

Proiectarea și Analiza Algoritmilor

S II - 2025

Curs 2

Arbori Generalizați

Definiții

Fie V o mulțime având elementele a_1, a_2, \dots, a_n .

Pe V se poate defini o relație de precedență: a_i precede pe a_j dacă $i < j$ și notăm $a_i < a_j$

Proprietăți:

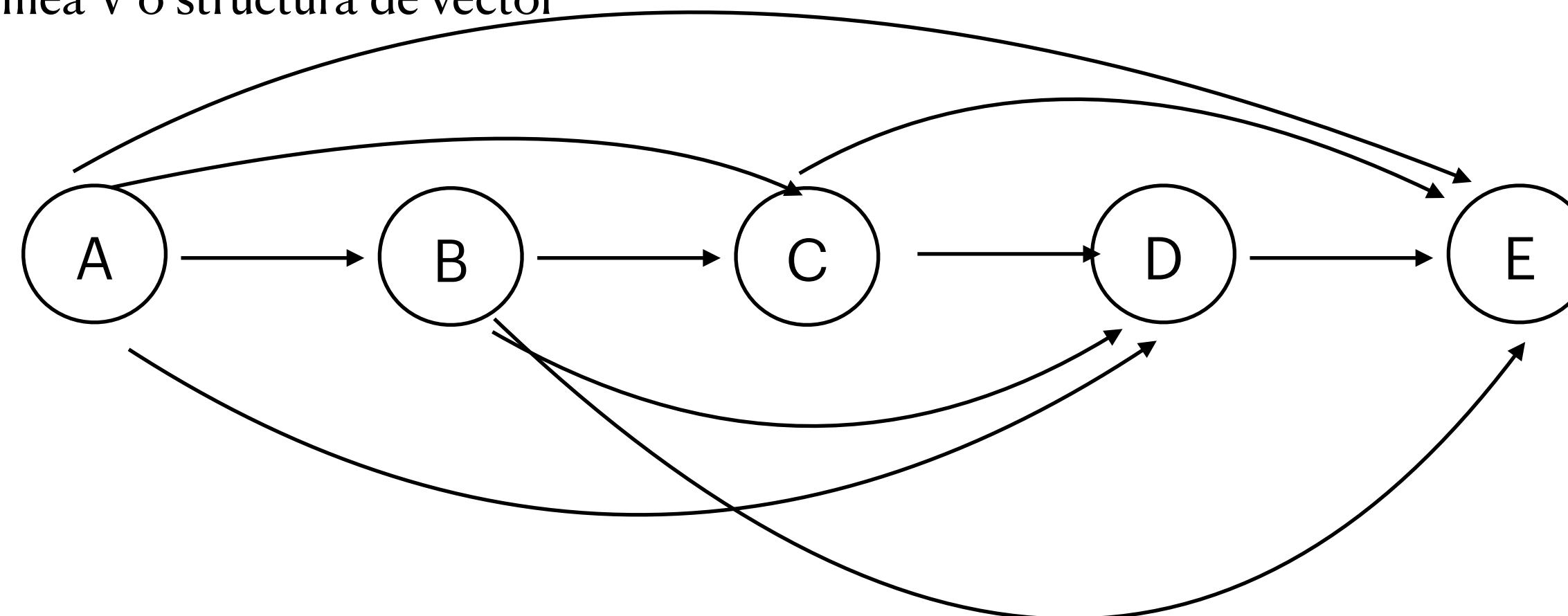
- (1) $\forall a \in V \Rightarrow a \not< a$ (a nu precede pe el însuși) (antireflexivitate)
- (2) Dacă $a < b$ și $b < c \Rightarrow a < c$ (tranzitivitate)
- (3) $\forall a \in V$ și $b \in V$, dacă $a \neq b$ atunci avem fie $a < b$ fie $b < a$

Din (1) și (2) rezultă că relația de precedență nu determină în V bucle închise. Adică nu există o secvență de elemente care se preced două câte două și în care ultimul element este același cu primul. Ex: $a < b < c < d < a$

Prop. (3) precizează că relația de precedență e definită pentru oricare două elemente a și b a lui V cu singura condiție ca $a \neq b$

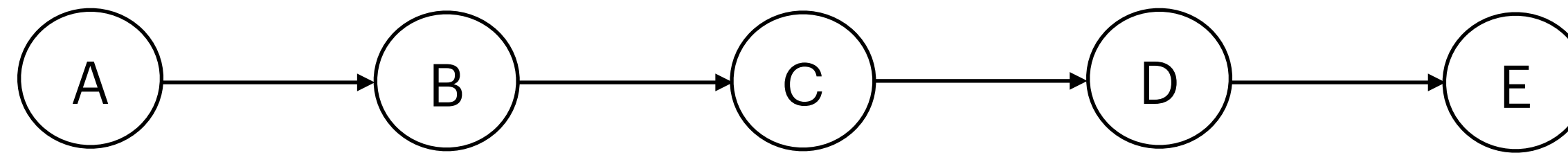
Fie V o mulțime peste elementele căreia s-a definit relația o relație de precedență care respectă (1), (2) și (3)

Această relație imprimă peste mulțimea V o structură de vector



Definiții

O reprezentare intuitivă a unei structuri vector este prin indicarea relației **succesor**

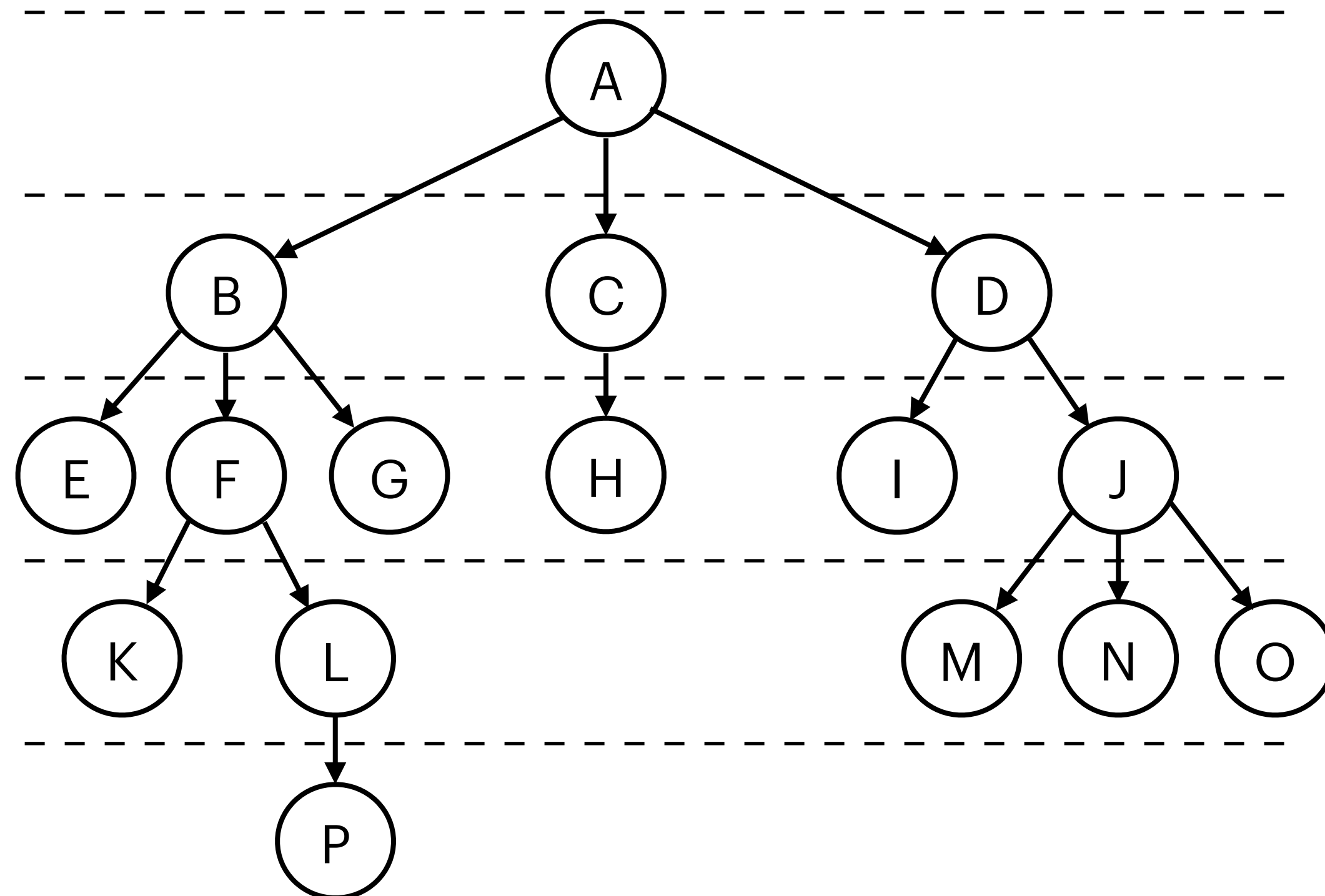


Relația **succesor** se definește cu ajutorul relației de **precedență**

Dacă între elementele a și b ale lui V este valabilă relația $a < b$ și nu există un $c \in V$ astfel încât $a < c < b$ atunci se zice că b este **succesorul** lui a

Relația **succesor** precizează relația **precedență** fără a fi identică cu ea

Definiții



O structură **arbore** se definește prin **generalizarea** structurii **vector**

În structura **vector**, toate elementele cu excepția ultimului au exact un succesor

În structurii **arbore** se admite ca fiecare element să aibă un **număr oarecare** de succesor, inclusiv **zero**, cu restricția ca două elemente distincte **să nu aibă același succesor**.

Relația succesor definește o relație de precedență pe structura arbore

În figură avem $b < p$, $d < n$, etc...

Relația de precedență definită pe structura arbore **respectă** proprietățile (1) și (2) dar **nu satisface** (3).

Relația de precedență definită pe structura arbore e definită doar pe o parte a perechilor de elemente ale arborelui. Deci e o **relație parțială**.

Definiții

O structură arbore se definește ca o mulțime A de $n \geq 0$ noduri de același tip, peste care s-a definit o relație de precedență având proprietățile (1) și (2) precum și următoarele două proprietăți:

(3) $\forall b, c \in A$ astfel încât $b \nprec c$ și $c \nprec b$ dacă $b \prec d$ și $c \prec e$ atunci $d \neq e$

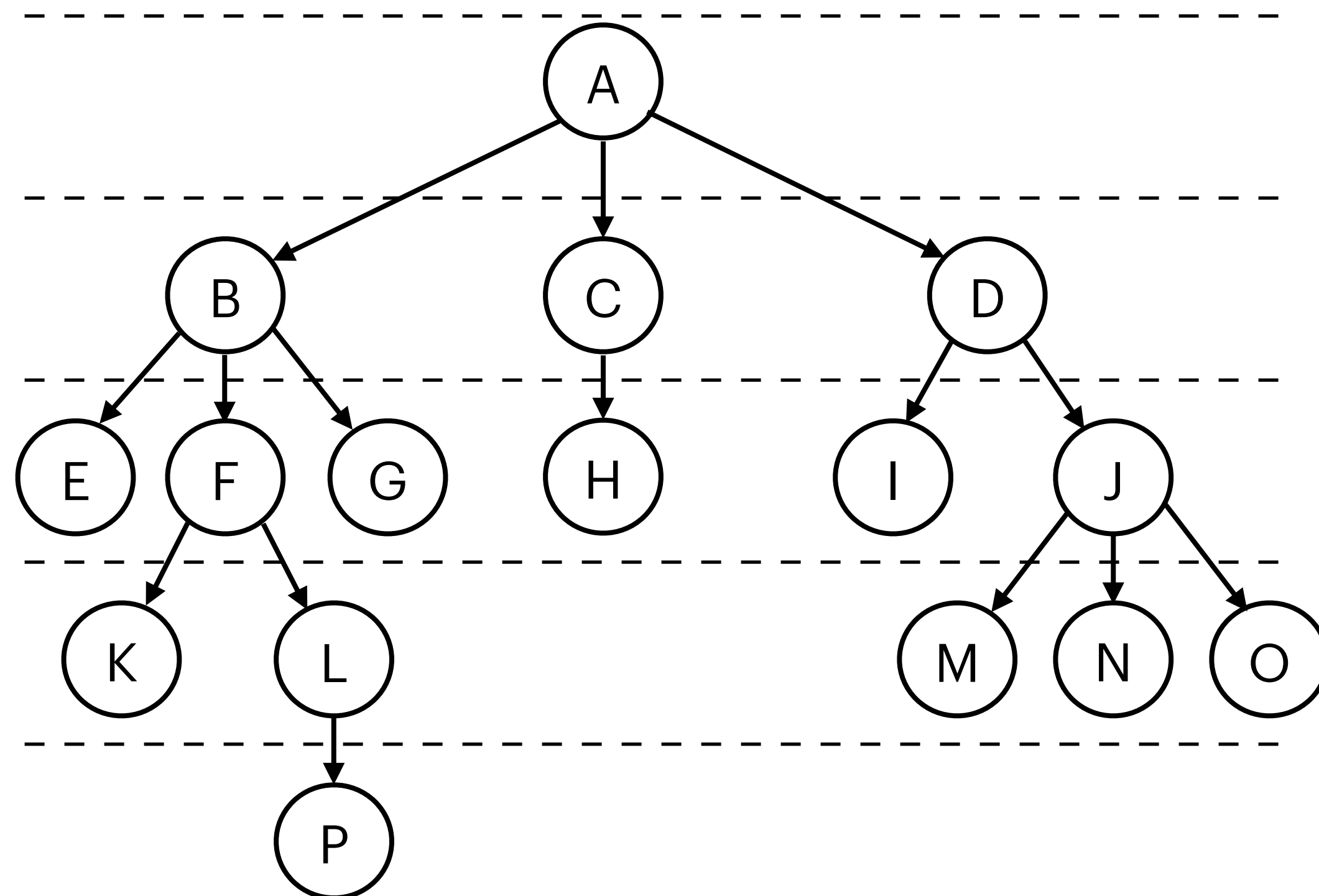
Adică două elemente oarecare între care **nu** există relația de precedență **nu pot** avea același succesor

(4) Dacă A nu este vidă ($n > 0$) atunci există un element numit rădăcină, care precede toate celelalte elemente.

Definiție alternativă:

Prin **arbore** se înțelege o mulțime de $n \geq 0$ noduri **de același tip**, care dacă nu este vidă atunci are un anumit nod numit **rădăcină**, iar restul nodurilor formează un număr finit de arbori, **doi câte doi disjuncti**.

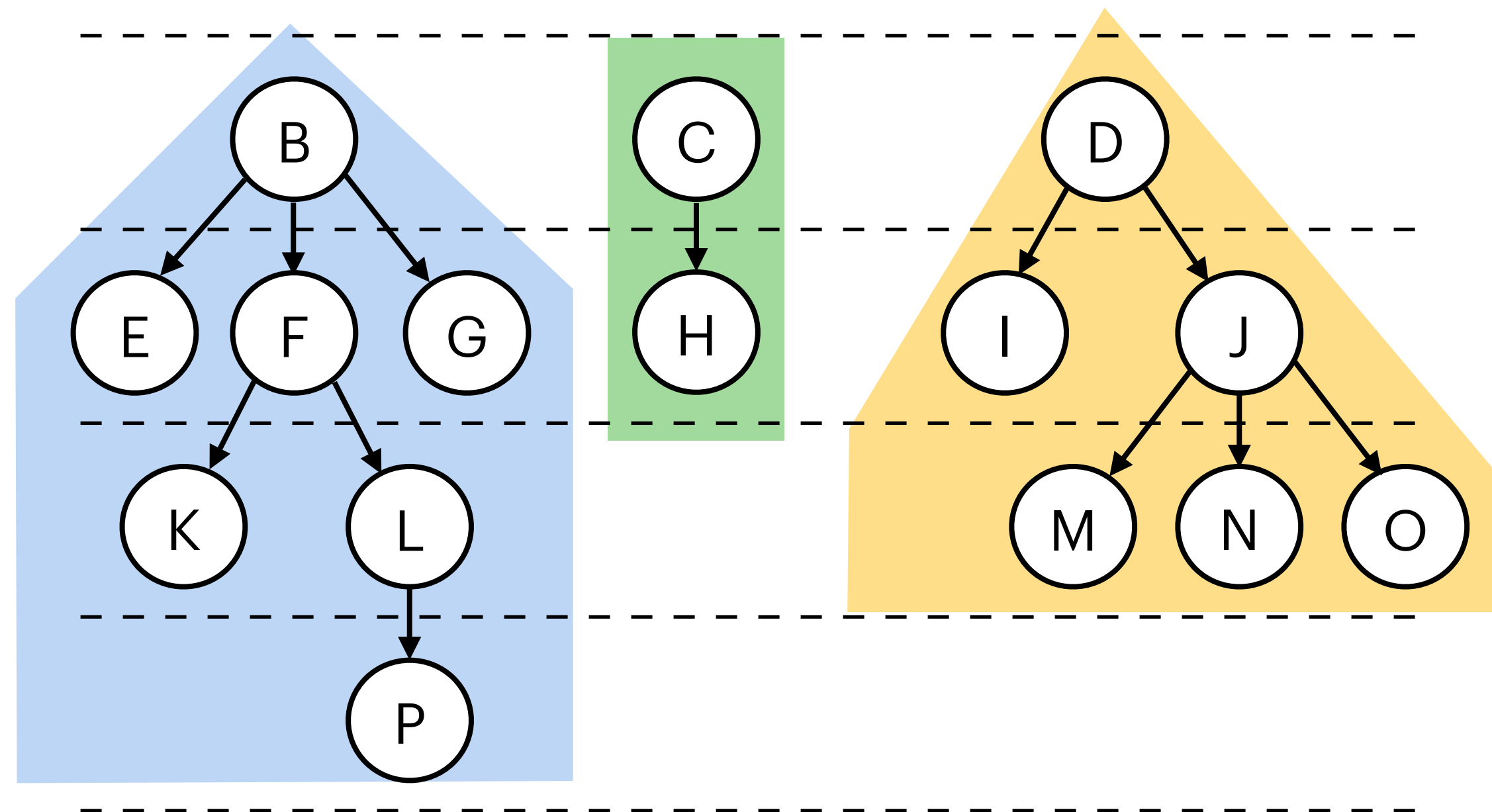
Structura definită e una **recursivă**.



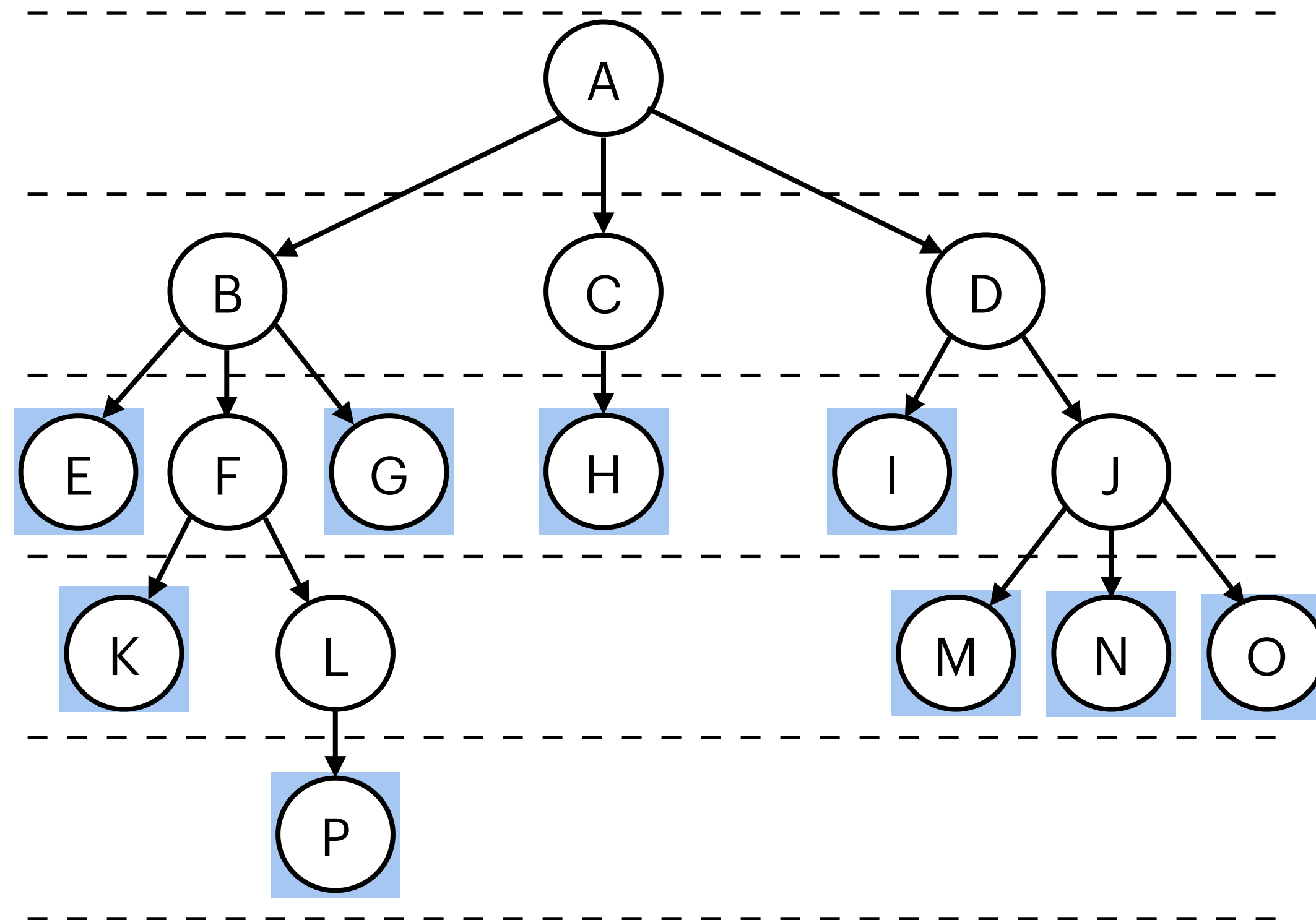
Definiții

Subarborii

sunt arborii în care se descompune un arbore prin îndepărtarea rădăcinii



Definiții



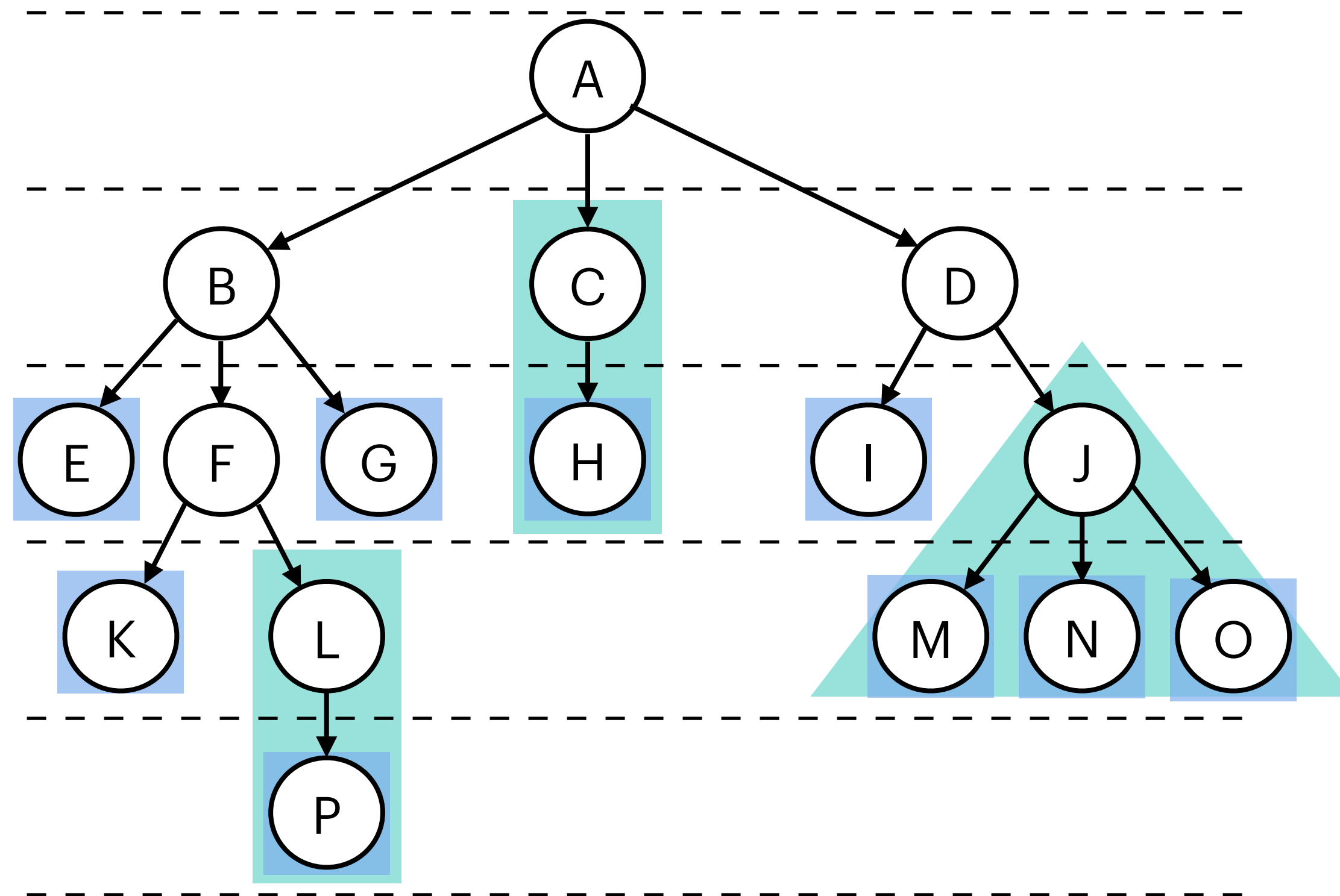
Arbori parțiali

oricare nod dintr-un arbore este rădăcină a unui arbore parțial

➡ un arbore parțial NU este întotdeauna un subarbore

➡ orice subarbore este întotdeauna și arbore parțial

Definiții



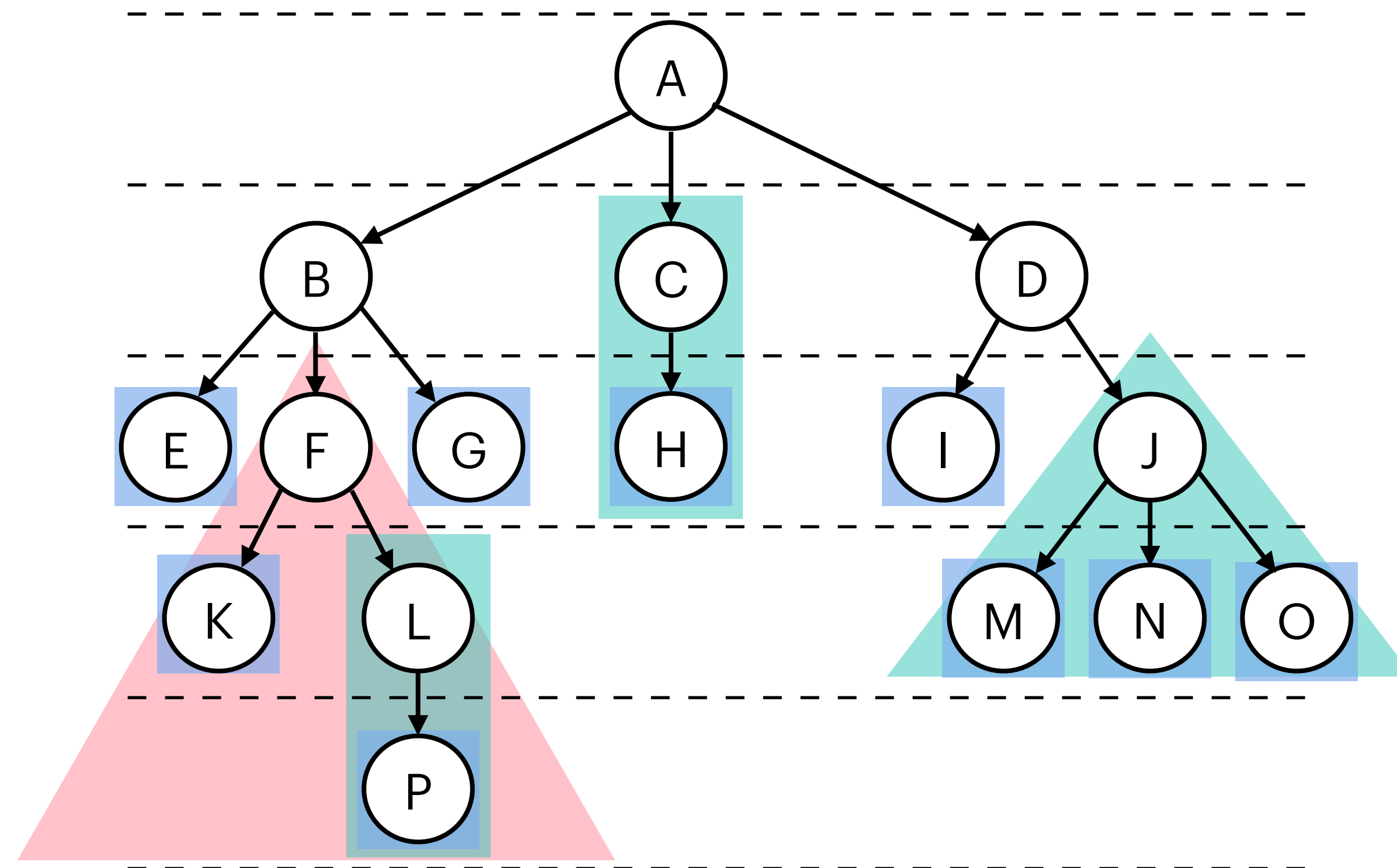
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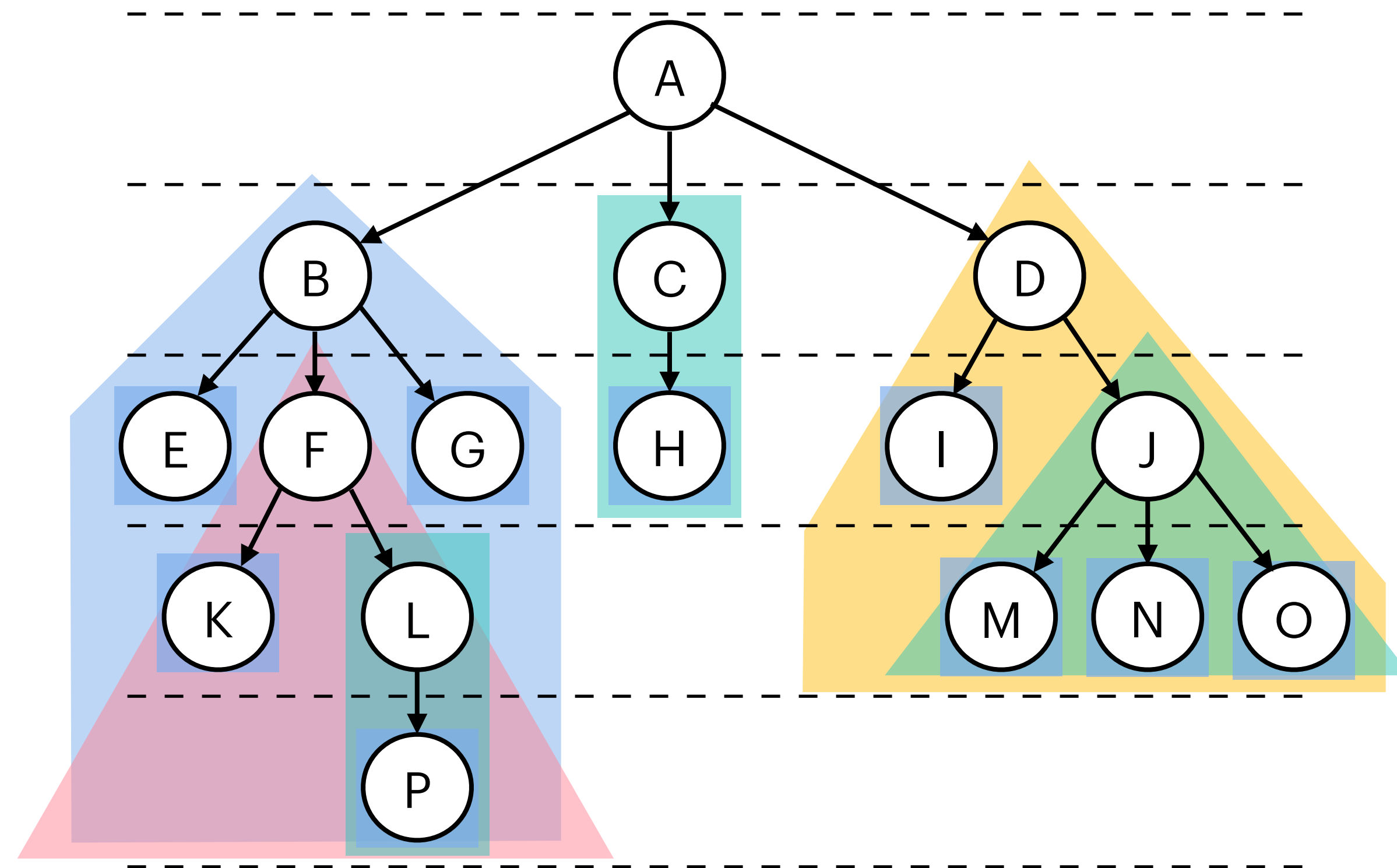
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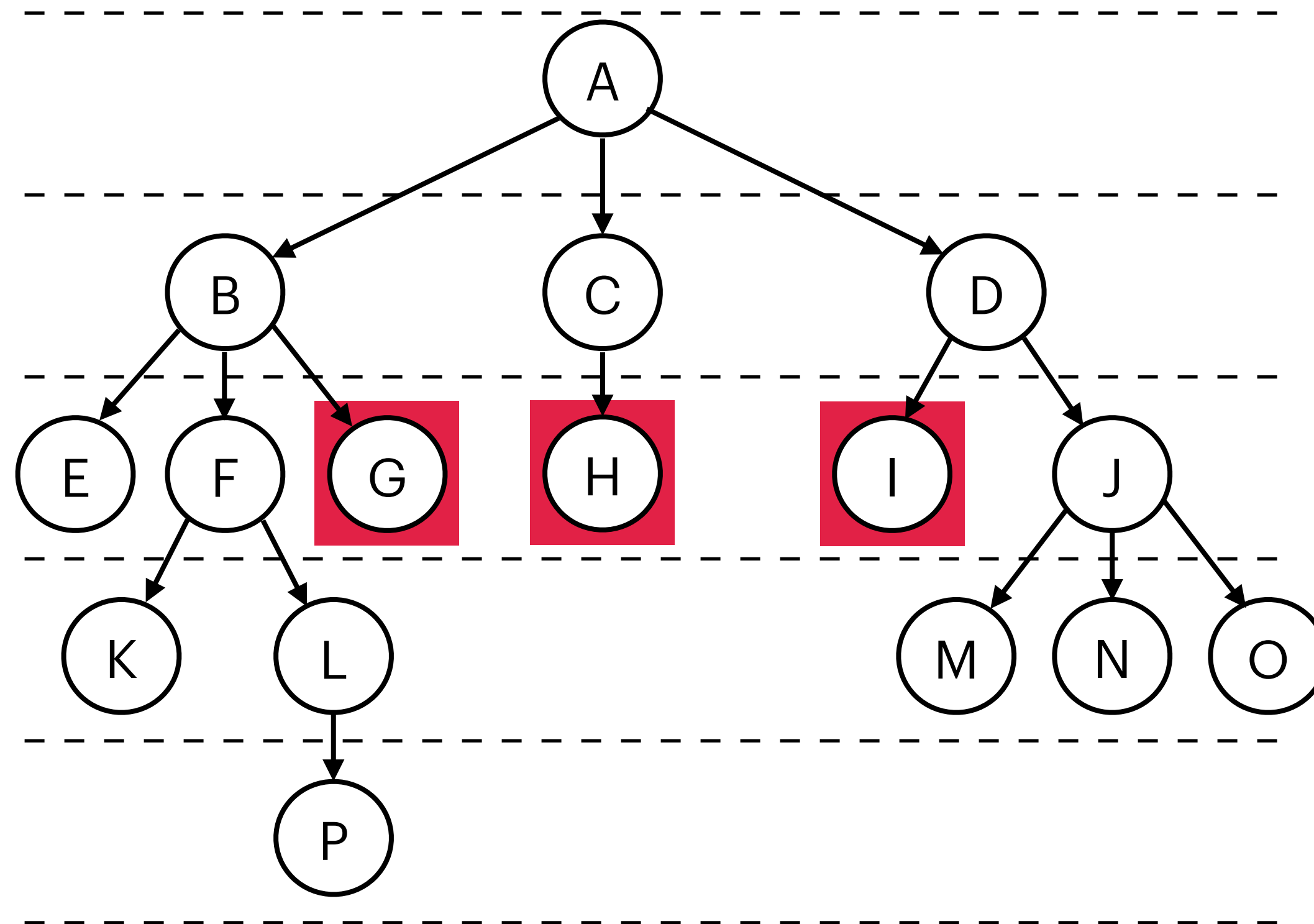
Arbori parțiali

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Definiții



Succesorul unui nod se numește **fiul** sau **urmașul** său.

B, C, D sunt fii lui A

K, L sunt fii lui F

Dacă un nod are fii atunci el se numește **tatăl** sau **părintele** acestora.

J este tatăl nodurilor M, N, O

L este tatăl nodului P

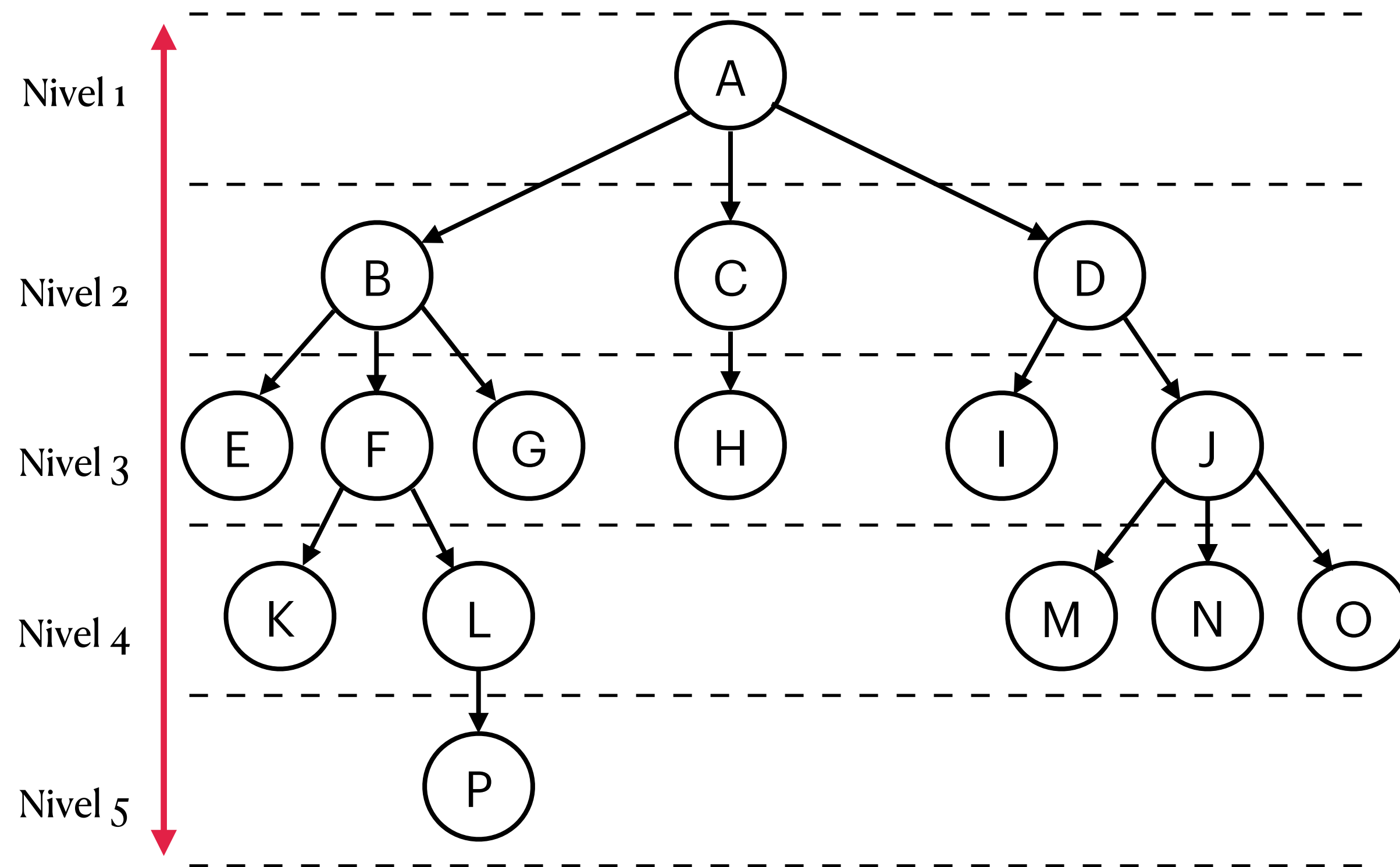
Dacă un nod are mai mulți fii, aceștia se numesc **frați** între ei.

B, C, D sunt frați

K, L sunt frați

G, H, I **NU** sunt frați

Definiții



Niveluri

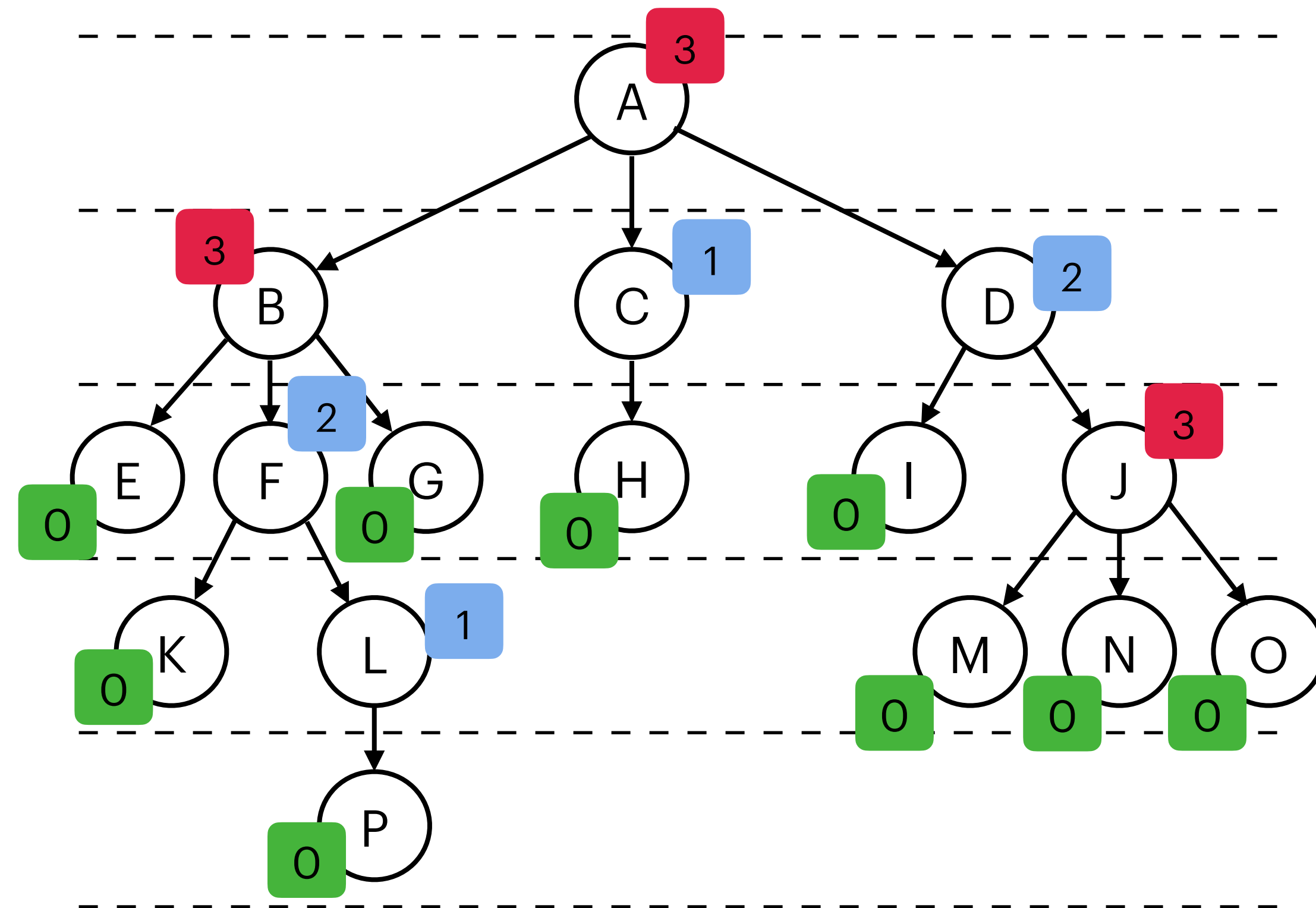
Rădăcina formează nivelul 1

Fii rădăcinii formează nivelul 2

Fii tuturor nodurilor nivelului n formează nivelul n+1

Nivelul maxim al nodurilor se numește **înălțimea** arborelui

Definiții



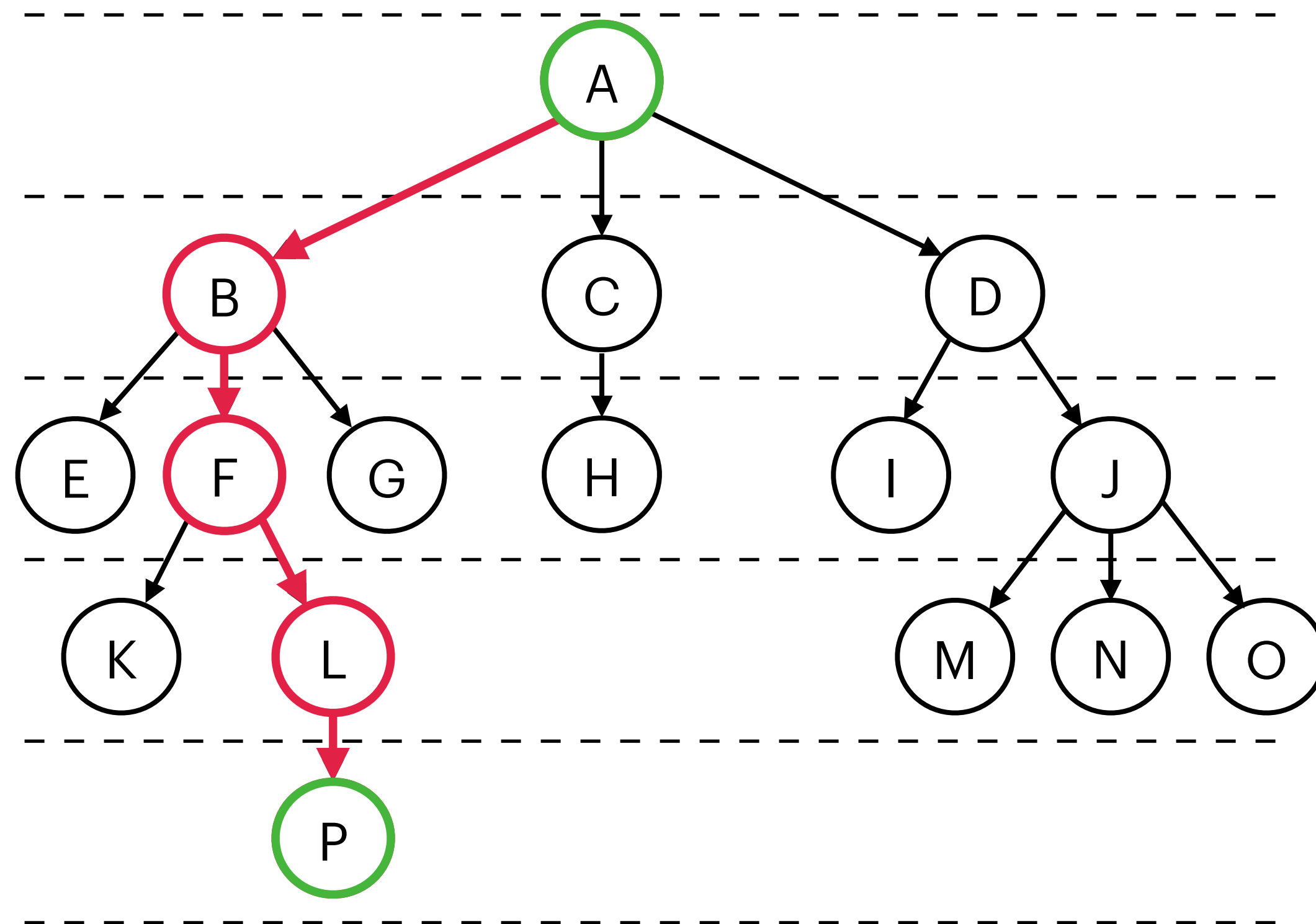
Gradul

Numărul fiilor unui nod definește **gradul nodului** respectiv

Un nod de grad 0 (zero) se mai numește **nod terminal** sau **frunză**

Gradul arborelui este gradul nodului cu grad maxim

Definiții



Drum / Cale

Fie n_1, n_2, \dots, n_k o secvență de noduri ale unui arbore

Dacă n_i este părintele n_{i+1} pentru oricare $1 \leq i \leq k$

Secvența n_1, n_2, \dots, n_k se numește drum sau cale de la nodul n_1 la nodul n_k

Lungimea drumului = numărul de ramuri care trebuie traversate pentru a ajunge de la n_1 la n_k

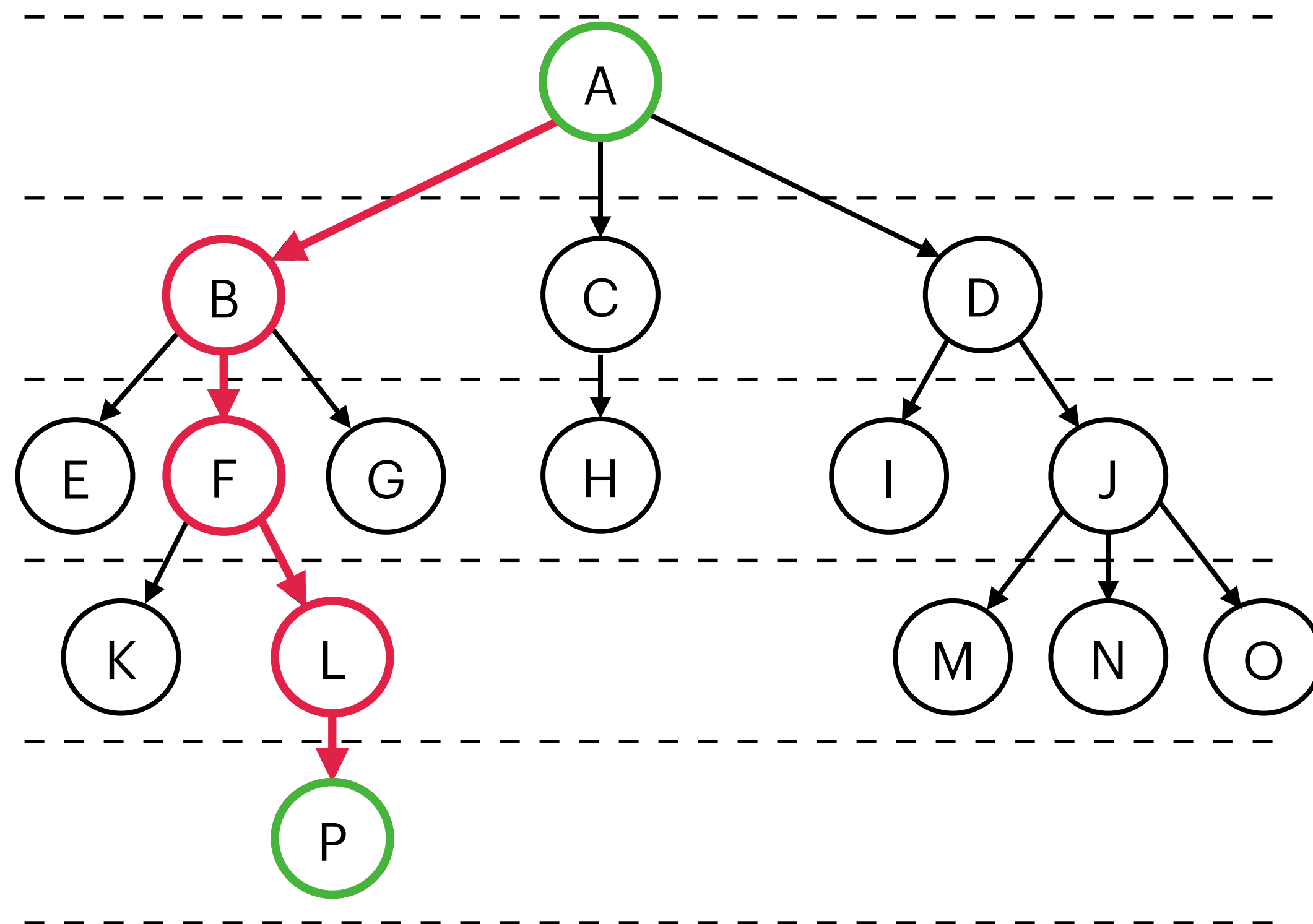
Radăcina are lungimea drumului = 1

Dacă există un drum de la nodul n_1 la nodul n_2 atunci

n_1 e strămoș a lui n_2

n_2 e descendent a lui n_1

Definiții



Tatăl / părintele unui nod este **strămoșul său direct (predecesor)**

Fiul unui nod este **descendentul său direct (succesor)**

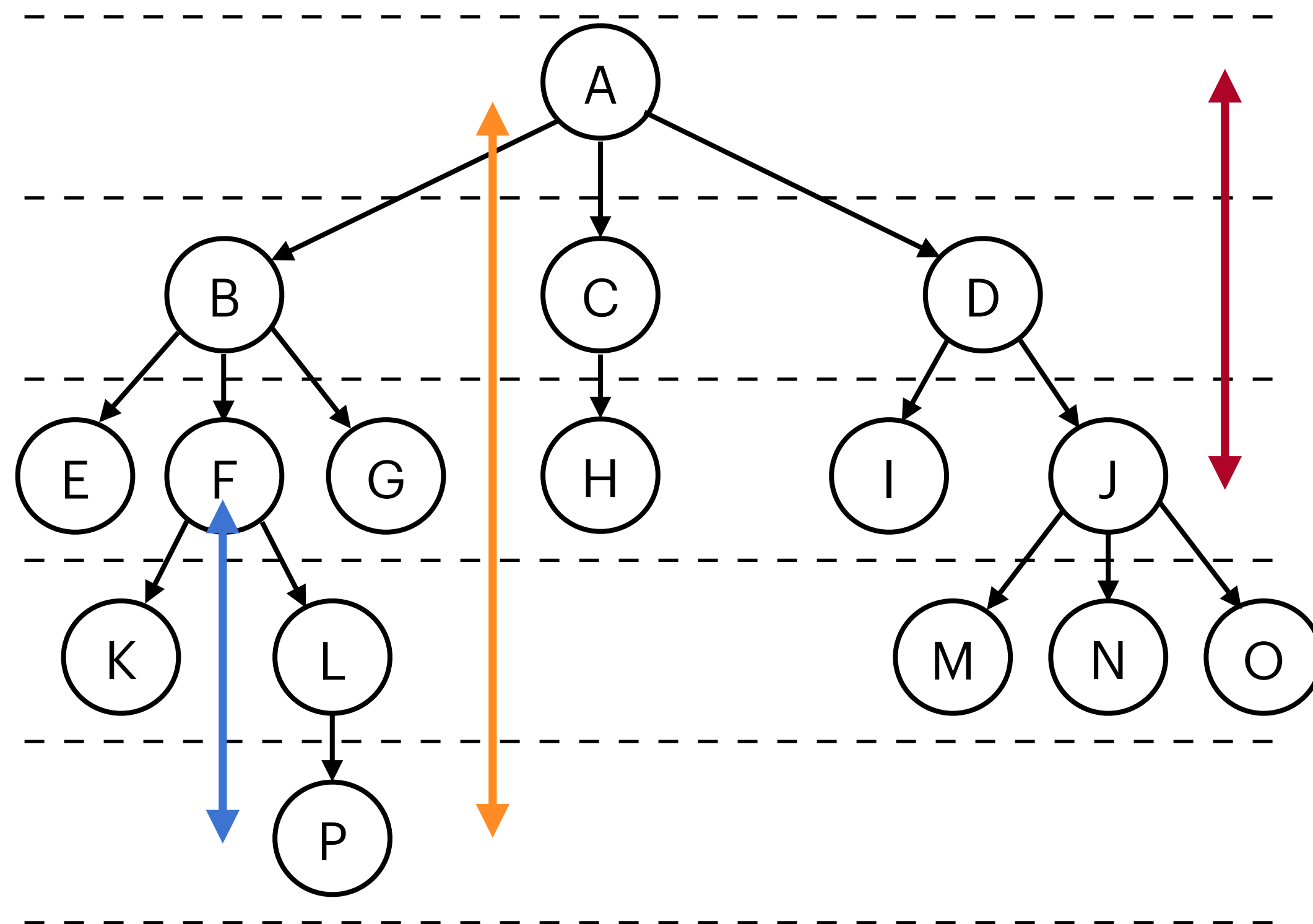
Strămoș propriu = strămoș al unui nod, diferit de nodul însuși

Descendent propriu = descendent al unui nod, diferit de nodul însuși

Rădăcina e singurul nod fără nici un strămoș propriu

Un **nod frunză / terminal** nu are descendenți proprii

Definiții

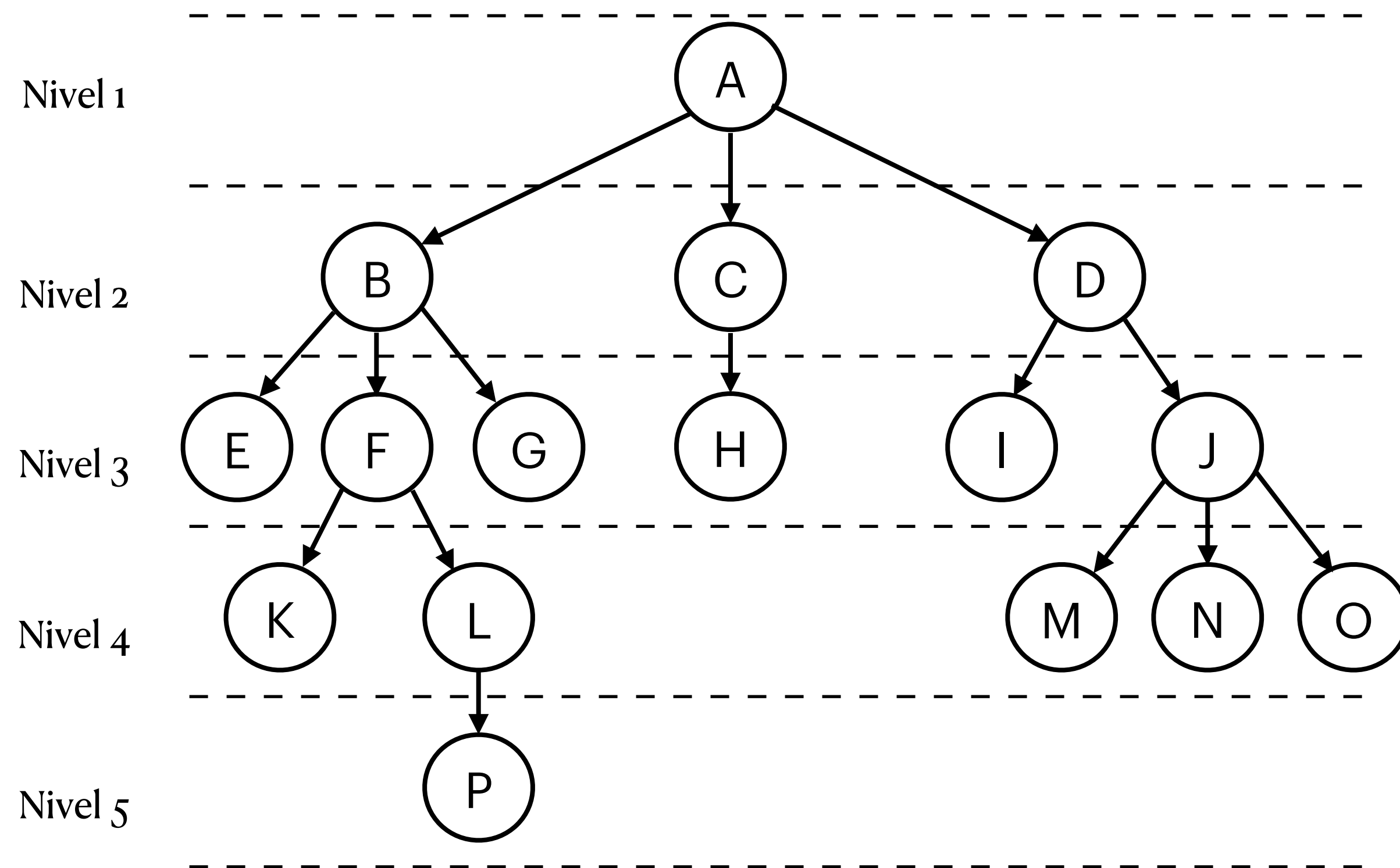


Înălțimea unui nod este lungimea **celui mai lung drum** de la nodul respectiv până la un nod terminal

Înălțimea arborelui este înălțimea nodului rădăcină

Adâncimea unui nod este lungimea drumului (unic) de la acel nod până la rădăcină.

Definiții



Lungimea drumului unui arbore aka. lungimea drumului intern

suma lungimilor drumurilor tuturor nodurilor și rădăcină

Lungimea medie a drumului intern al unui arbore, P_I

$$P_I = \frac{1}{n} \sum_{i=1}^h n_i \cdot i$$

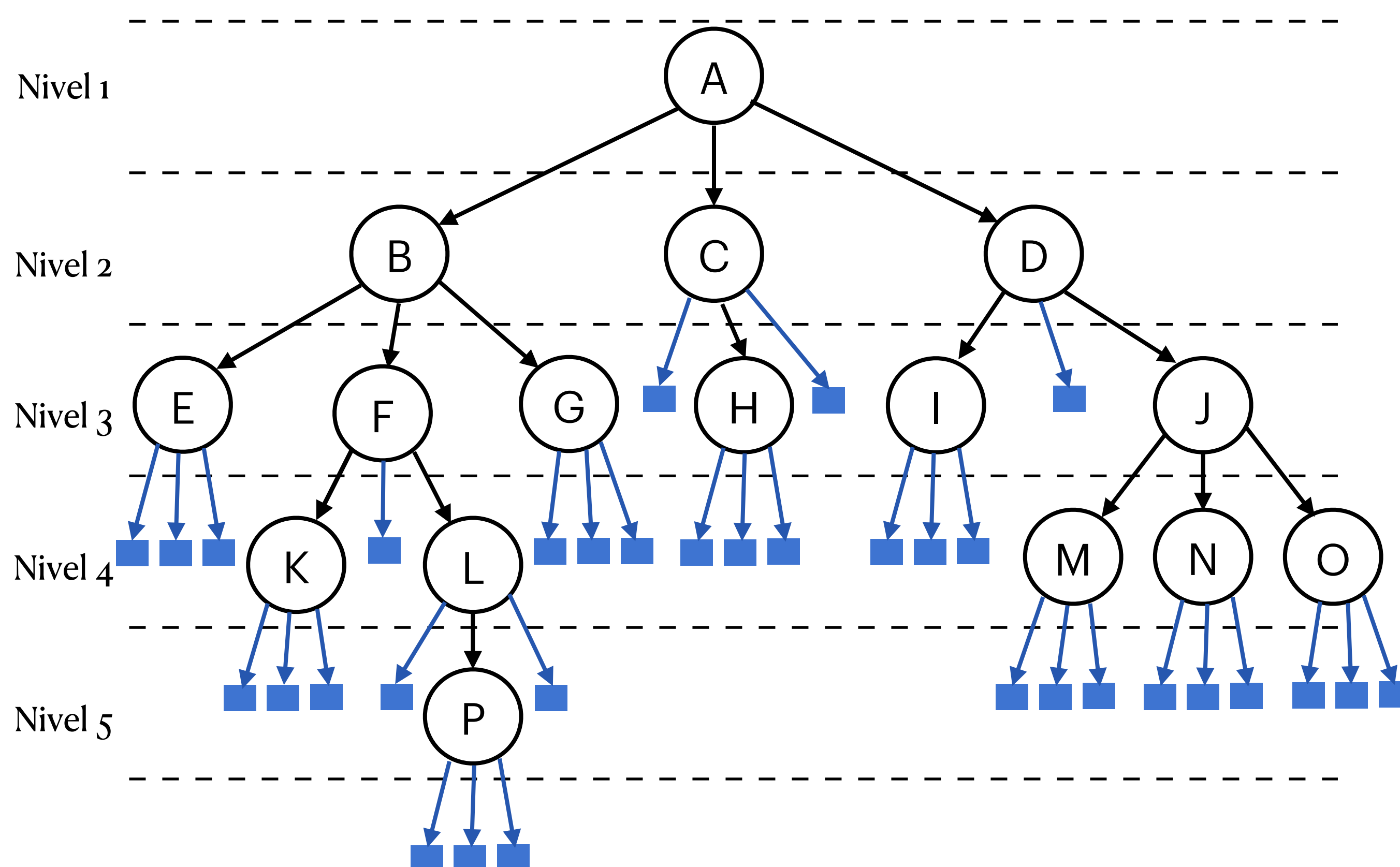
n - numărul de noduri

i - nivelul nodului

n_i - numărul de noduri pe nivelul i

h - înălțimea arborelui

Definiții



Pentru definirea **lungimii drumului extern** se adaugă la arbore un **nod special** ori de câte ori se întâlnește în arborele inițial un **subarbore vid** astfel încât toate nodurile să aibă același grad: gradul arborelui.

Nodurile speciale care au înlocuit ramurile lipsă nu au descendenți prind definiție

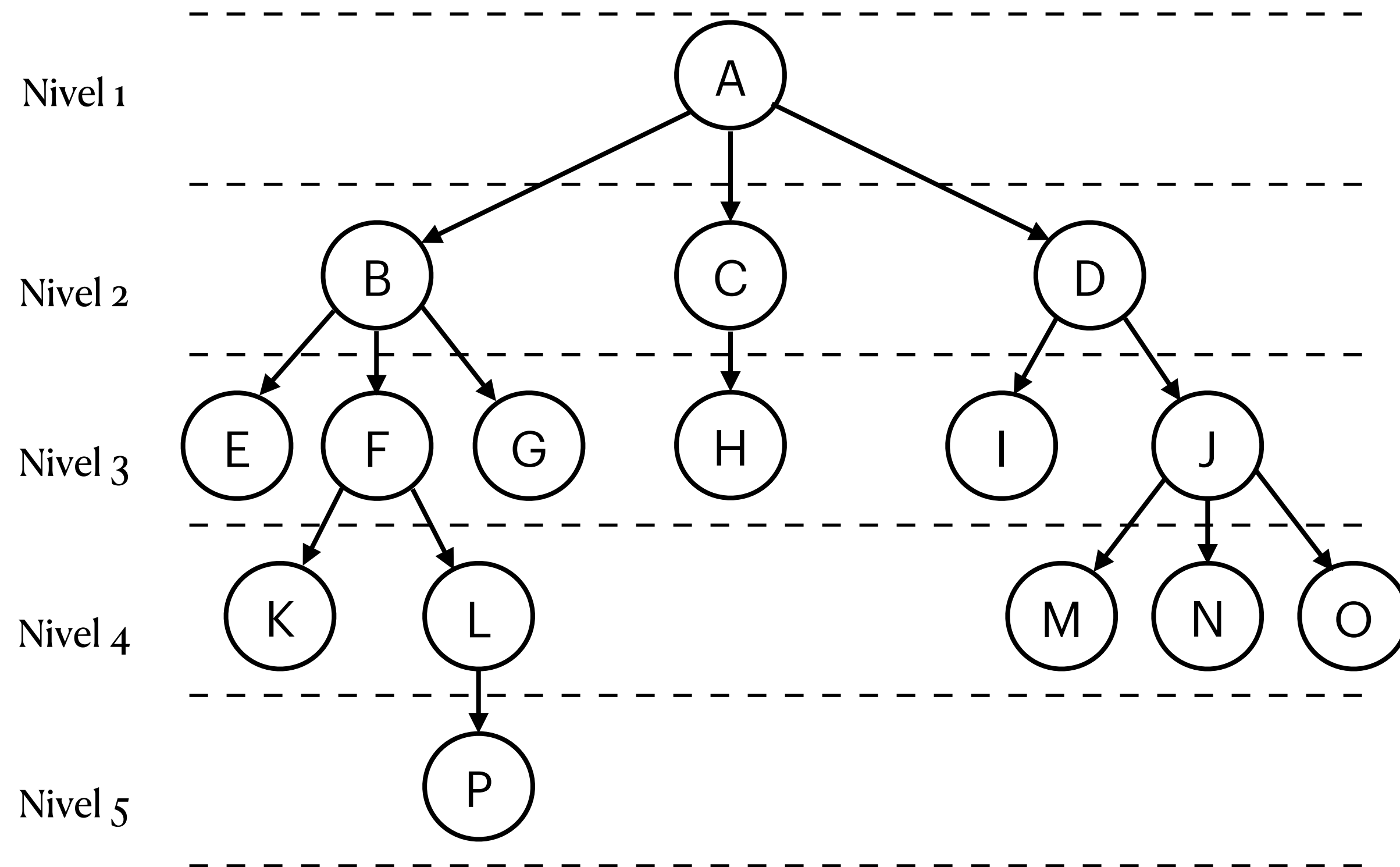
Lungimea drumului extern se definește ca fiind suma lungimilor drumurilor la toate nodurile speciale.

Lungimea medie a drumului extern

$$P_E = \frac{1}{m} \sum_{i=1}^{h+1} m_i \cdot i$$

m - numărul total de noduri speciale
 m_i - numărul de noduri speciale pe nivelul i
i - nivelul
h - înălțimea arborelui

T r a v e r s a r e



Execuția unei anumite operații asupra tuturor nodurilor arborelui în anumită ordine

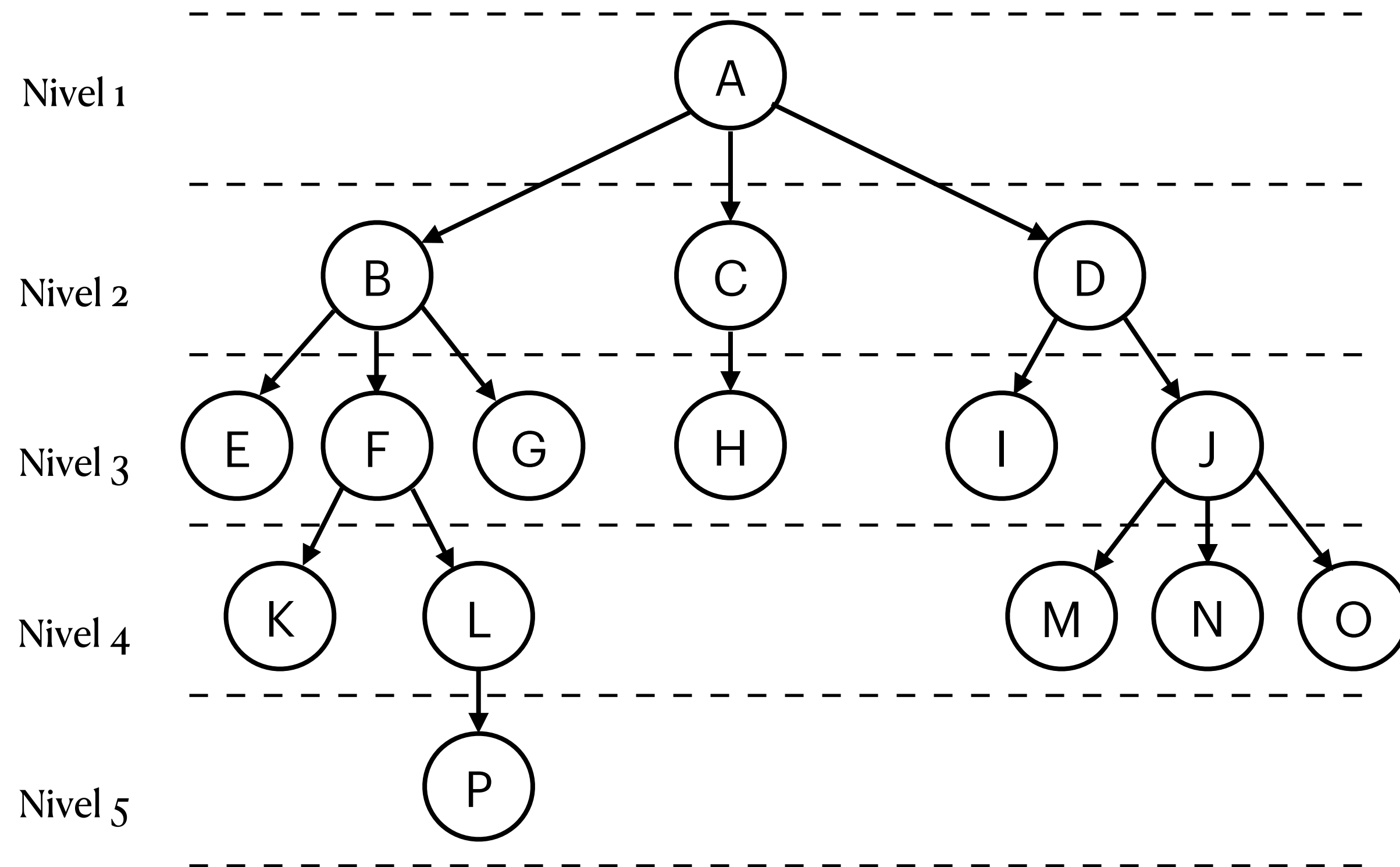
Traversarea unui arbore duce la o forma liniarizată a nodurilor

Categorii:

Căutarea în adâncime (depth first search)

Căutarea în cuprindere (breadth first search)

Traversal



Principiul căutării în adâncime:

1. Parcurgerea “în adâncime” a structurii, prin îndepărtare de punctul de pornire, până acest lucru nu mai este posibil
2. Se revine pe drumul parcurs până la următoarea posibilitate de înaintare în adâncime
3. Procesul continuă în această manieră până când se parcurge toată structura de arbore.

Trei moduri de traversare (liniarizare) bazate pe căutarea în adâncime:

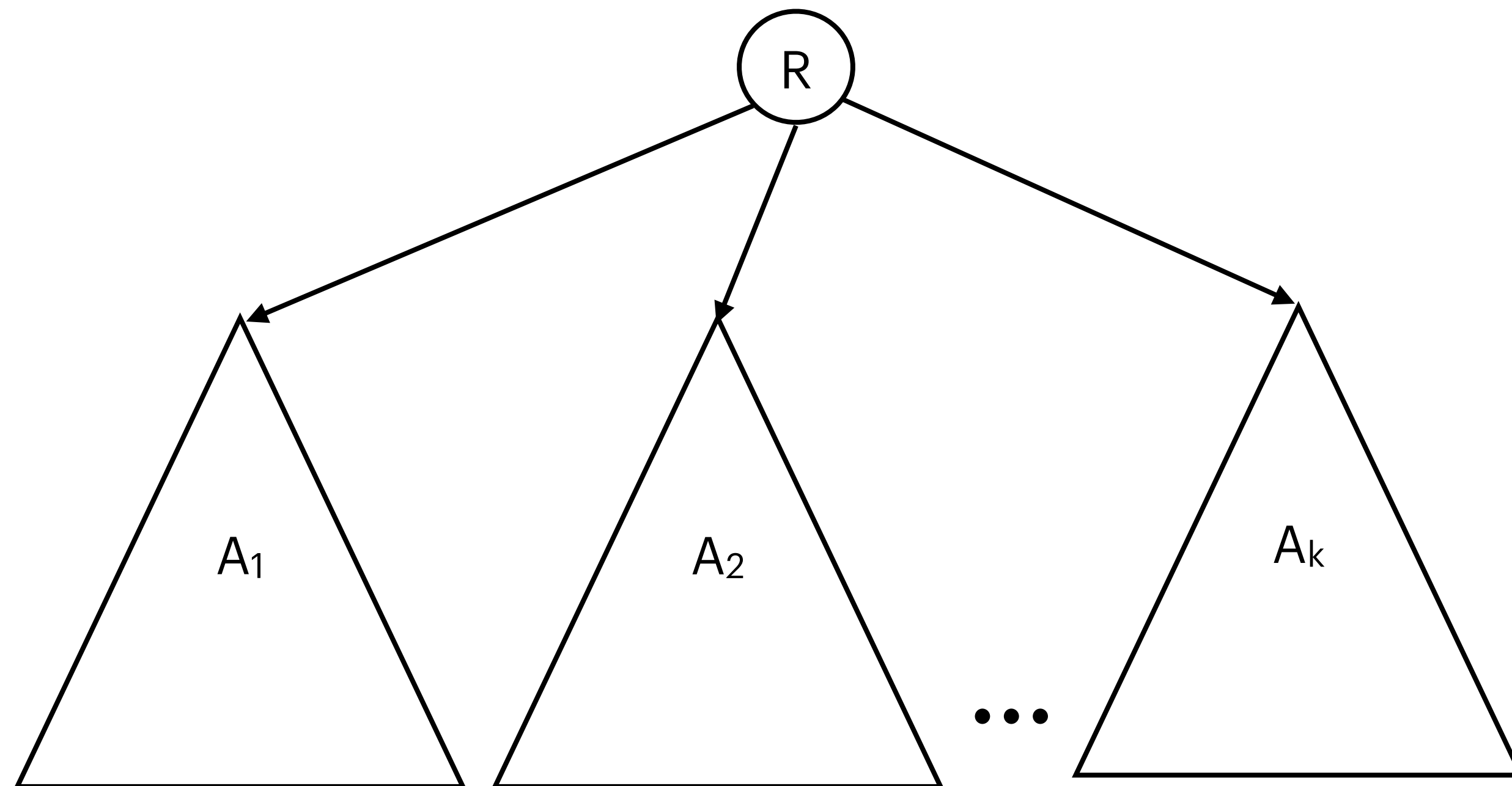
Preordine

Inordine

Postordine

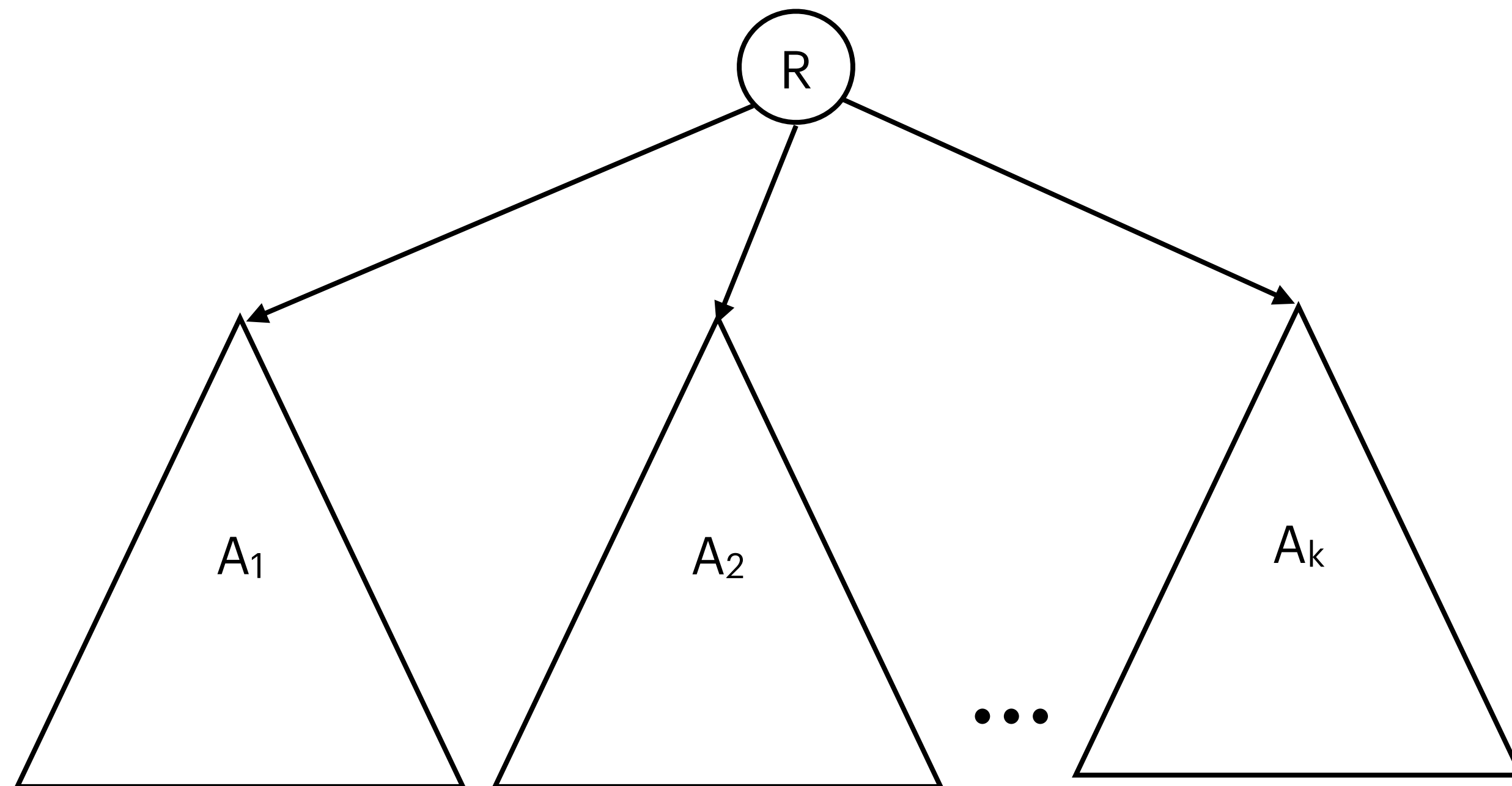
Traversare

Cele 3 modalități de parcurgere se definesc, de regulă, în manieră recursivă, ordonarea unui arbore se definește presupunând că subarborii săi s-au ordonat deja



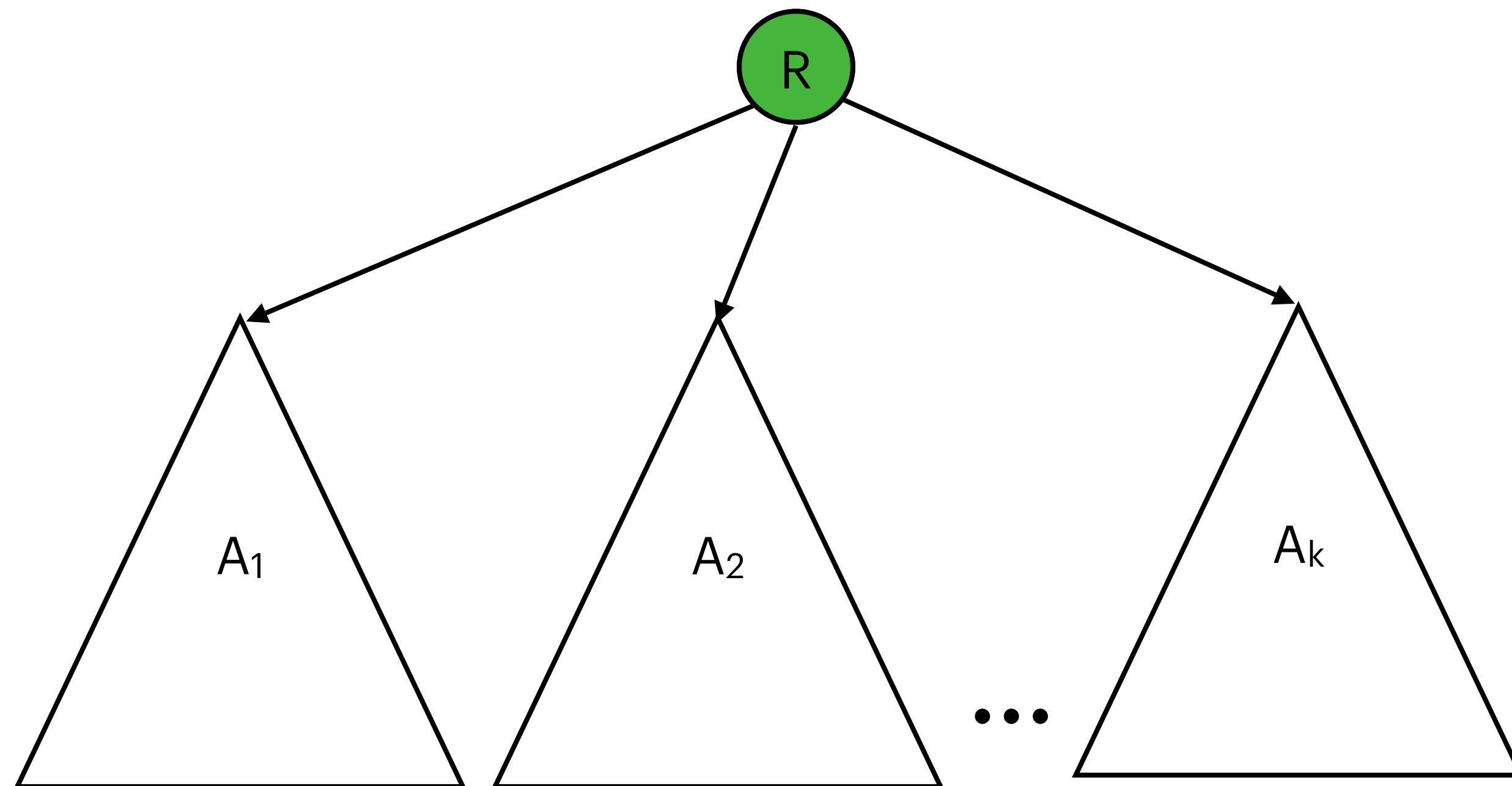
- Dacă arborele A este nul atunci ordonarea lui A în preordine, inordine și postordine se reduce la lista vidă
- Dacă A se reduce la un singur nod, atunci nodul însuși reprezintă traversarea lui A în oricare din cele 3 moduri
- Pentru restul cazurilor, fie arborele A cu rădăcina R și subarborii A_1, A_2, \dots, A_k

