



Trees: DFS and BFS



# Depth First Search + Breadth First Search

- Some of THE most important and common algorithms that you can learn
- DFS+BFS can solve large majority of tree and graph problems by themselves
- Is the foundation for many more complicated algorithms such as Dijkstra or topological sorting if you choose to (not necessary for 99% of interviews!!!)



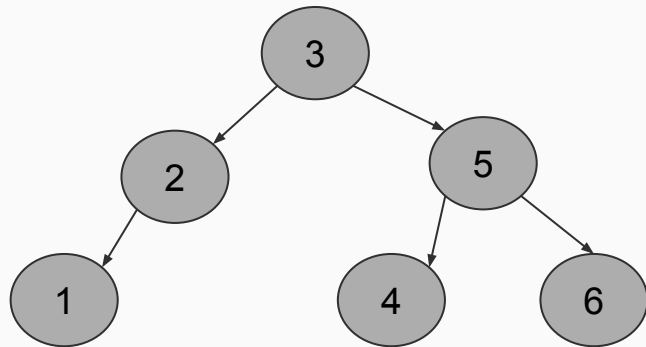
# Depth First Search

- Searches as deep into one path as possible before searching a different path
- 3 types:
  - In-order traversal
  - Pre-order traversal
  - Post-order traversal
- Utilizes a stack
  - This makes recursion perfect since recursion inherently uses a stack via the call stack!



# In-Order DFS

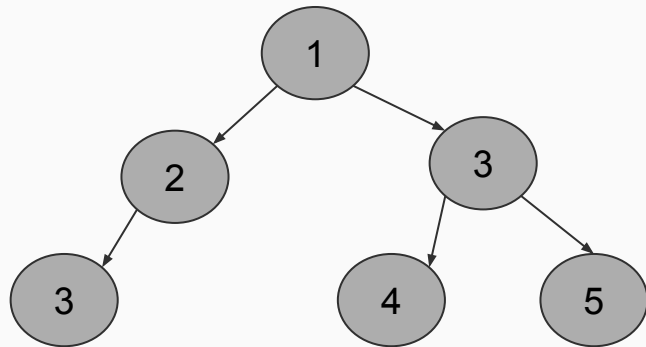
- Steps
  - Traverse left sub tree
  - Process node
  - Traverse right sub tree
- Demo
  - [Binary Tree Inorder Traversal](#)



```
def inorderTraversal(root):  
    if not root: return  
    inorderTraversal(root.left)  
    print(root.val)  
    inorderTraversal(root.right)
```

# Pre-Order DFS

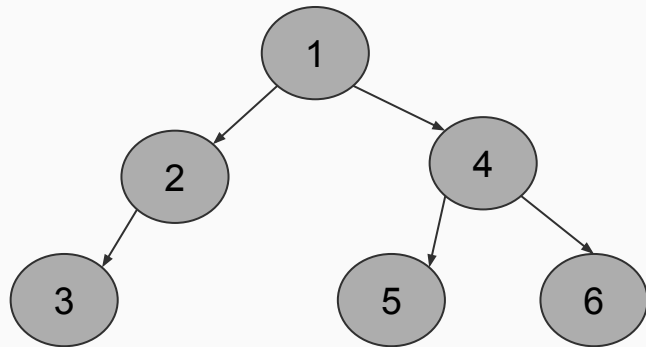
- Steps
  - Process node
  - Traverse left sub tree
  - Traverse right sub tree
- Demo
  - [Binary Tree Preorder Traversal](#)



```
def preorderTraversal(root):  
    if not root: return  
    print(root.val)  
    inorderTraversal(root.left)  
    inorderTraversal(root.right)
```

# Post-Order DFS

- Steps
  - Traverse left sub tree
  - Traverse right sub tree
  - Process node
- Demo
  - [Binary Tree Postorder Traversal](#)
- Follow up
  - Can we reverse the order of our traversal?



```
def postorderTraversal(root):  
    if not root: return  
    inorderTraversal(root.left)  
    inorderTraversal(root.right)  
    print(root.val)
```

