

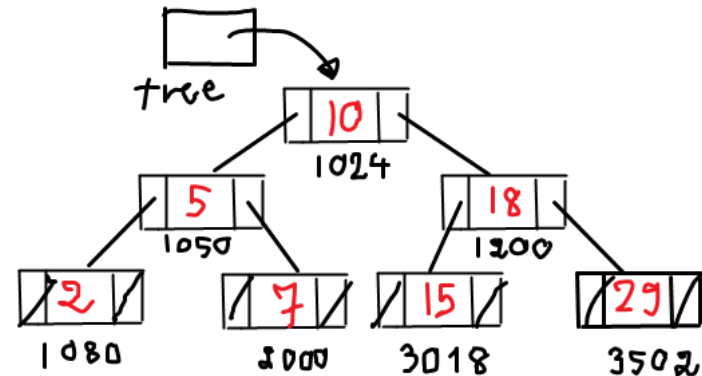


ทบทวน

1. นิยามโครงสร้างต้นไม้
2. วิธีการ insert ของ Binary Search Tree :
 - BigO
3. การ print
 - Preorder
 - Inorder
 - Postorder

* Binary Tree มีลูก 0, 2
ลูกซ้าย < key < ลูกขวา

$\log n$





เนื้อหา

1. การ findmin * ค้นหาข้อมูล ที่น้อยที่สุด
2. Delete Tree :
 - ไม่มีลูก
 - ลูก 1 ด้าน
 - ลูก 2 ด้าน
3. Expression Trees * App



1024

```
struct node *find_min(struct node *tree)
```

```
1 { if(tree==NULL) F
2   return NULL;
3   else
4     if( tree->left == NULL ) T
5       return tree;
6   else
7     return (find_min(tree->left));
}
```



tree



1024



1024

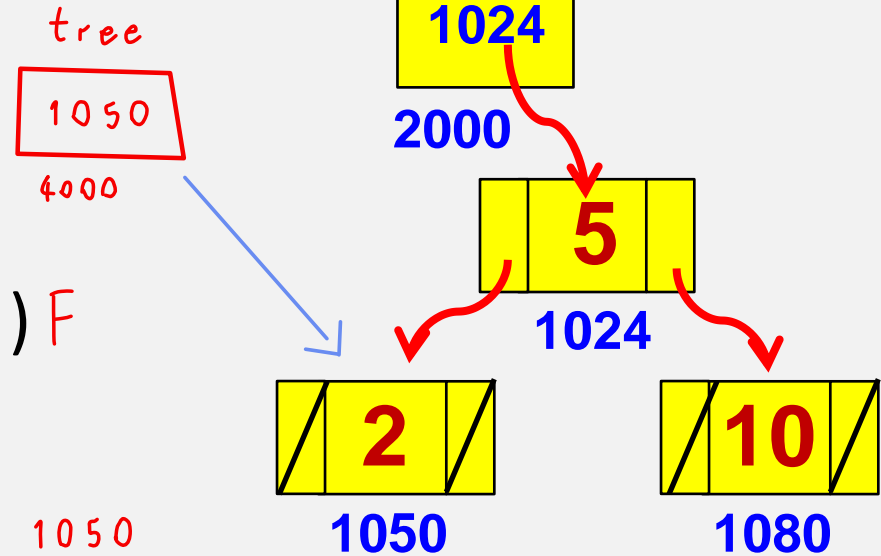
tree

```
struct node *find_min(struct node *tree)
```

```
1 { if(tree==NULL) F
2   return NULL;
3   else
4     if( tree->left == NULL ) F
5       return tree;
6   else
7     return (find_min(tree->left));
```

	tree 1024	tree 1050
1	F	F
2		
3		
4	F	T
5		return 1050
6		
7	return 1050	

←
Main





tree
1024

2000



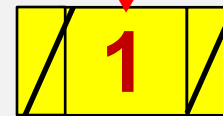
1024



1050



1080



3000

```
struct node *find_min(struct node *tree)
```

```
1 {   if(tree==NULL)
2     return NULL;
3   else
4     if( tree->left == NULL )
5         return tree;
6   else
7     return (find_min(tree->left));
}
```



$\text{Big } O(\log n)$

Big O ของการ find min

การค้นหา $\text{Big } O(\log n)$



Delete

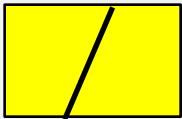
1. No Child :
2. One Child :
 - นำลูกที่เหลือมาแทนโหนดที่ถูกลบ
3. Two Childs :
 - นำลูกด้านขวาที่มีค่าน้อยที่สุดมาแทนโหนดที่ถูกลบ



Delete

1. No Child

tree



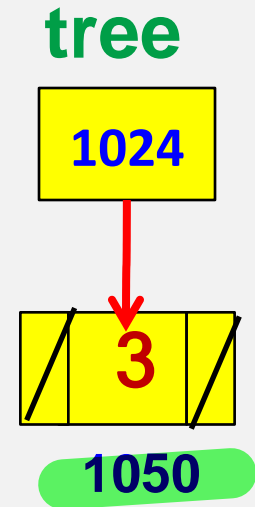
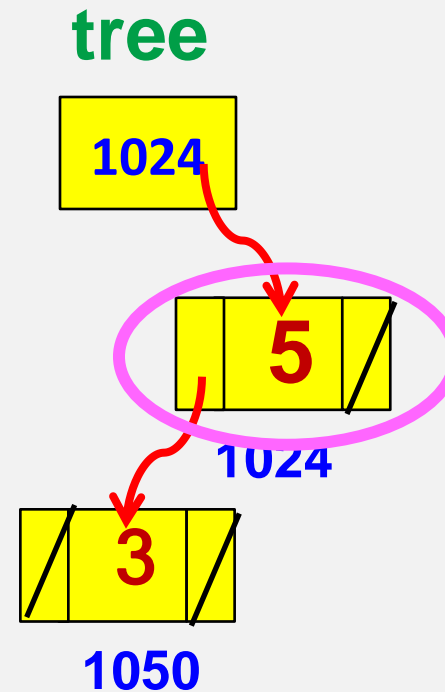
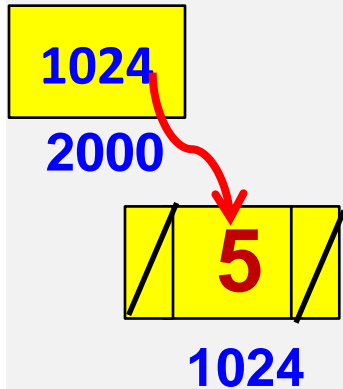
2000

```
if (tree==NULL)
    cout << "No node";
return tree;
```