Traversal



Preordine

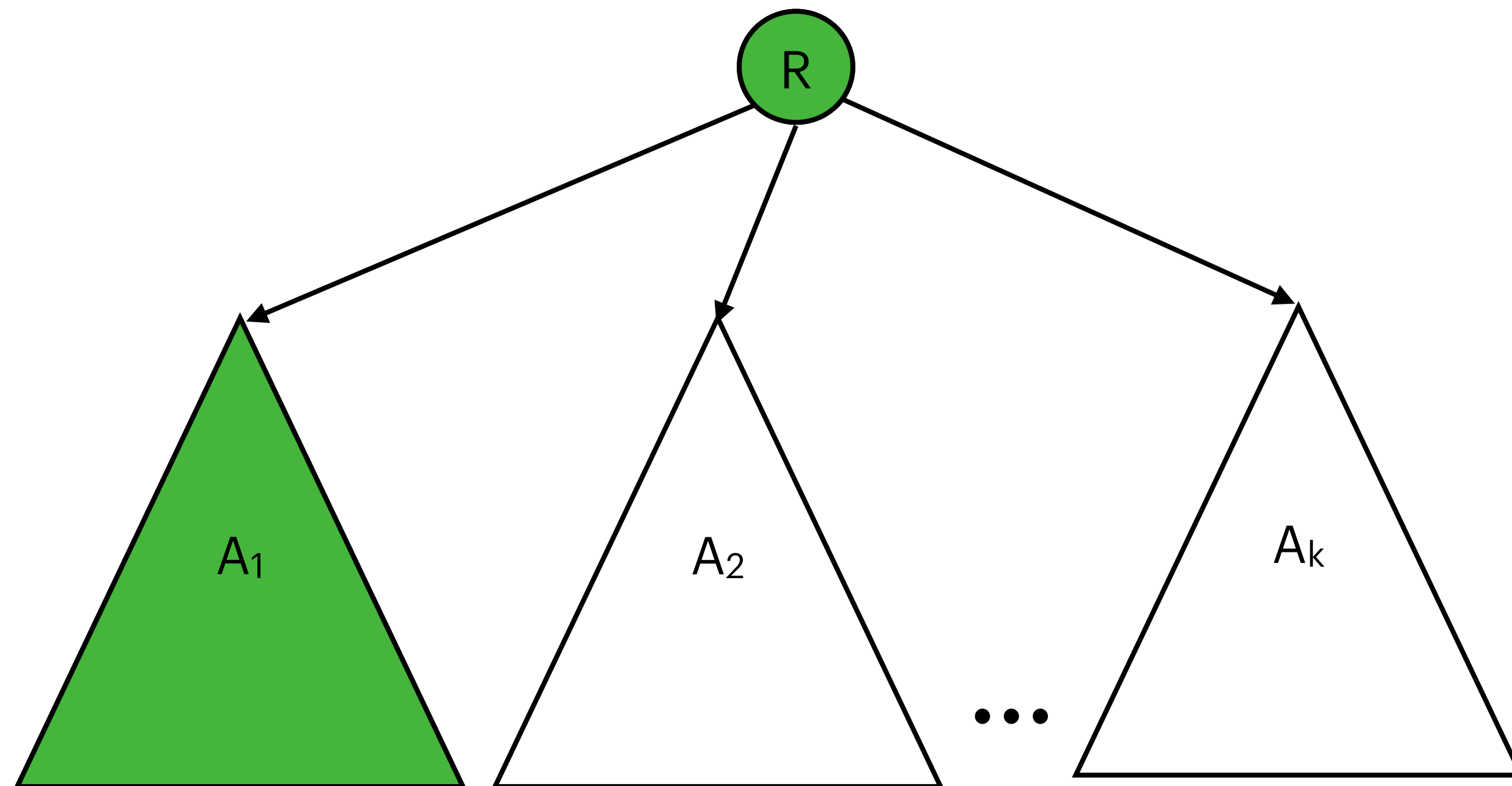
Traversal



Preordine

Traversarea rădăcinii R

Traversare

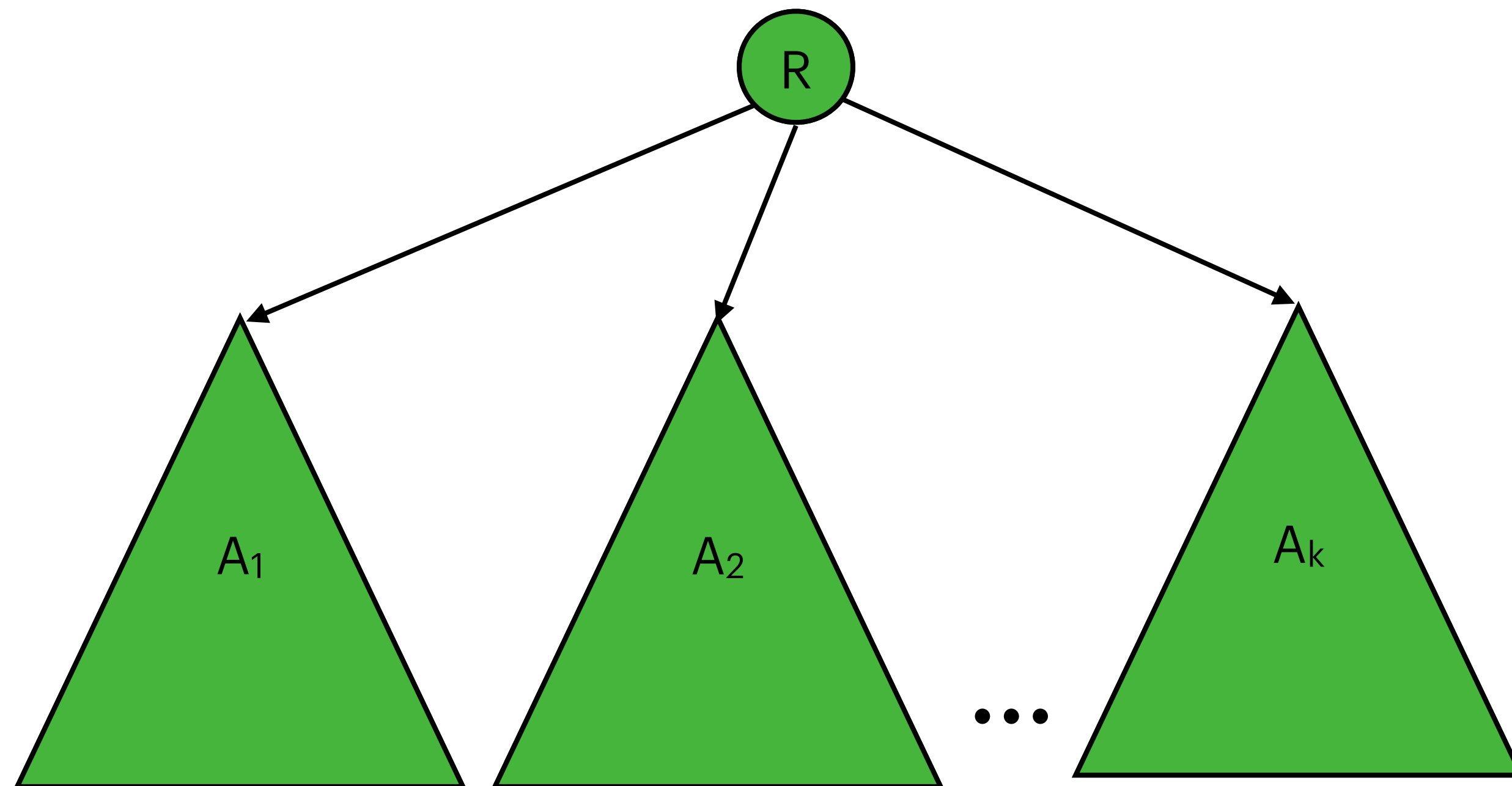


Preordine

Traversarea rădăcinii R

Traversarea în preordine a lui A_1

Traversal



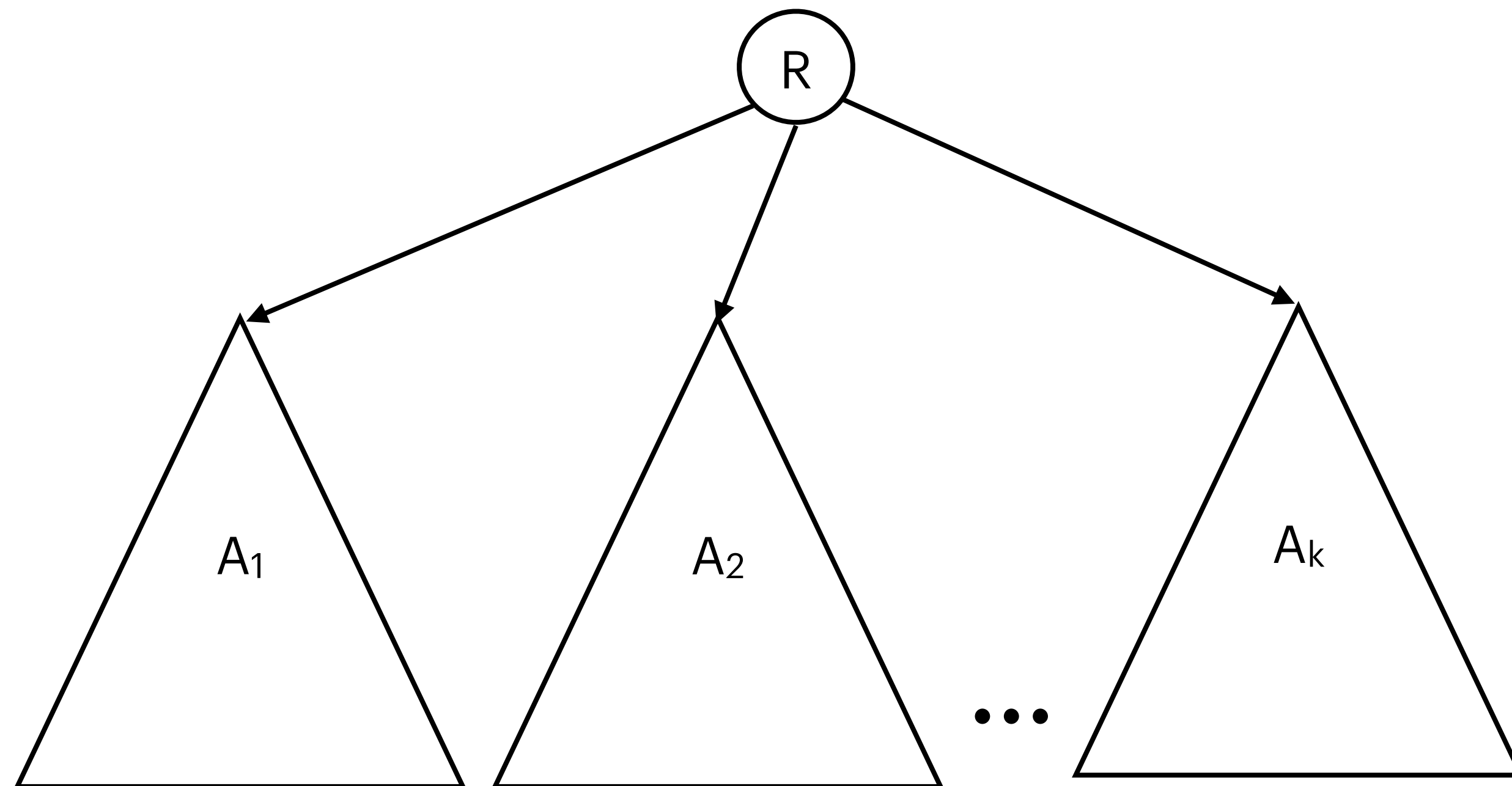
Preordine

Traversarea rădăcinii R

Traversarea în preordine a lui A_1

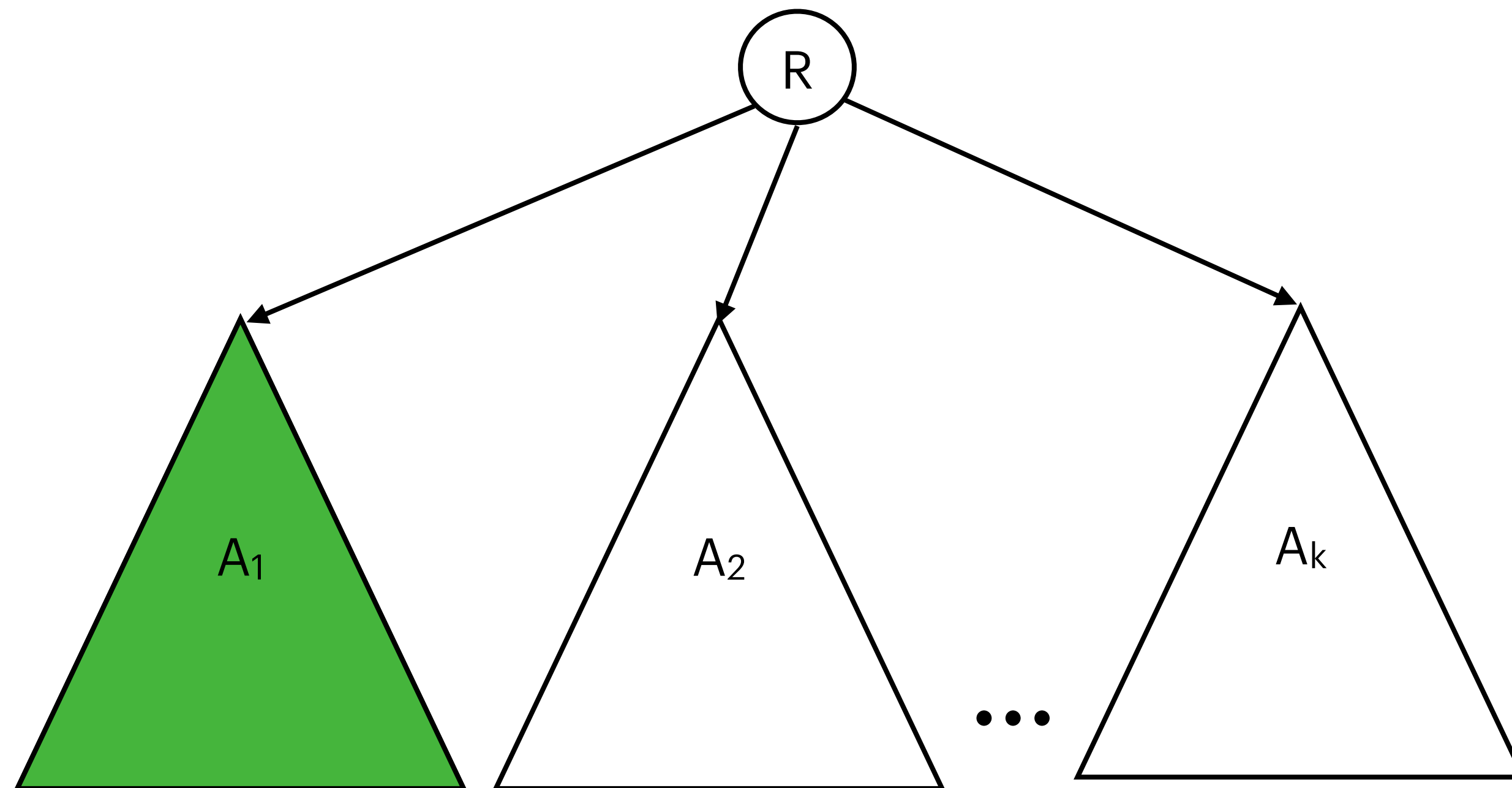
Traversarea în preordine a lui A_2, \dots, A_k

T r a v e r s a r e



Inordine

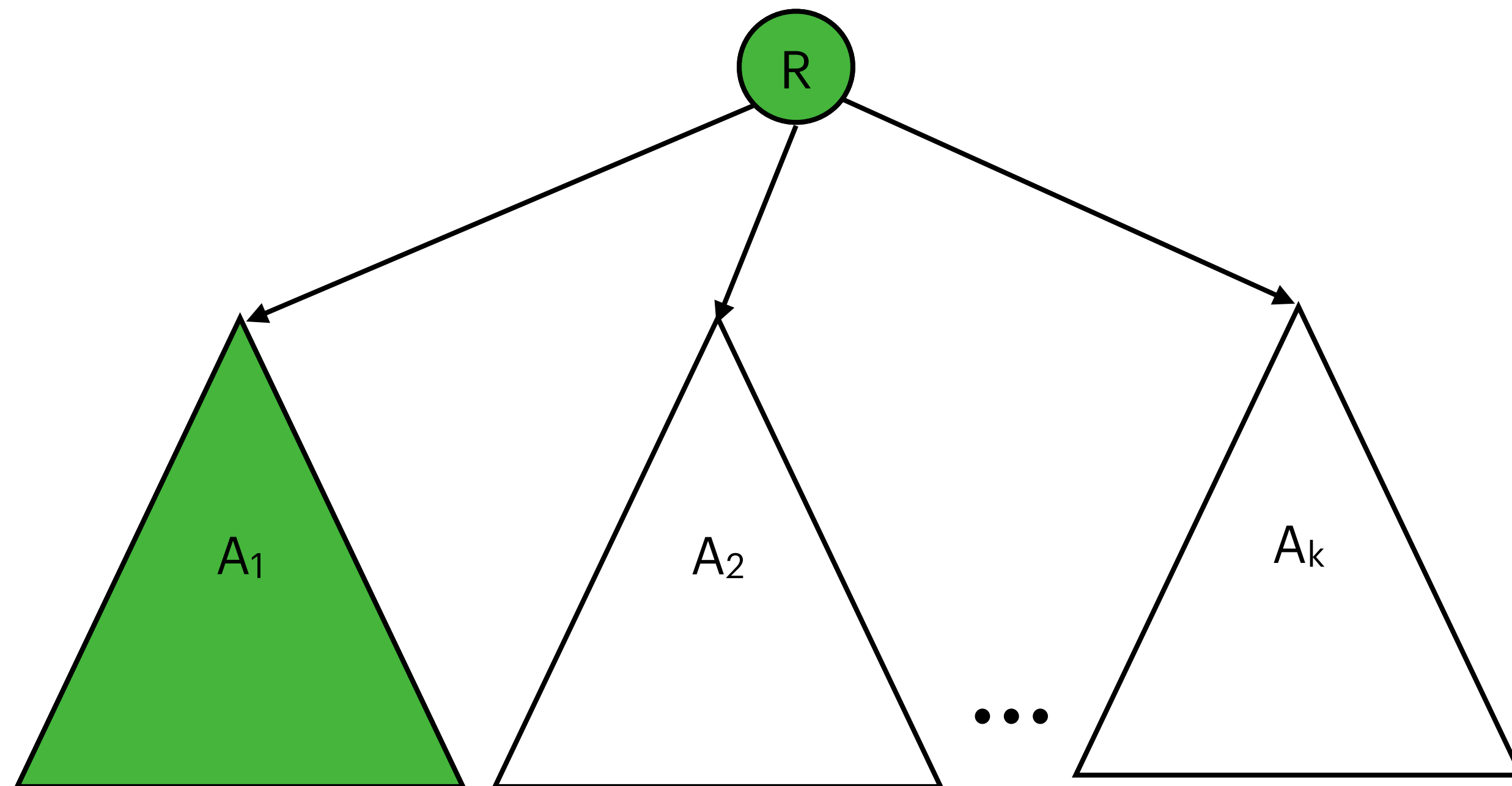
Traversal



Inordine

Traversarea în inordine a lui A_i

Traversare

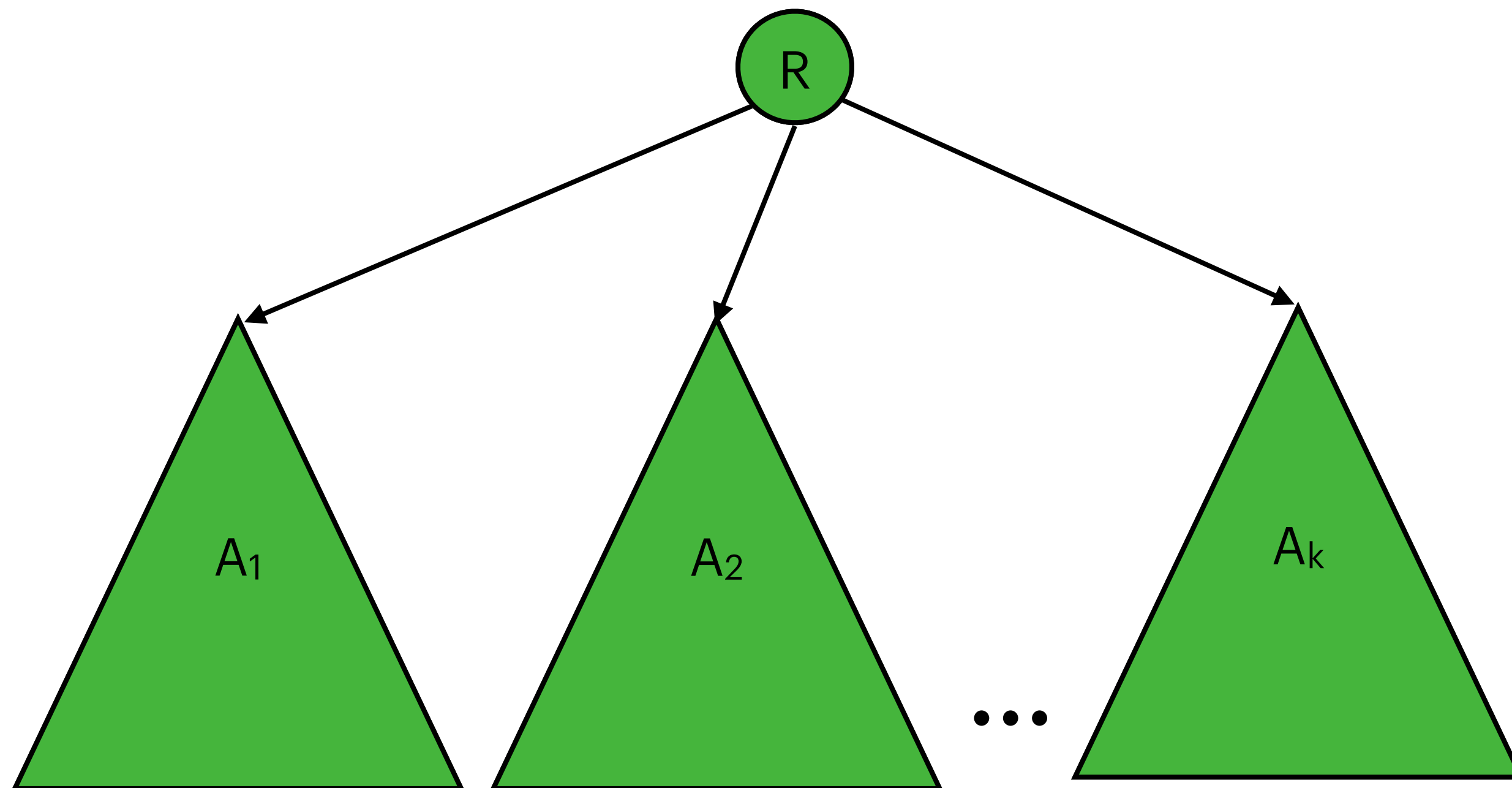


Inordine

Traversarea în inordine a lui A_i

Traversarea rădăcinii R

Traversare



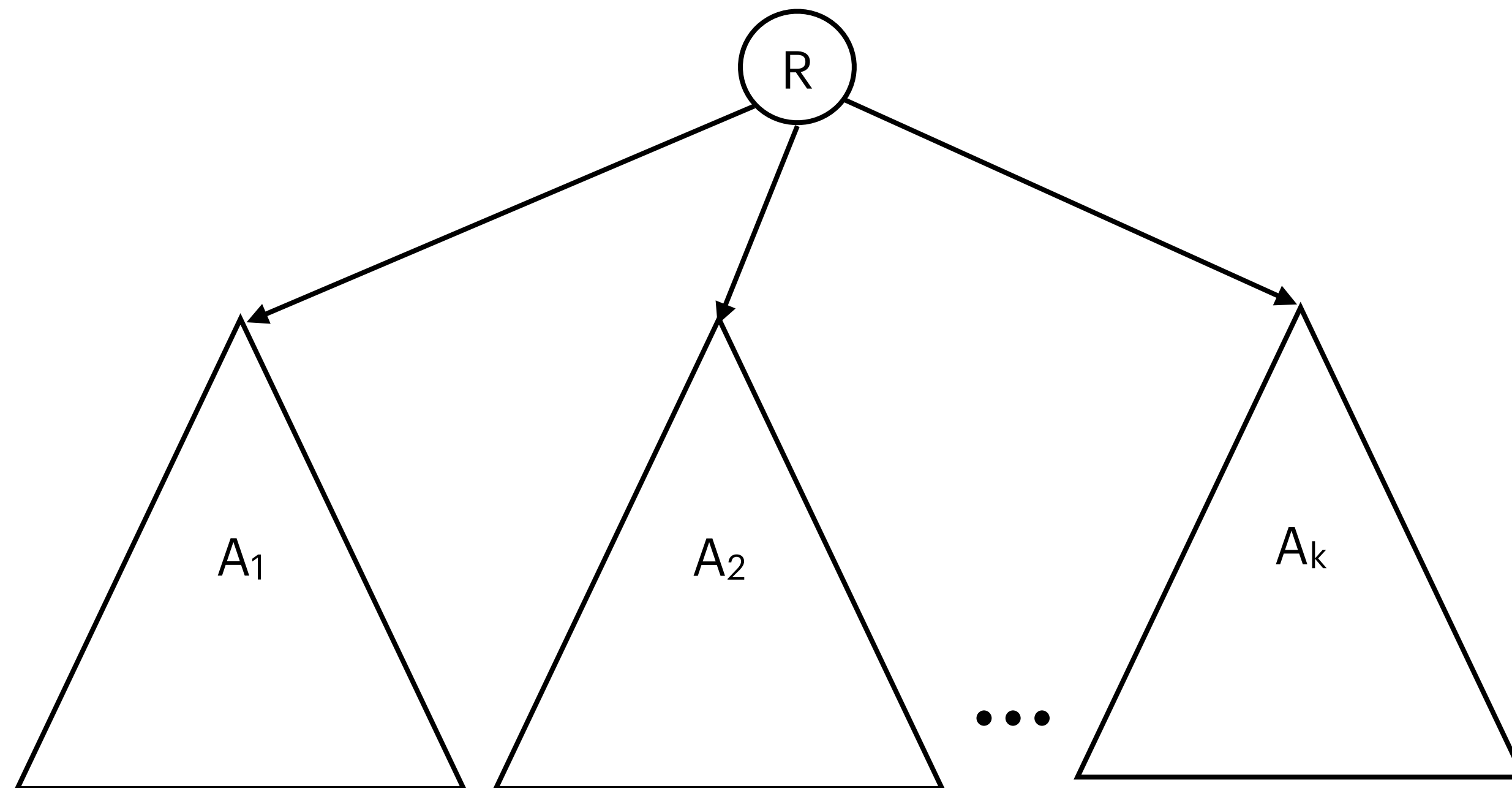
Inordine

Traversarea în inordine a lui A_1

Traversarea rădăcinii R

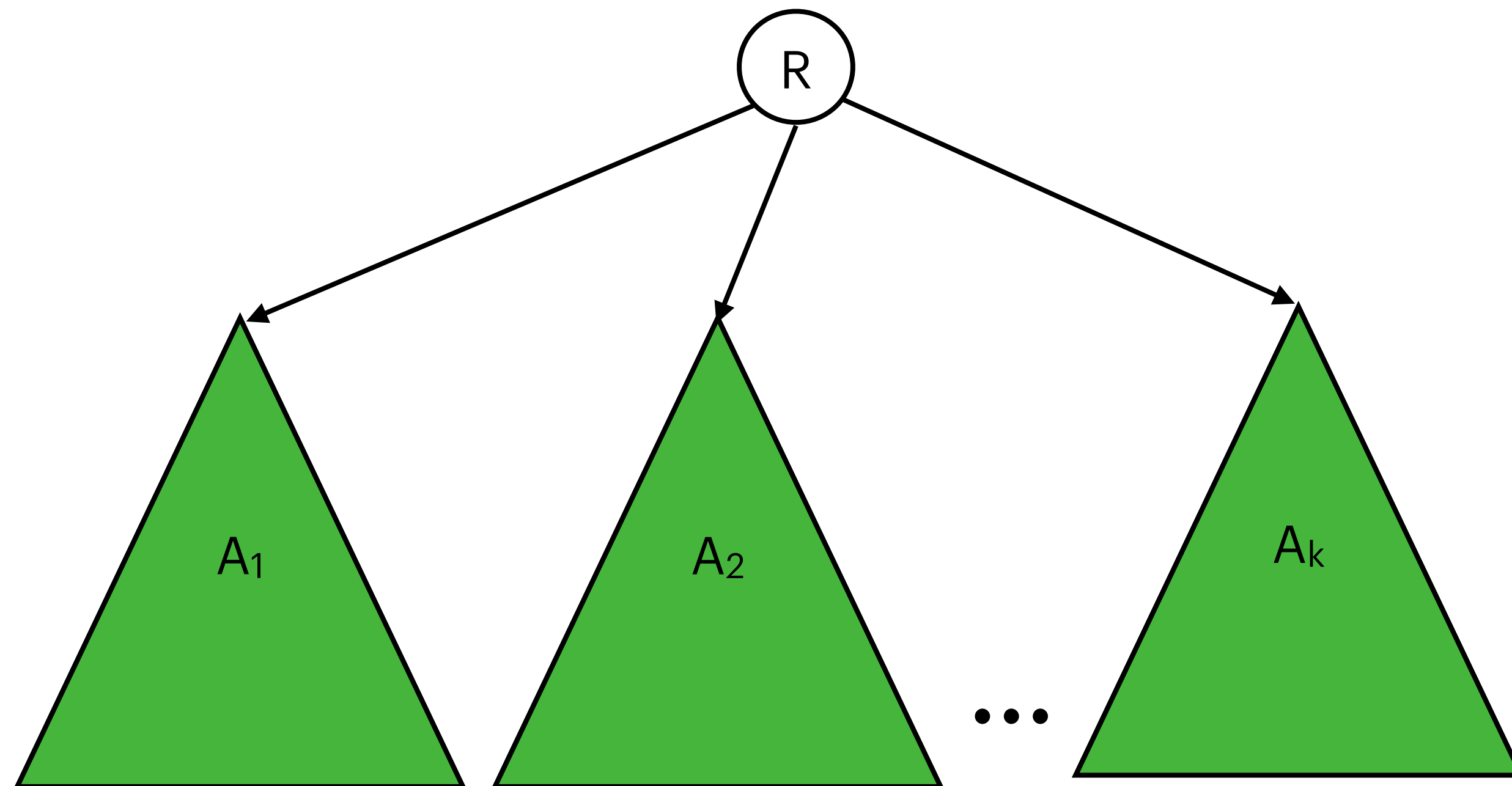
Traversarea în inordine a lui A_2, \dots, A_k

Traversal



Postordine

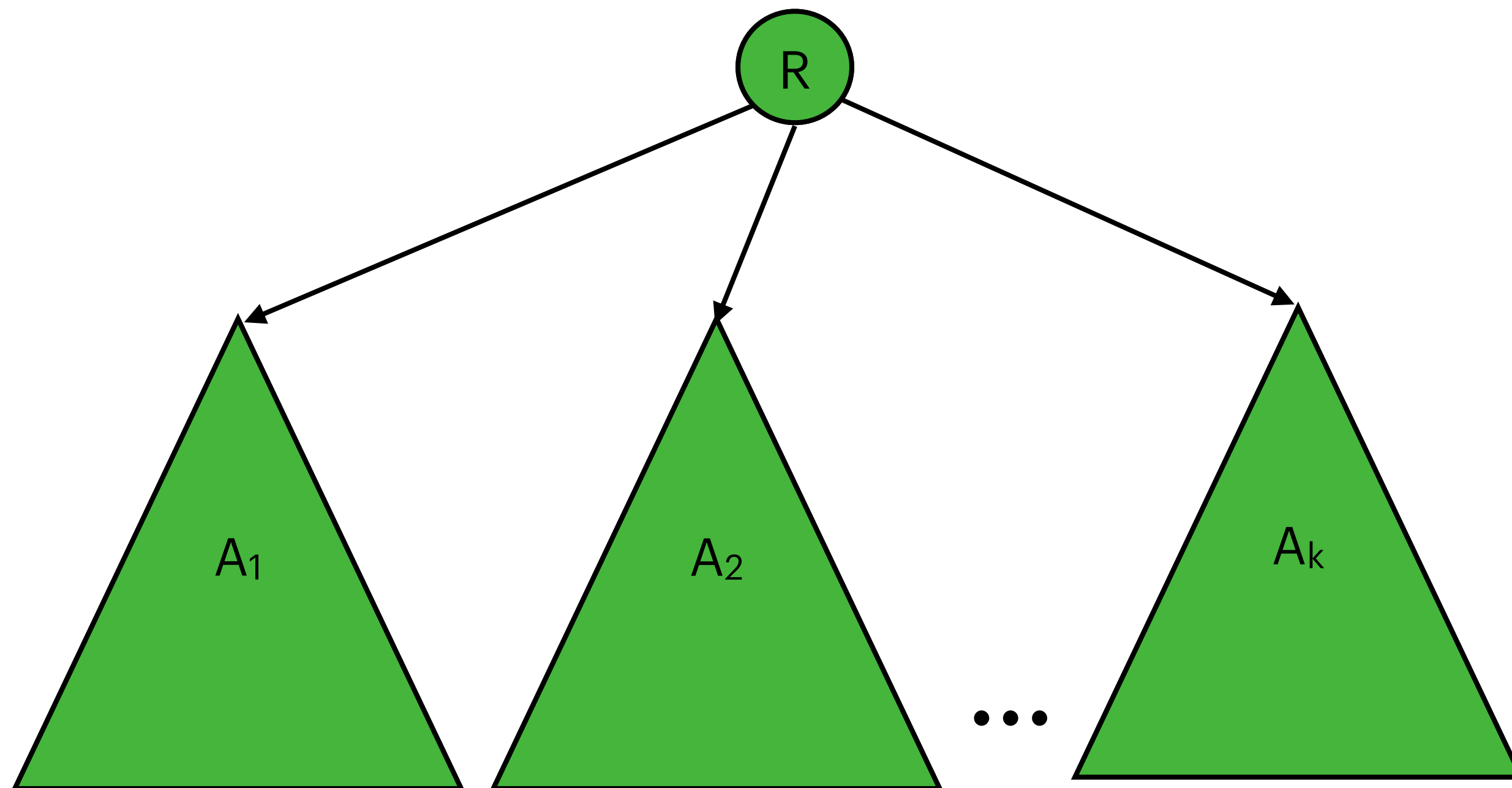
T r a v e r s a r e



Postordine

Traversarea în inordine a lui A_1, A_2, \dots, A_k

Traversare

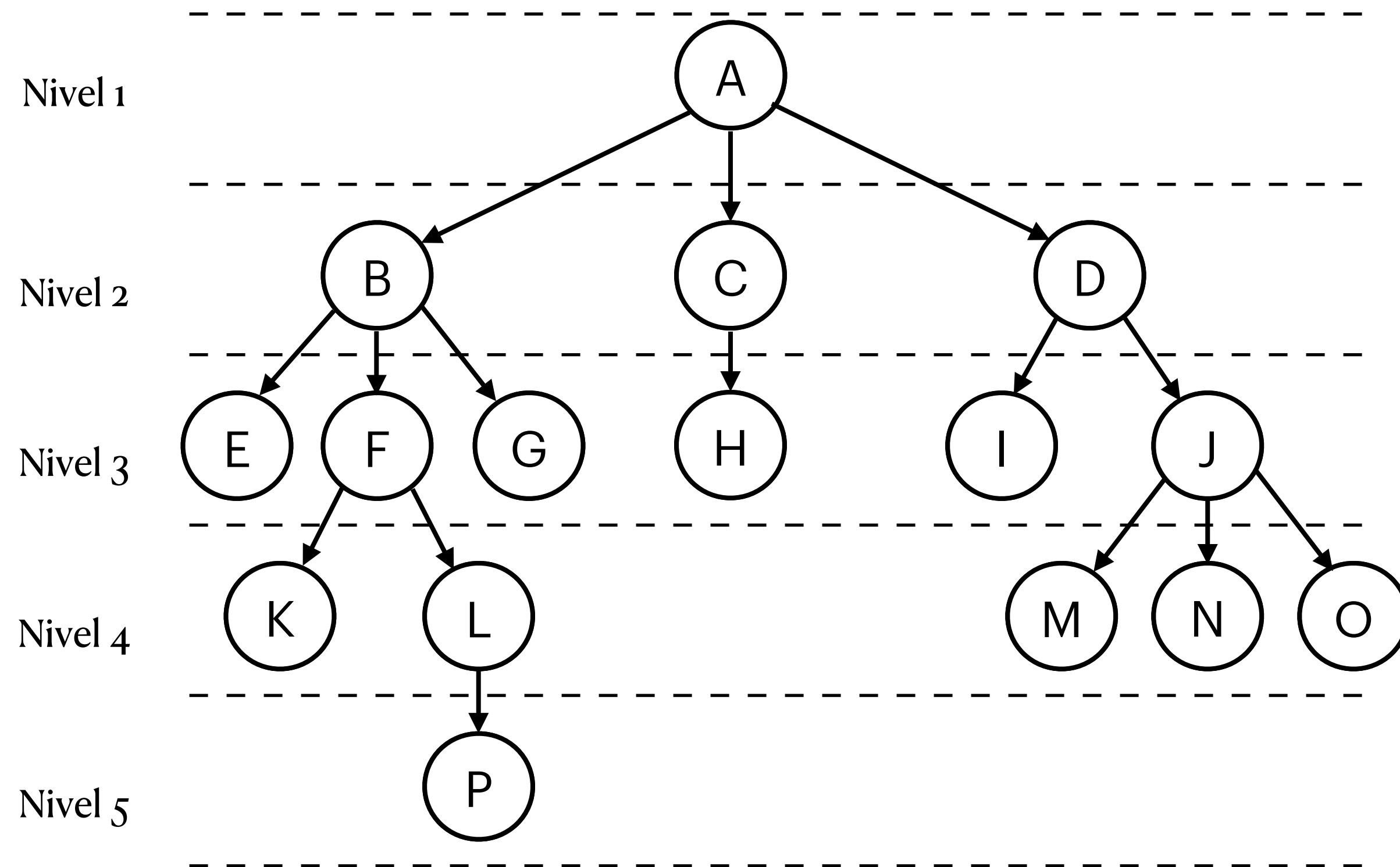


Postordine

Traversarea în inordine a lui A_1, A_2, \dots, A_k

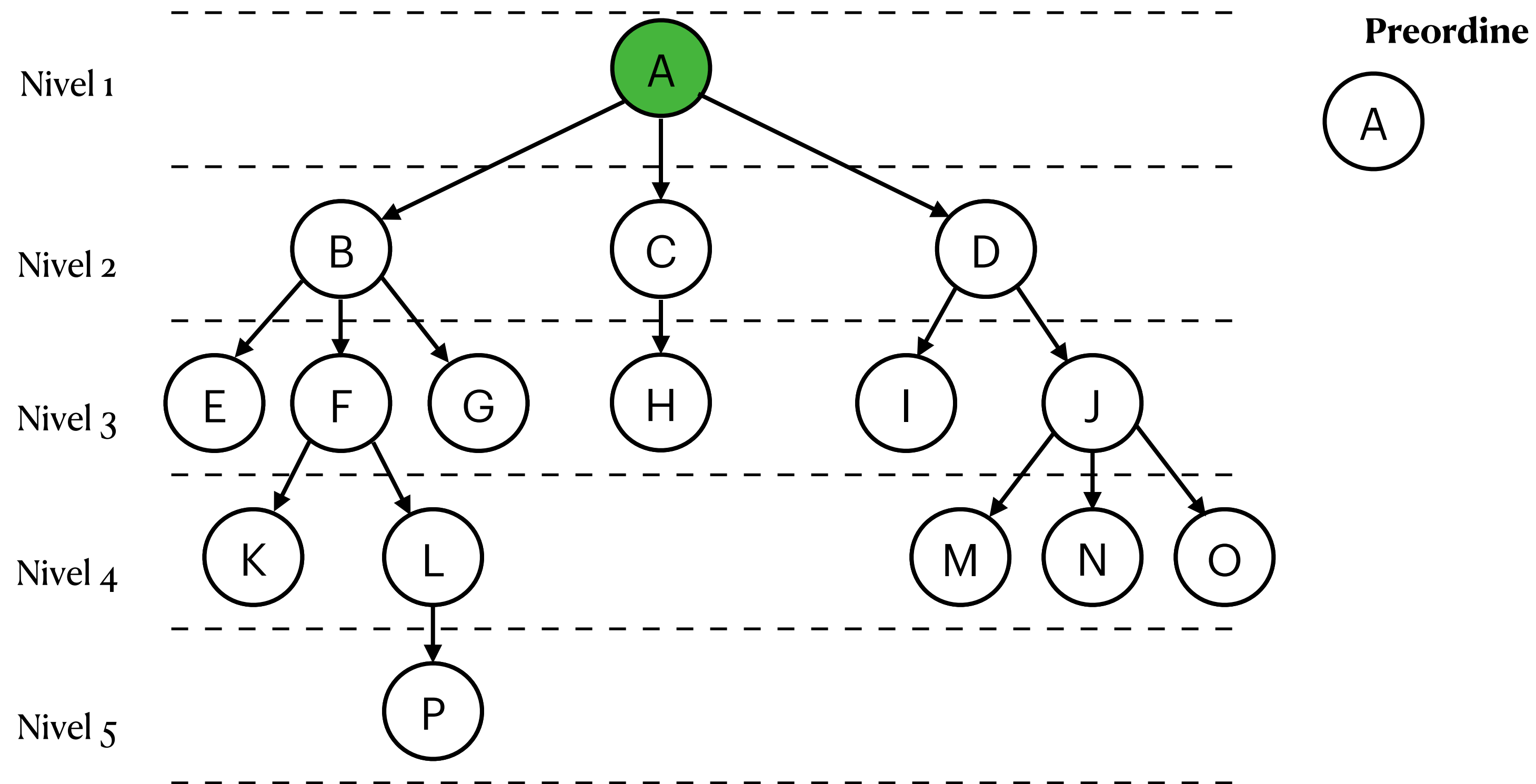
Traversarea rădăcinii R

Parcurgere

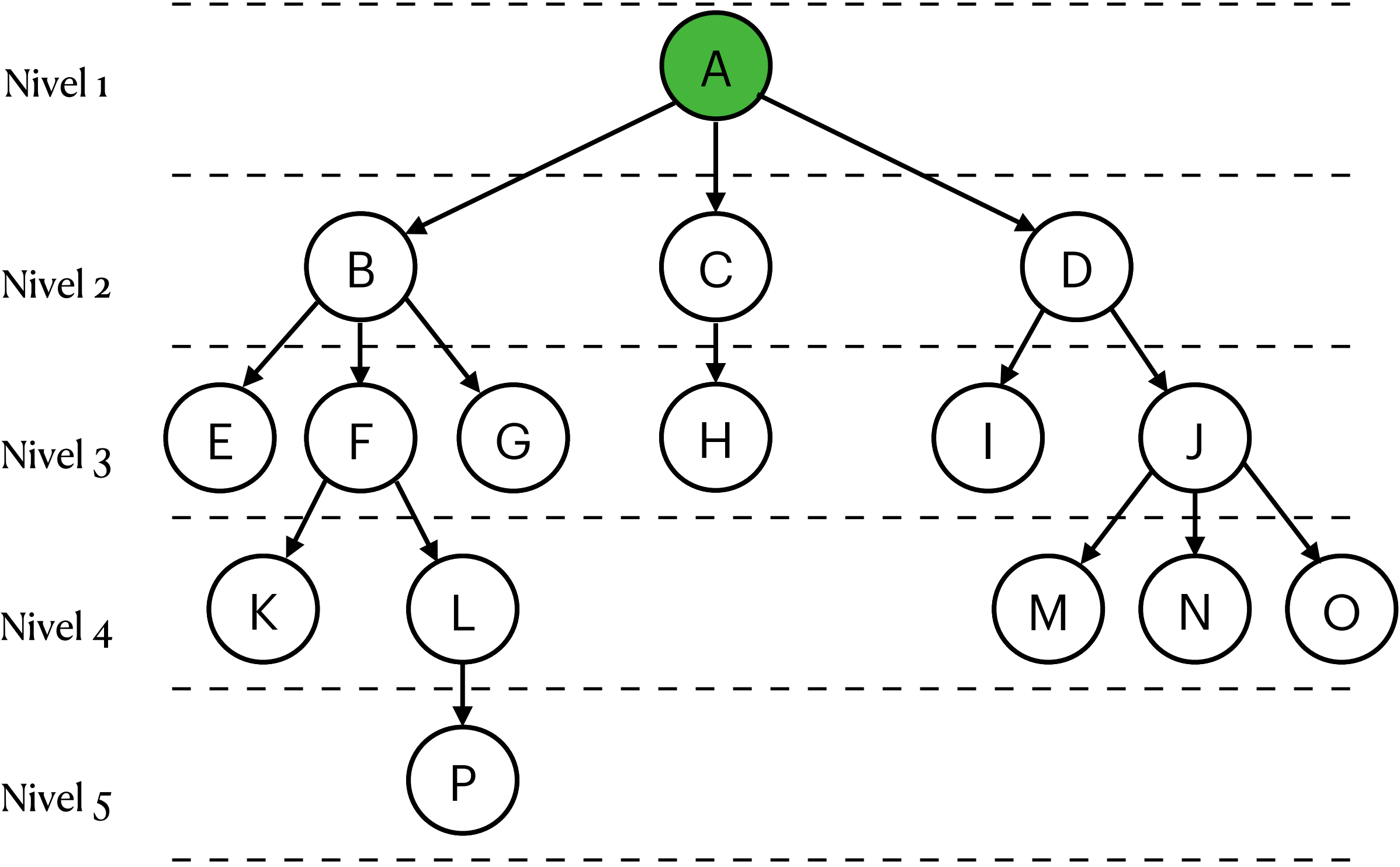


Preordine

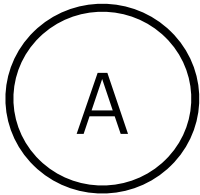
Parcurgere



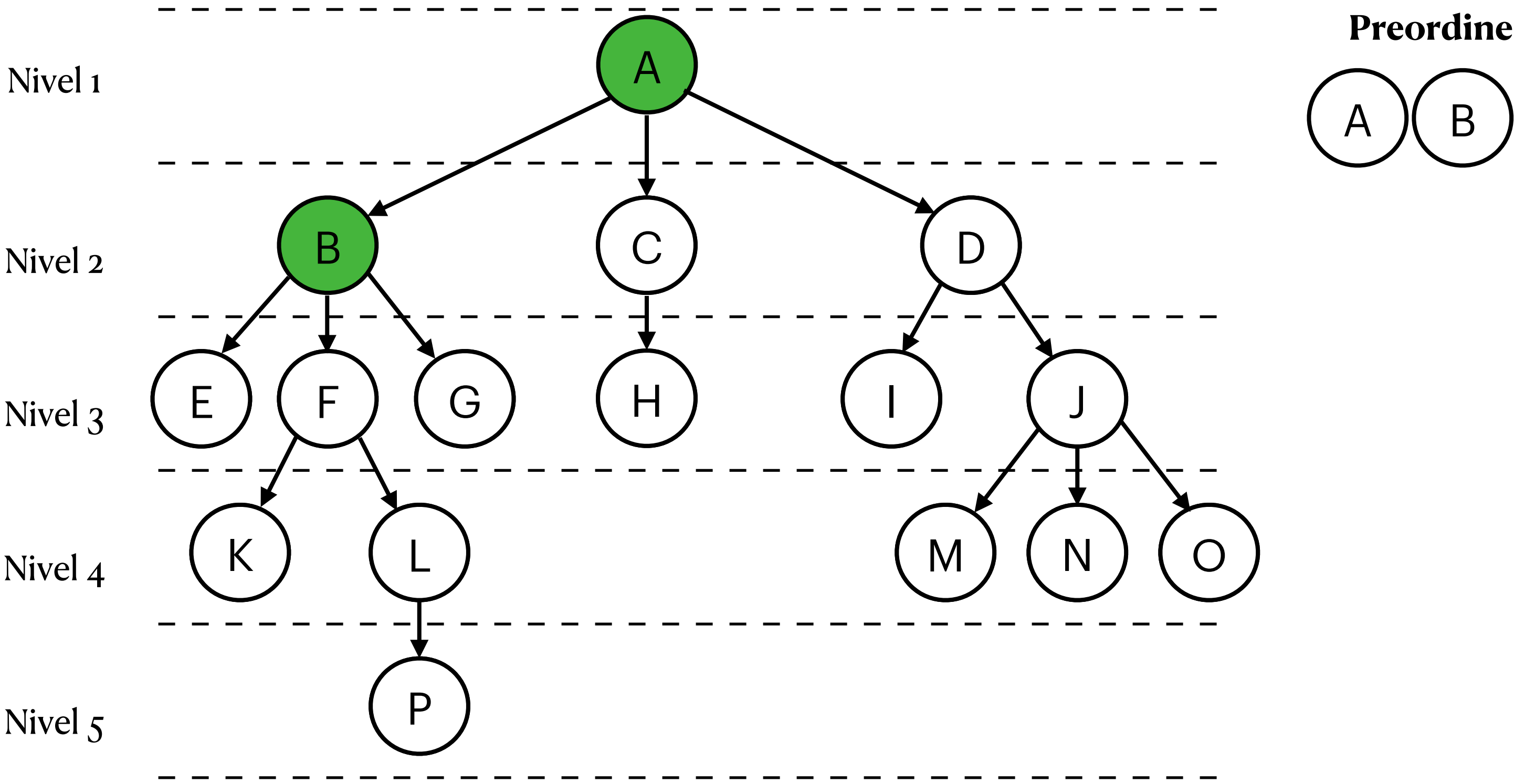
Parcurgere



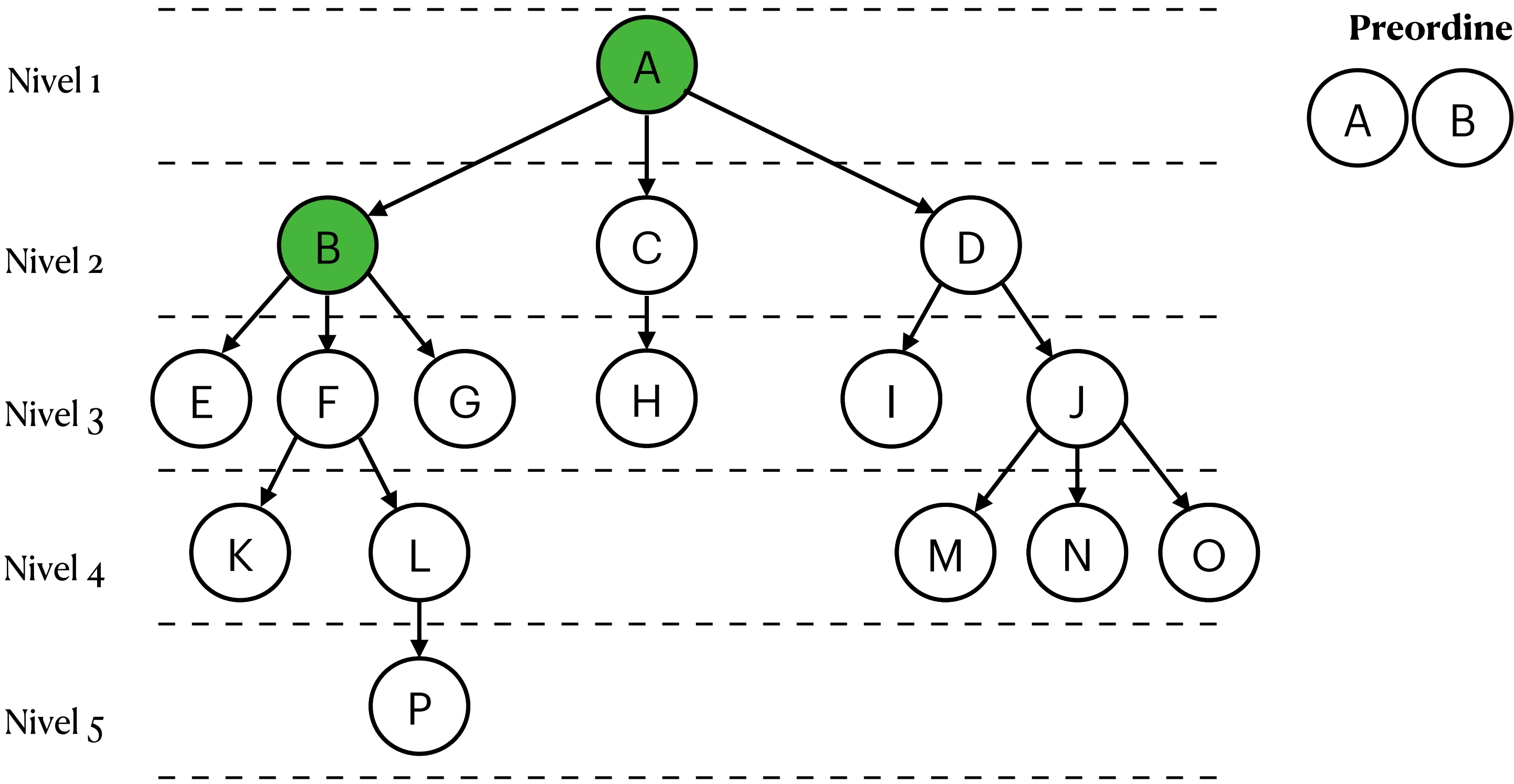
Preordine



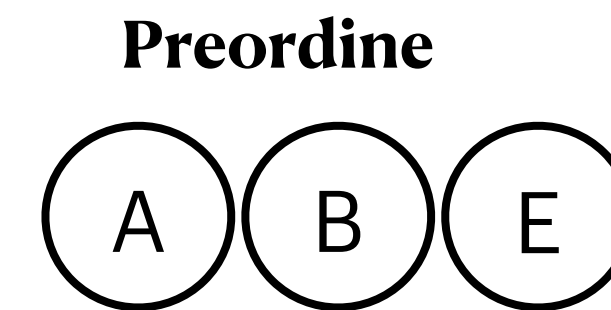
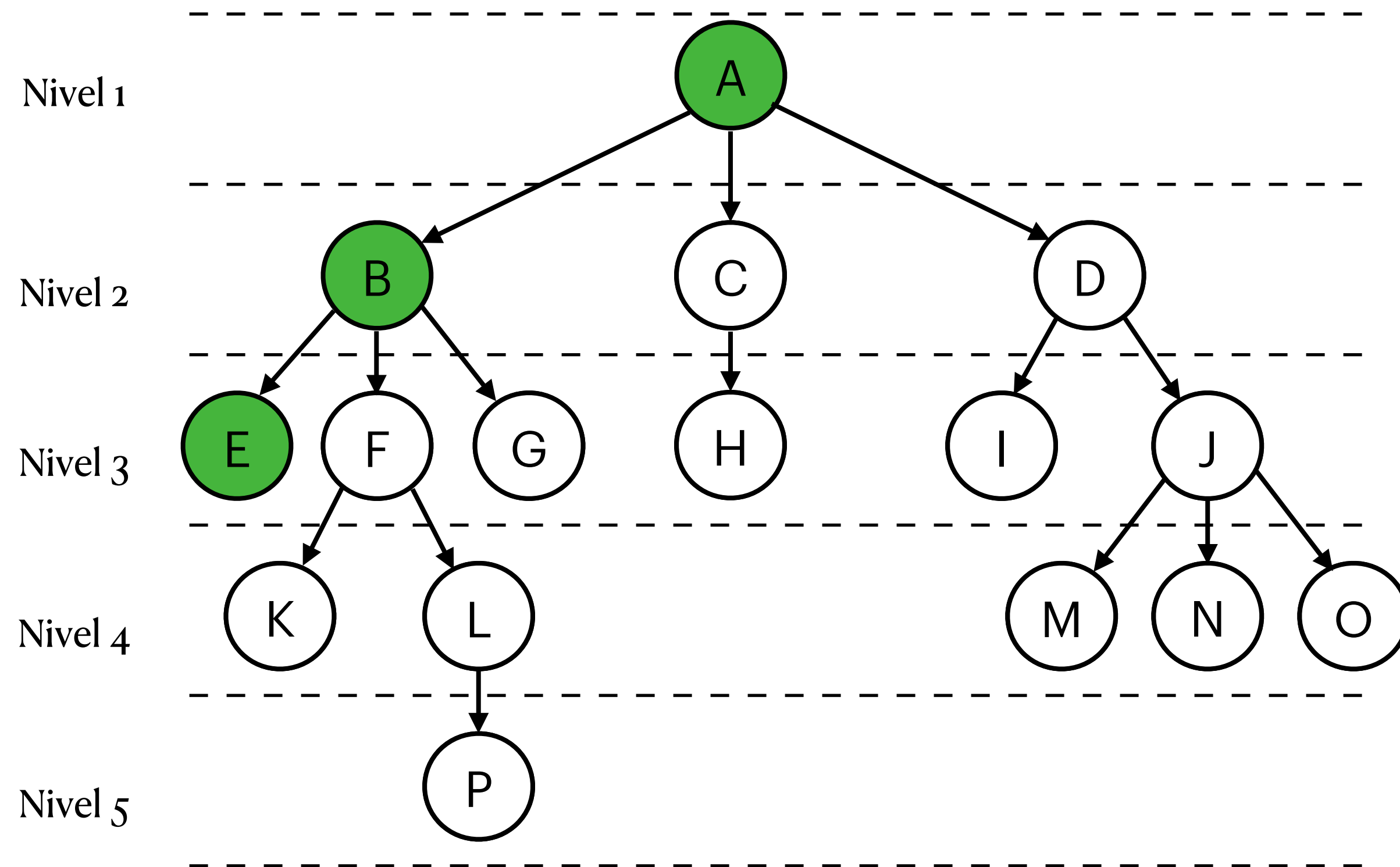
Parcurgere



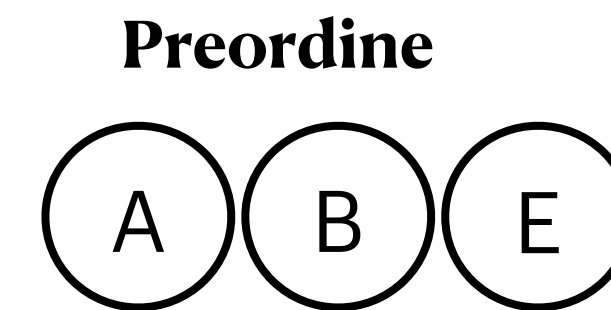
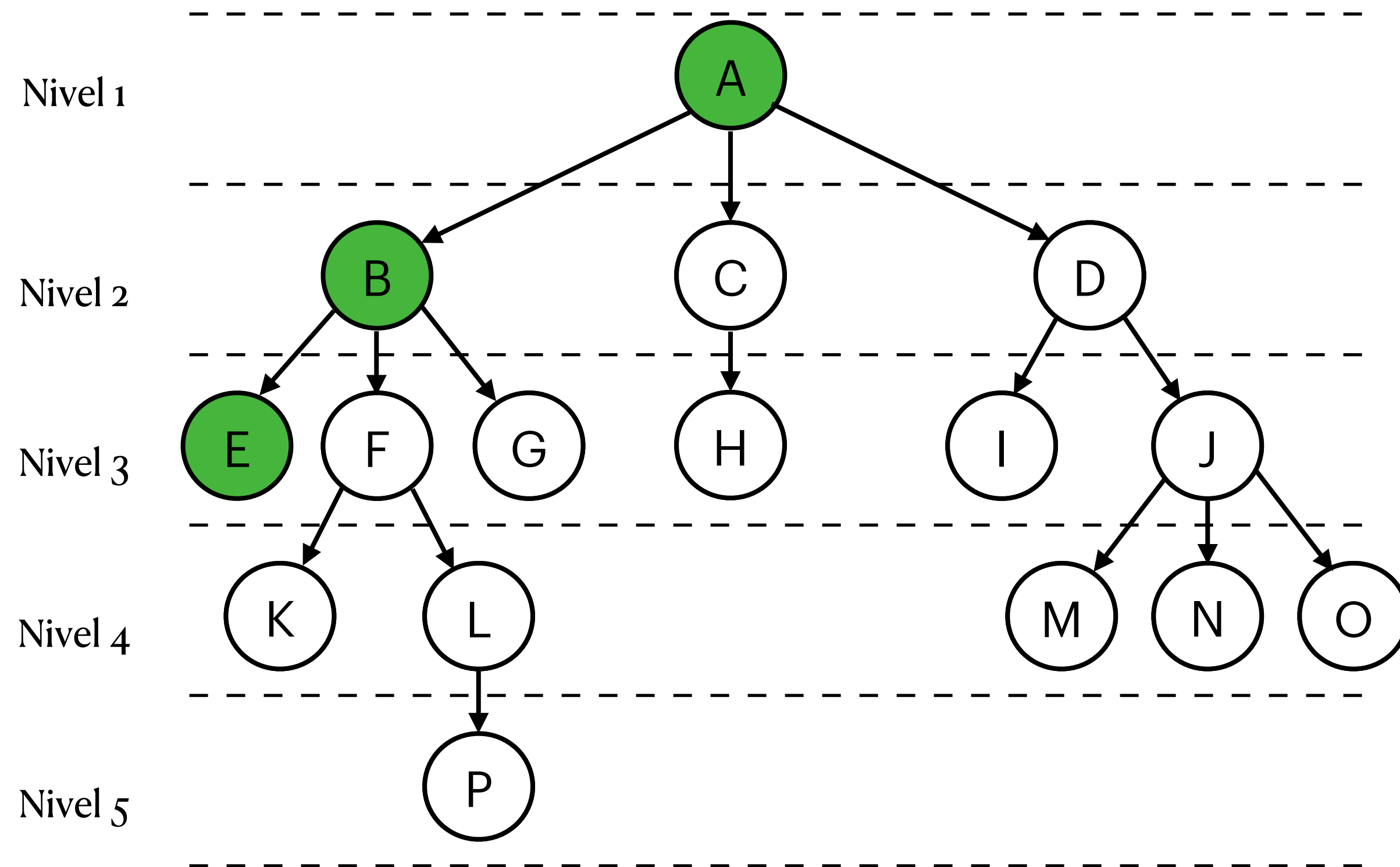
Parcurgere



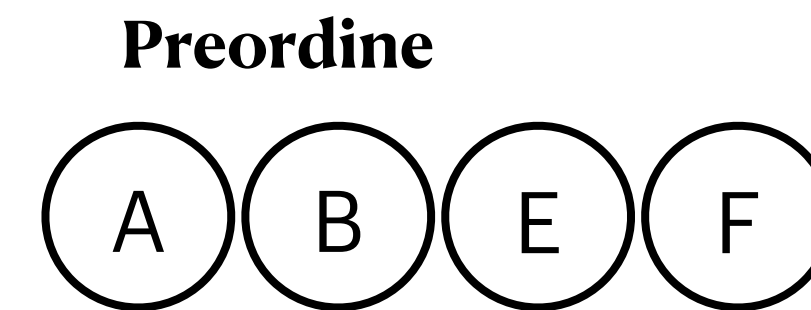
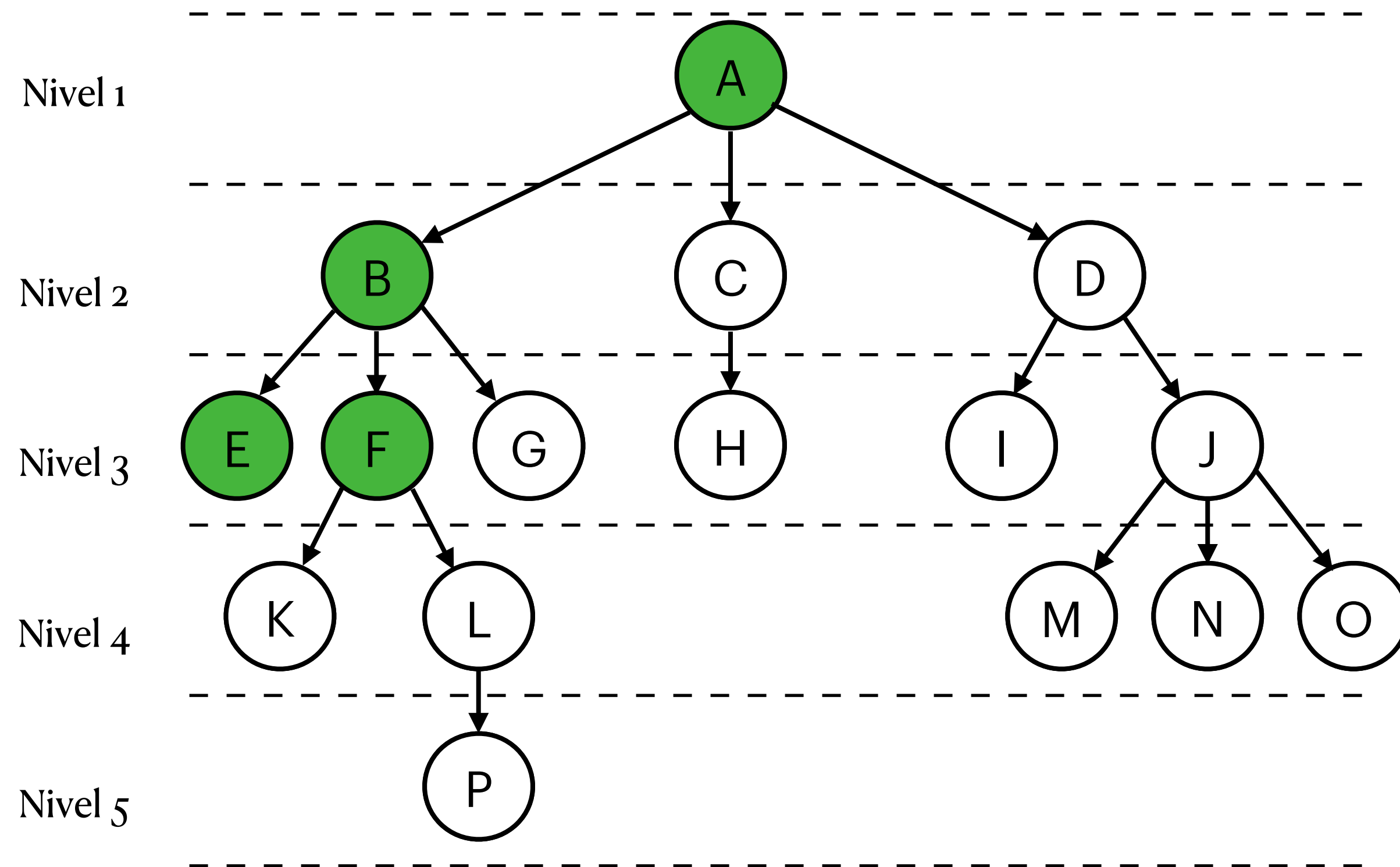
Parcurgere



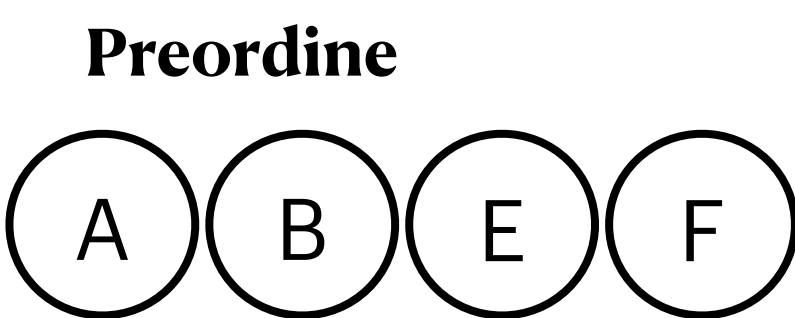
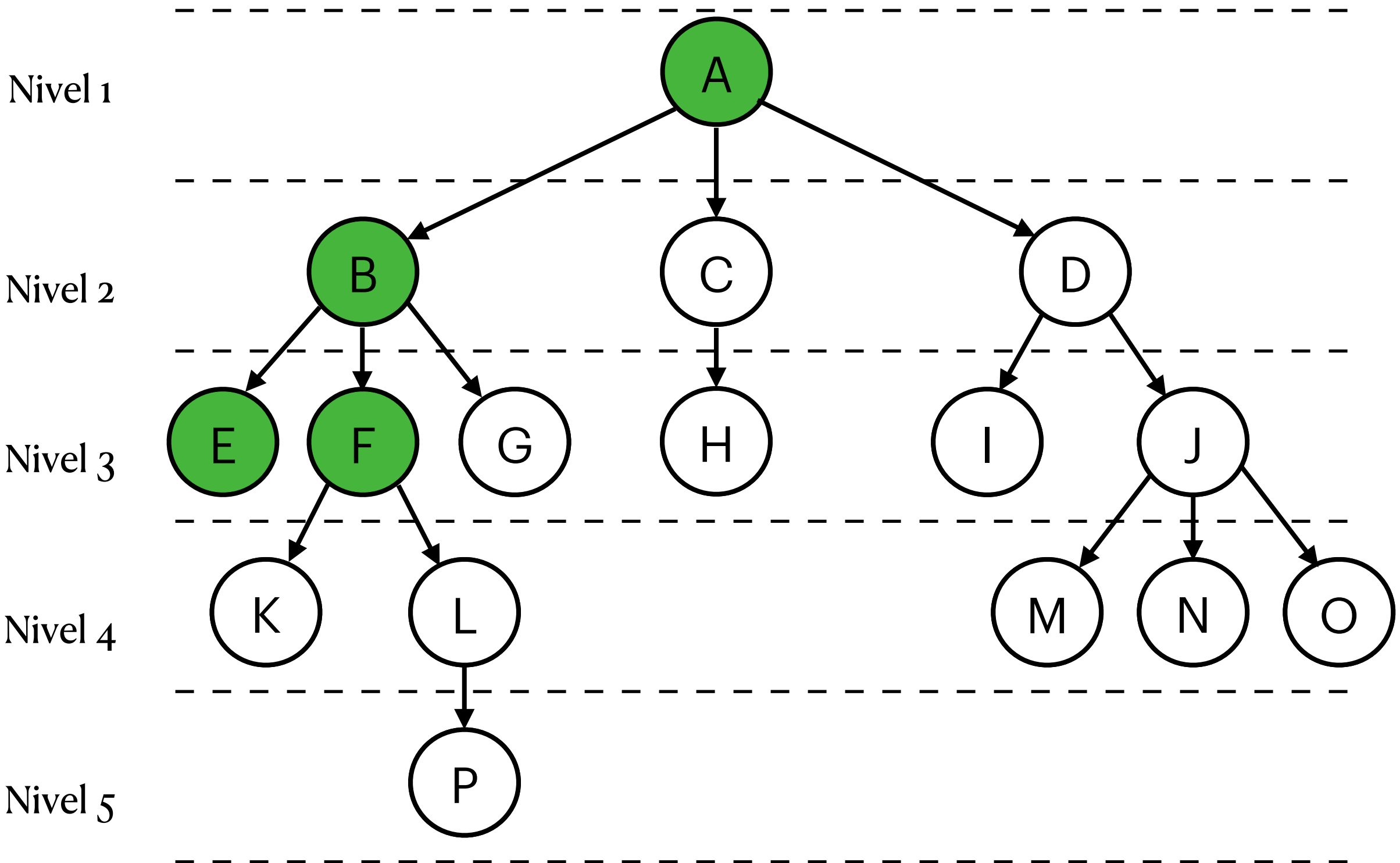
Parcurgere



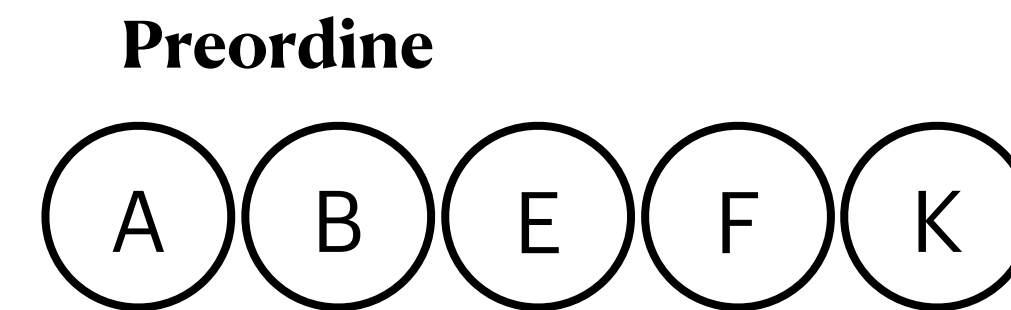
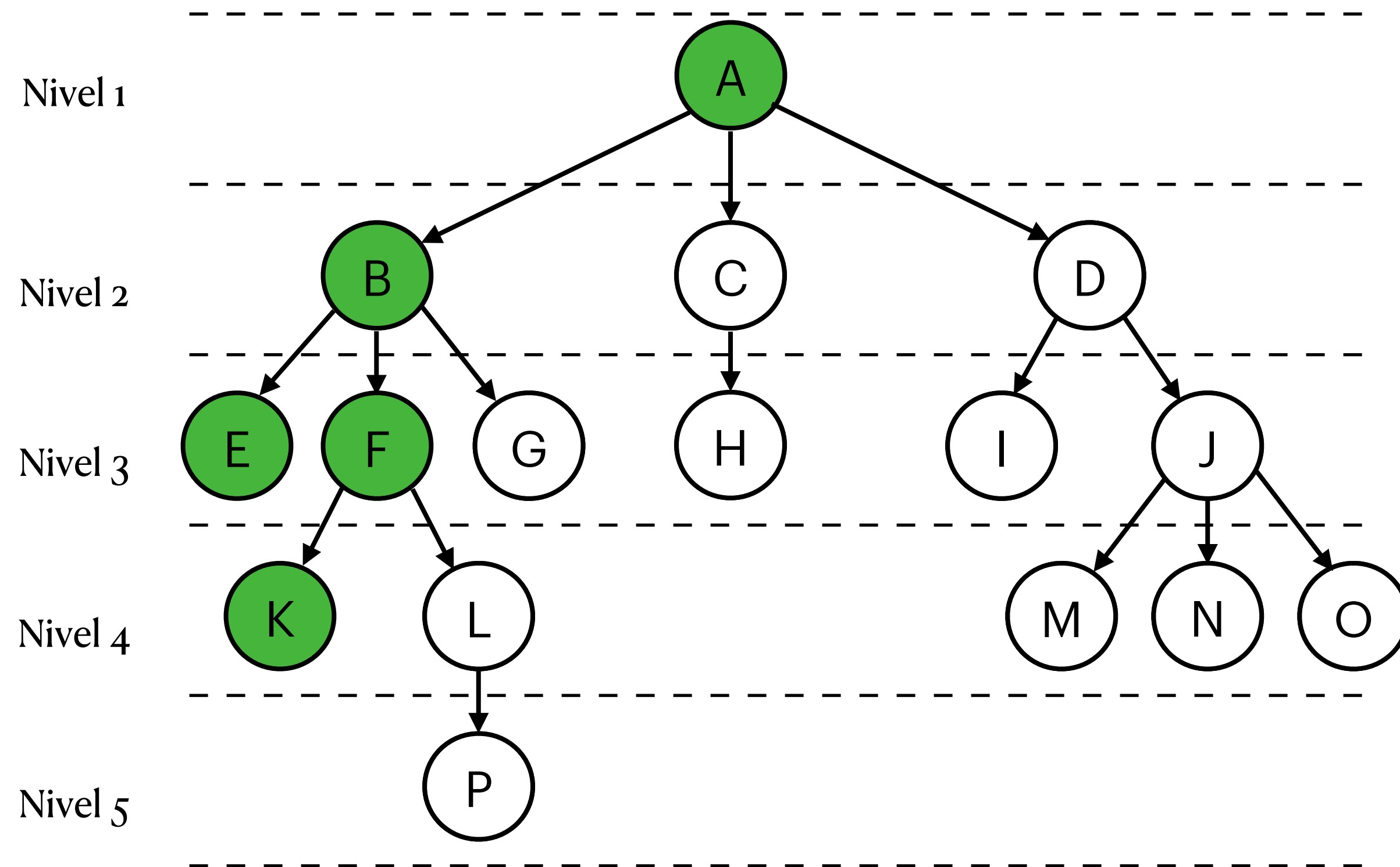
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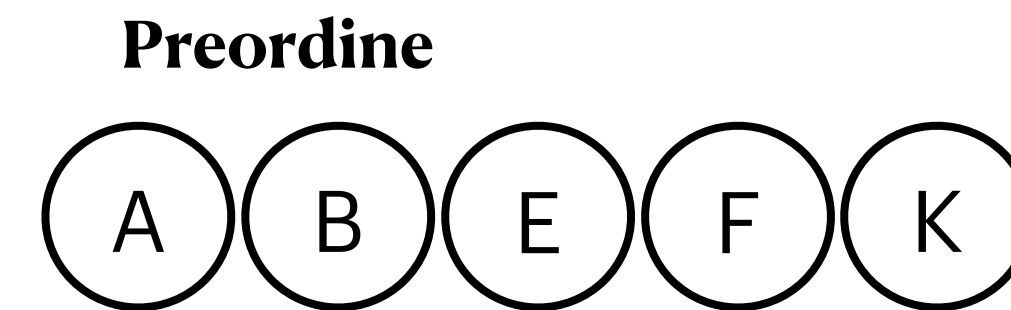
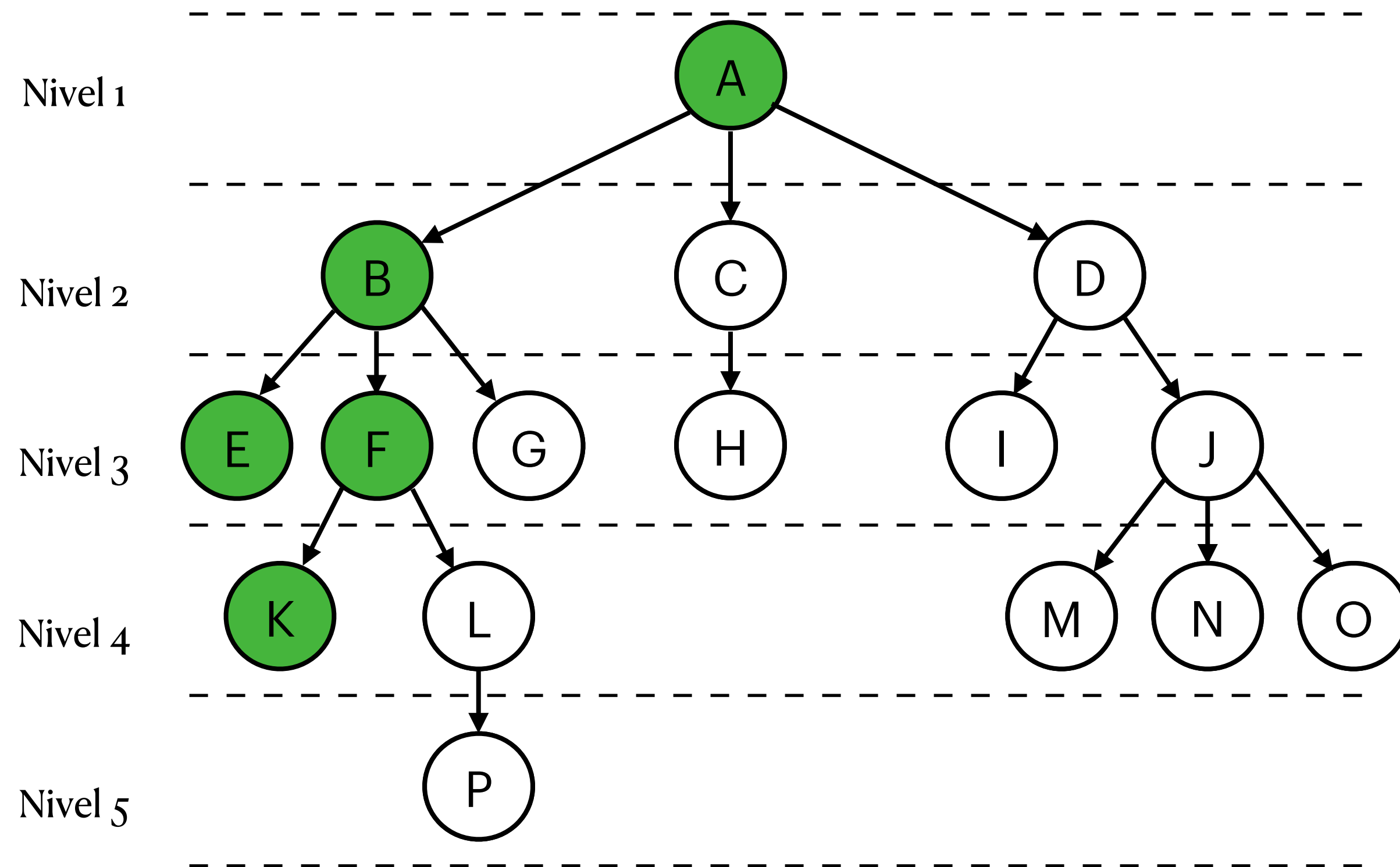
Parcurgere



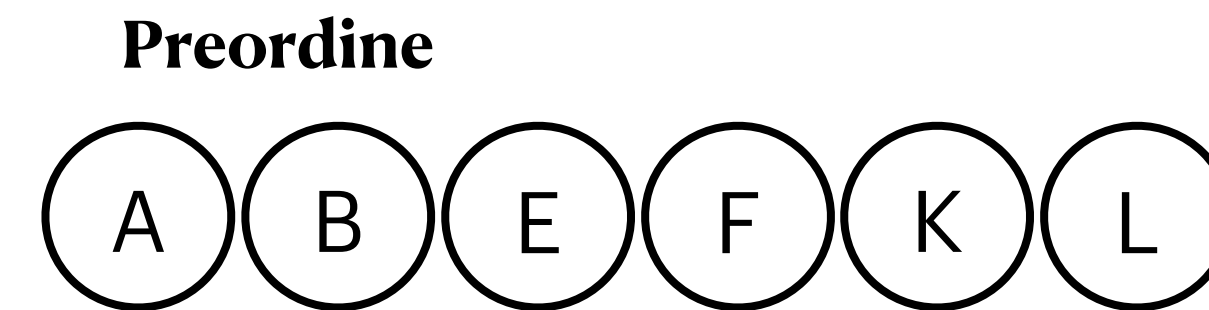
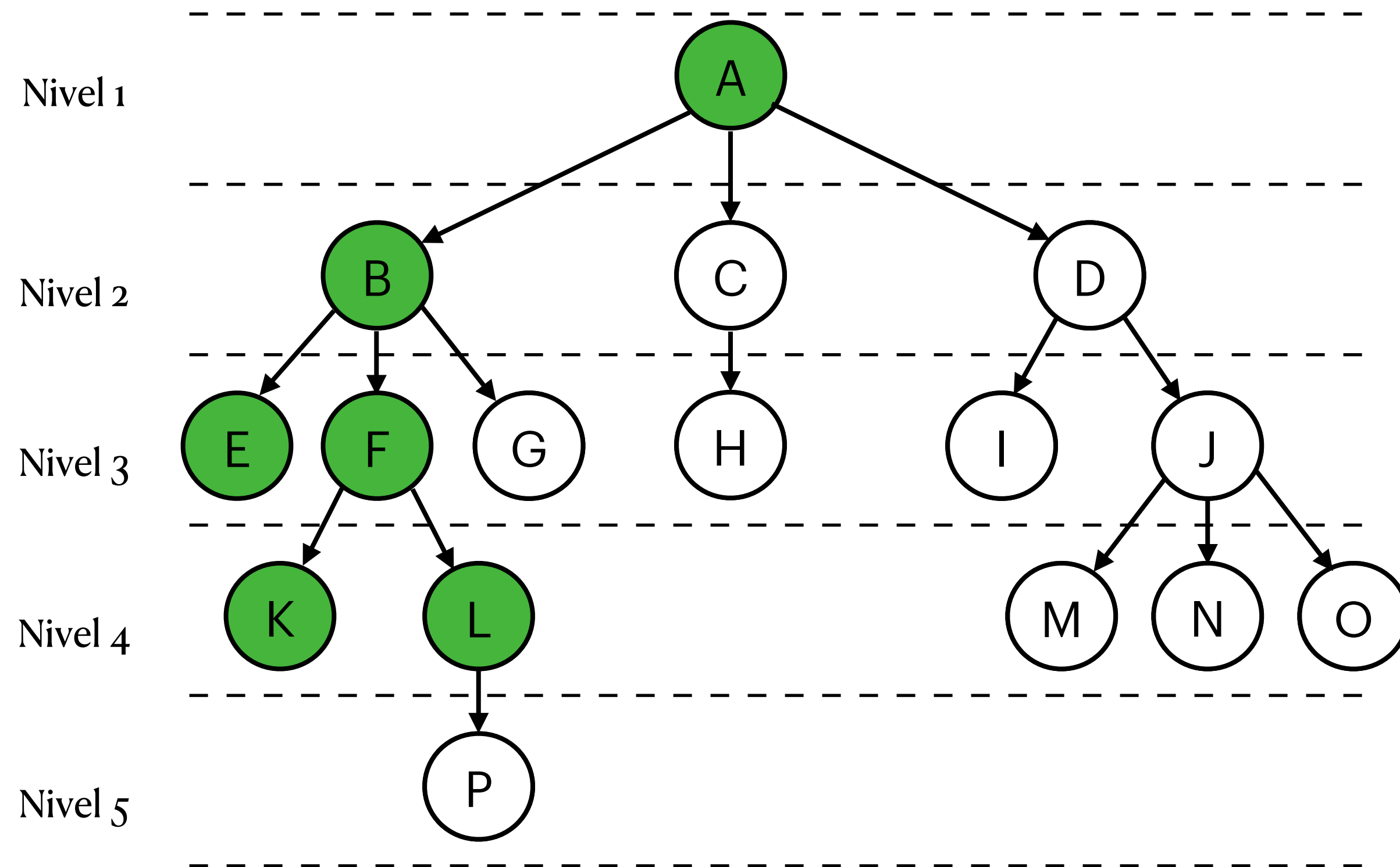
Parcurgere



