

MECHTRON 2MD3

Data Structures and Algorithms for Mechatronics

Winter 2022

24 Binary Trees

Department of Computing and Software

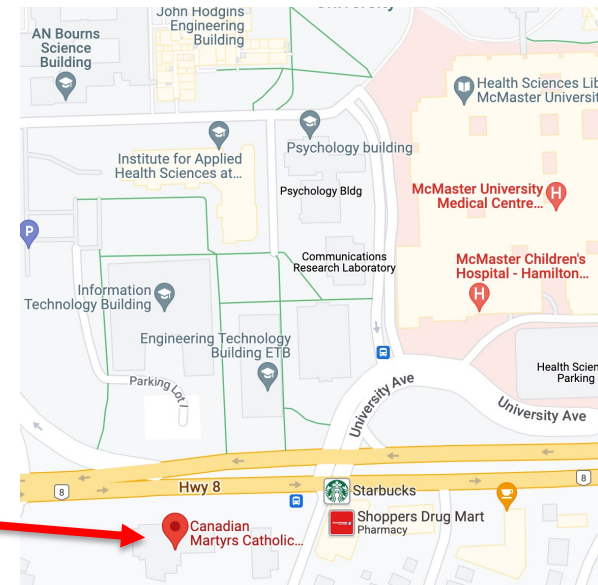
Instructor:

Omid Isfahanialamdari

March 17, 2022

Admin

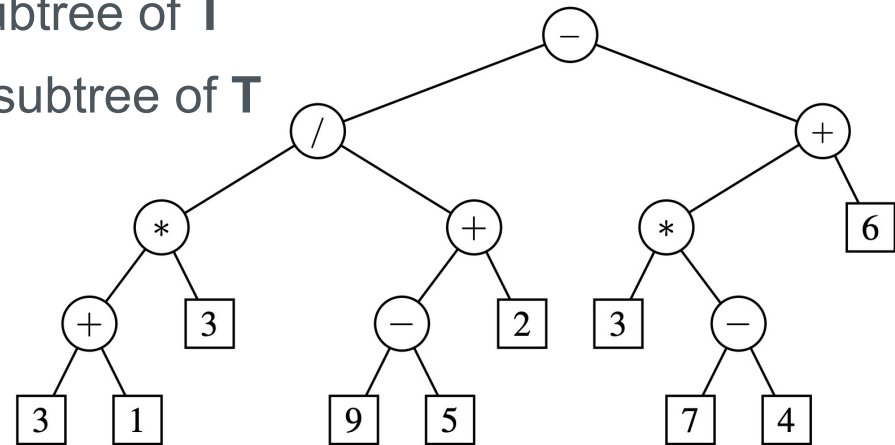
- Mid-Term 2:
 - Wednesday 23 March 2022
 - Duration: **1 hour**
 - **From 1:30 to 14:30 (lec. time)**
 - Location: **MCMST CDN_MARTYRS**
 - Seems to be here, I am not sure



- Covers: Topics from “Doubly Linked Lists” until the lecture of Wednesday 16 March 2022 (inclusive)