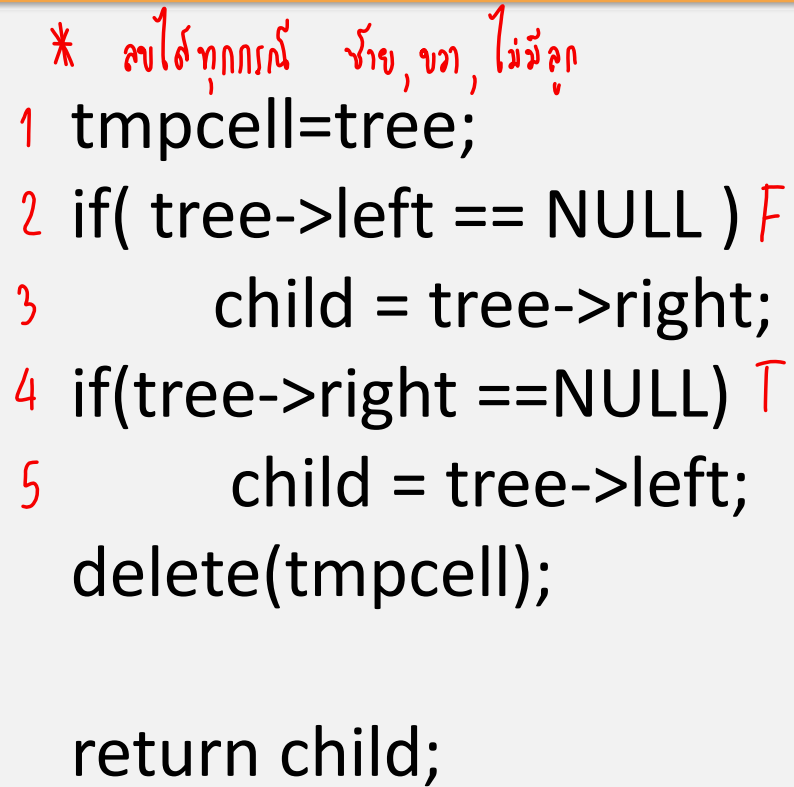



Delete

2. One Child tree

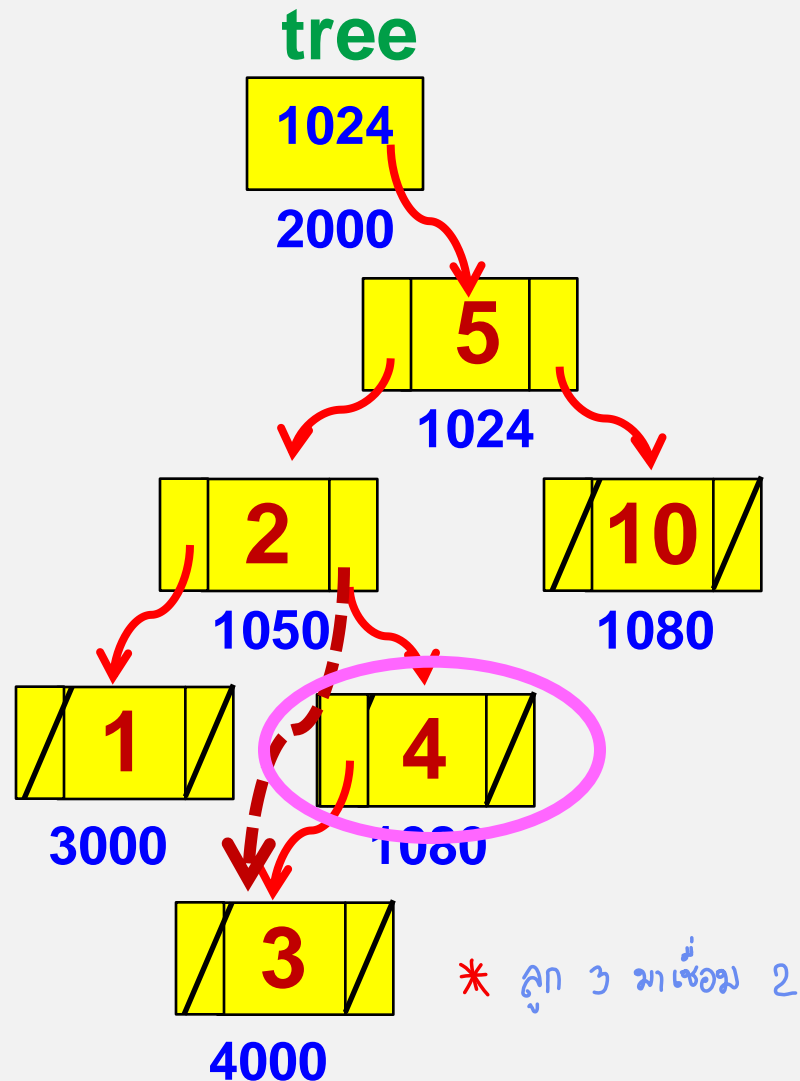


* ลบ 5 ออกจาก 5 แทนและ return กลับ



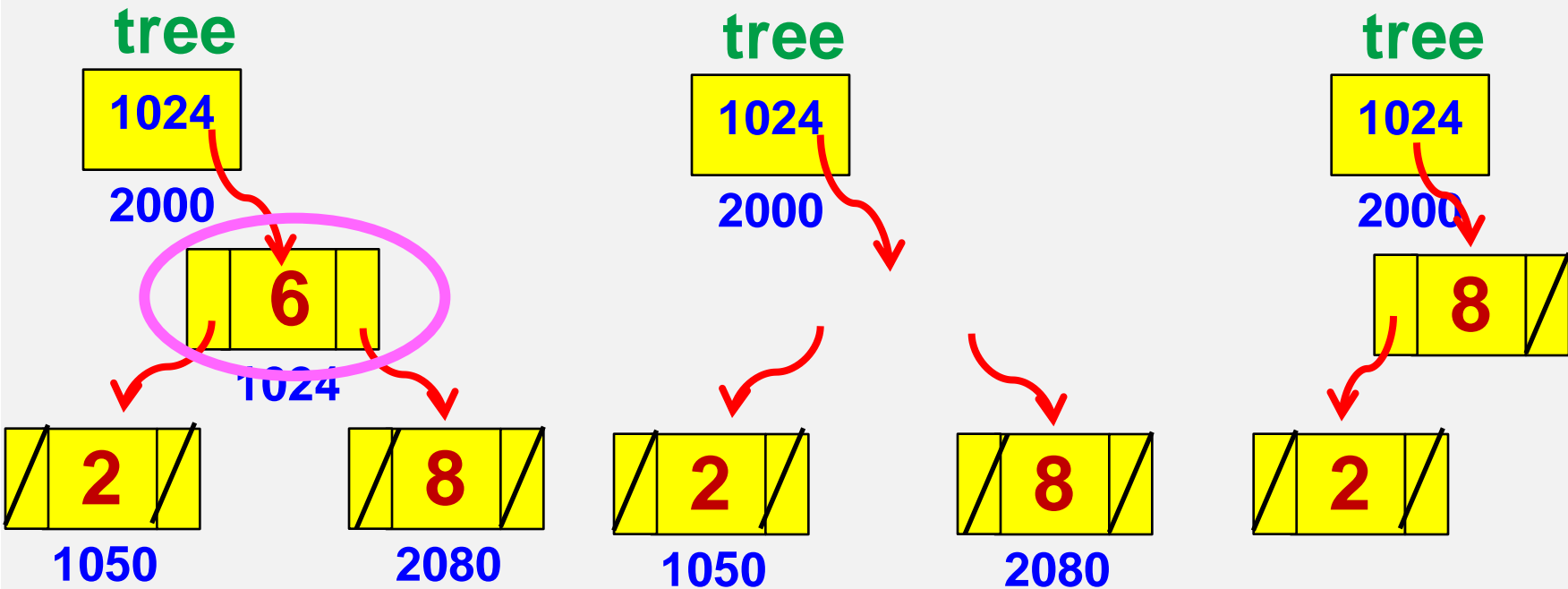