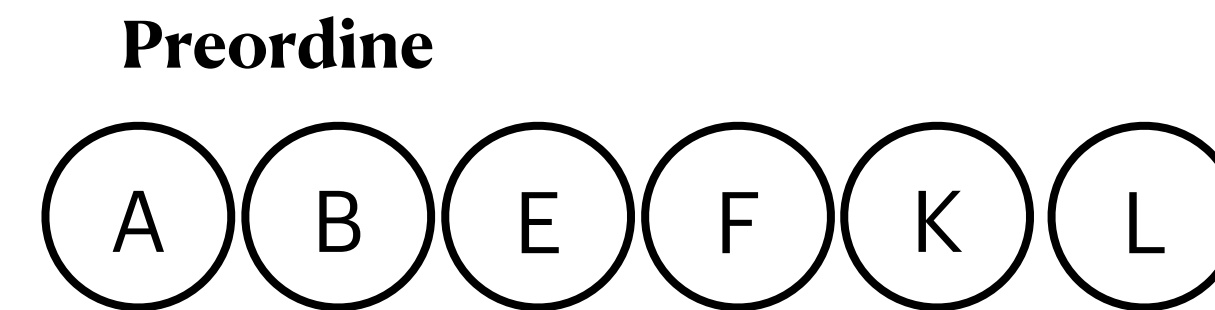
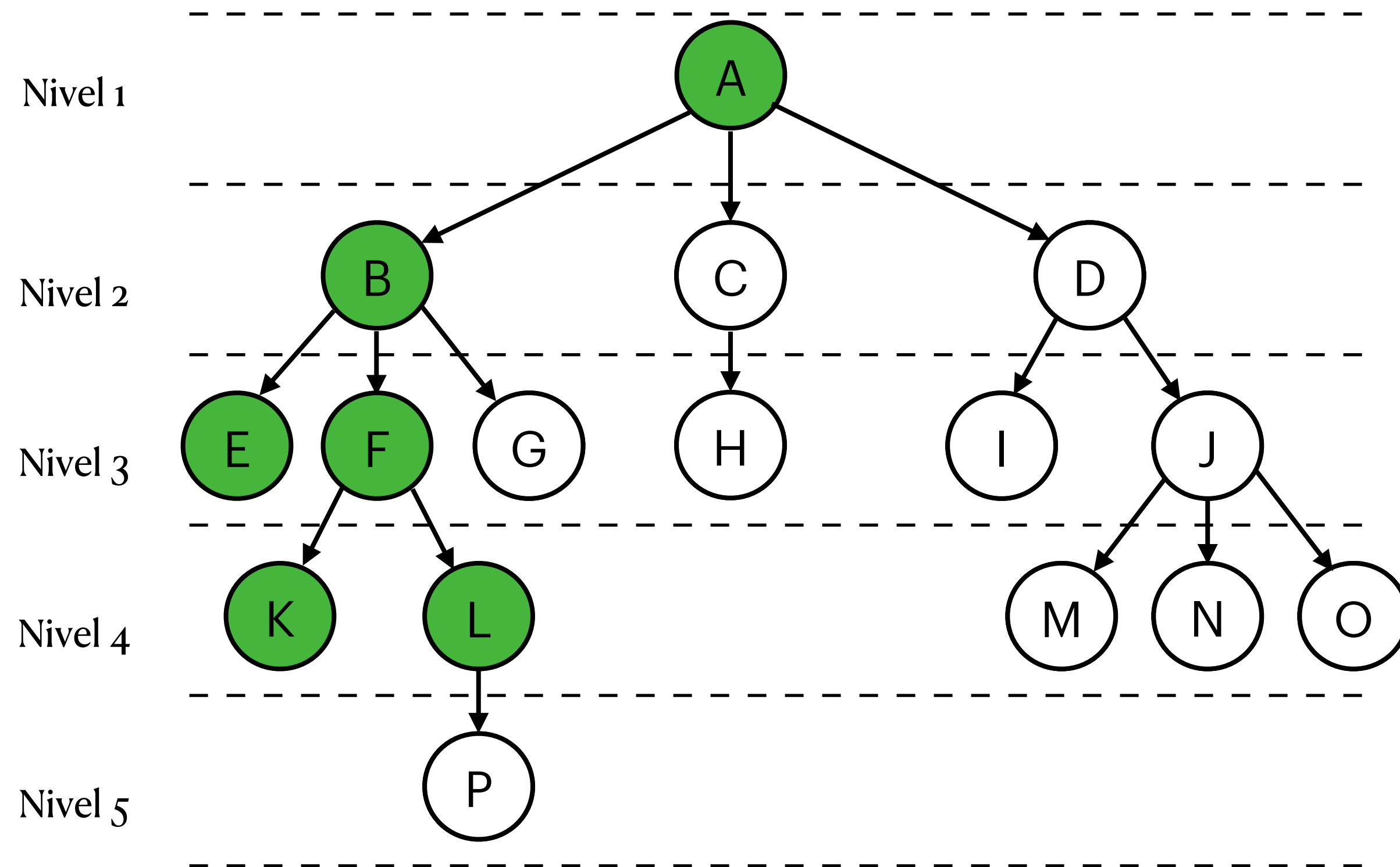
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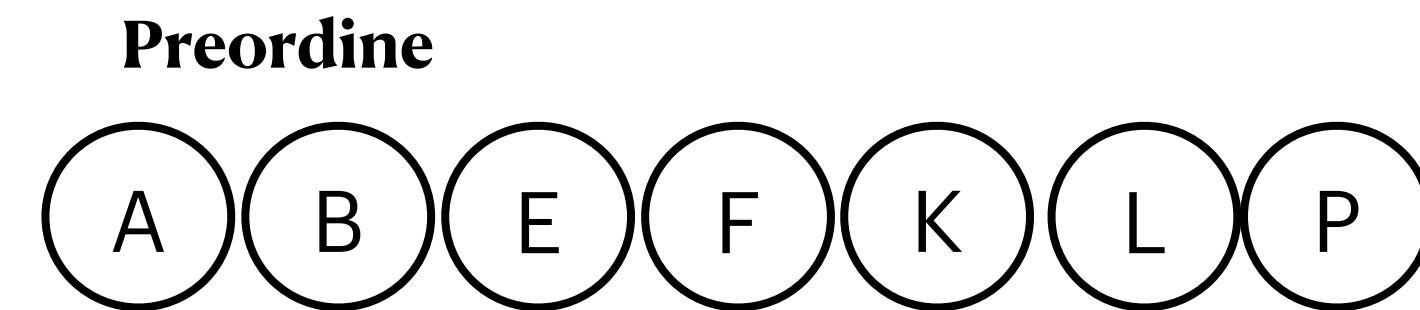
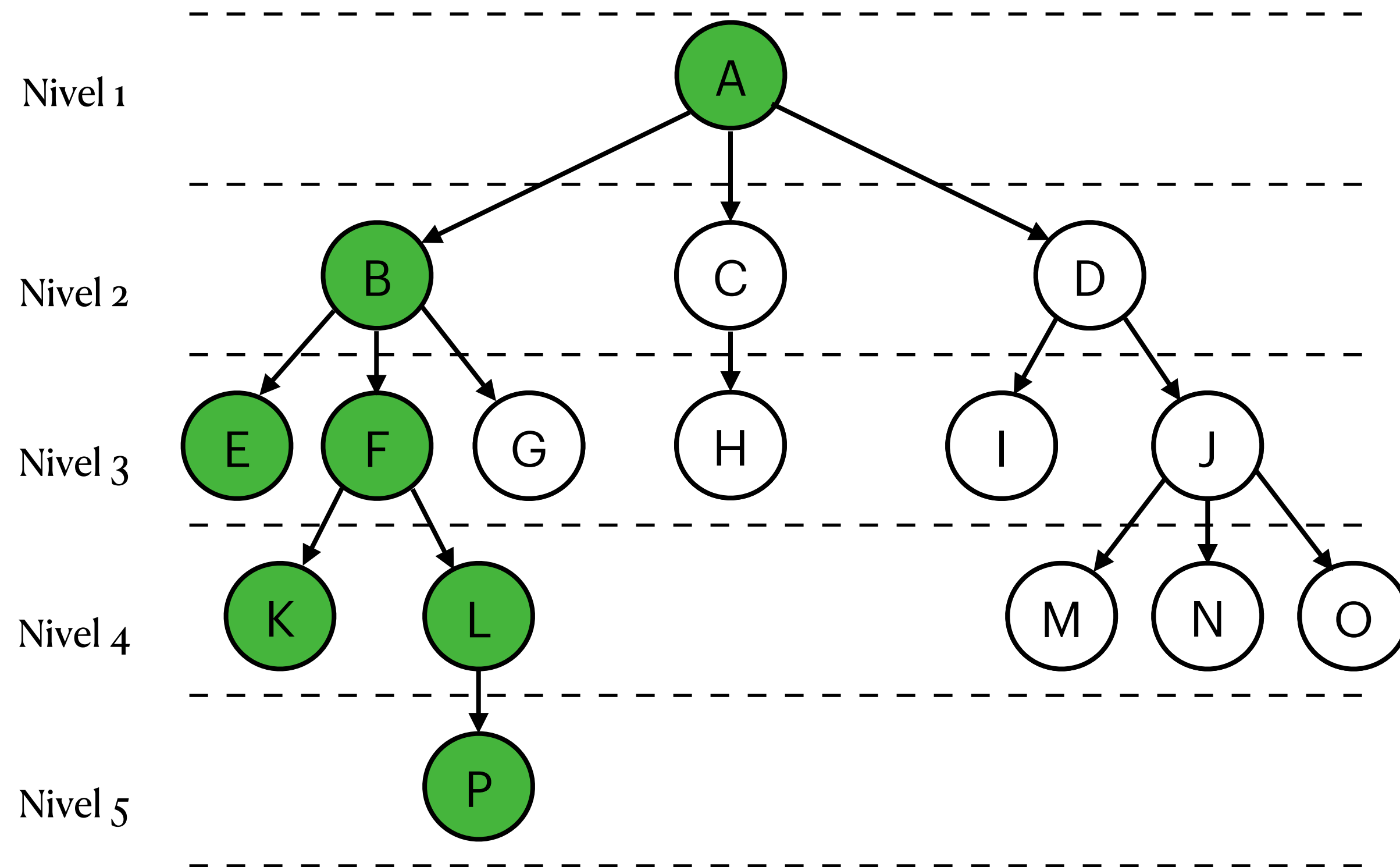
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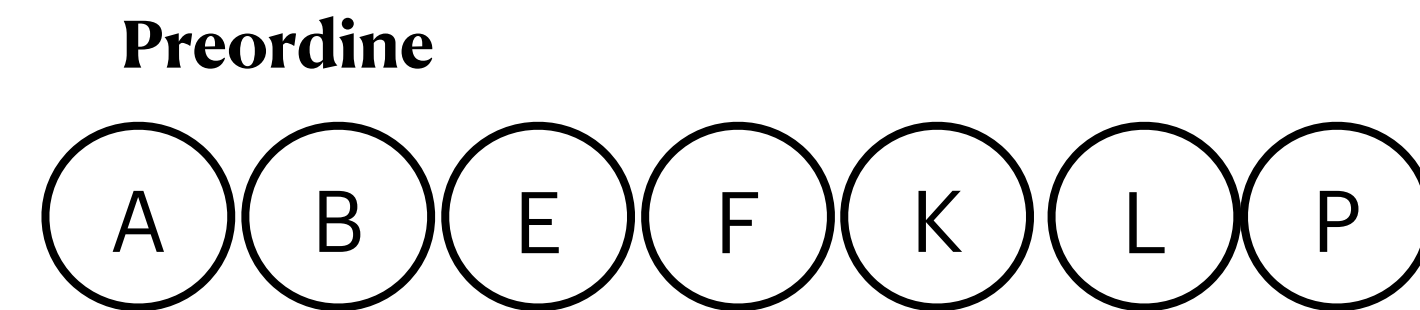
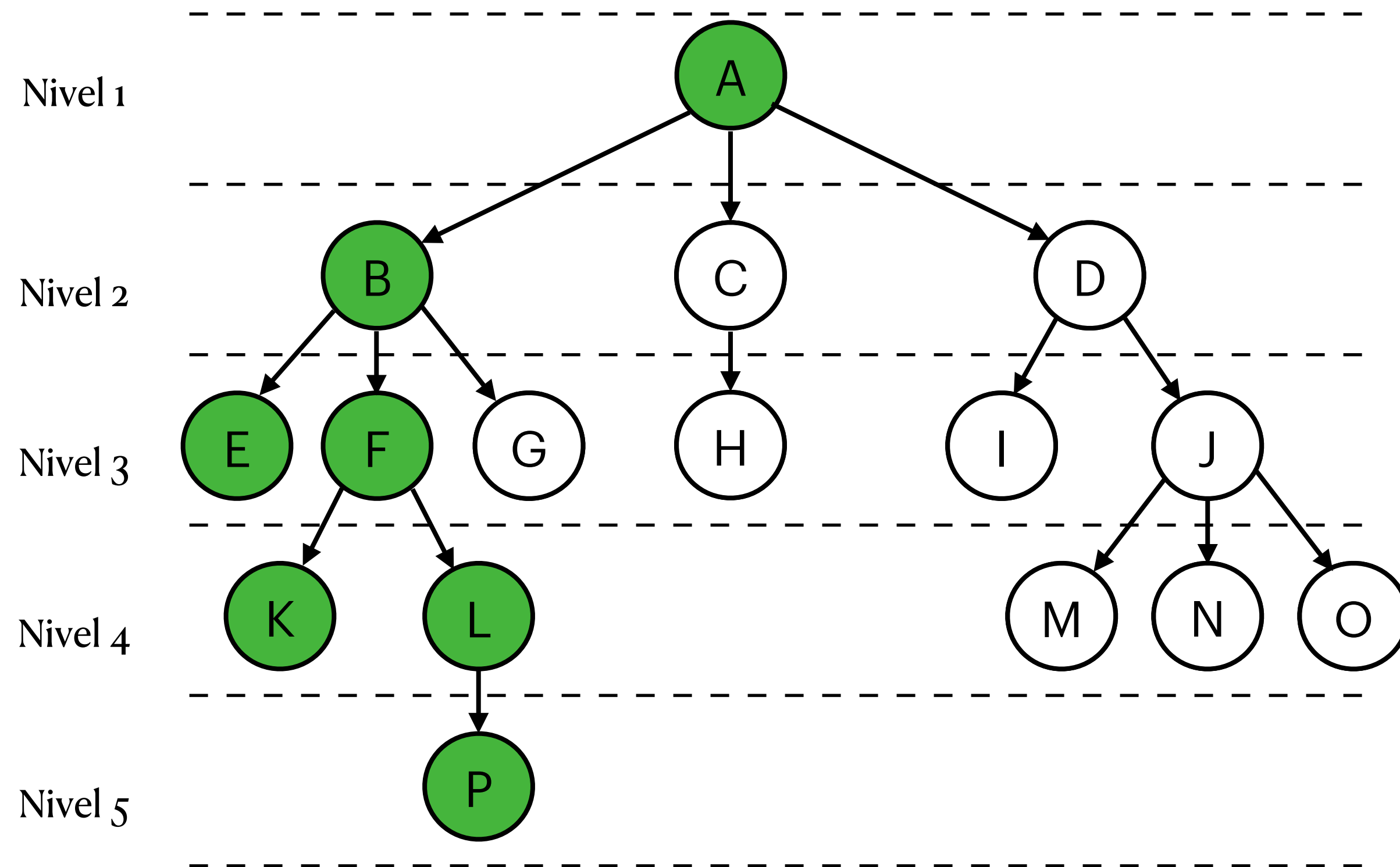
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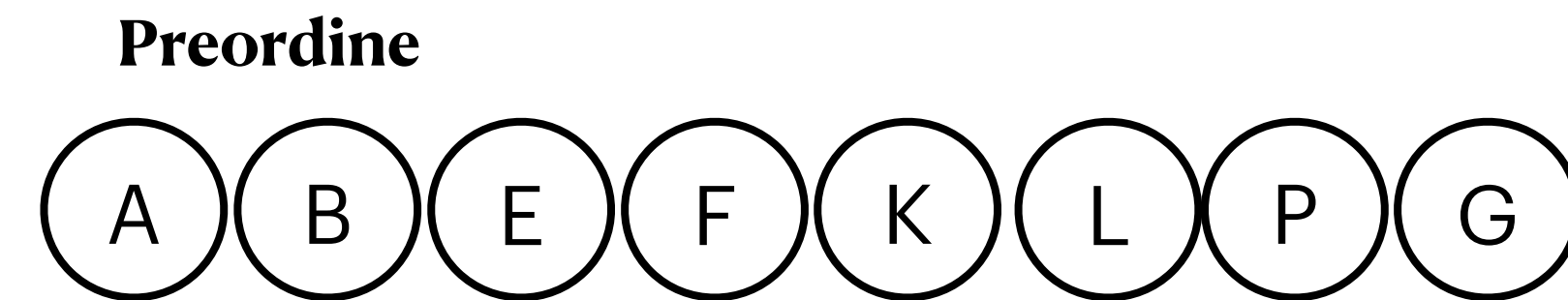
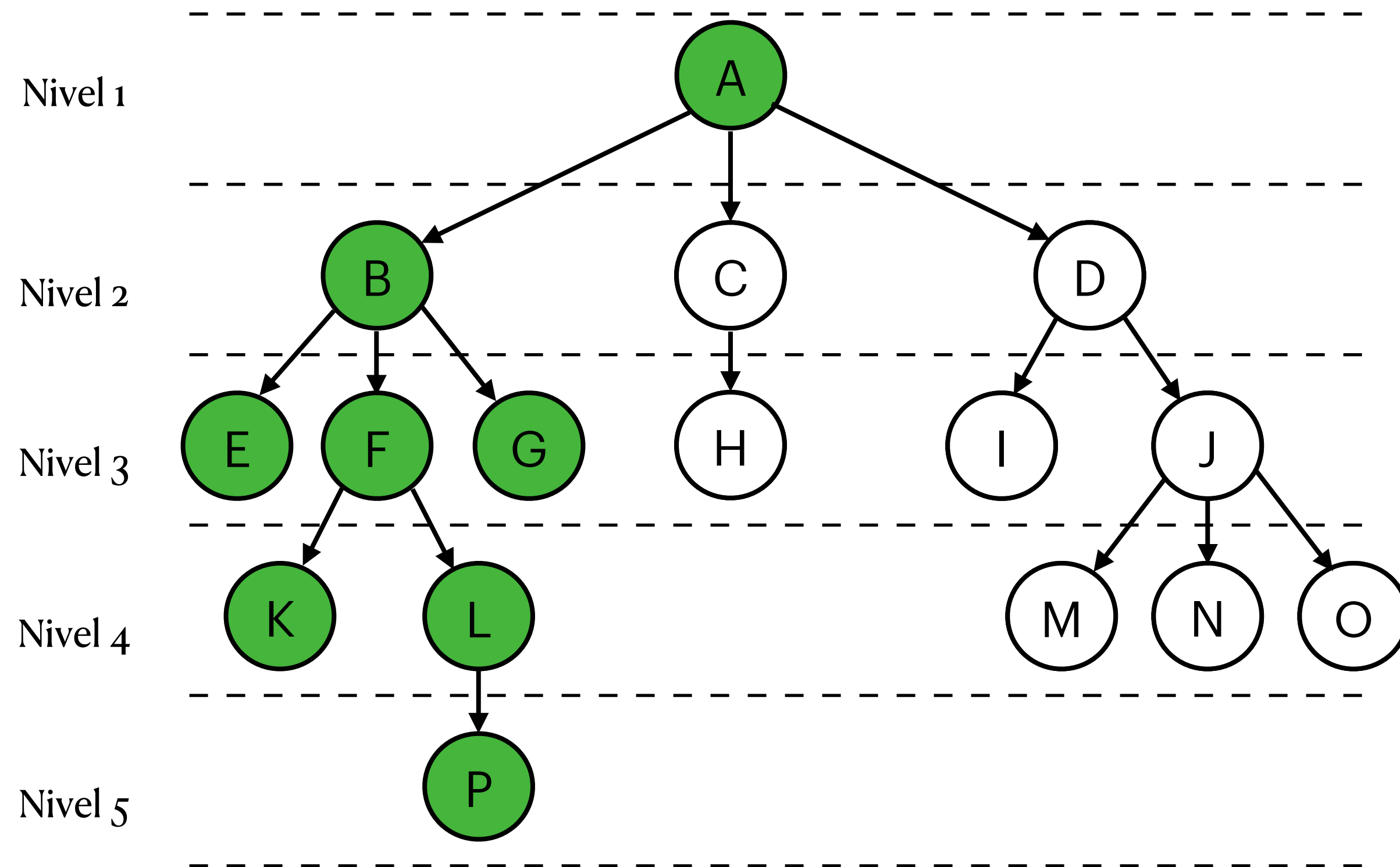
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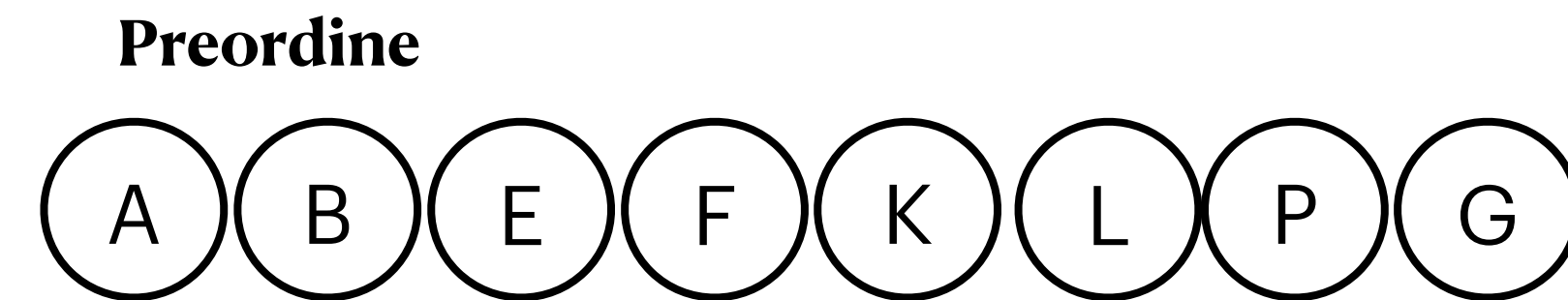
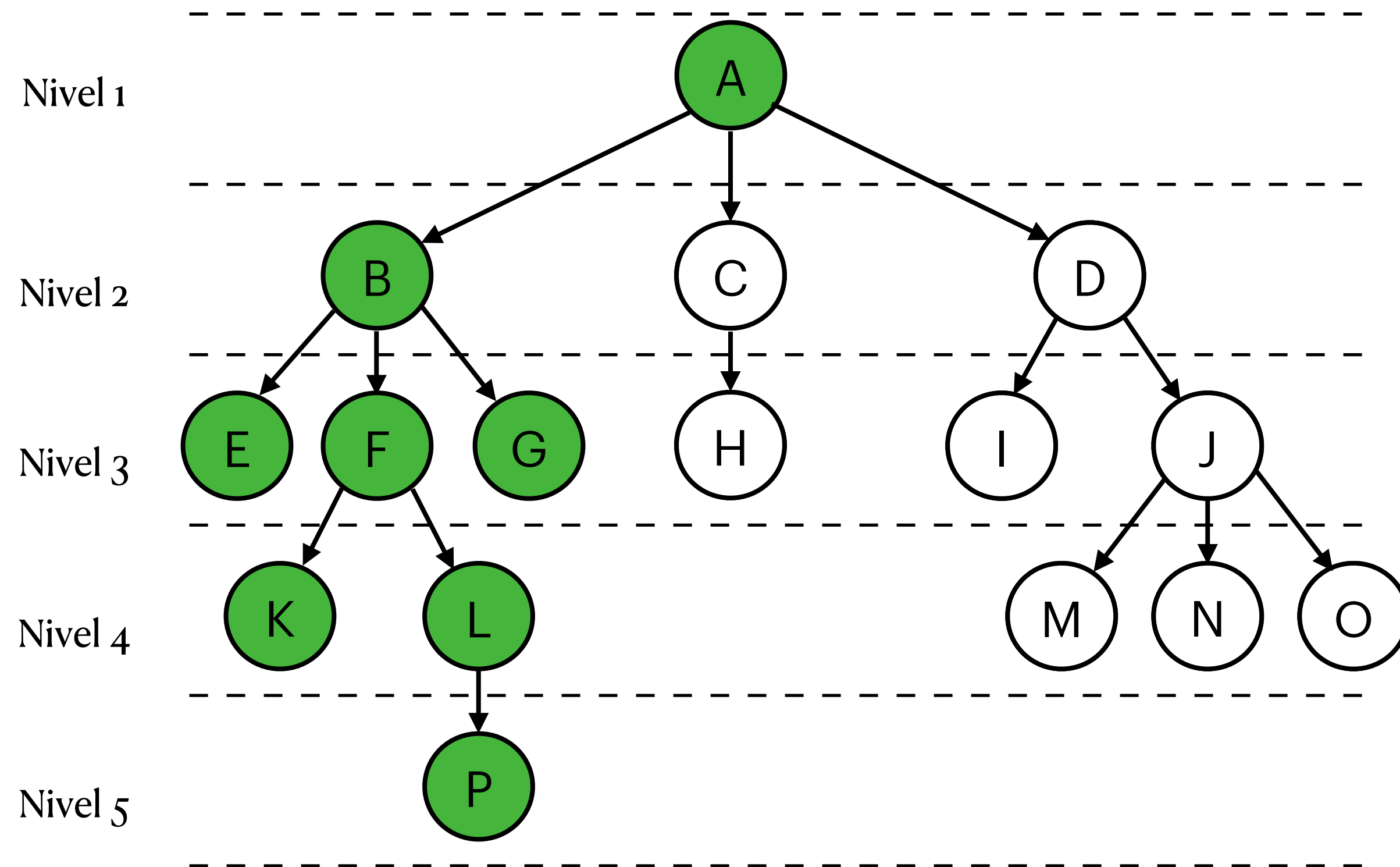
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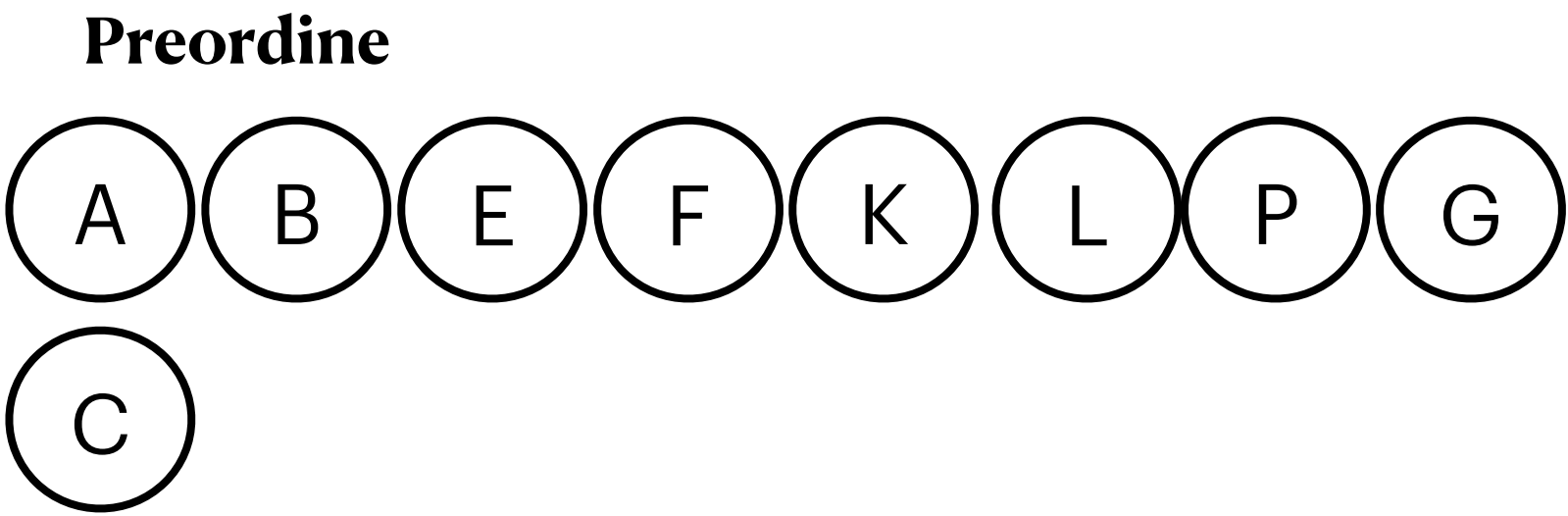
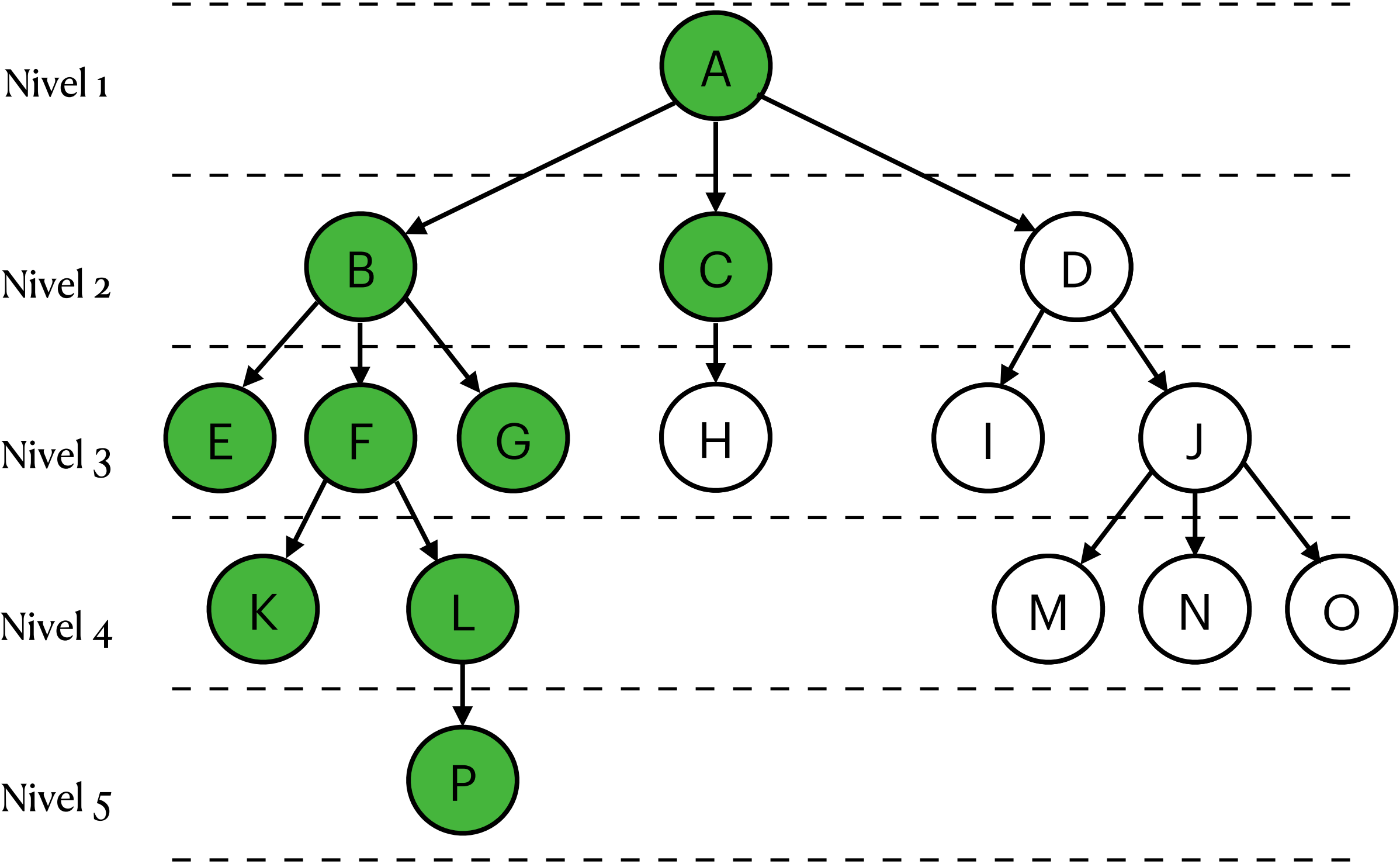
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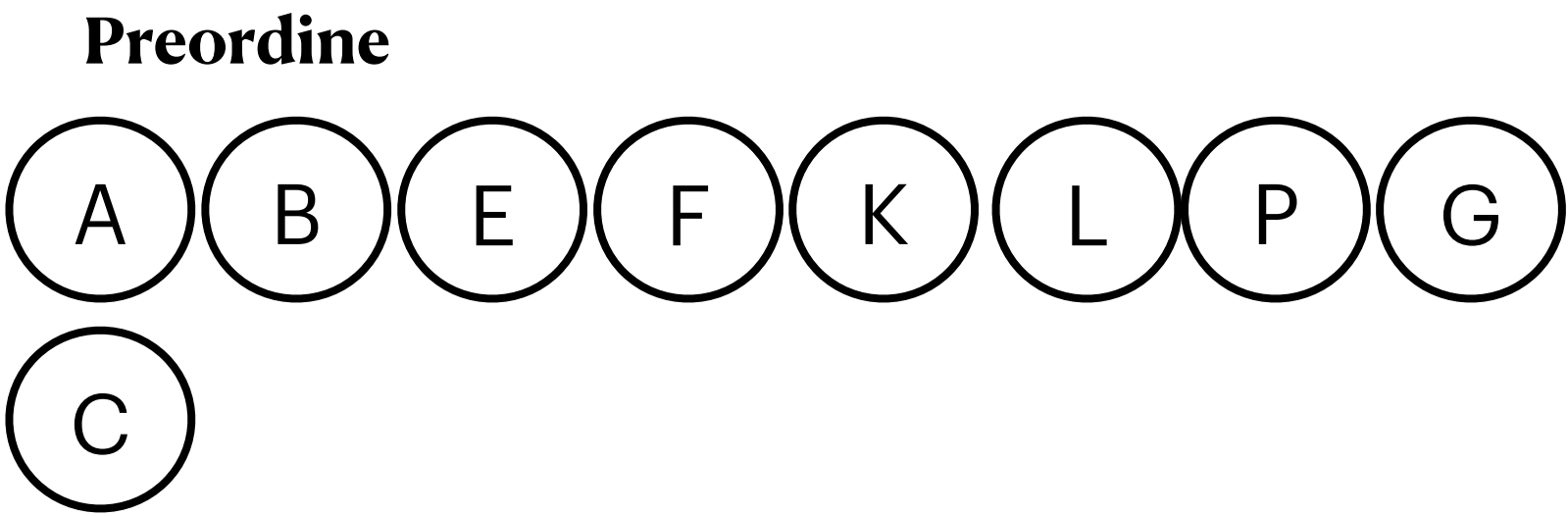
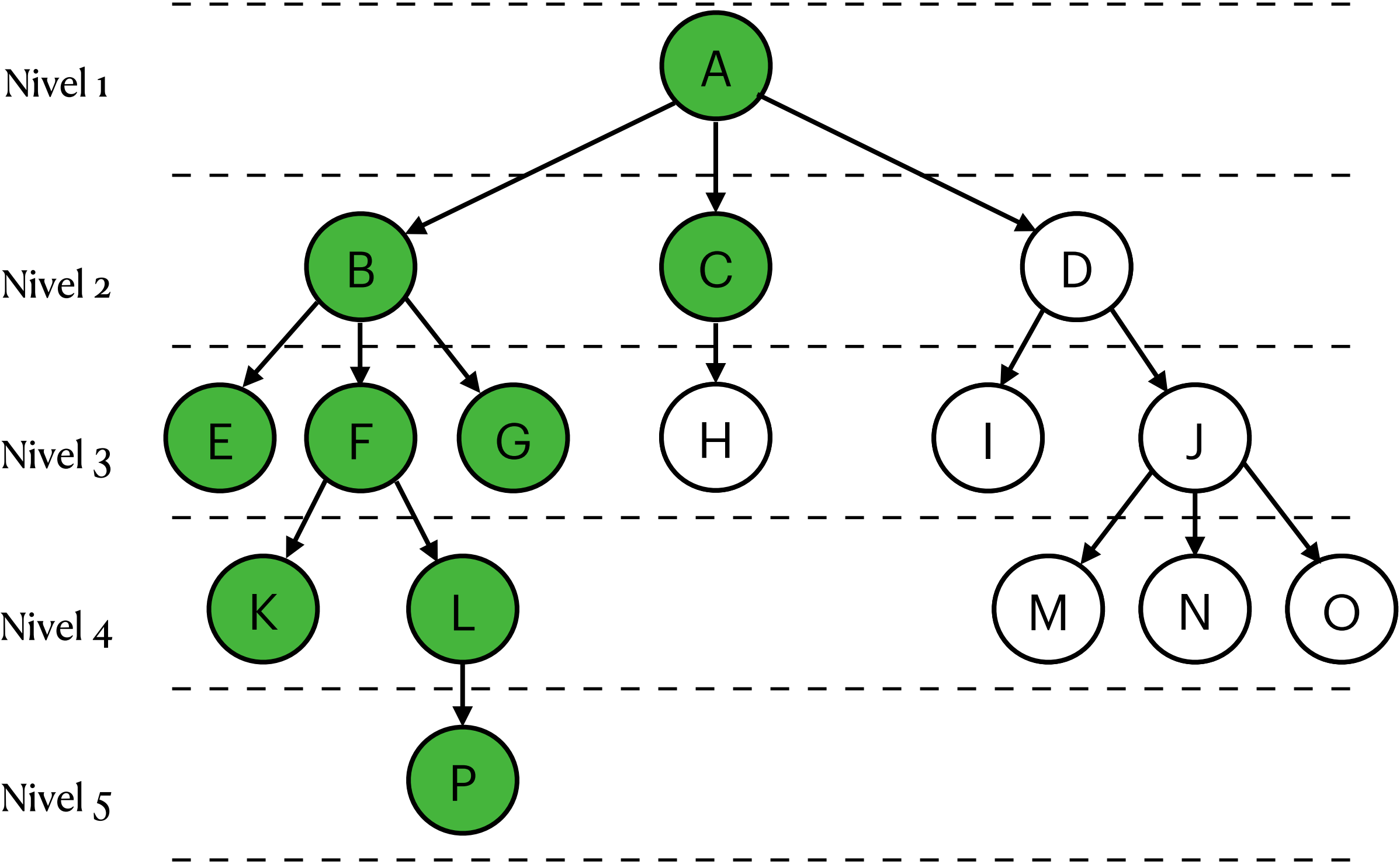
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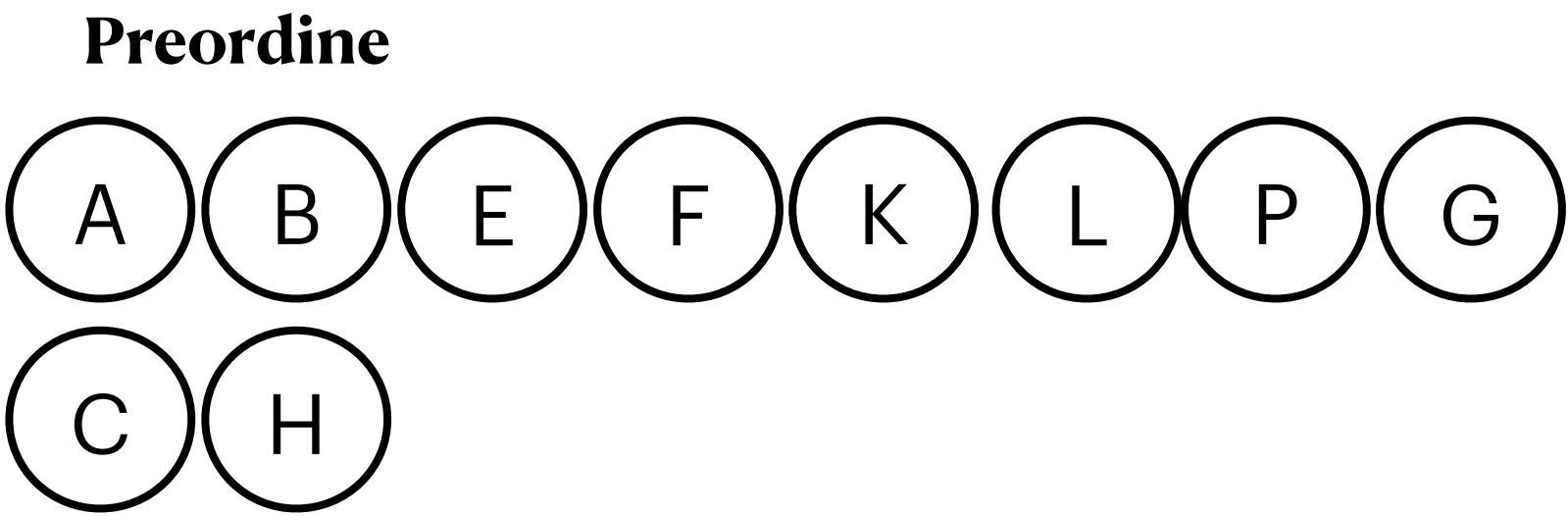
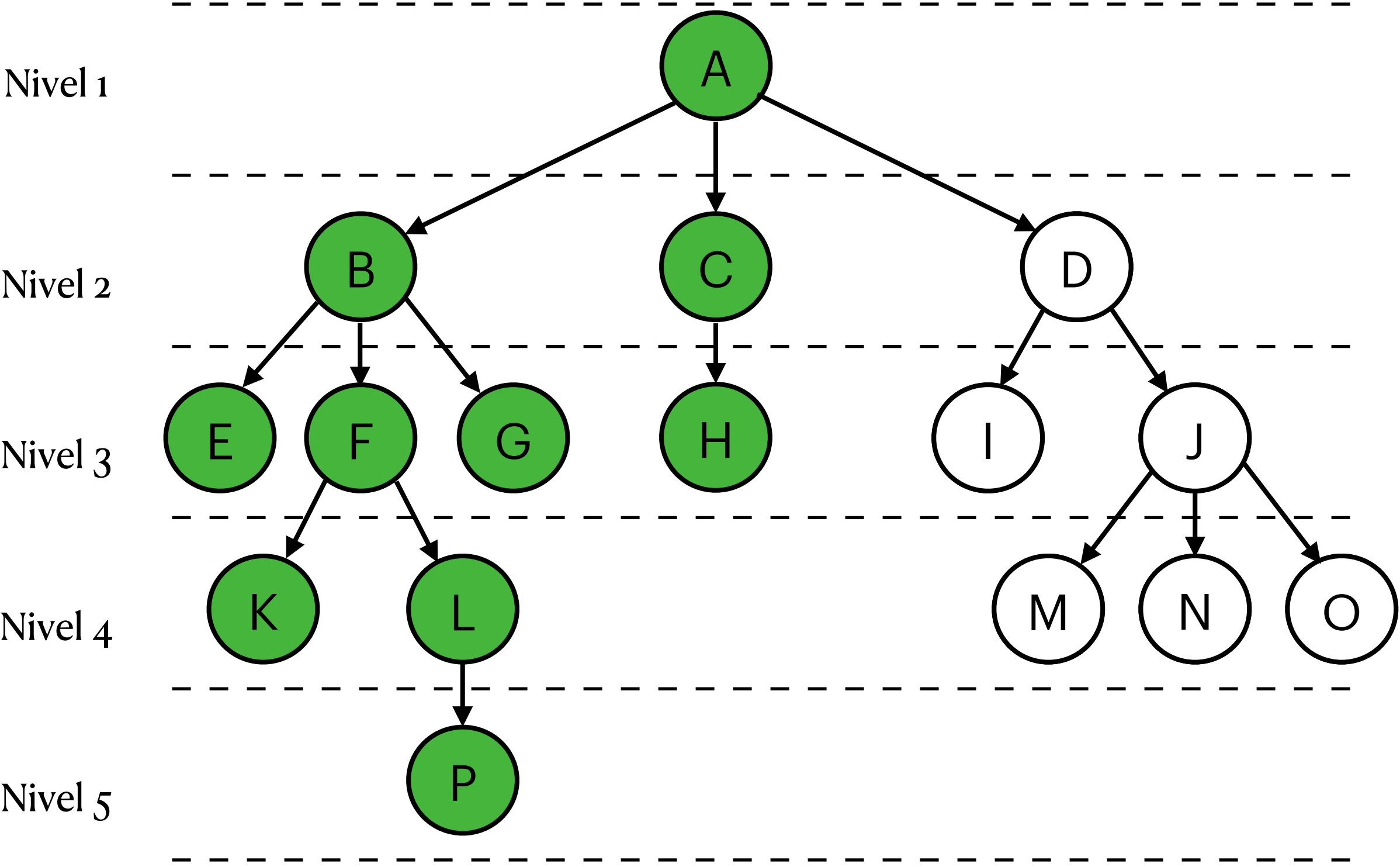
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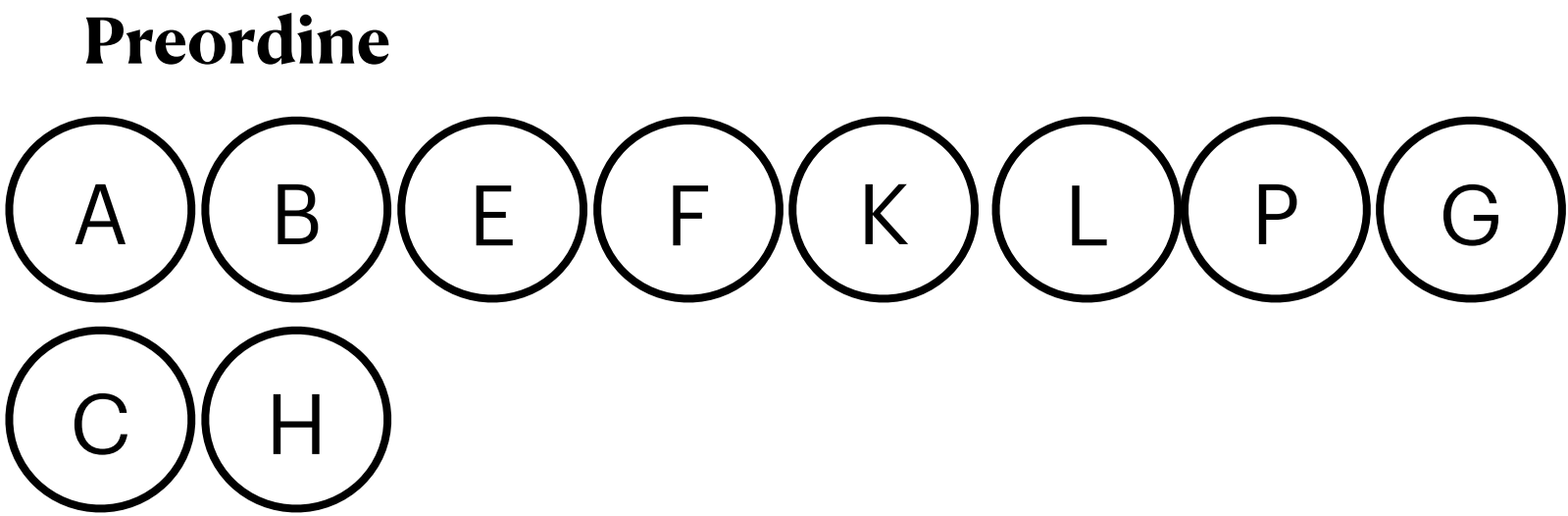
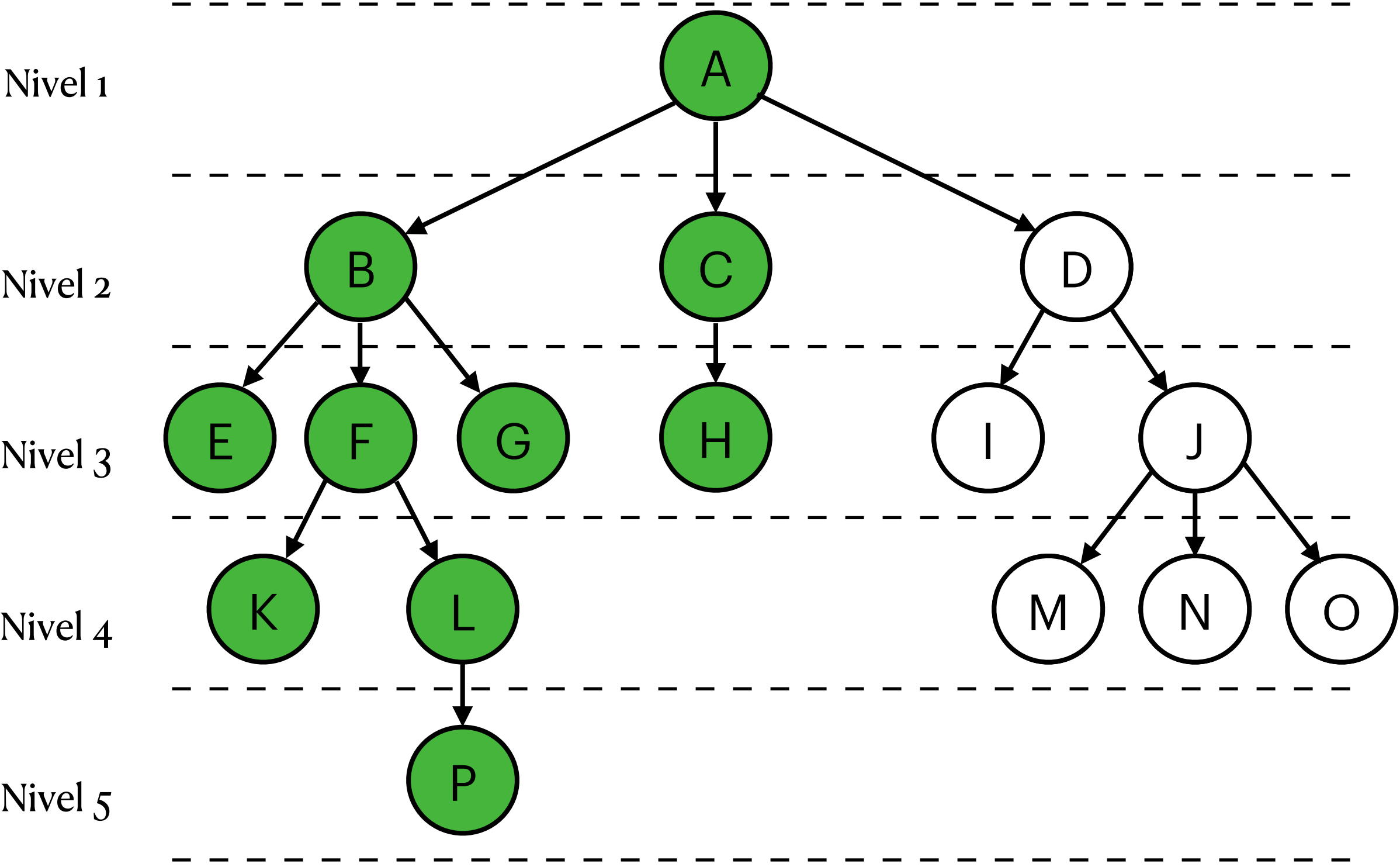
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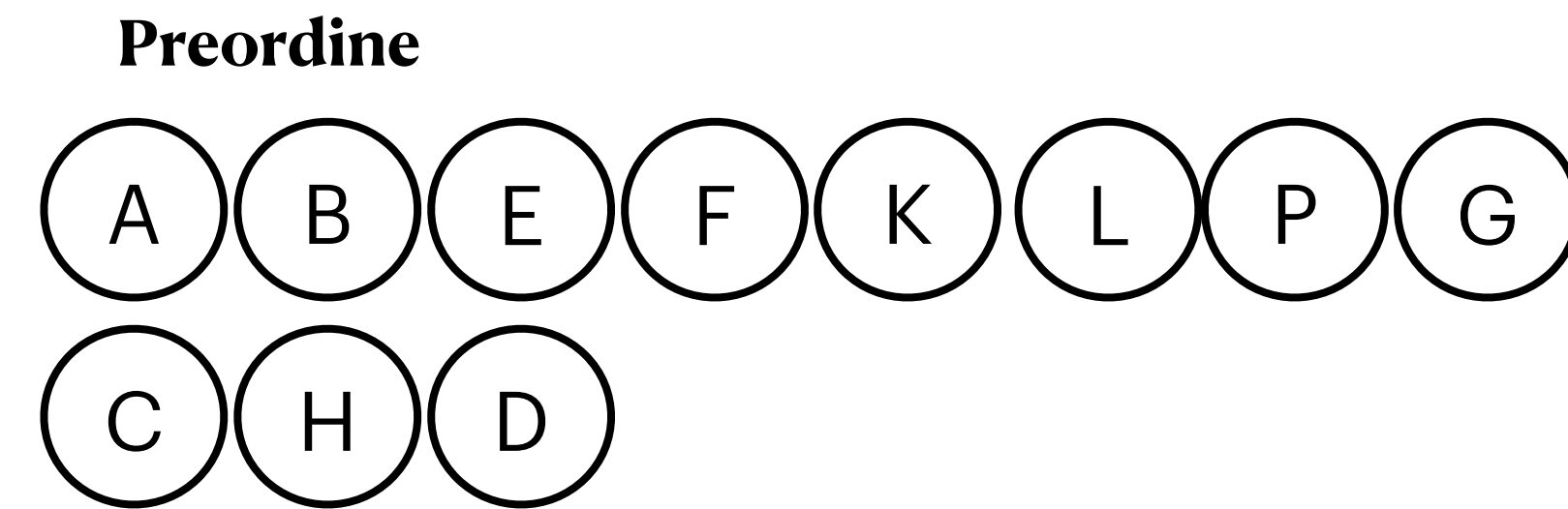
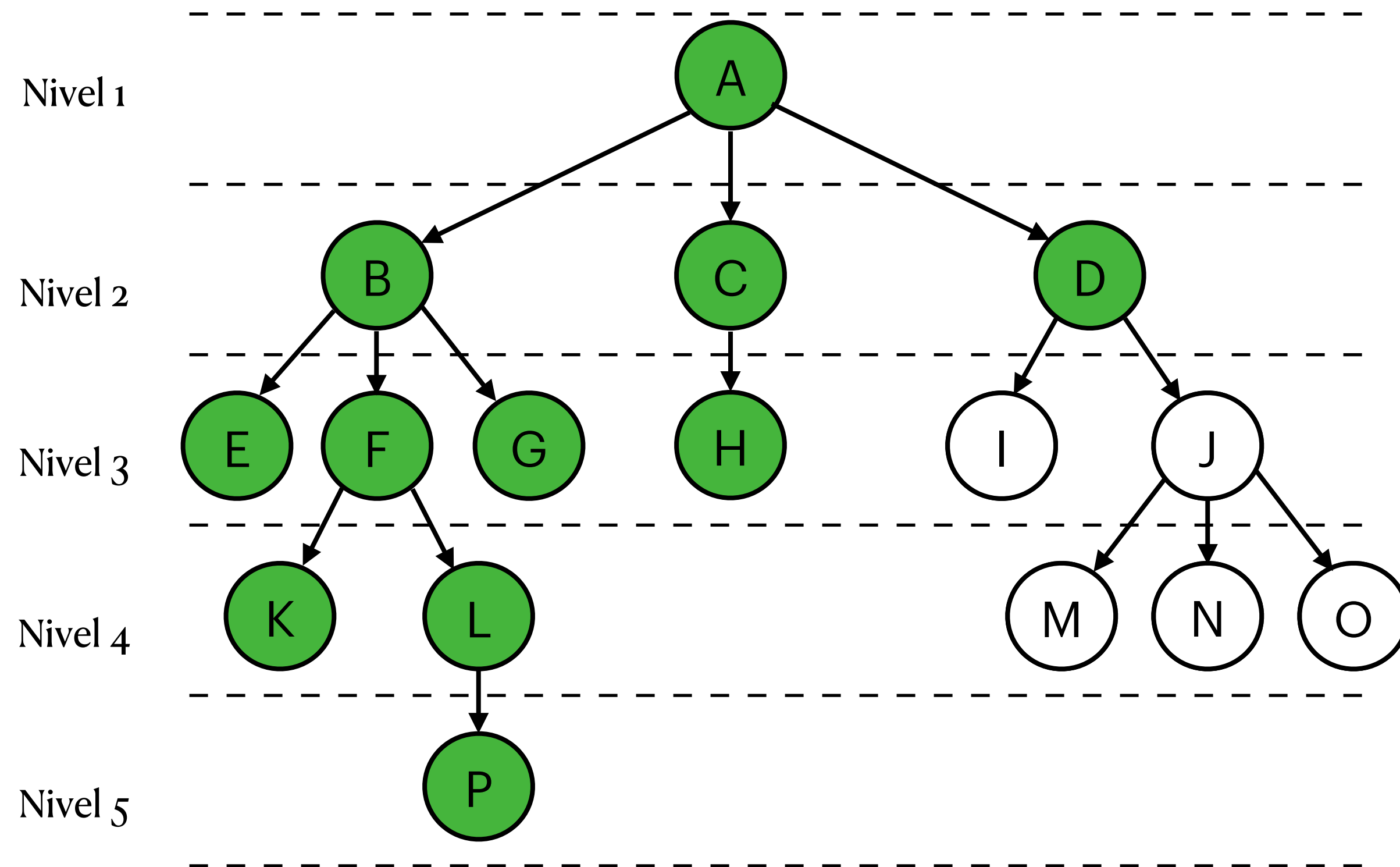
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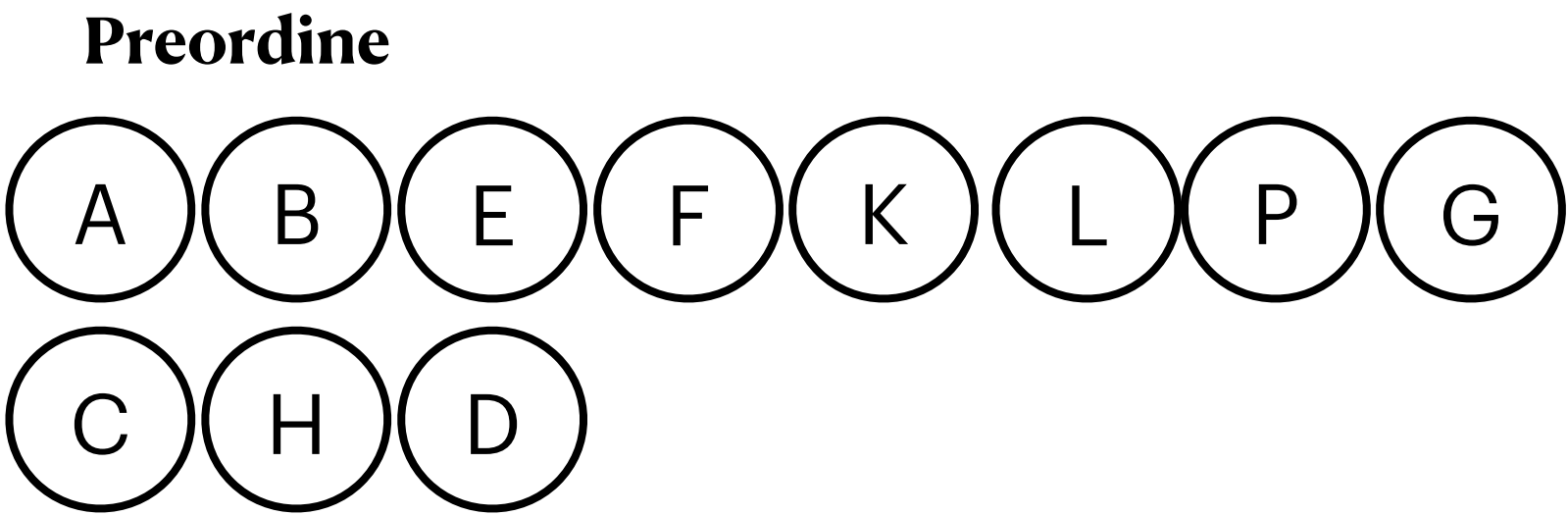
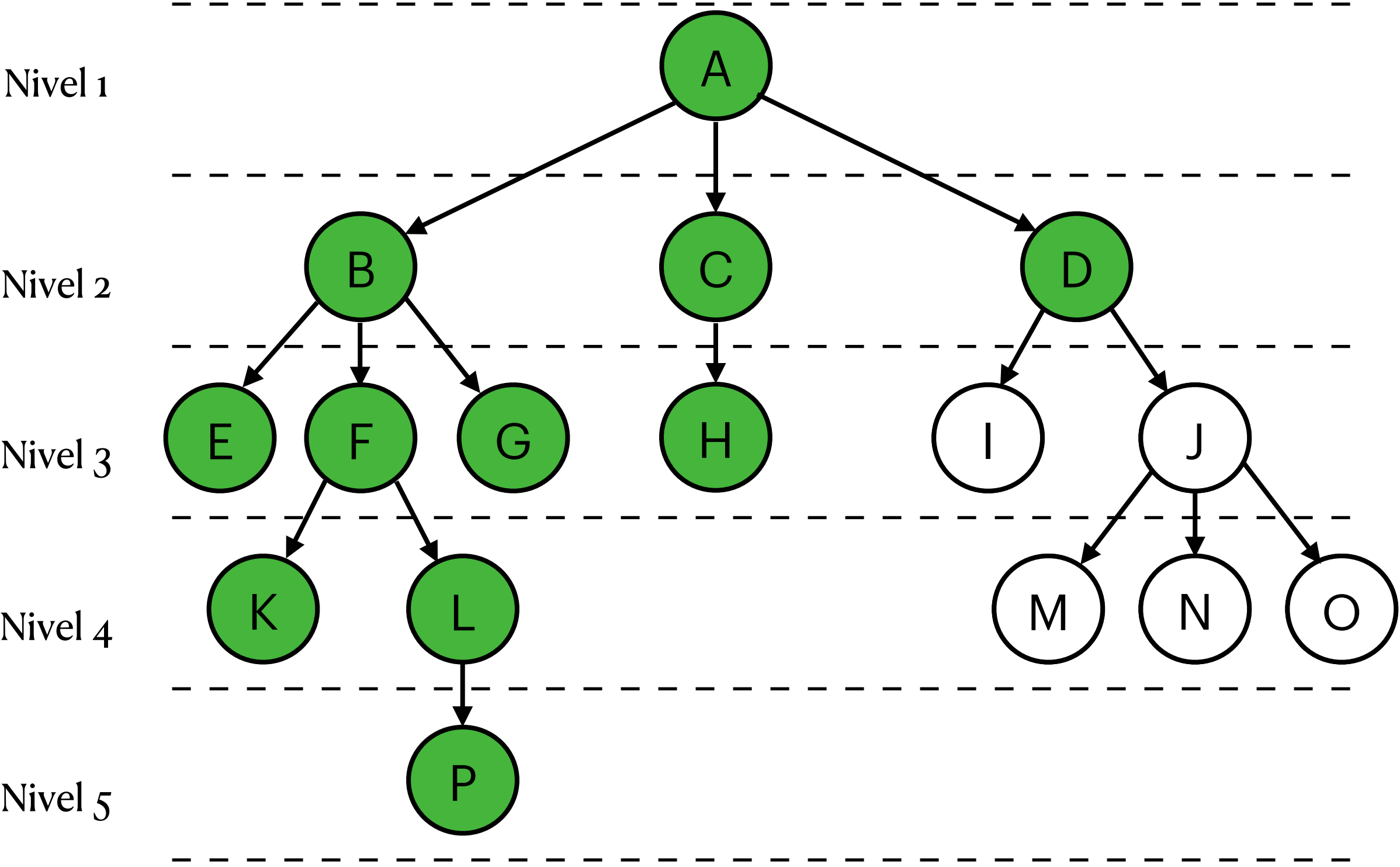
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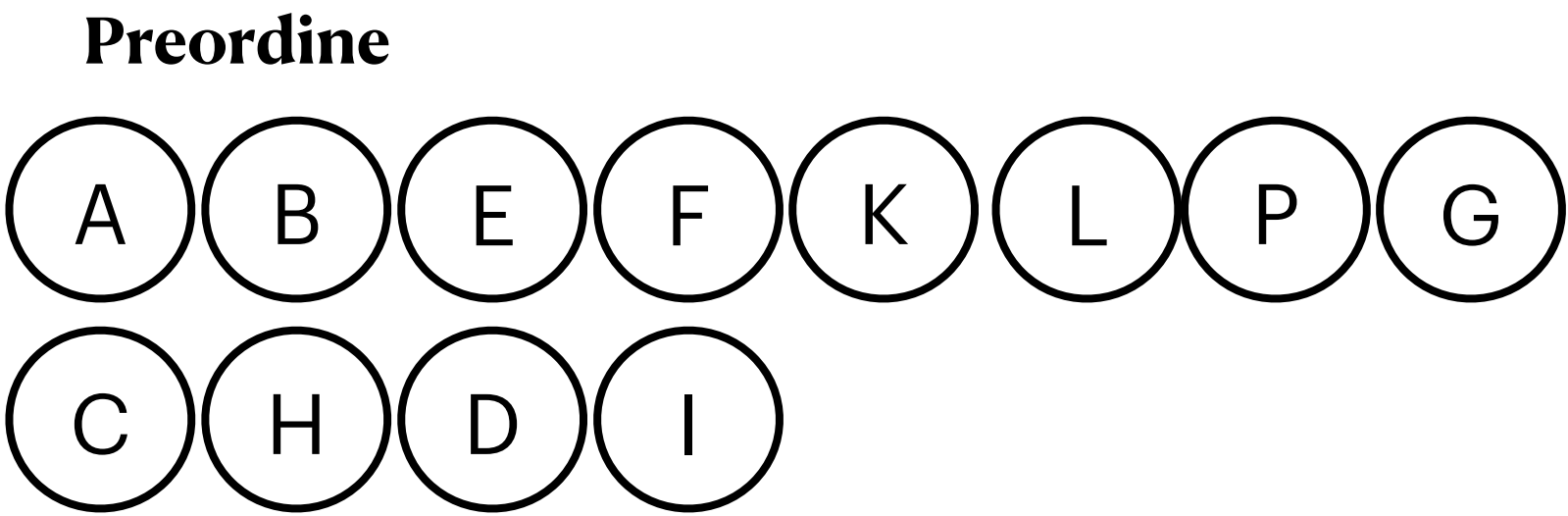
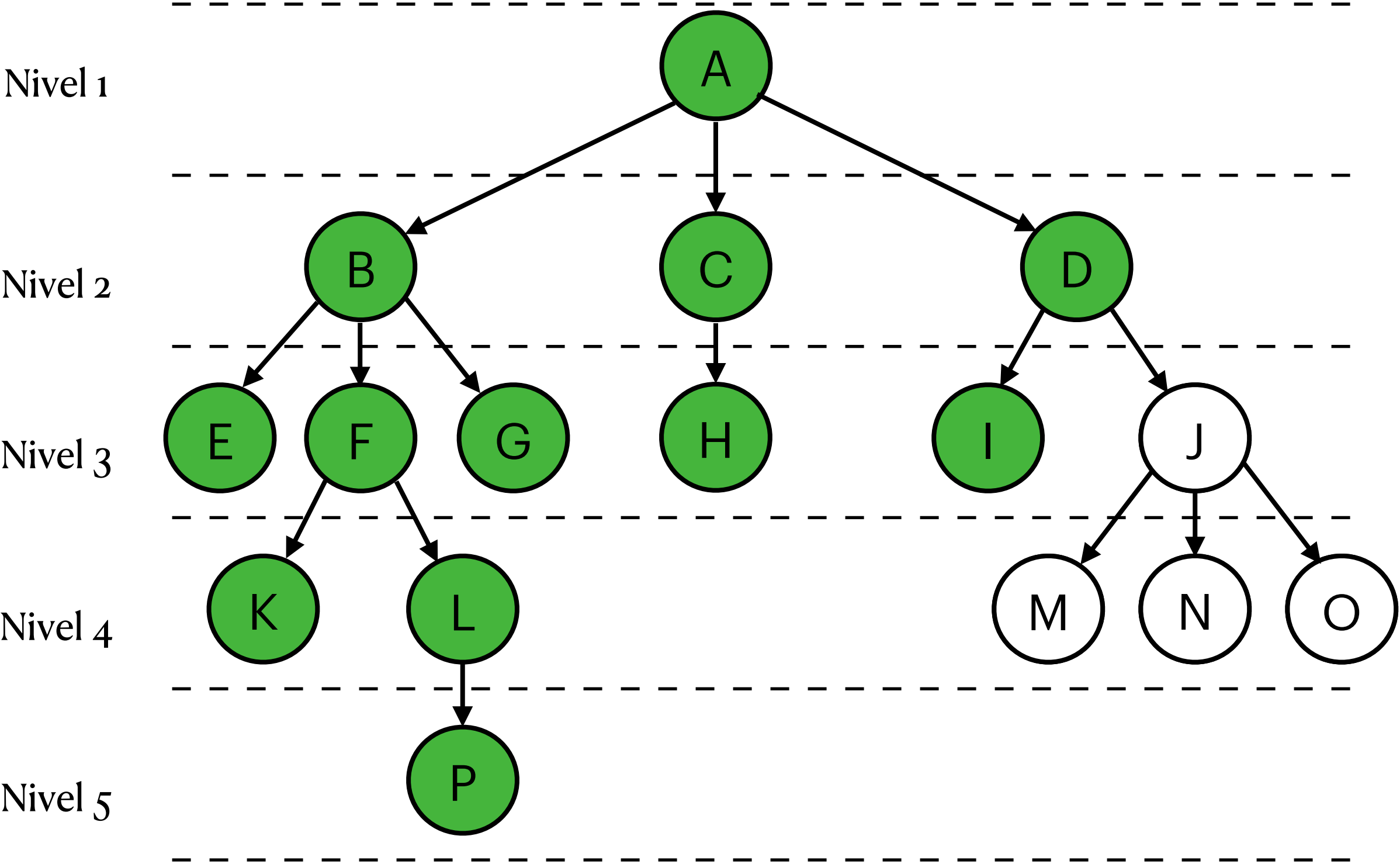
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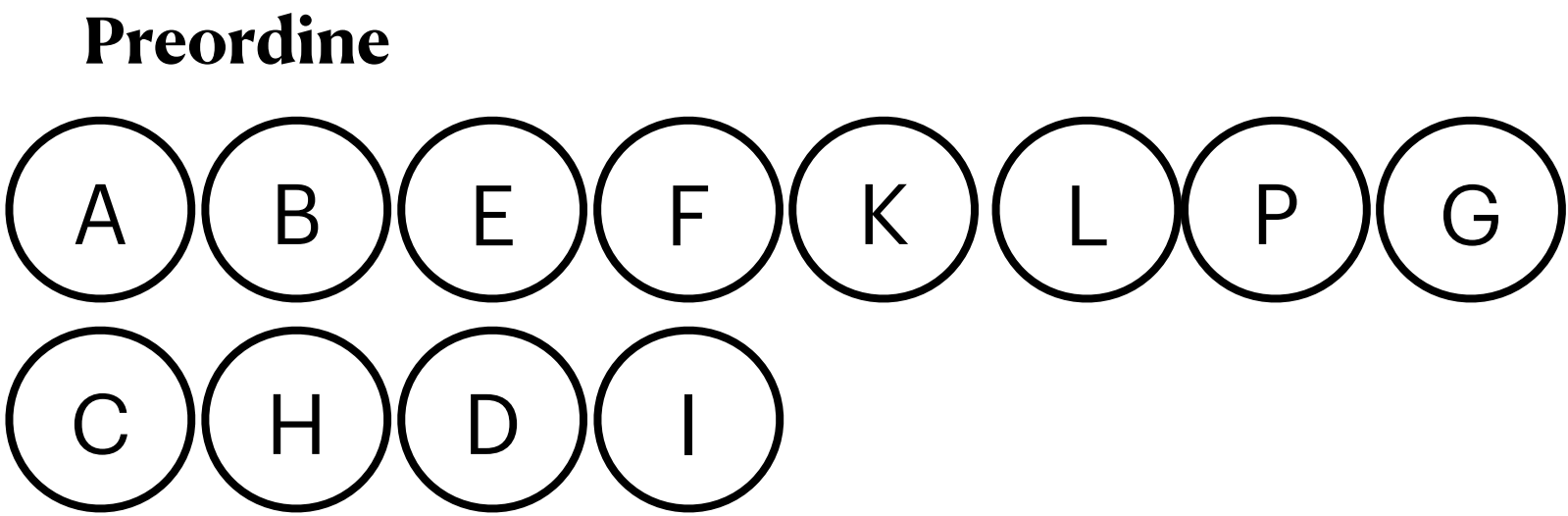
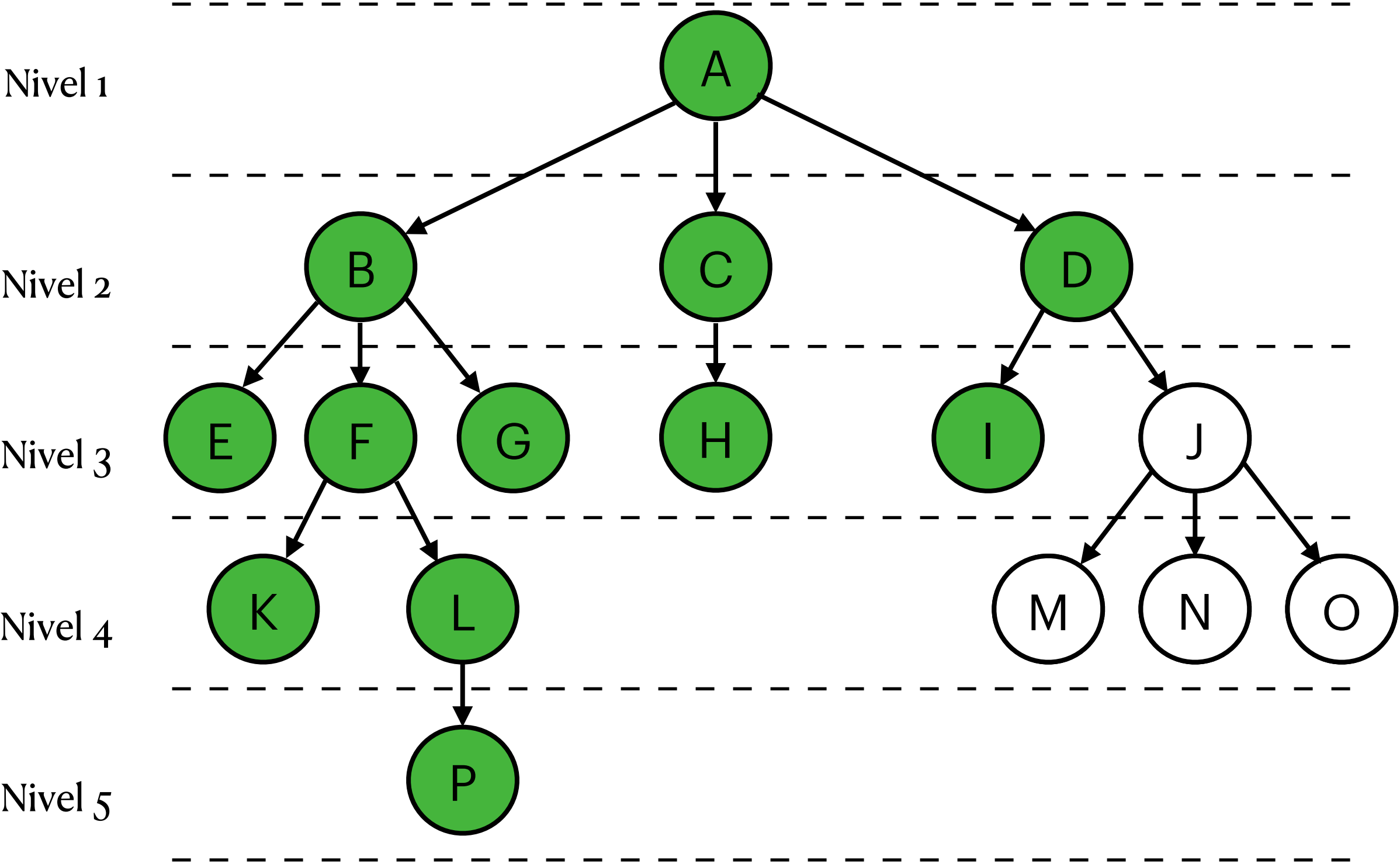
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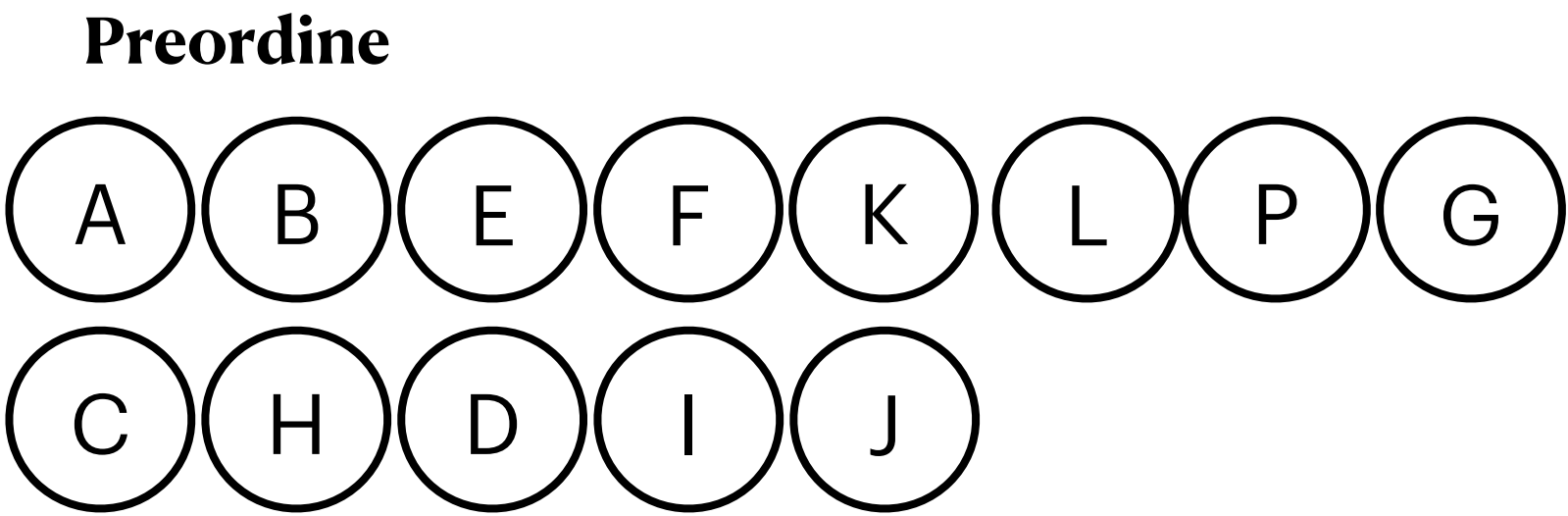
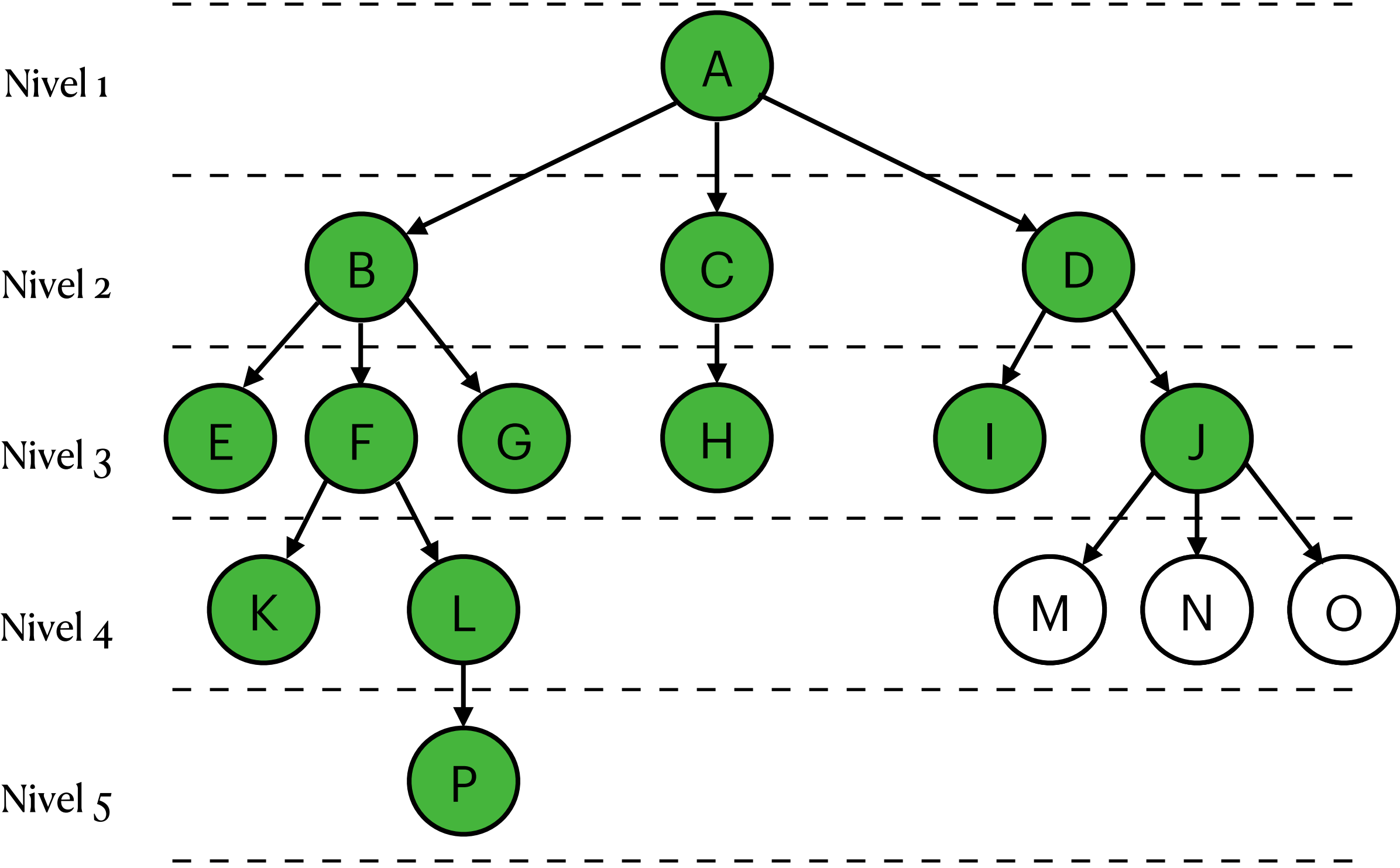
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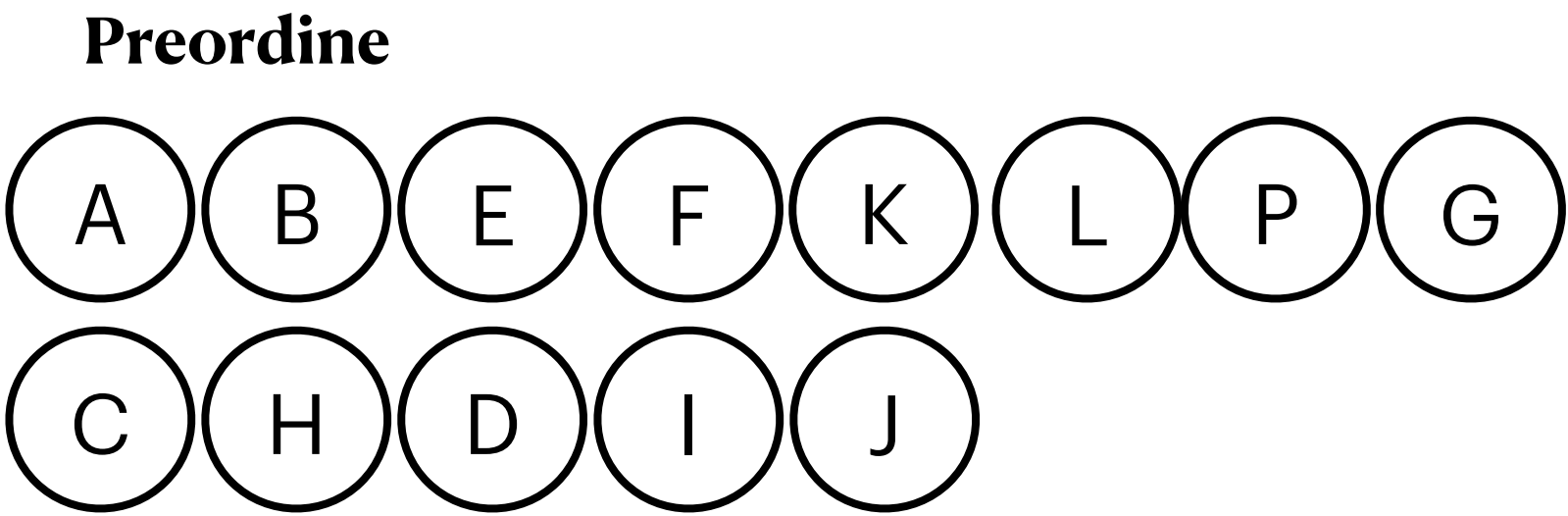
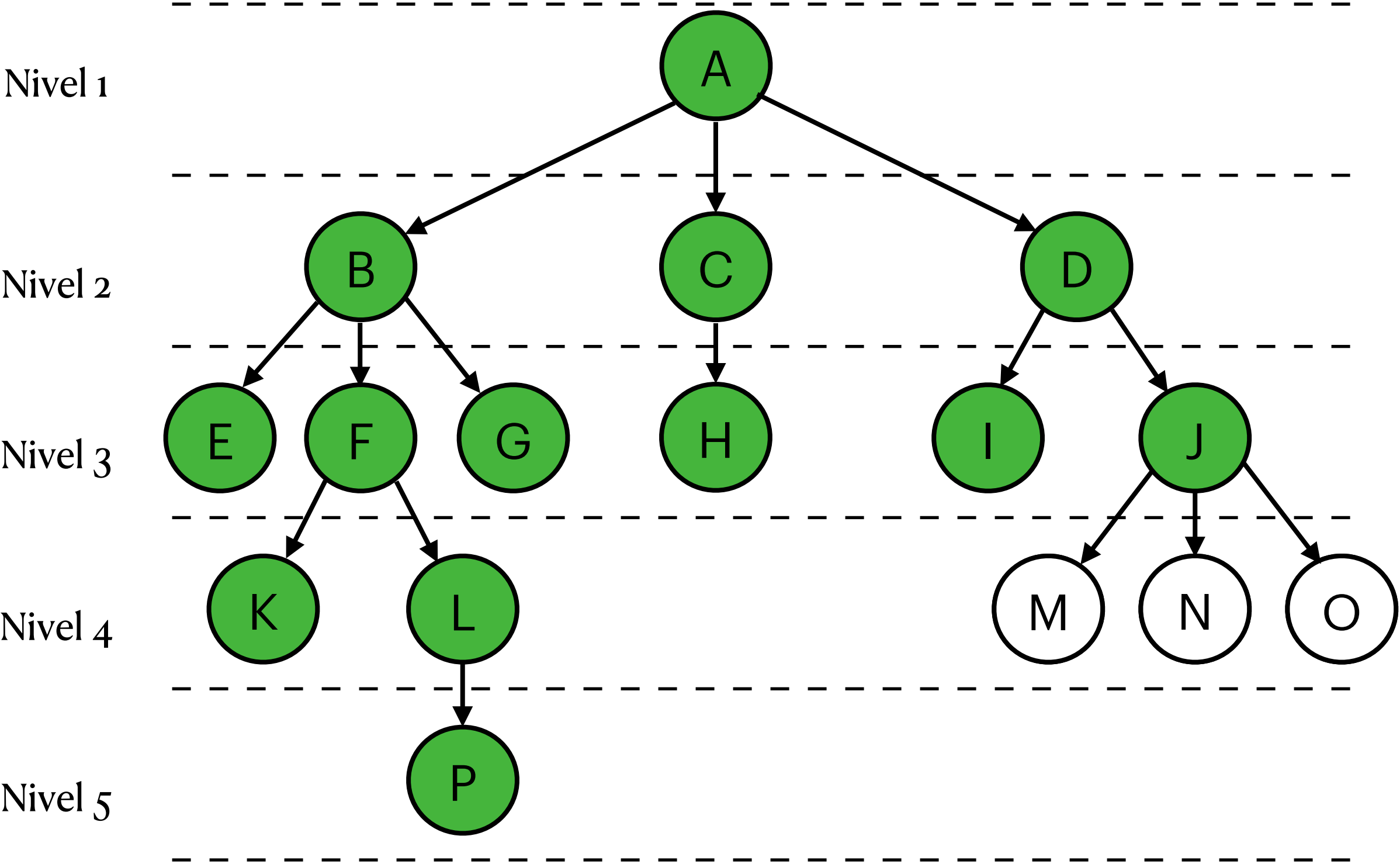
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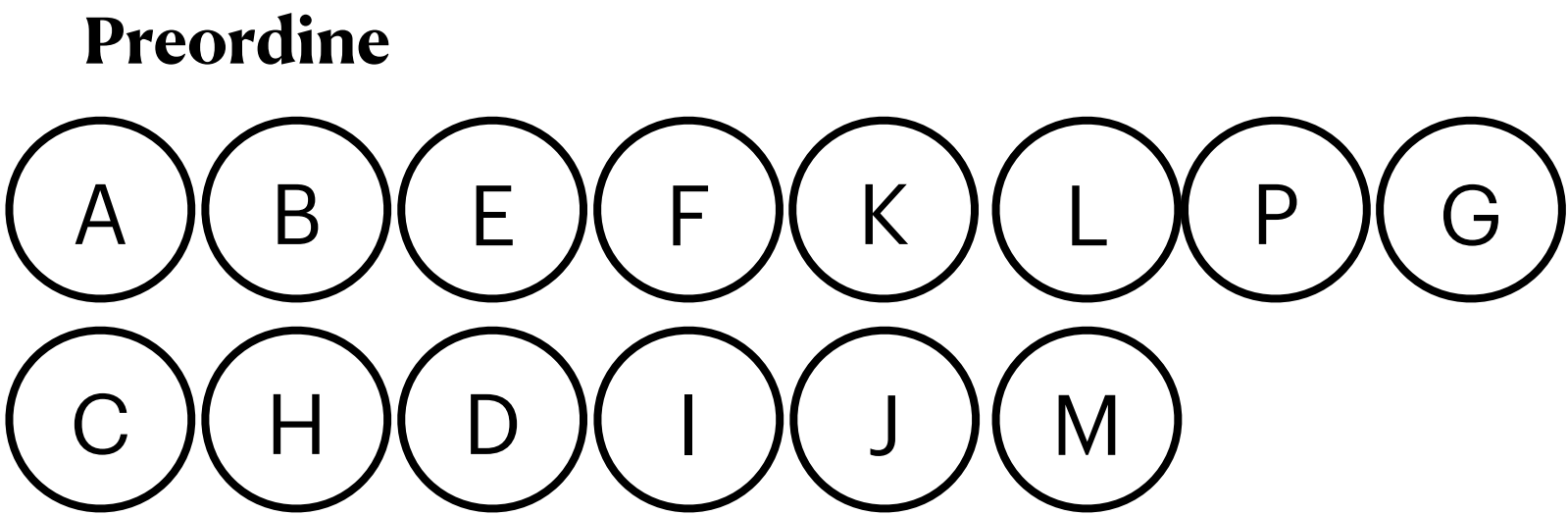
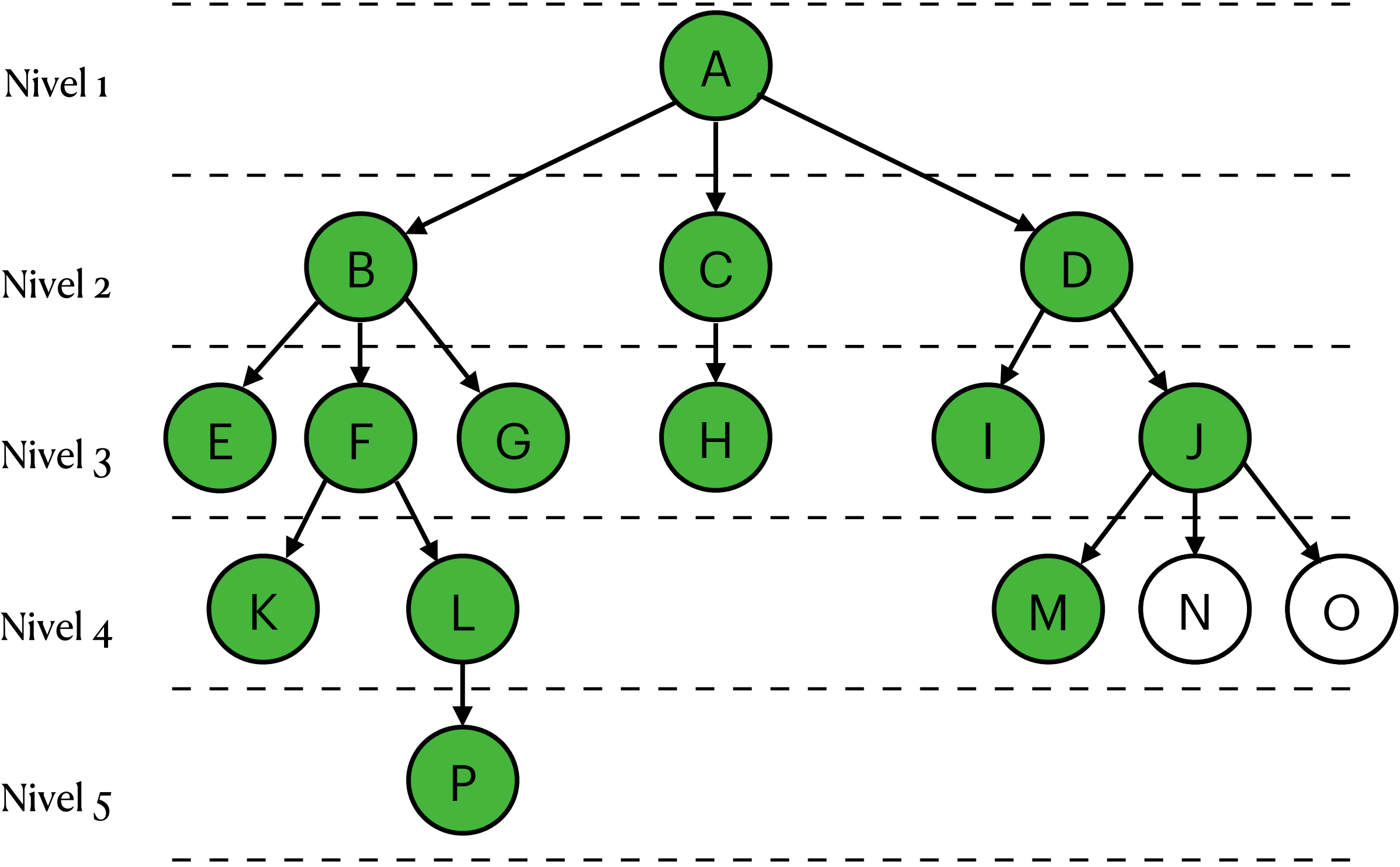
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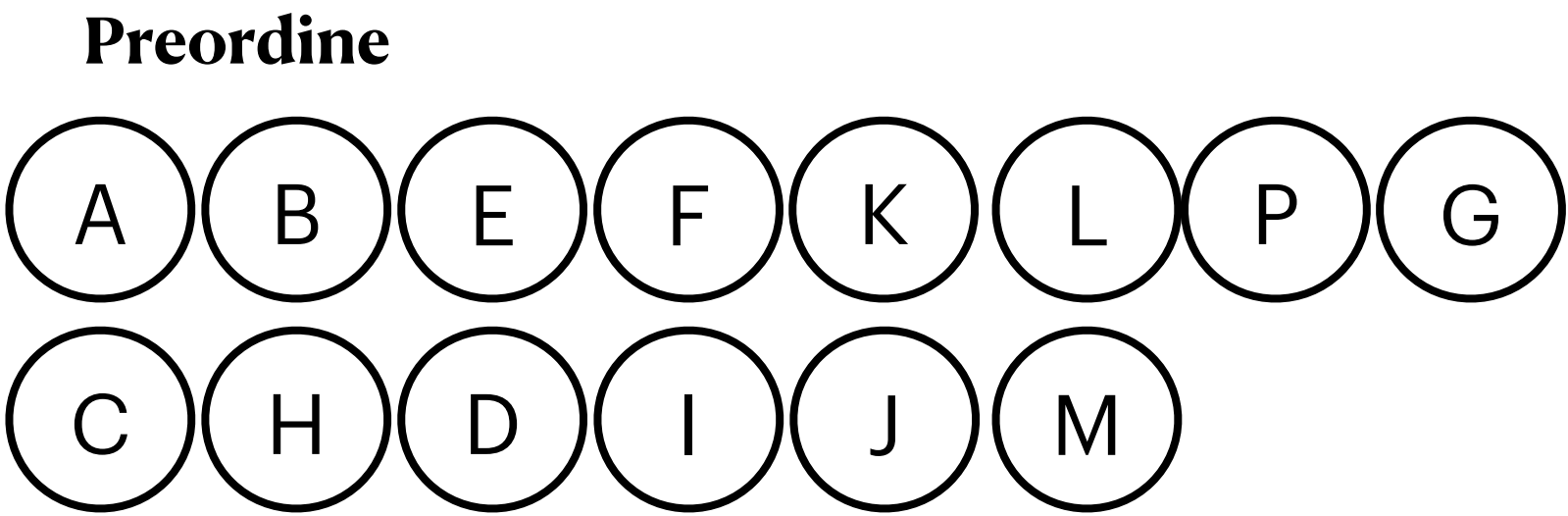
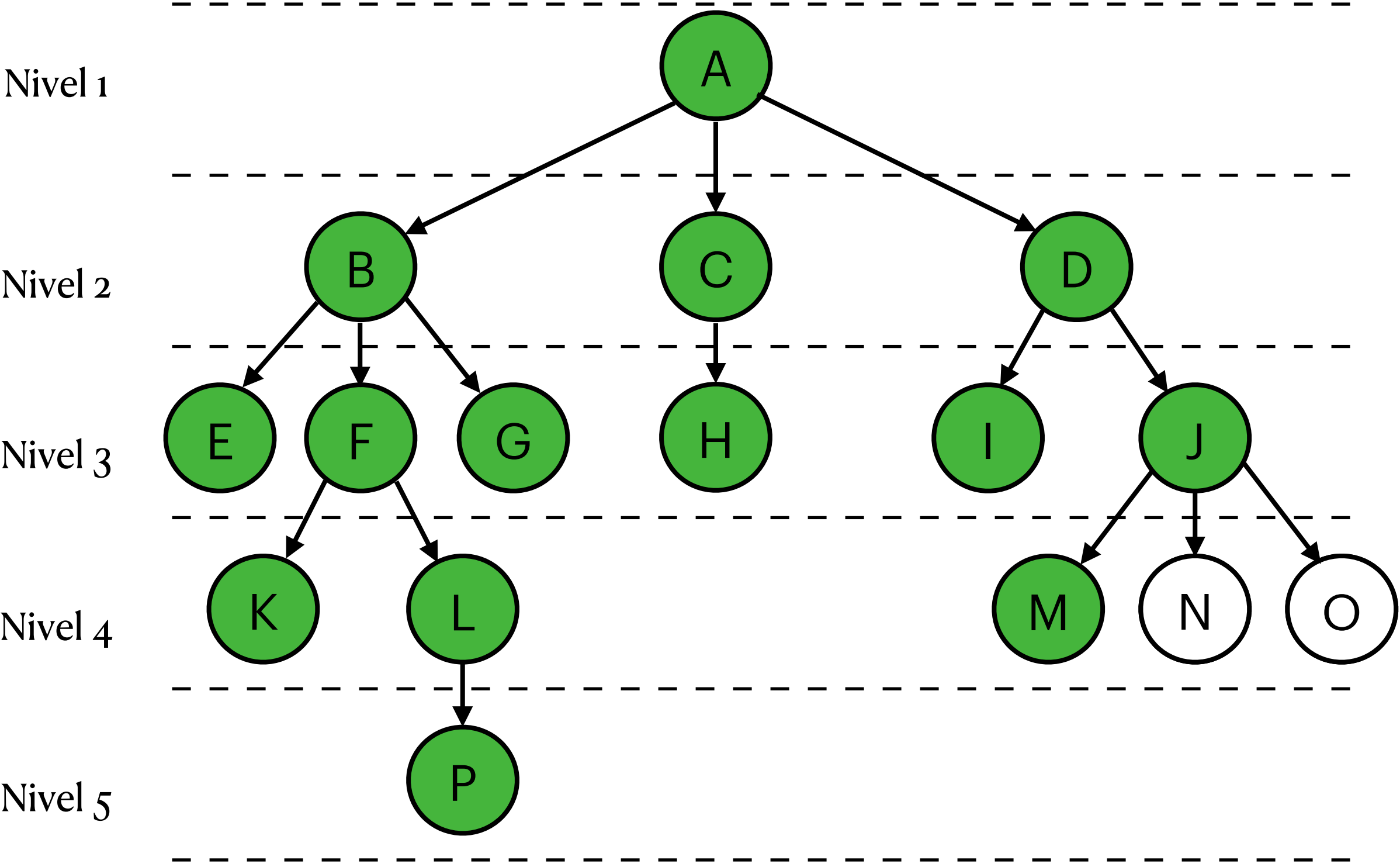
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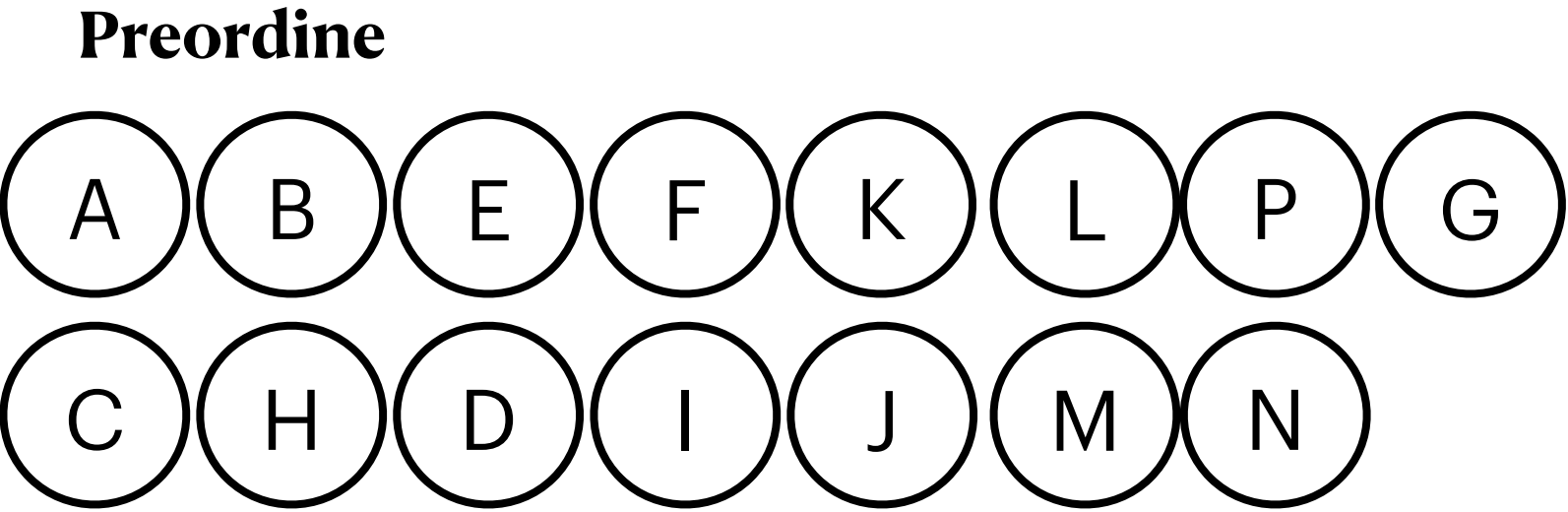
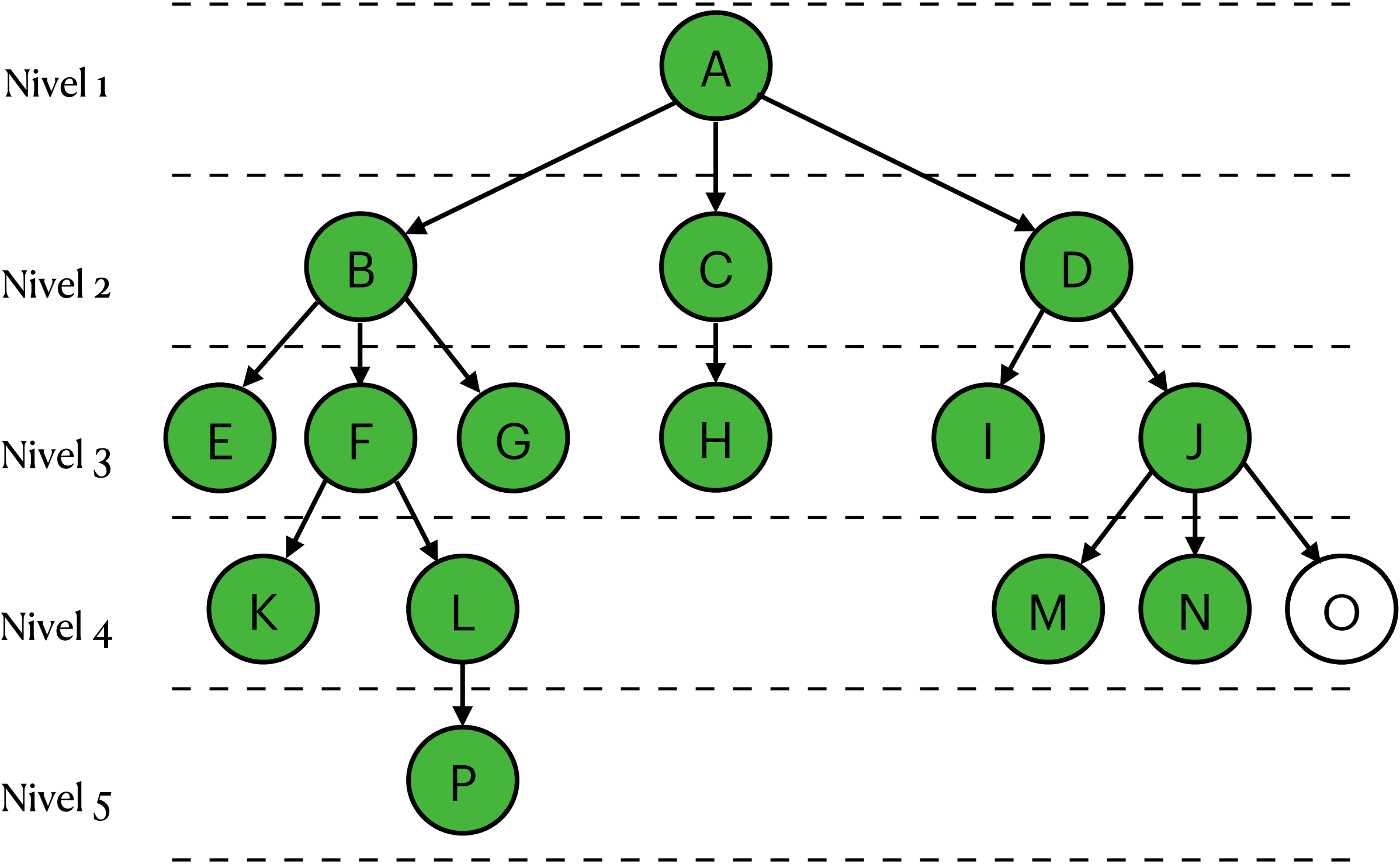
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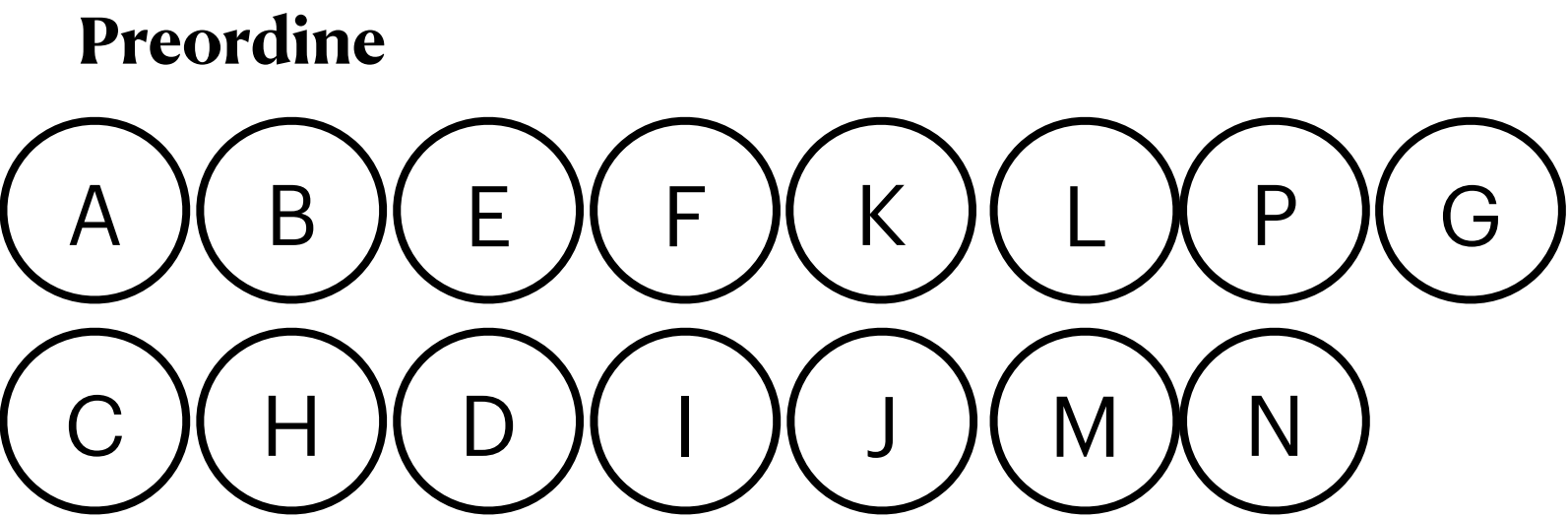
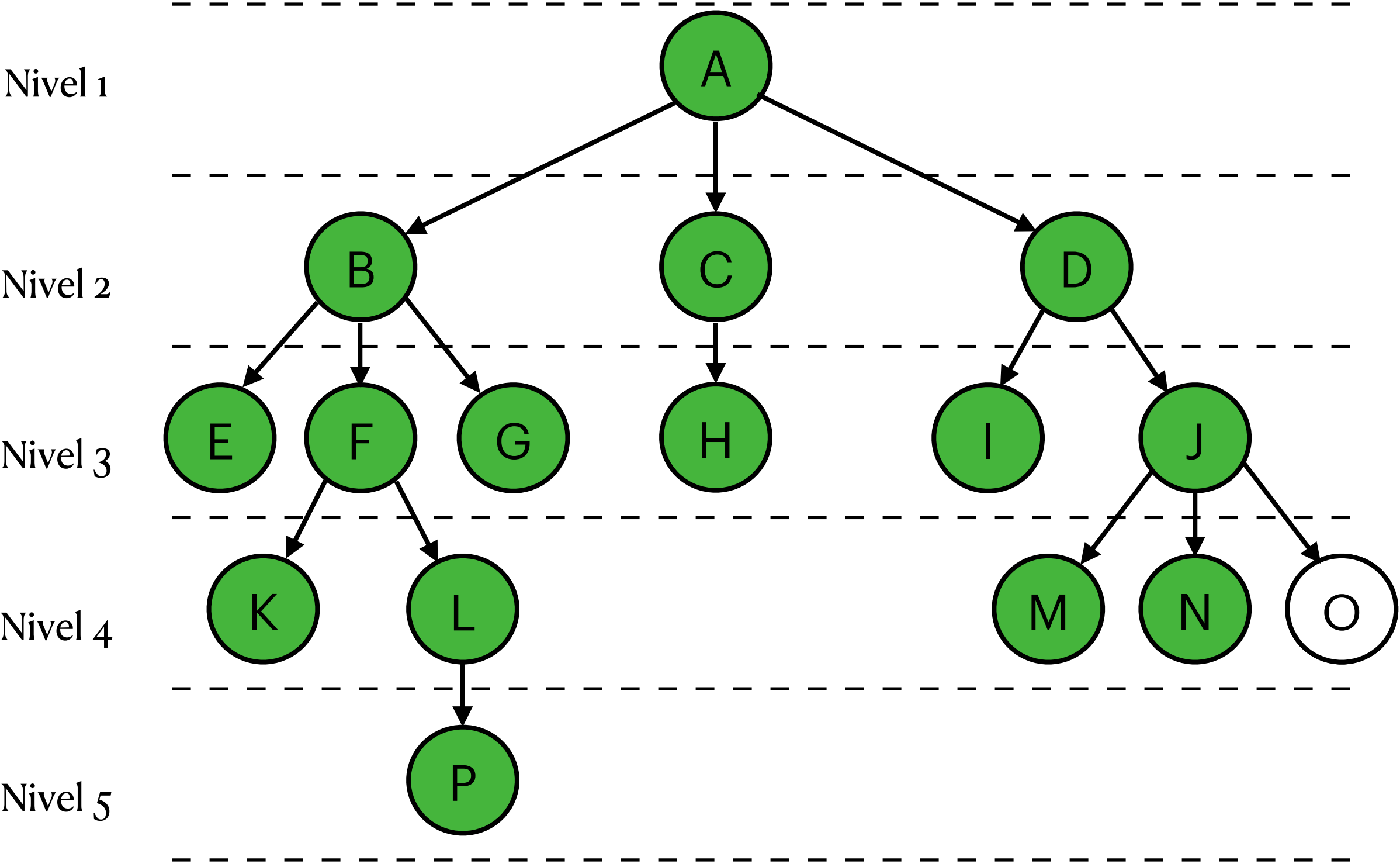
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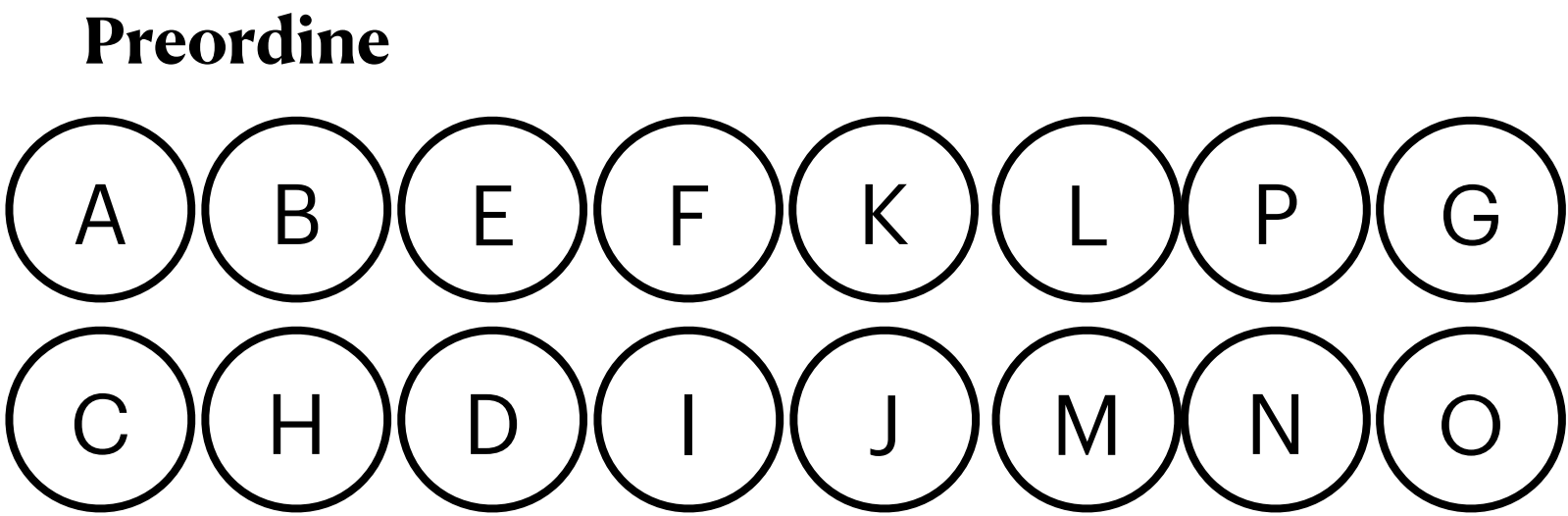
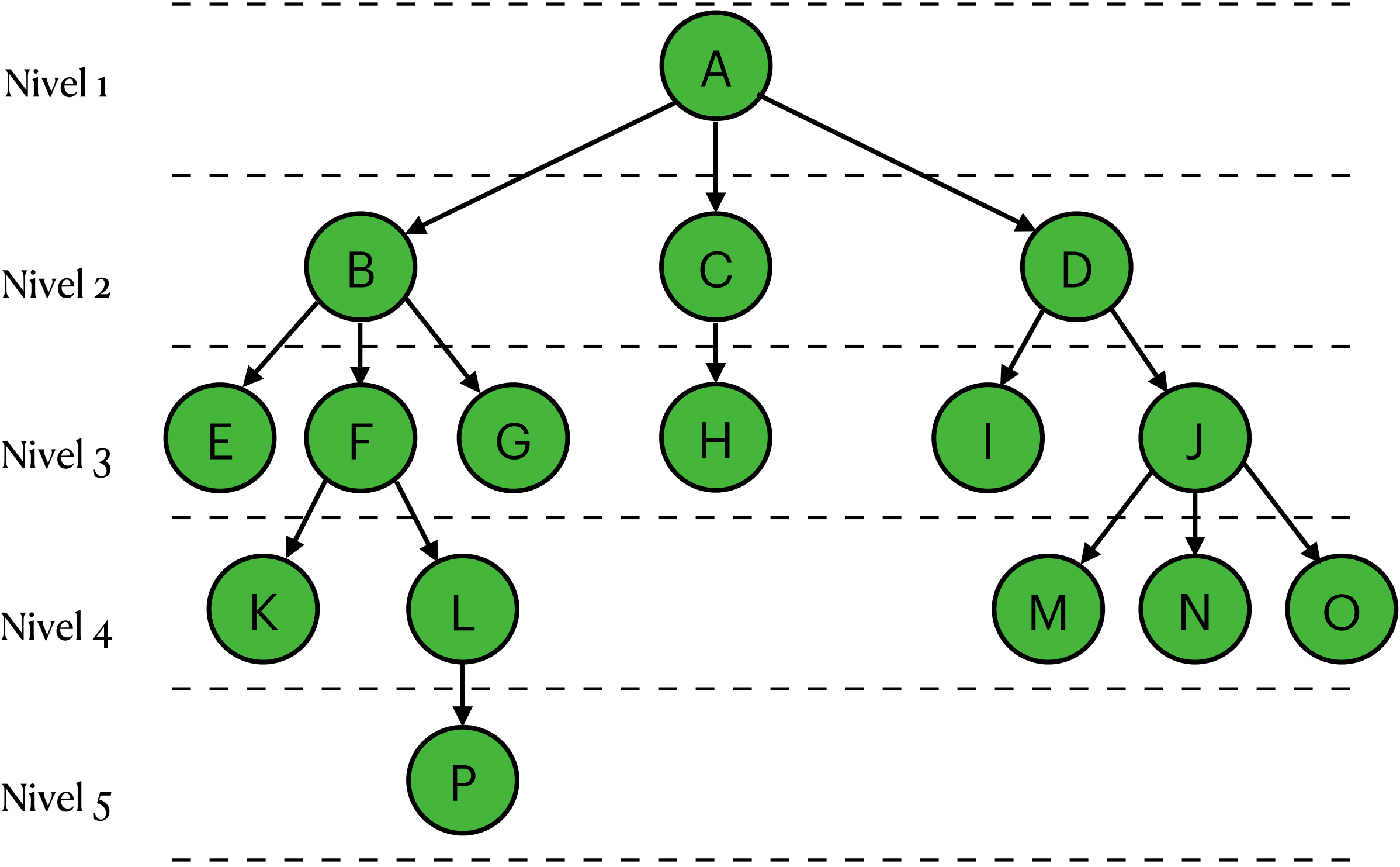
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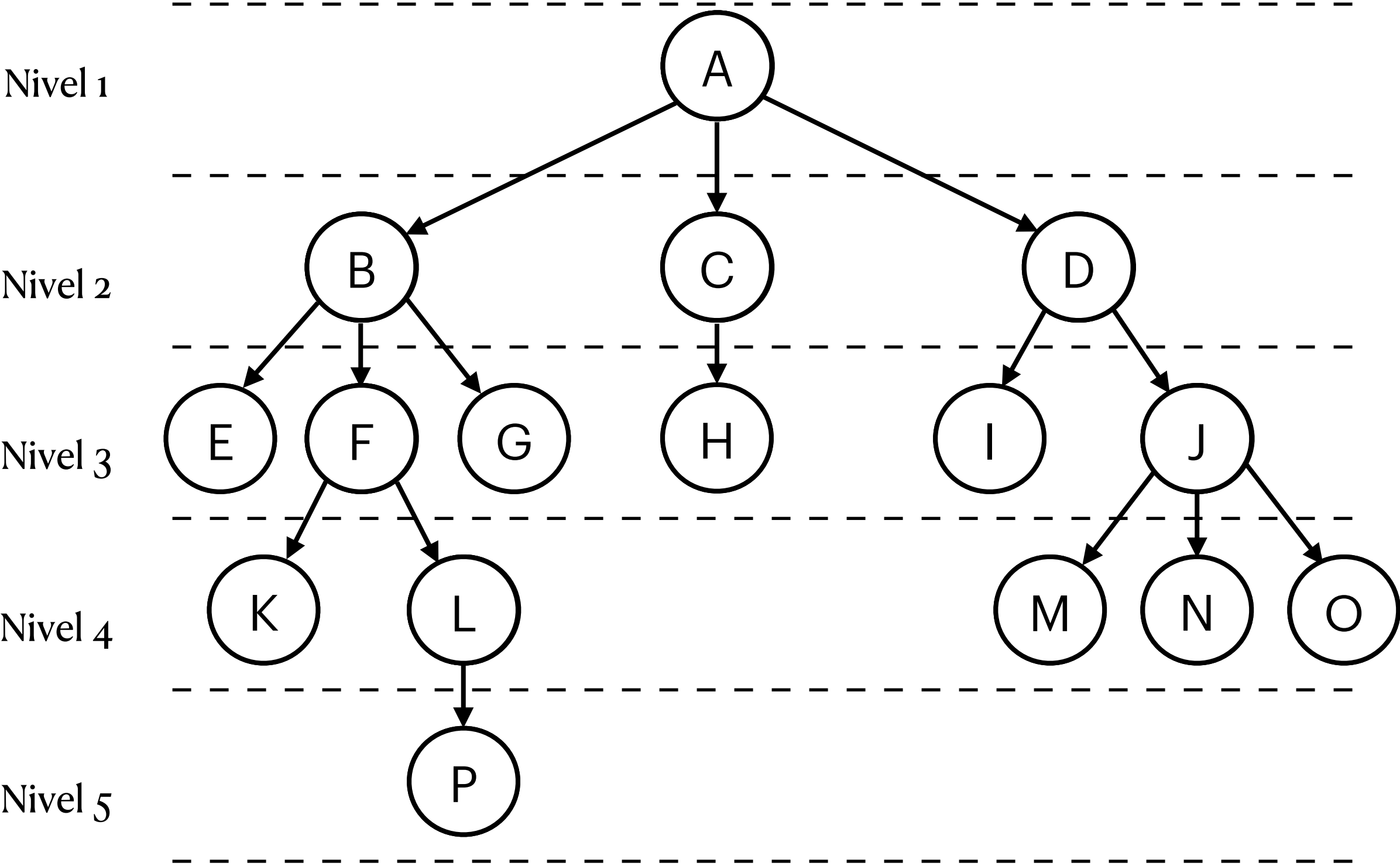
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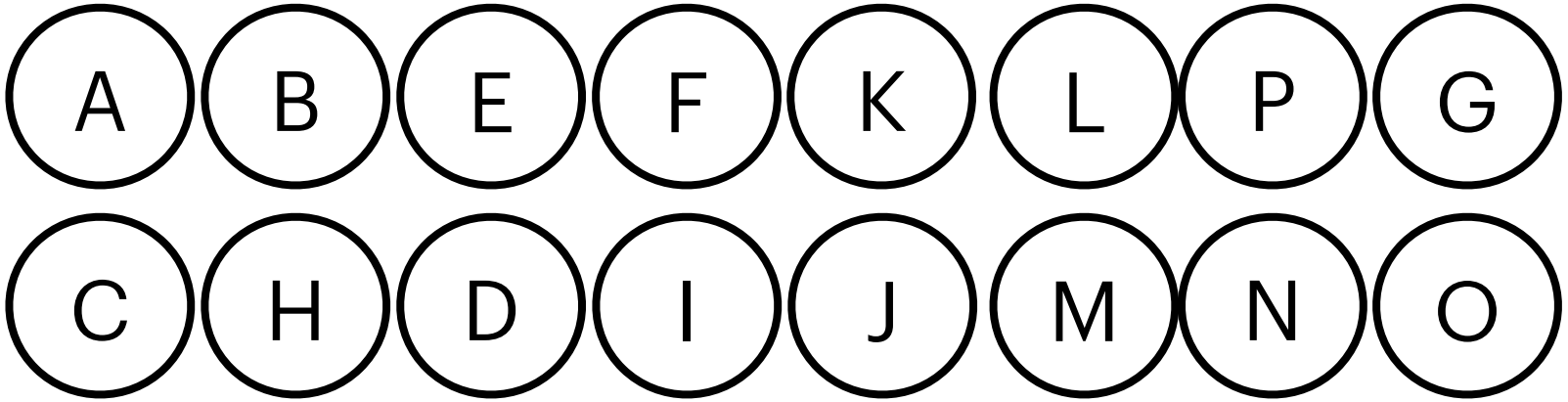
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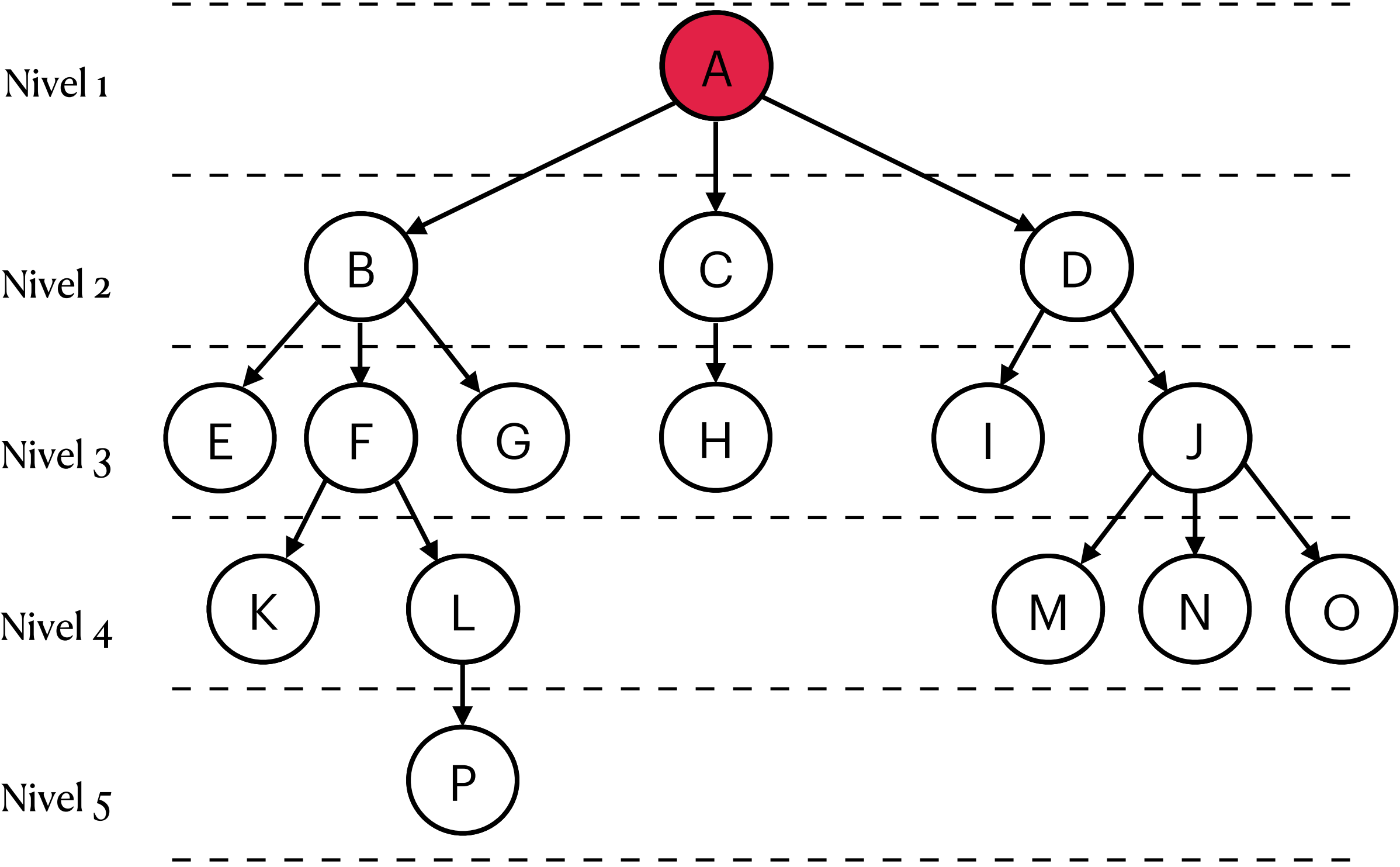