# DFS Runtime

Operations	Big-O Time
Search tree	$O(n)$



# Breadth First Search (BFS)

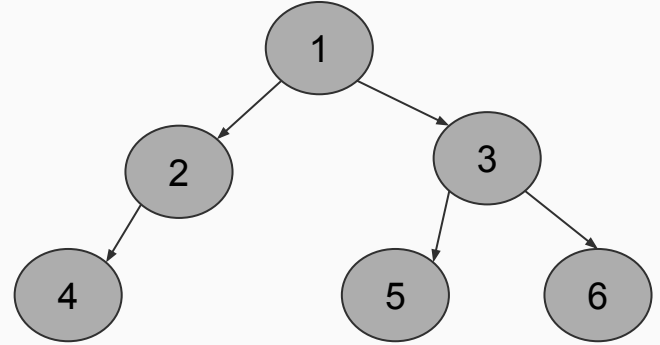
- Searches through nodes level by level
- We process nodes closest to the root first
- This algorithm is very useful when finding shortest paths or when dealing with layers
- Utilizes a queue
  - Because recursion uses a stack, we always want to just run BFS iteratively





# Breadth First Search (cont.)

- Steps
  - Add the root to the queue
  - Shift out a "current node" from the queue
  - Process current node
  - Push current node's children into the queue
  - Repeat process until queue is empty
- Demo
  - [Binary Tree Level Order Traversal](#)



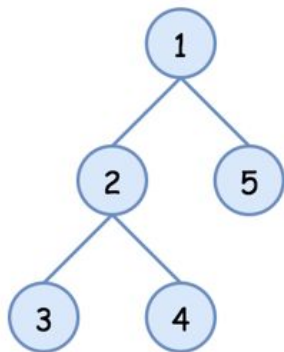
# BFS Runtime

Operations	Big-O Time
Search tree	$O(n)$



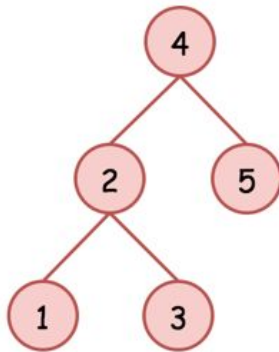
# Traversals

DFS Preorder  
Node → Left → Right



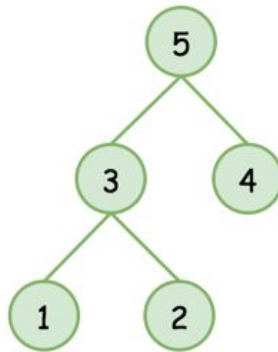
`[root.val] +`  
`preorder(root.left) +`  
`preorder(root.right)`  
if root else []

DFS Inorder  
Left → Node → Right



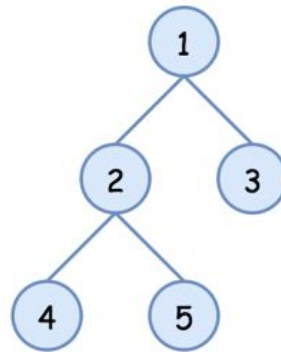
`inorder(root.left) +`  
`[root.val] +`  
`inorder(root.right)`  
if root else []

DFS Postorder  
Left → Right → Node



`postorder(root.left) +`  
`postorder(root.right) +`  
`[root.val]`  
if root else []

BFS  
Node → Left → Right



iterations  
with the queue

Traversal = [1, 2, 3, 4, 5]

# Questions?



# Let's practice!

- Review
  - [Same Tree](#)
  - [Maximum Depth of Binary Tree](#)
  - [Count Complete Tree Nodes](#)
- Bonus
  - [Path Sum](#)
  - [Invert Binary Tree](#)



# Iterative Depth First Search

- Though recursion works very naturally for DFS, we can do it iteratively too!
- Instead of using the call stack, we would simply create our own stack and run it similarly as how we run our queue for BFS
- It is not recommended to use iterative DFS most of the time because there is a lot more code and has the same time and space complexities. It can also overcomplicate some problems.
- Demo:
  - [Binary Tree Level Order Traversal](#)



# Continued Practice!

- Review

- [Path Sum](#)
- [Count Good Nodes in Binary Tree](#)
- [Binary Tree Right Side View](#)
- [Invert Binary Tree](#)

- Bonus

- [Subtree of Another Tree](#)
- [Binary Tree Level Order Traversal II](#) - do this one without using `.reverse()`!