2. One Child



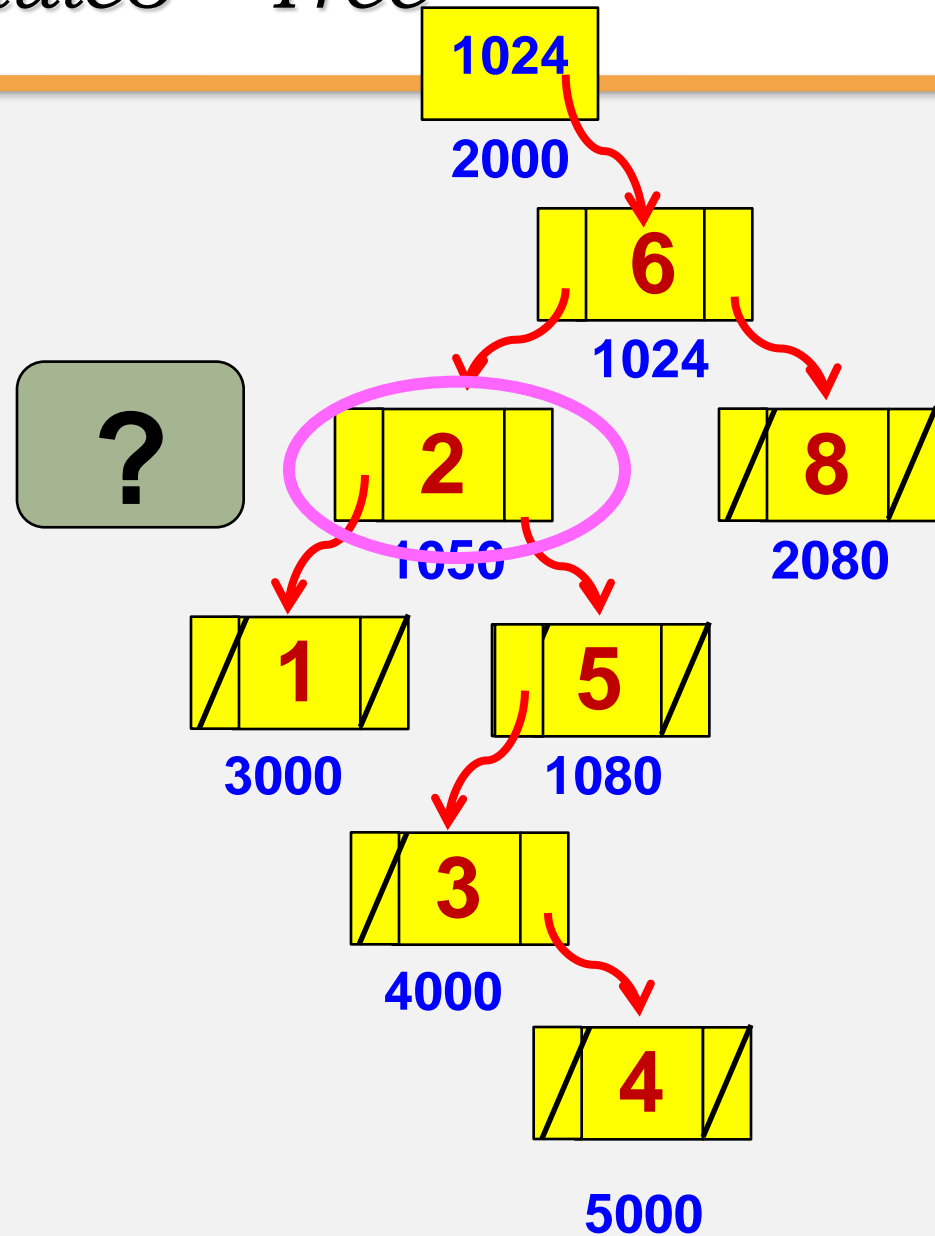
Delete

3. 2 Childs



Delete

3. 2 Childs





Delete

3. 2 Childs

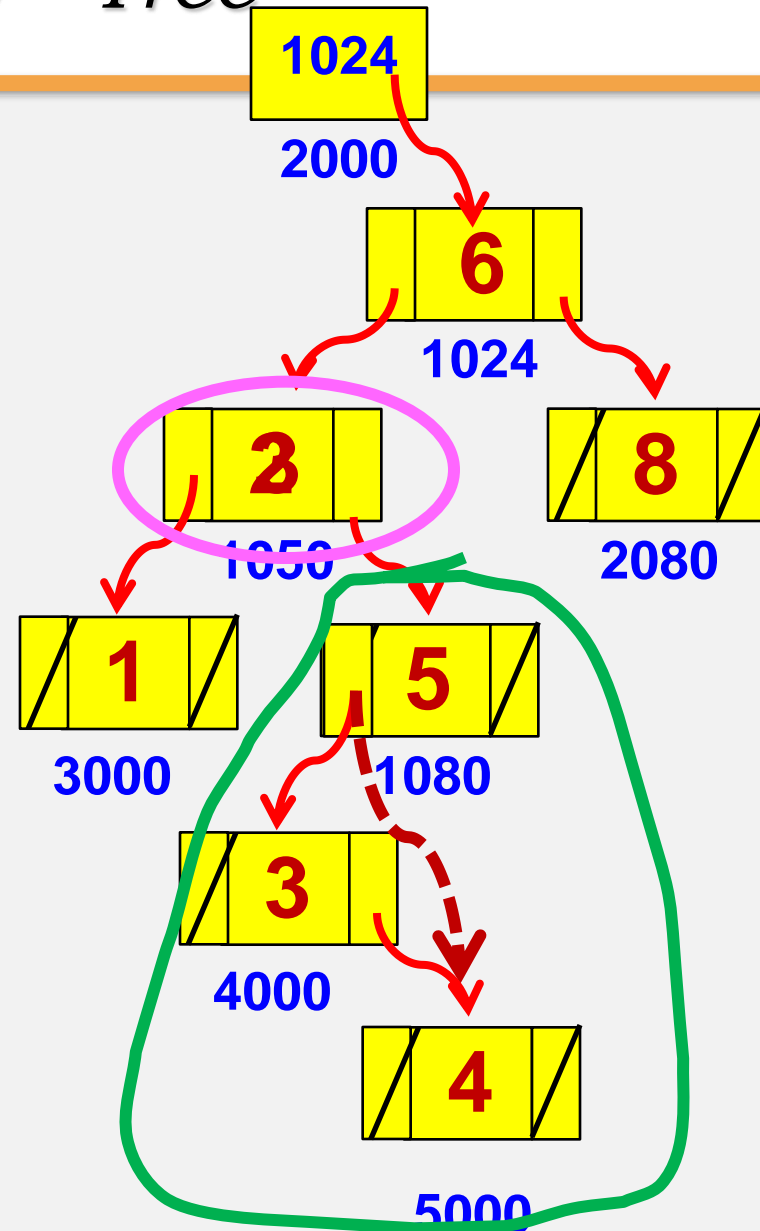
- นำลูกที่เป็น Min right subtree มาแทนที่