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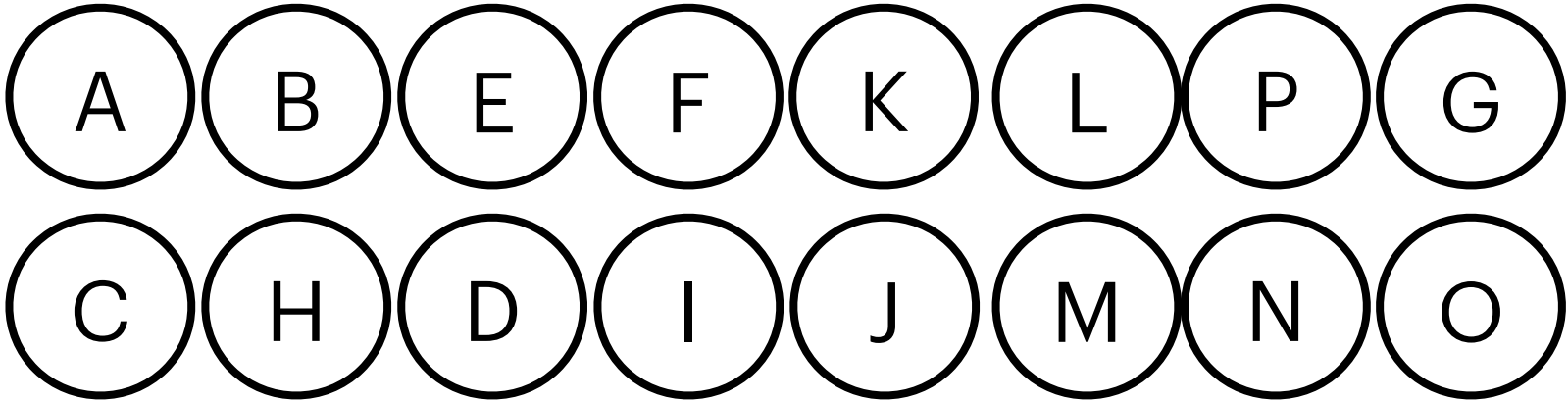


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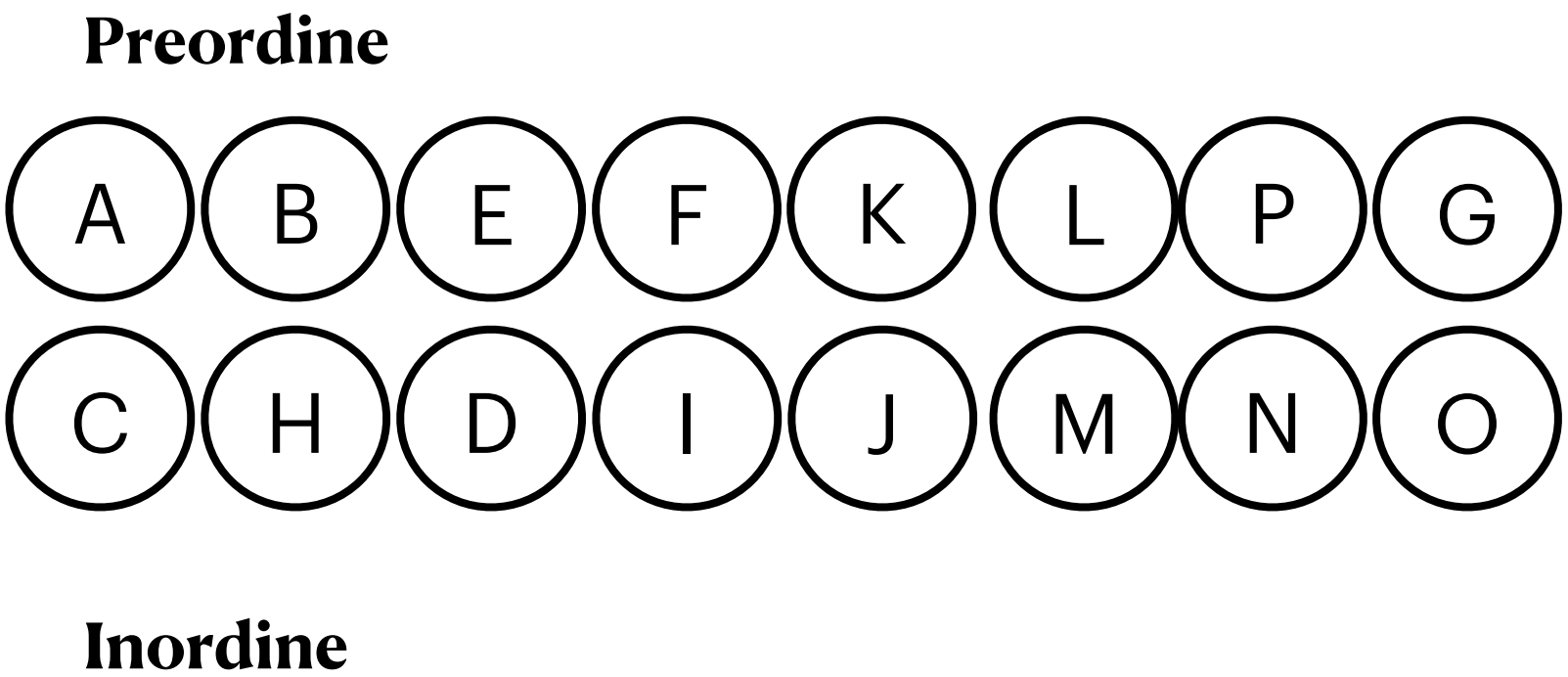
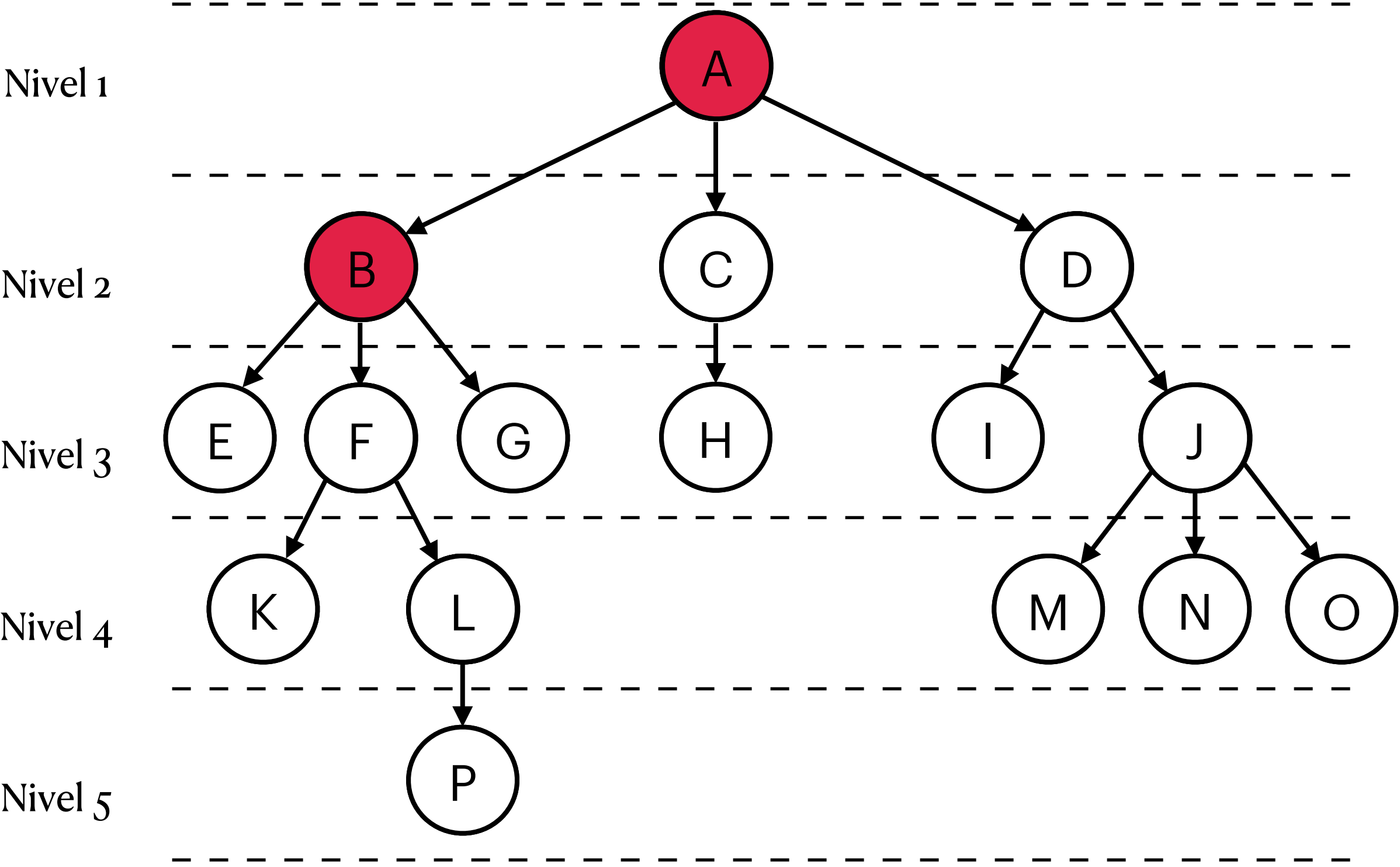


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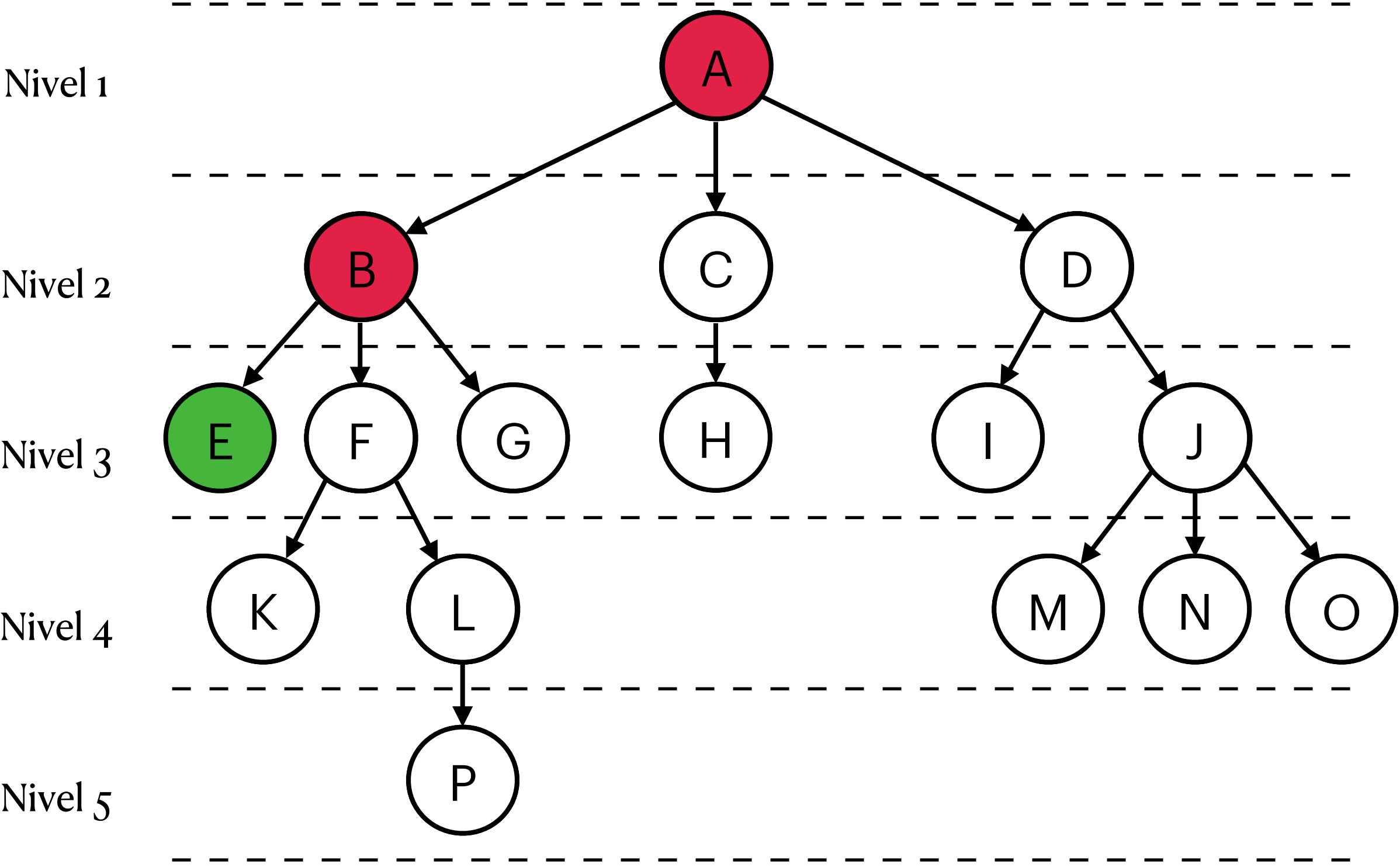