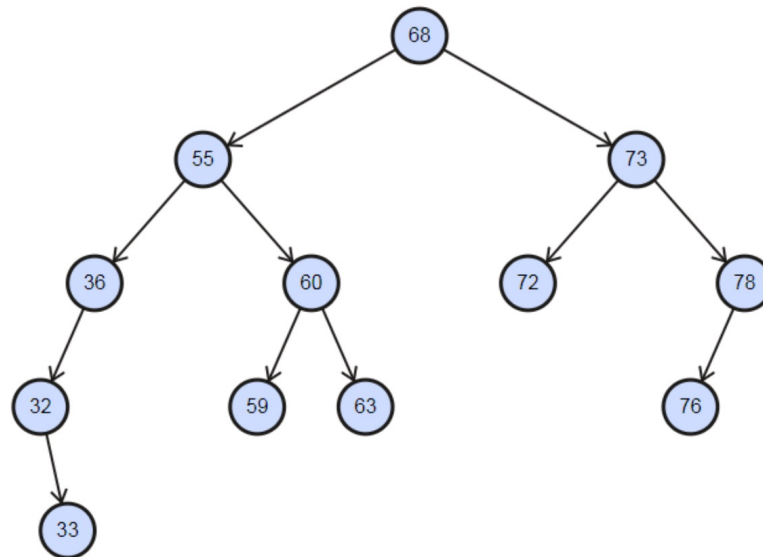
Binary Tree

- A **binary tree** is an **ordered tree** with the following properties:
 - Every node has at most two children.
 - Each child node is labeled as a left child or a right child.
 - A left child **precedes** a right child in the **order** of children.
- A recursive definition of the binary tree:
 - A binary tree is either **empty** or consists of:
 - A node **r**, called the **root** of **T** and storing an element
 - A binary tree, called the **left** subtree of **T**
 - A binary tree, called the **right** subtree of **T**
- Applications:
 - arithmetic expressions
 - decision processes
 - searching



Binary Tree - Some Definitions

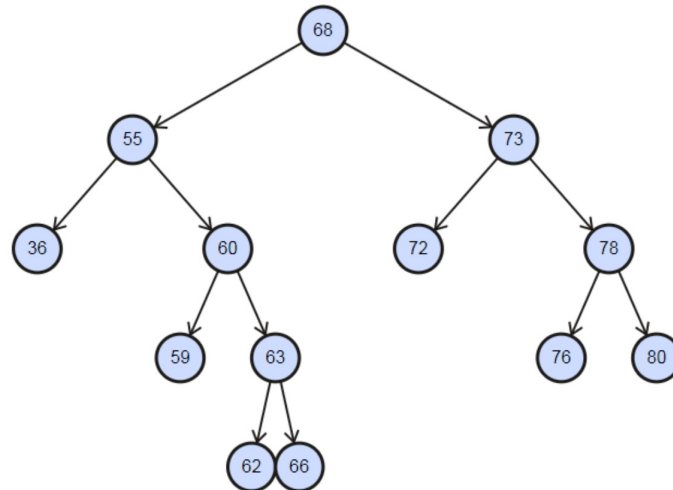
- Left subtree: Subtree rooted at the left child of an internal node
- Right subtree: Subtree rooted at the right child of an internal node
- Proper/full tree: A tree in which every node has either 0 or 2 children
- Complete tree: Tree in which all except possibly the last level is completely filled and the nodes in the last level are as far left as possible
- Perfect tree: Complete tree in which the last level is completely filled



Binary ✓, Proper ✗, Complete ✗, Perfect ✗

Binary Tree - Some Definitions

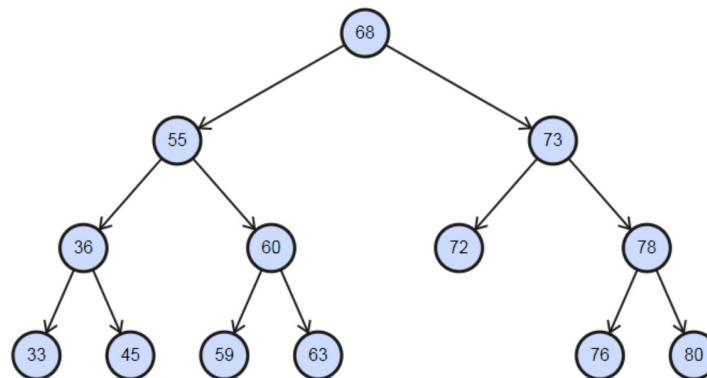
- Left subtree: Subtree rooted at the left child of an internal node
- Right subtree: Subtree rooted at the right child of an internal node
- Proper/full tree: A tree in which every node has either 0 or 2 children
- Complete tree: Tree in which all except possibly the last level is completely filled and the nodes in the last level are as far left as possible
- Perfect tree: Complete tree in which the last level is completely filled