- recursive delete

* recursive เพราะเอา 3 ไปแทน

2 แล้วแต่ 3 ตัวเก่า ยังค้างอยู่ จี๊ตองลง

แบบ one childr จะได้ 4 มาต่อแทน 3



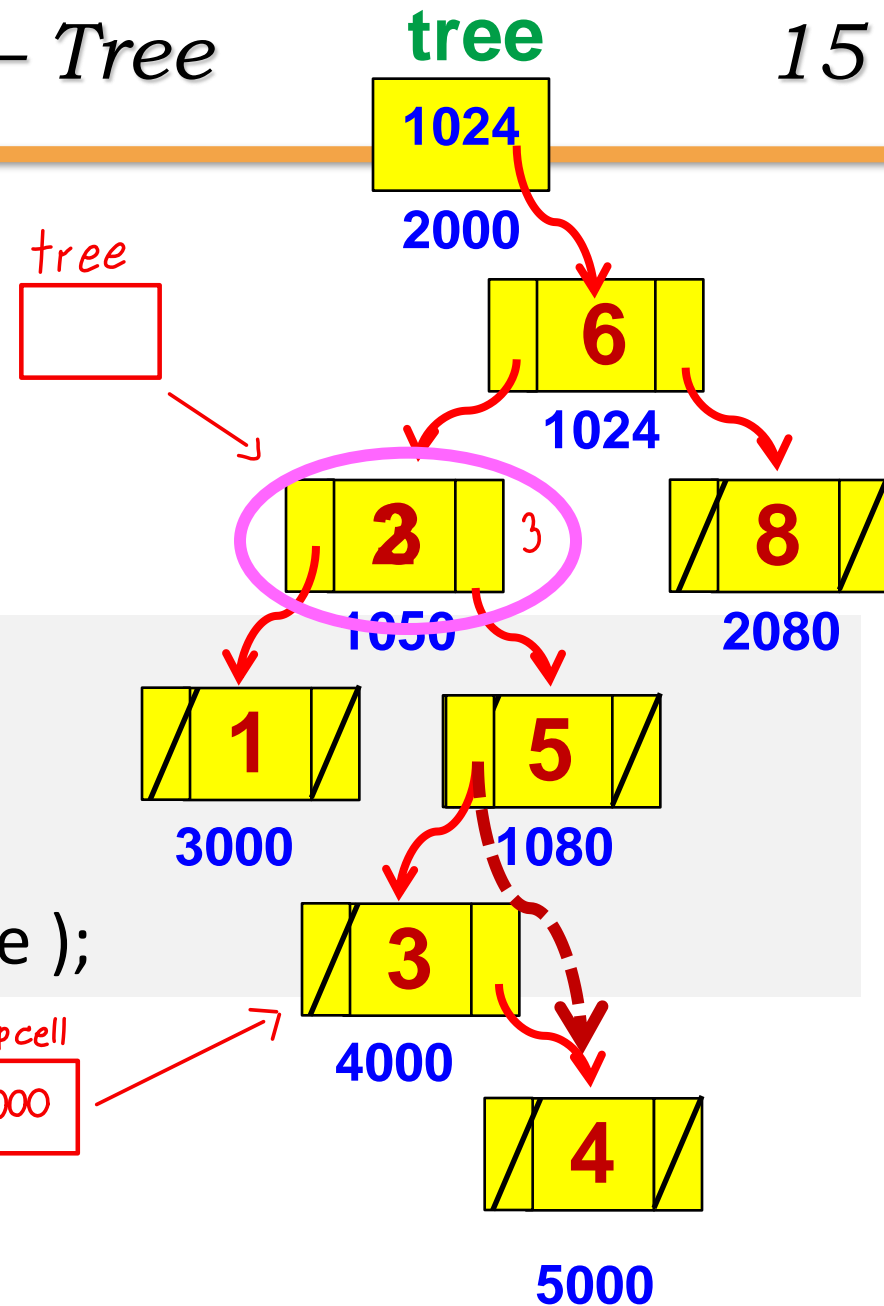


Delete

3. 2 Childs

- นำลูกที่เป็น Min right subtree มาแทนที่

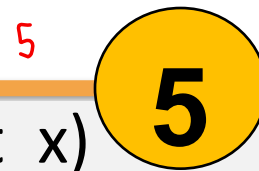
```
tmpcell=find_min(tree->right);  
tree->value = tmpcell->value;  
tree->right =  
    dTree(tree->right,tree->value );
```



```

1 struct node *dTree(struct node *tree,int x)
2 { struct node *tmpcell, *child;
3   if ( tree==NULL)
4     printf("No Node\n");
5   else
6   { if( x < tree->value)
7     tree->left = dTree(tree->left, x);
8   else
9     if( x > tree->value)
10      tree->right=dTree(tree->right,x );
11   else
12     if( tree->left !=NULL&& tree->right!=NULL)

```



tree

tmpcell

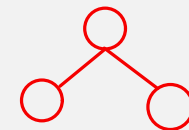
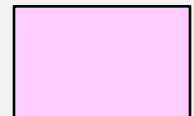