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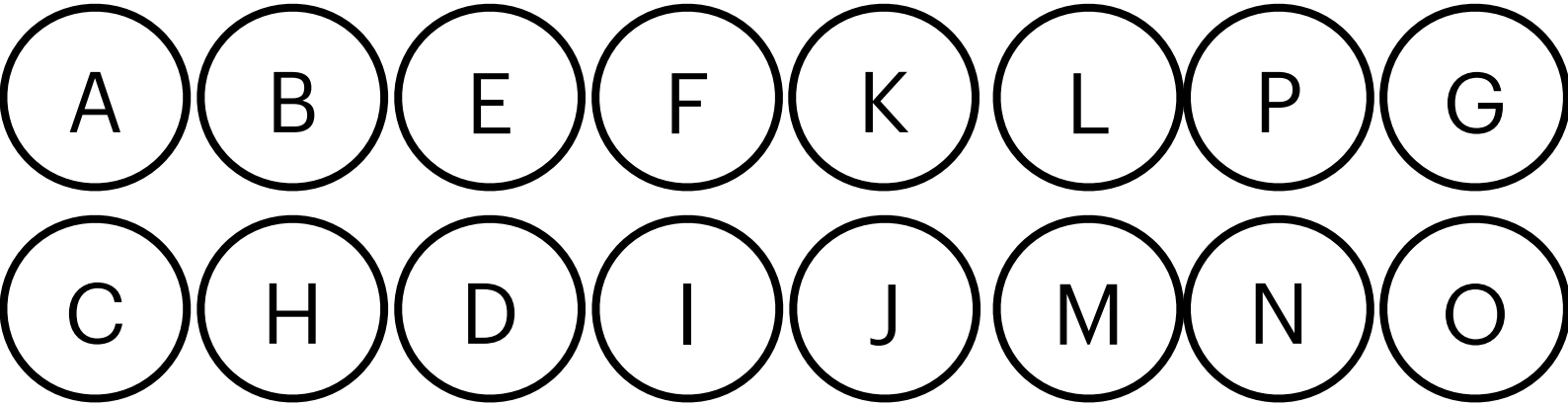
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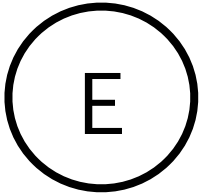
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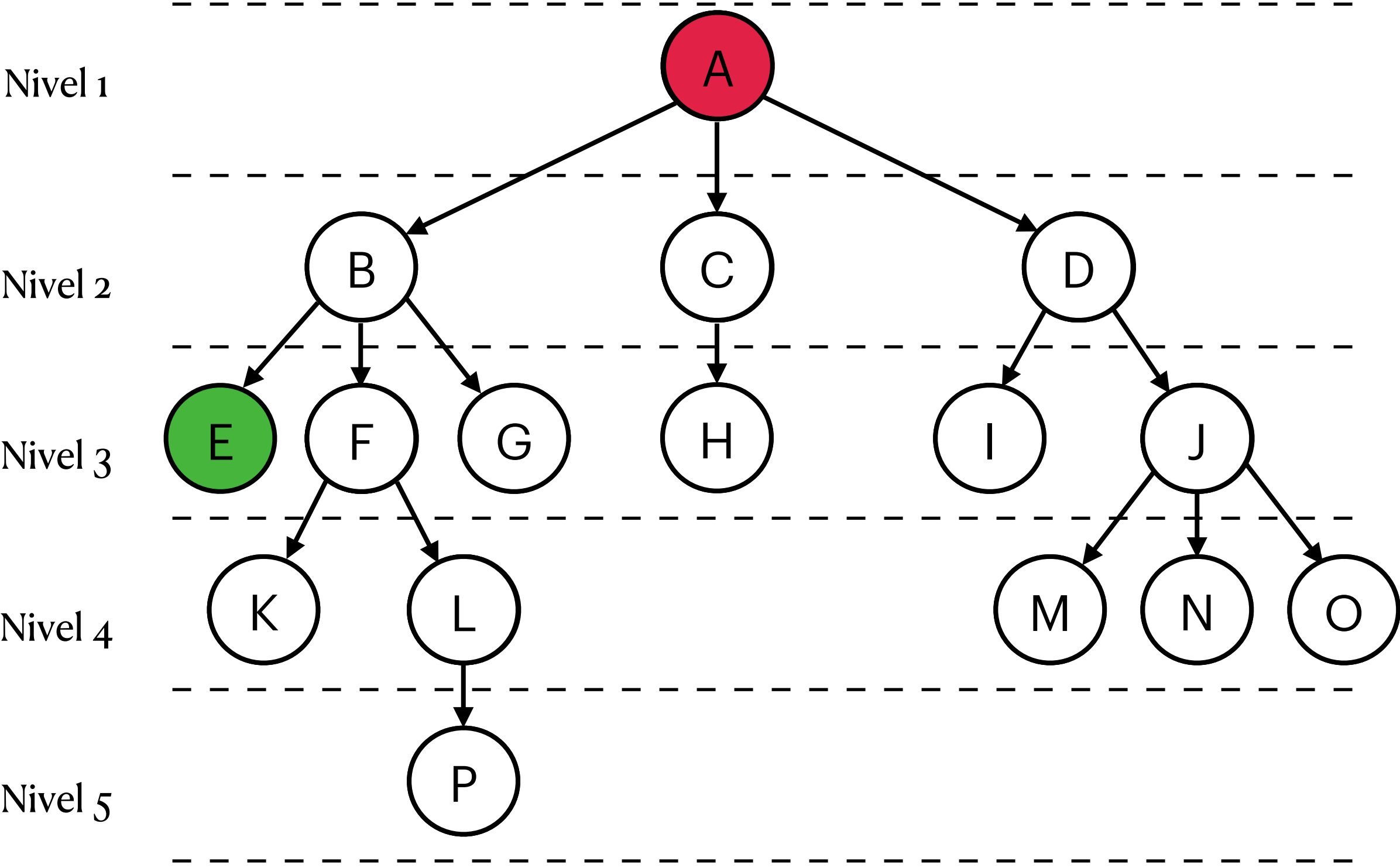
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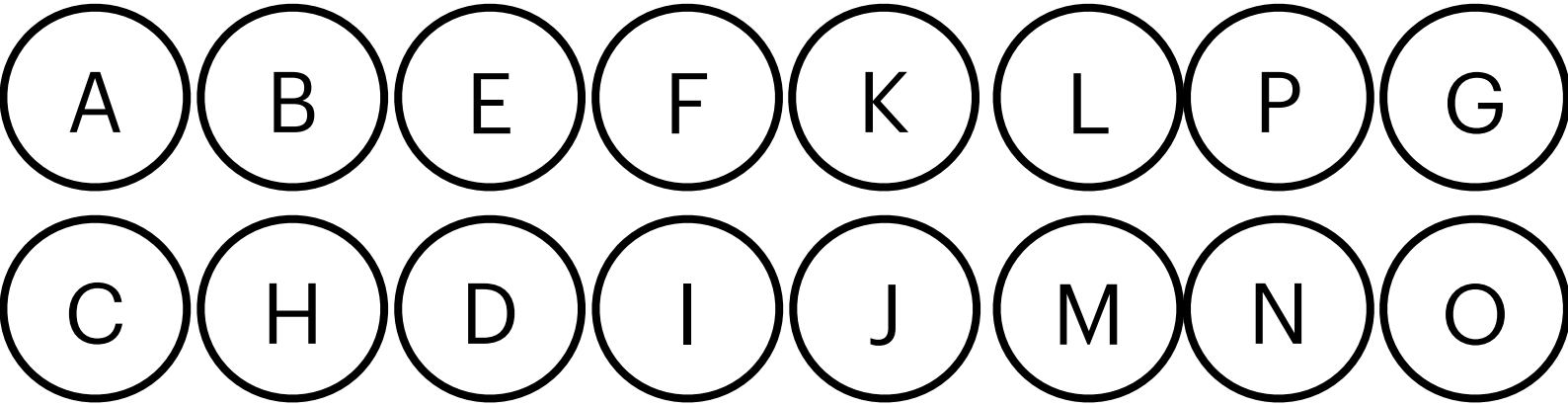
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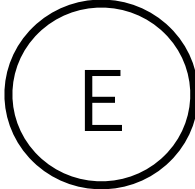
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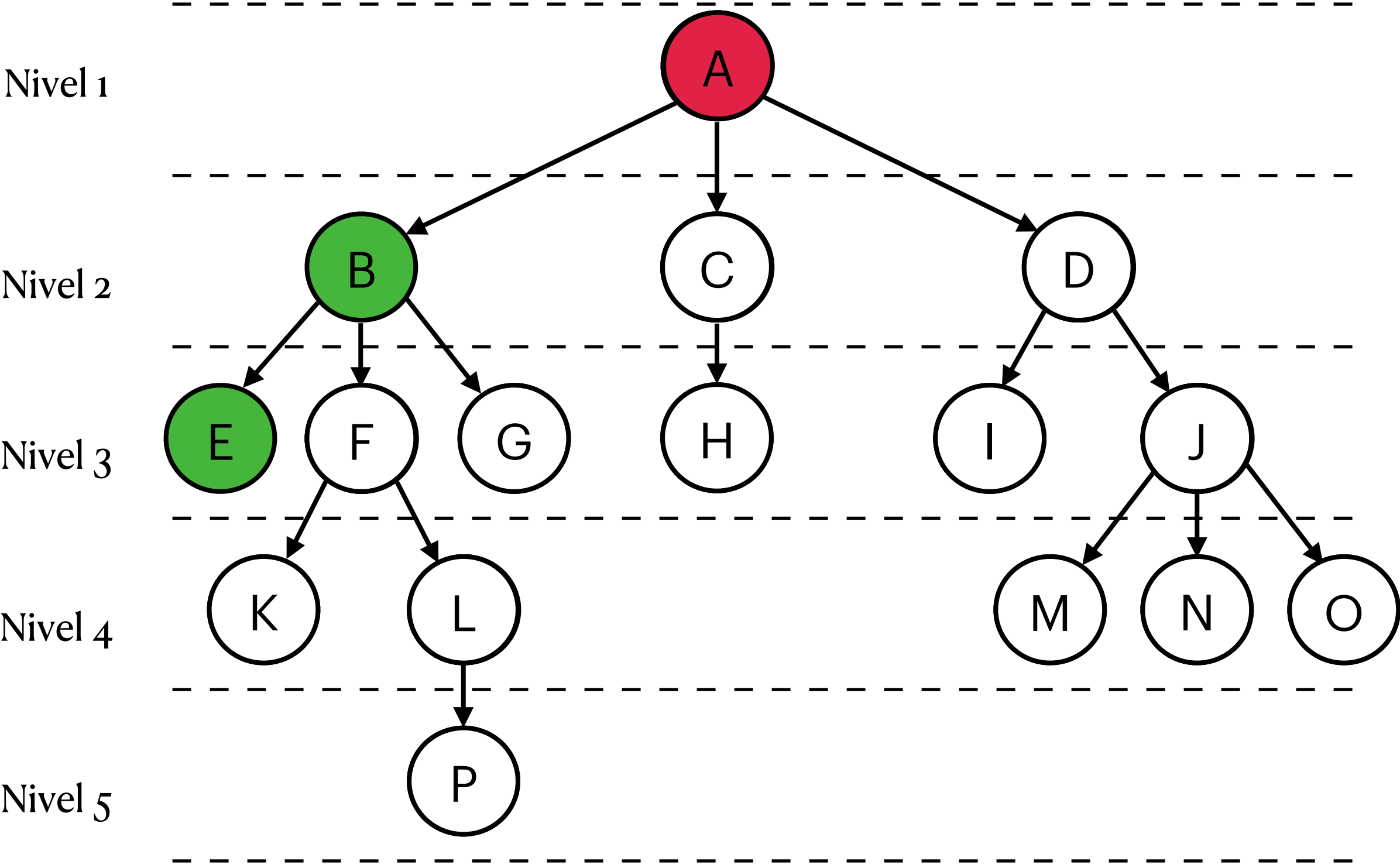
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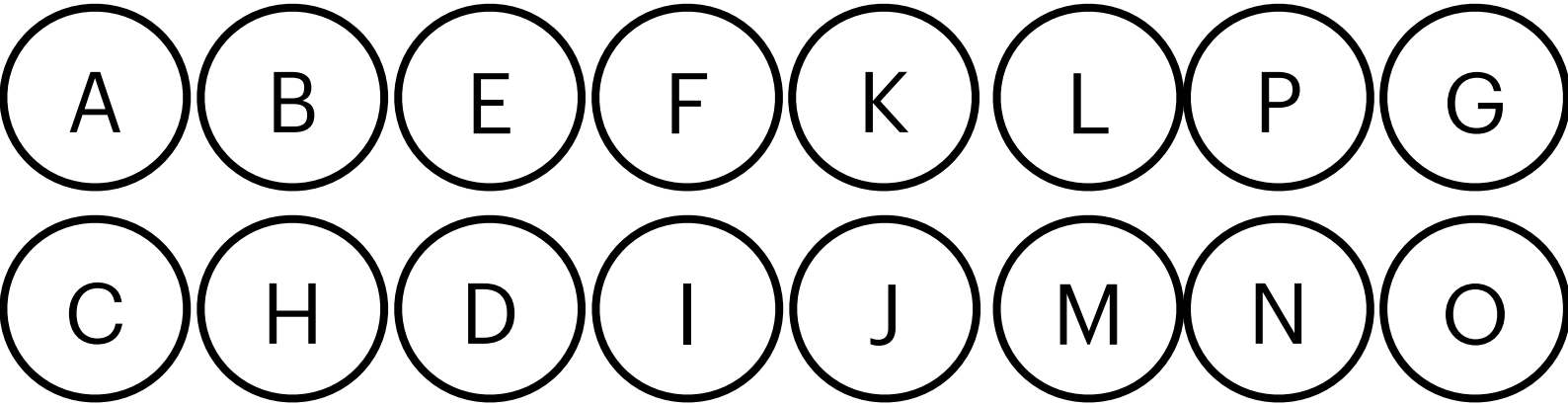
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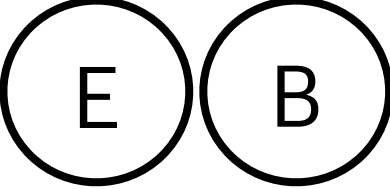
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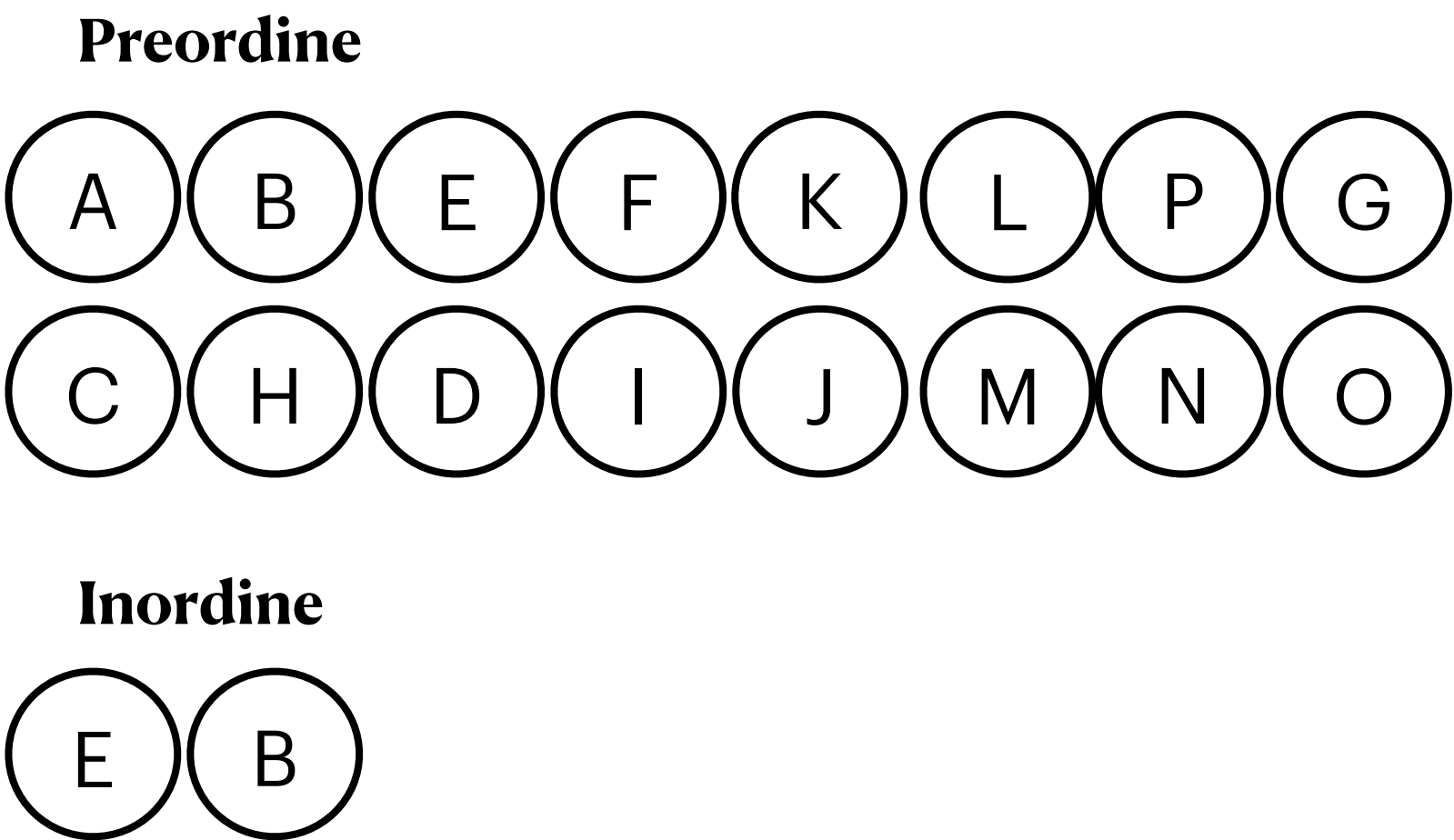
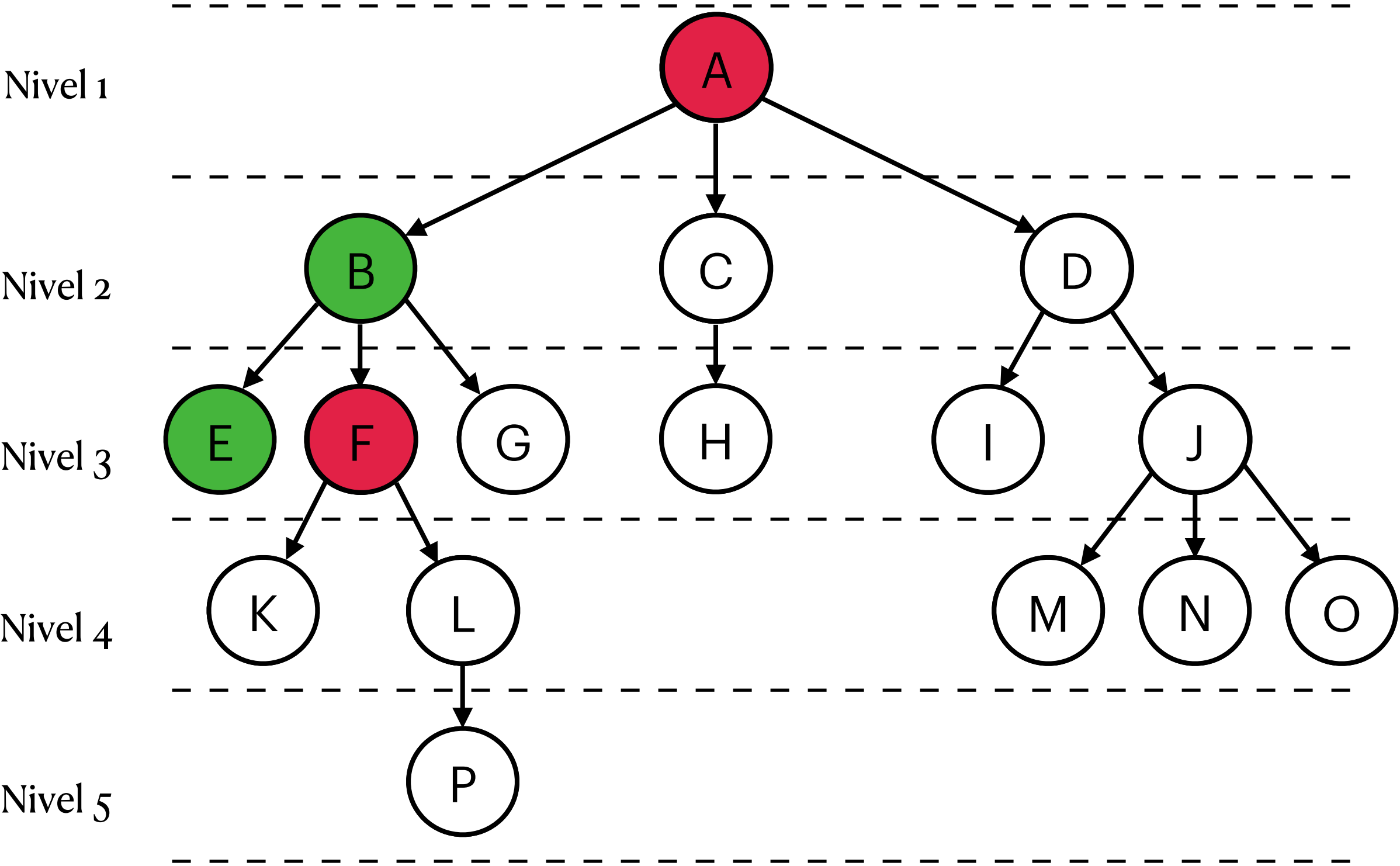
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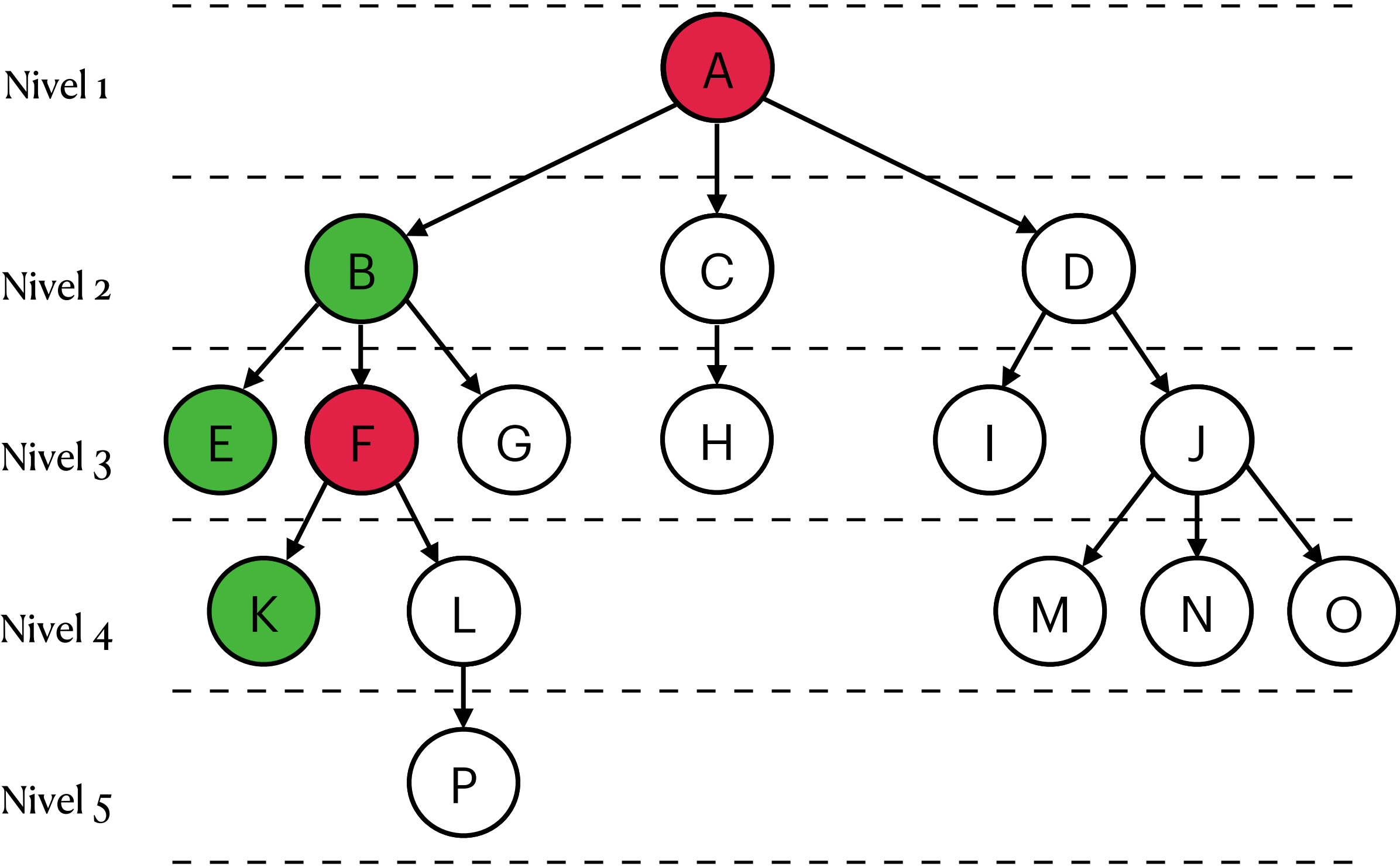
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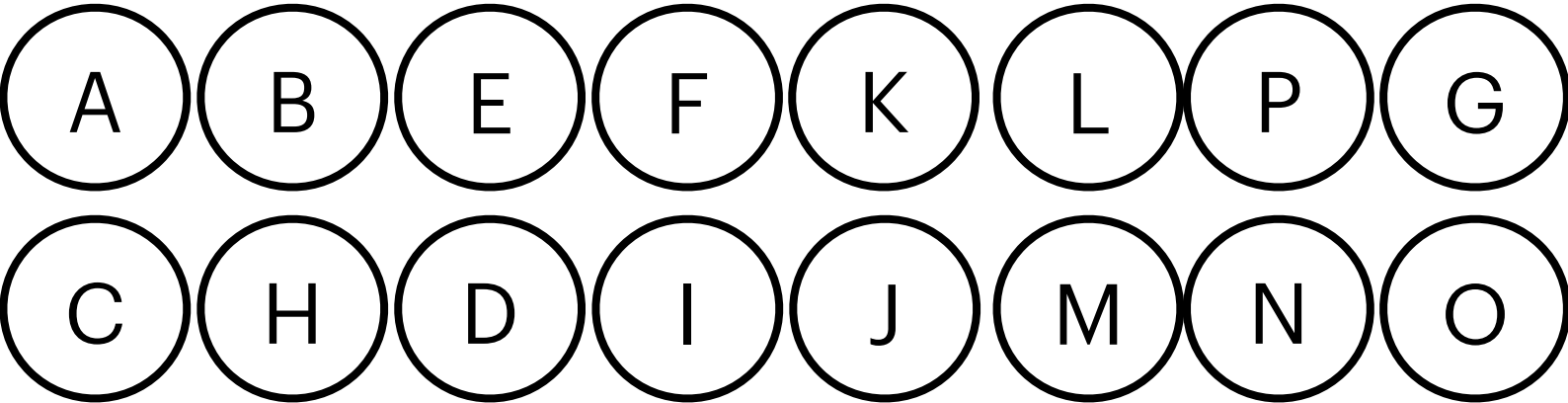
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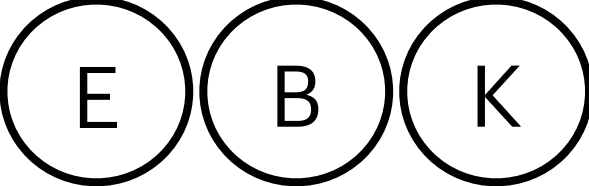
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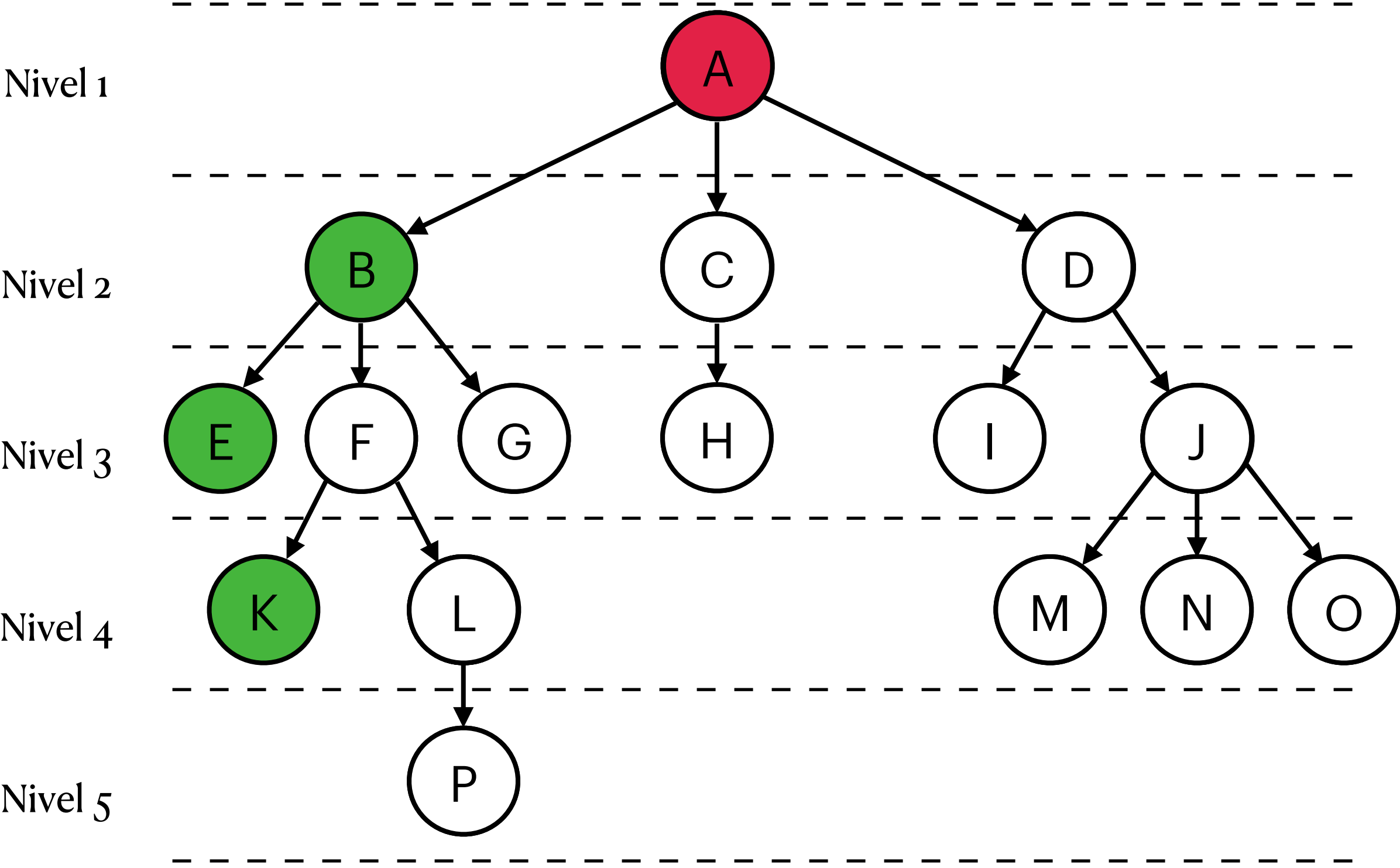
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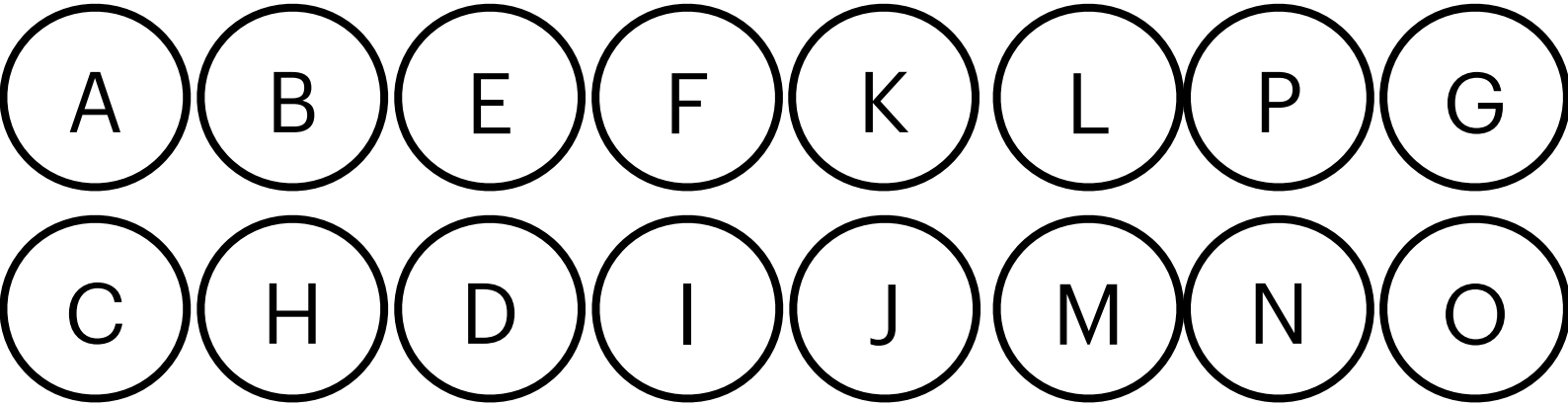
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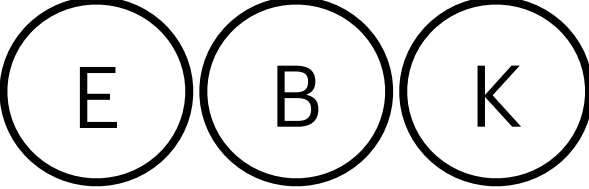
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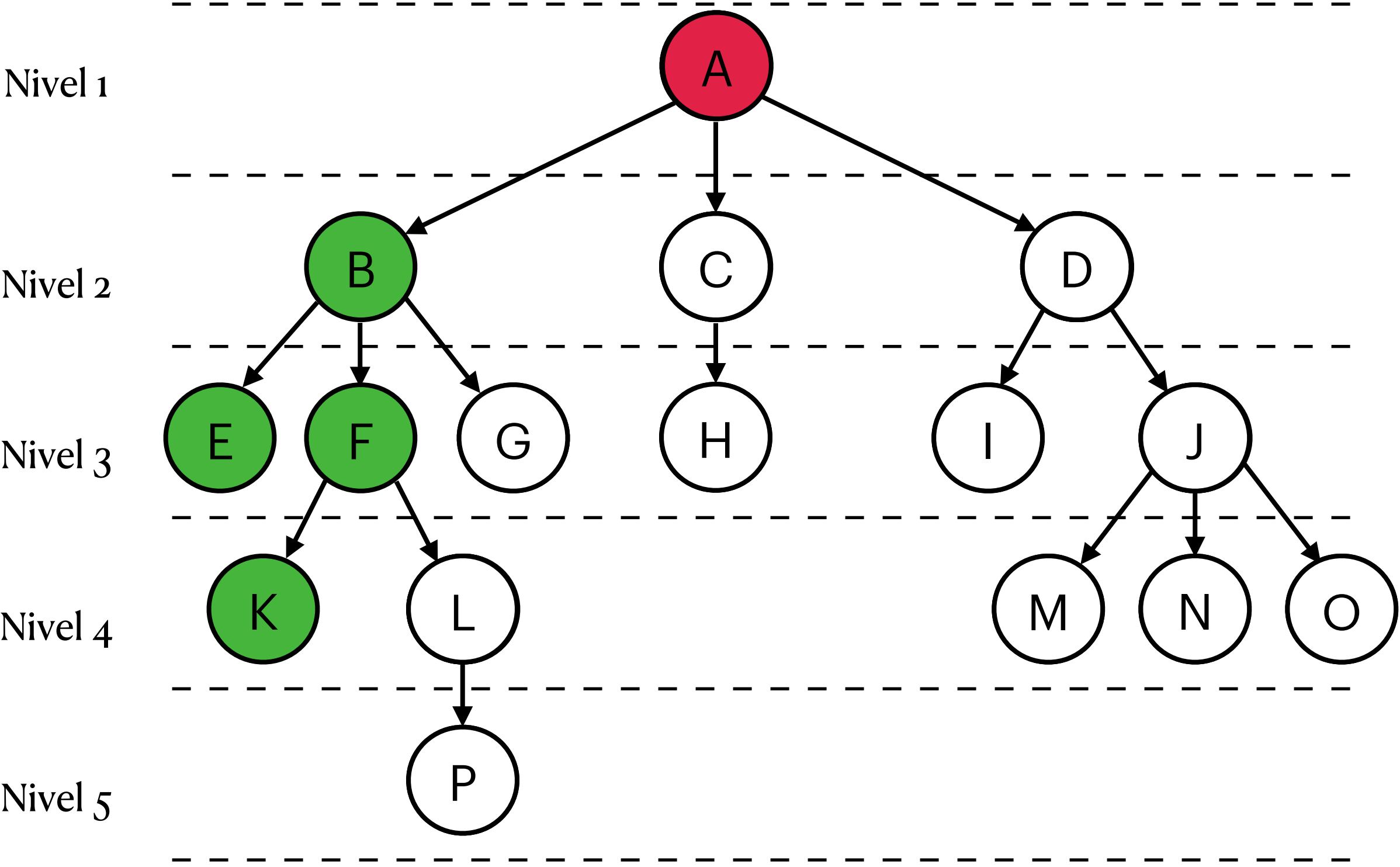
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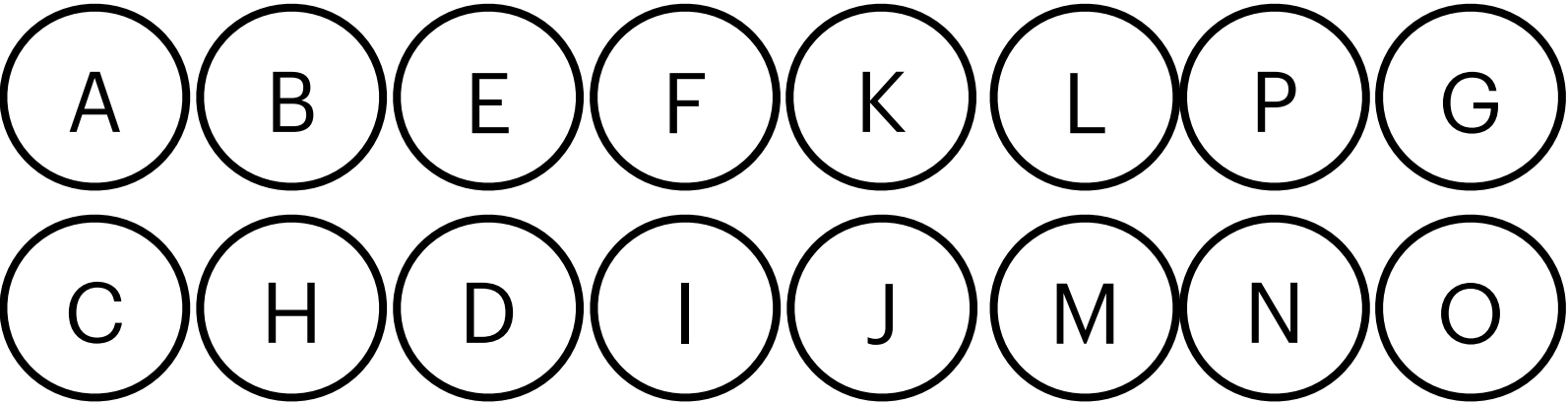
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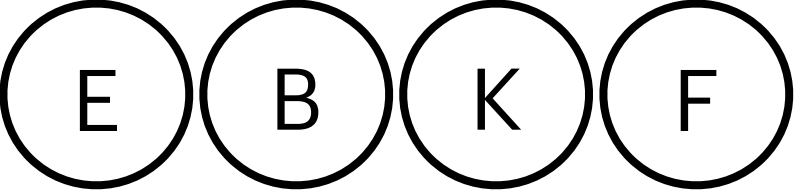
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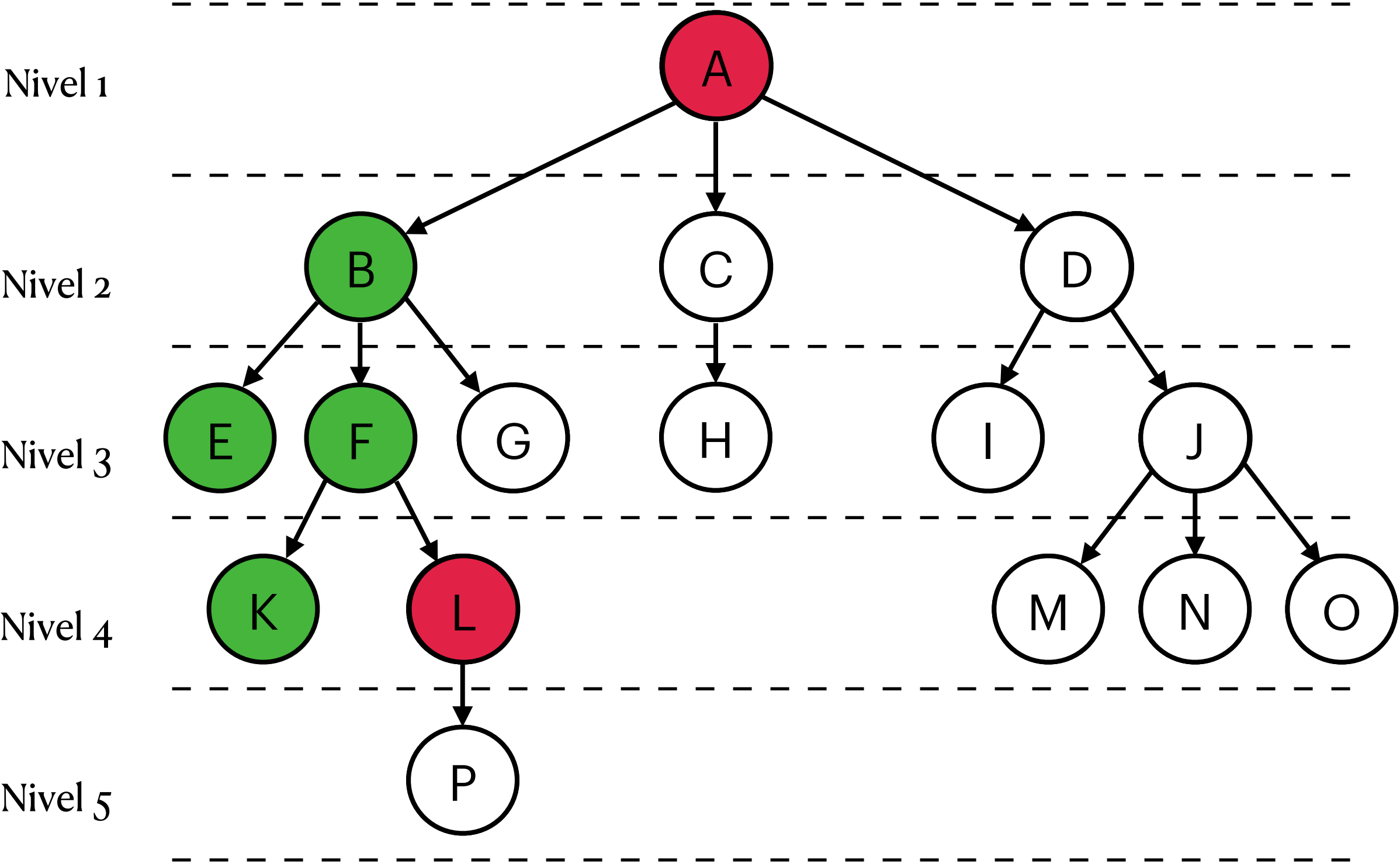
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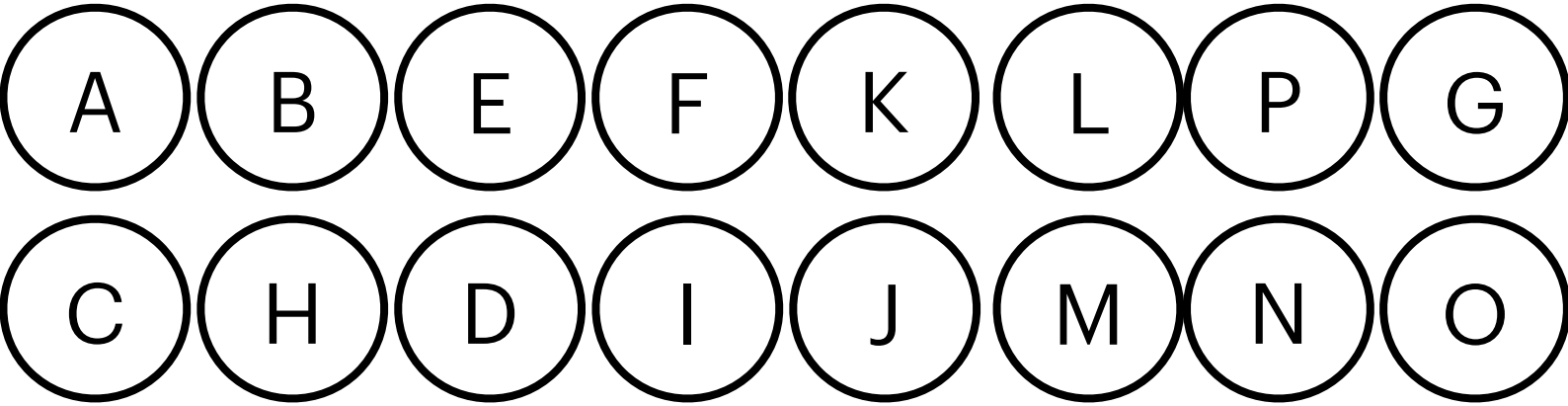
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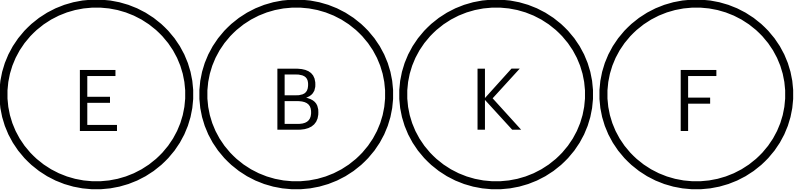
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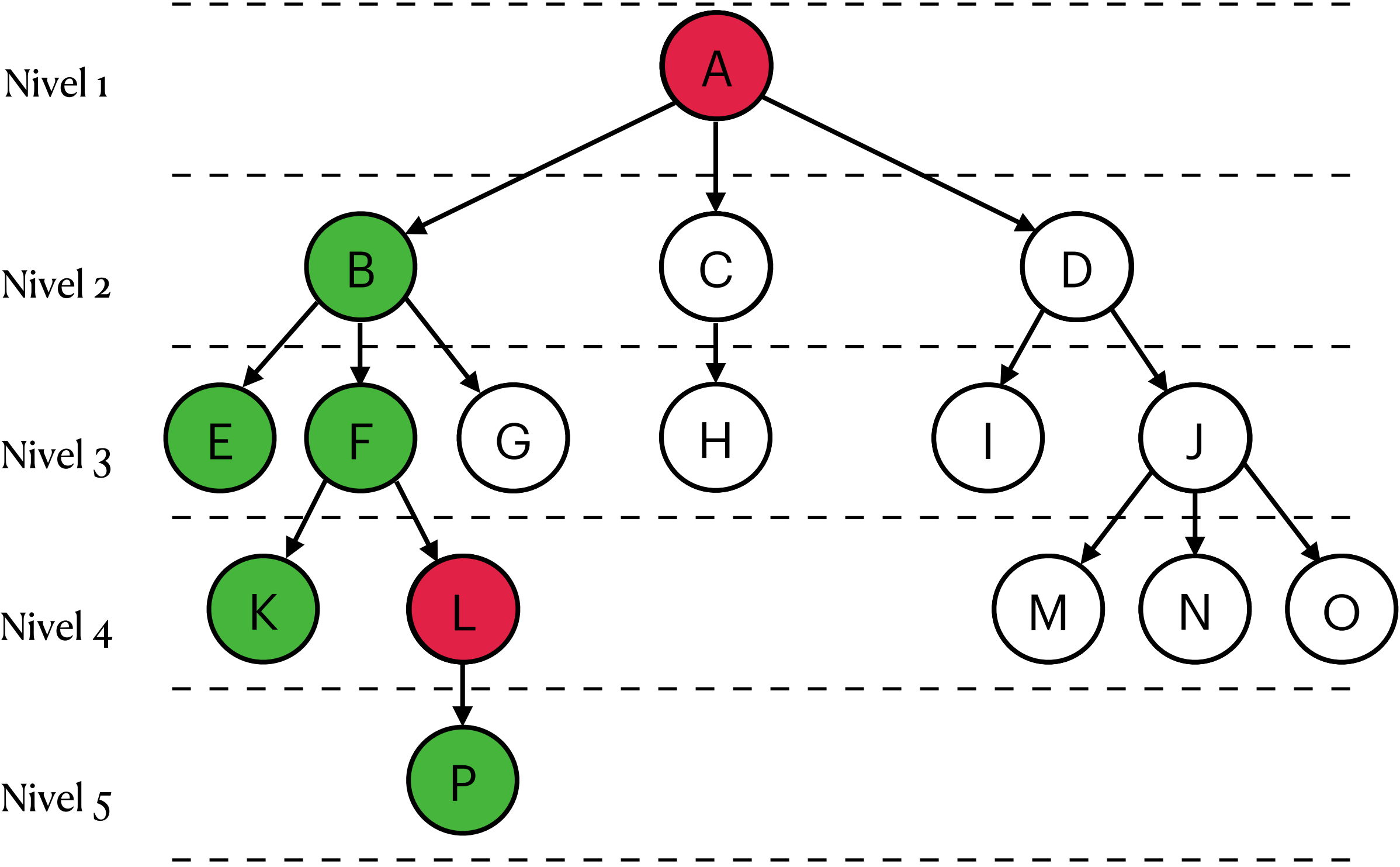
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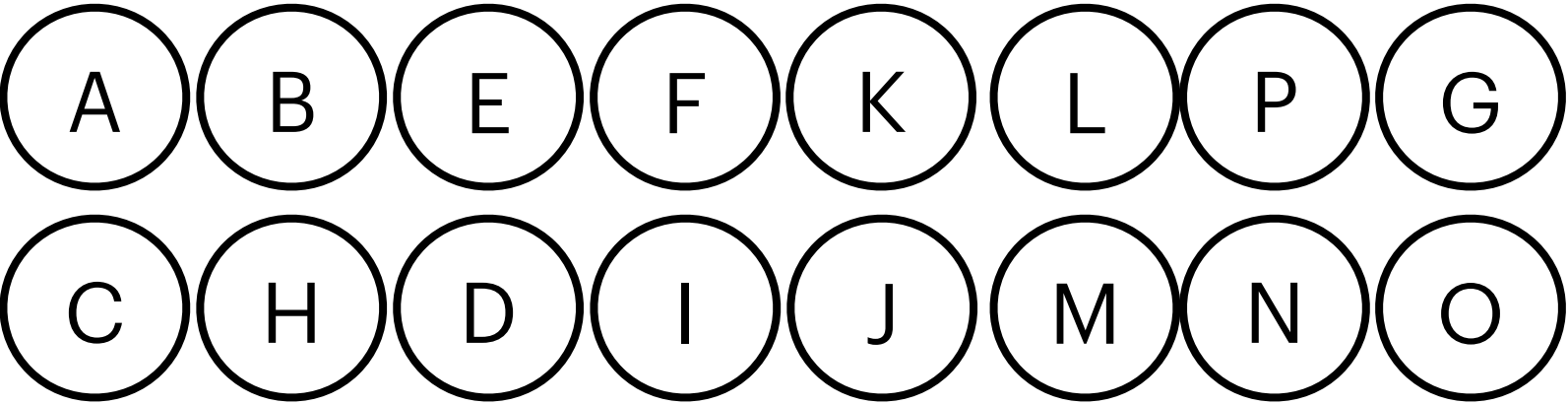
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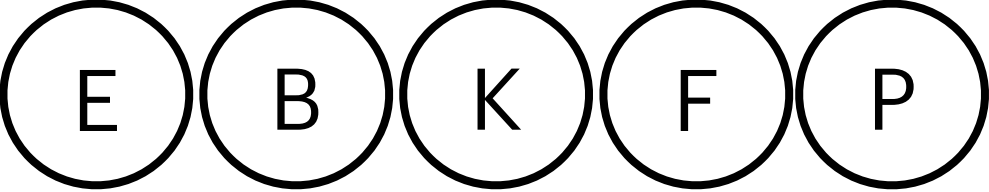
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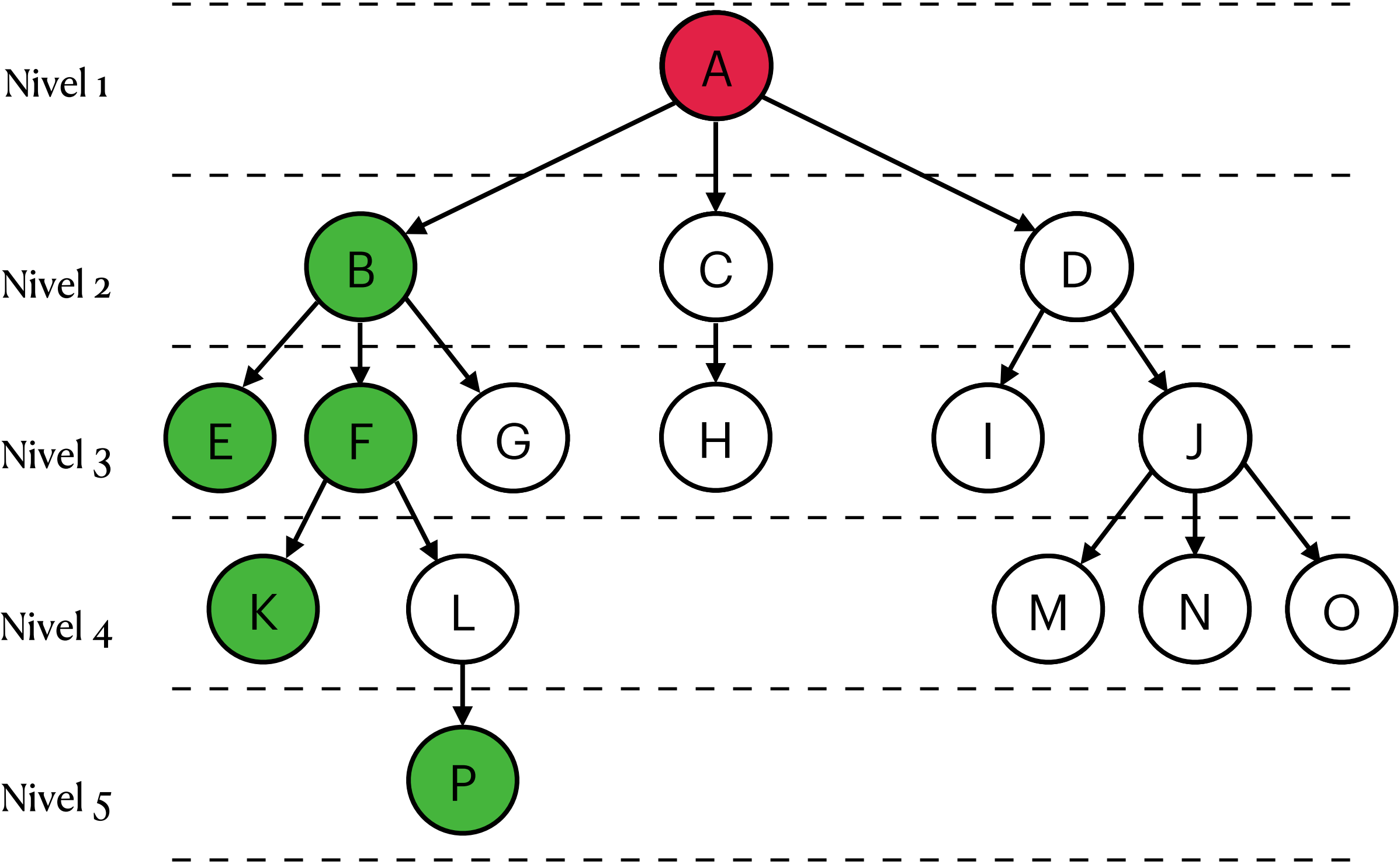
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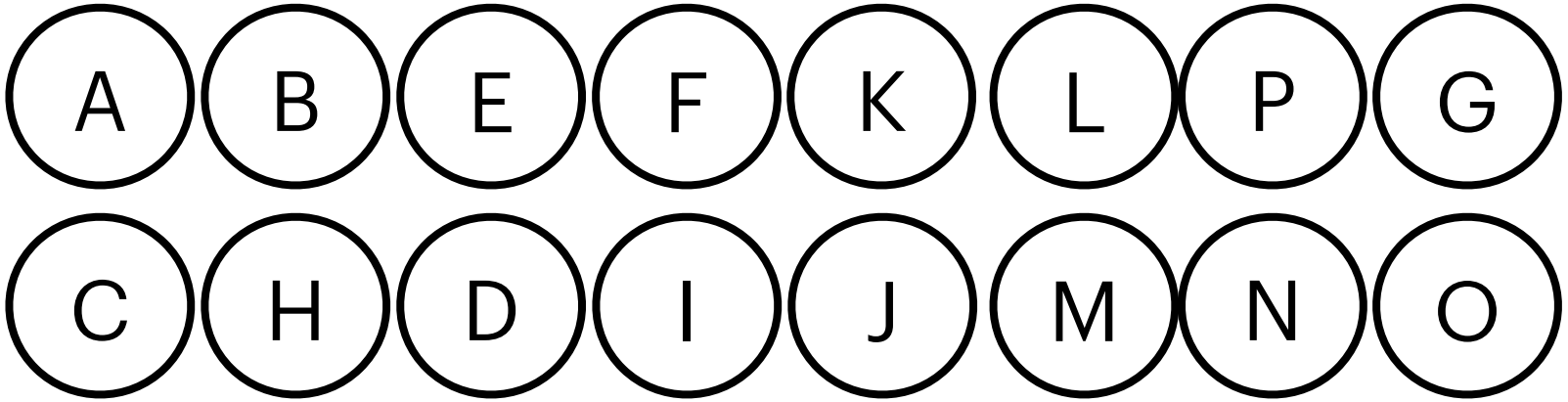
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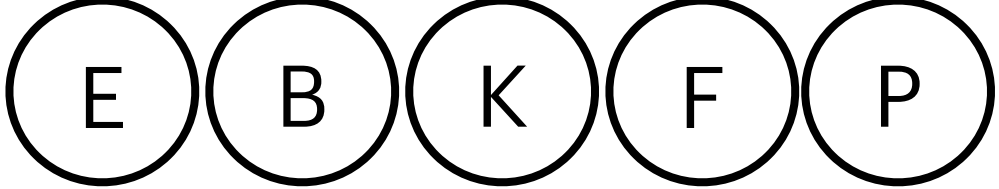
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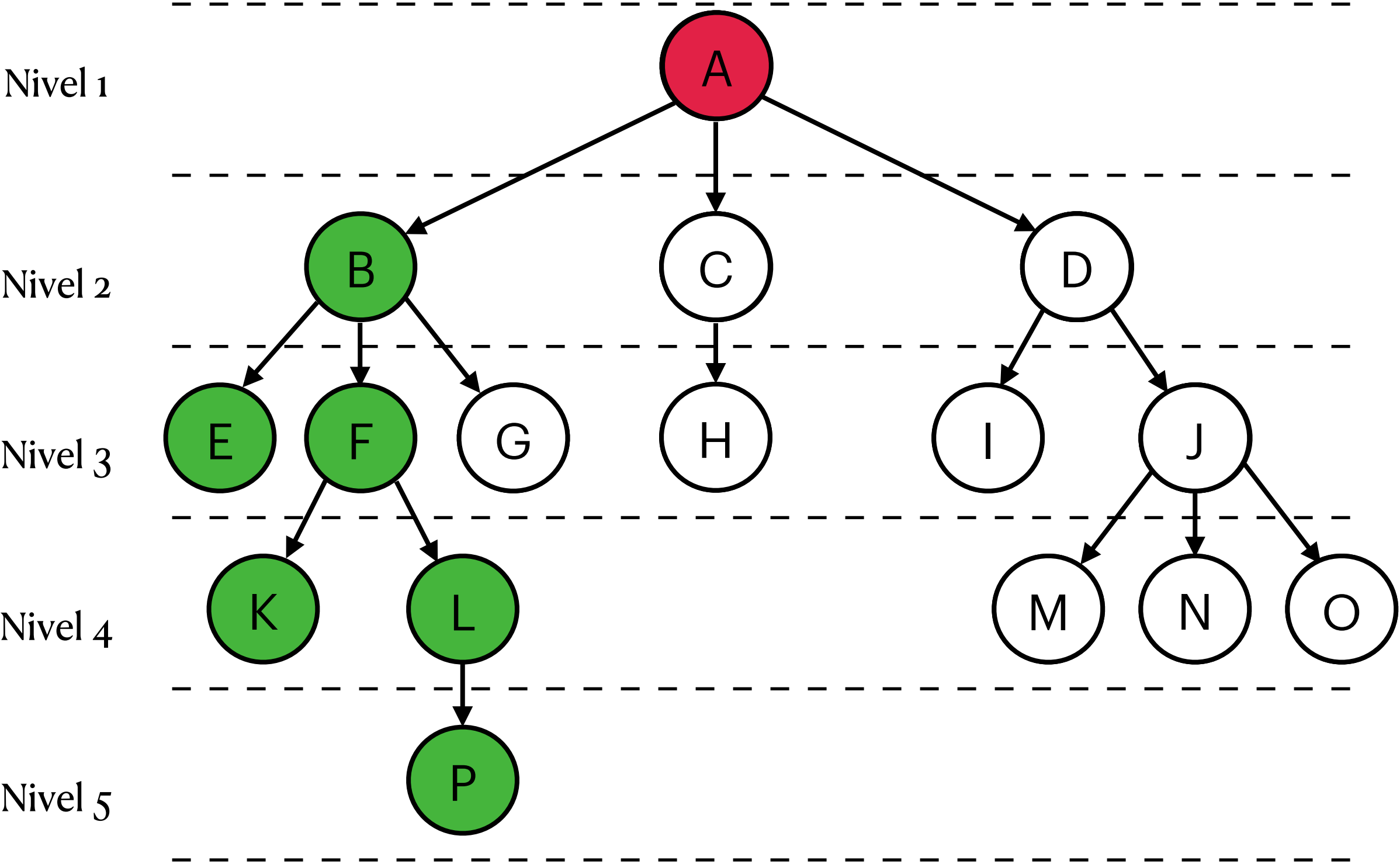
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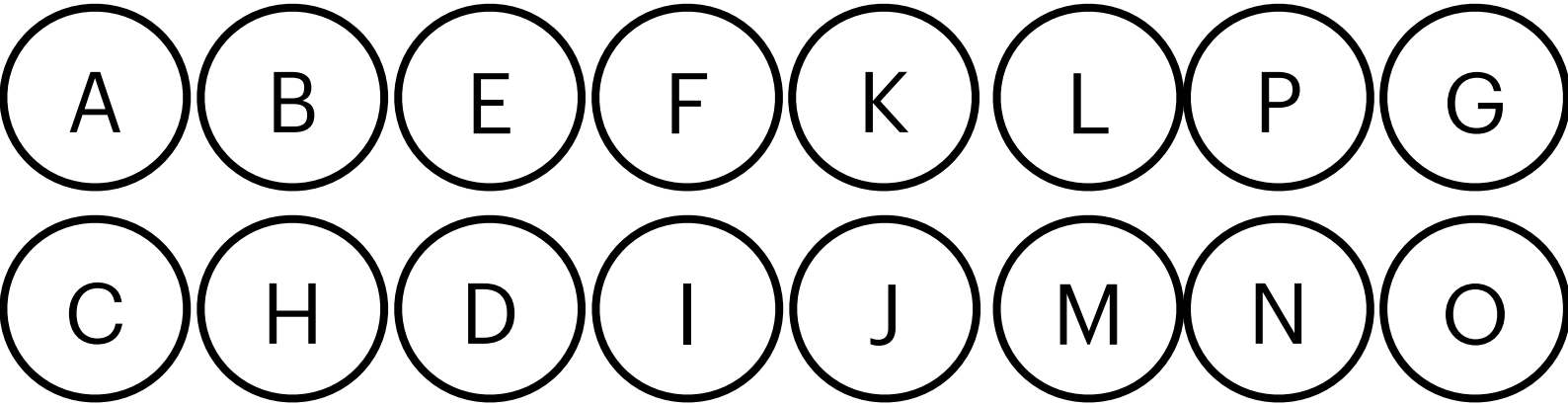
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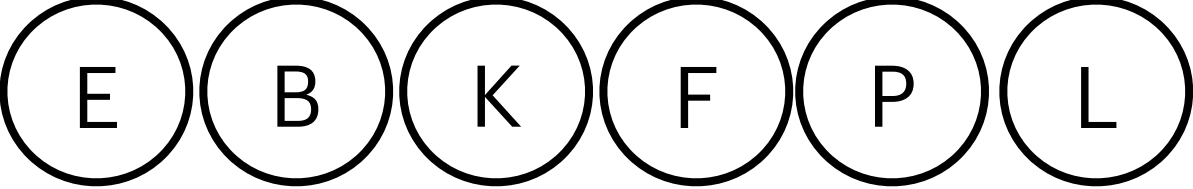
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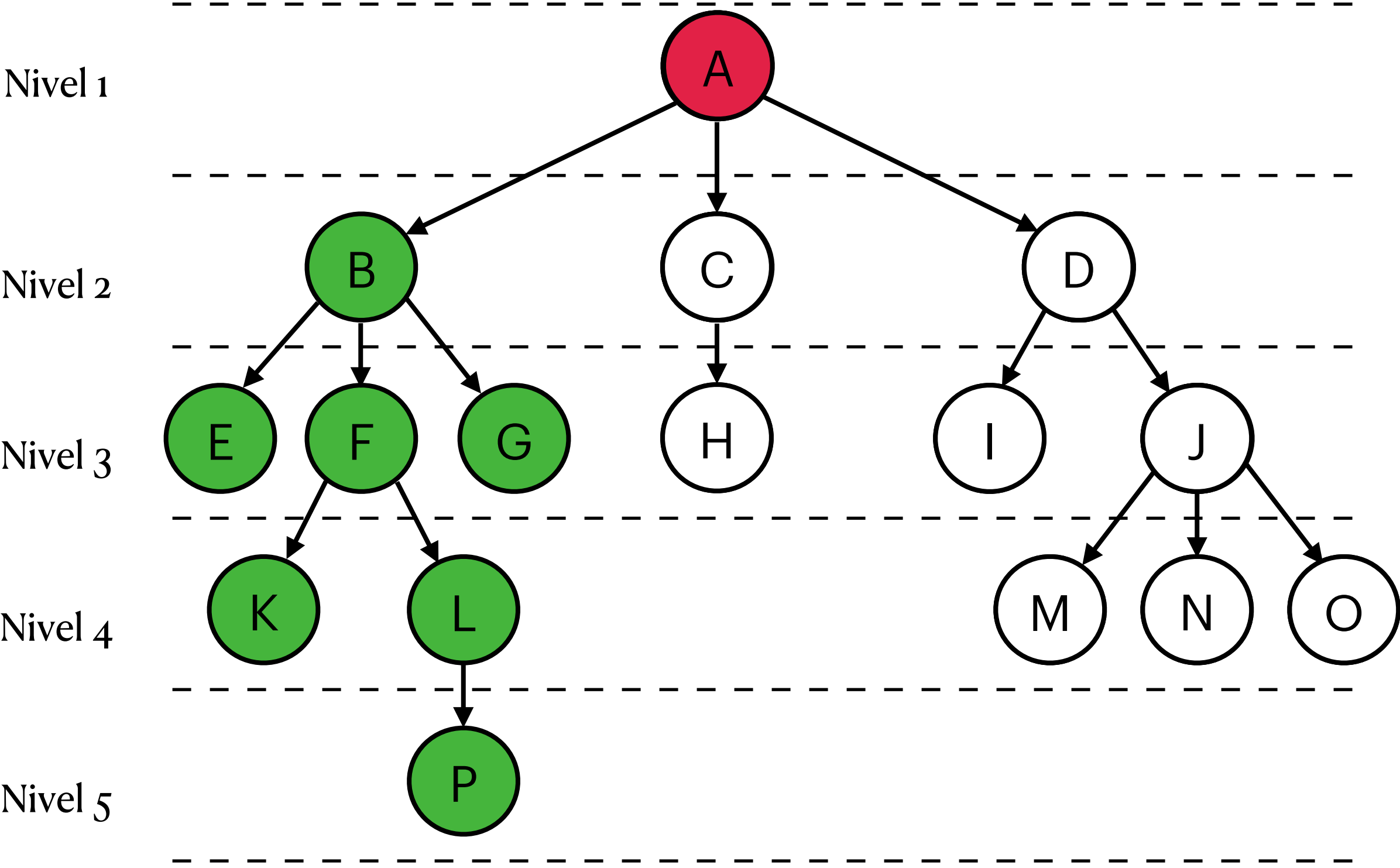
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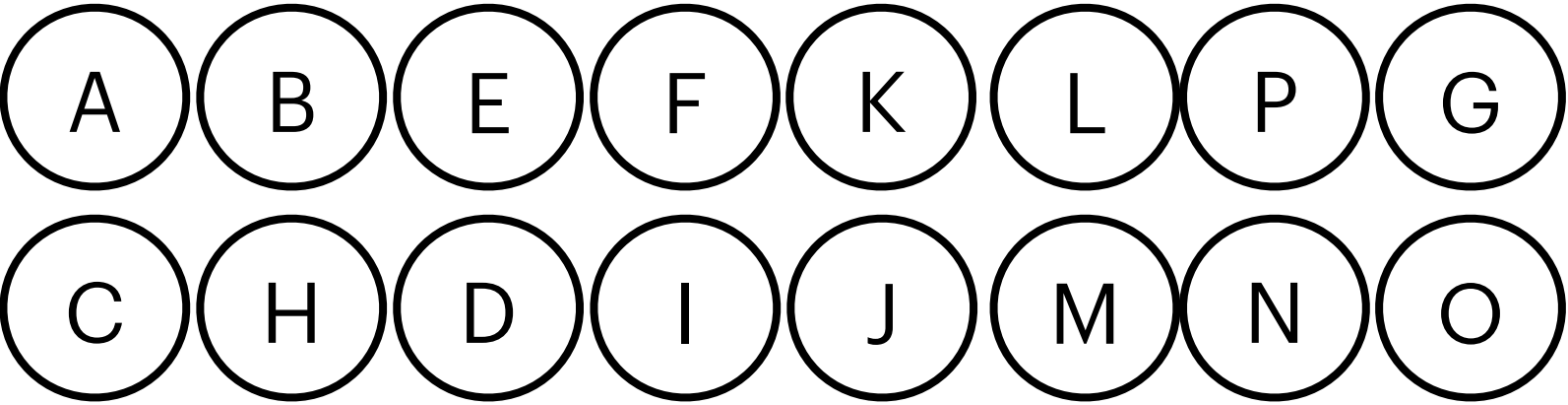
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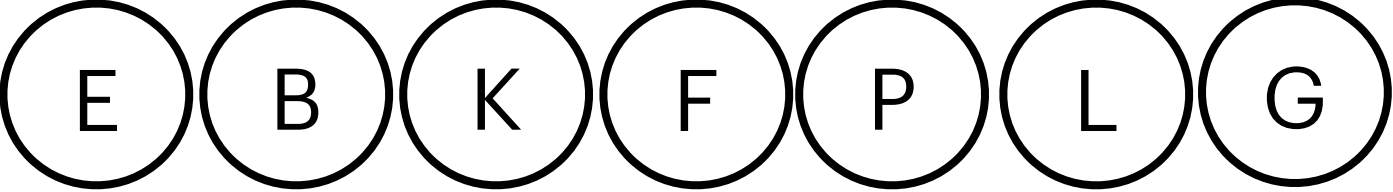
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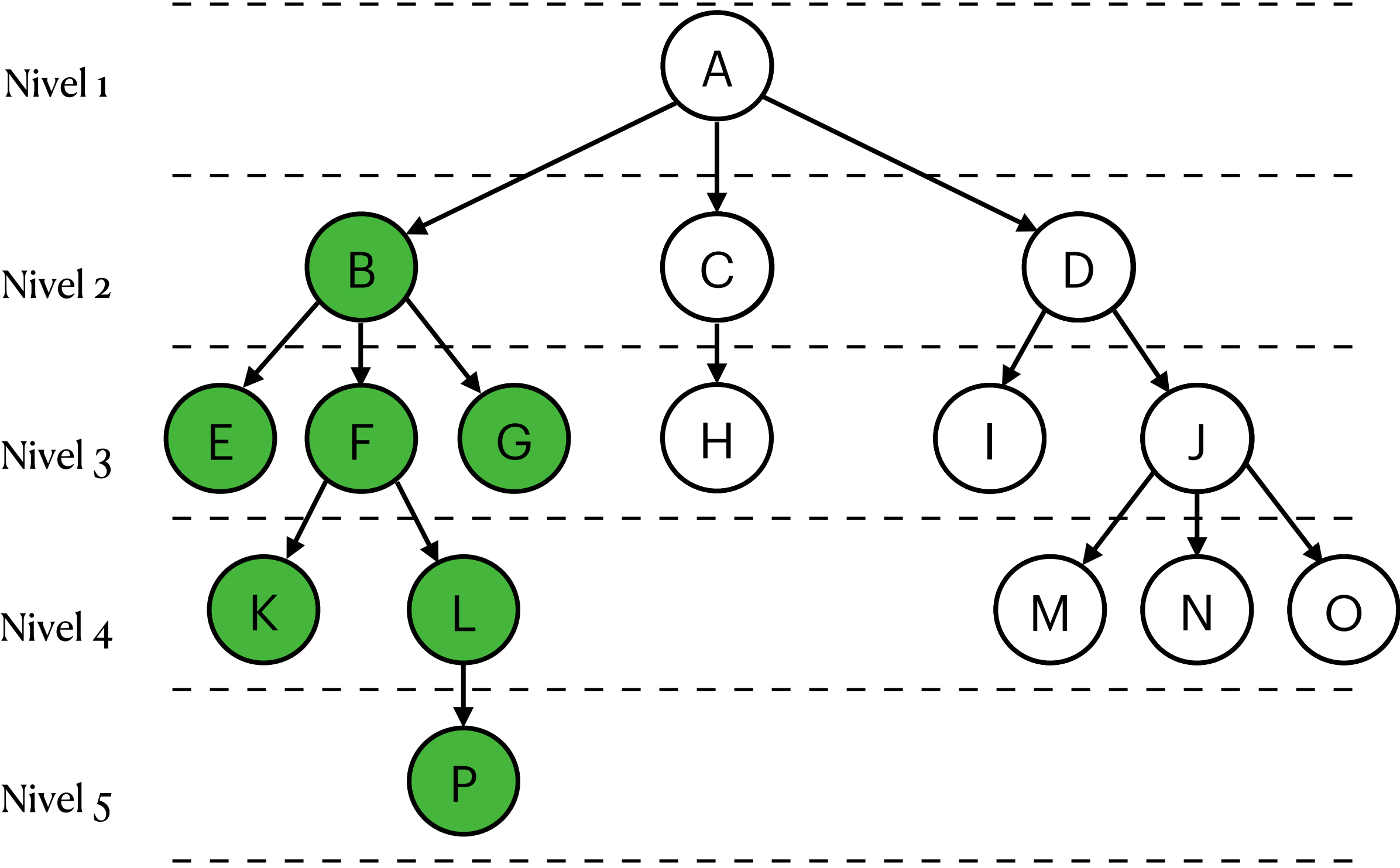
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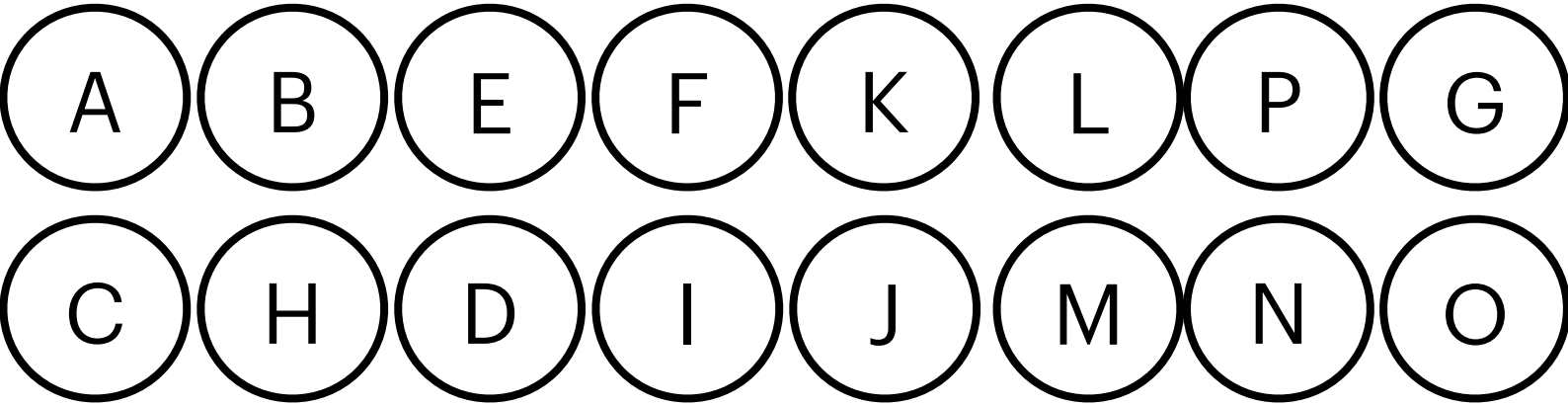
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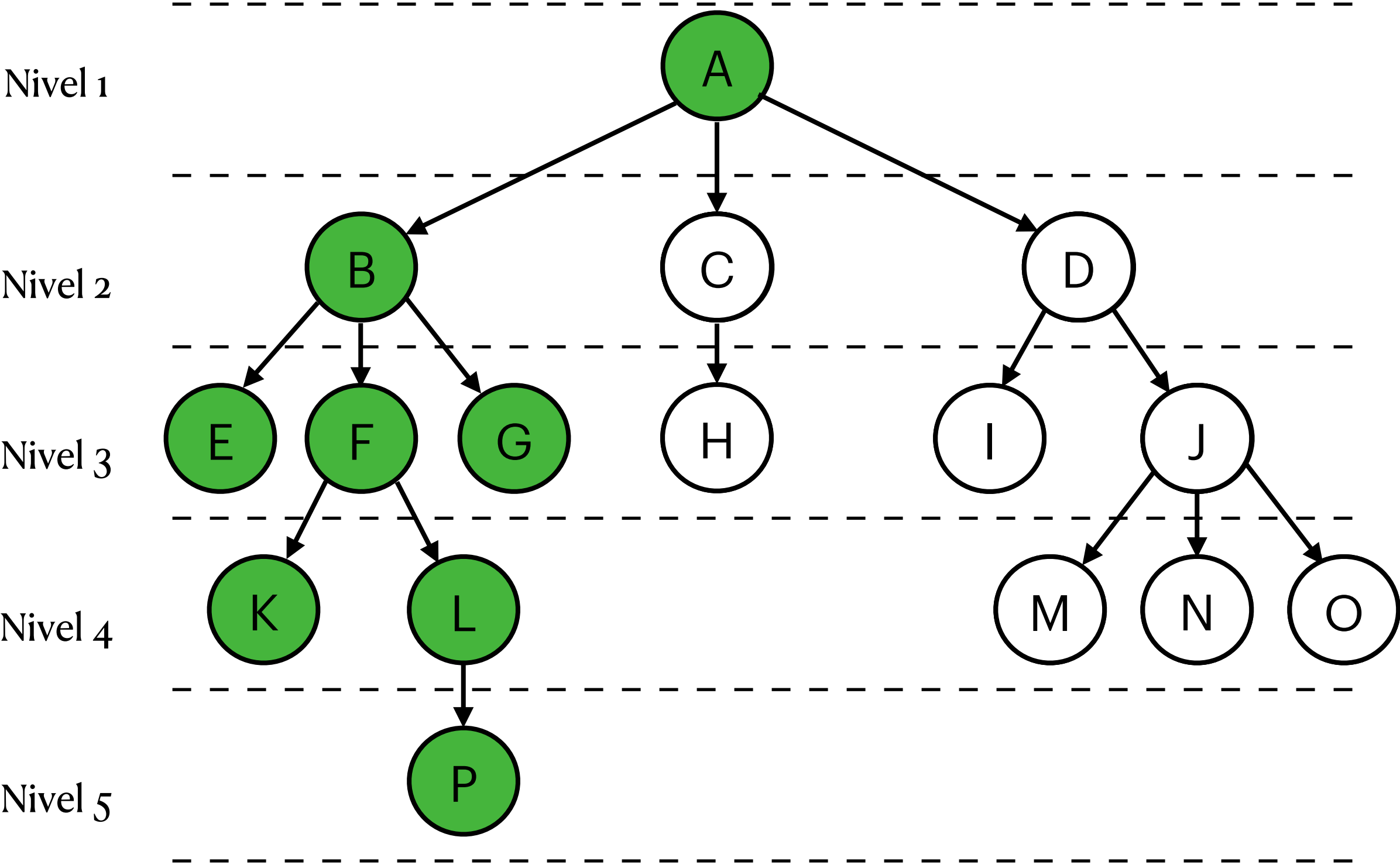
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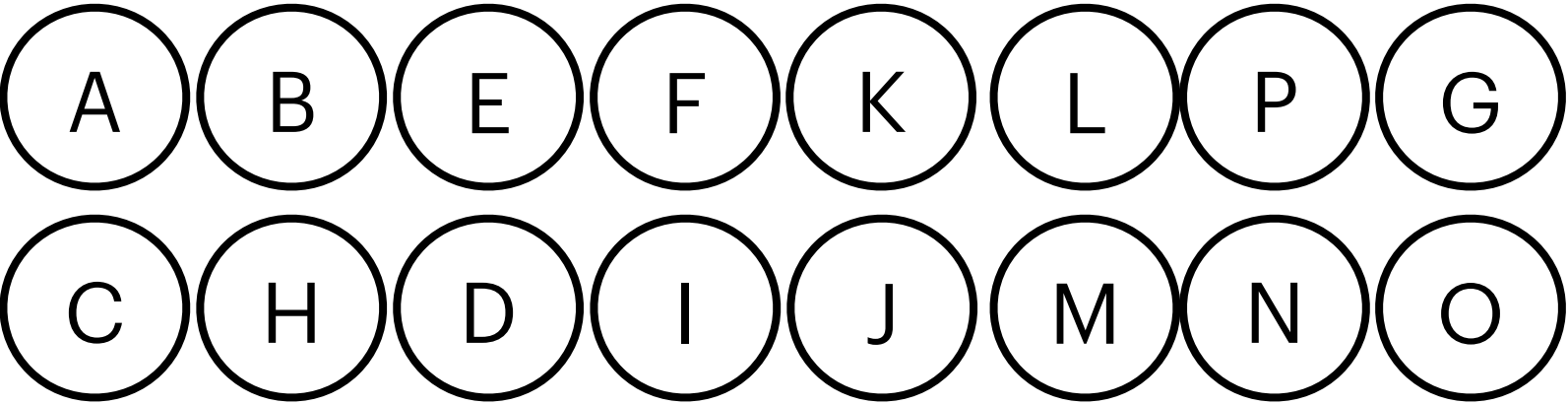
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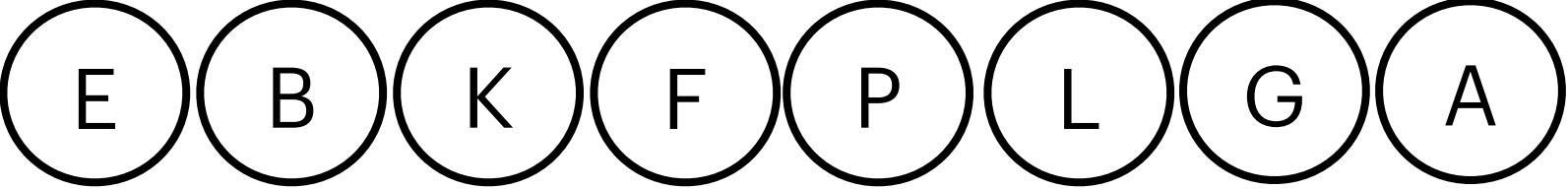
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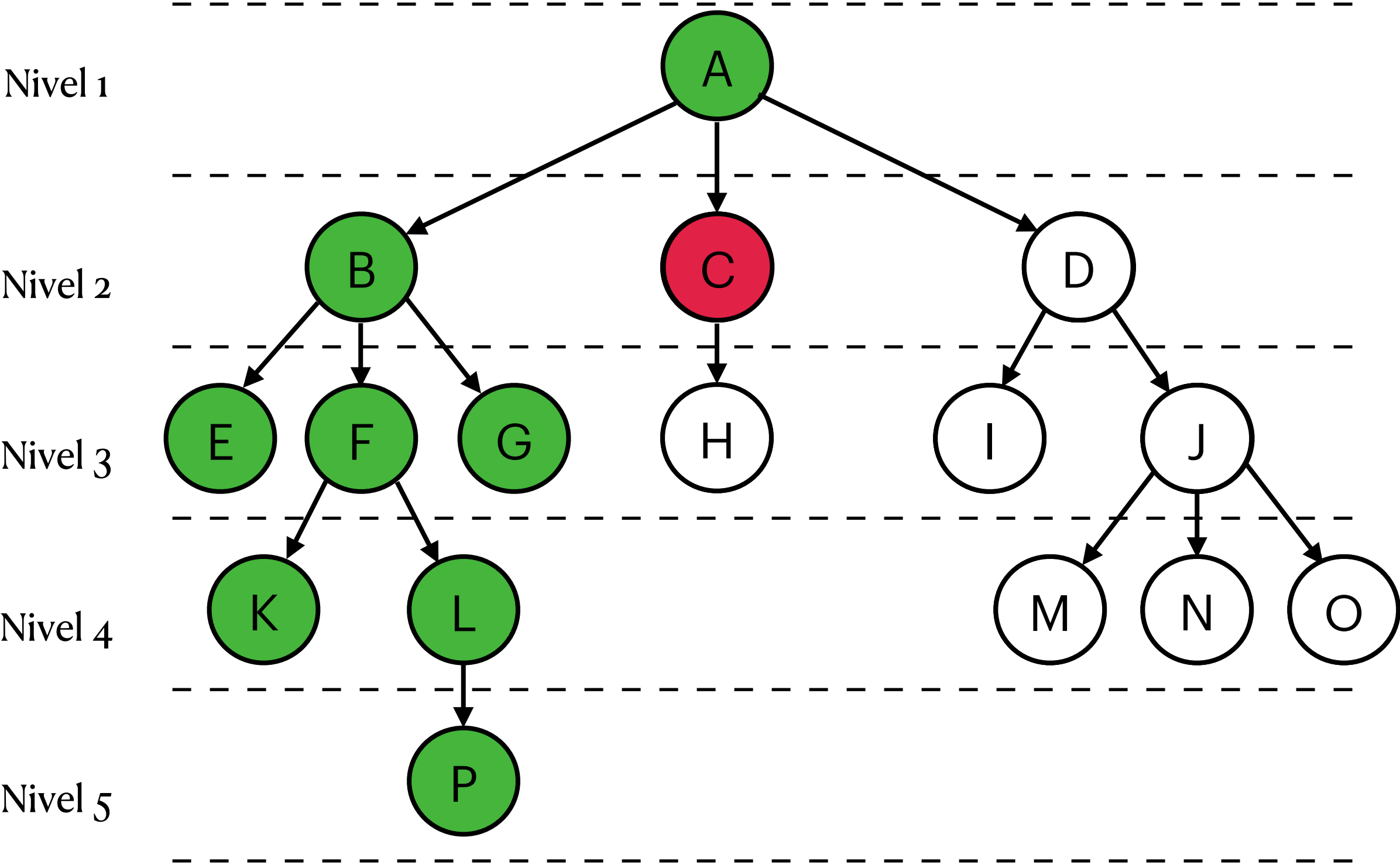
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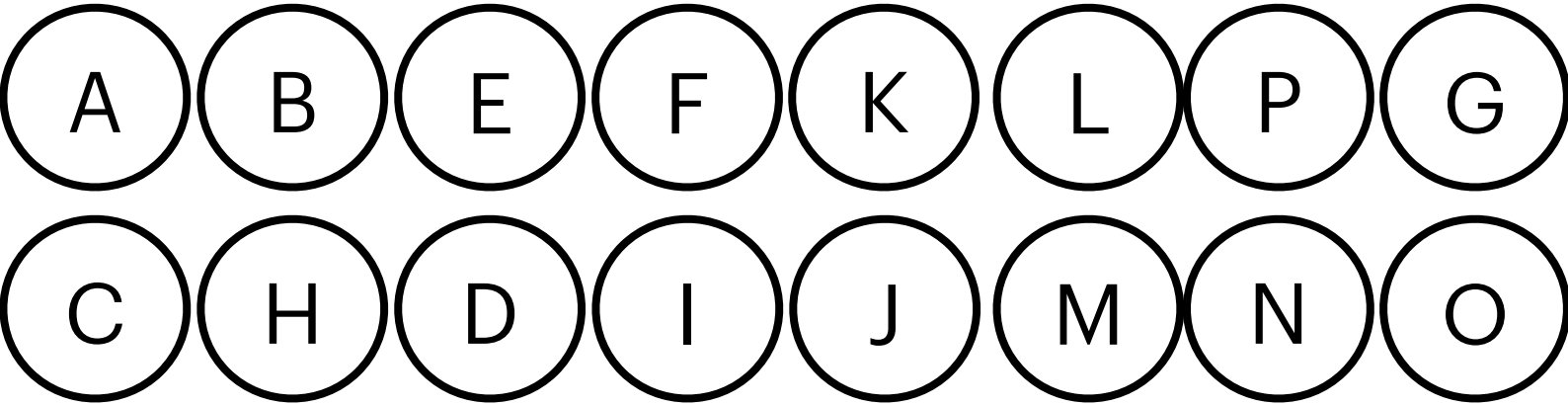
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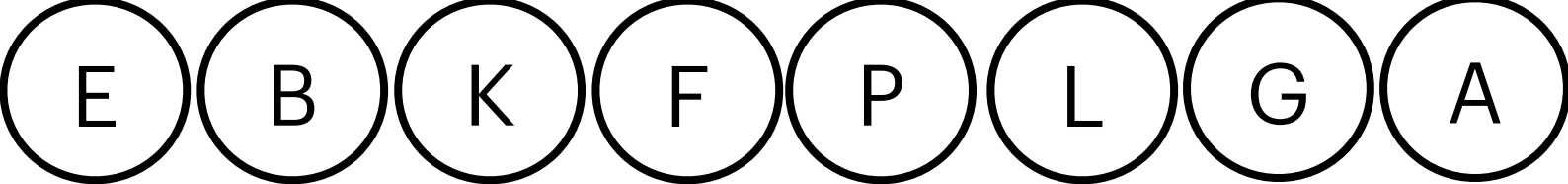
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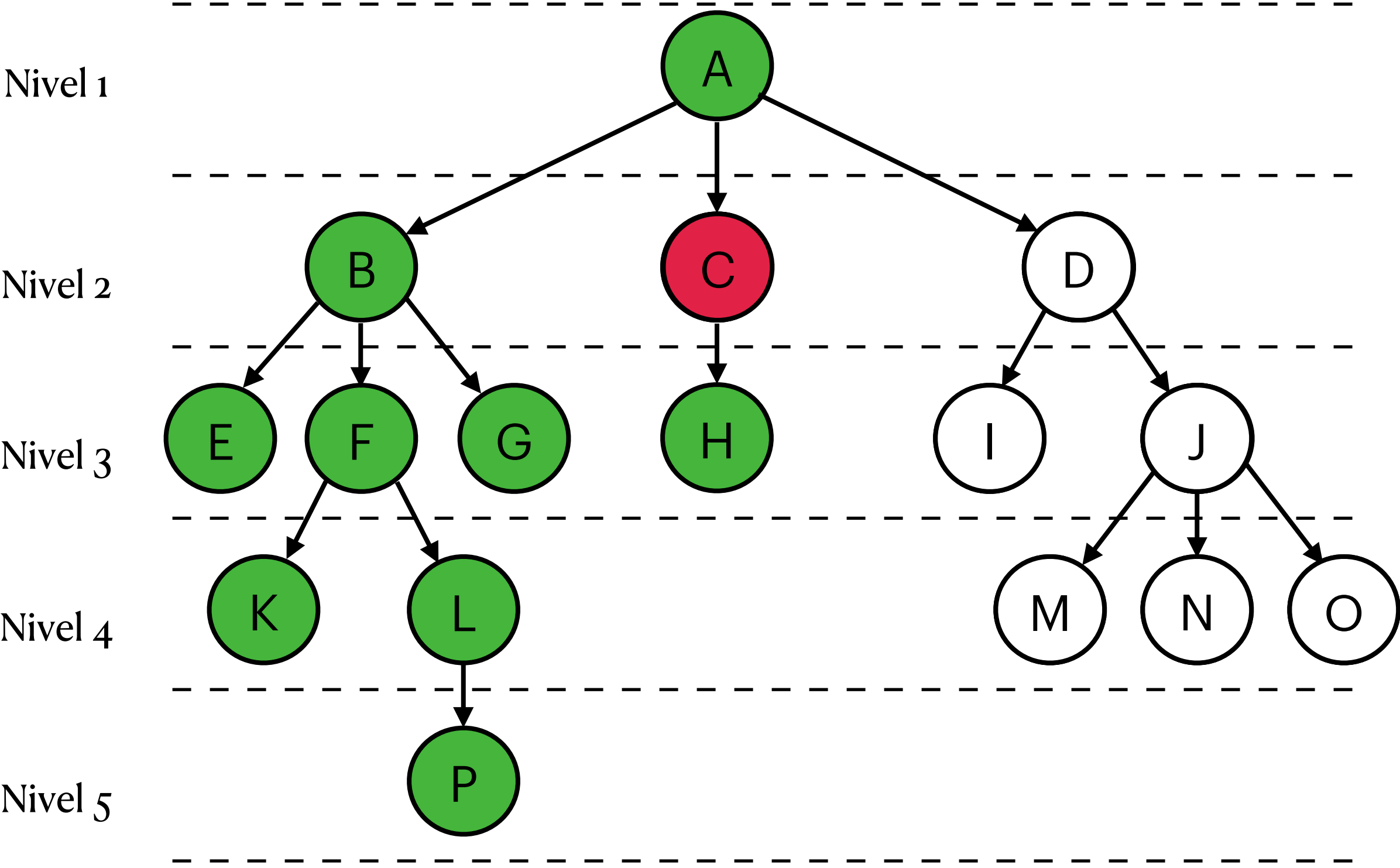
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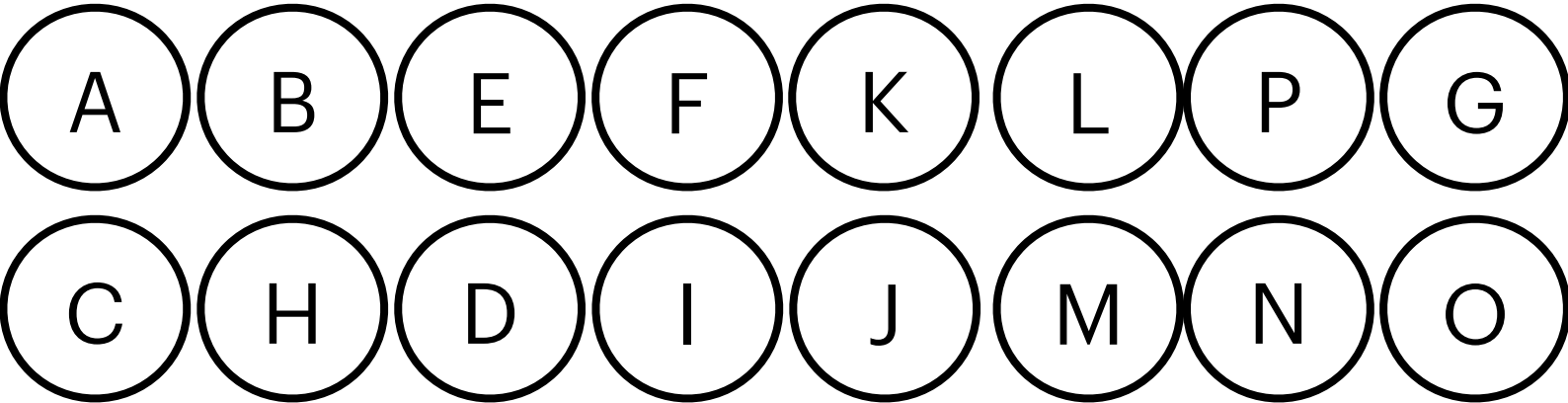