Binary ✓, Proper ✓, Complete ✗, Perfect ✗

Binary Tree - Some Definitions

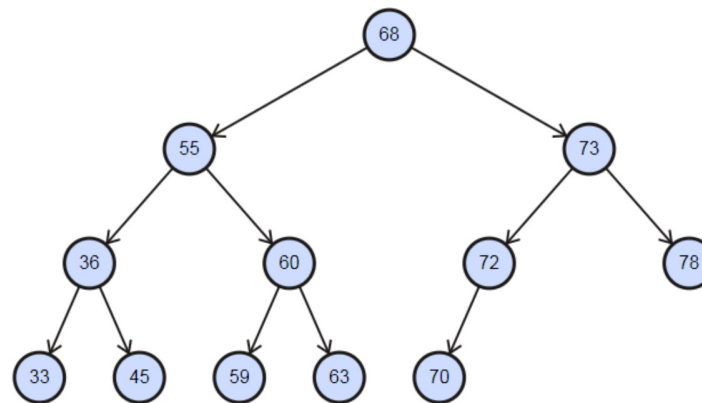
- Left subtree: Subtree rooted at the left child of an internal node
- Right subtree: Subtree rooted at the right child of an internal node
- Proper/full tree: A tree in which every node has either 0 or 2 children
- Complete tree: Tree in which all except possibly the last level is completely filled and the nodes in the last level are as far left as possible
- Perfect tree: Complete tree in which the last level is completely filled



Binary ✓, Proper ✓, Complete ✗, Perfect ✗

Binary Tree - Some Definitions

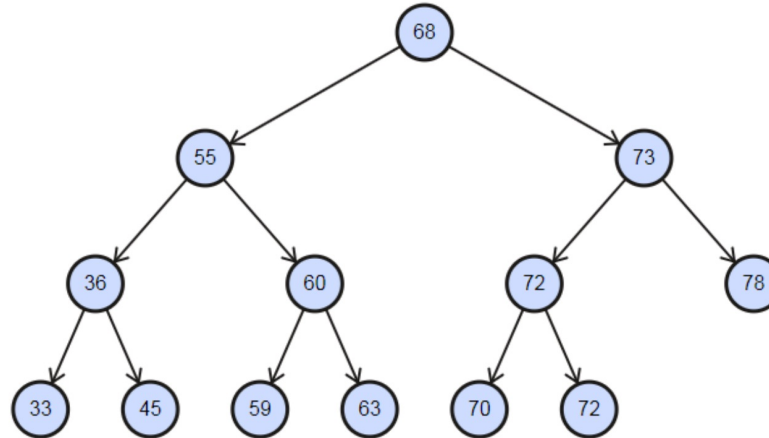
- Left subtree: Subtree rooted at the left child of an internal node
- Right subtree: Subtree rooted at the right child of an internal node
- Proper/full tree: A tree in which every node has either 0 or 2 children
- Complete tree: Tree in which all except possibly the last level is completely filled and the nodes in the last level are as far left as possible
- Perfect tree: Complete tree in which the last level is completely filled



Binary ✓, Proper ✗, Complete ✓, Perfect ✗

Binary Tree - Some Definitions

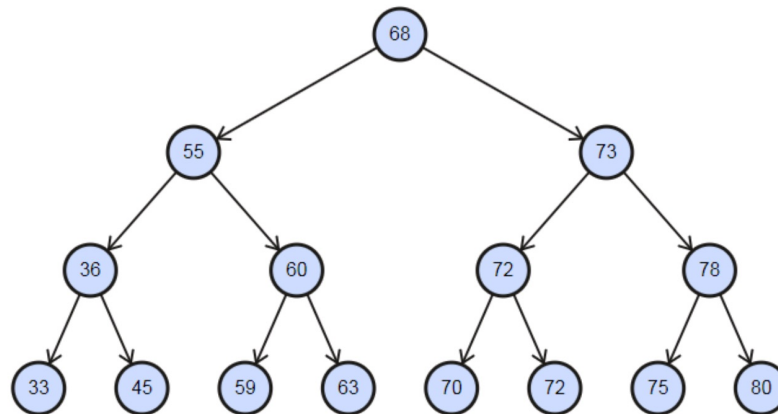
- Left subtree: Subtree rooted at the left child of an internal node
- Right subtree: Subtree rooted at the right child of an internal node
- Proper/full tree: A tree in which every node has either 0 or 2 children
- Complete tree: Tree in which all except possibly the last level is completely filled and the nodes in the last level are as far left as possible
- Perfect tree: Complete tree in which the last level is completely filled