2000



1024

child



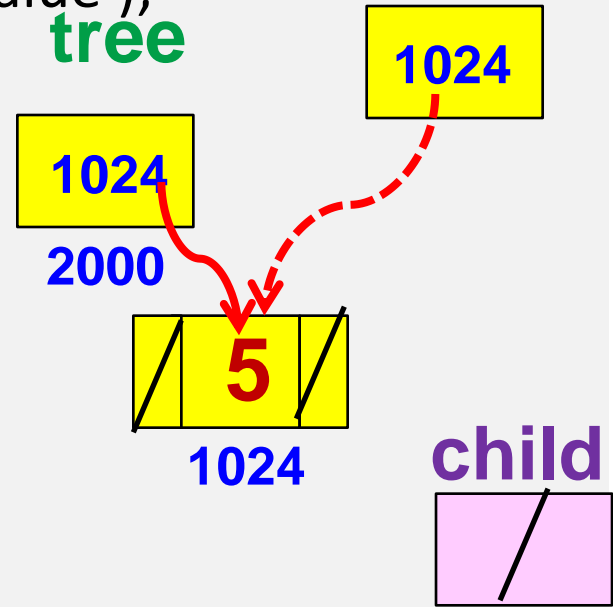

```

12 if( tree->left !=NULL&& tree->right!=NULL)
13 { tmpcell=find_min(tree->right);
14   tree->value = tmpcell->value;
15   tree->right = dTree(tree->right,tree->value );
    }
    else โค้ดลบ ฟังก์ชันเดียว
18 ✓ { tmpcell=tree;
19 ✓   if( tree->left == NULL ) T
20 ✓     child = tree->right;
21 ✓   if(tree->right ==NULL) T
22 ✓     child = tree->left;
23 ✓   delete(tmpcell);
24 ✓   return child; NULL * ไม่ส่งกลับเลข
    }
    } /* end else tree is not NULL */
27 return tree;
    } /* end function */

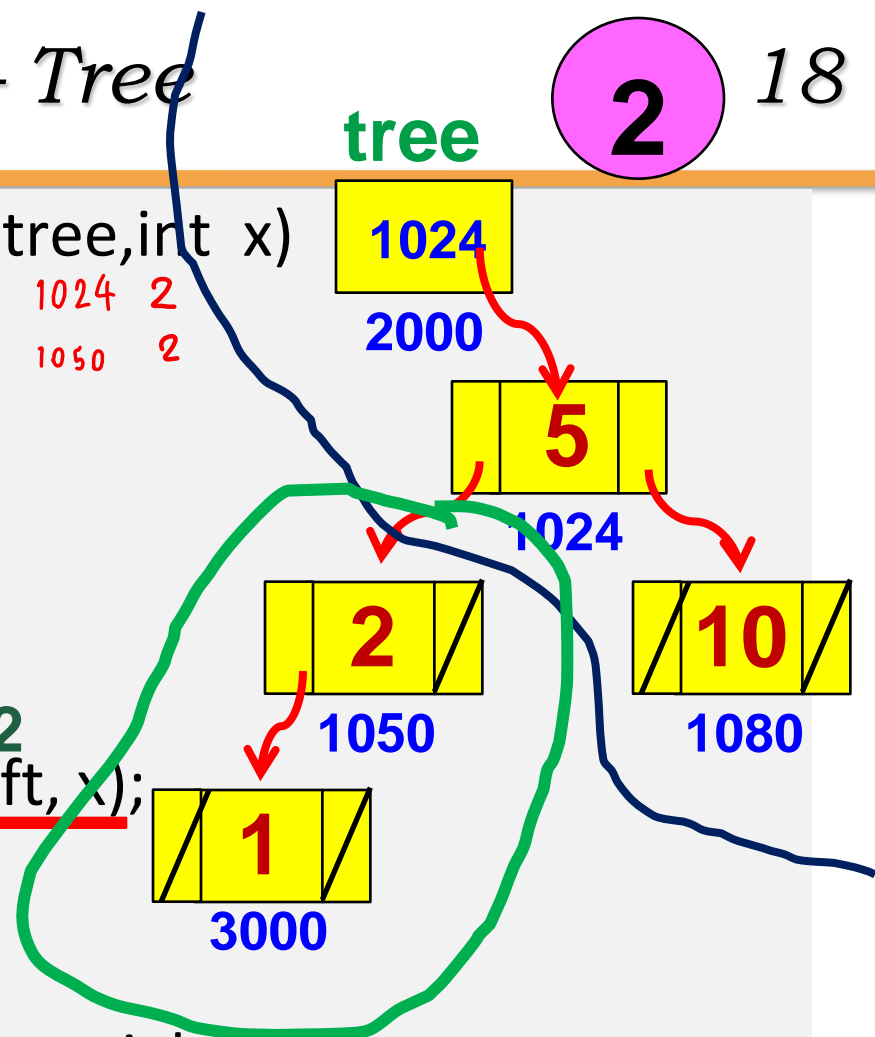
```

5

tmpcell



```
1 struct node *dTree(struct node *tree,int x)
2 { struct node *tmpcell, *child;
3  ✓ if ( tree==NULL) F
4      printf("No Node\n");
5  ✓ else
6  ✓ { if( x < tree->value) T
7  ✓   tree->left = dTree(tree->left, x);
8      else
9          if( x > tree->value)
10             tree->right=dTree(tree->right,x );
11         else
12             if( tree->left!=NULL && tree->right !=NULL )
```



1

struct node *dTree(struct node *tree,int x)

2

{ struct node *tmpcell, *child;

3

if (tree==NULL)

4

printf("No Node\n");

5

else

6

{ if(x < tree->value)

7

tree->left = dTree(tree->left, x);

8

else

9

if(x > tree->value)

10

tree->right=dTree(tree->right,x);

11

else

12

if(tree->left !=NULL && tree->right !=NULL)

* สร้างโหนดใหม่ 8 byte

tree

1050

8000

2

1050

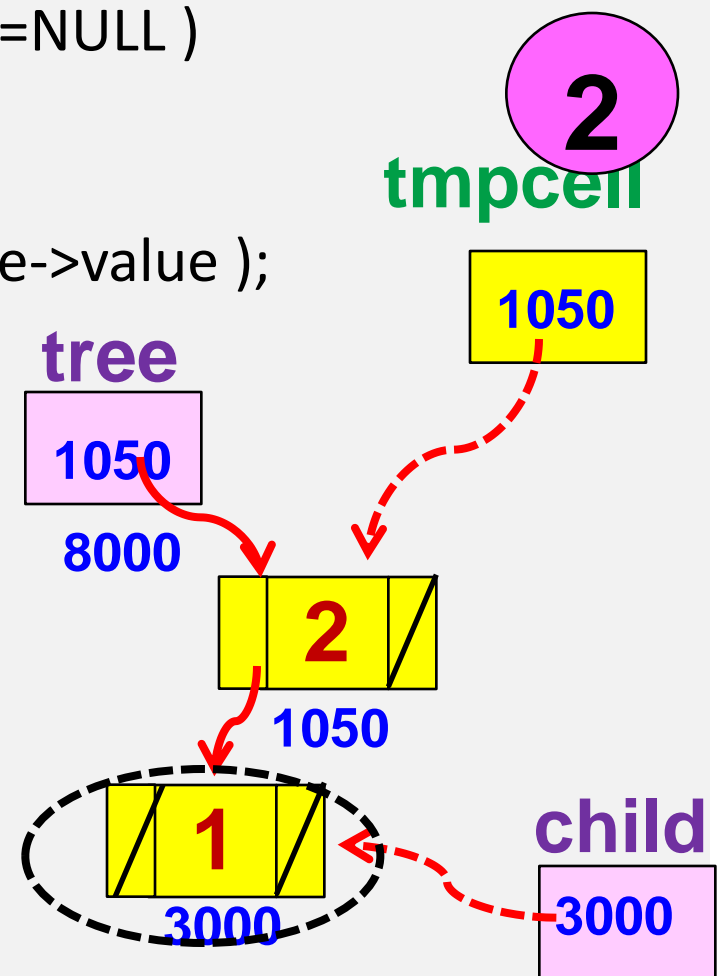
1

3000

```

12 if( tree->left !=NULL && tree->right !=NULL )
13 { tmpcell=find_min(tree->right);
14   tree->value = tmpcell->value;
15   tree->right = dTree(tree->right,tree->value );
16 }
17 else
18 { tmpcell=tree; 1050
19   if( tree->left == NULL ) F
20     child = tree->right;
21   if(tree->right ==NULL) T
22     child = tree->left; 3000
23   delete(tmpcell);
24   return child; 3000 กลับไป
25 }
26 /* end else tree is not NULL */
27 return tree;
28 /* end function */

```



1

2

3

4

5

6

7

8

9

10

11

12

```

struct node *dTree(struct node *tree,int x)
{
    struct node *tmpcell, *child;
    if ( tree==NULL)
        printf("No Node\n");
    else
        {
            if( x < tree->value)
                tree->left = dTree(tree->left, x);
            else
                if( x > tree->value)
                    tree->right=dTree(tree->right,x );
                else
                    if( tree->left !=NULL && tree->right !=NULL )

