)
   Taille[A] ← Taille[A]+1
   i ← Taille[A]
   TantQue i > 1 et A[Pere[i]]> cle
        A[i] ← A[Pere[i]]
        i ← Pere[i]
```



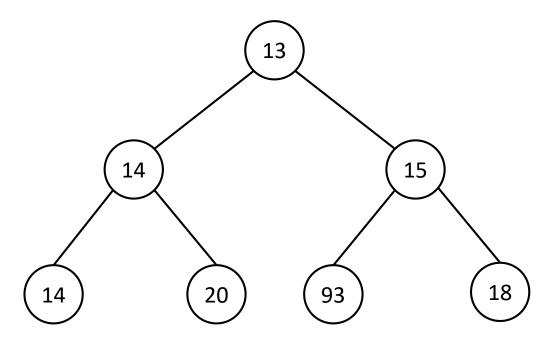
15 14 15 14 20 95 16	13	14	15	14	20	93	18
----------------------------------	----	----	----	----	----	----	----

```
inserer(A: Tas , cle: valeur)
   Taille[A] ← Taille[A]+1
   i ← Taille[A]
   TantQue i > 1 et A[Pere[i]]> cle
        A[i] ← A[Pere[i]]
        i ← Pere[i]
```

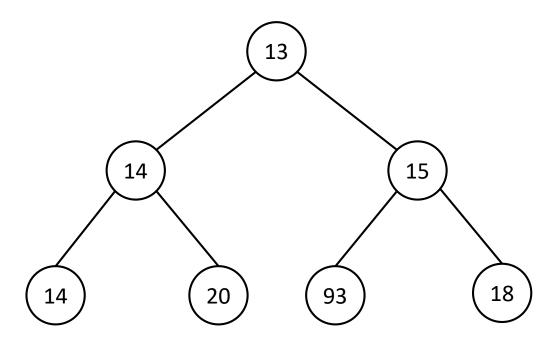
Complexité: O(h)

- Plus petit élément : à la racine du tas.
- Plus grand élément : au niveau d'une feuille.

supprimer_min(A:Tas)

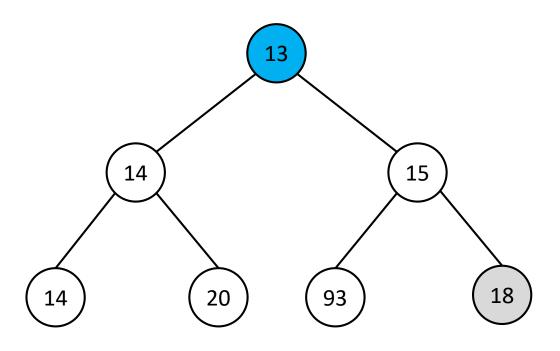


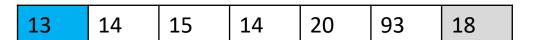
supprimer_min(A:Tas)
min ← A[1]

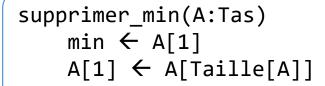


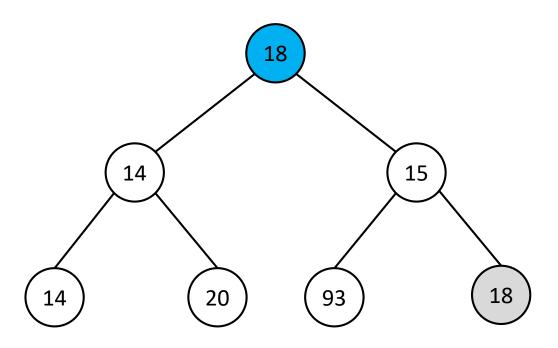
13	14	15	14	20	93	18
_		_		_		_

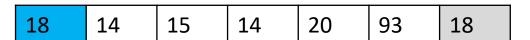
supprimer_min(A:Tas)
 min ← A[1]
 A[1] ← A[Taille[A]]

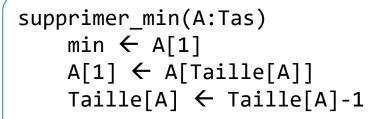


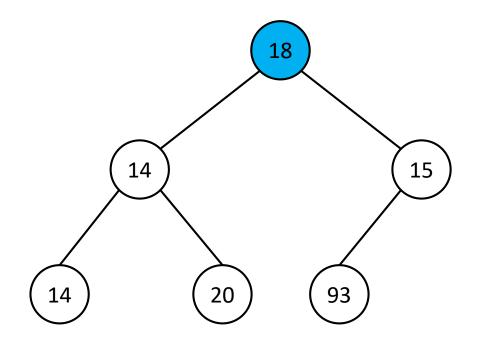


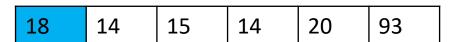


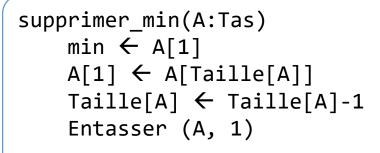