Binary ✓, Proper ✓, Complete ✓, Perfect ✗

Binary Tree - Some Definitions

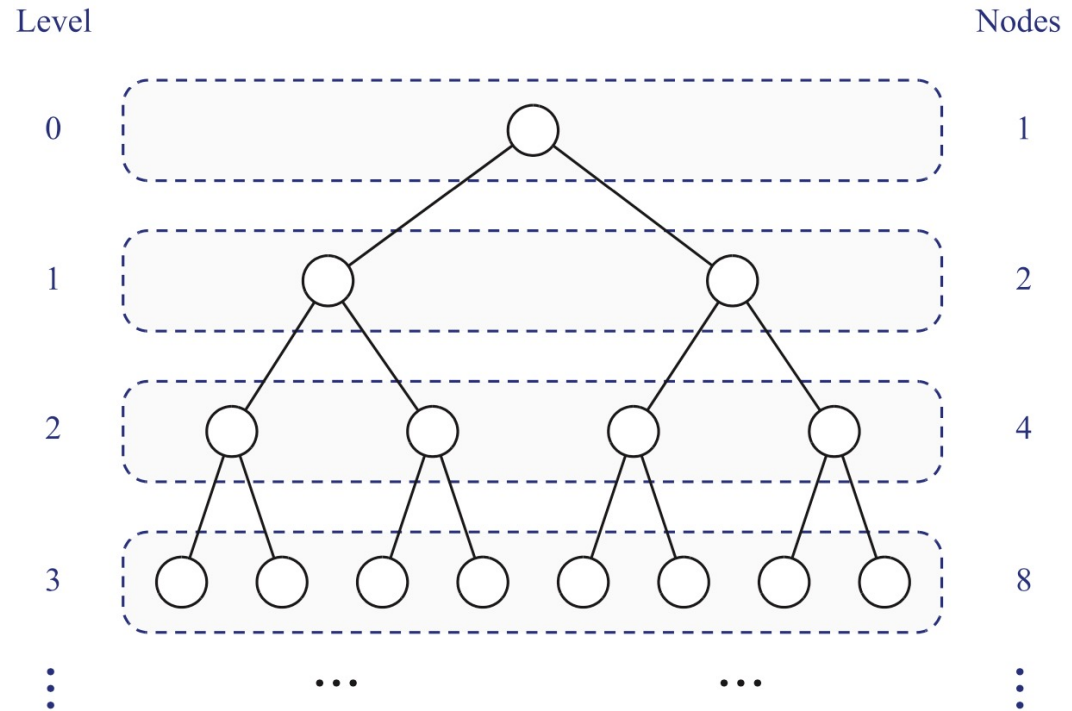
- Left subtree: Subtree rooted at the left child of an internal node
- Right subtree: Subtree rooted at the right child of an internal node
- Proper/full tree: A tree in which every node has either 0 or 2 children
- Complete tree: Tree in which all except possibly the last level is completely filled and the nodes in the last level are as far left as possible
- Perfect tree: Complete tree in which the last level is completely filled



Binary ✓, Proper ✓, Complete ✓, Perfect ✓

Properties of Binary Trees

- Relationships between the height of a binary tree and the number of its nodes is interesting
- Recall: Height is the maximum depth of the tree, and depth of a node is the number of its ancestors.
- maximum number of nodes in each level:
 - $n_E = \#$ of external nodes
 - $n_I = \#$ of internal nodes
 - $n = n_E + n_I$
 - $h =$ height of the tree



Properties of Binary Trees

- maximum number of nodes at level i of a binary tree:

- 2^i , for $i \geq 0$.