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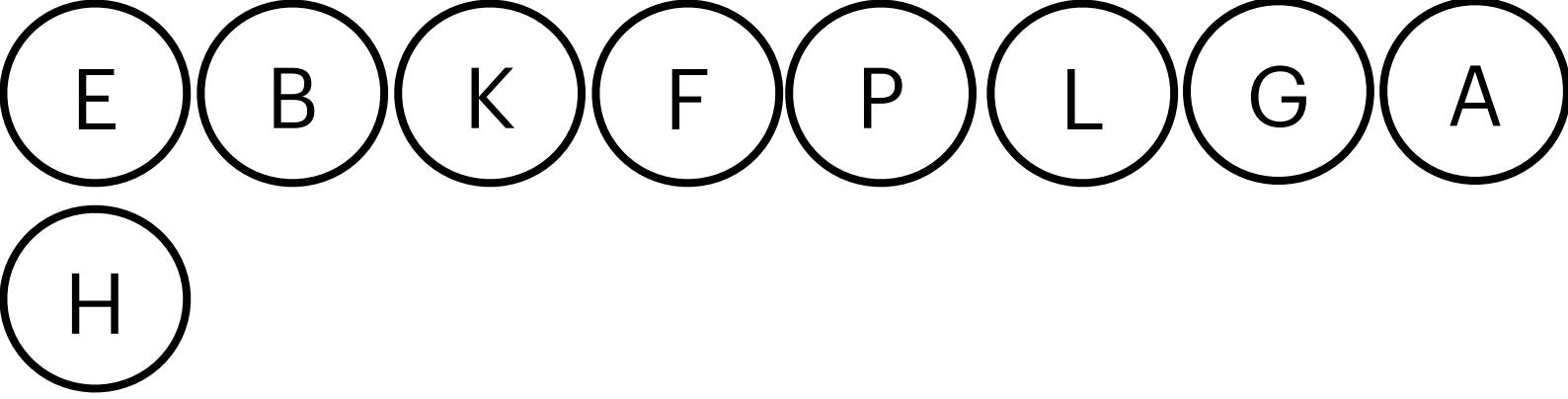
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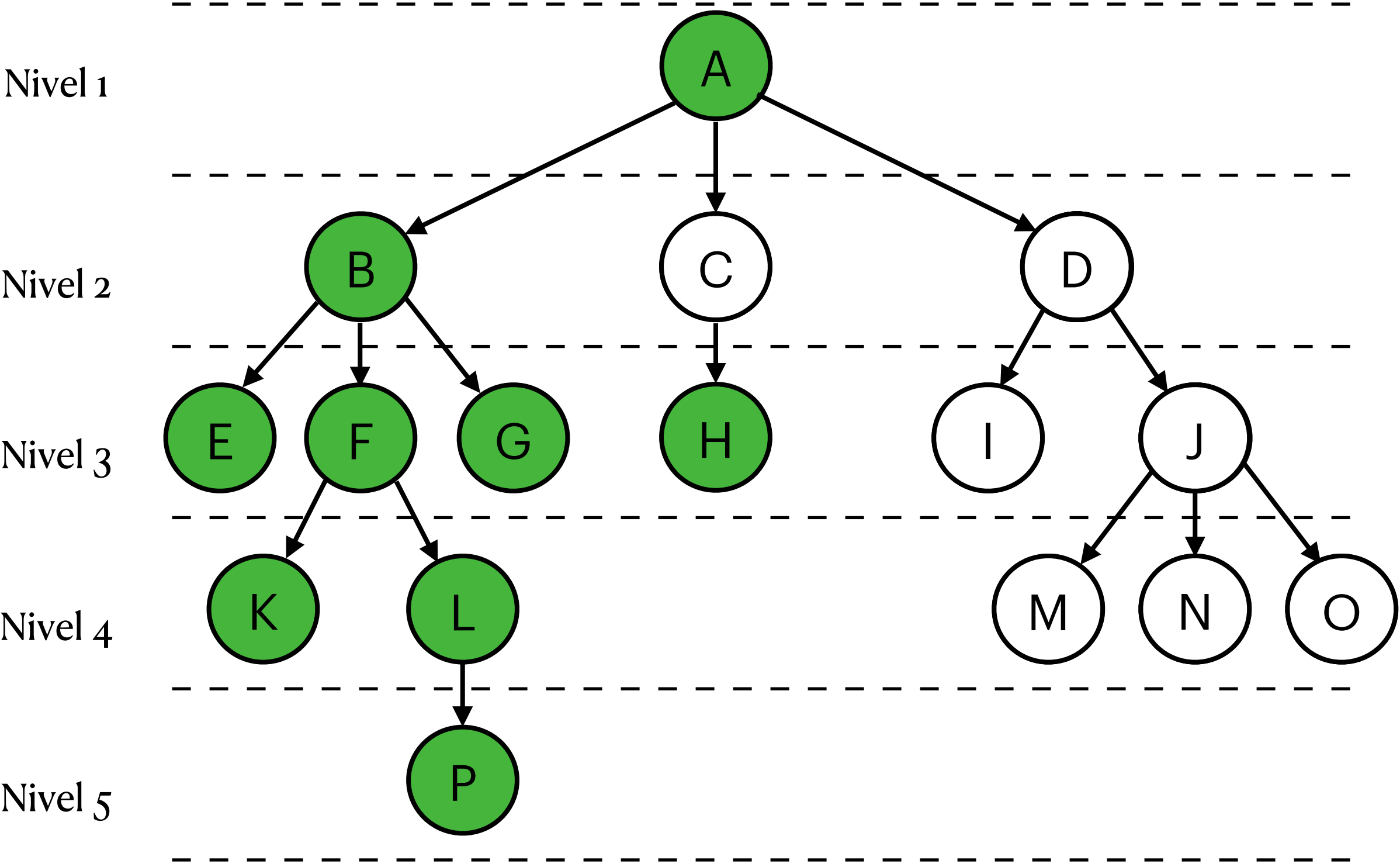
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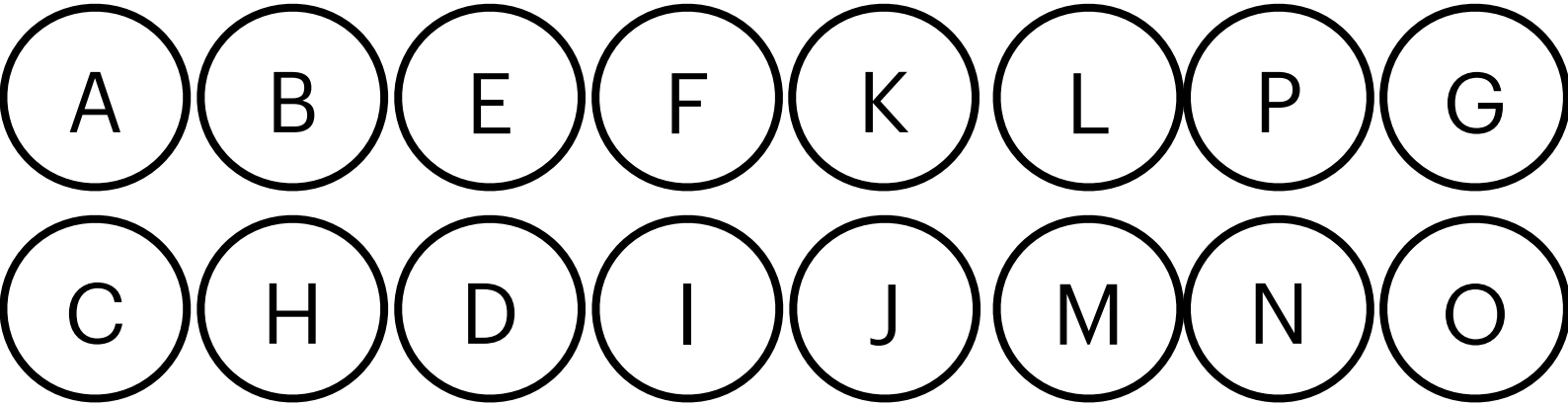
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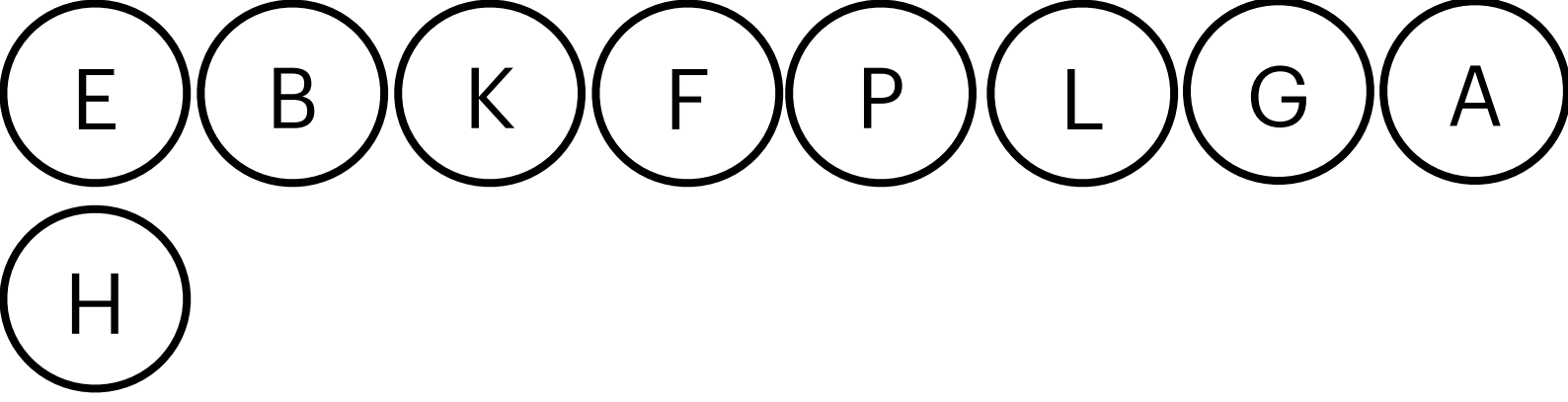
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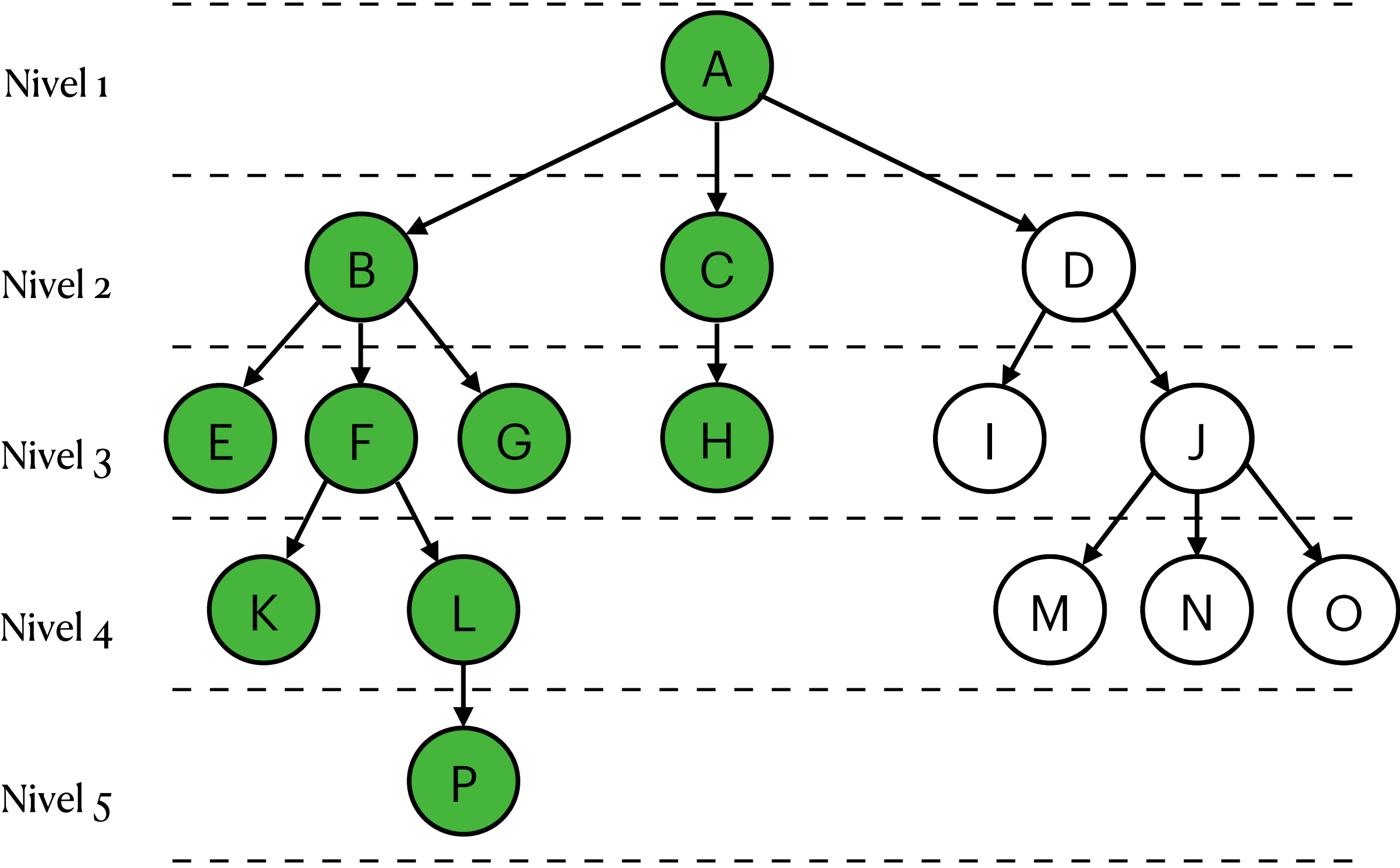
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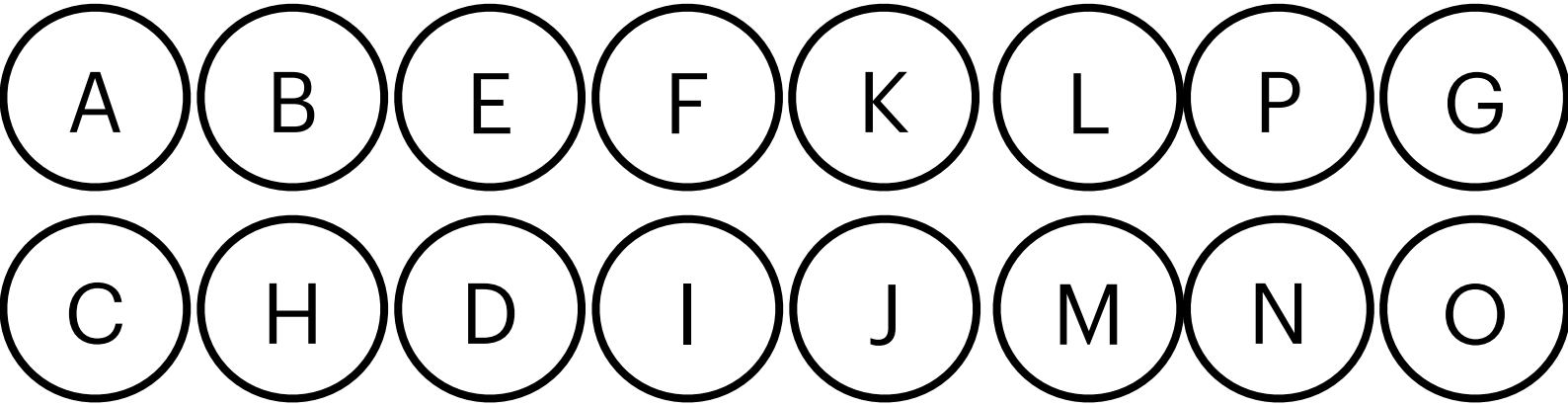
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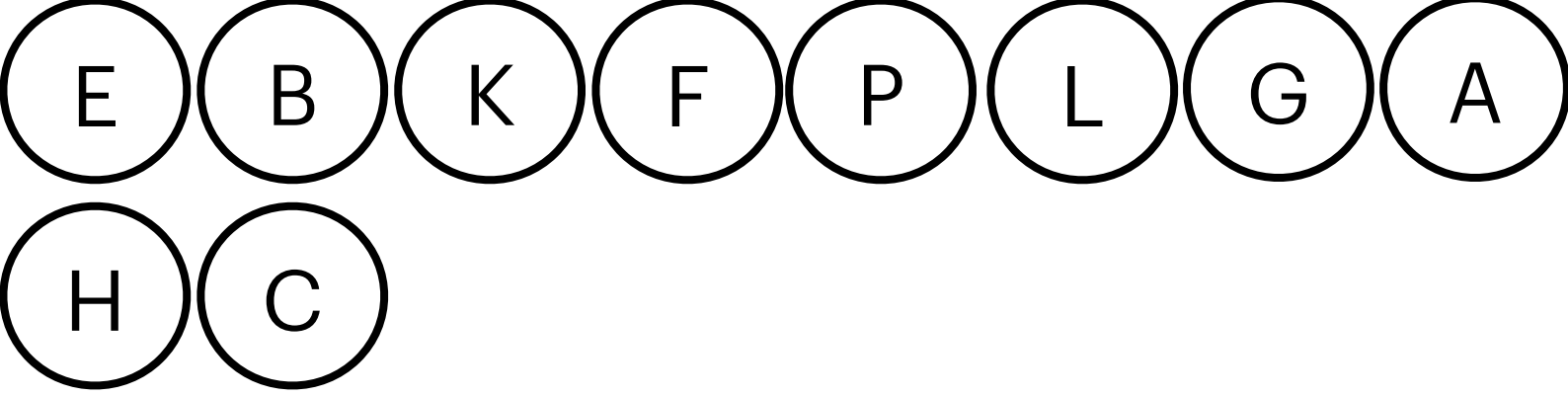
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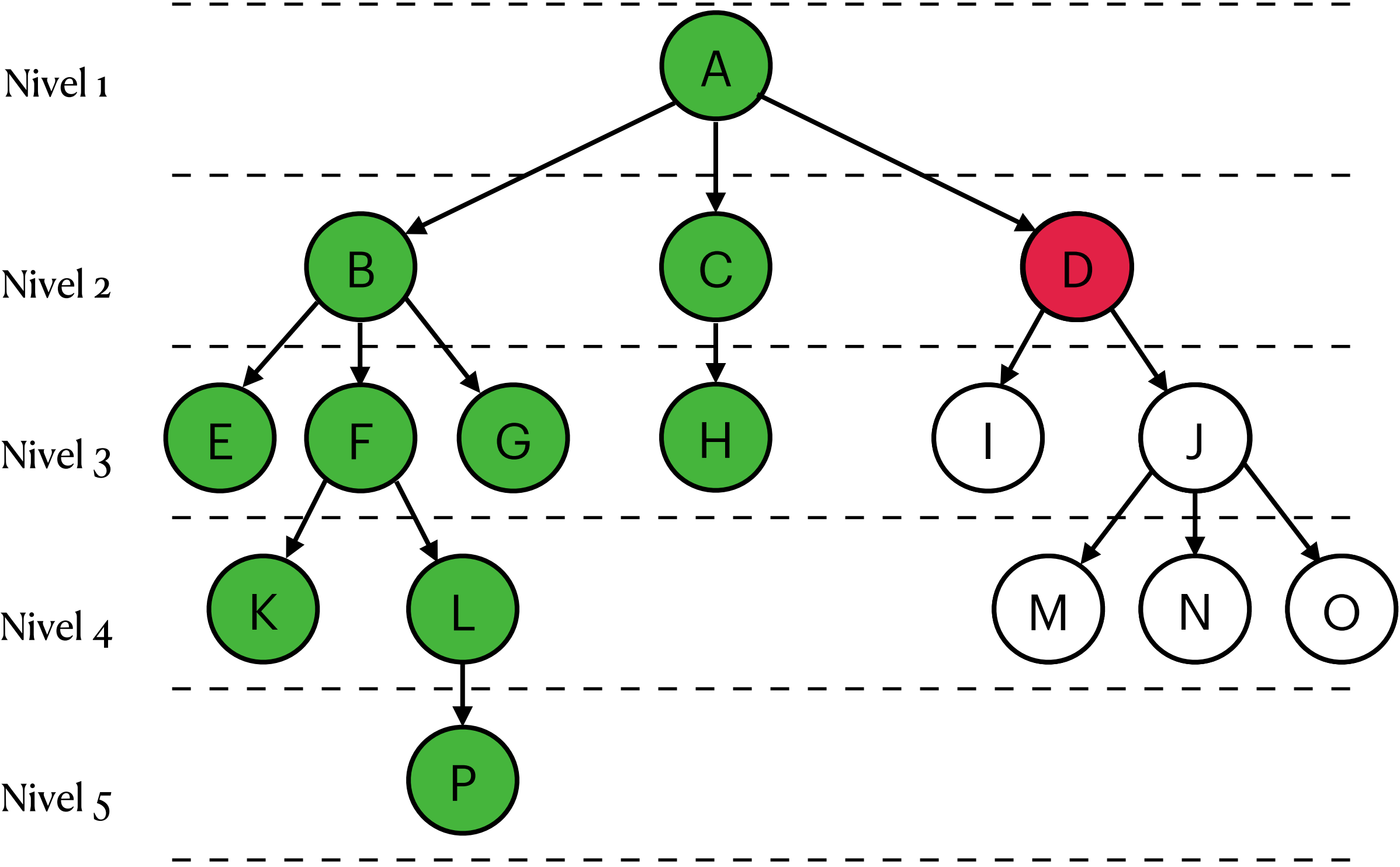
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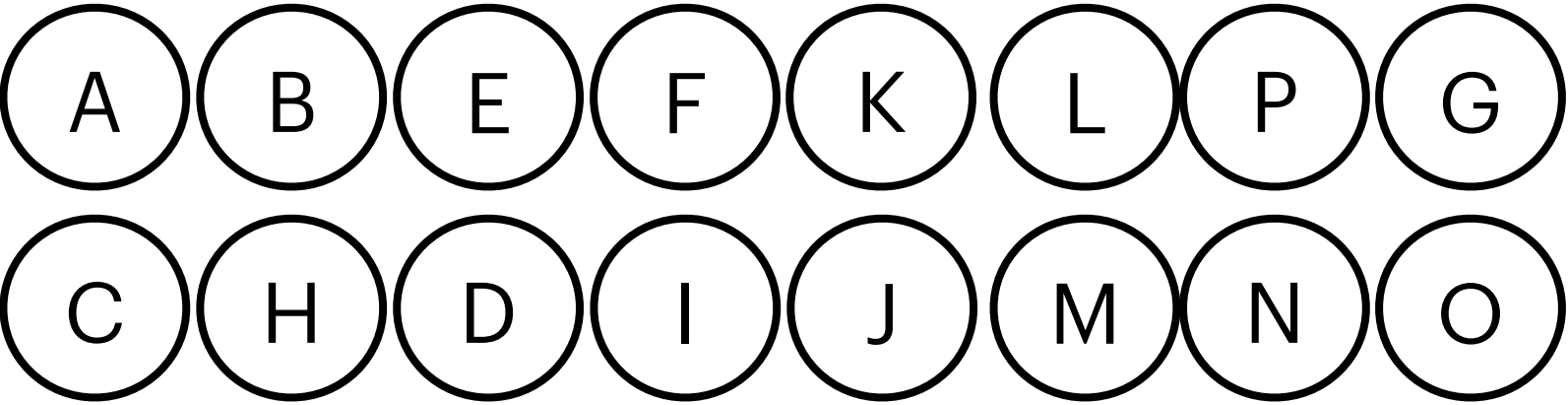
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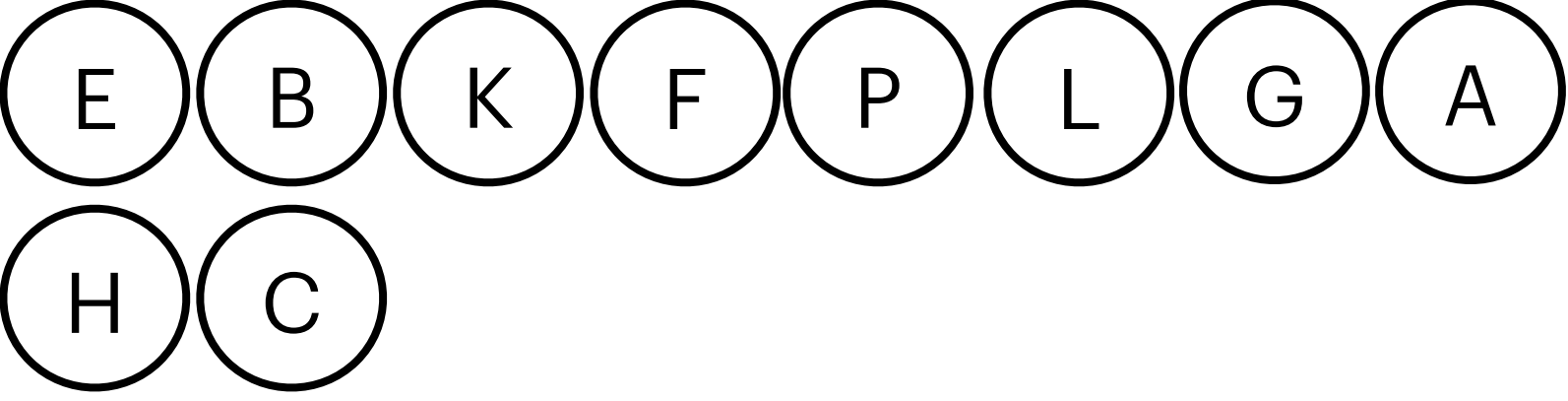
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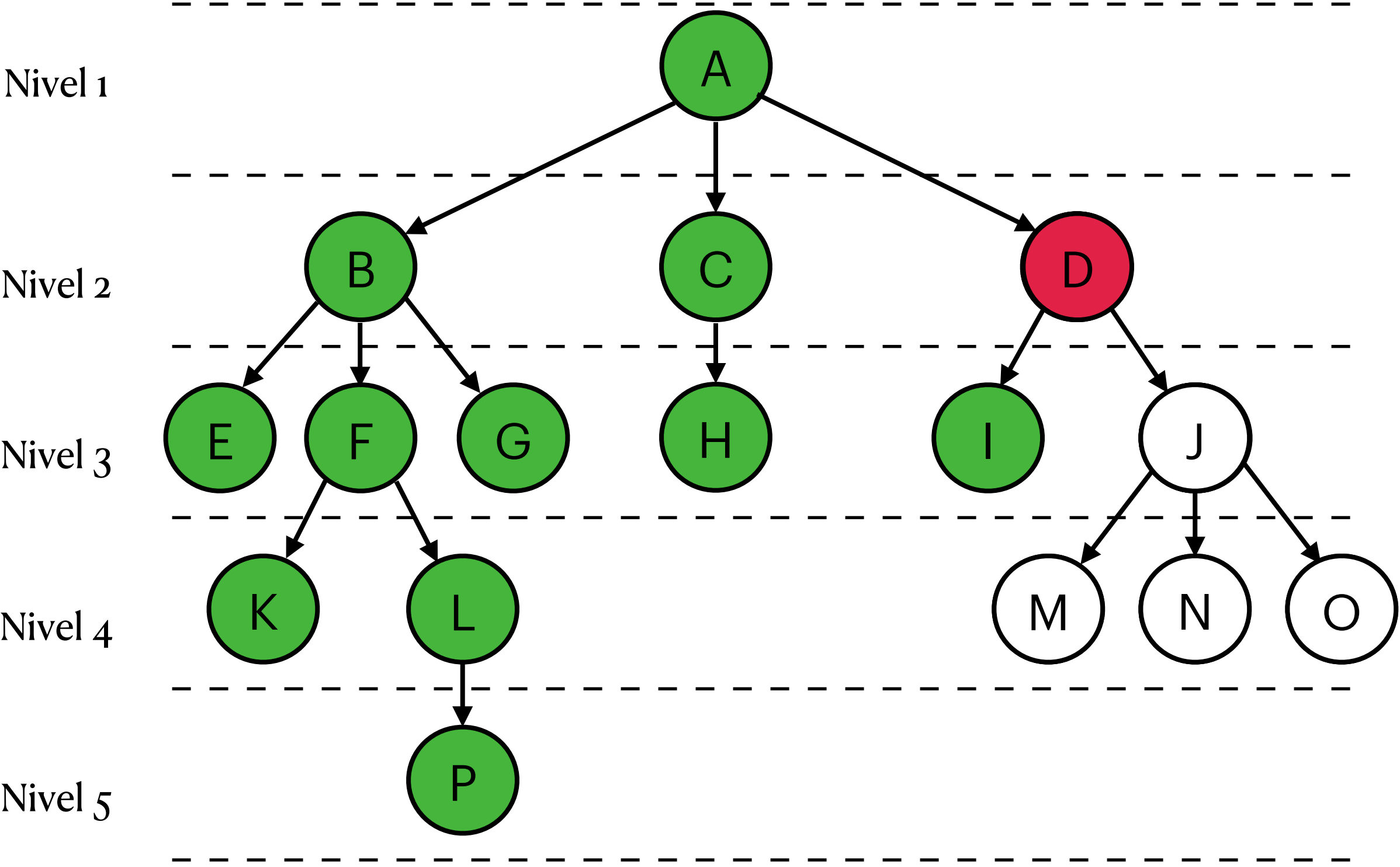
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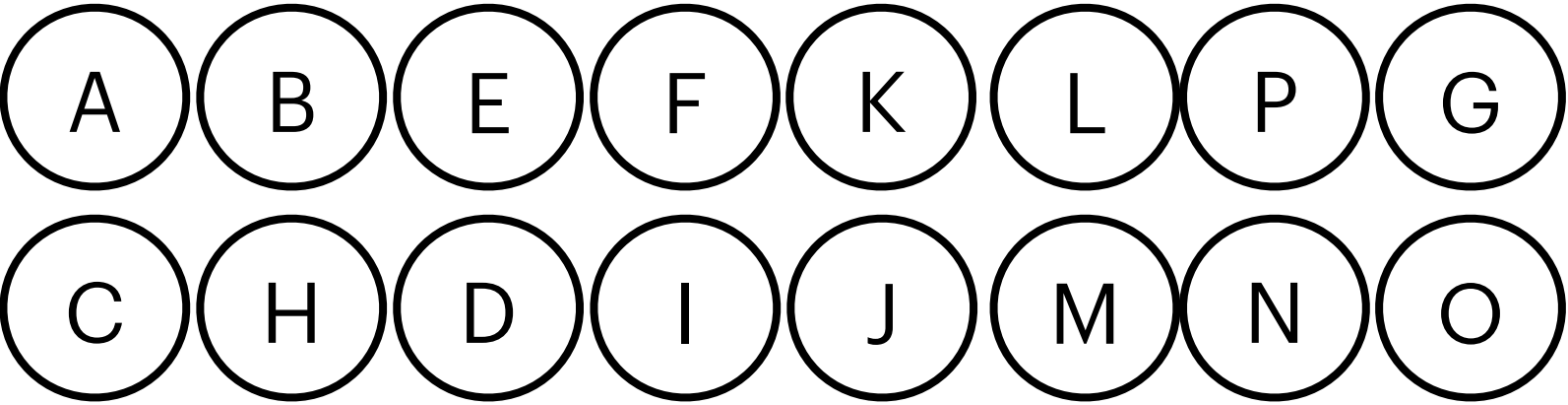
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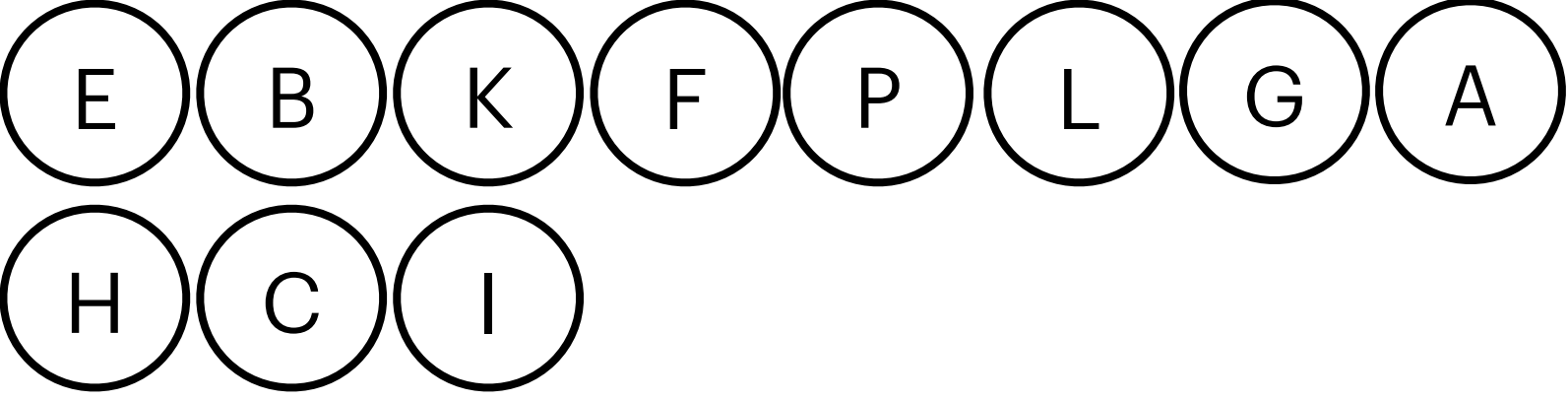
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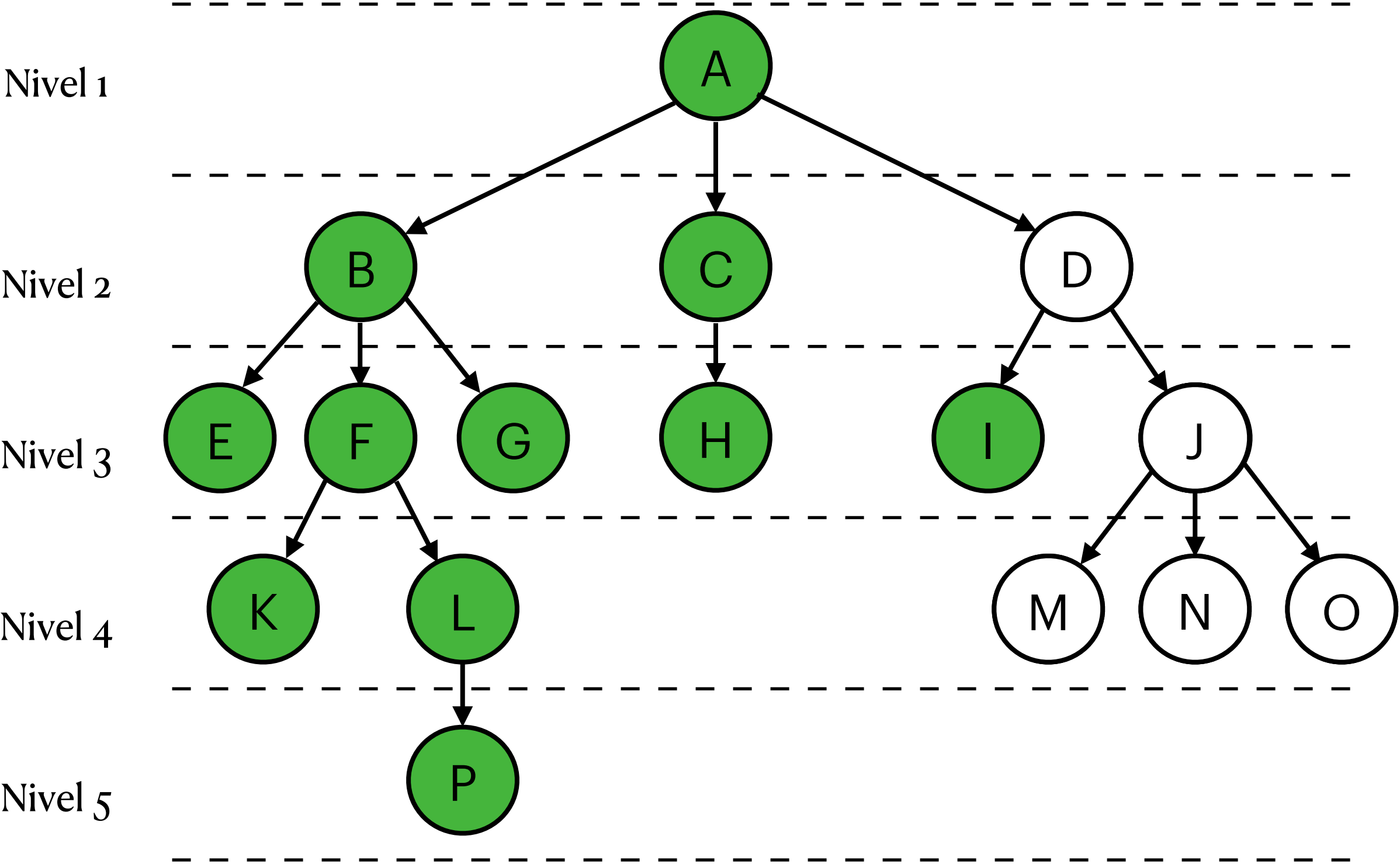
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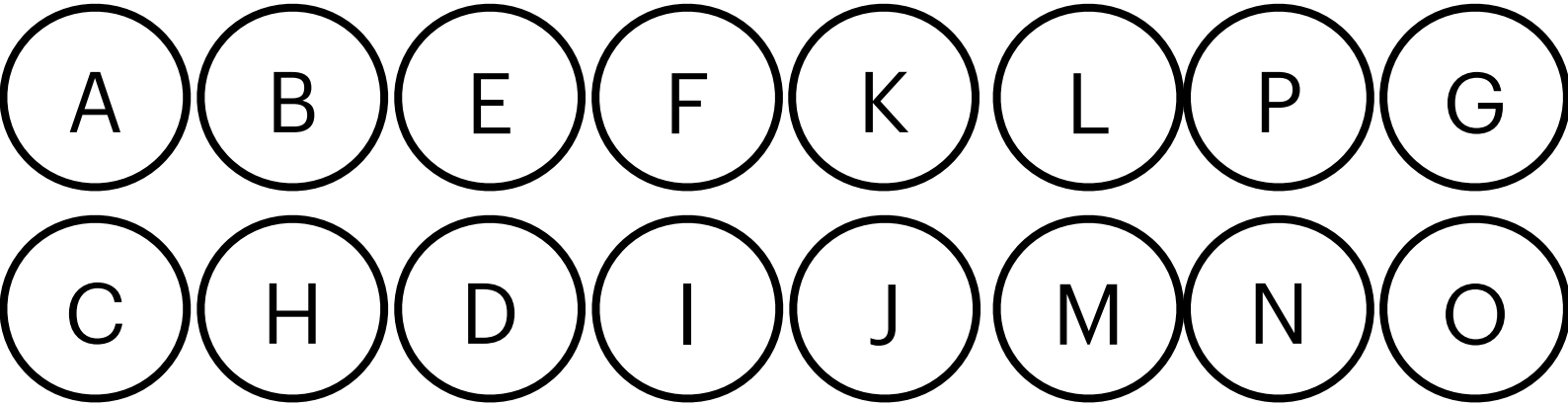
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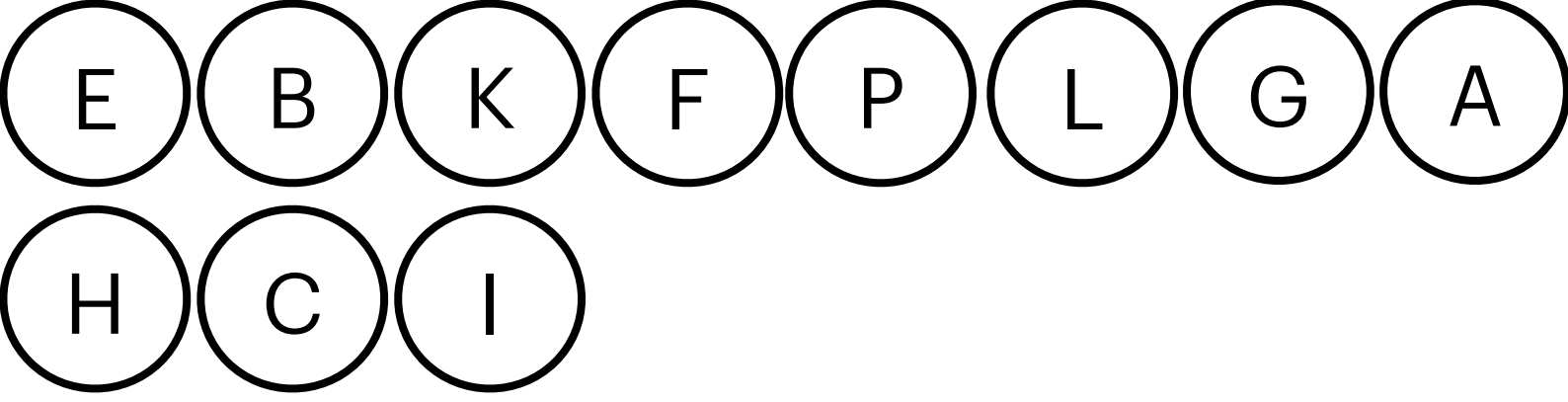
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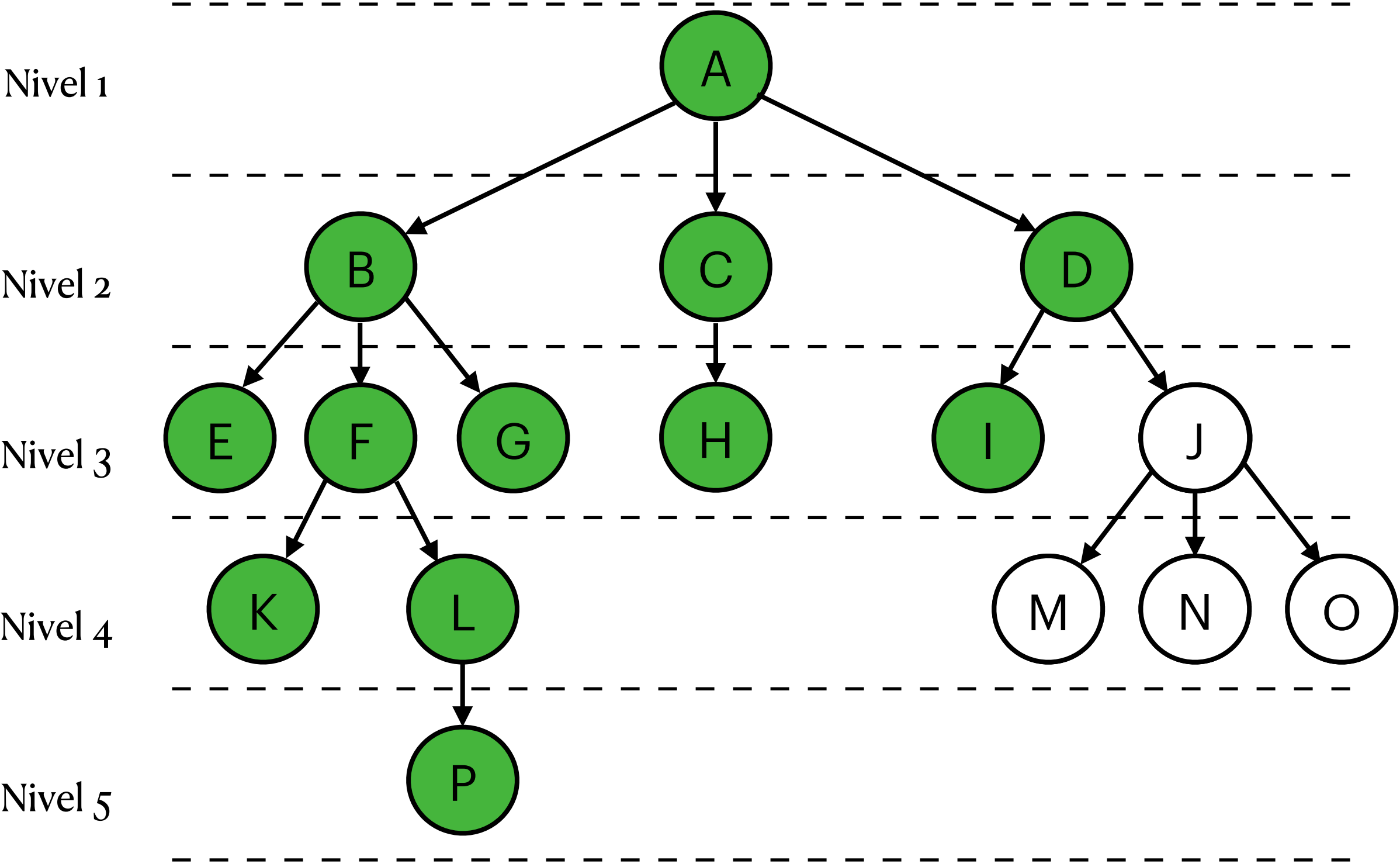
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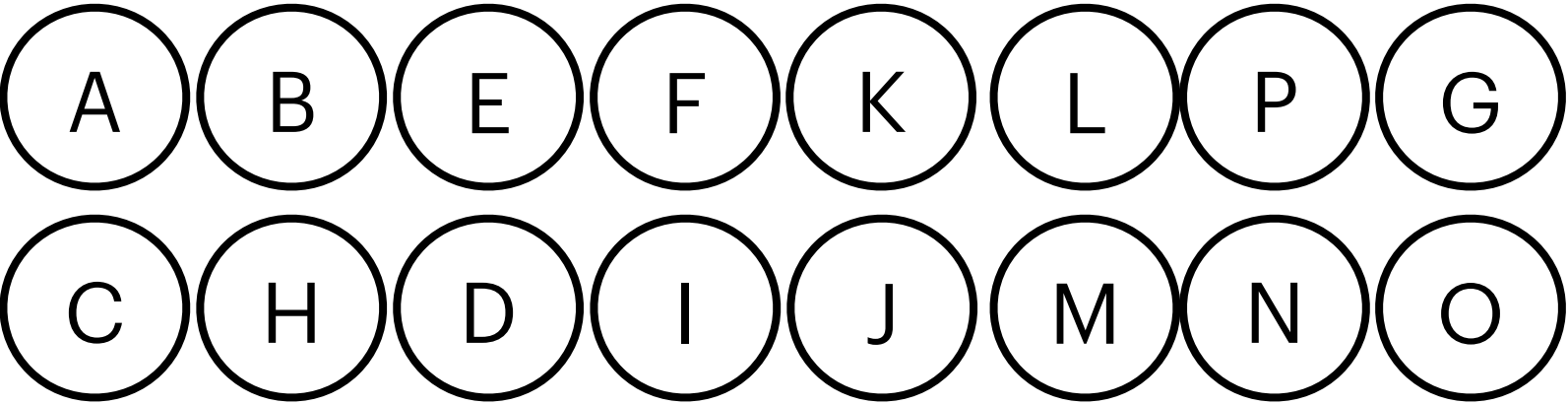
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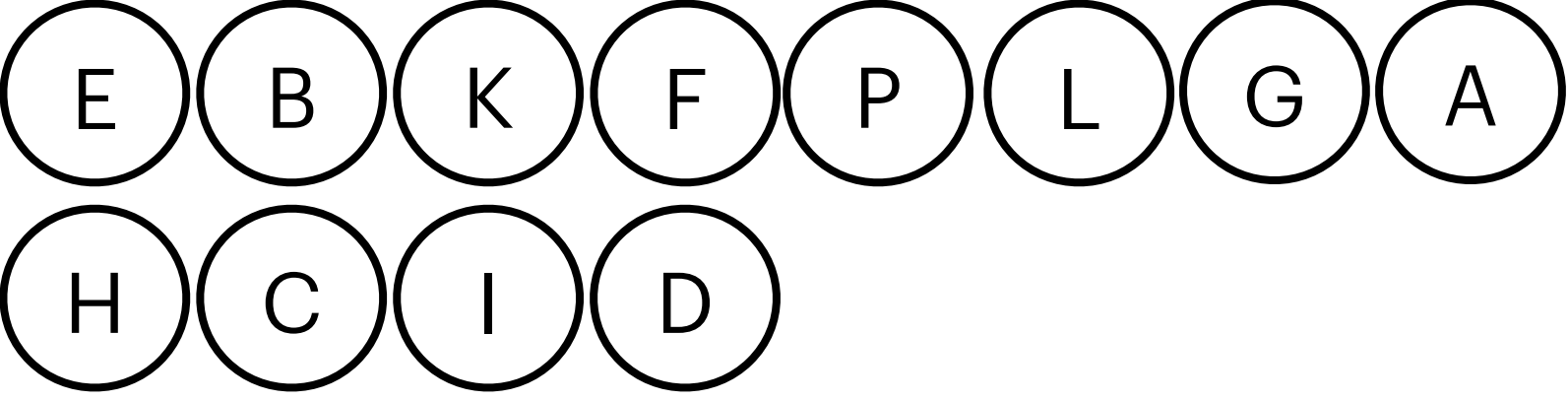
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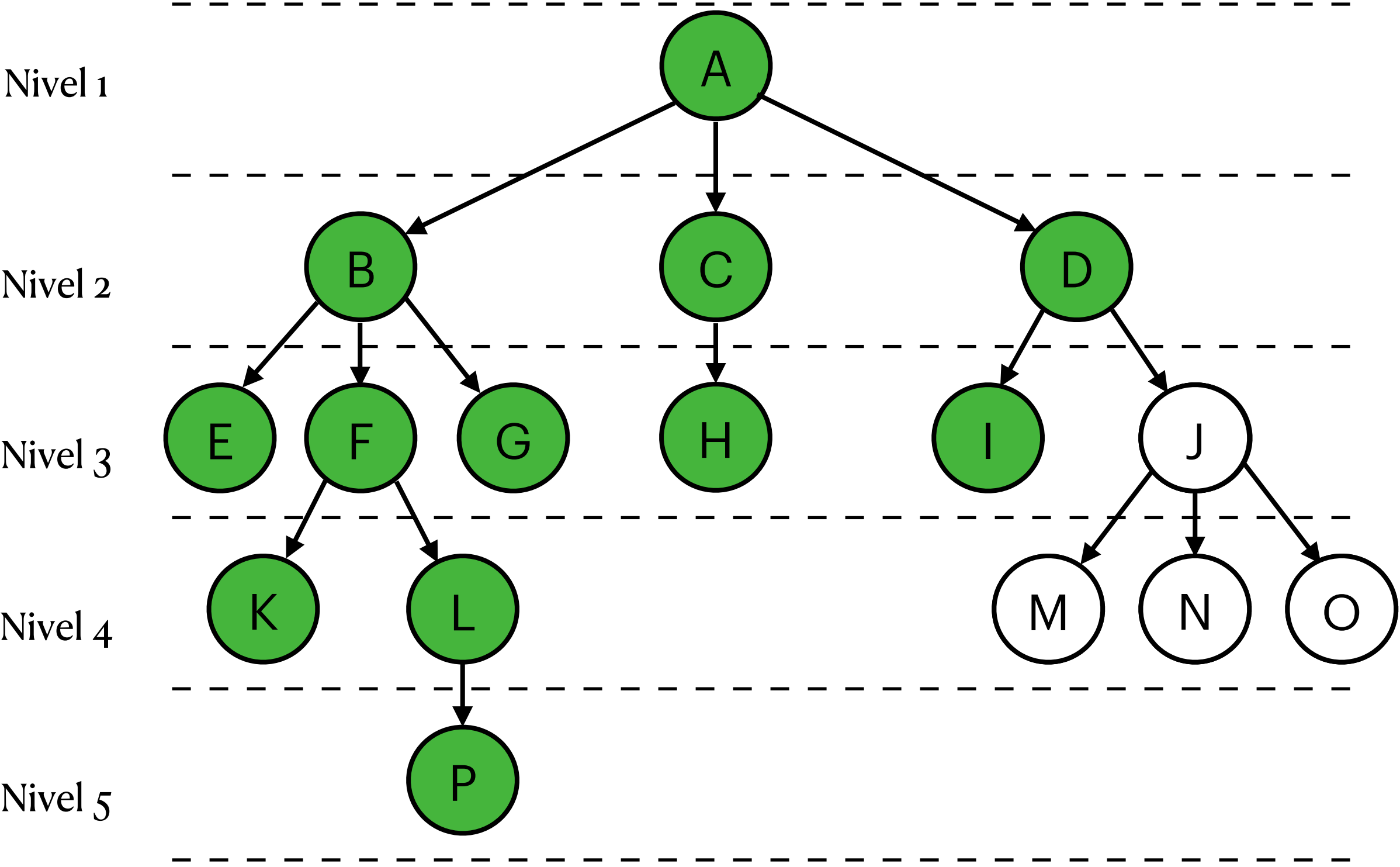
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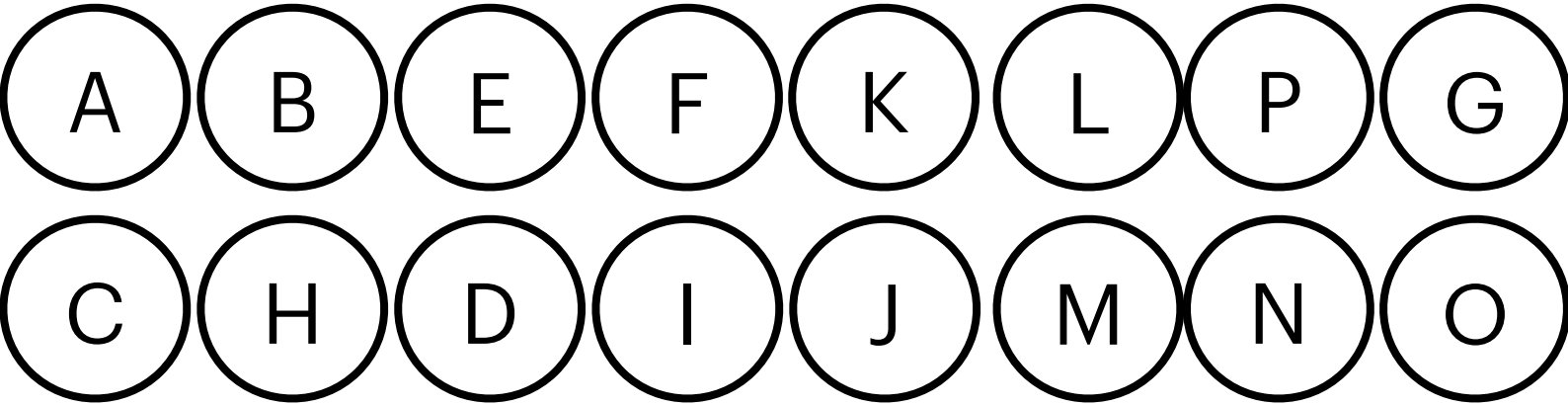
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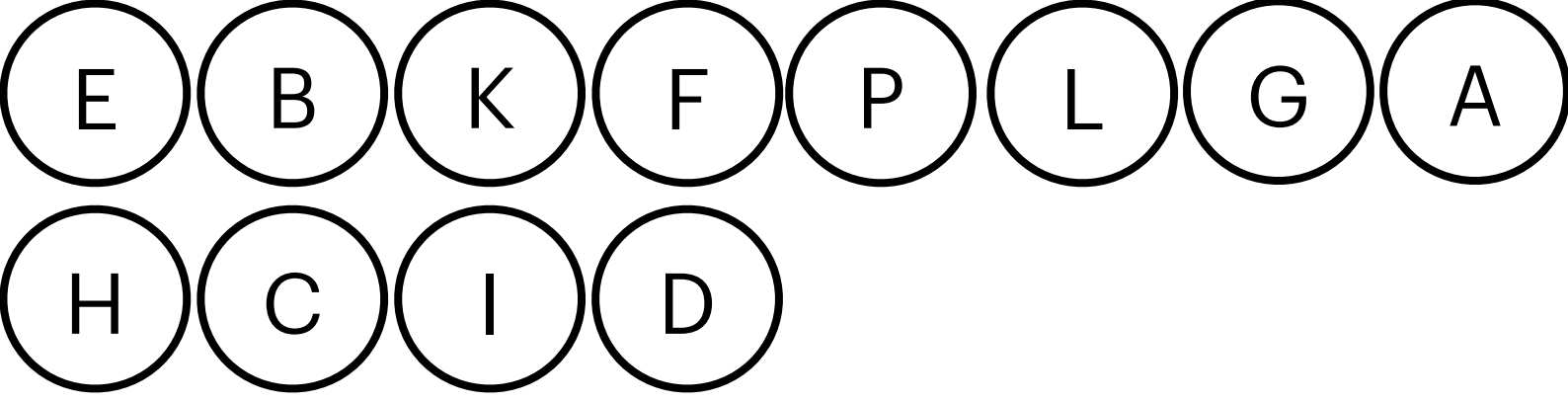
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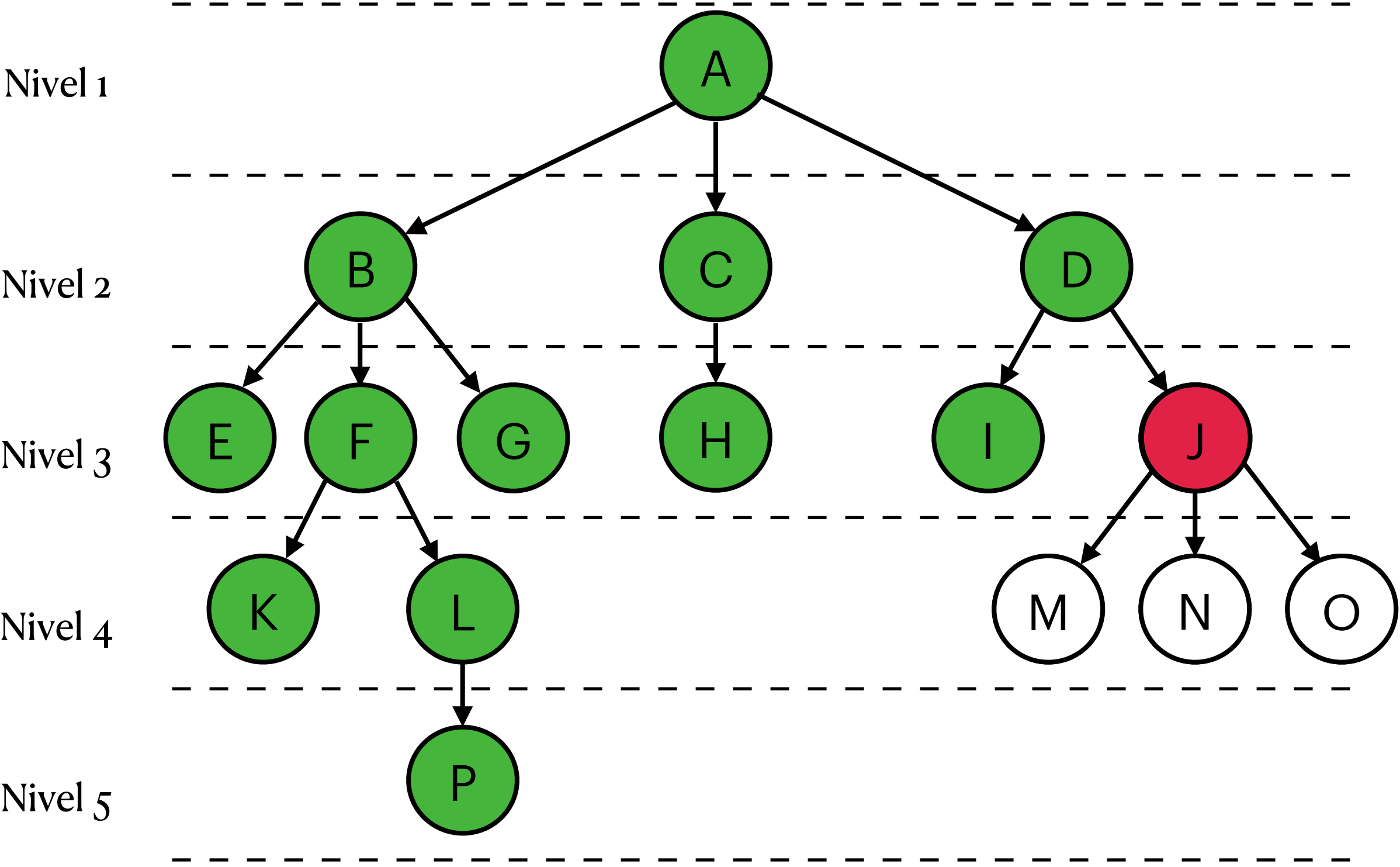
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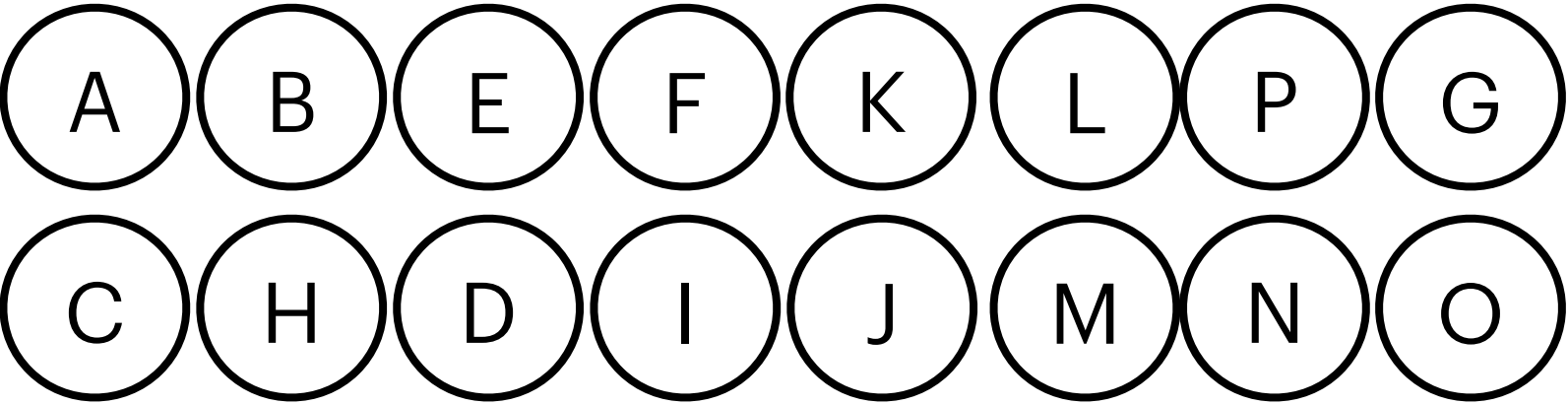
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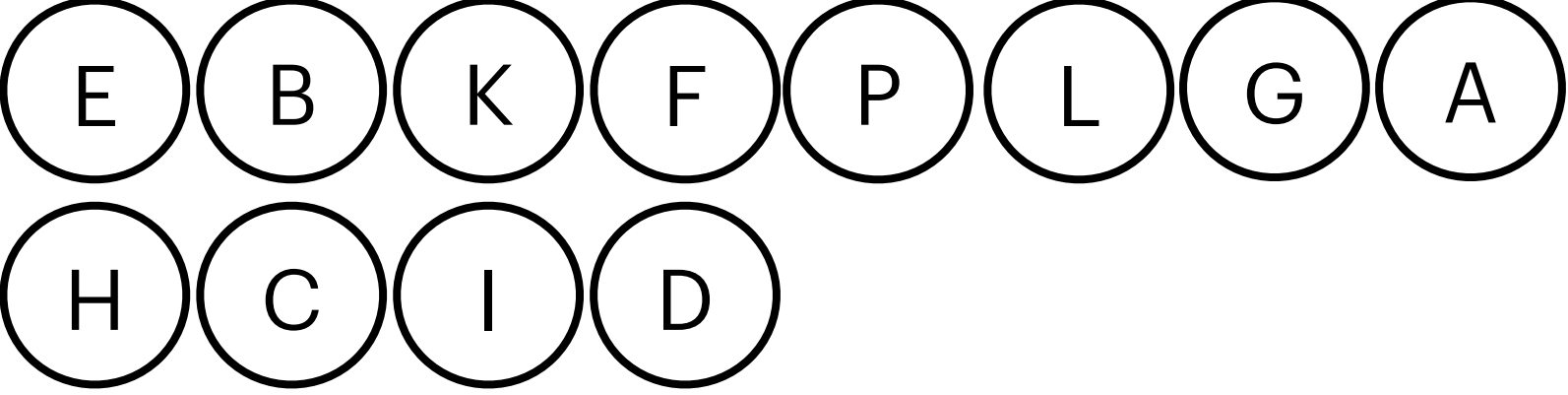
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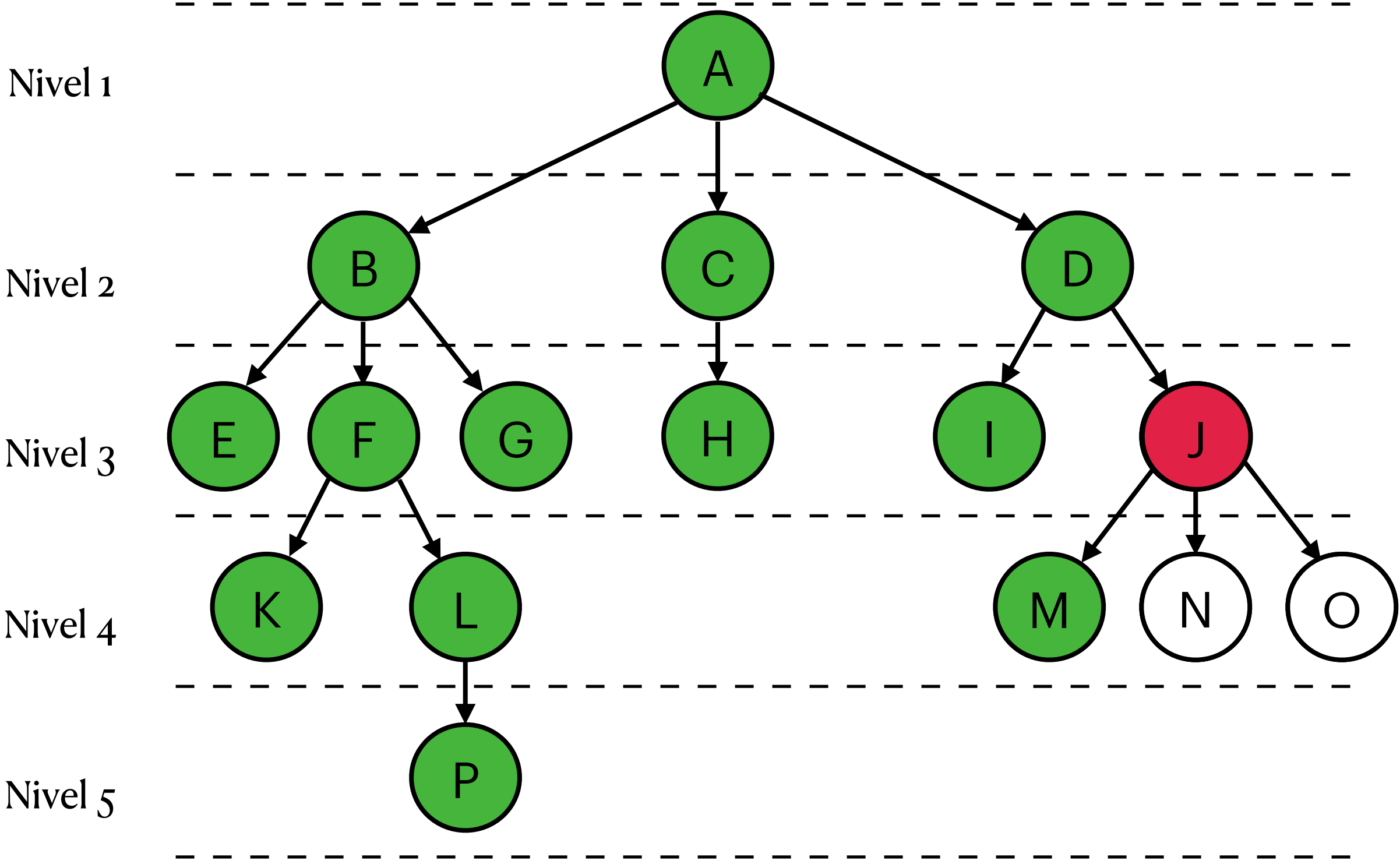
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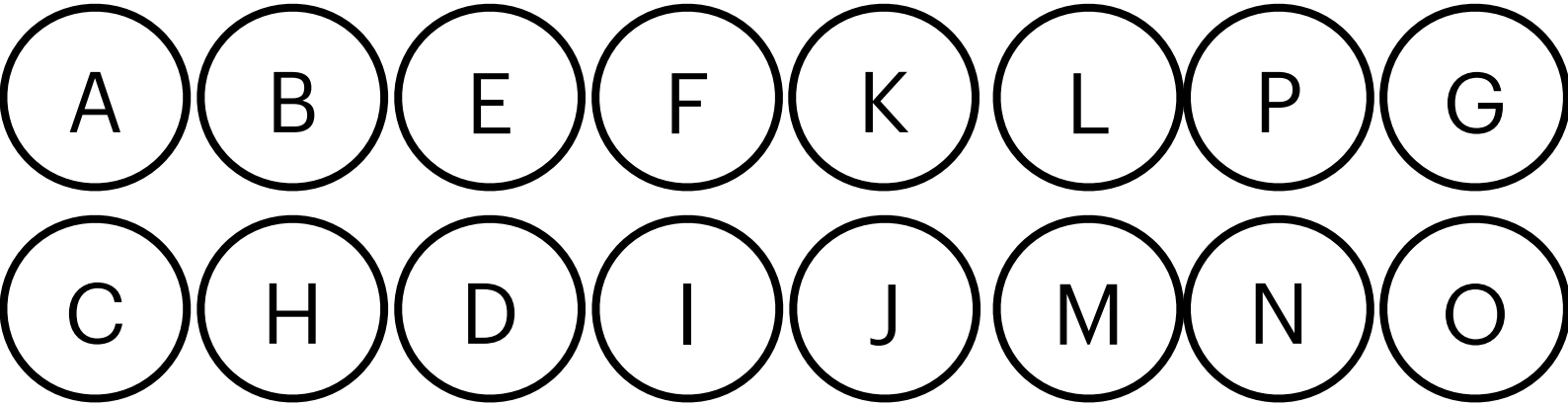
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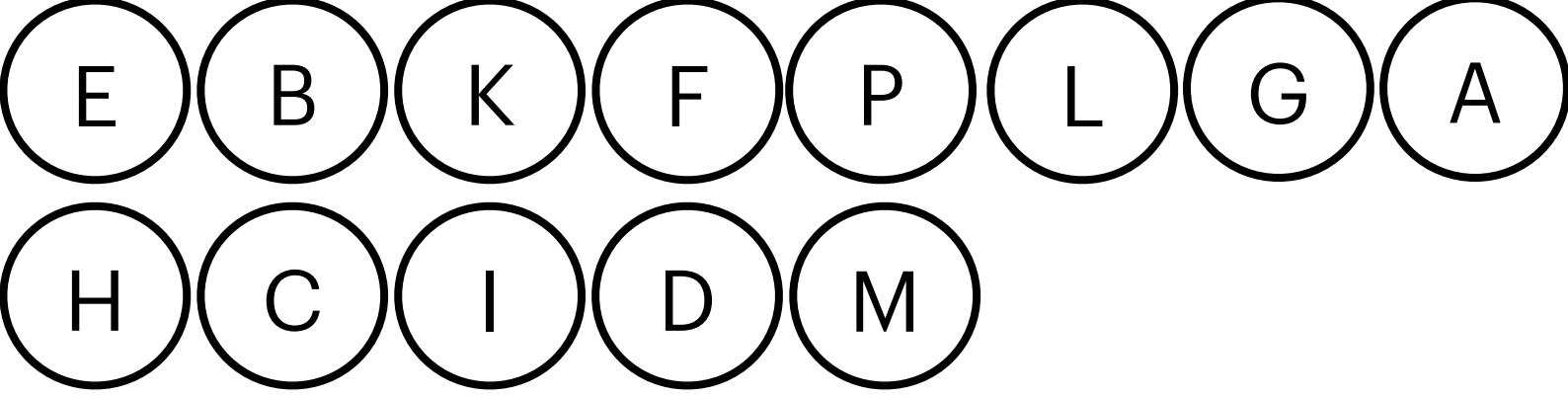
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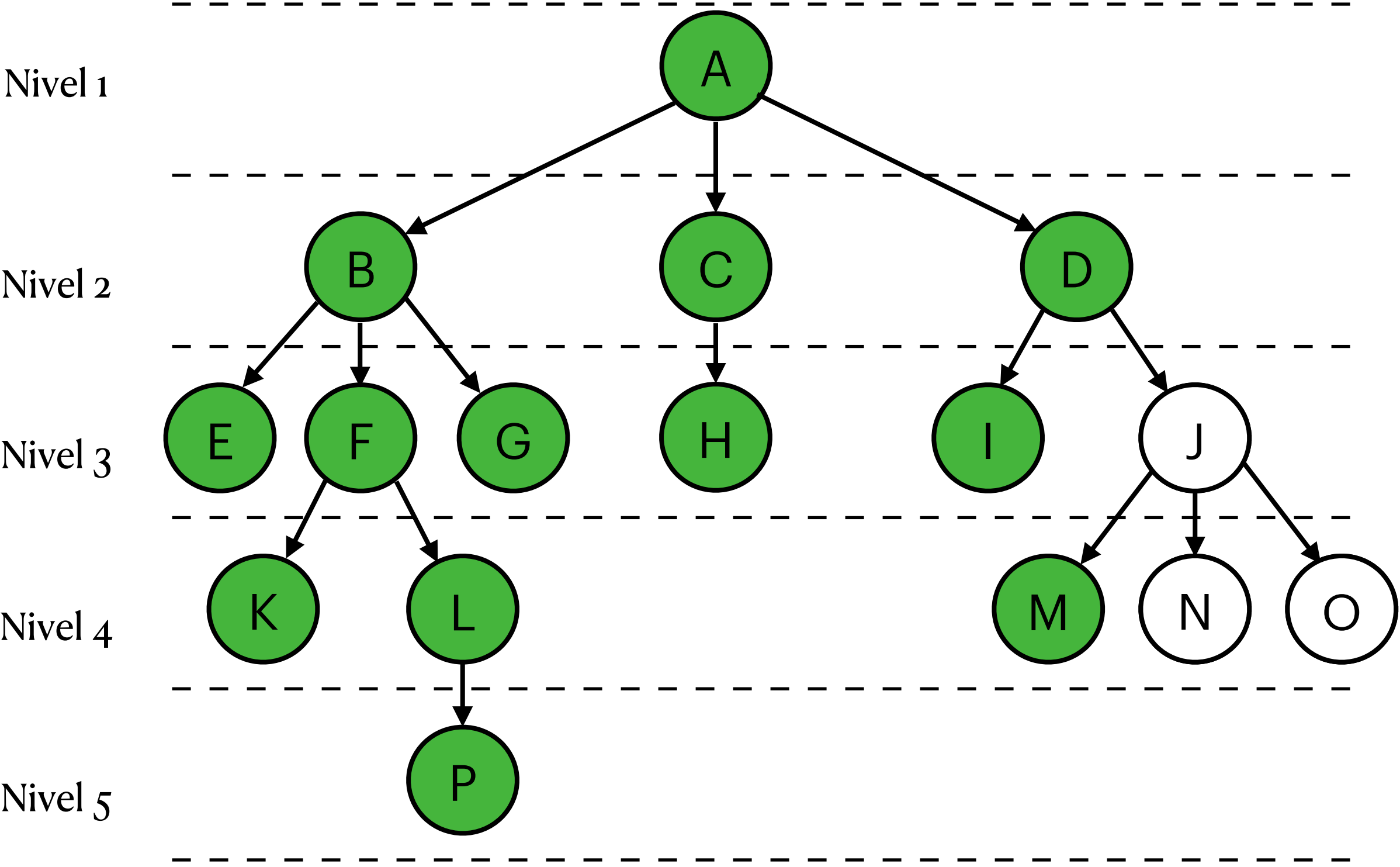
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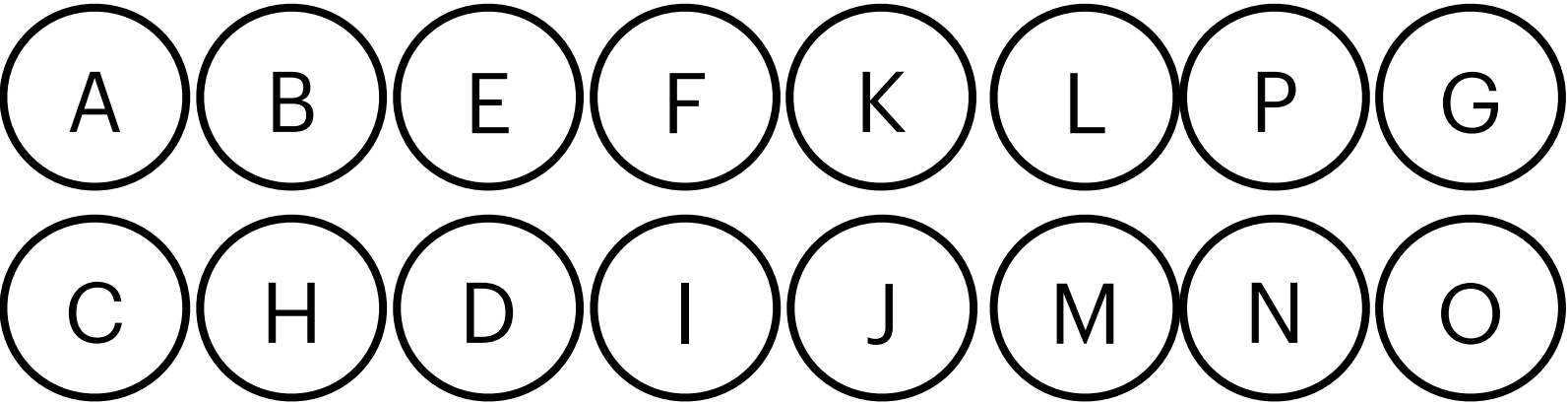
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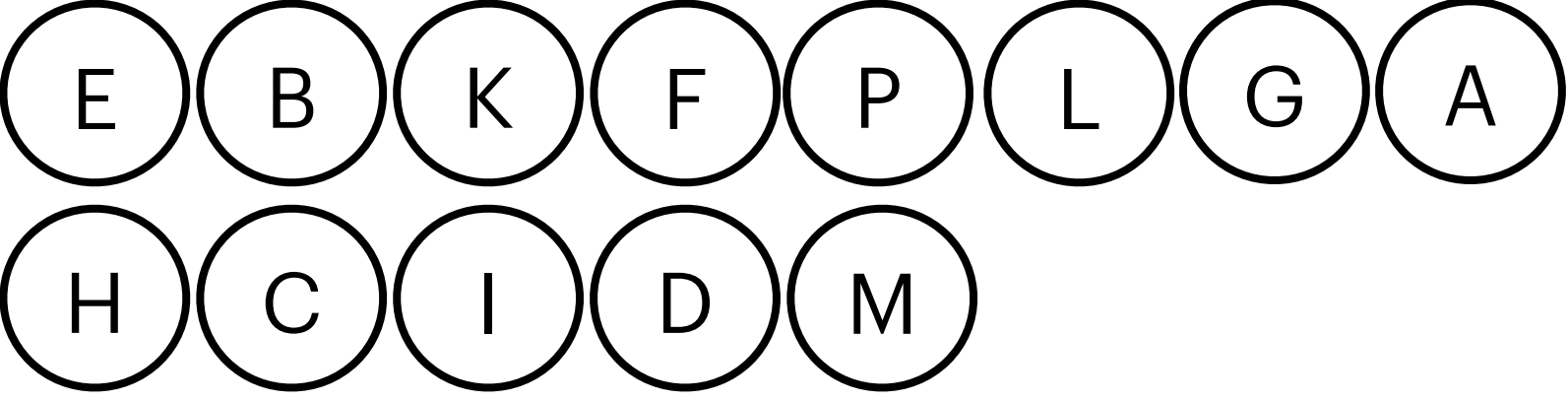
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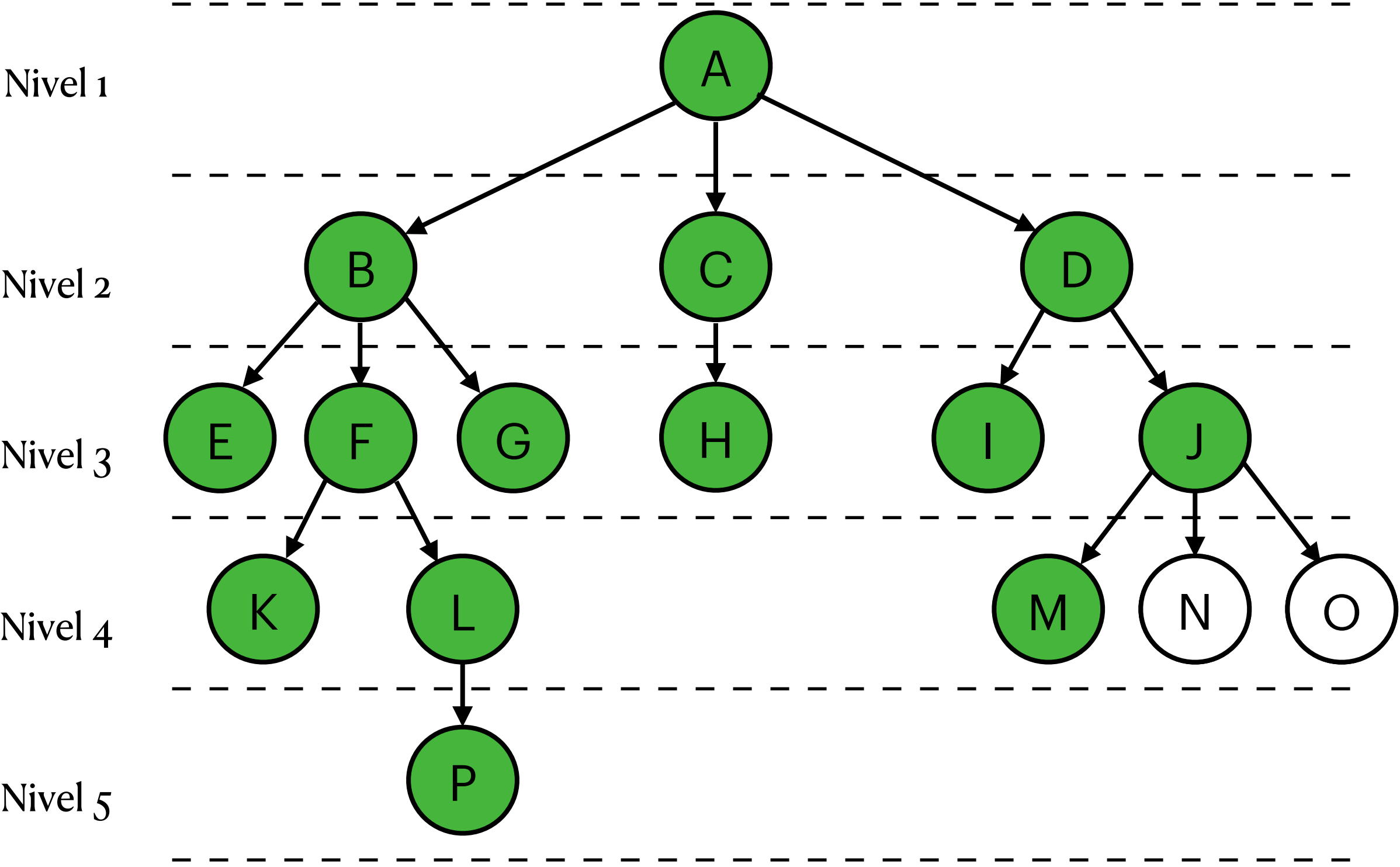
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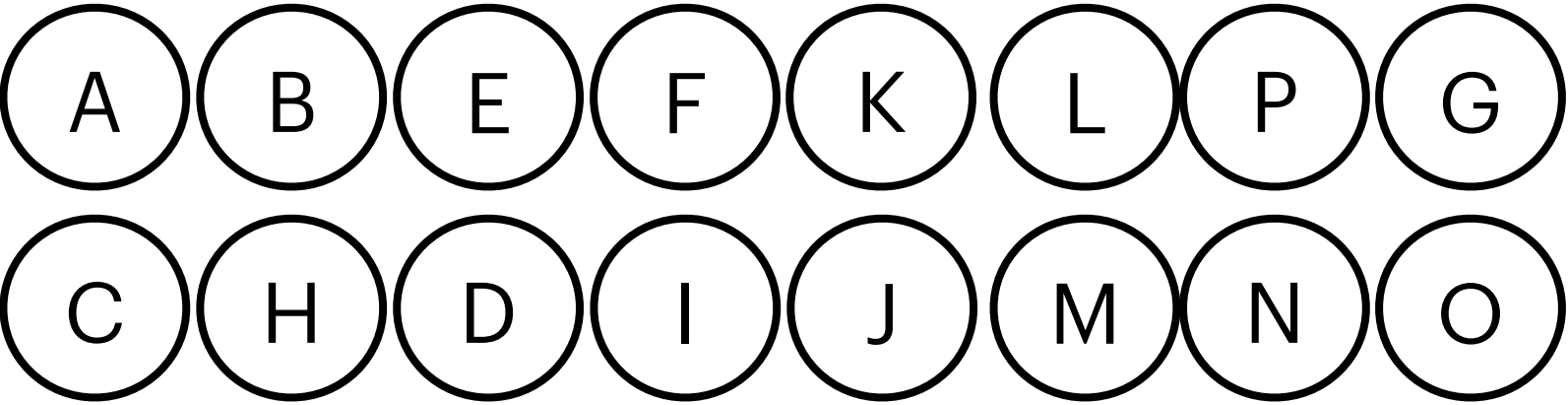
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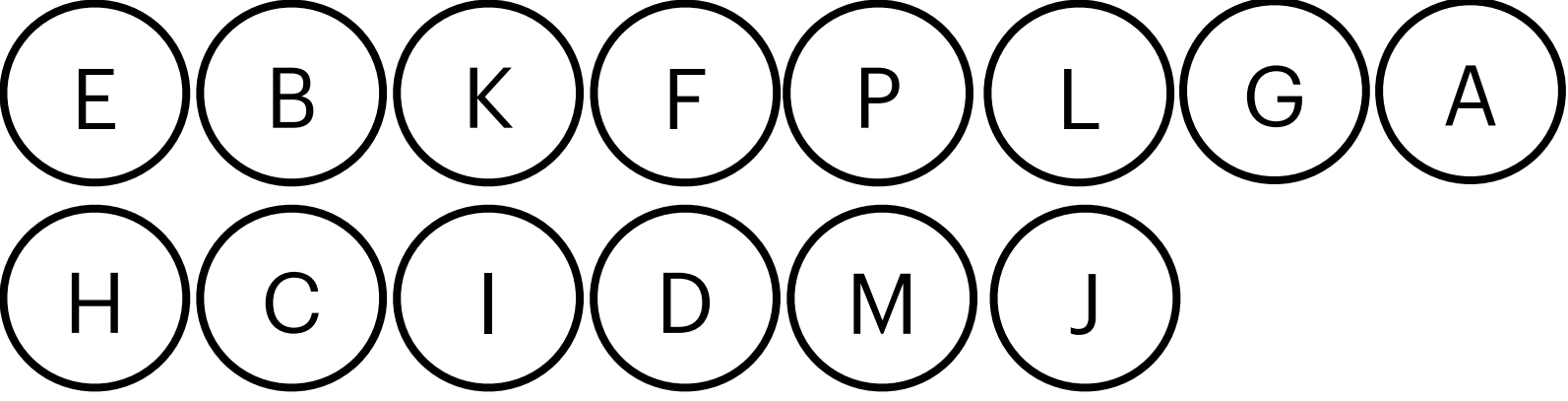
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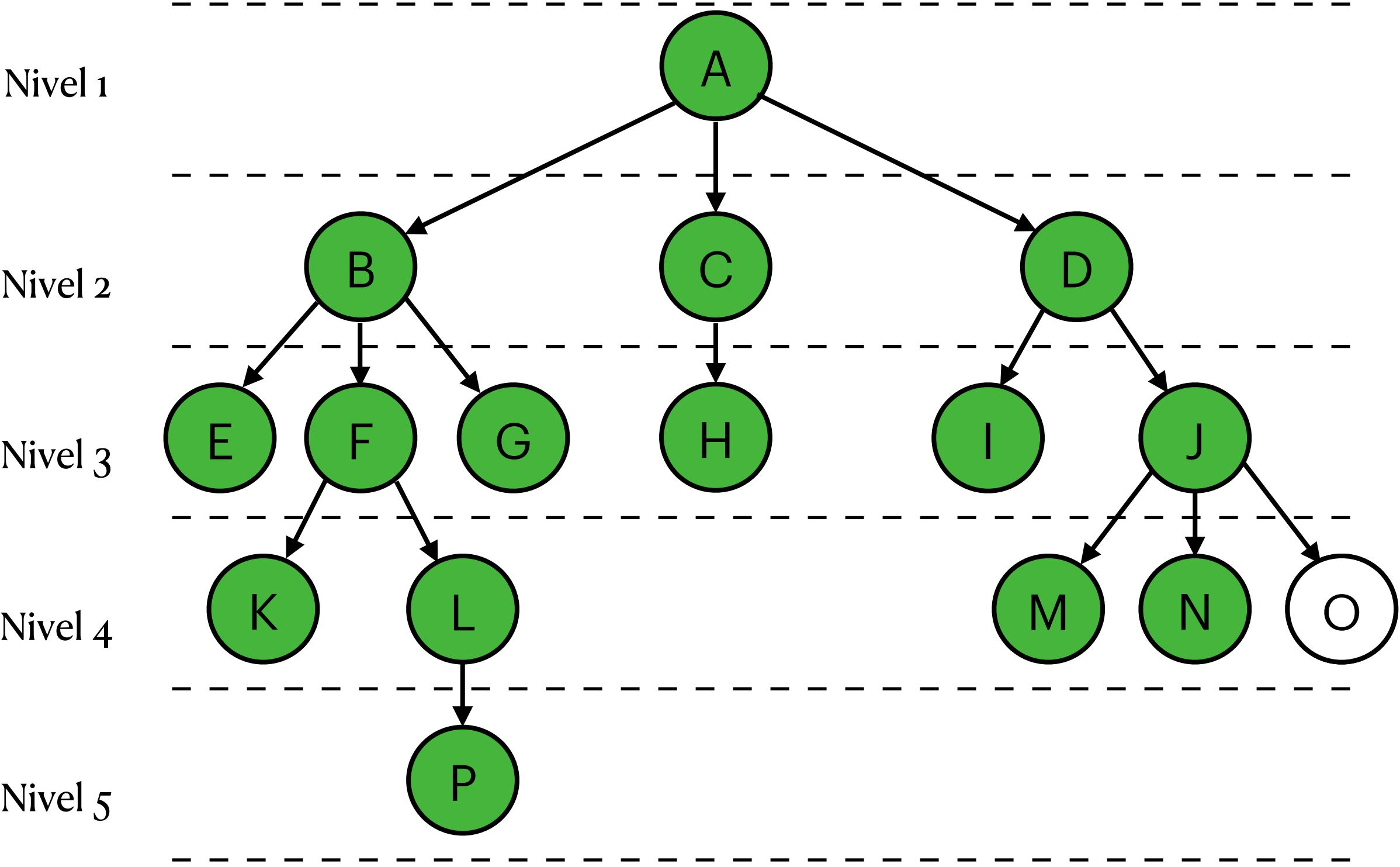
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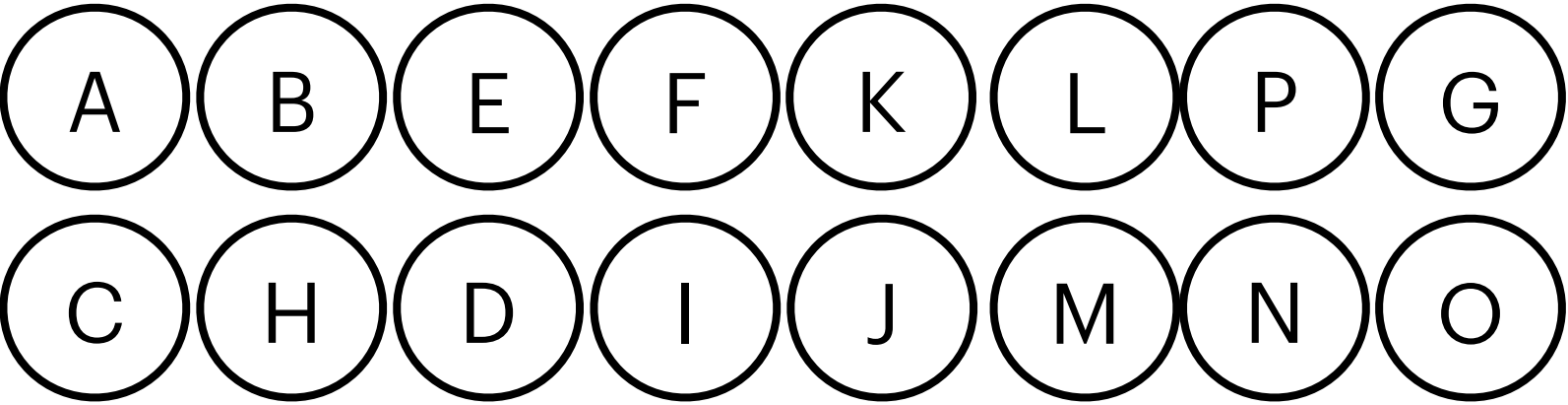
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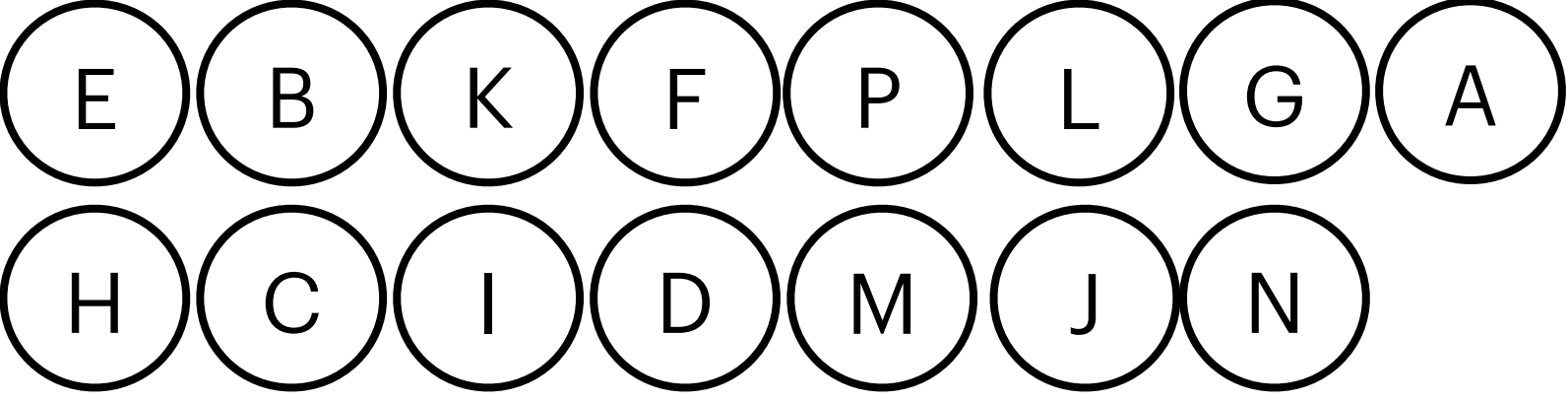
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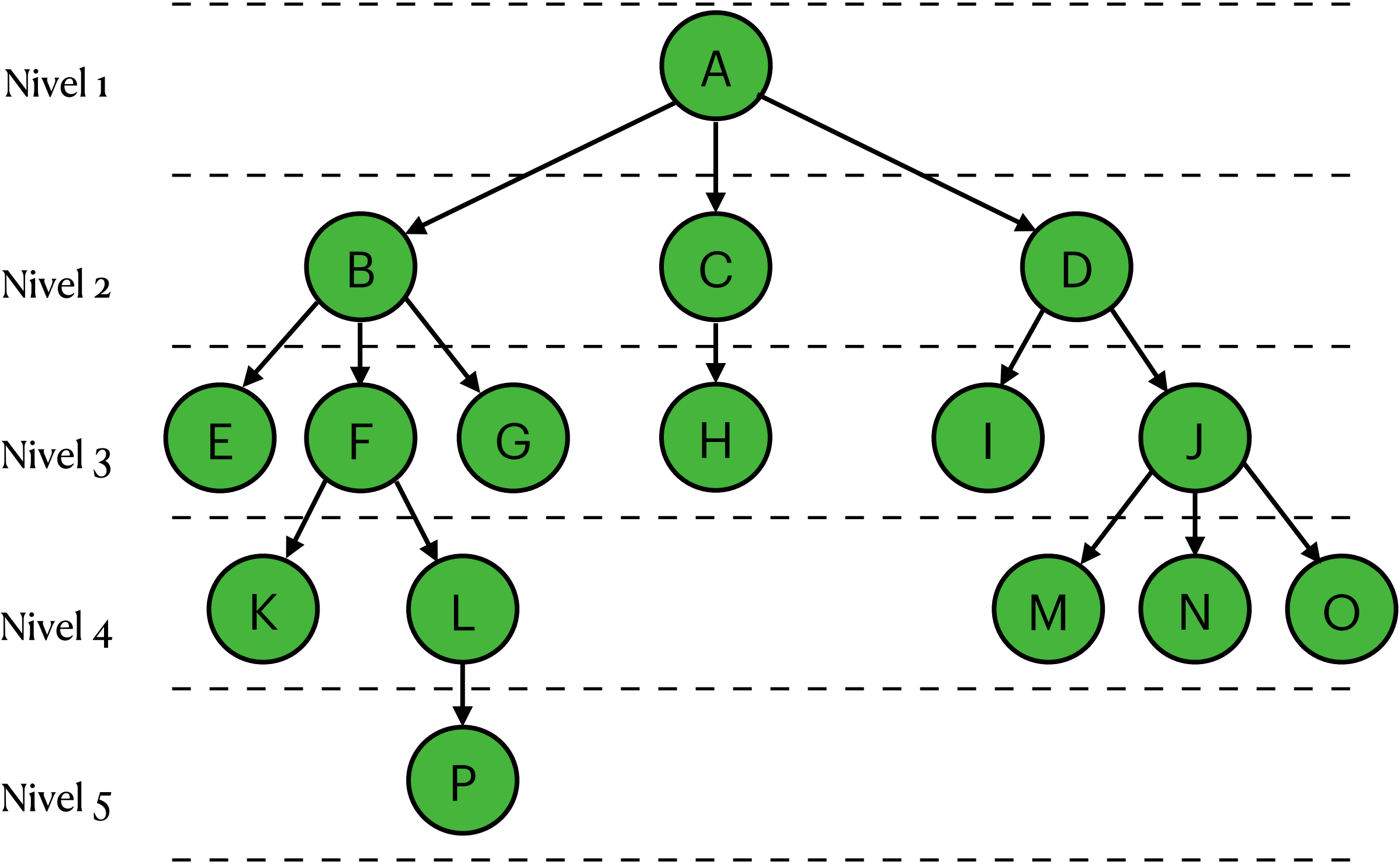
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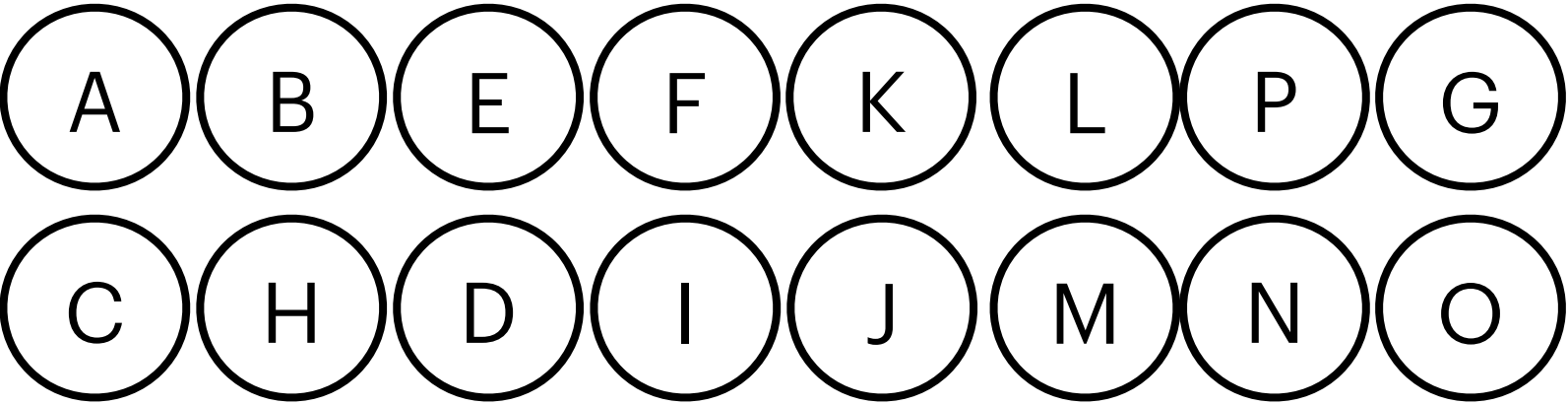
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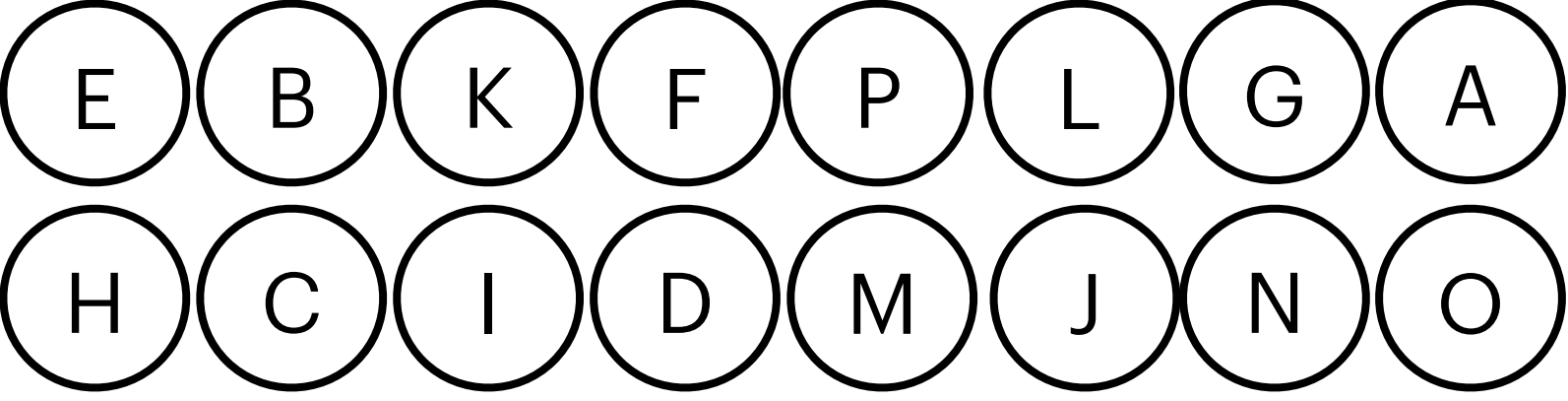
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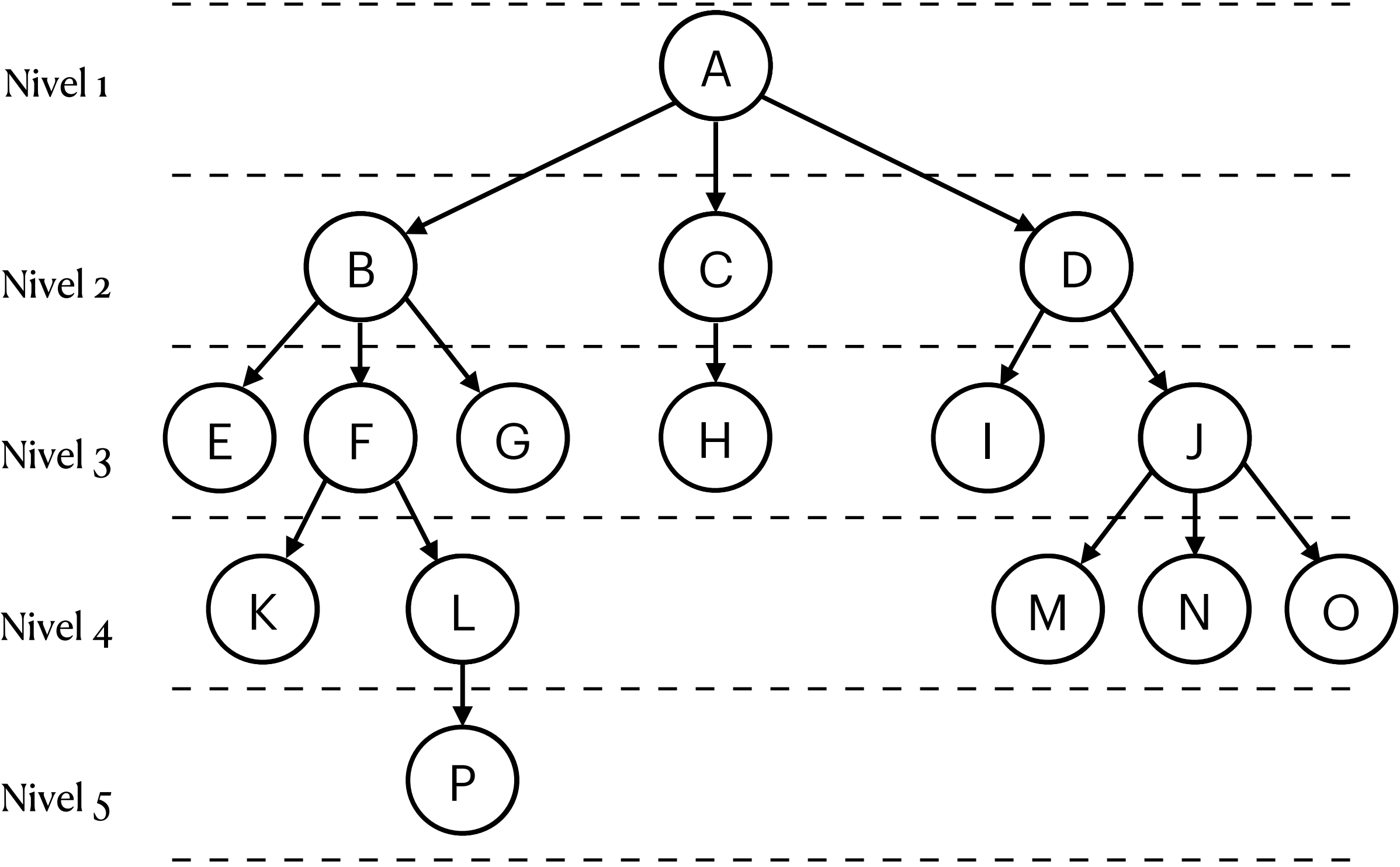
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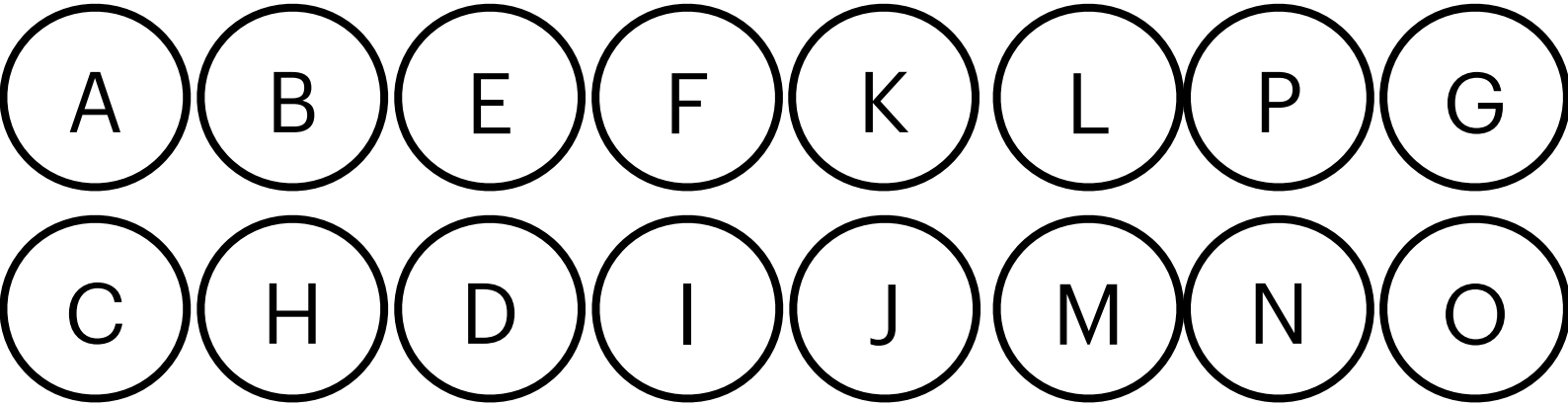
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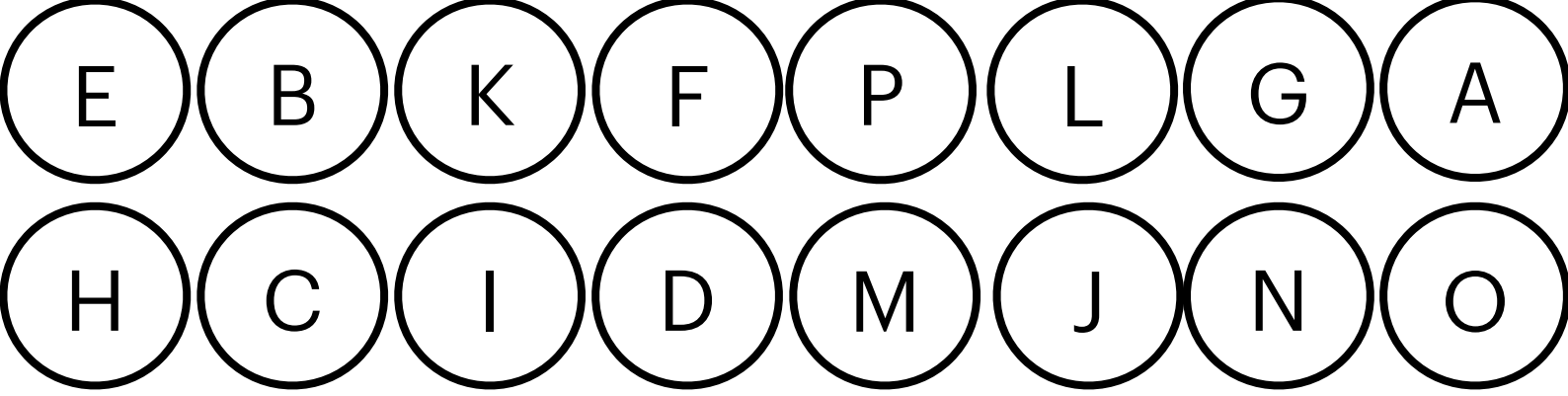
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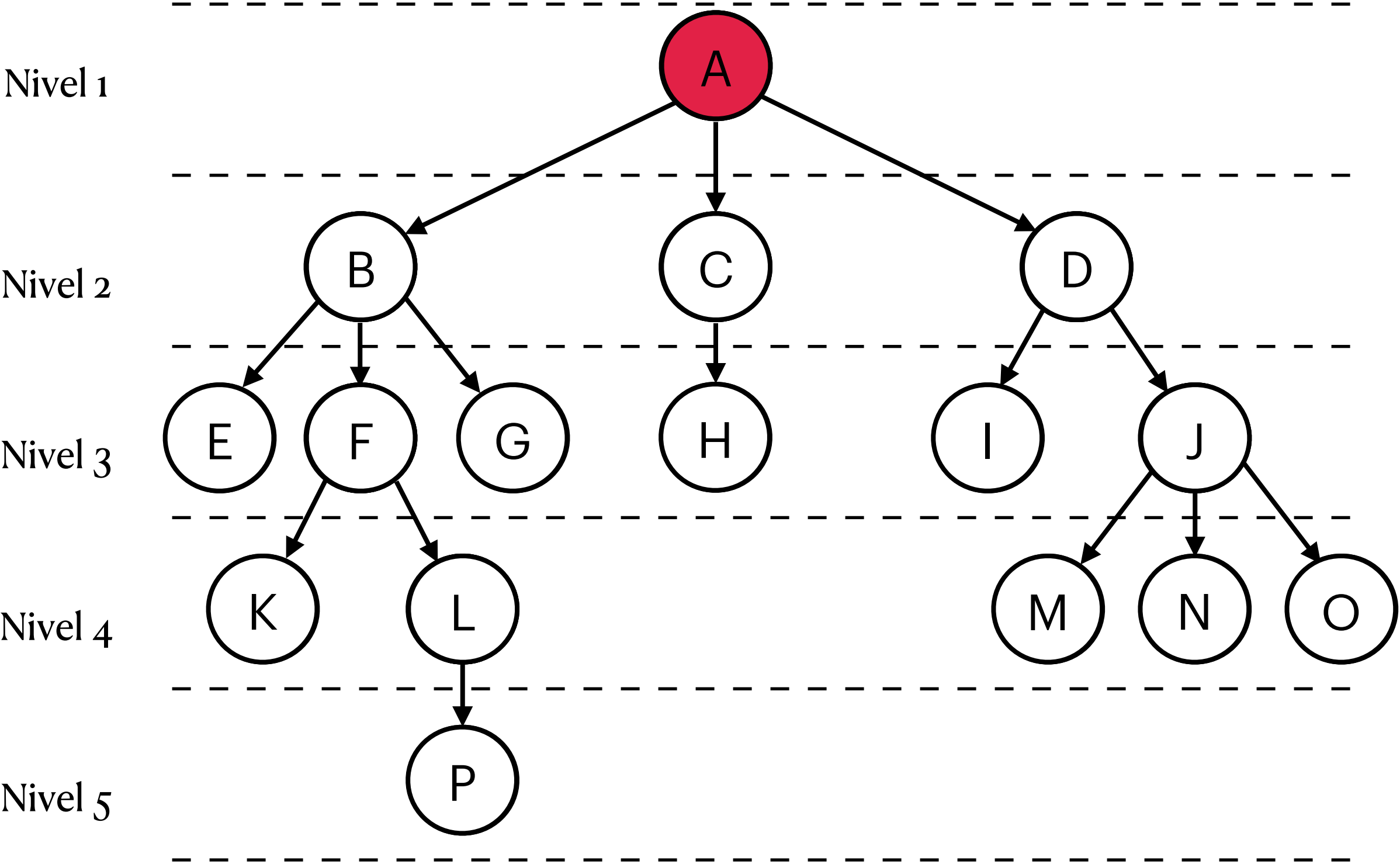