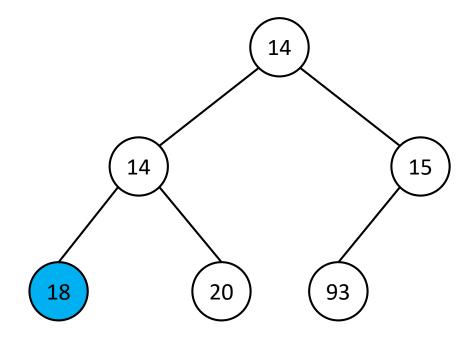






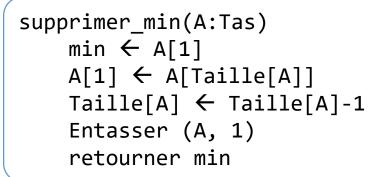


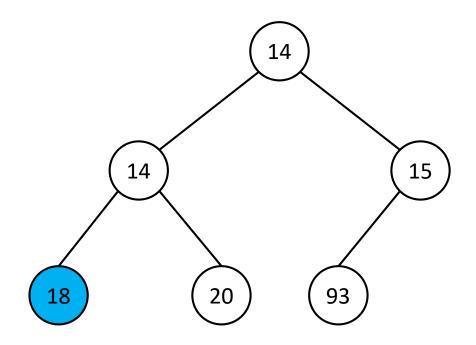




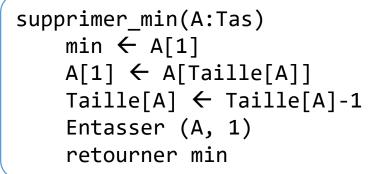


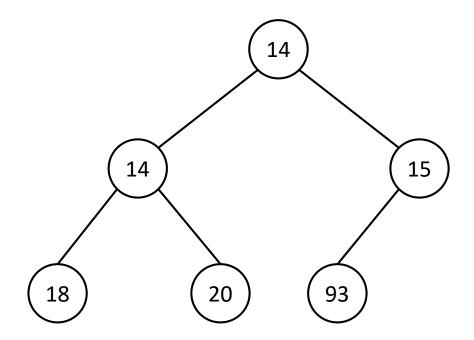
14	14	15	18	20	93





14	1/1	15	18	20	03
14	14	12	TQ	20	93





14	14	15	18	20	93

```
supprimer_min(A:Tas)
  min ← A[1]
  A[1] ← A[Taille[A]]
  Taille[A] ← Taille[A]-1
  Entasser (A, 1)
  retourner min
```

Complexité: O(h)

Insérer 2 dans L1: (1, 3, 1, 6, 9, 7, 12, 8, 7, 9, 10, 10)

Insérer 2 dans L1: (1, 3, 1, 6, 9, 7, 12, 8, 7, 9, 10, 10, 2)

Insérer 2 dans L1: (1, 3, 1, 6, 9, 7, 12, 8, 7, 9, 10, 10, 2)

Insérer 2 dans L1: (1, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10, 7)

Insérer 2 dans L1: (1, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10, 7)

Insérer 2 dans L1: (1, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10, 7)

Supprimer le min dans L1 : (1, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10, 7)

Supprimer le min dans L1 : (1, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10, 7)

Supprimer le min dans L1 : (7, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10)