- Proof:

- by Induction:

- Introduction base:

- $i = 0$ (level 0 that has only root):

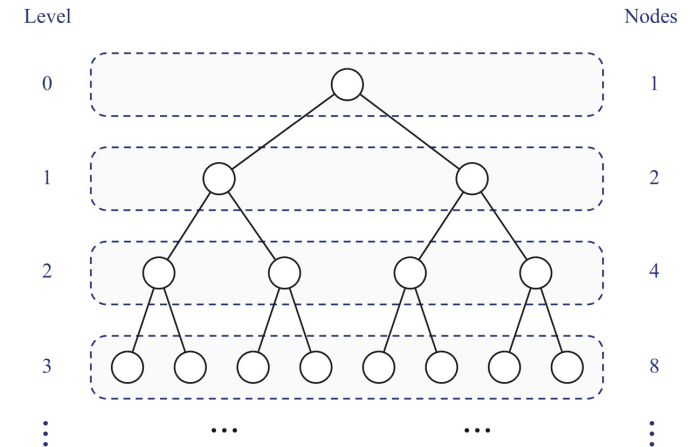
- The number of node is: $2^i = 2^0 = 1$.

- Induction hypothesis

- Assume that for $i \geq 0$, the maximum number of nodes on level $i-1$ is 2^{i-1} .

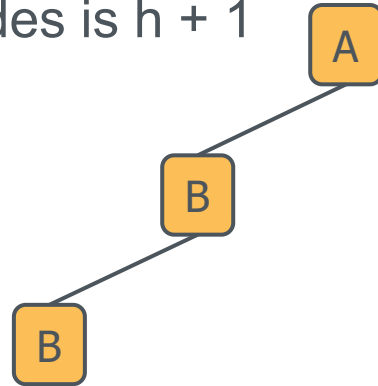
- Induction step:

- Since each node in a binary tree has a maximum degree of 2, therefore, the maximum number of nodes on level i is $2 * 2^{i-1} = 2^i$

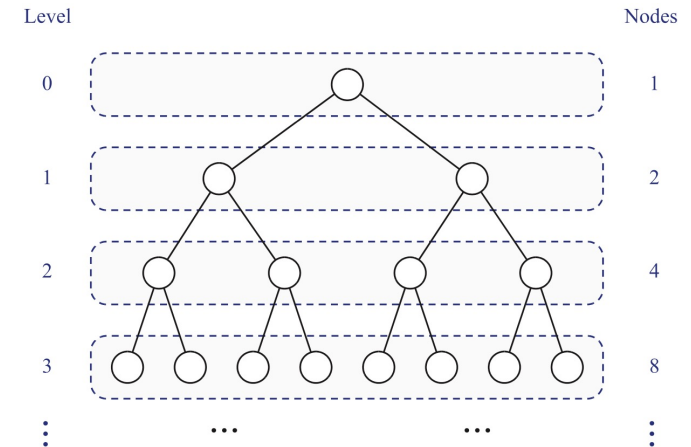


Properties of Binary Trees

- maximum number of nodes at level i of a binary tree is 2^i , for $i \geq 0$.
- $h + 1 \leq n \leq 2^{h+1} - 1$
 - min # of nodes is $h + 1$

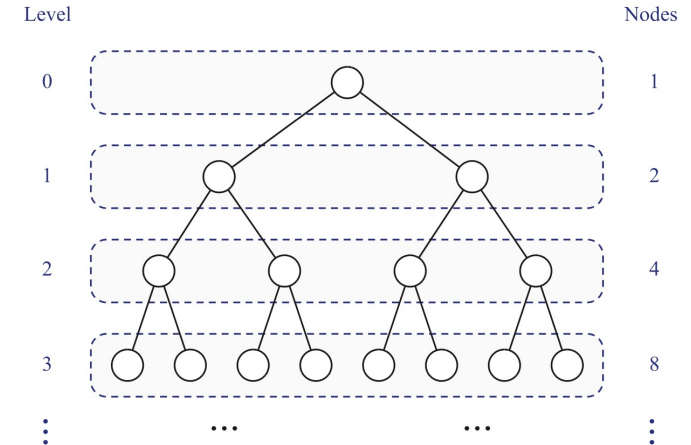
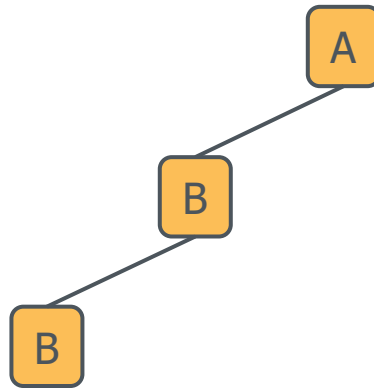