```

tree

1024

2000

tree

1050

8000

3000

5

1024

1080

10

2

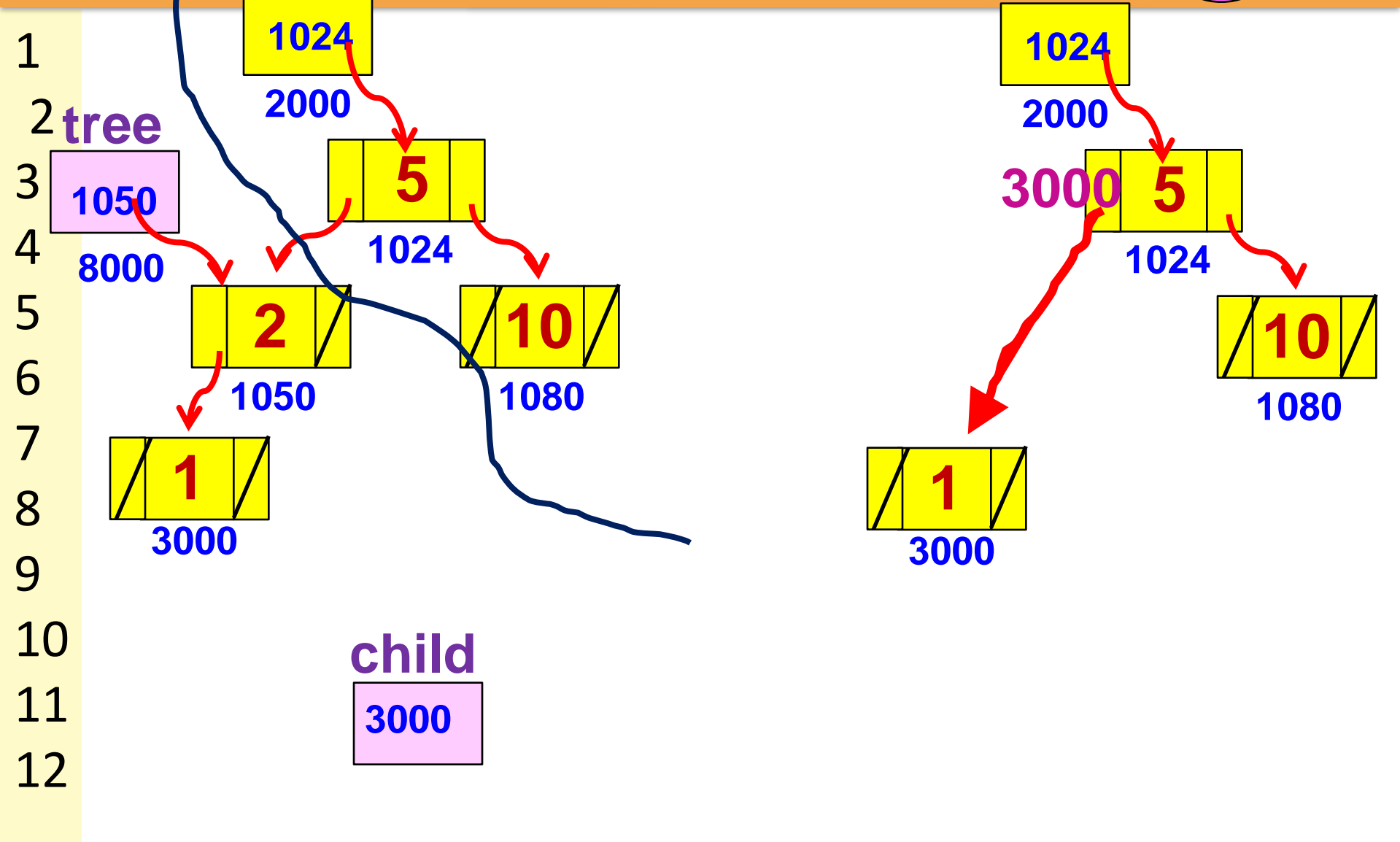
1050

1

3000

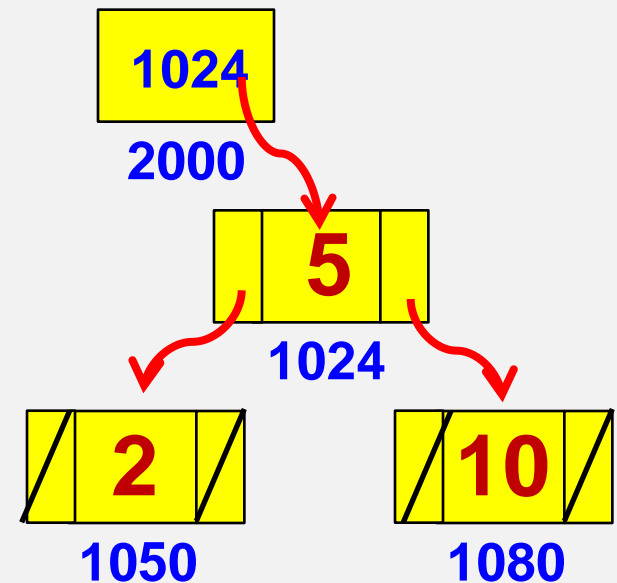
child

3000





```
1 struct node *dTree(struct node *tree,int x) tree
2 { struct node *tmpcell, *child;
3   if ( tree==NULL) F
4     printf("No Node\n");
5   else
6   { if( x < tree->value) F
7     tree->left = dTree(tree->left, x);
8   else
9     if( x > tree->value) F
10      tree->right=dTree(tree->right,x );
11    else
12      if( tree->left !=NULL && tree->right !=NULL ) T
```

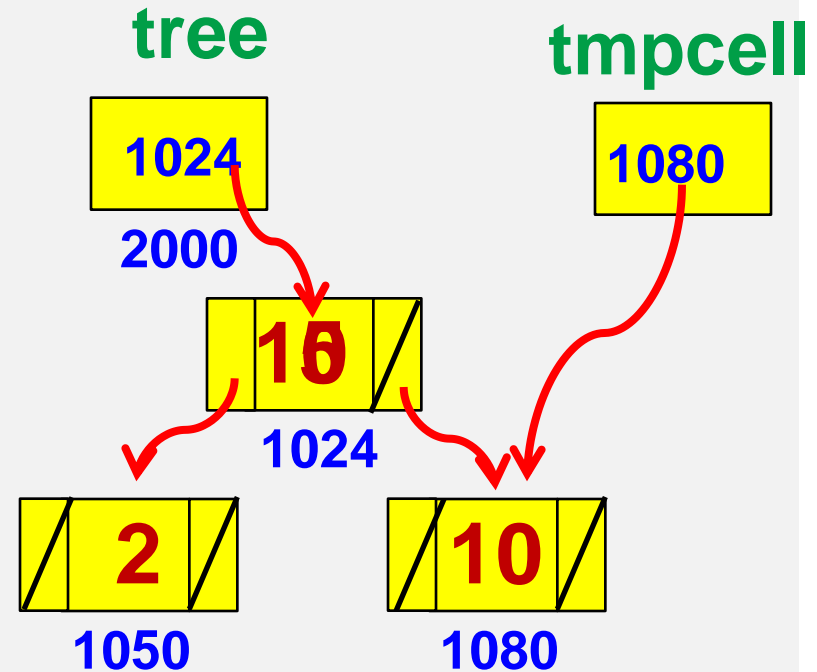


5

```

12 if( tree->left && tree->right)
13 { tmpcell=find_min(tree->right); 1080
14   tree->value = tmpcell->value; 10
15   tree->right = dTree(tree->right,tree->value );
                        1080      5
16   }
17 else
18 { tmpcell=tree;
19   if( tree->left == NULL )
20       child = tree->right;
21   if(tree->right ==NULL)
22       child = tree->left;
23   delete(tmpcell);
24   return child;
25   }
26 } /* end else tree is not NULL */
27 return tree;
28 } /* end function */