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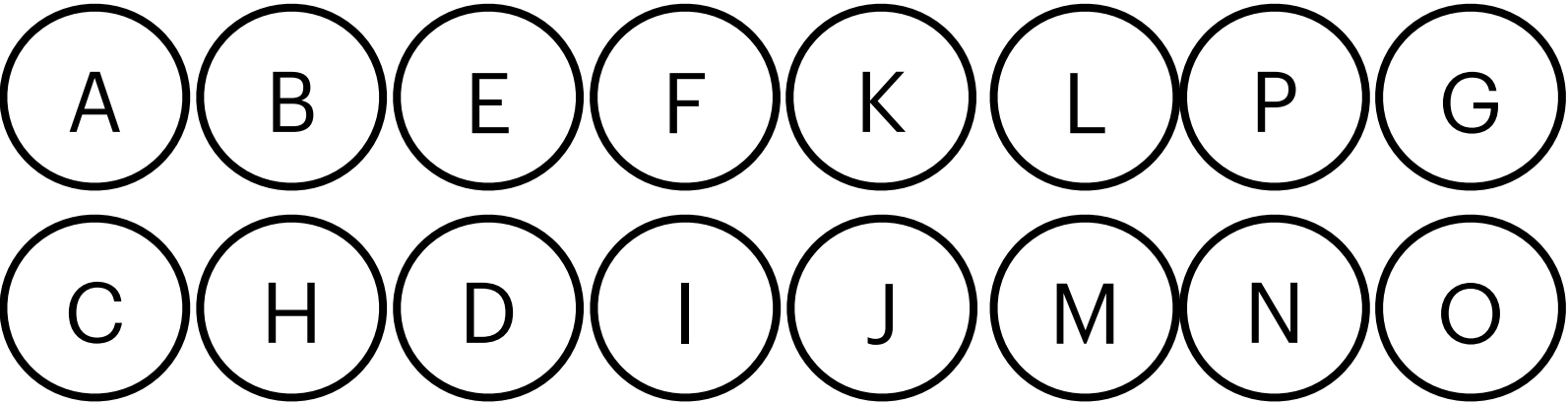


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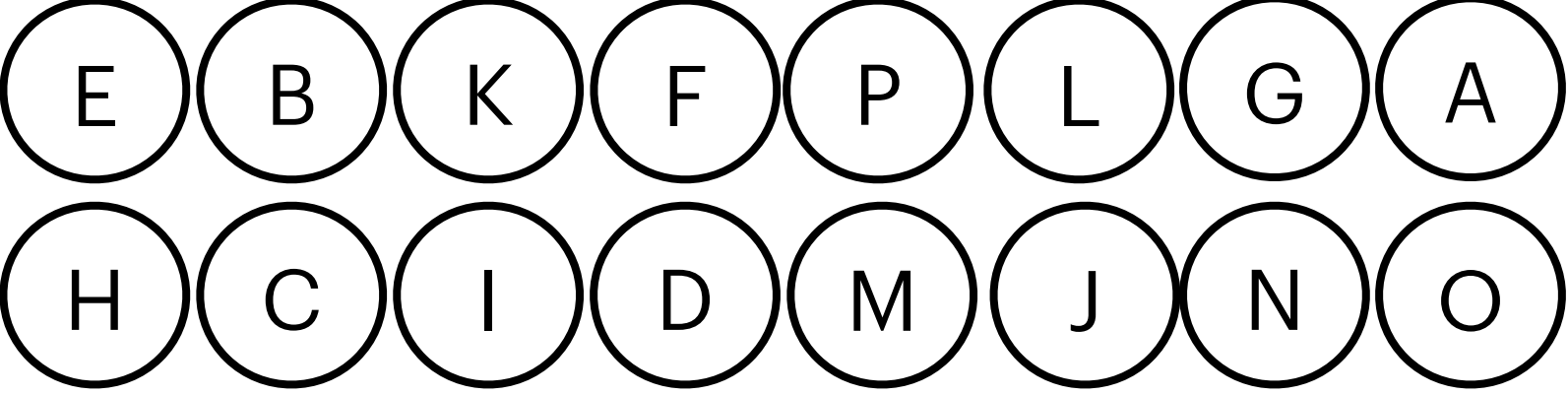
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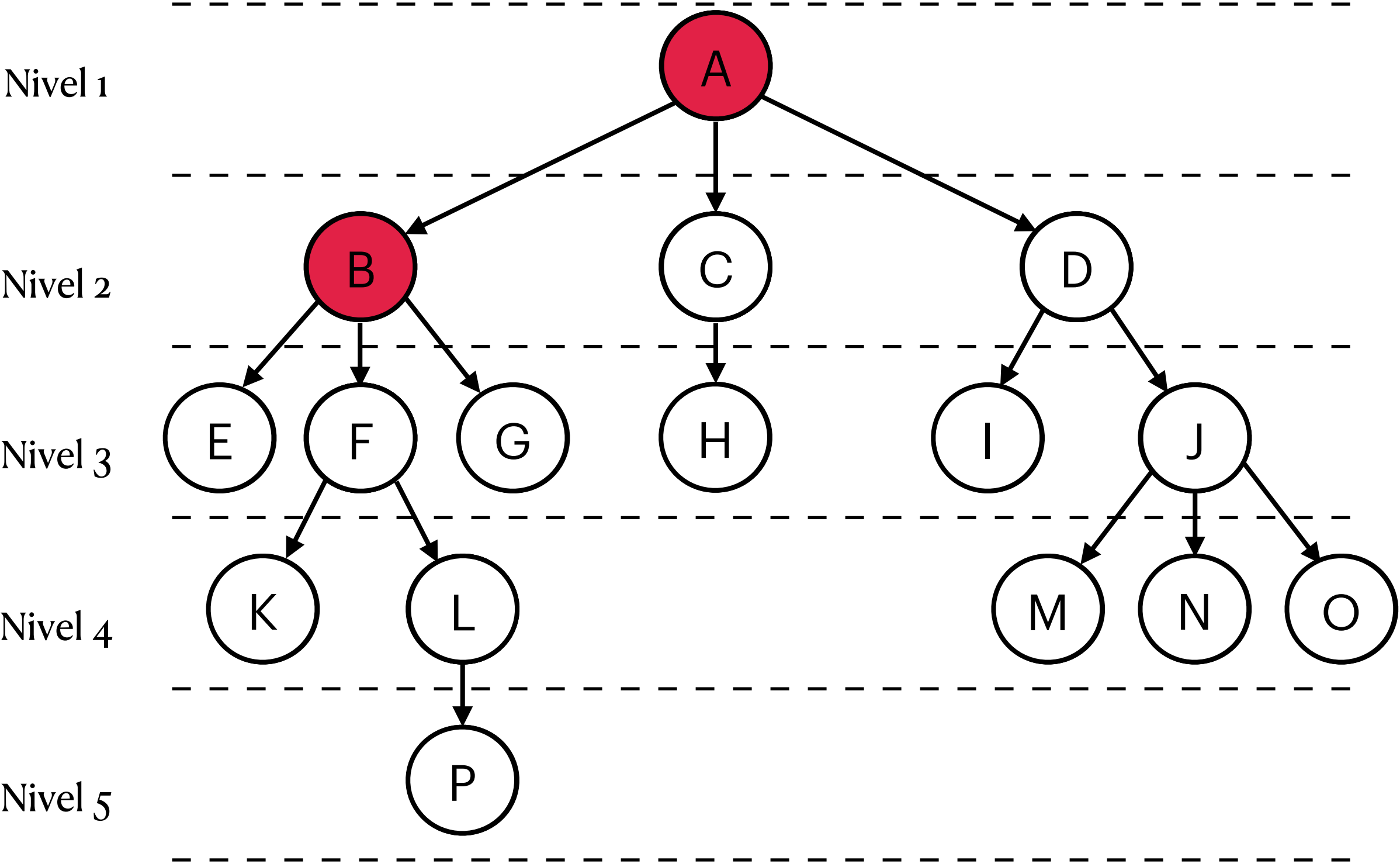


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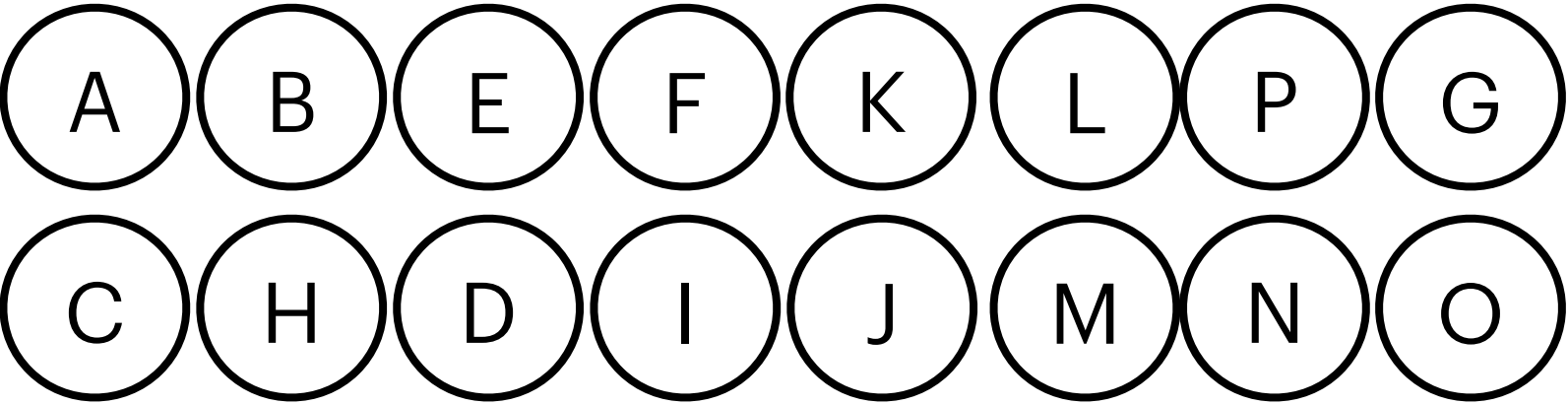


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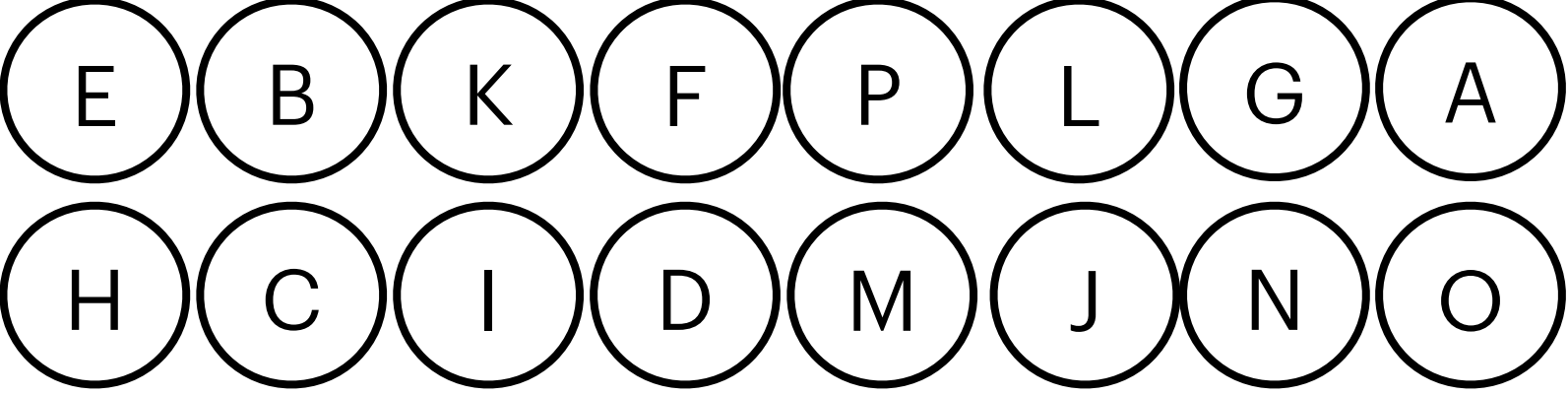
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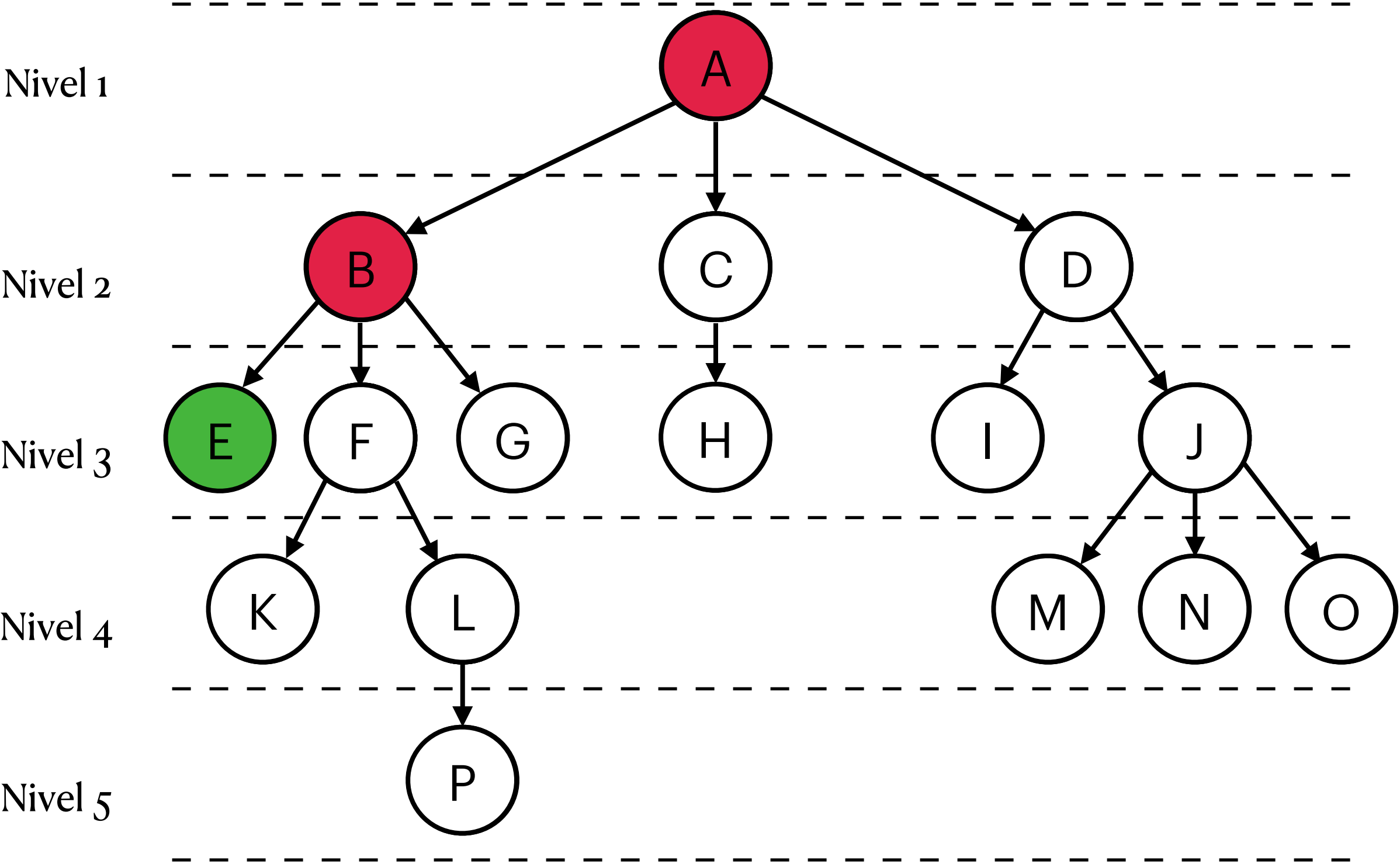


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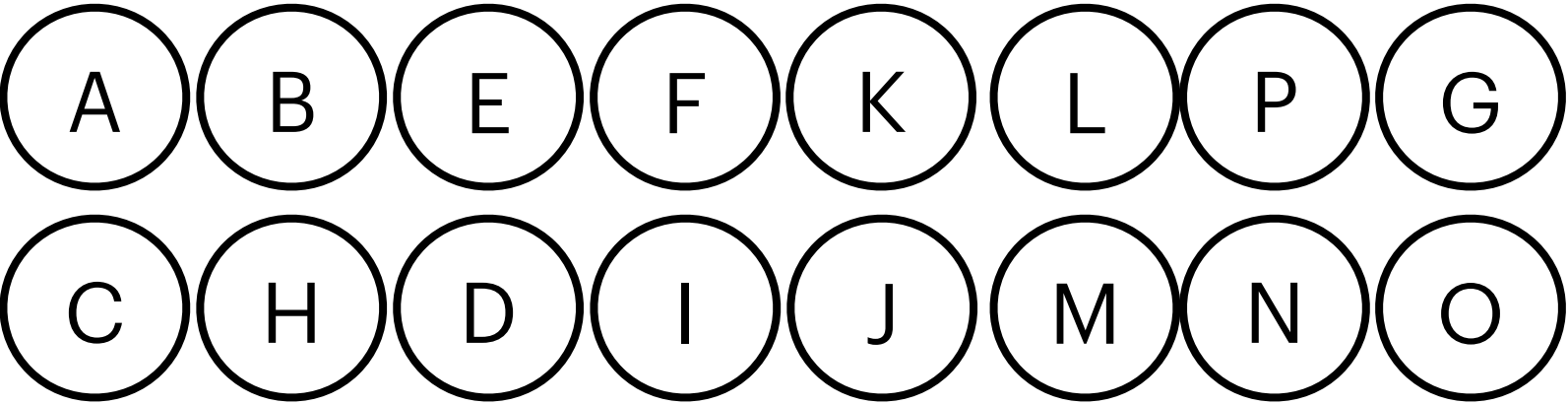