- max # of nodes is:
 - $1 + 2 + 4 + 8 + \dots + 2^h = 2^{h+1} - 1$
 - summation of geometrical series



Properties of Binary Trees

- maximum number of nodes at level i of a binary tree is 2^i , for $i \geq 0$.
- $h + 1 \leq n \leq 2^{h+1} - 1$
- $1 \leq n_E \leq 2^h$
- $h \leq n_I \leq 2^h - 1$
- $\log(n + 1) - 1 \leq h \leq n - 1$

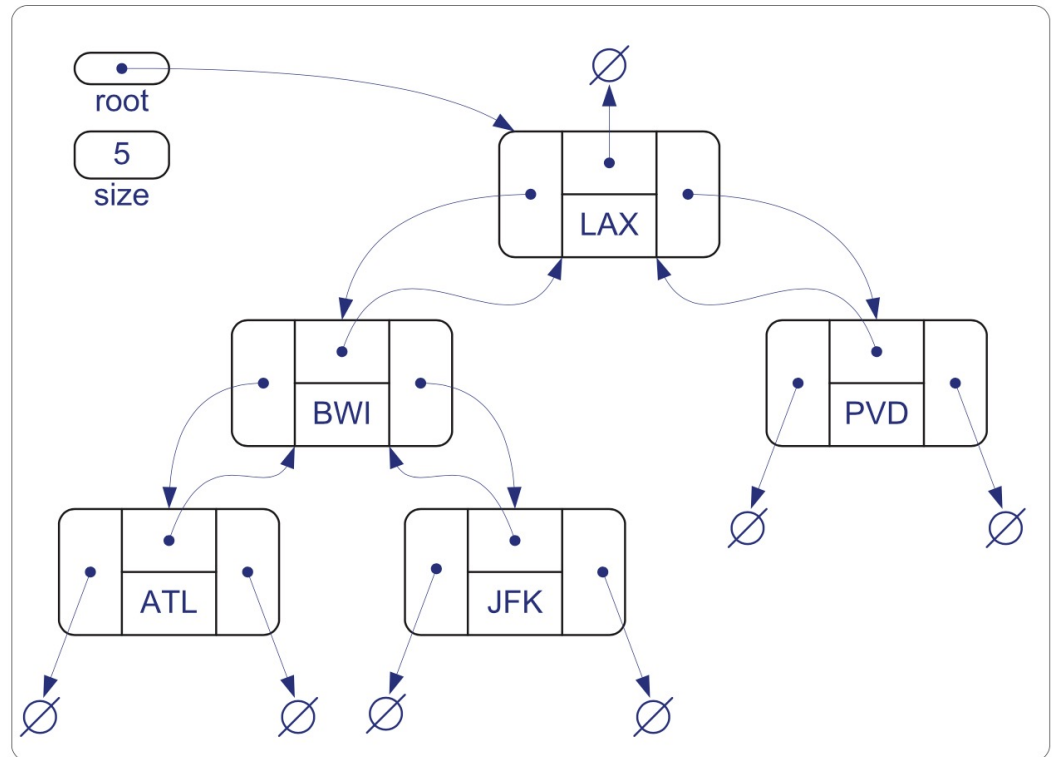
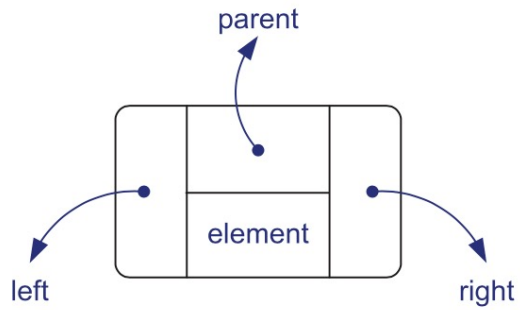


- If T is a proper binary tree:
 - $2h + 1 \leq n \leq 2^{h+1} - 1$
 - $h + 1 \leq n_E \leq 2^h$
 - $h \leq n_I \leq 2^h - 1$
 - $\log(n + 1) - 1 \leq h \leq (n - 1)/2$
 - $n_E = n_I + 1$

