

Trees 2

Binary Trees

- A binary tree is a rooted tree with no vertex
- has more than two children
 - left and right child nodes

```
// Syntax C++  
struct BinaryNode{  
    Object element;    // The Data in the node  
    BinaryNode *left;  // & of Left Child  
    BinaryNode *right; // & of Right Child  
}
```

- A binary tree is complete iff every layer except possibly the bottom is fully populated with vertices. All nodes at the bottom level must occupy the leftmost spots consecutively.
- A complete binary tree with n vertices and h height satisfies
 - $2^H \leq n < 2^{H+1}$
 - $2^2 \leq 7 < 2^{2+1}, 2^2 \leq 4 < 2^{2+1}$
 - $2^H \leq n < 2^{H+1}$
 - $H \leq \log(n) < H + 1$
 - $H = \text{floor}(\log(n))$
- **Proof:**
 - At level $k \leq H - 1$, there are 2^k vertices
 - At level $k = H$, there is at least 1 node, and at most 2^H vertices
 - Total number of vertices when all levels are fully populated (maximum level k)
 - $n = 2^0 + 2^1 + \dots + 2^k$
 - $n = 1 + 2^1 + 2^2 + \dots + 2^k$ (Geometric Progression)
 - $n = \frac{1(2^{k+1}-1)}{2-1}$
 - $n = 2^{k+1} - 1$

Case 1:

A tree has the maximum number of nodes when all levels are fully populated

- Let $k = H$
 - $n = 2^{H+1} - 1$
 - $n < 2^{H+1}$

Case 2:

The tree has a minimum number of nodes when there is only one node in the bottom level

- Let $k = H - 1$
 - $n' = 2^H - 1$
 - $n \geq n' + 1 = 2^H$

Combining two conditions we have

- $2^H \leq n \leq 2^{H+1}$
-

Representation of Complete Binary Tree

- All trees can be represented by the generic representation shown in the code above
- Due to the structure of a complete binary tree, it cannot be represented by a vector
 - As long as one can figure out the parent/child relationship
 - Parent/child relationship embedded in the index of parent and child
 - Vector elements carry data
- **Tree Structure : Vector**
 - Vector indices carry tree structure
 - Index order = levelorder
 - The tree structure is implicit
 - Uses integer arithmetic for tree navigation
 - No need to explicitly store the tree node pointers
- **Tree Navigation : Vector**
 - The root at $v[0]$
 - Parent of $v[k] = k[(k-1)/2]$
 - Left child of $v[k] = v[2*k + 1]$



- Right child of $v[k] = v[2*k]+1$
-

Binary Tree Traversal

Inorder traversal

- Definition
 - Left child
 - Vertex
 - Right Child (recursive)
- Algorithm
 - Depth-first search (visit between children)

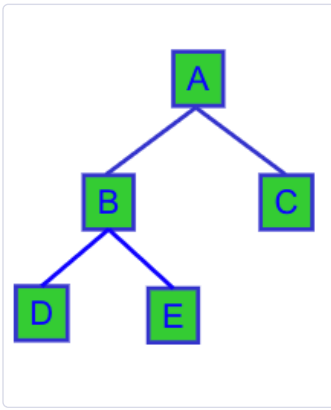
Other Traversals that apply to binary case

- Preorder
 - [Trees](#) 
- Postorder
 - [Trees](#) 
- Level order traversal

A tree can be rebuilt from its inorder and preorder (or postorder) traversal results

Rebuild Tree from Traversal

- Let each node be associated with a letter, traversals print the letters when visiting a node. The results are:
 - Preorder: "ABDEC"
 - Postorder: "DEBCA"
 - Inorder: "DBEAC"



Rebuild tree from preorder + inorder traversal

- Find the root from the preorder result: A
 - Decide left and right subtrees
 - Find the letter for the root in the inorder string and decide the inorder string for the two subtrees
 - Decide the preorder string for left and right subtrees
 - Inorder for the traversal string length should be equal to another string length, extract preorder strings from the whole preorder string
 - Recursively do this to the sub-trees
-

Build Expression Tree from Postfix Expression

```
stack<T> s;
while(s != /*end of postfix expression*/){
    // Get the next token
    if(token == /* operand */){
        // Create a new node with the operand
        s.push(/* New Node */);
    }
    if(token == /* operator */){
        s.pop(); // corresponding operands from S
        // Create a new node with the operator (and
        // corresponding operands as left/right children)
        s.push(/* New Node */);
    }
} // s.top is the final binary expression
```

C++

Rebuilding with a tree

- Postorder string: FECAHJIGB
- Inorder string: CFEABHGJI

Root: B

- Last in the post-order string
Left Subtree: CFEA
- Before root (B) in the inorder string
Right Subtree: HGJI
- After root (B) in the inorder string