```



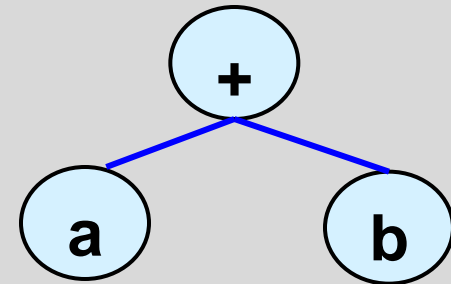


Application

Expression Tree

- Leaves are operand
- Nonleaves are operator

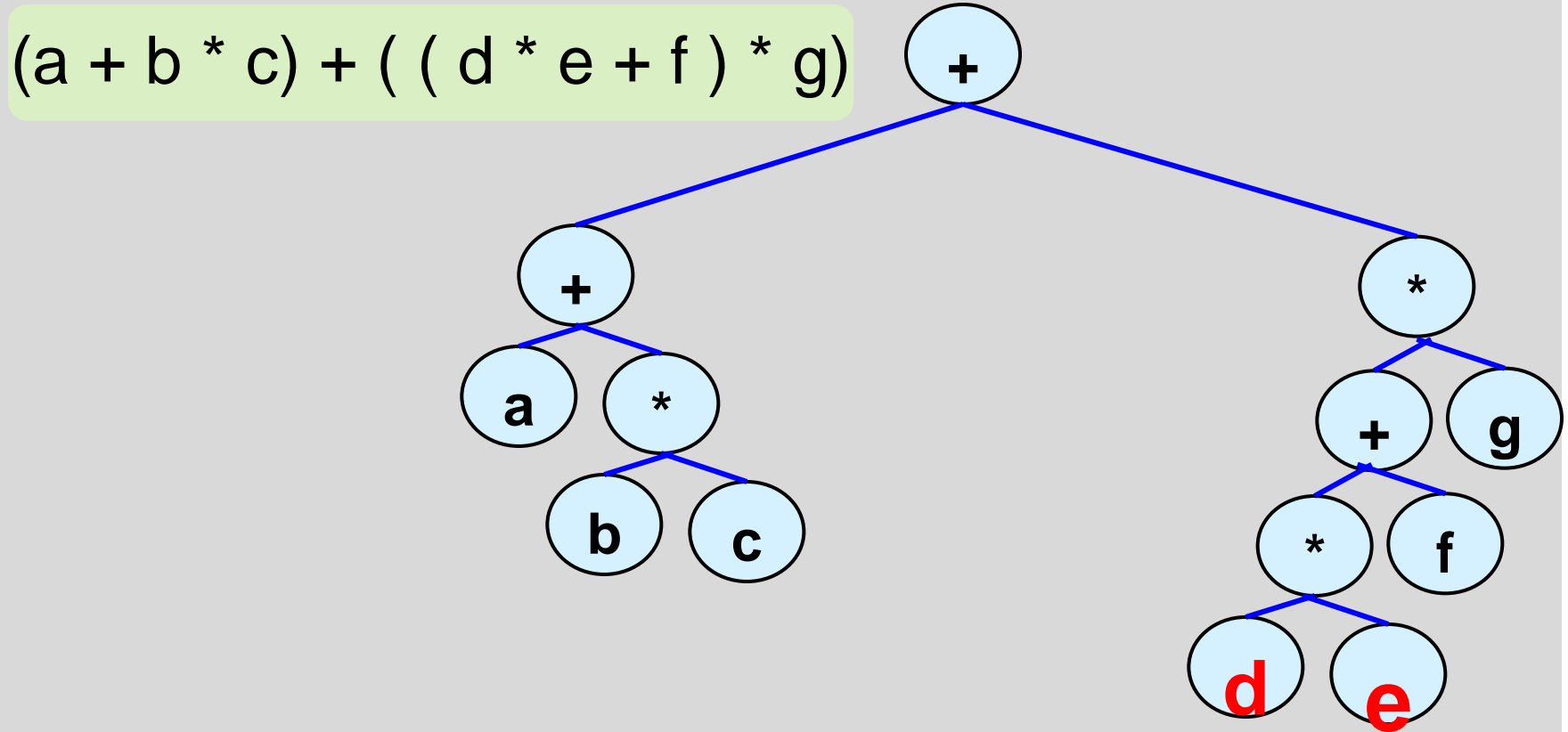
$a + b$



Pre $+ a b$

In $a + b$

Post $a b +$



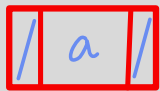
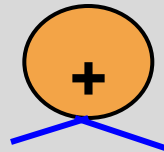
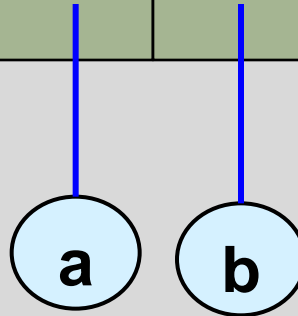
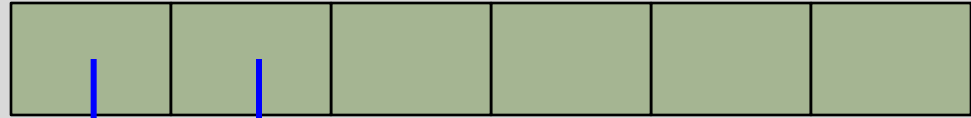
$a + b + c * (d + e)$