BinaryTree ADT

- The BinaryTree ADT extends the Tree ADT, i.e., it inherits all the methods of the Tree ADT
- Additional methods:
 - position p.left()
 - position p.right()
- Update methods may be defined by data structures implementing the BinaryTree ADT
 - Proper binary tree: Each node has either 0 or 2 children

Linked Representation of Binary Trees

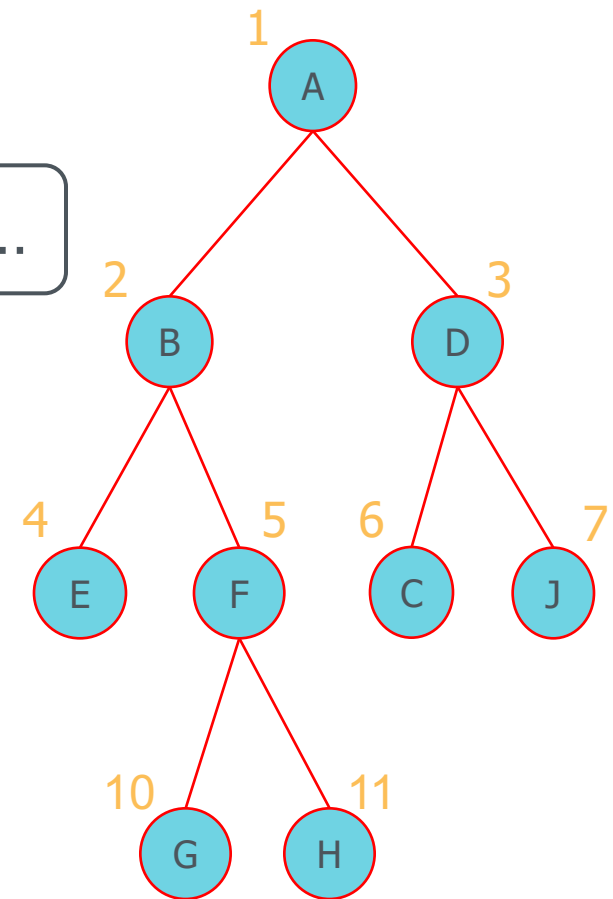


Array-Based Representation of Binary Trees

- Nodes are stored in an array A



- Node v is stored at $A[\text{rank}(v)]$
 - $\text{rank}(\text{root}) = 1$
 - if node is the left child of $\text{parent}(\text{node})$,
 $\text{rank}(\text{node}) = 2 \cdot \text{rank}(\text{parent}(\text{node}))$
 - if node is the right child of $\text{parent}(\text{node})$,
 $\text{rank}(\text{node}) = 2 \cdot \text{rank}(\text{parent}(\text{node})) + 1$



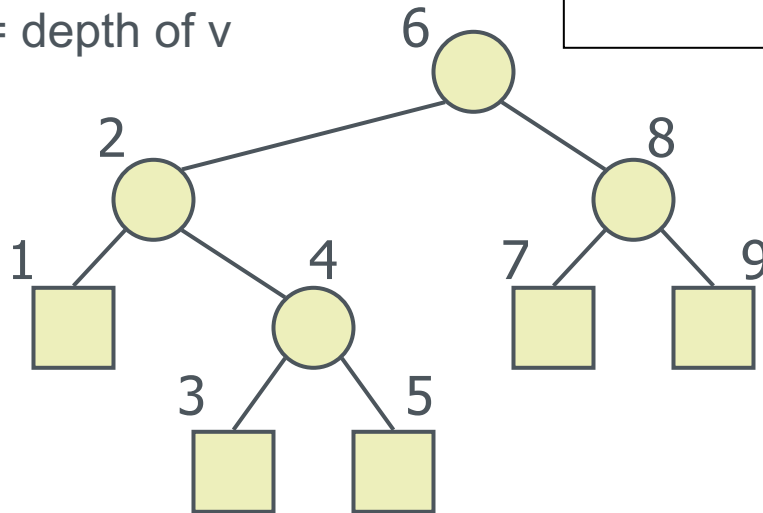
Array-Based Representation of Binary Trees

- Advantages:
 - Suppose n is the number of nodes. The search time can be bounded to $O(\log_2 n)$.
- Disadvantages:
 - The utilization of memory space is not flexible enough.