Supprimer le min dans L1 : (7, 3, 1, 6, 9, 2, 12, 8, 7, 9, 10, 10)

Supprimer le min dans L1 : (1, 3, 7, 6, 9, 2, 12, 8, 7, 9, 10, 10)

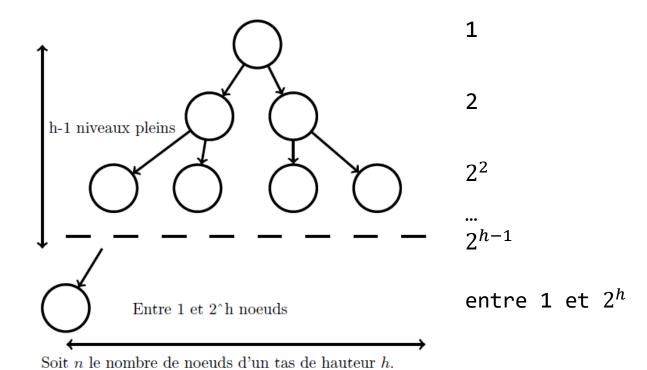
Supprimer le min dans L1 : (1, 3, 7, 6, 9, 2, 12, 8, 7, 9, 10, 10)

Supprimer le min dans L1 : (1, 3, 2, 6, 9, 7, 12, 8, 7, 9, 10, 10)

Supprimer le min dans L1 : (1, 3, 2, 6, 9, 7, 12, 8, 7, 9, 10, 10)

Supprimer le min dans L1 : (1, 3, 2, 6, 9, 7, 12, 8, 7, 9, 10, 10)

- Une liste triée est toujours un tas.
 - → Dans une liste triée : $A[i] \ge A[[i/2]] \ \forall \ i > 1$
- Un tas n'est pas toujours une liste triée.
 - → Contre-exemple : L1.



$$\sum_{i=0}^{h-1} 2^i + 1 \le n \le \sum_{i=0}^h 2^i$$

$$\sum_{i=0}^{h-1} 2^{i} + 1 \le n \le \sum_{i=0}^{h} 2^{i}$$

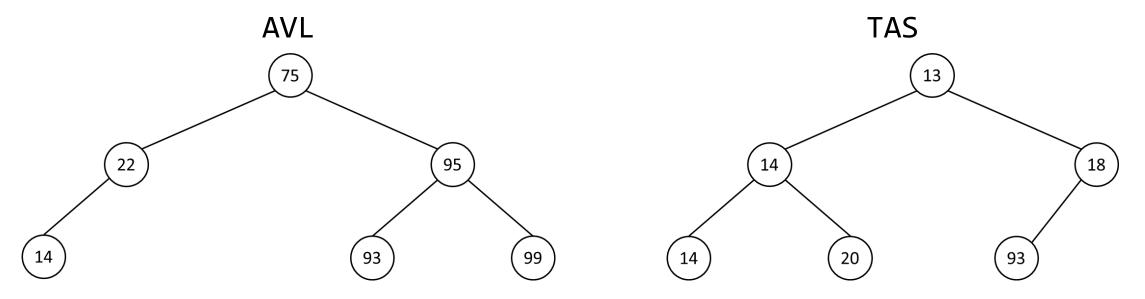
$$(2^{h} - 1) + 1 \le n \le 2^{h+1} - 1$$

$$2^{h} \le n < 2^{h+1}$$

$$h \le \log_{2}(n) < h + 1$$

$$h = \lfloor \log_{2}(n) \rfloor$$

AVL vs TAS



Operation	AVL	TAS
Recherche	$O(log_2(n))$	O(n)
Insertion	$O(log_2(n))$	$O(log_2(n))$
Suppression	$O(log_2(n))$	$O(log_2(n))$
Recherche MIN/MAX	$O(log_2(n))$	0 (1)
Insertion (Moyenne)	$O(log_2(n))$	0 (1)
Création	$O(n. log_2(n))$	O (n)