แปลง infix \rightarrow Postfix

$a\ b\ +\ c\ d\ e\ +\ *\ +$

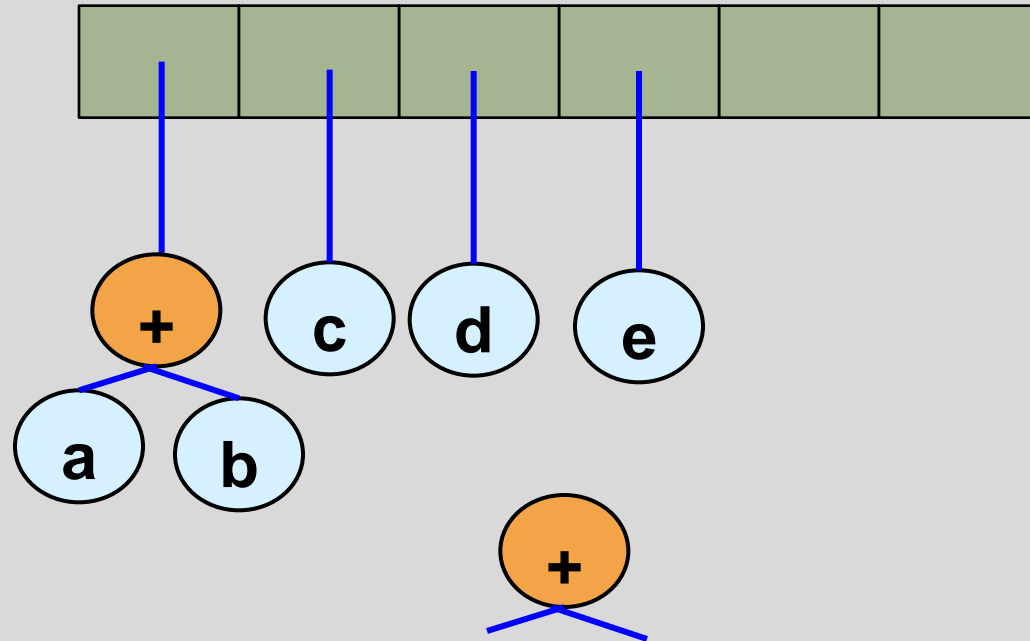
* จะ อักขระ push ๓ stack

เมื่อ เครื่องหมาย pop



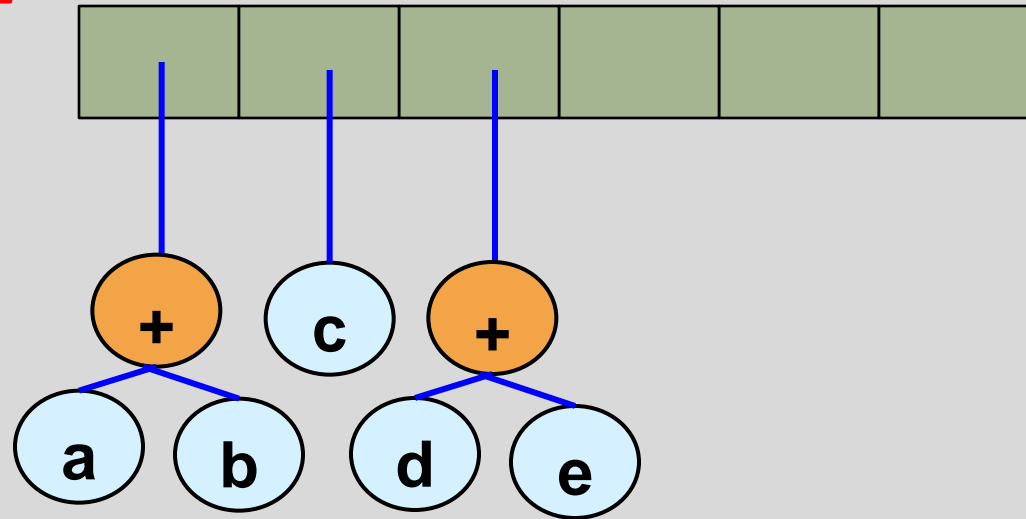


a b + c d e + * +



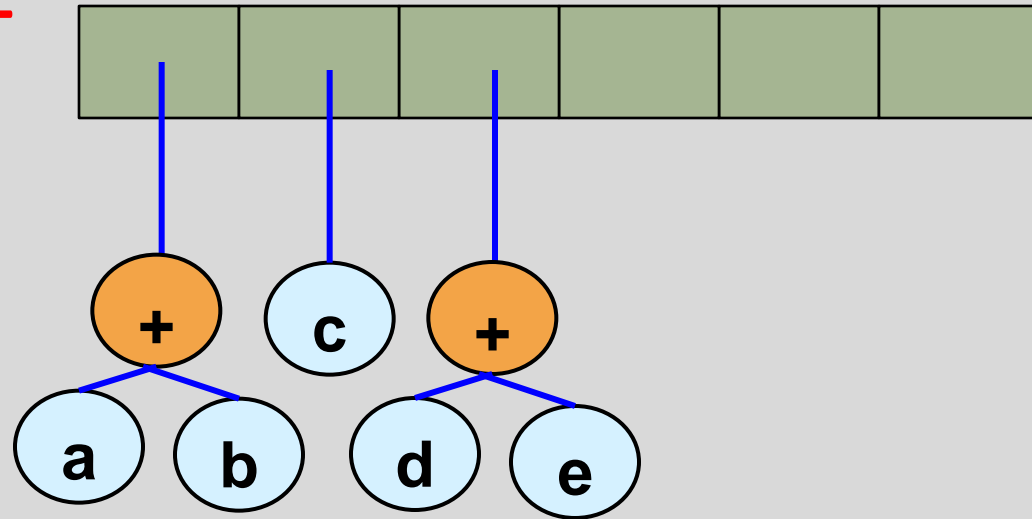


a b + c d e + * +



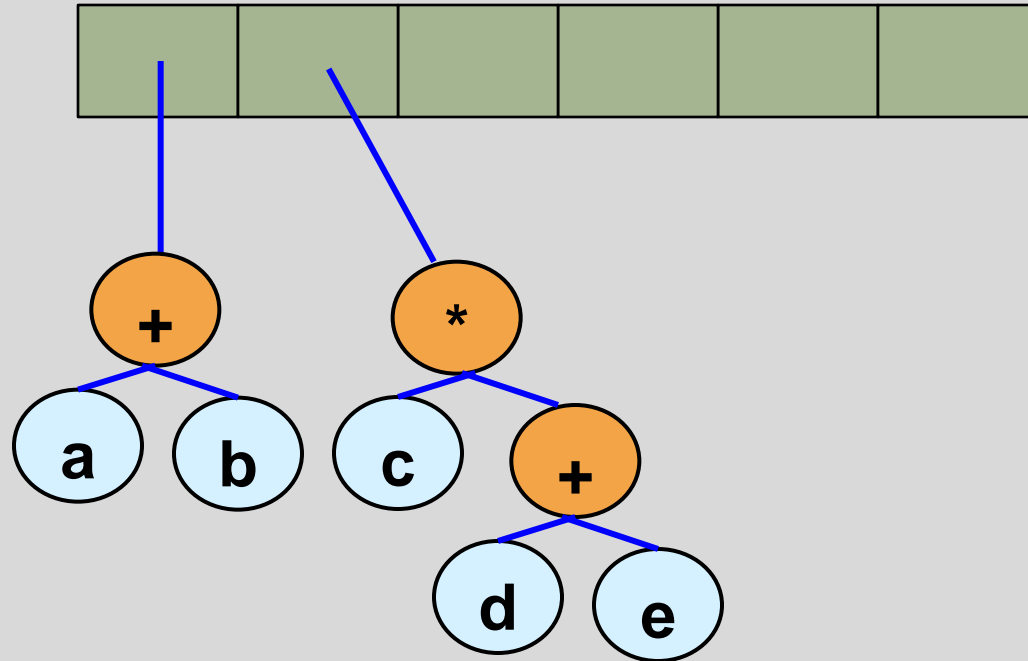


a b + c d e + * +





a b + c d e + * +





a b + c d e + * +