Inorder Traversal

- In an inorder traversal a node is visited after its left subtree and before its right subtree
- Application: draw a binary tree
 - $x(v)$ = inorder rank of v
 - $y(v)$ = depth of v

```
Algorithm inOrder( $v$ )  
  if  $\neg v.isExternal()$   
    inOrder( $v.left()$ )  
  visit( $v$ )  
  if  $\neg v.isExternal()$   
    inOrder( $v.right()$ )
```

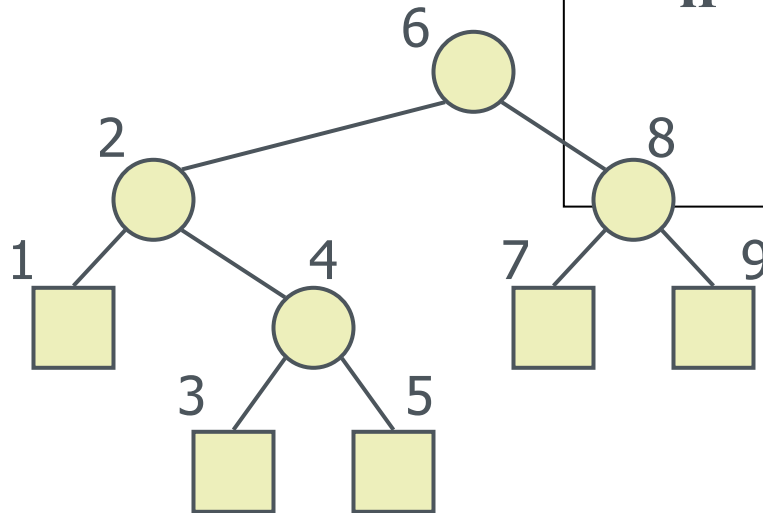


Print Arithmetic Expressions

- Specialization of an inorder traversal
 - print operand or operator when visiting node
 - print "(" before traversing left subtree
 - print ")" after traversing right subtree

Algorithm *printExpression(v)*

```
if  $\neg v.isExternal()$   
    print("(")  
    inOrder(v.left())  
    print(v.element())  
    if  $\neg v.isExternal()$   
        inOrder(v.right())  
    print(")")
```



Evaluate Arithmetic Expressions

- Specialization of a postorder traversal
 - recursive method returning the value of a subtree
 - when visiting an internal node, combine the values of the subtrees

Algorithm *evalExpr(v)*

if *v.isExternal()*

return *v.element()*

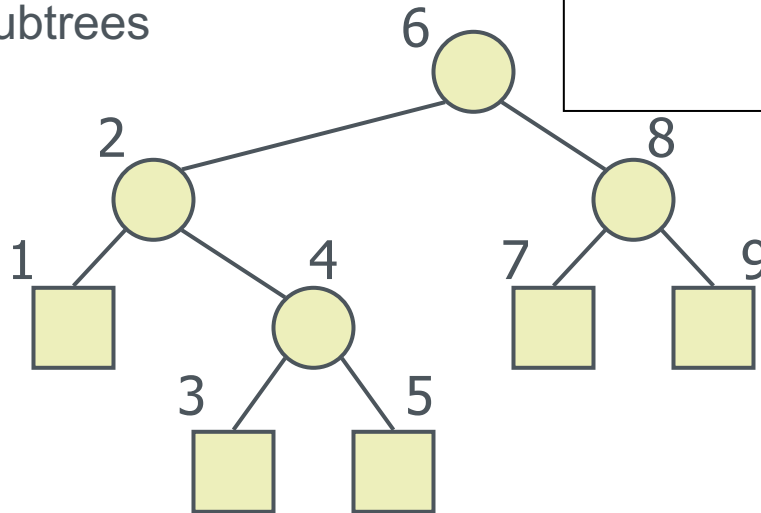
else

x* ← *evalExpr(v.left())

y* ← *evalExpr(v.right())

◇ ← operator stored at *v*

return *x* ◇ *y*



Questions?