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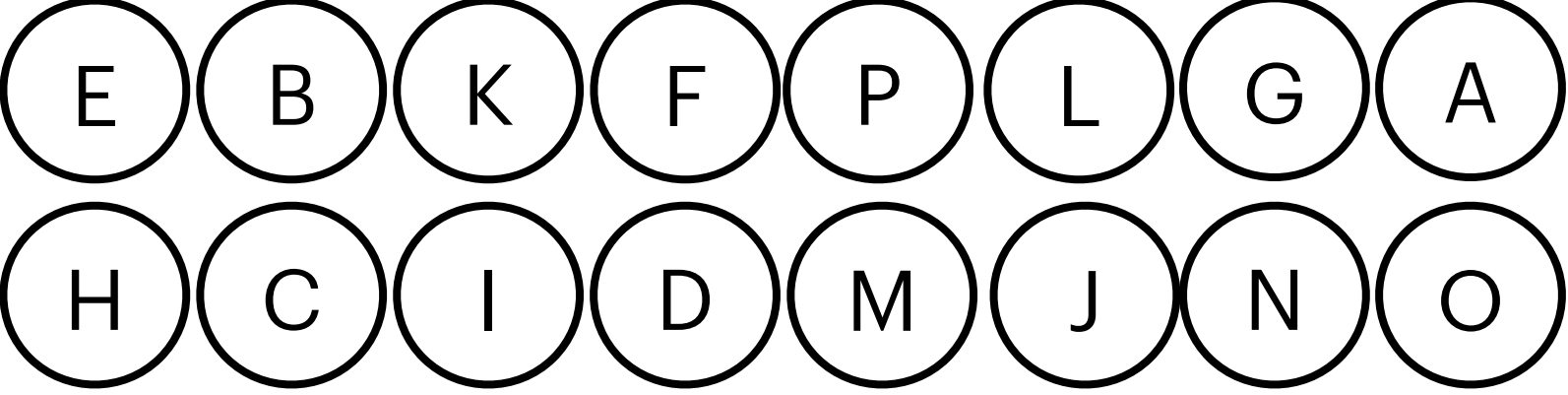
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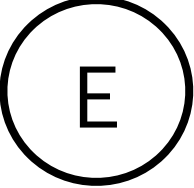
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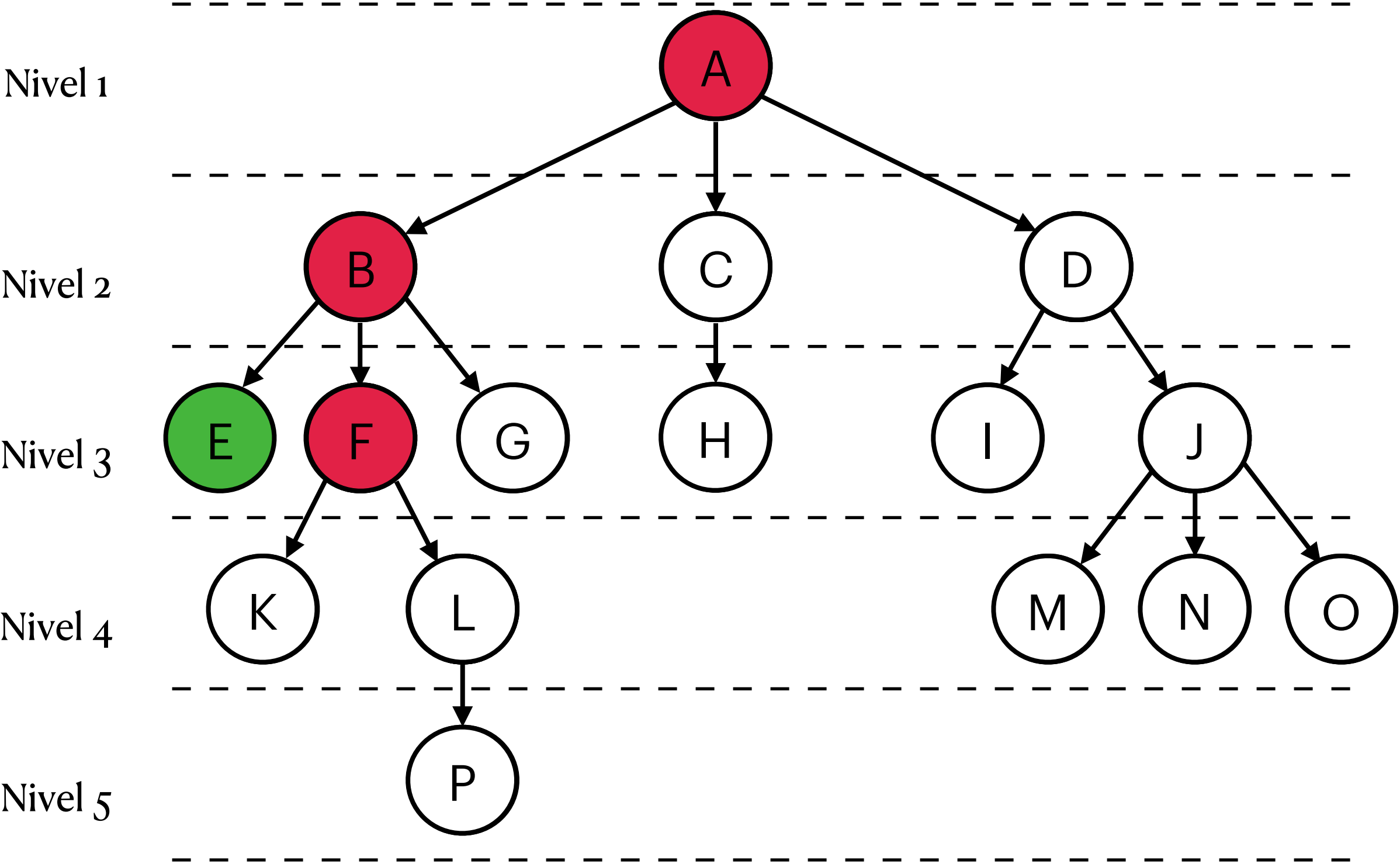
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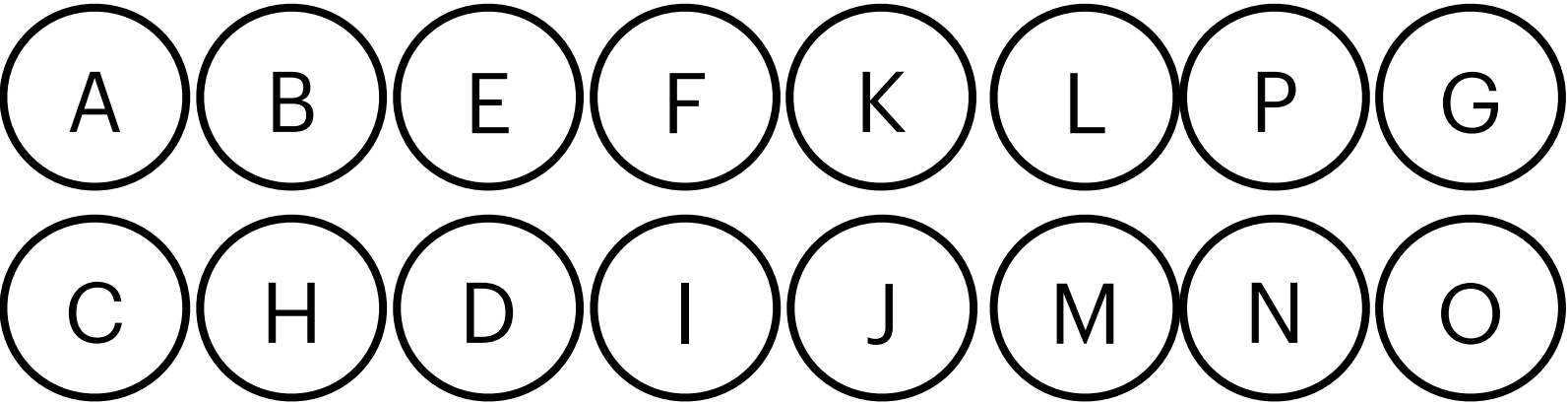
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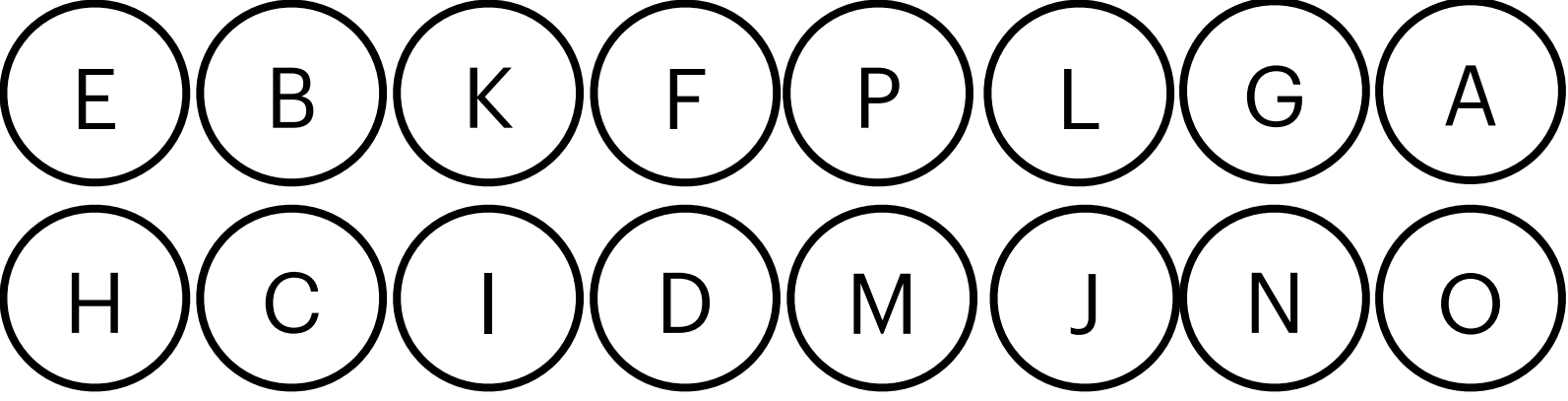
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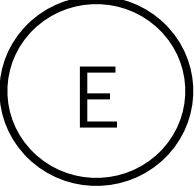
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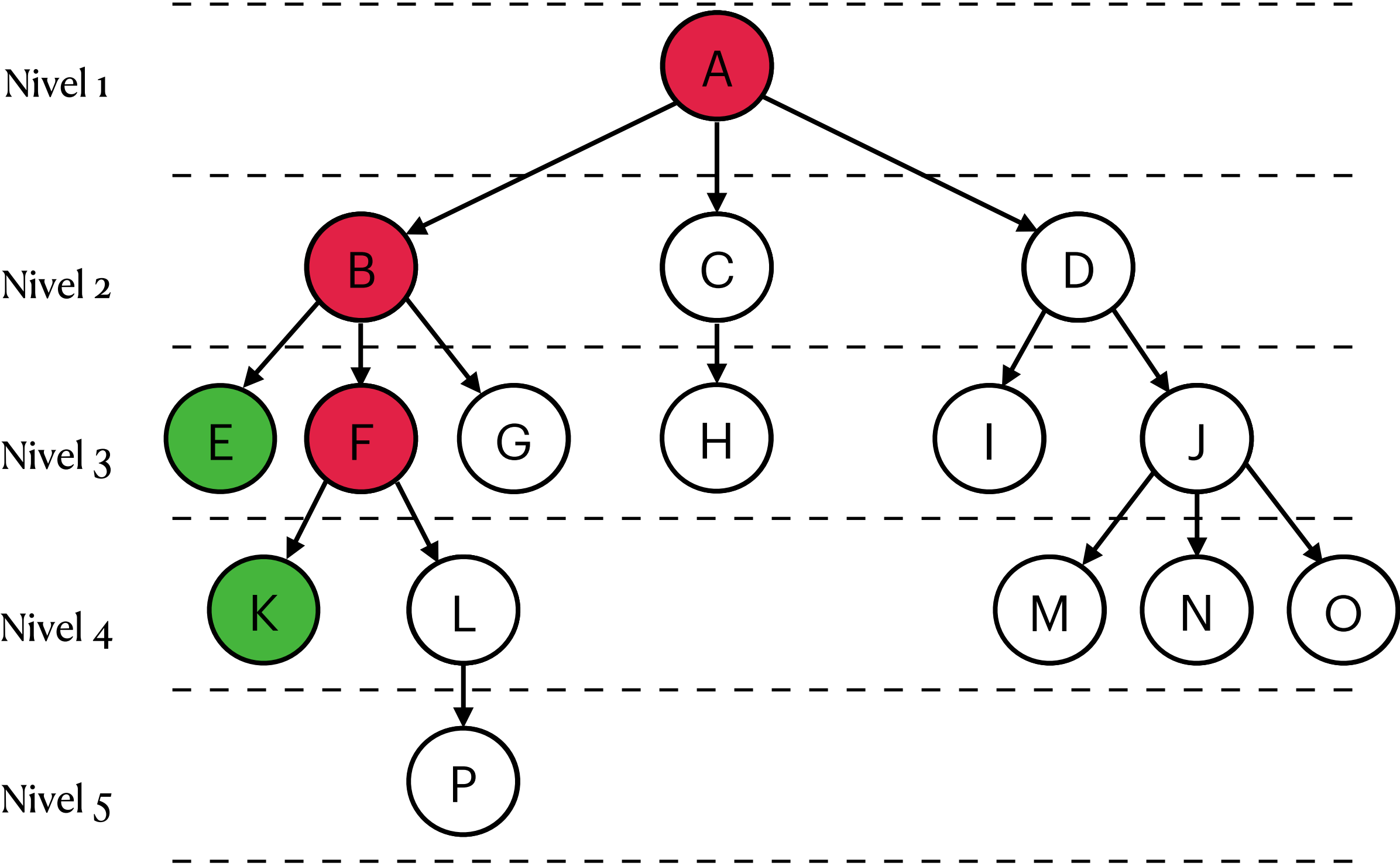
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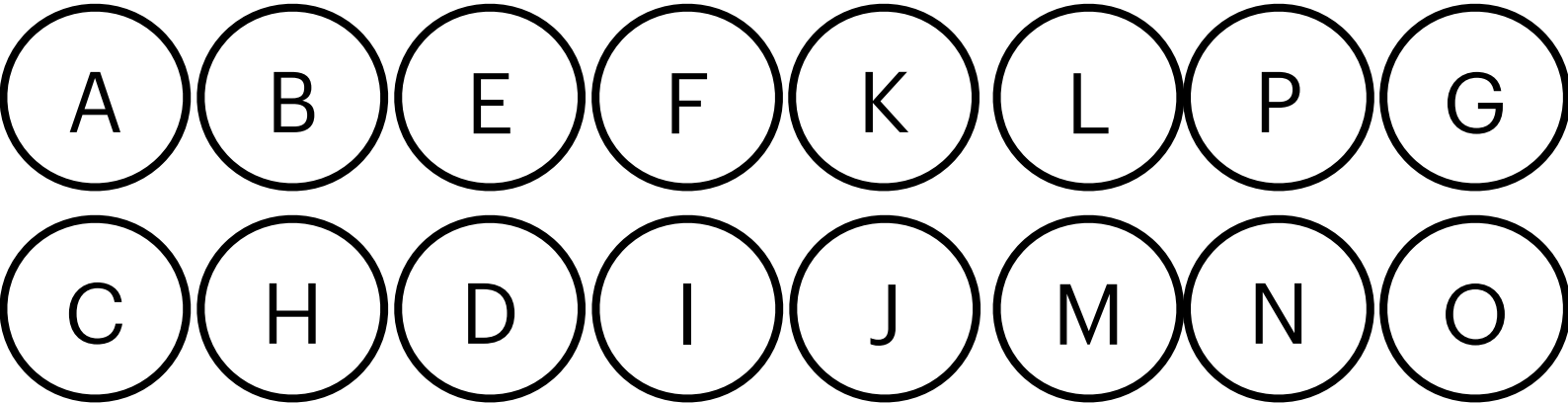
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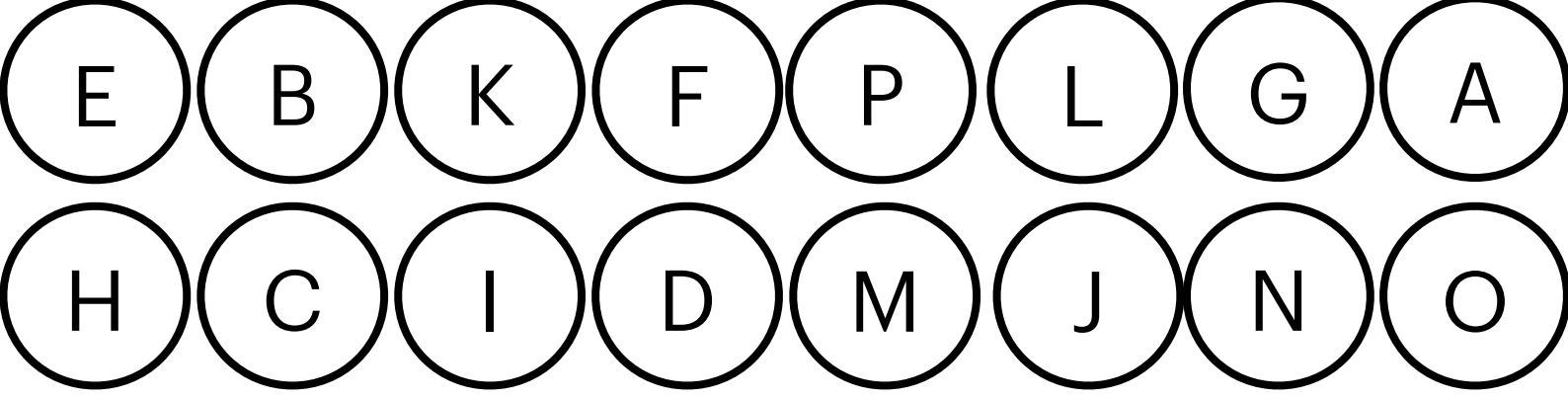
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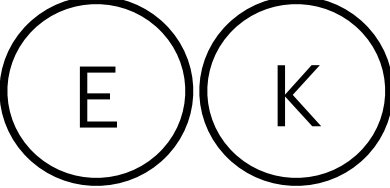
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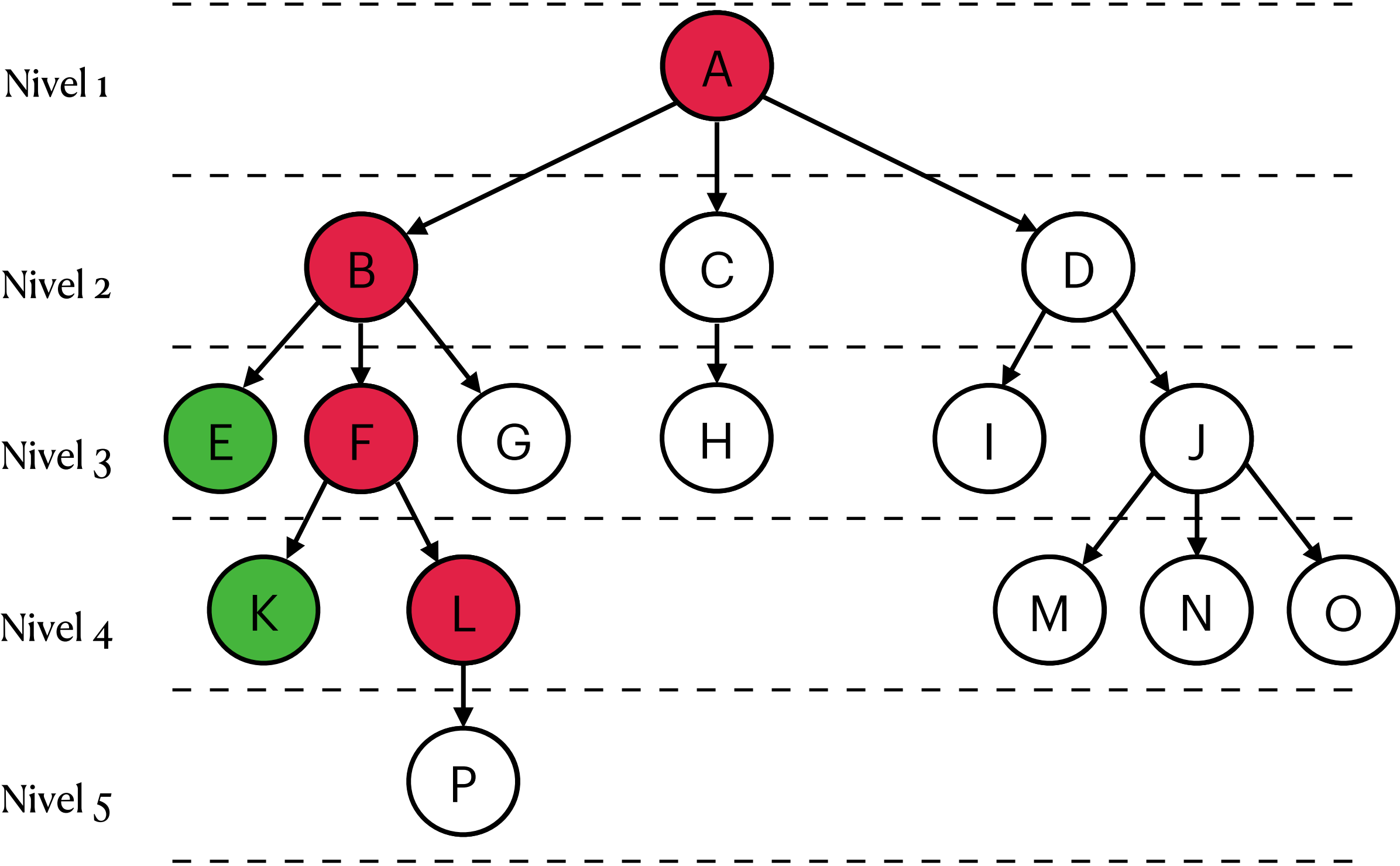
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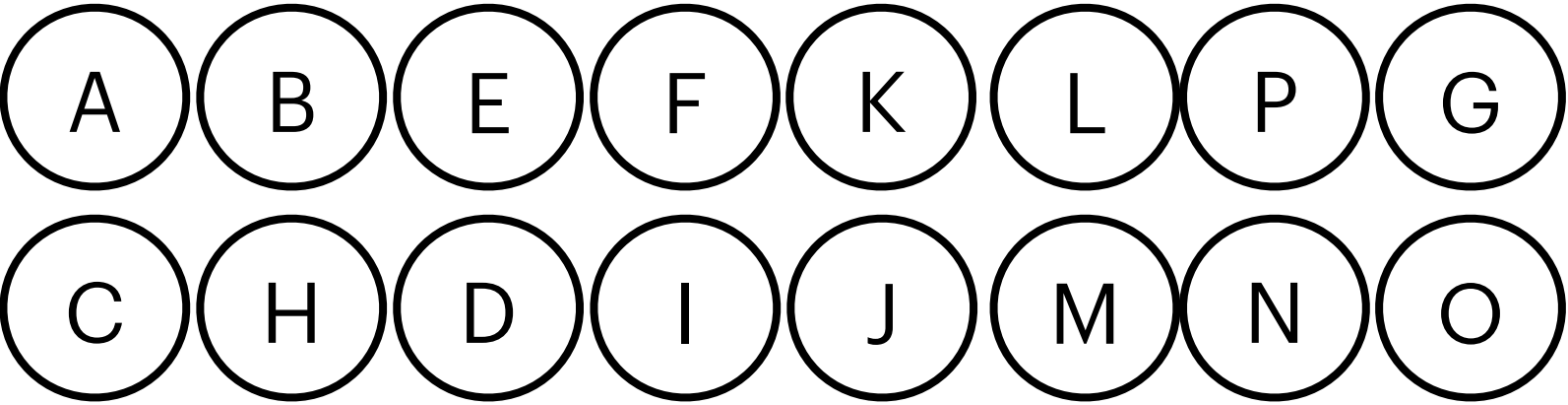
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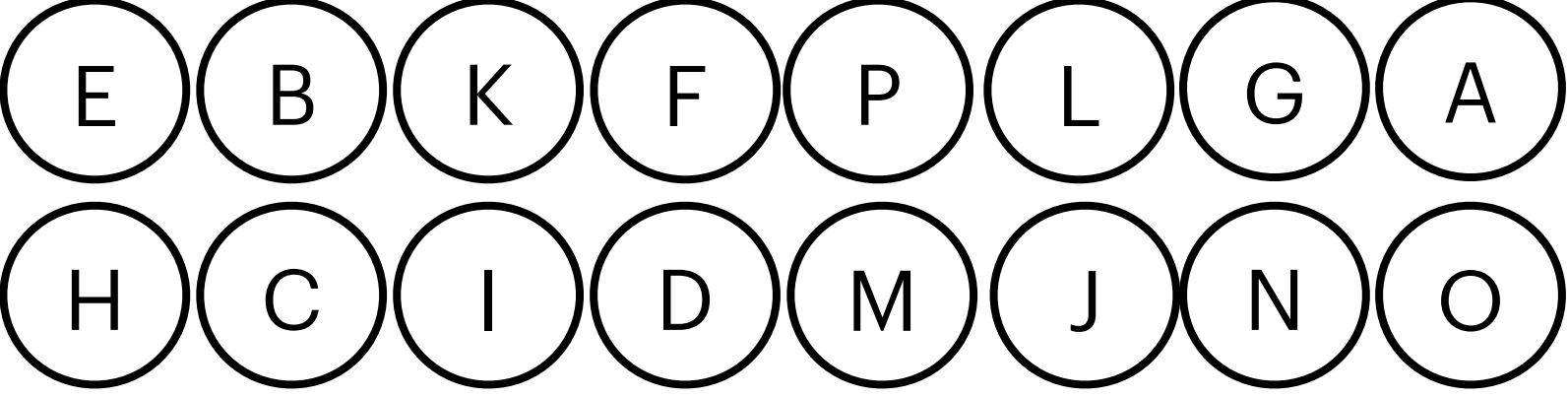
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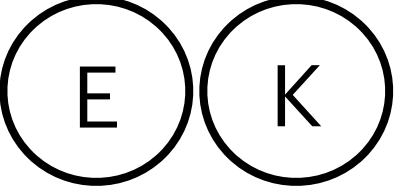
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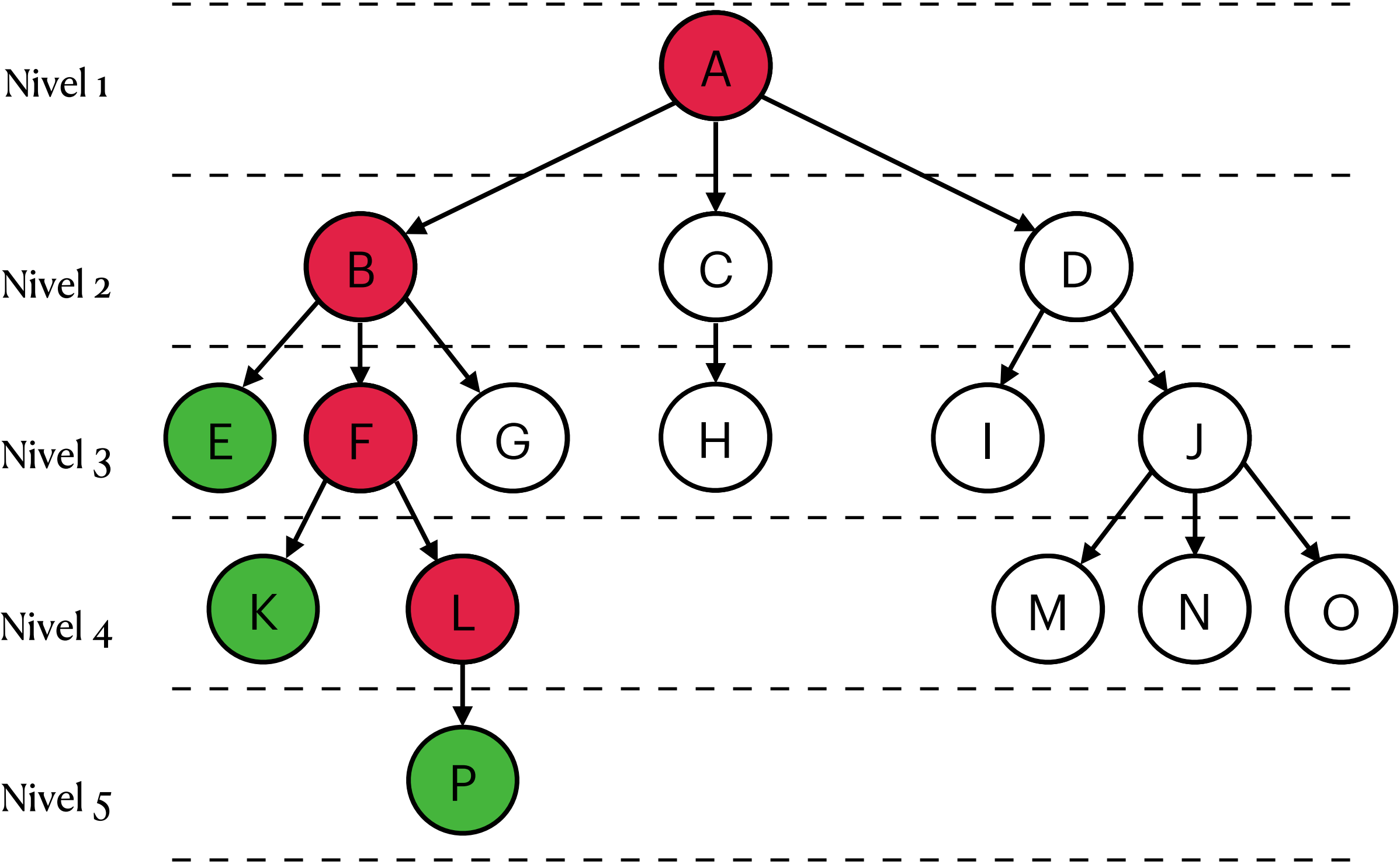
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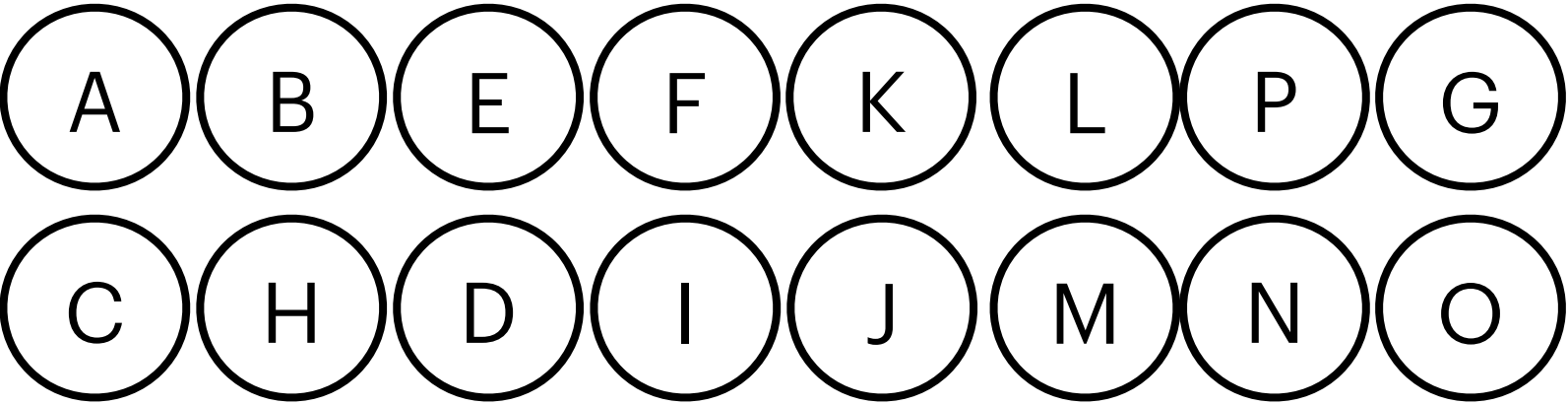
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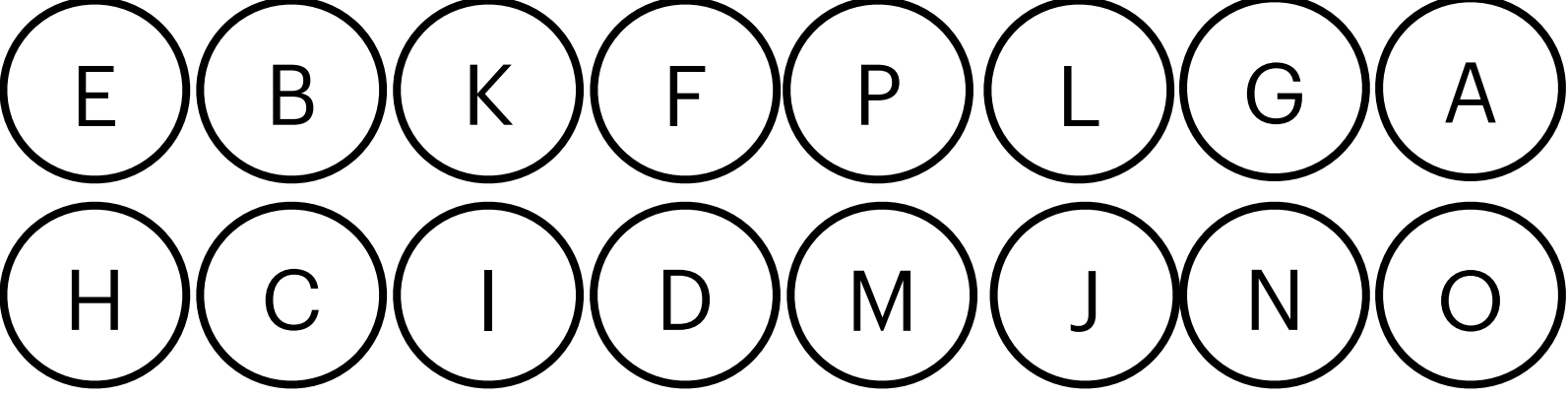
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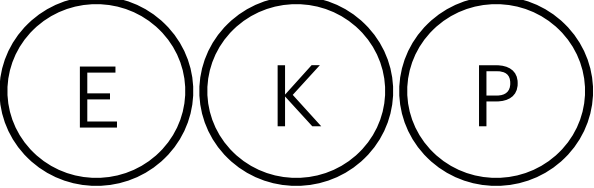
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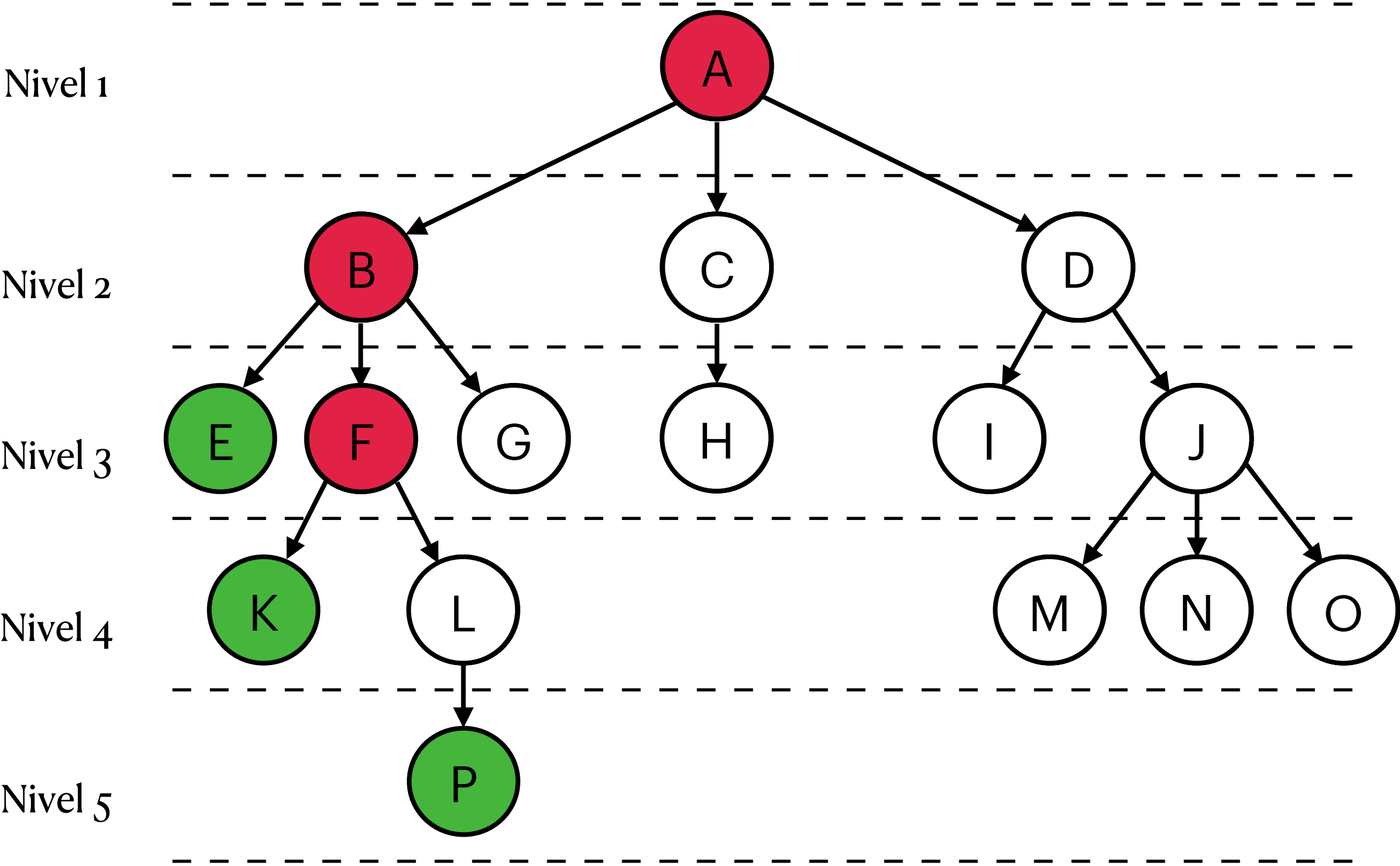
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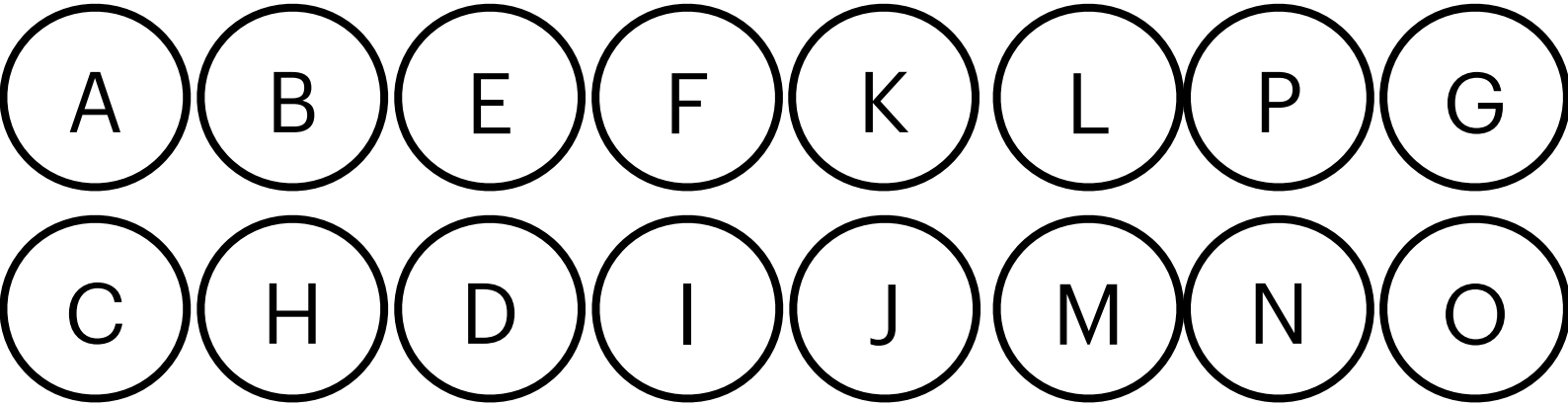
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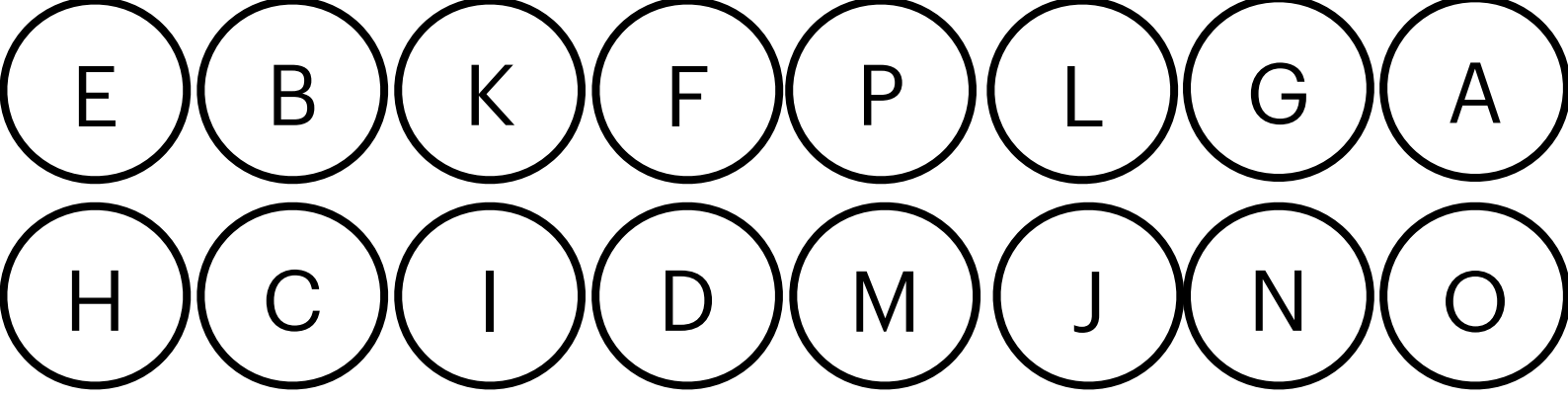
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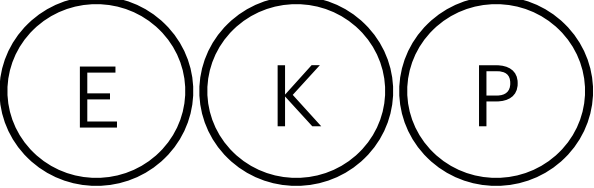
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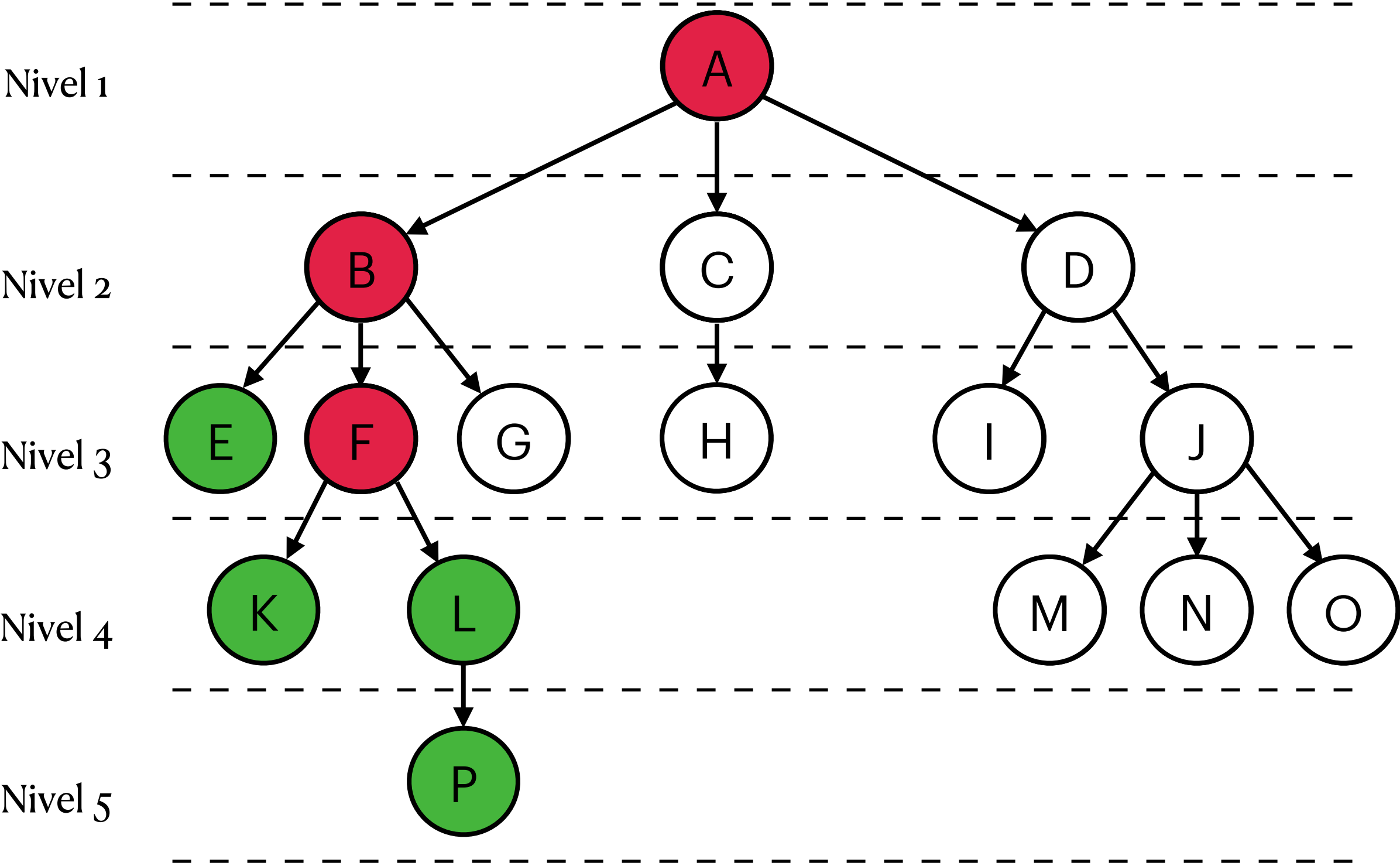
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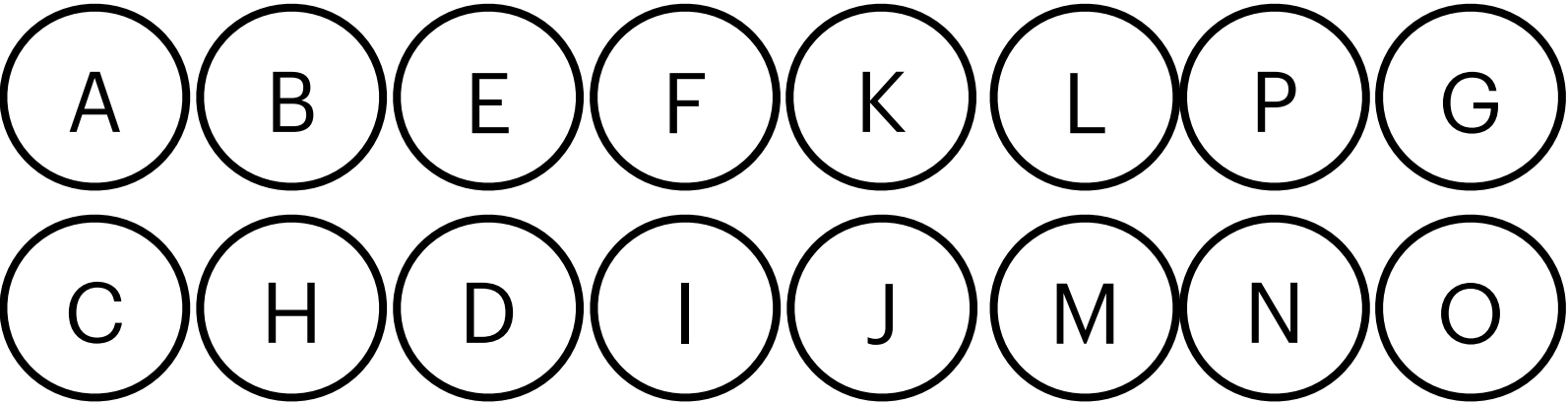
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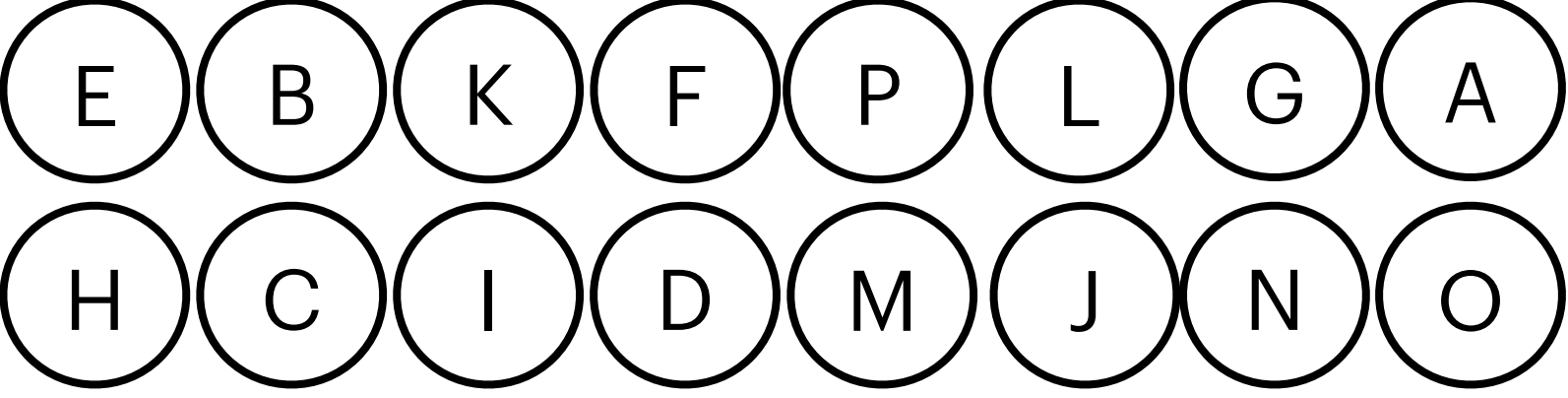
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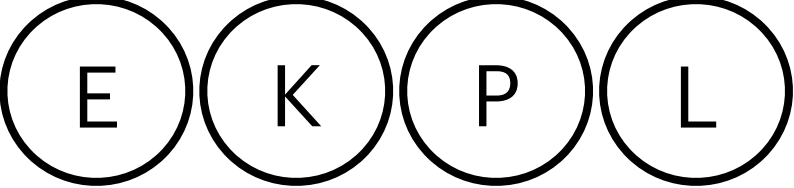
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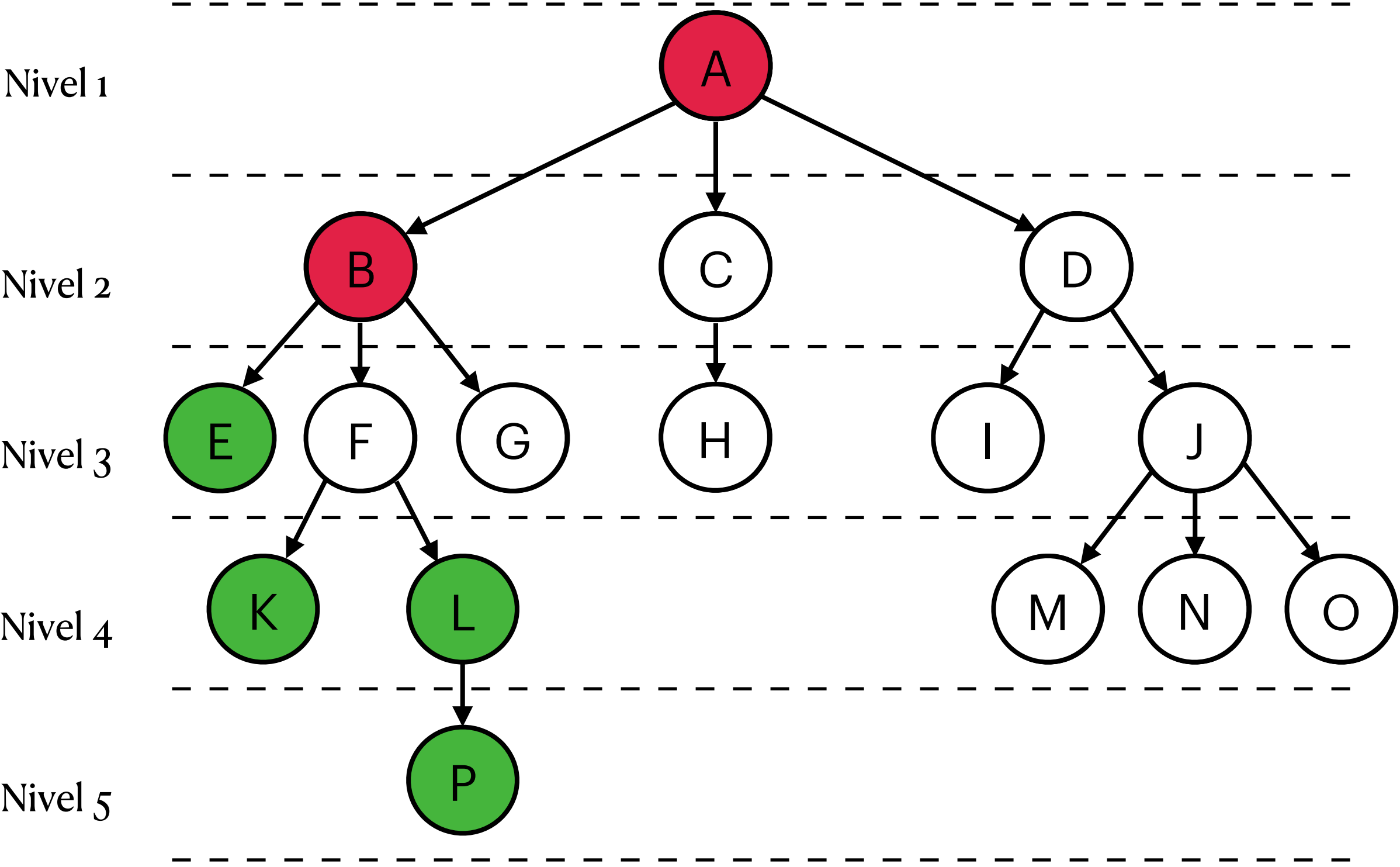
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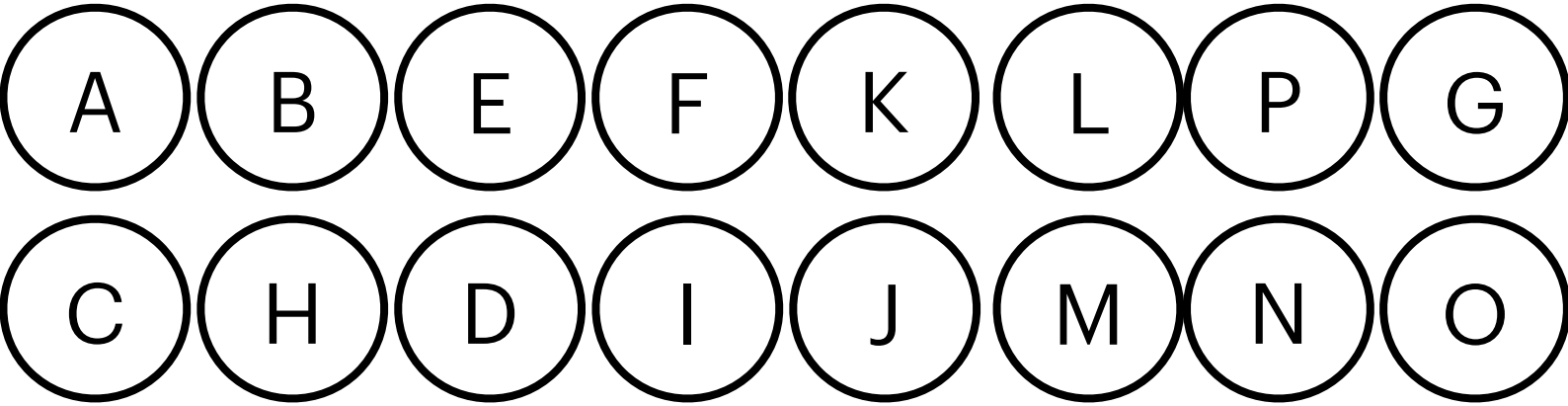
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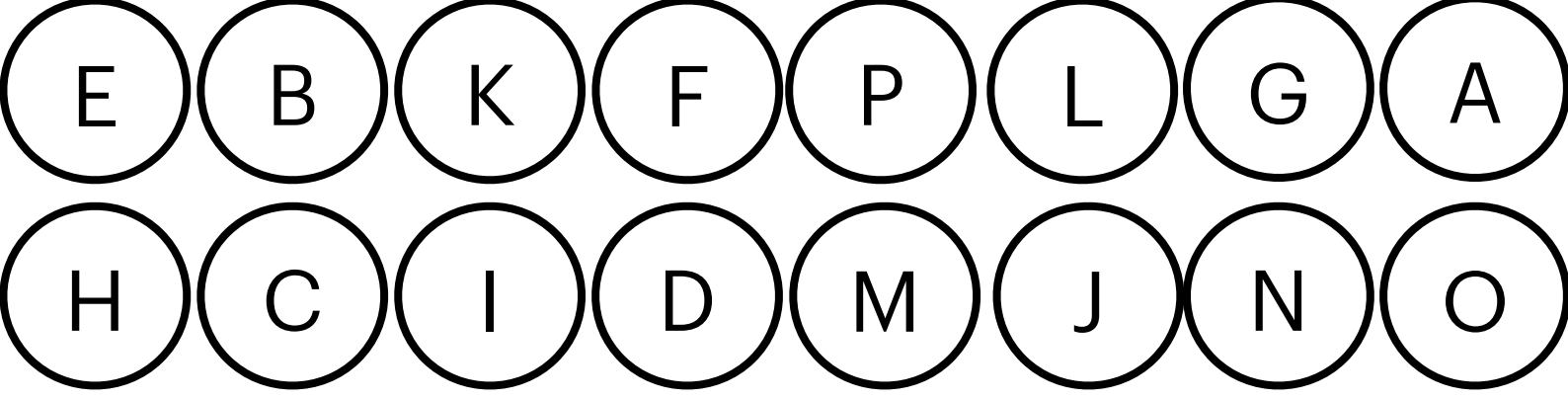
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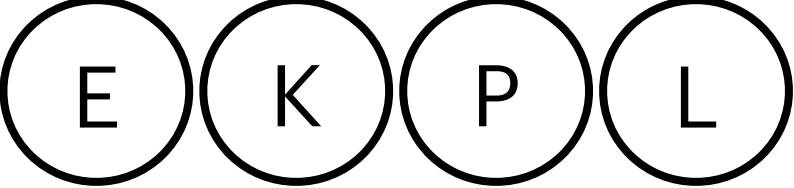
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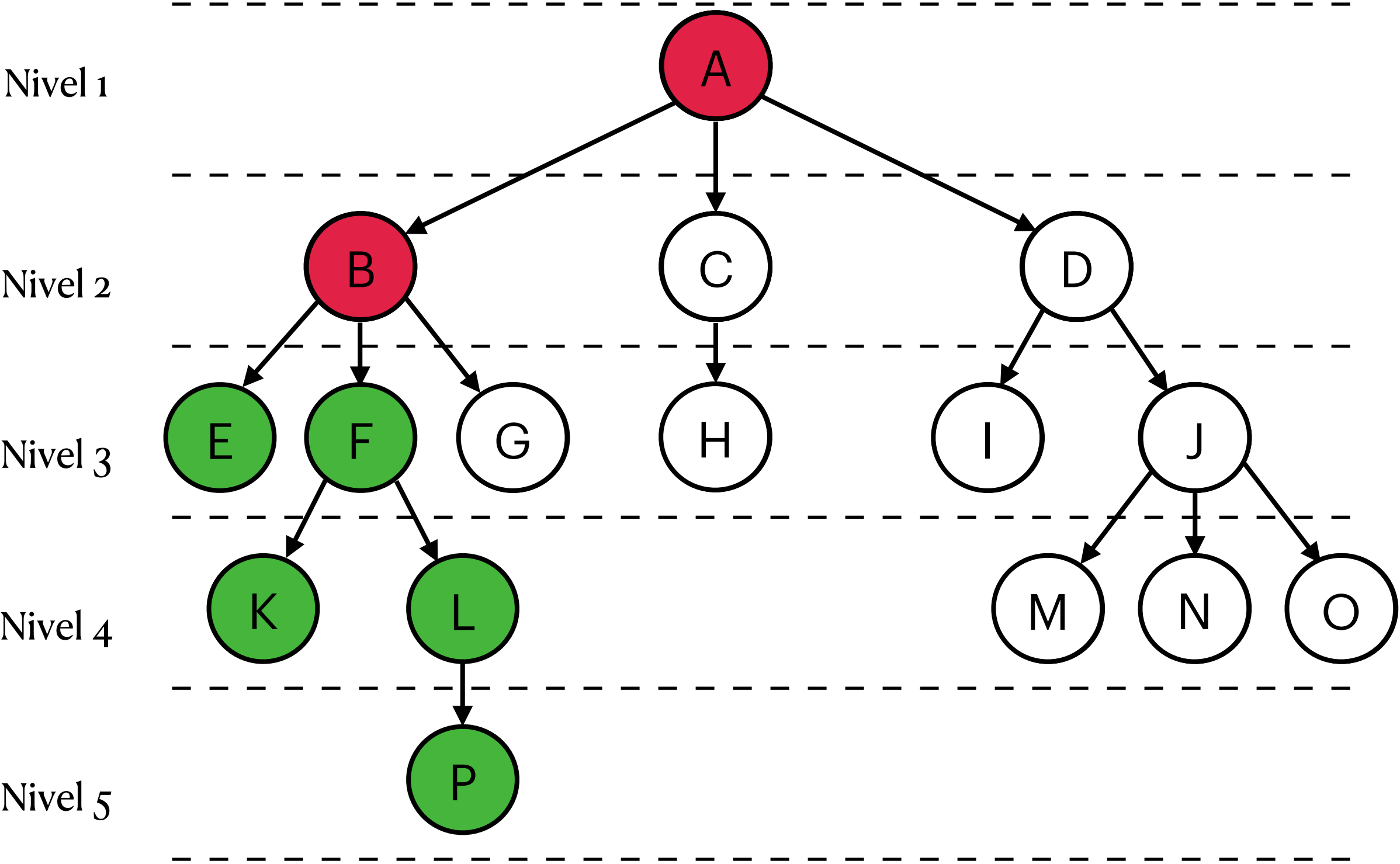
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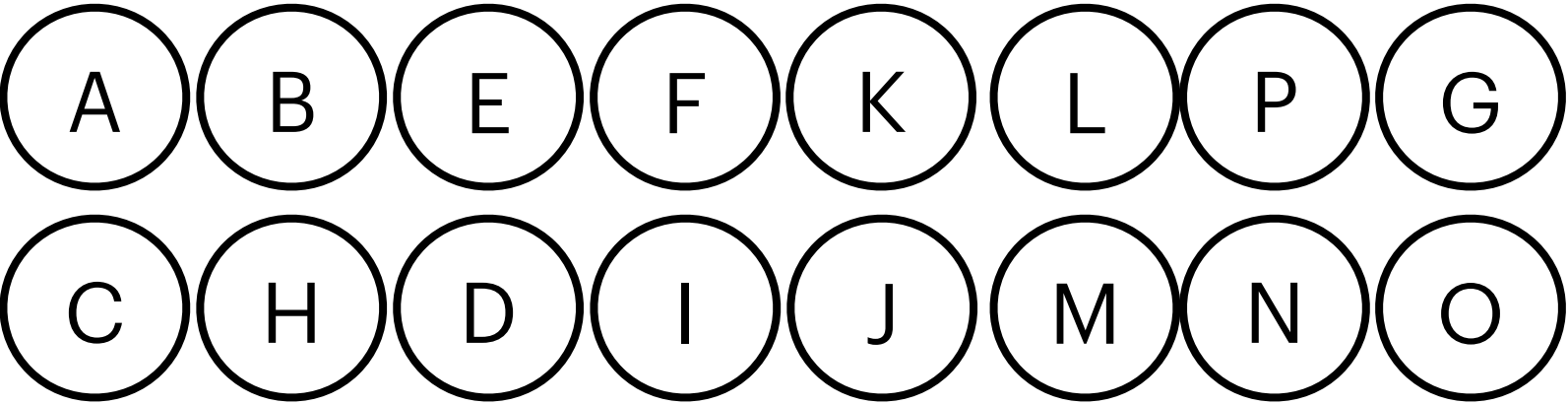
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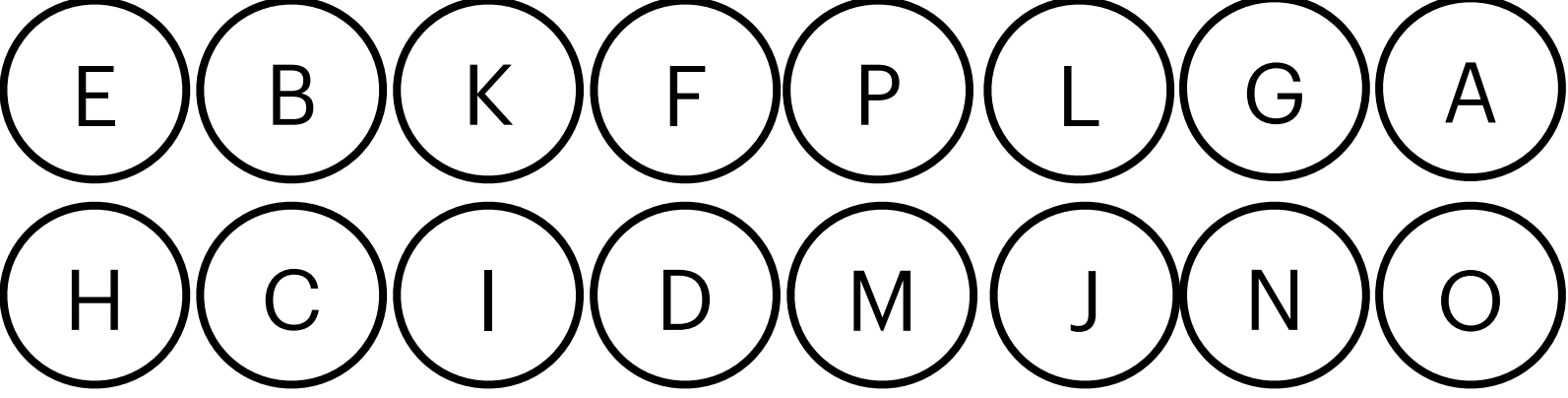
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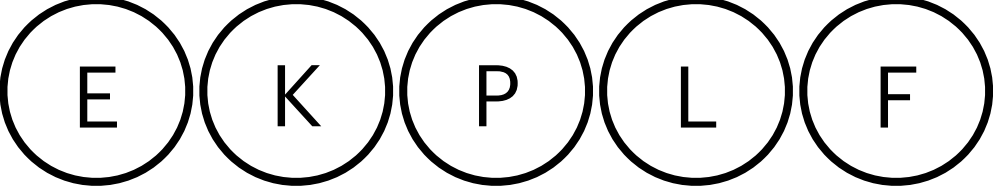
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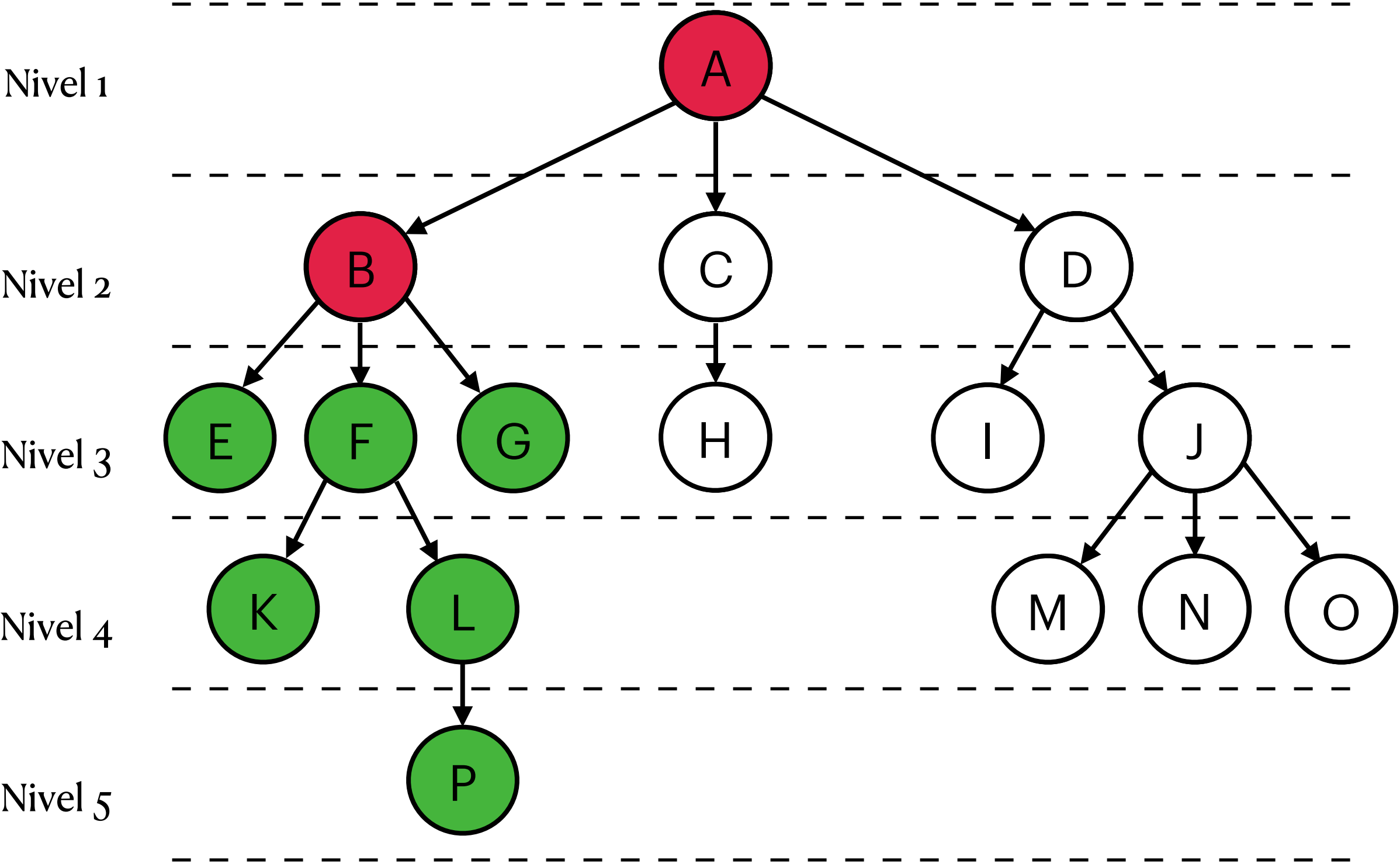
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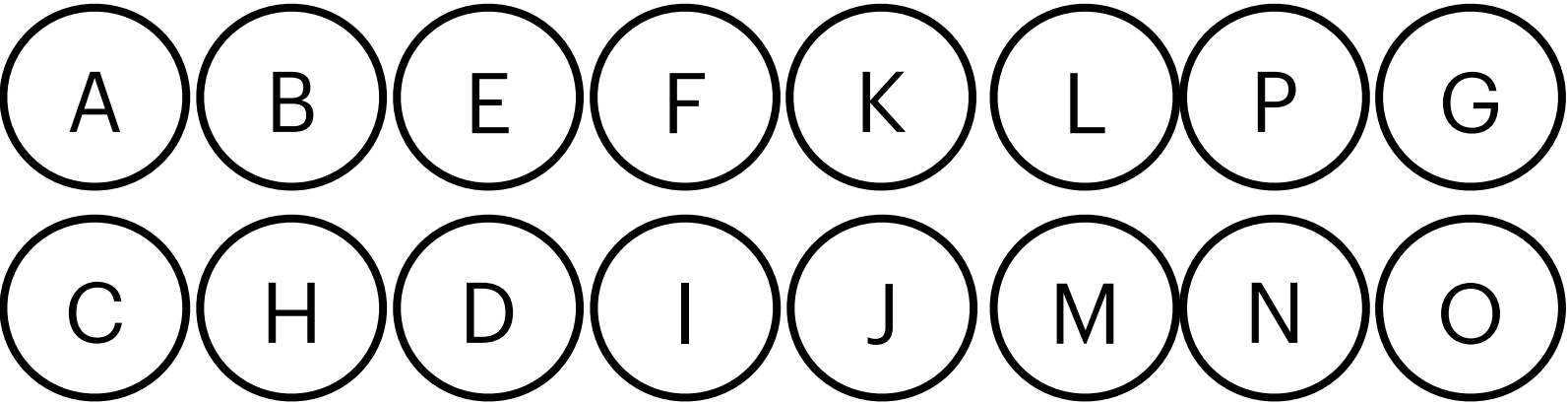
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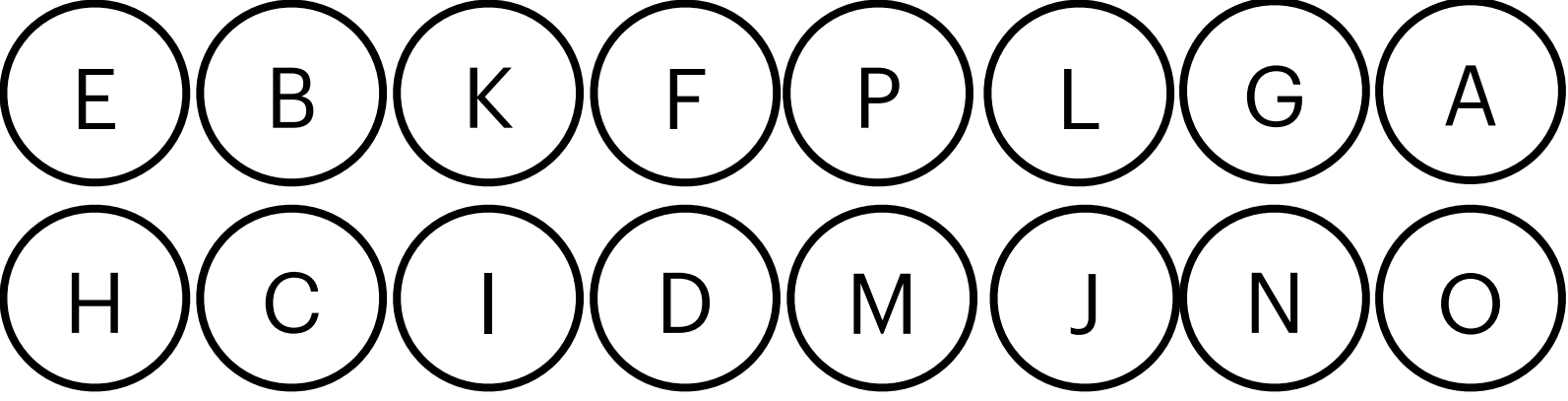
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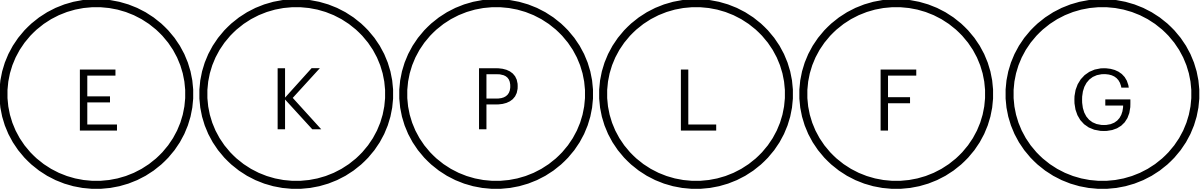
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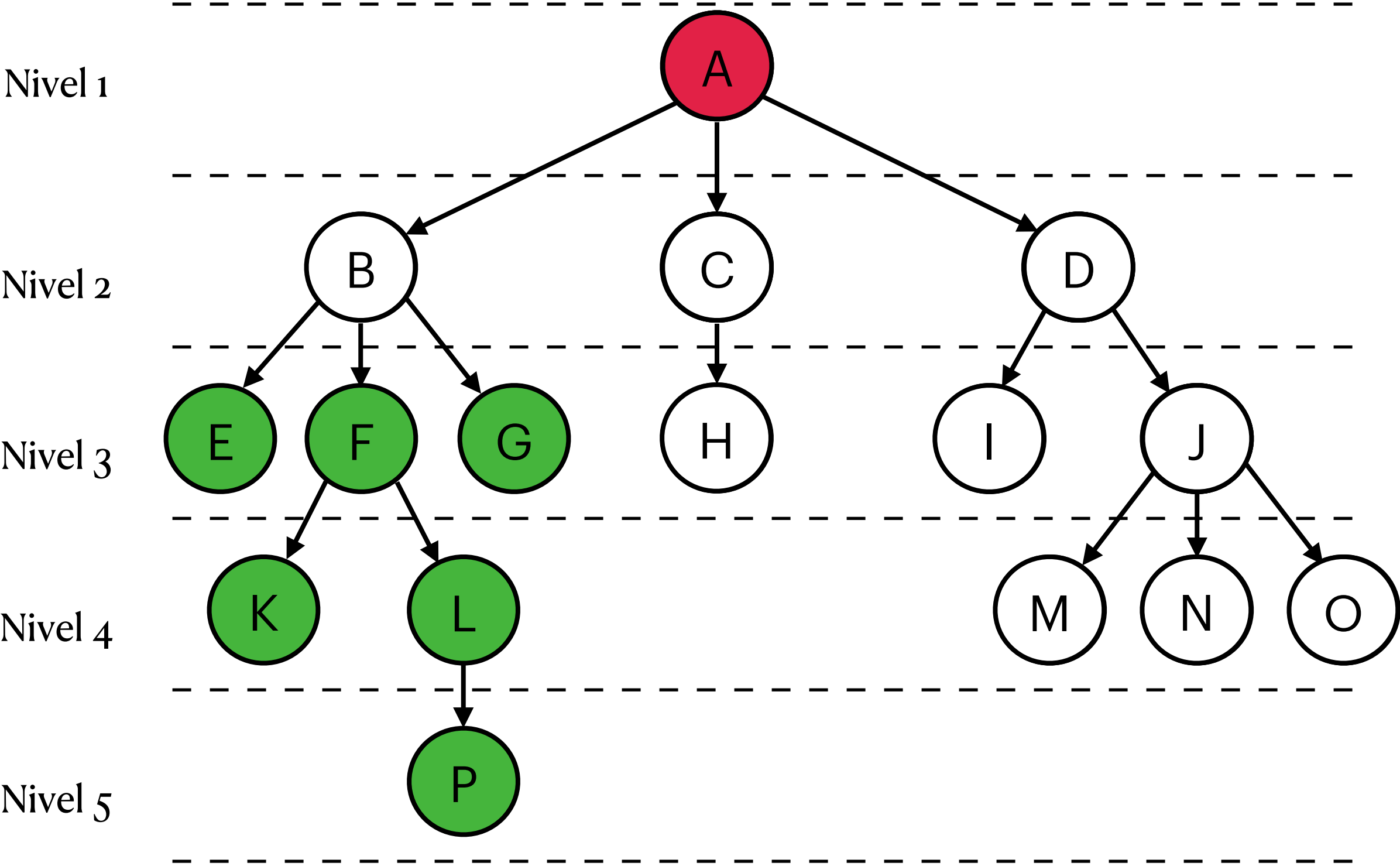
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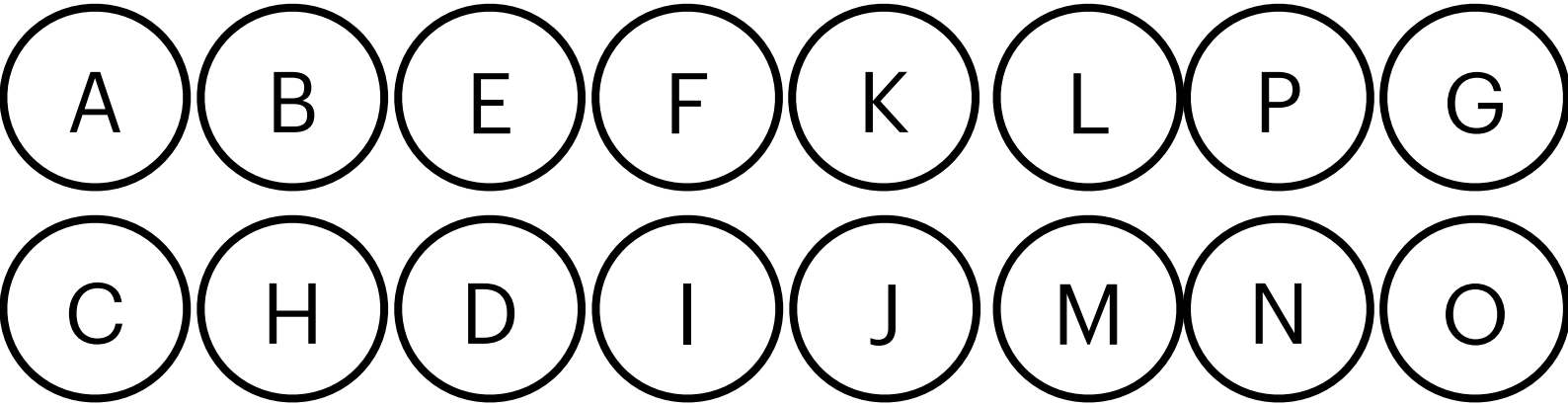
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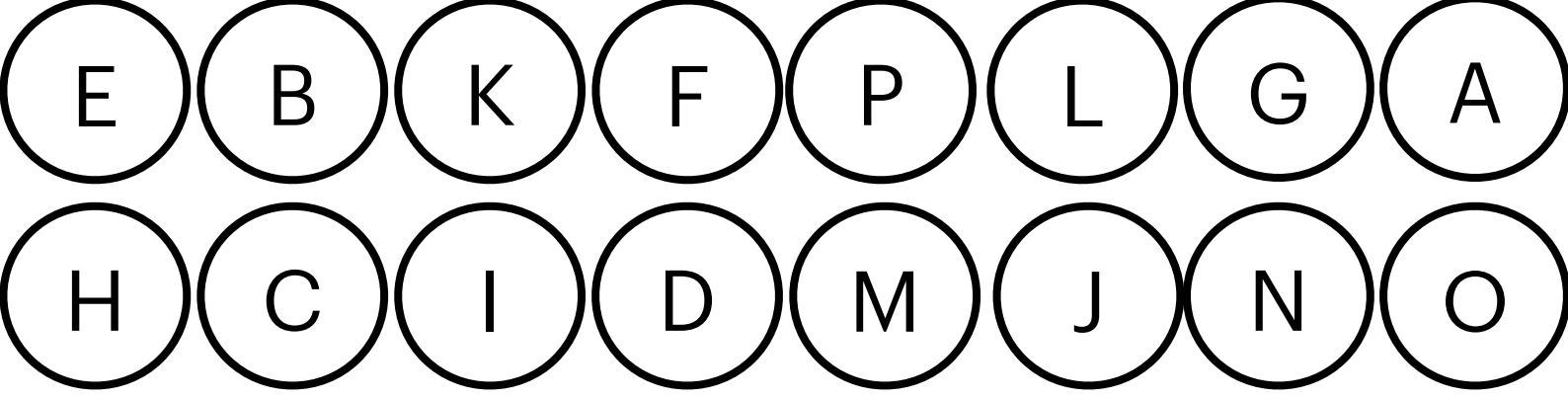
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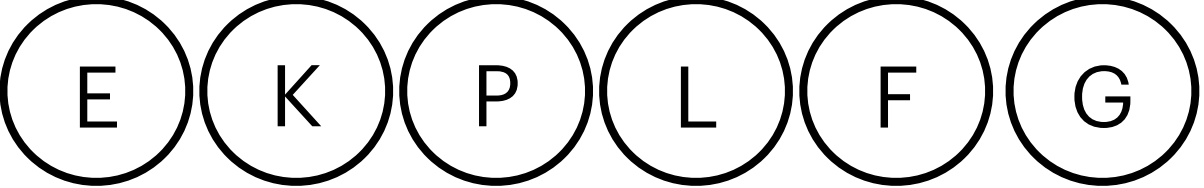
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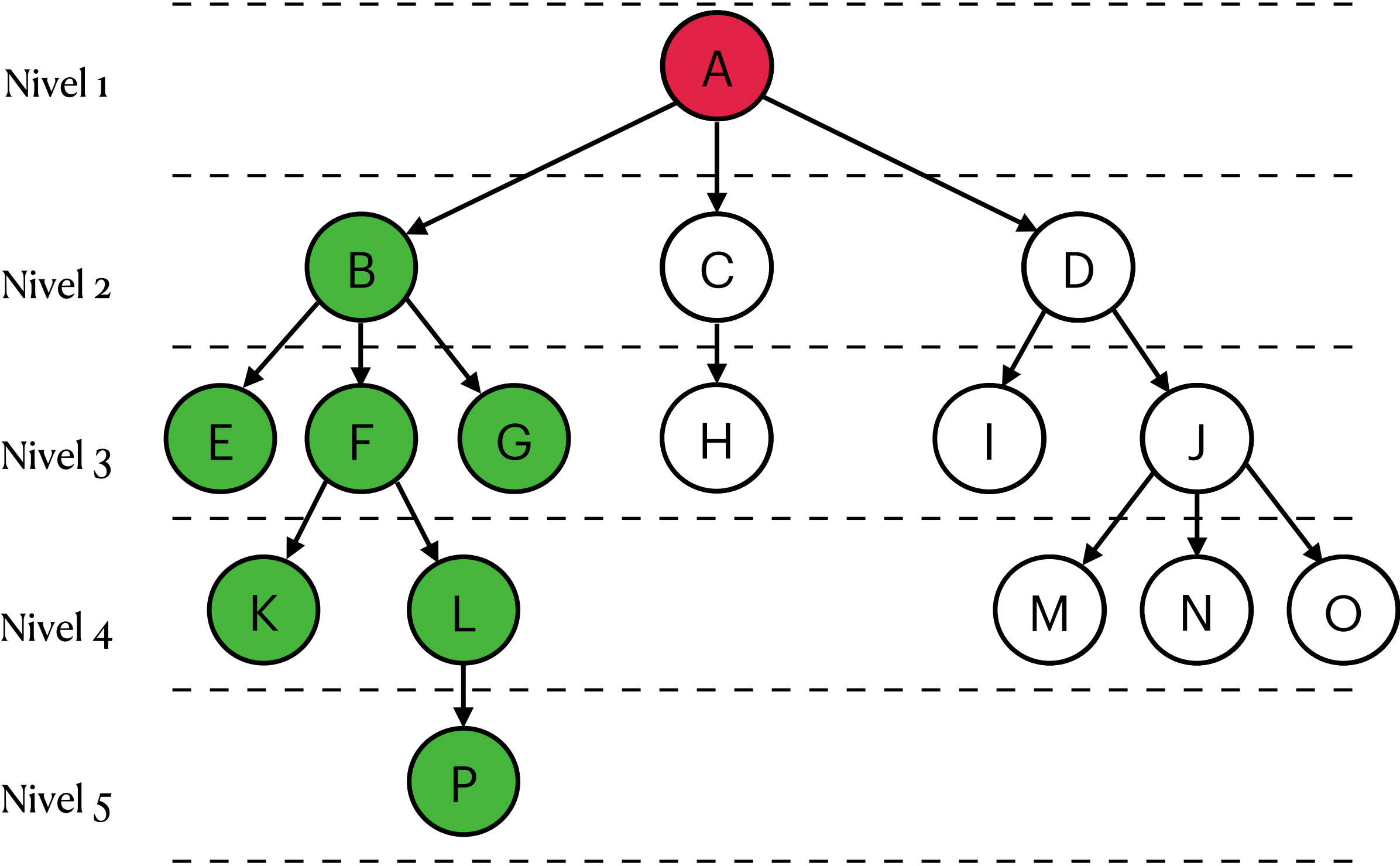
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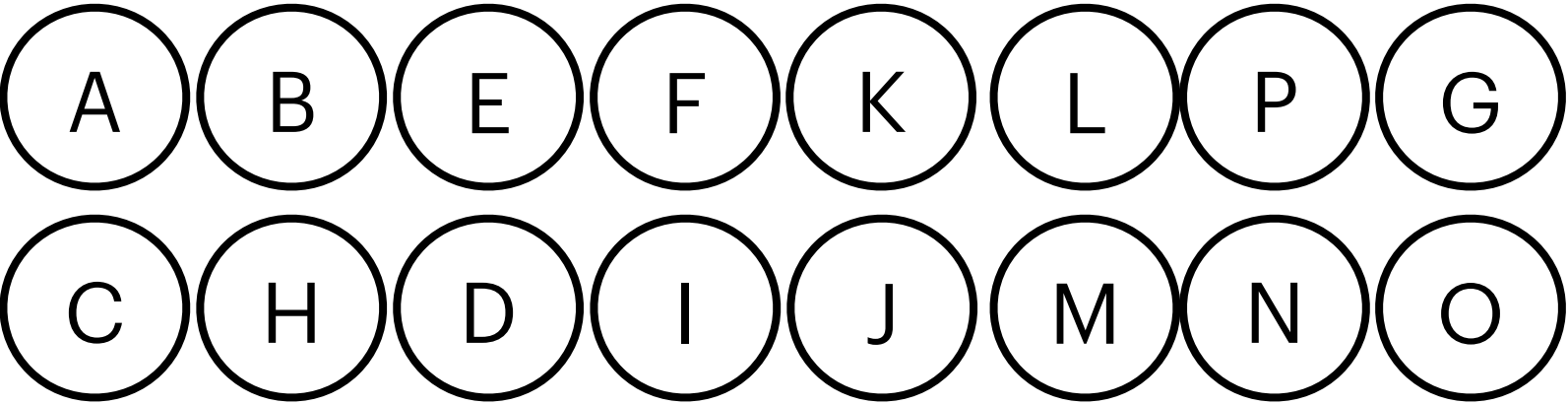
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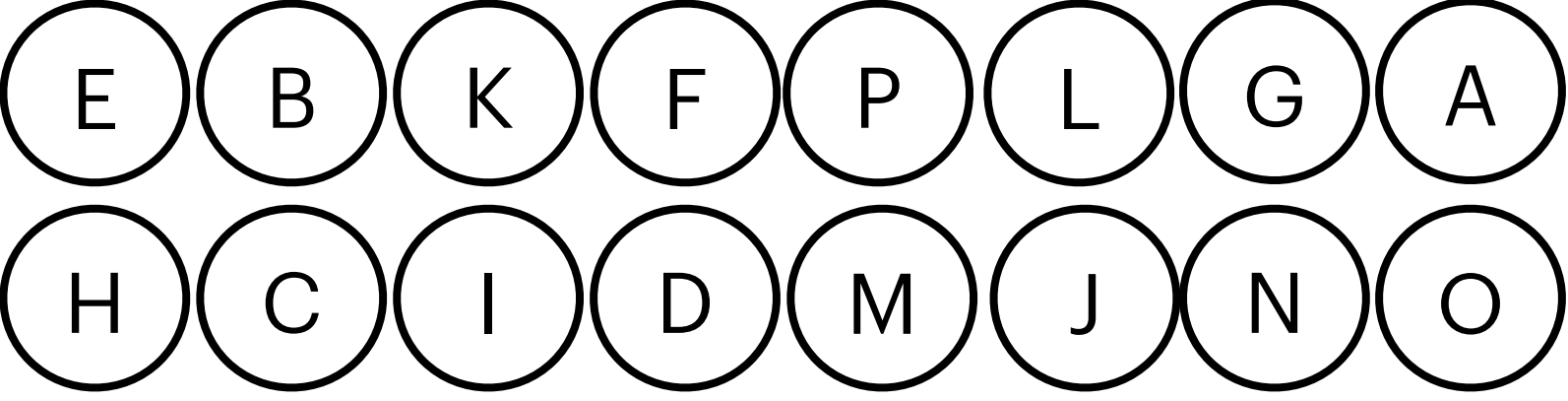
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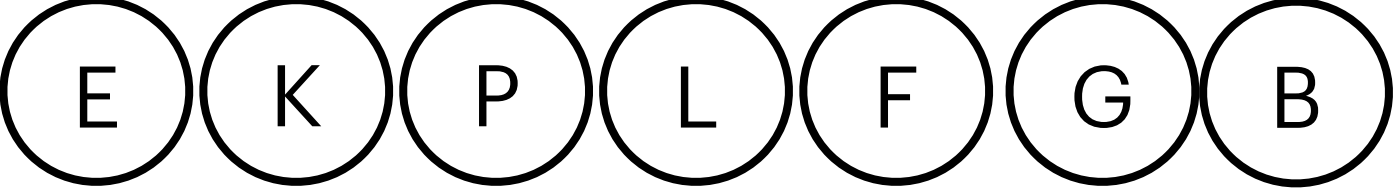
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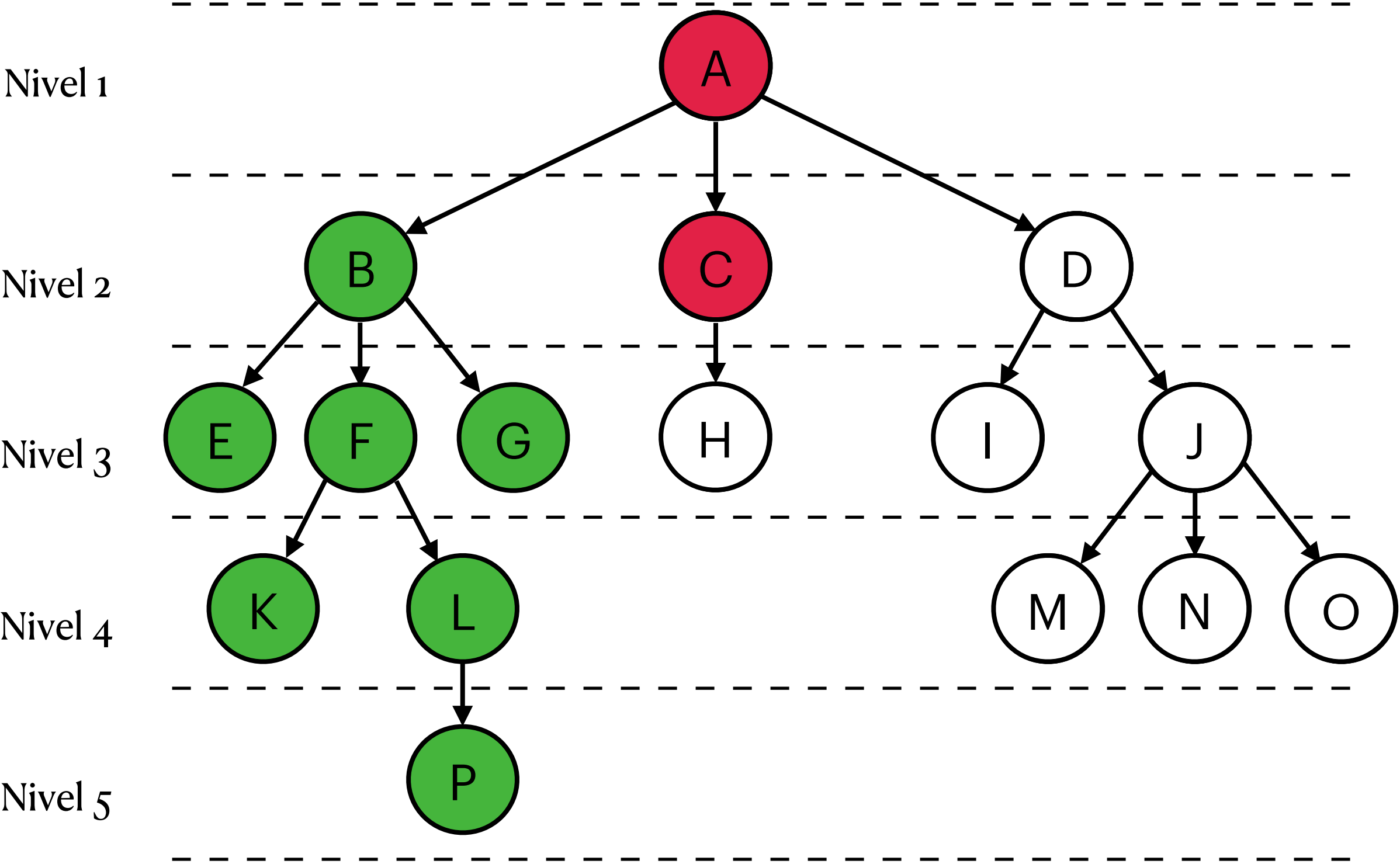
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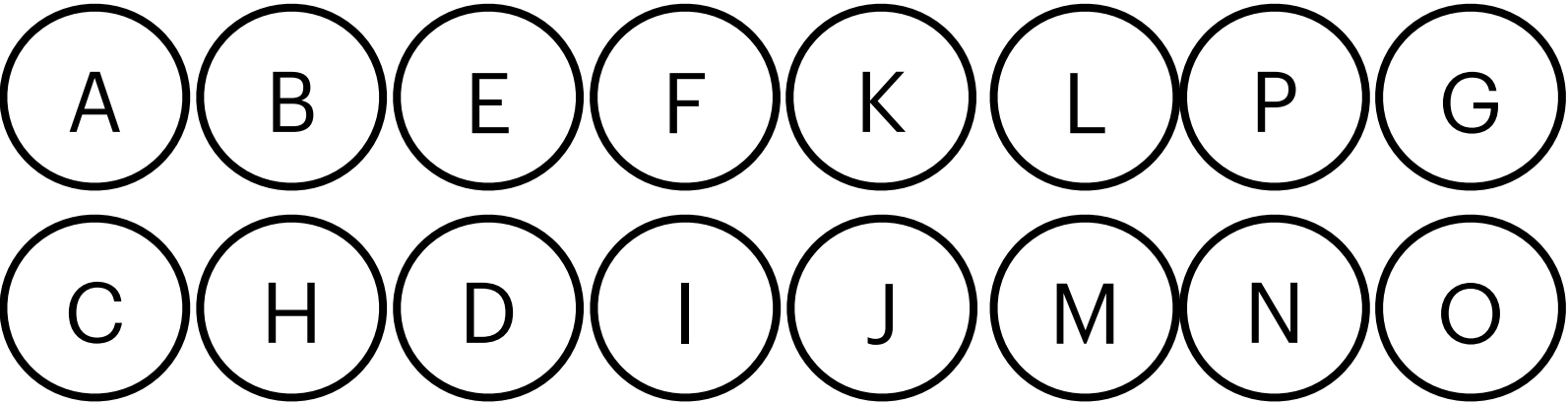
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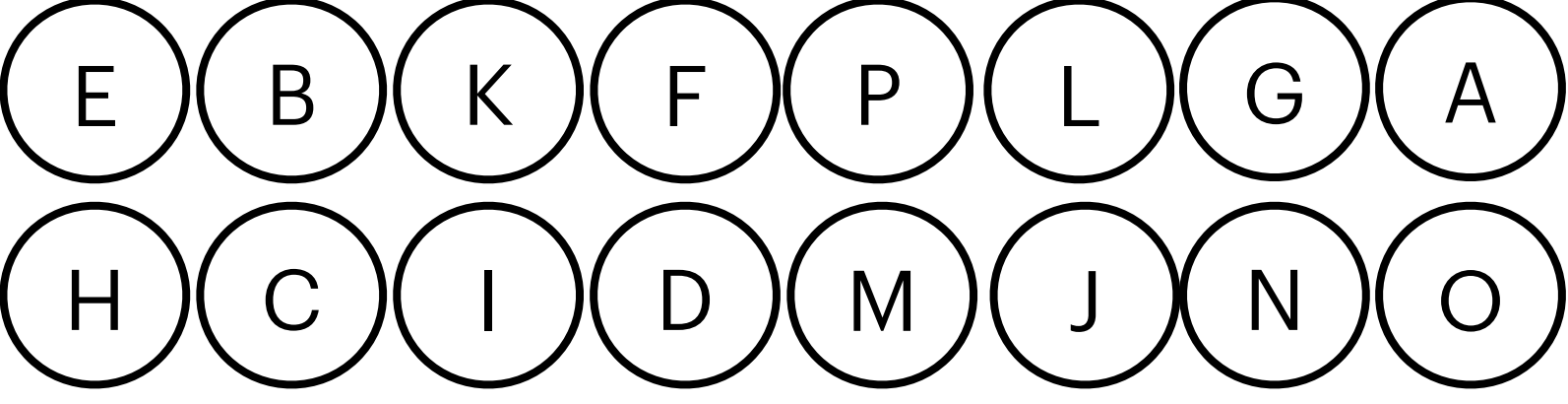
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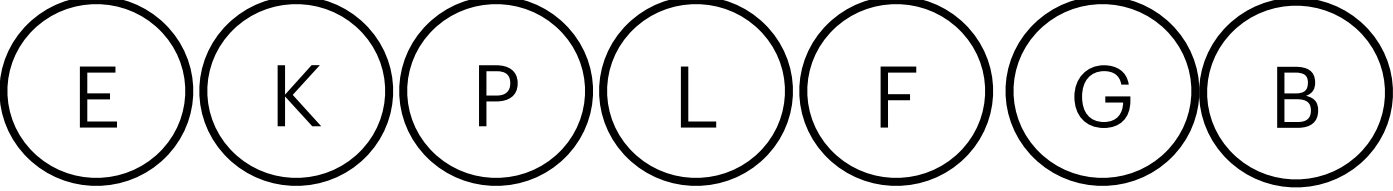
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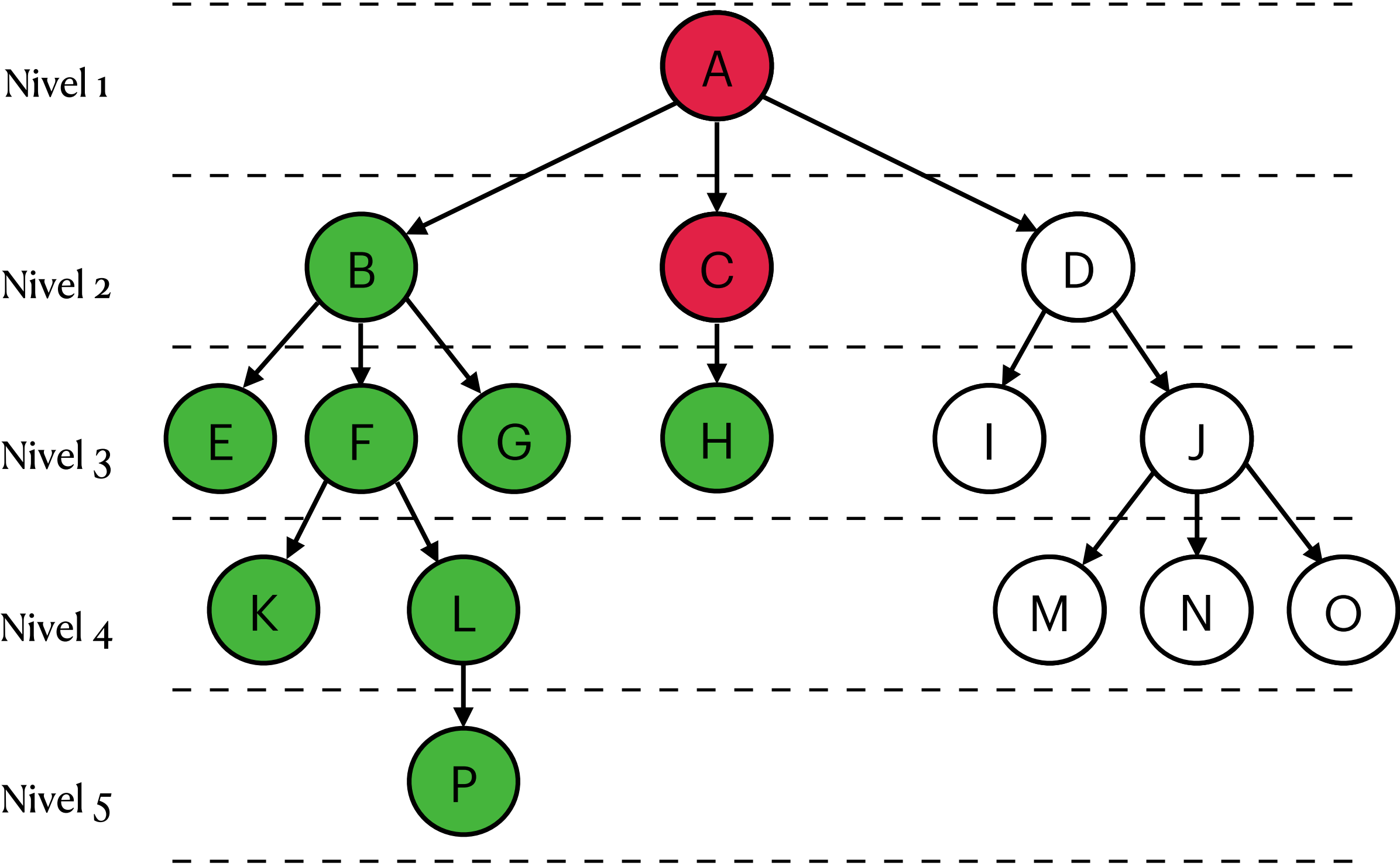
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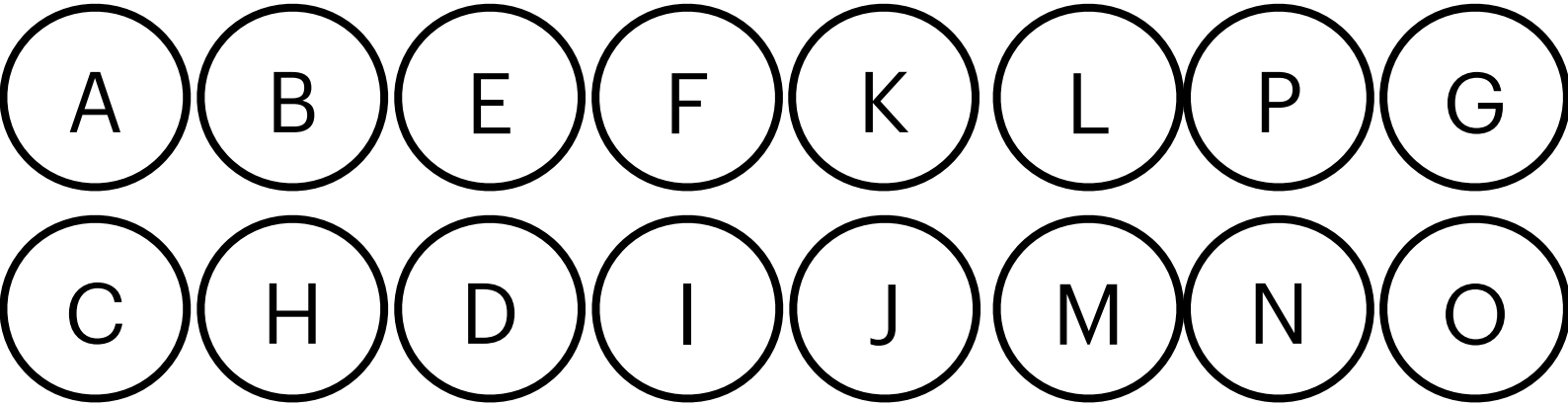
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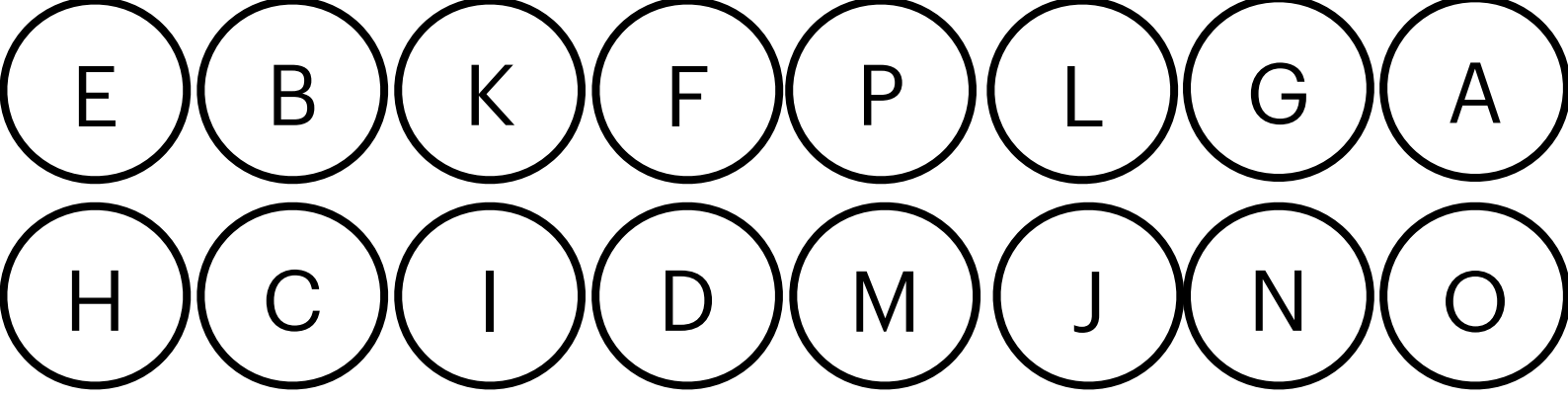
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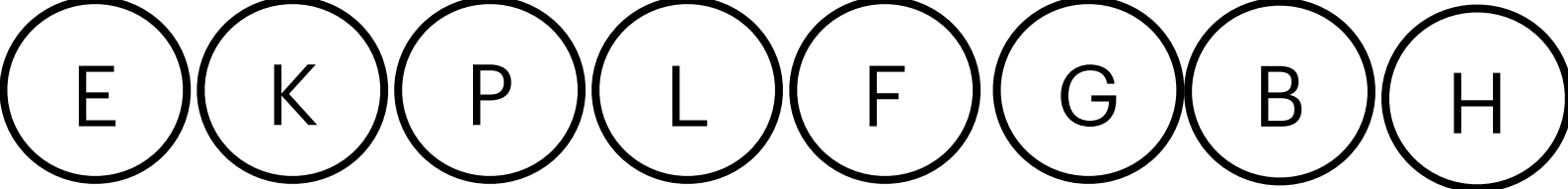
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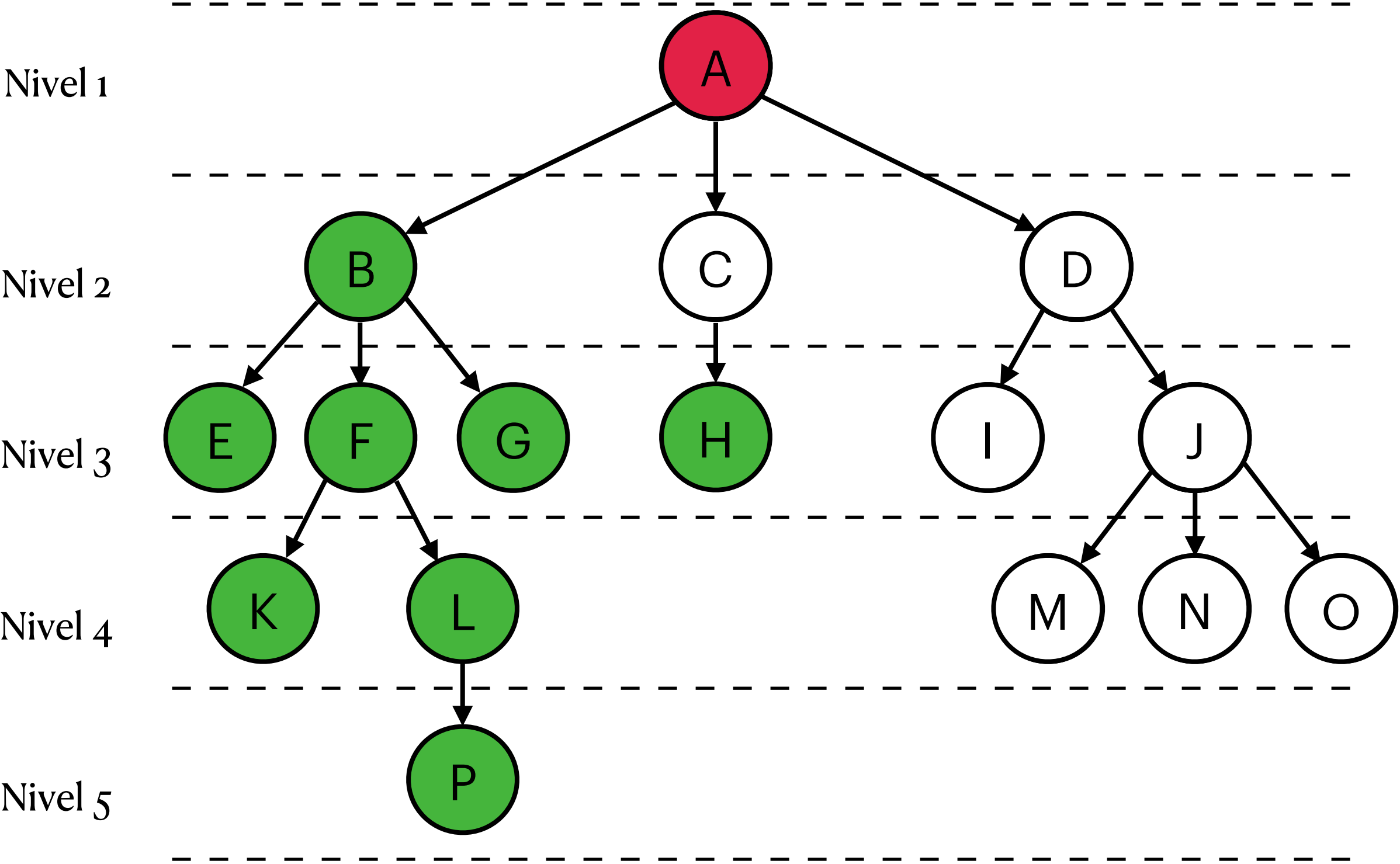
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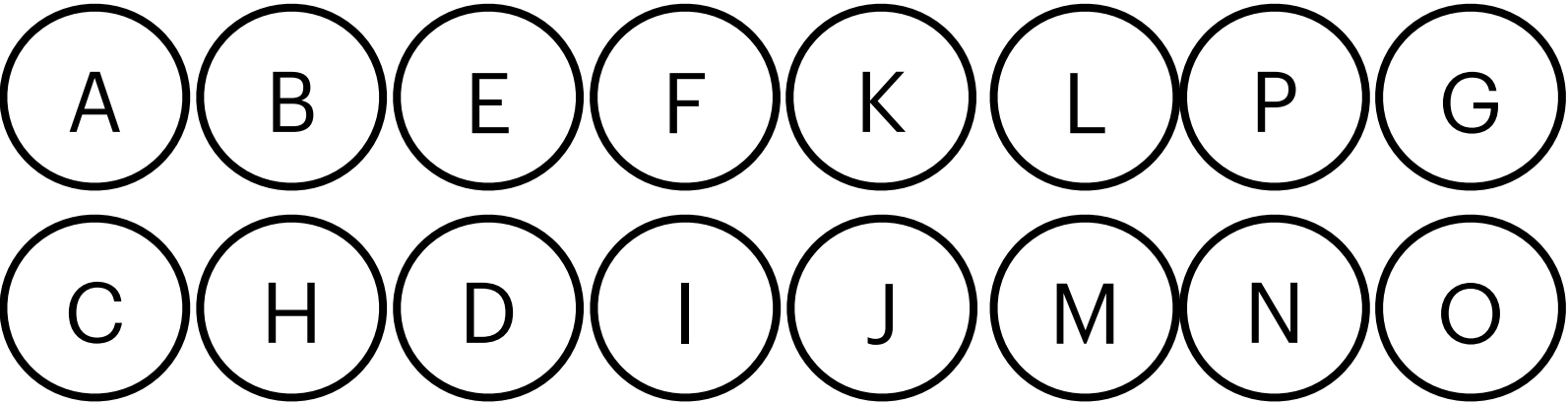
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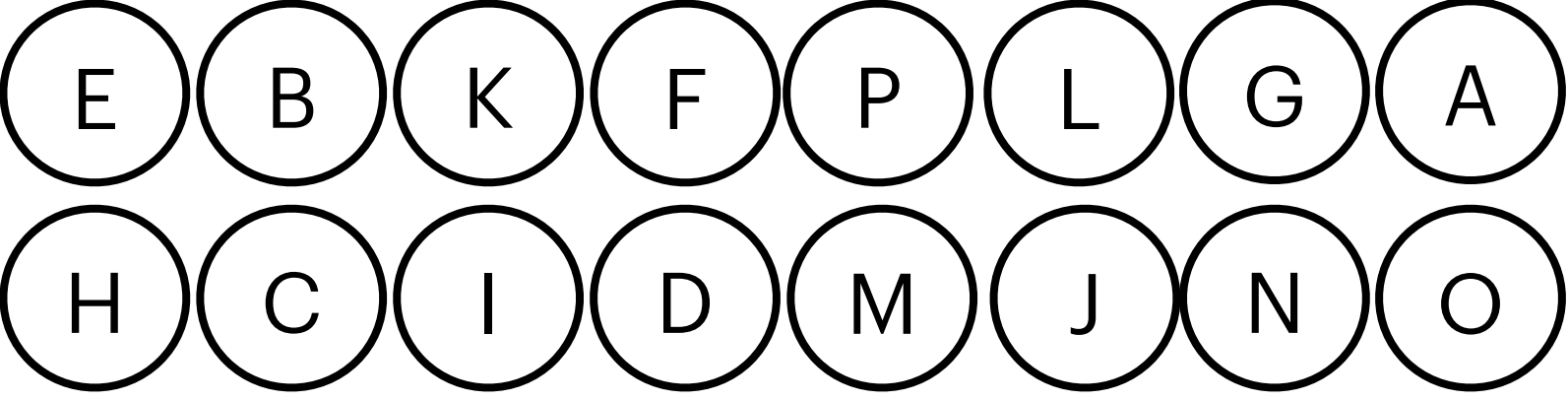
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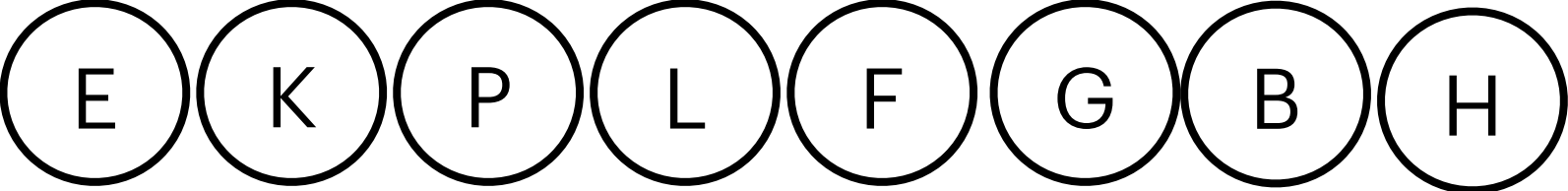
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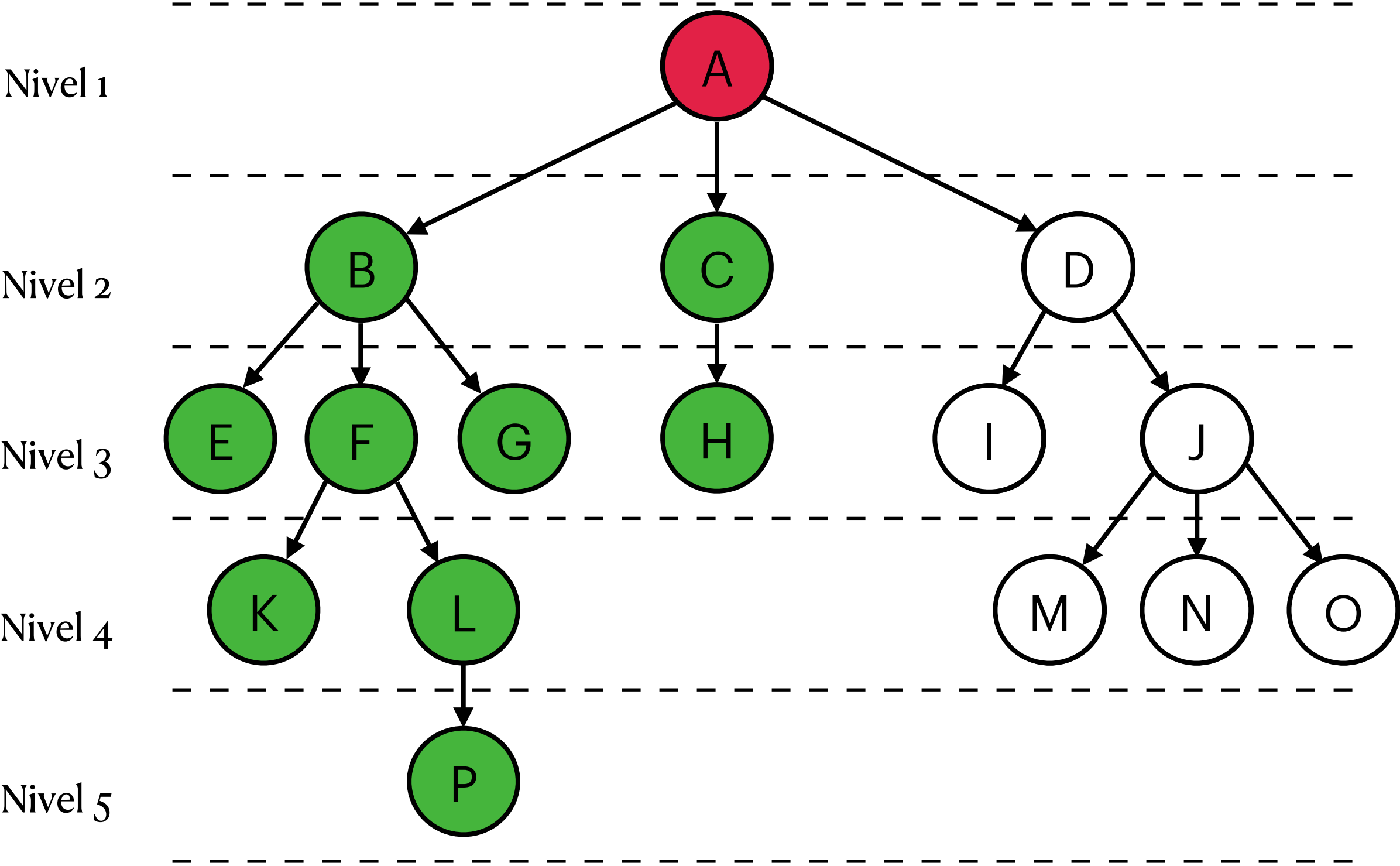
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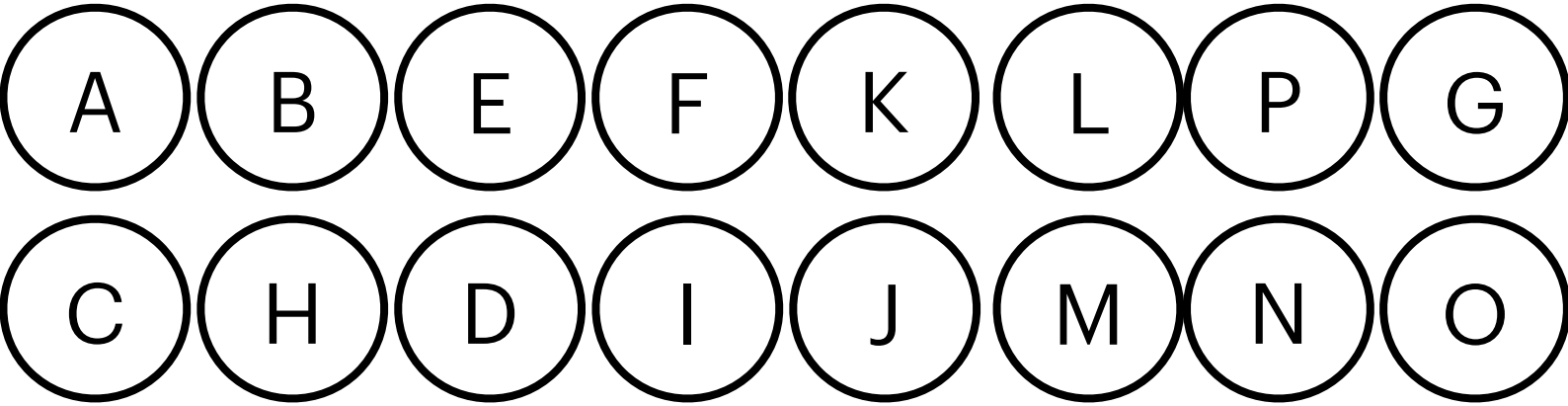
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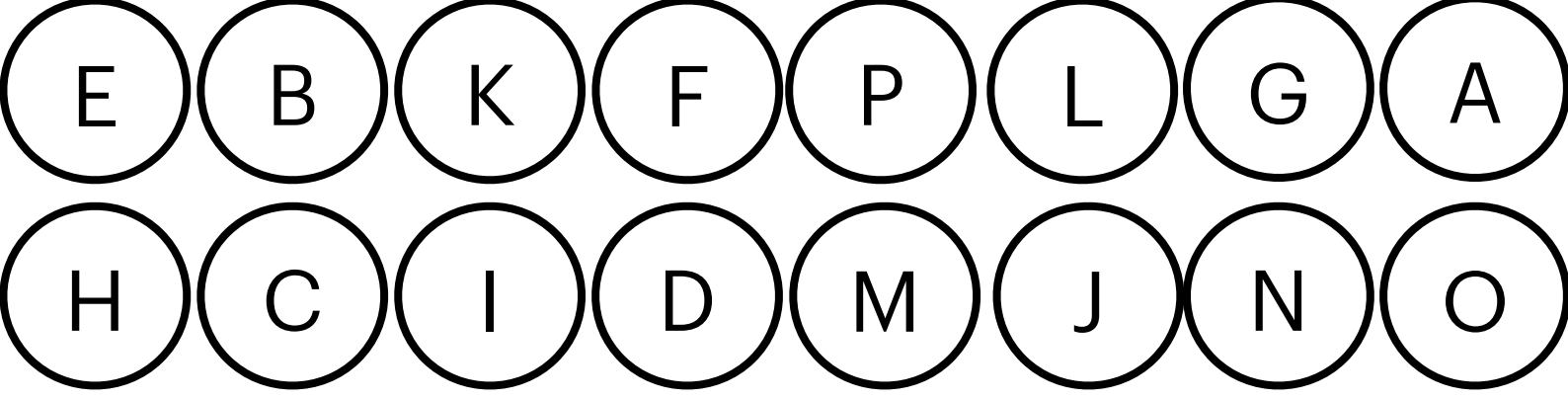
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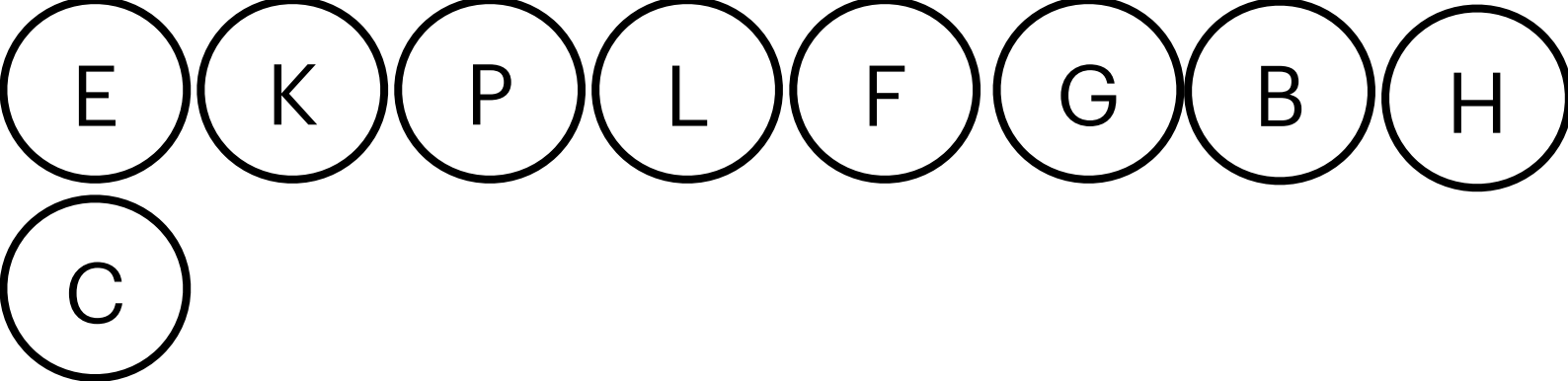
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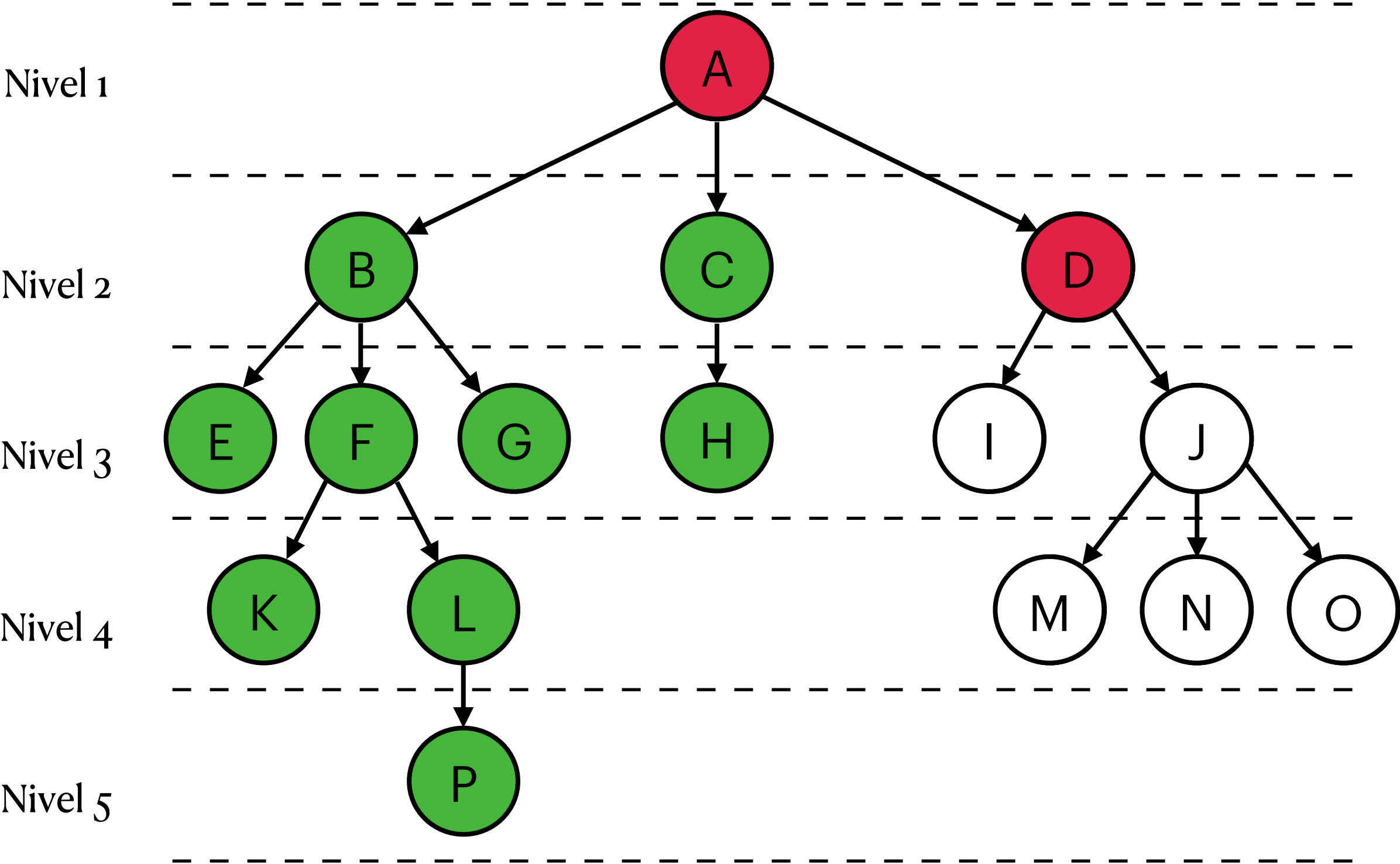
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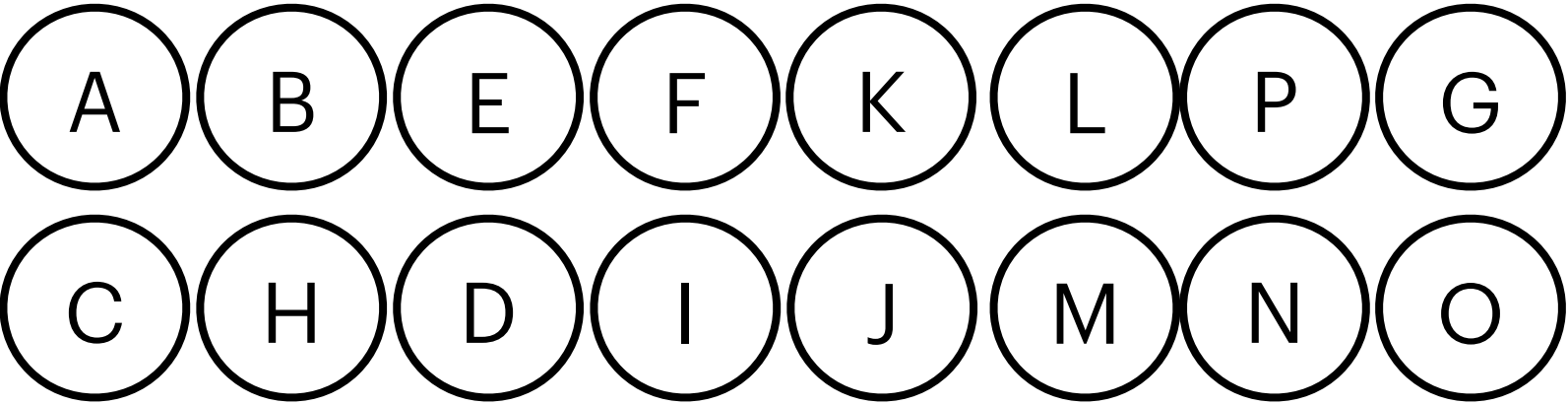
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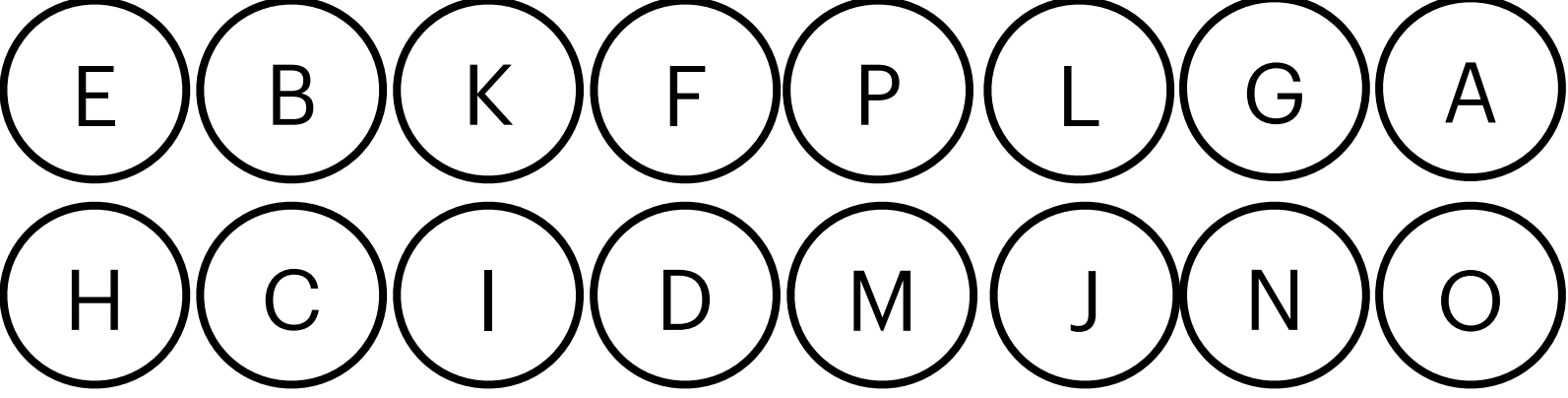
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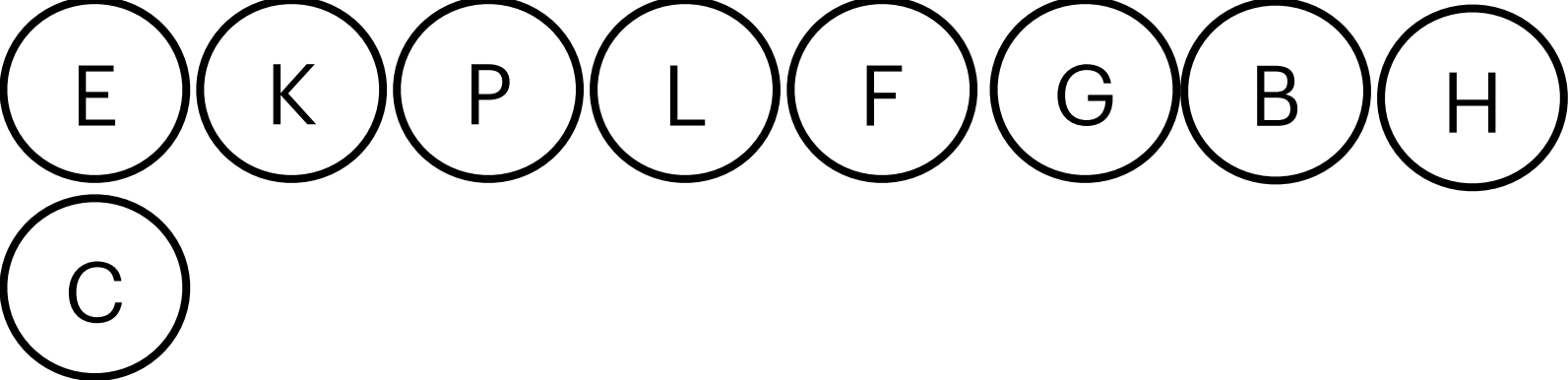
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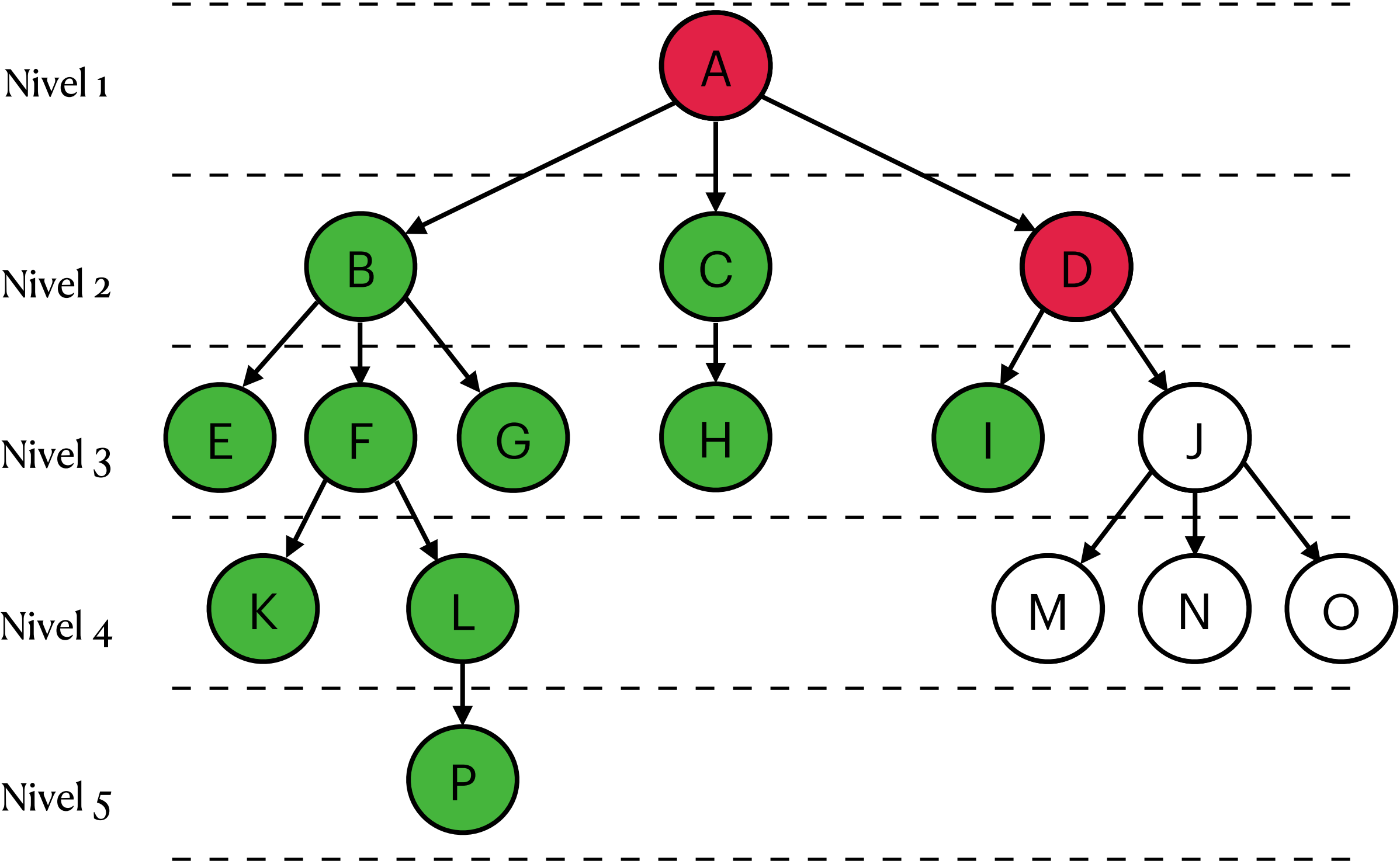
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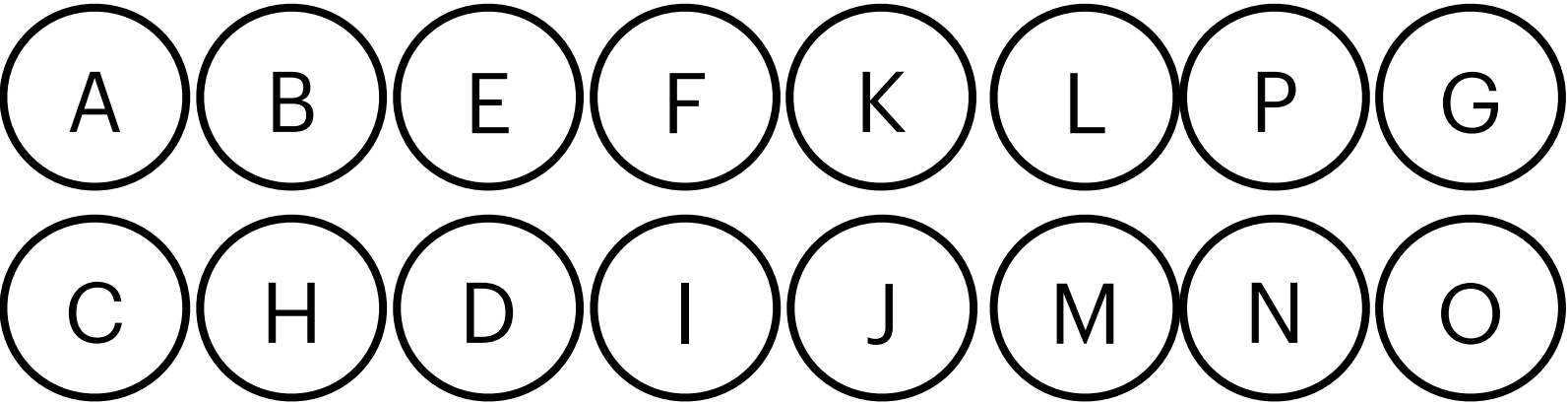
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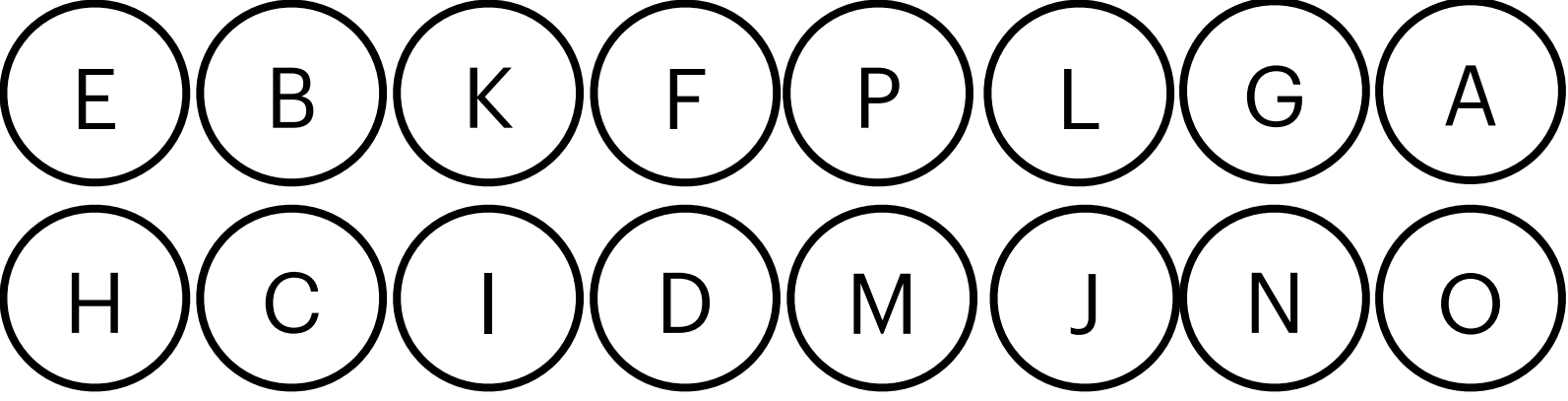
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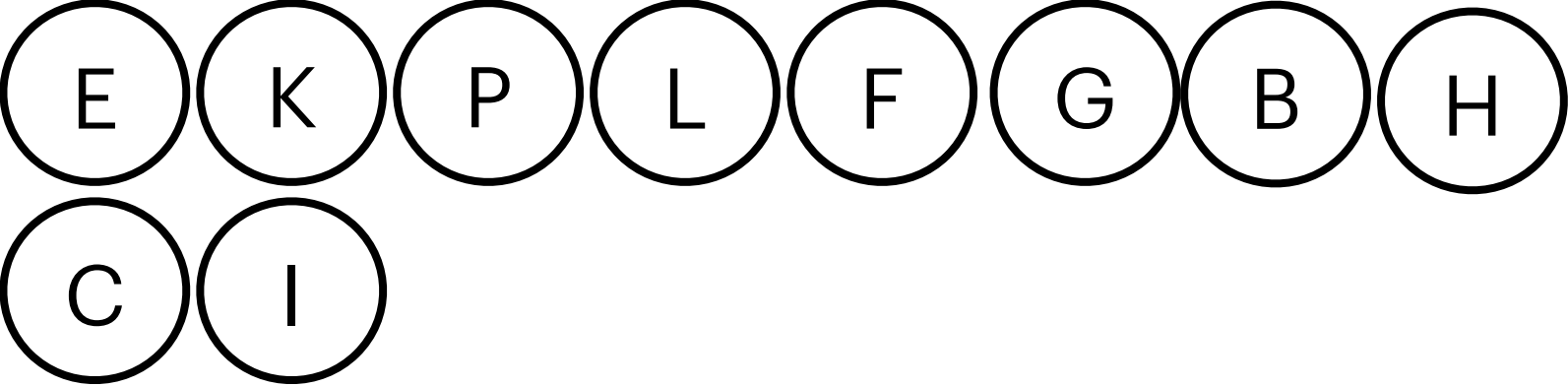
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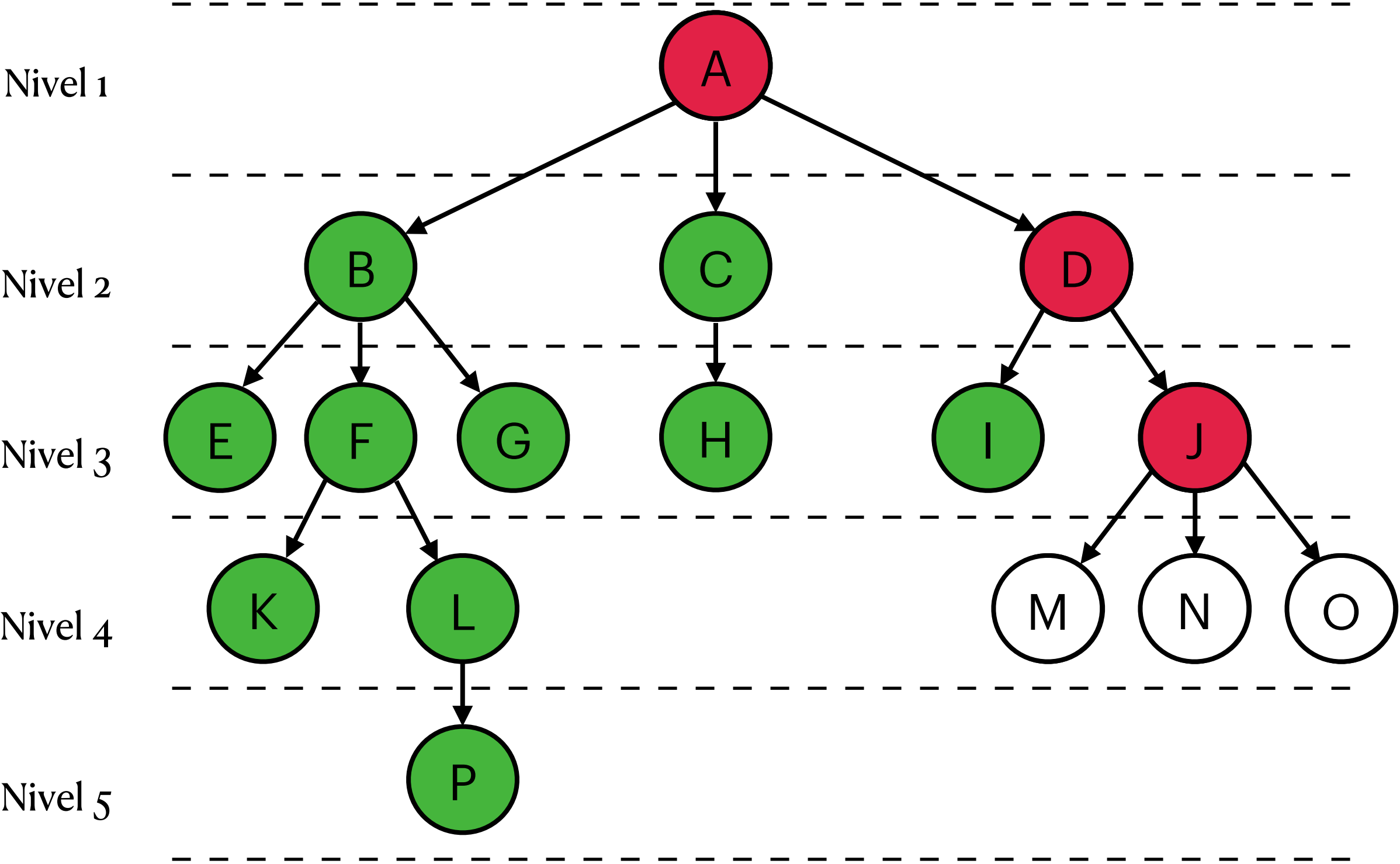
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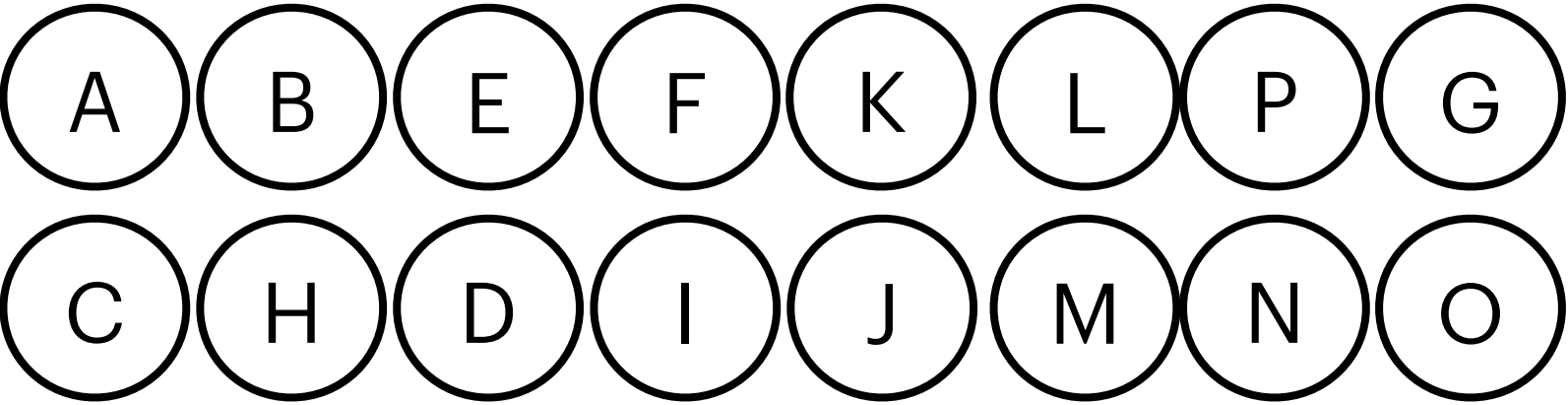
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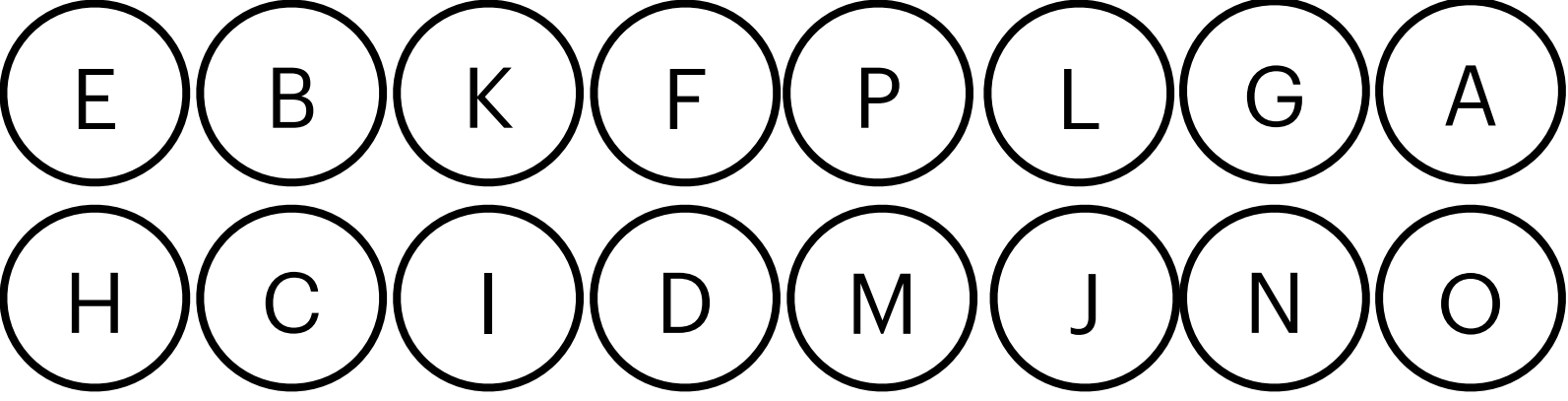
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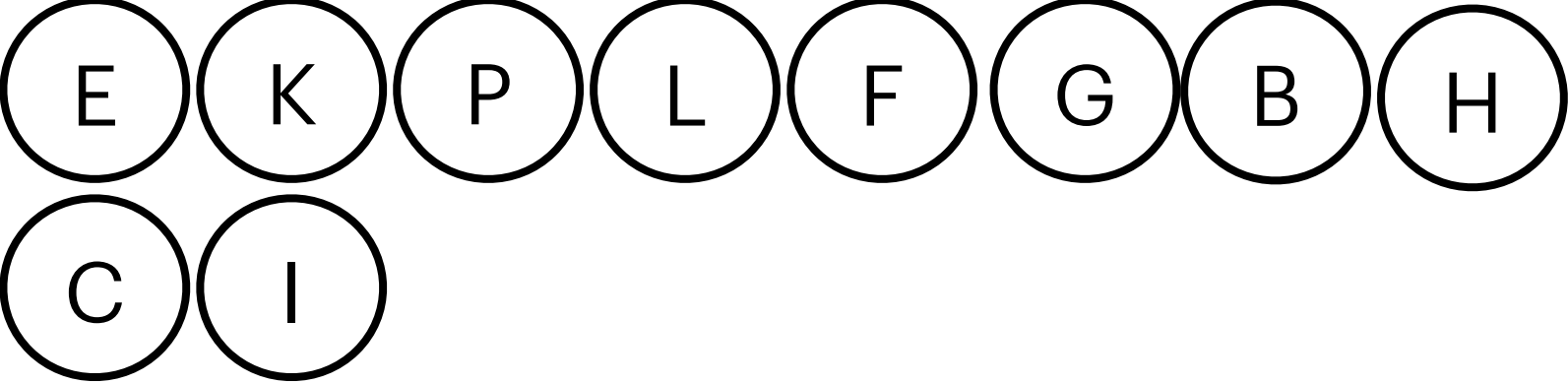
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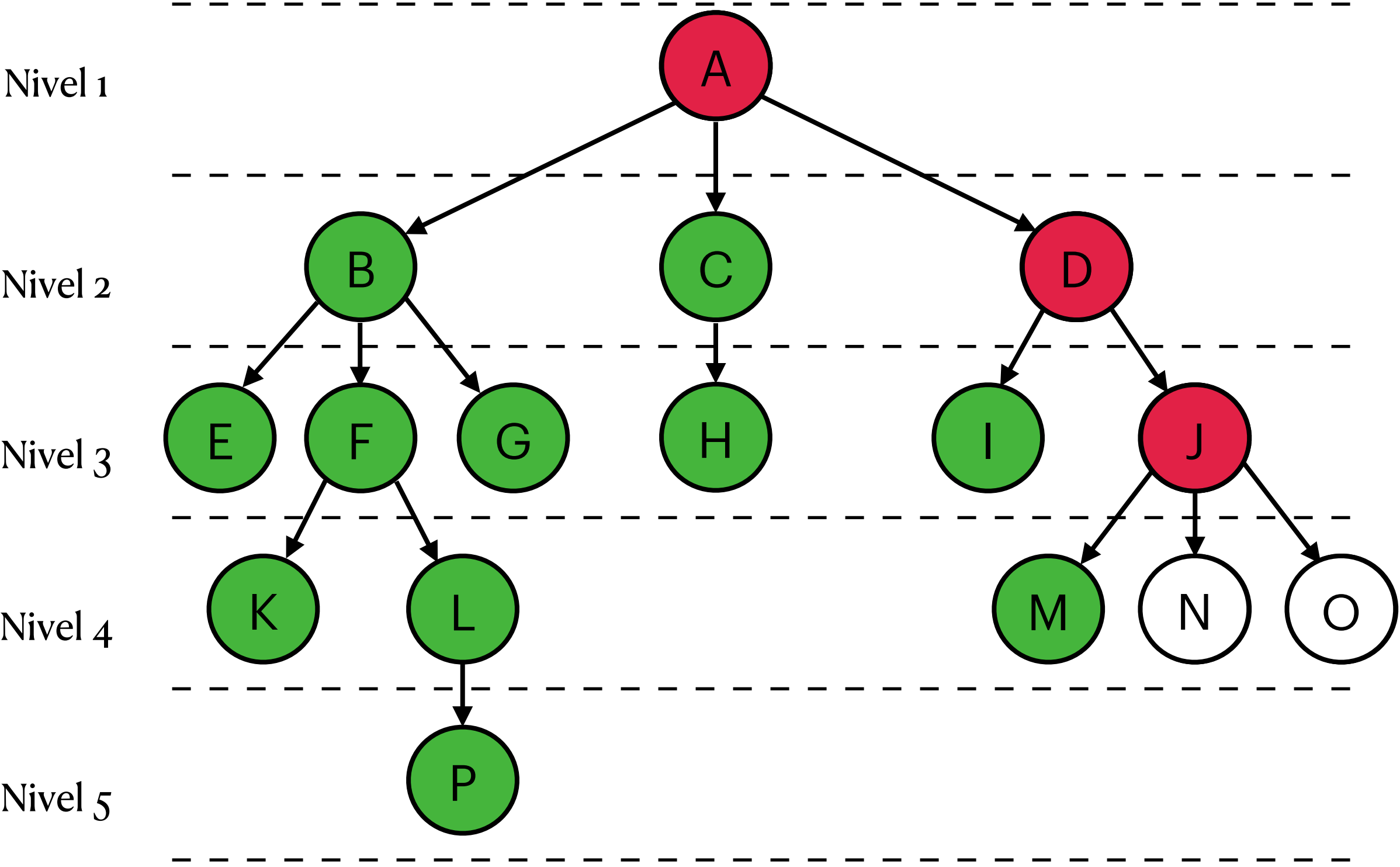
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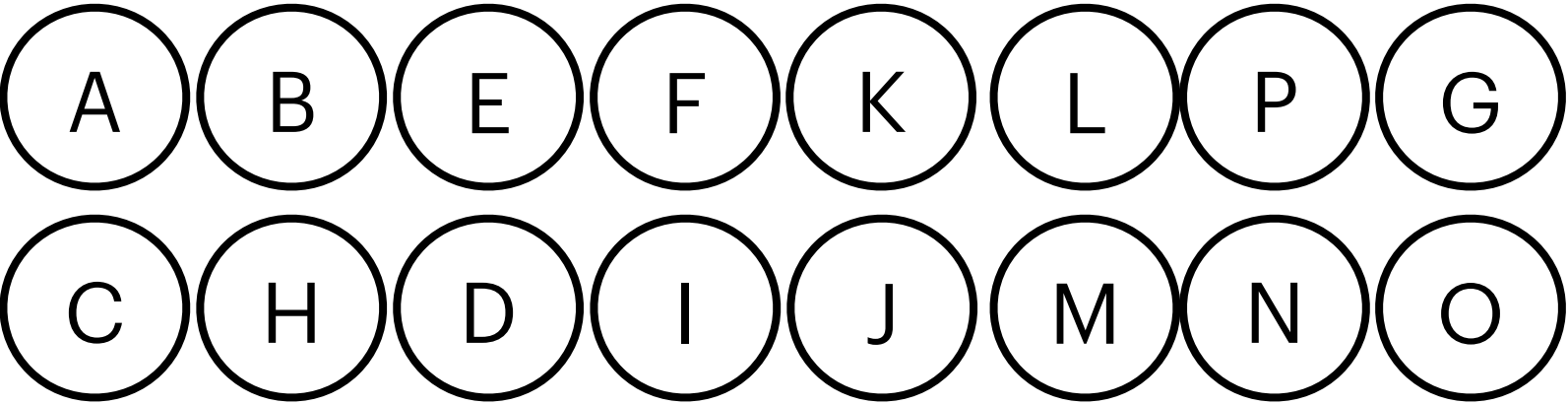
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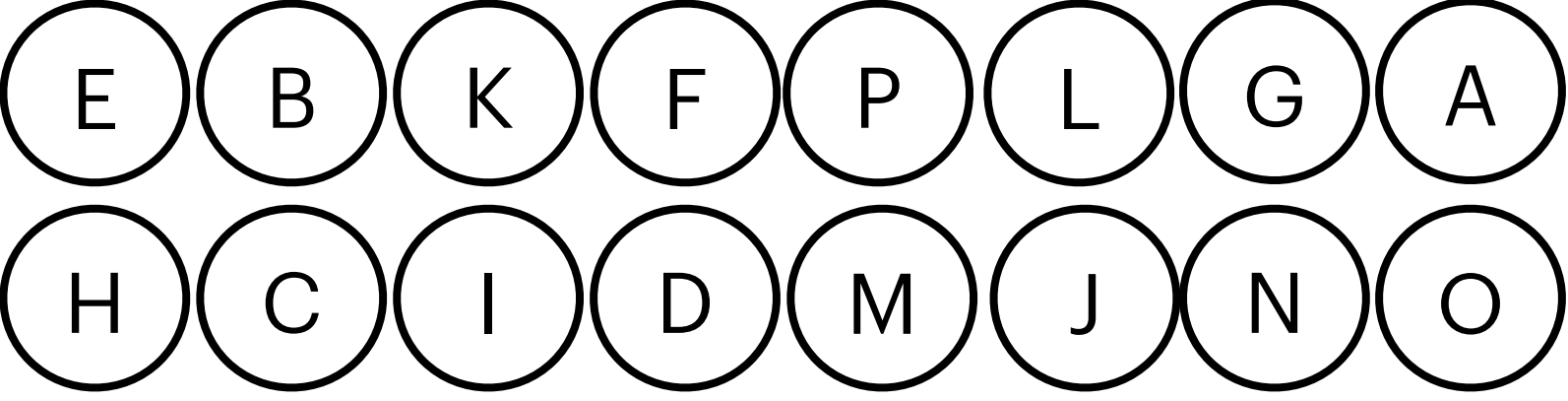
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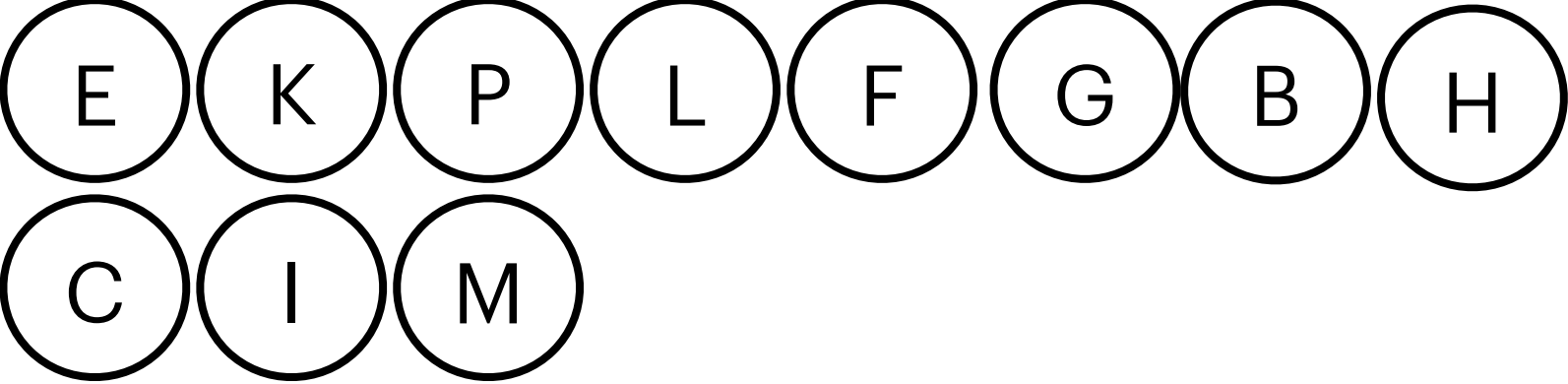
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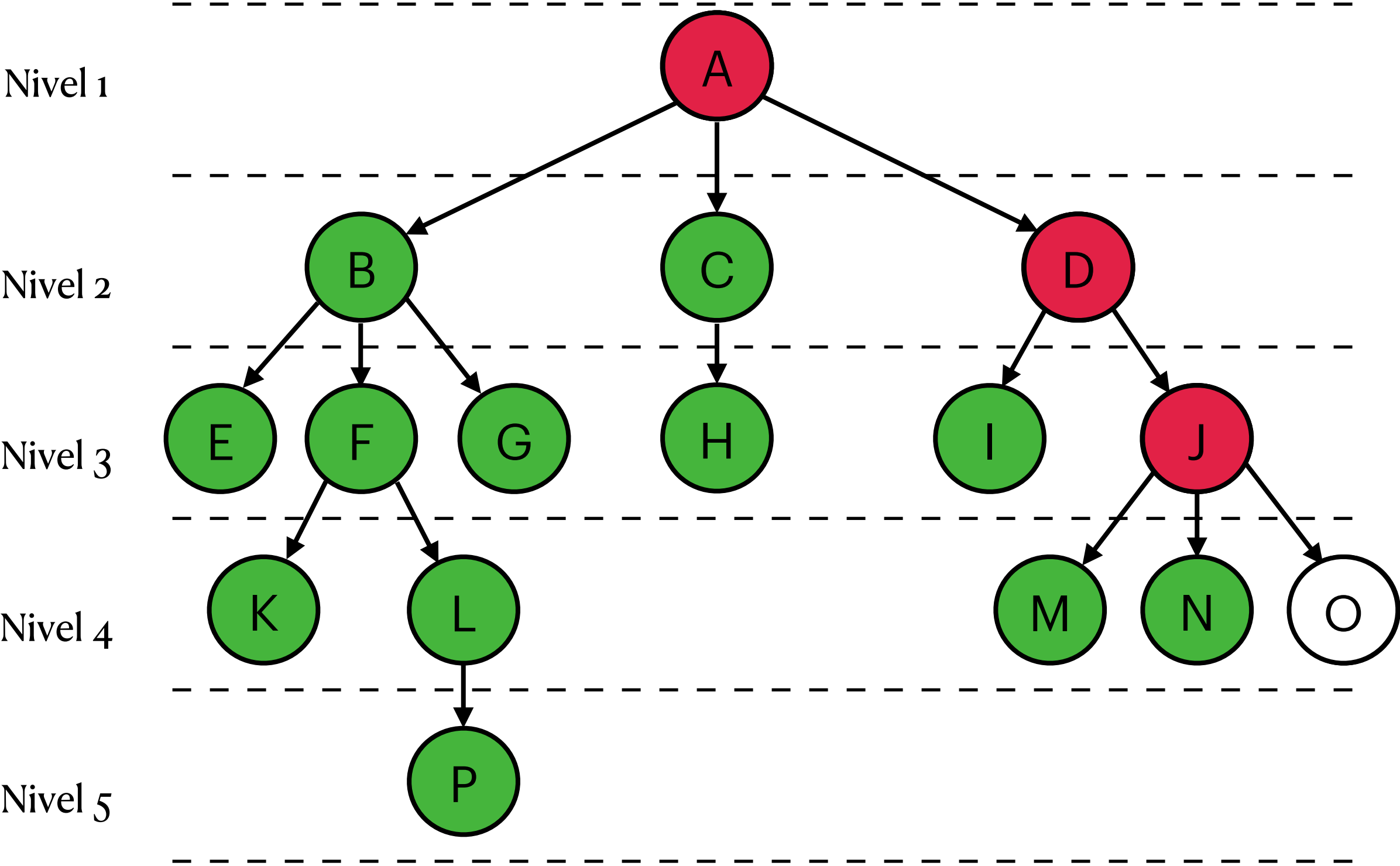
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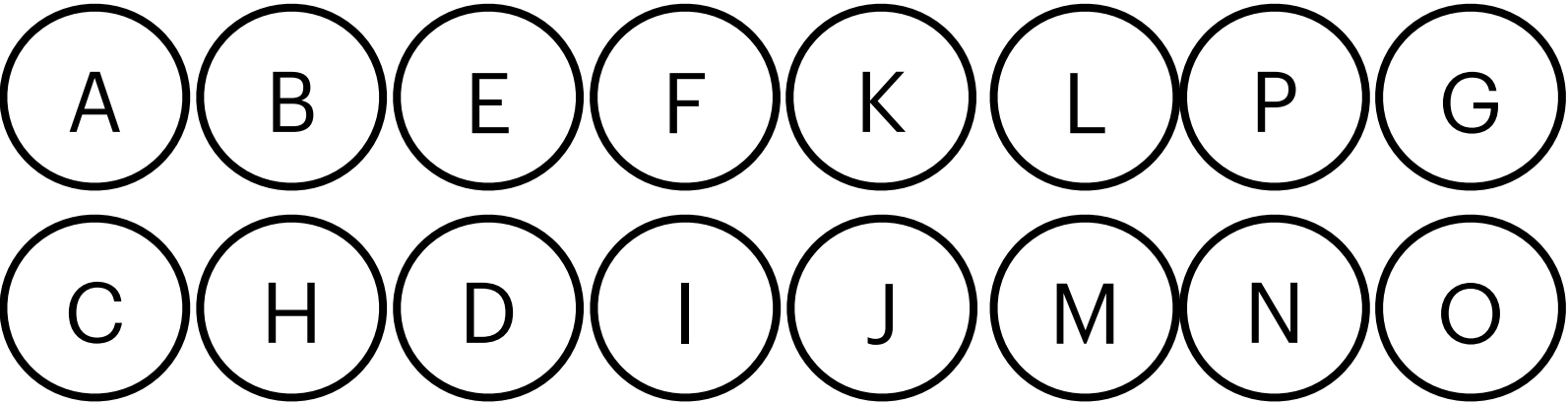
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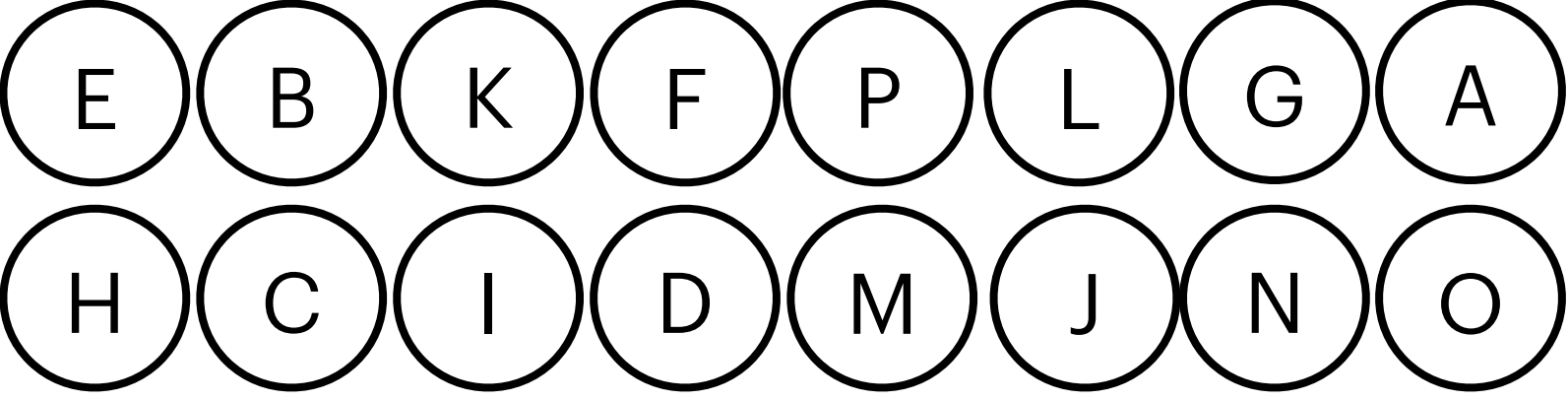
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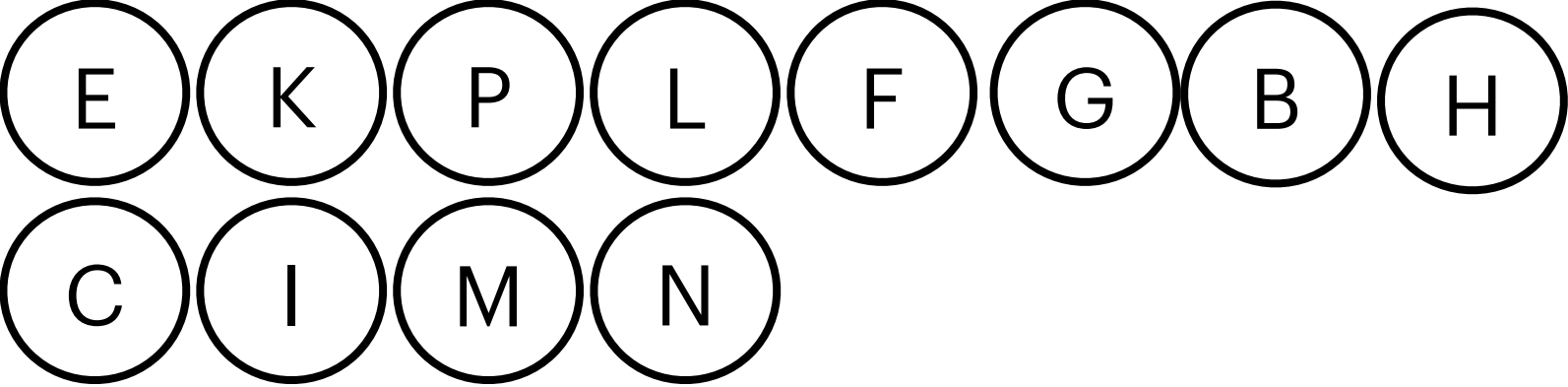
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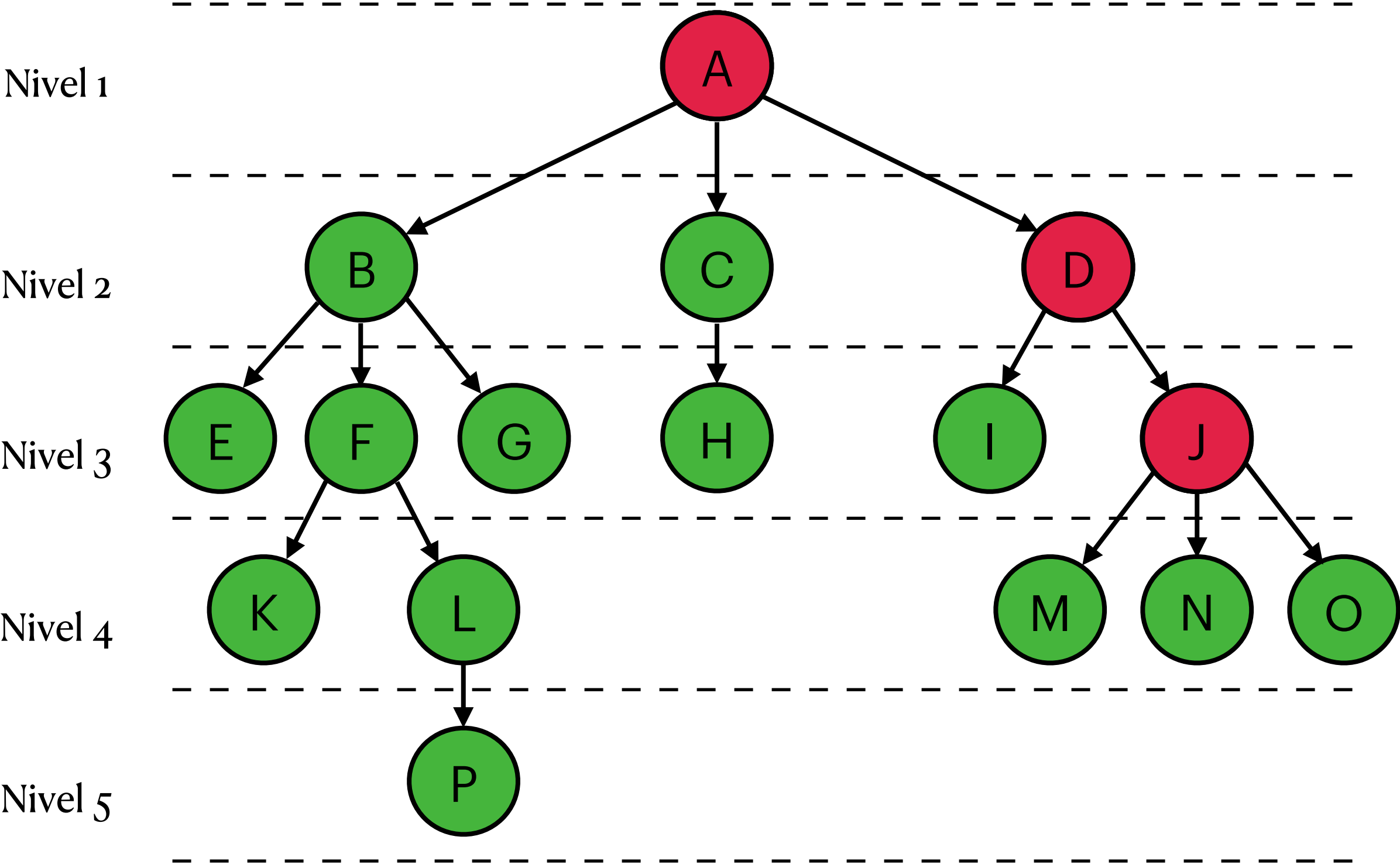
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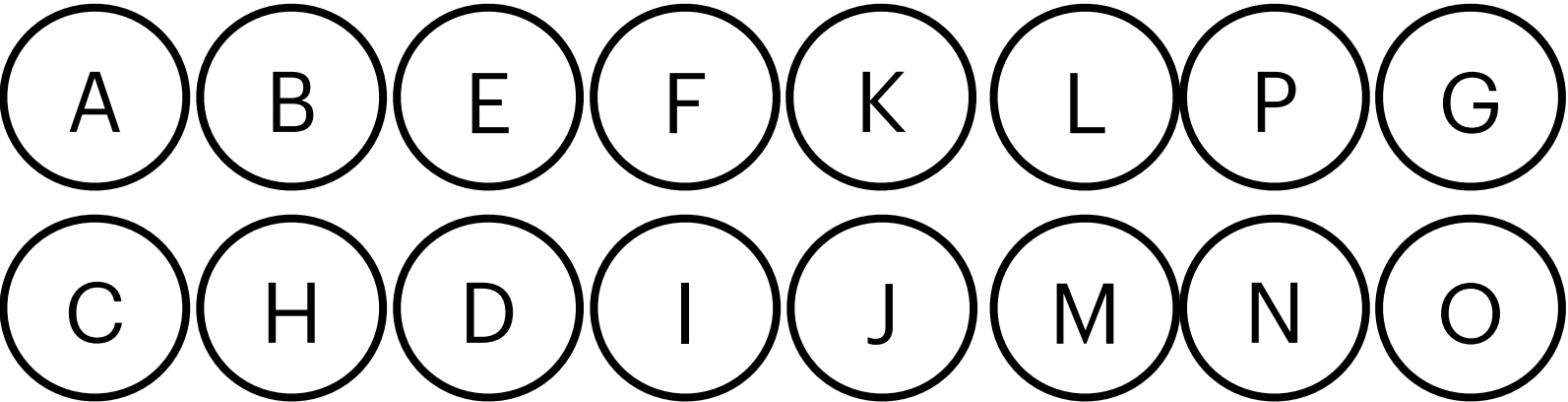
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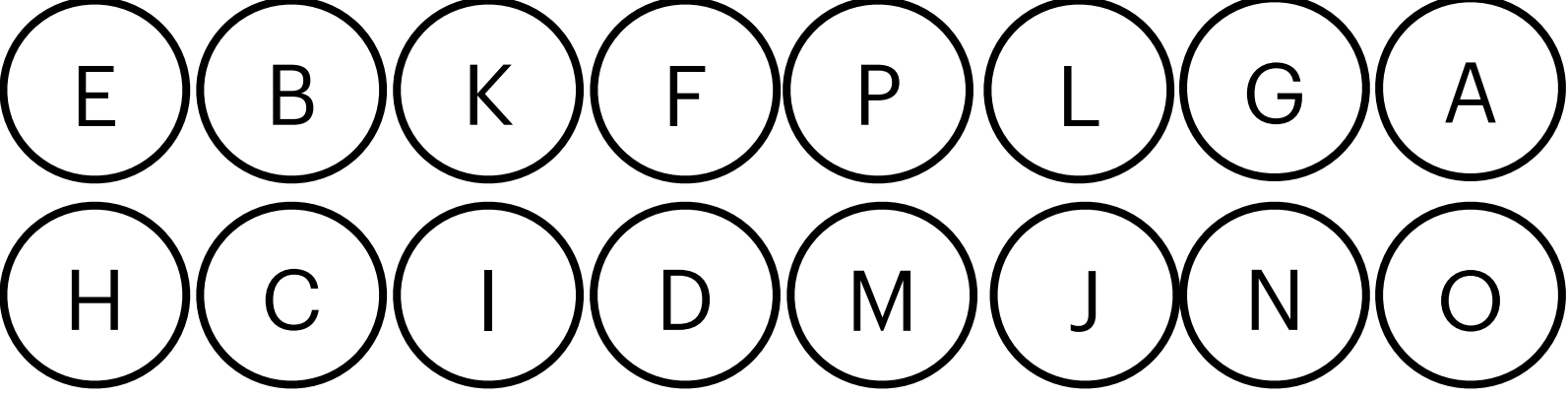
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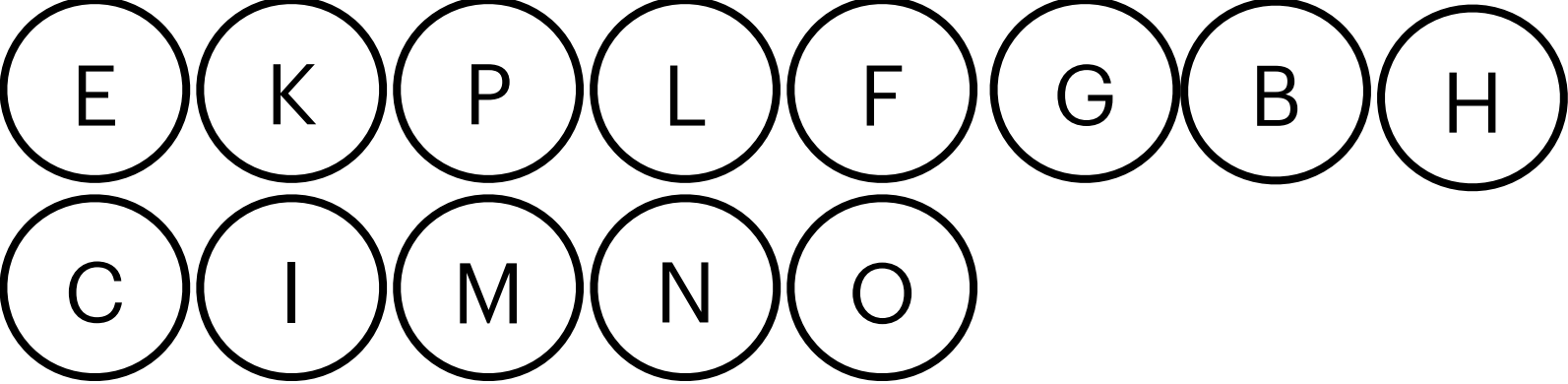
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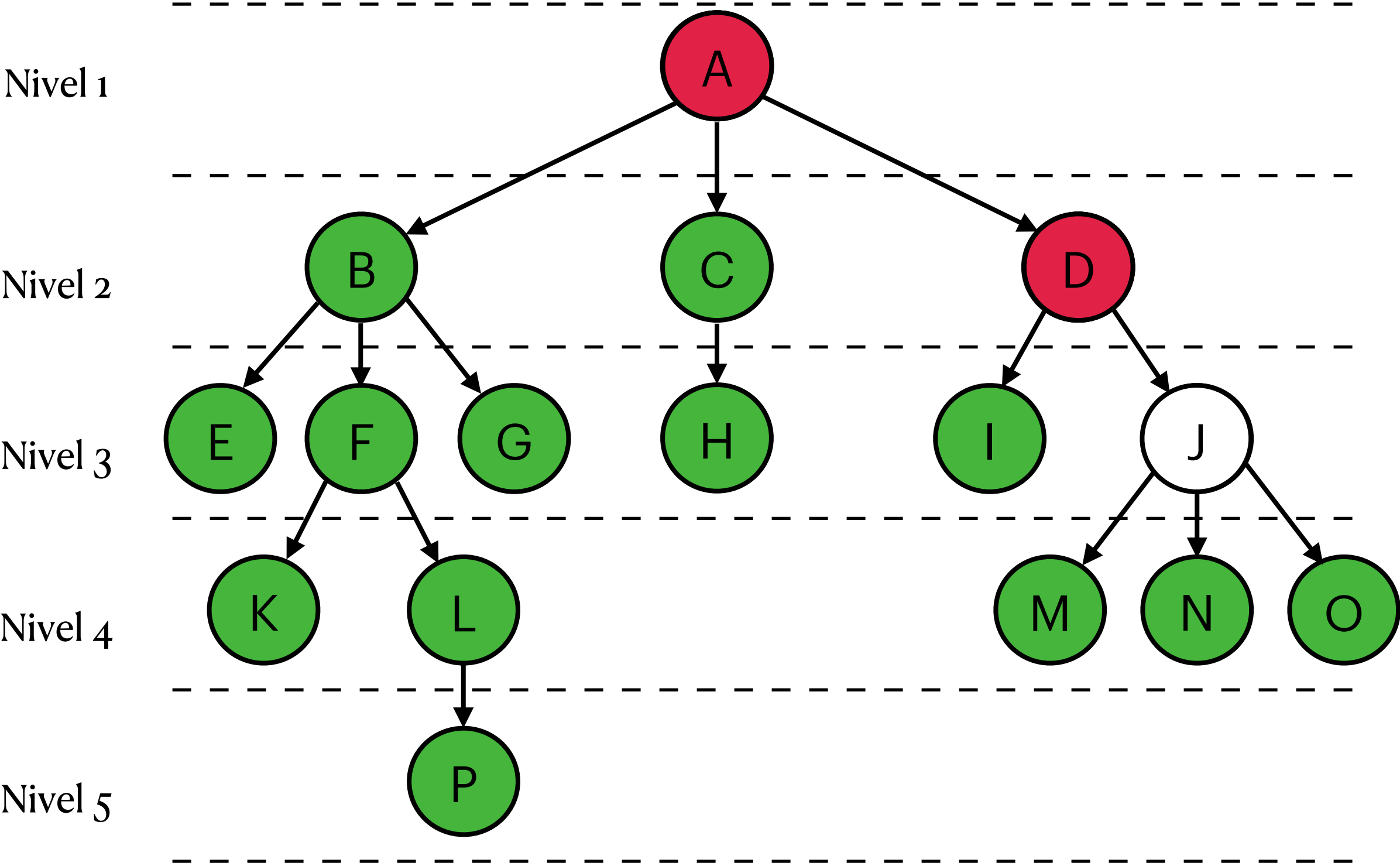
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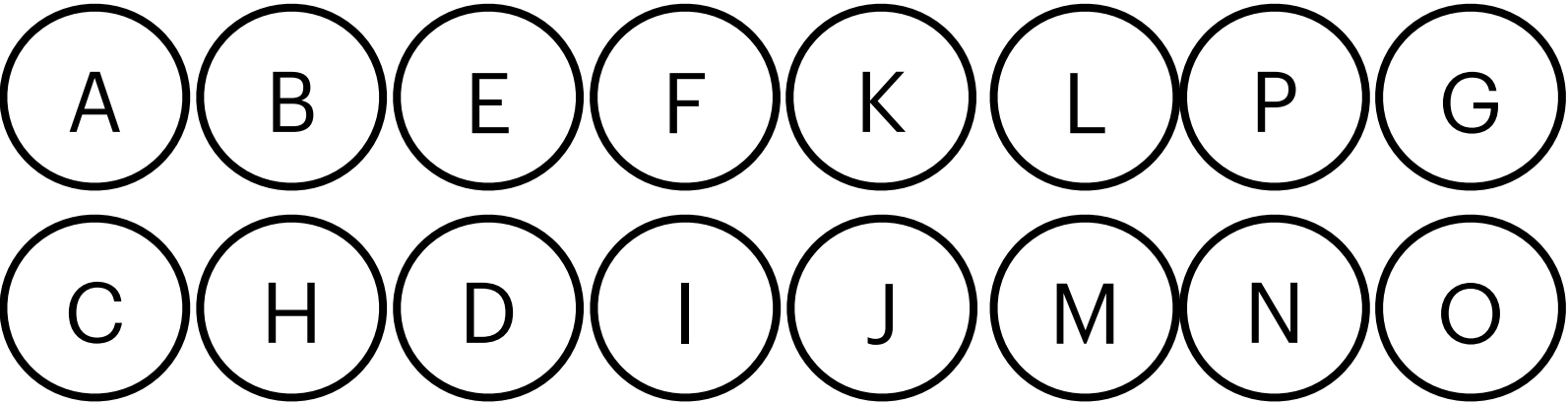
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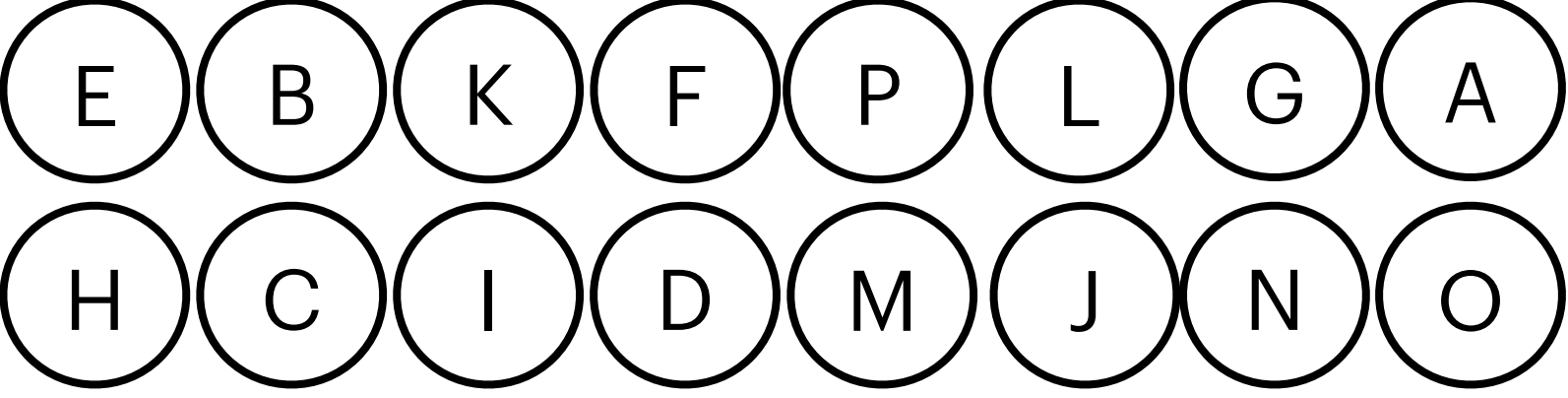
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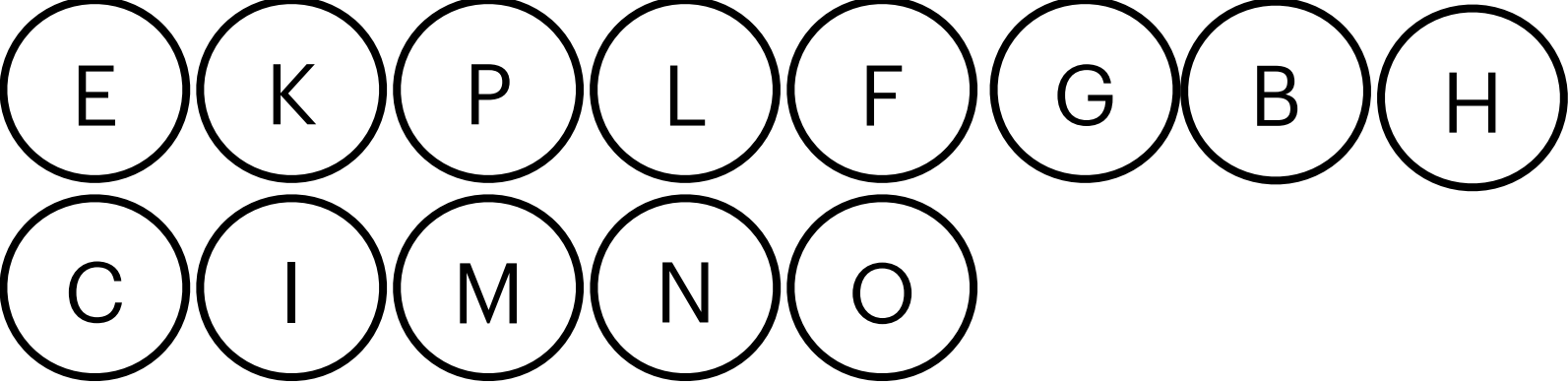
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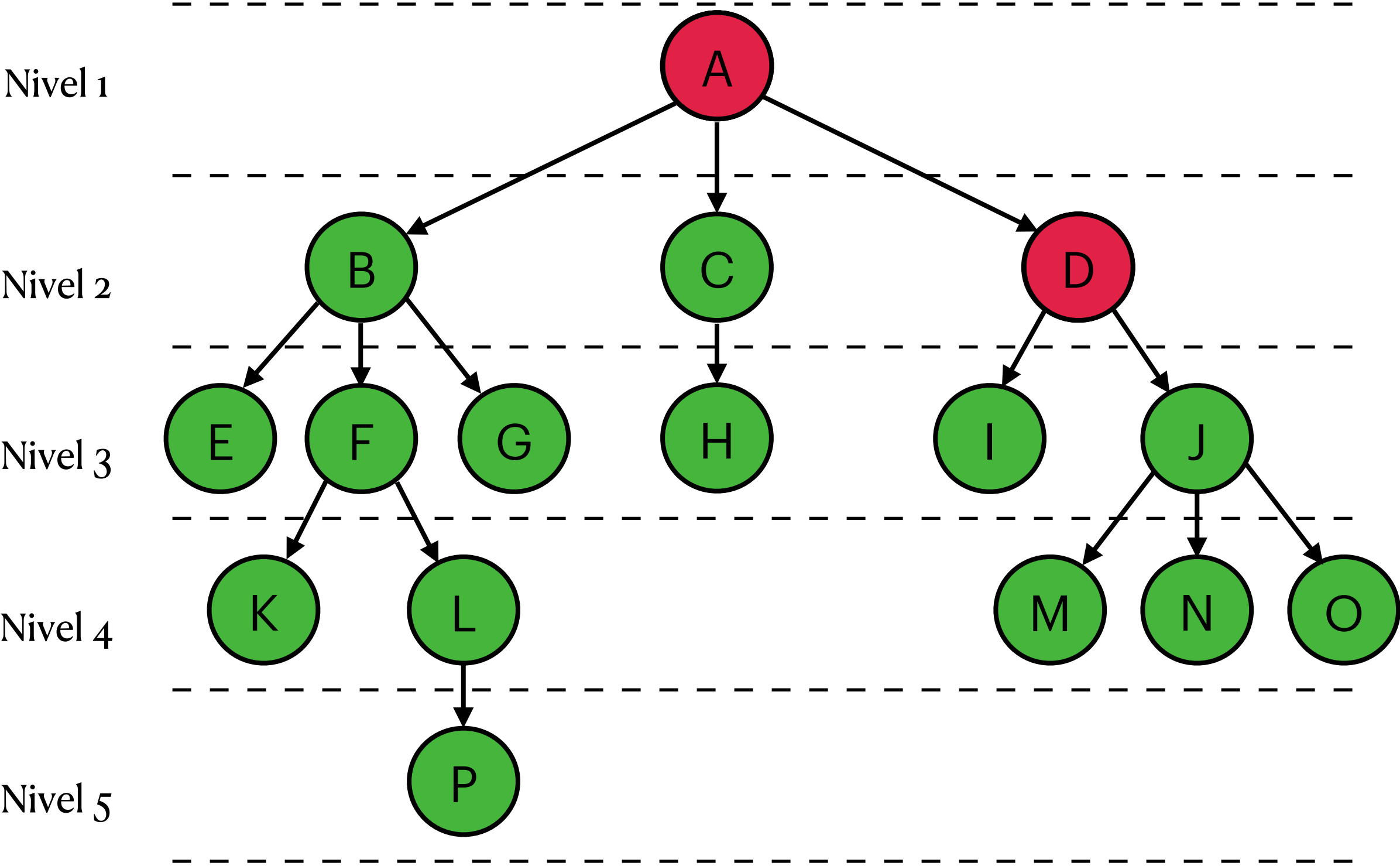
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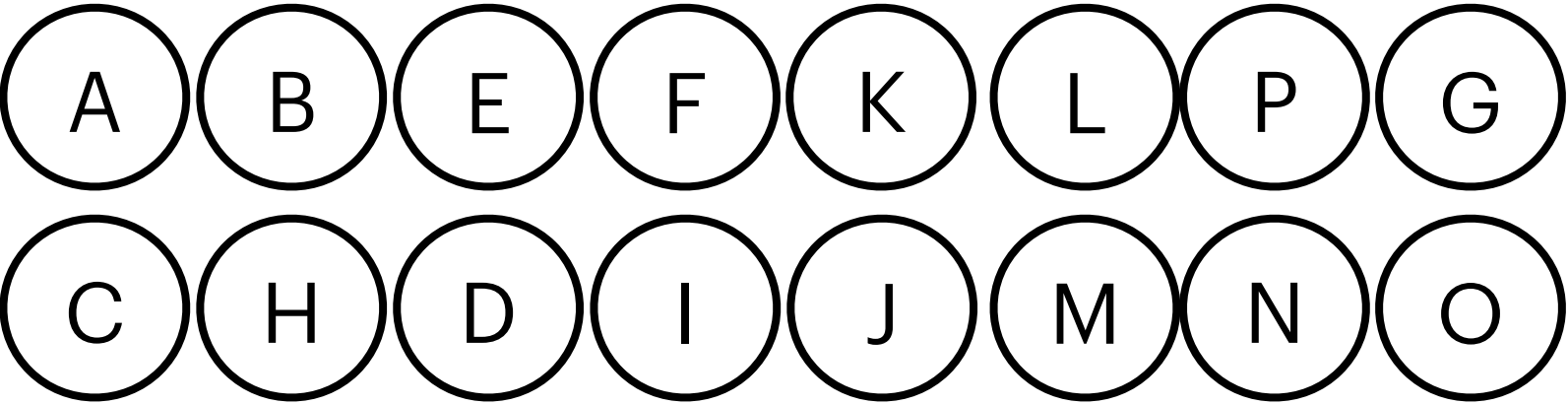
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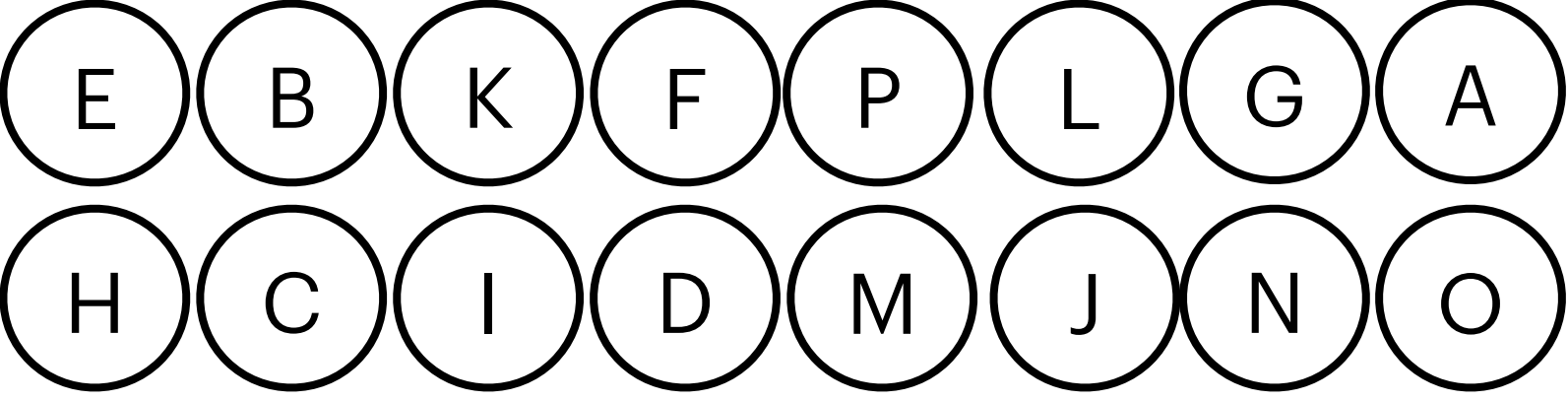
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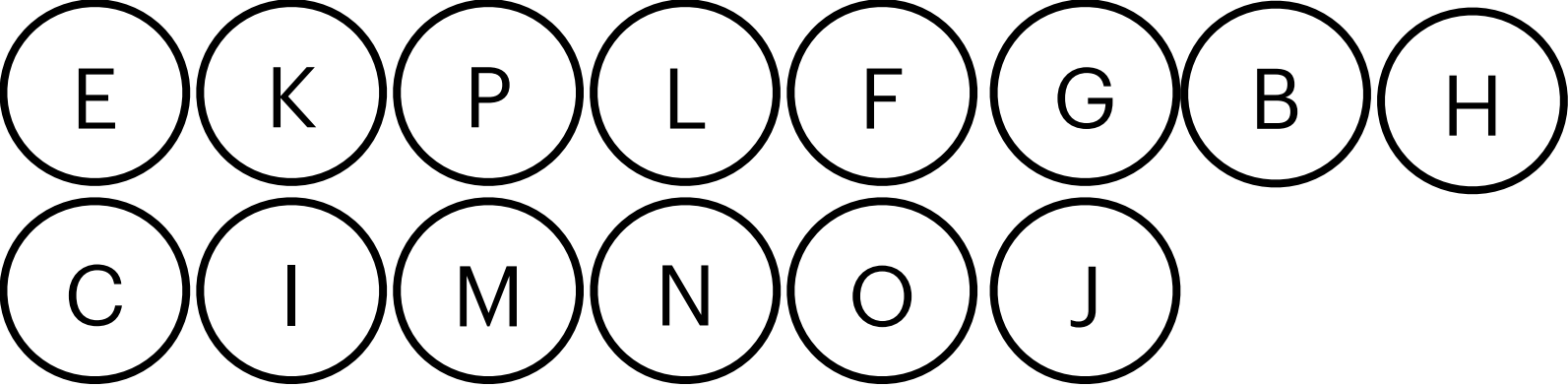
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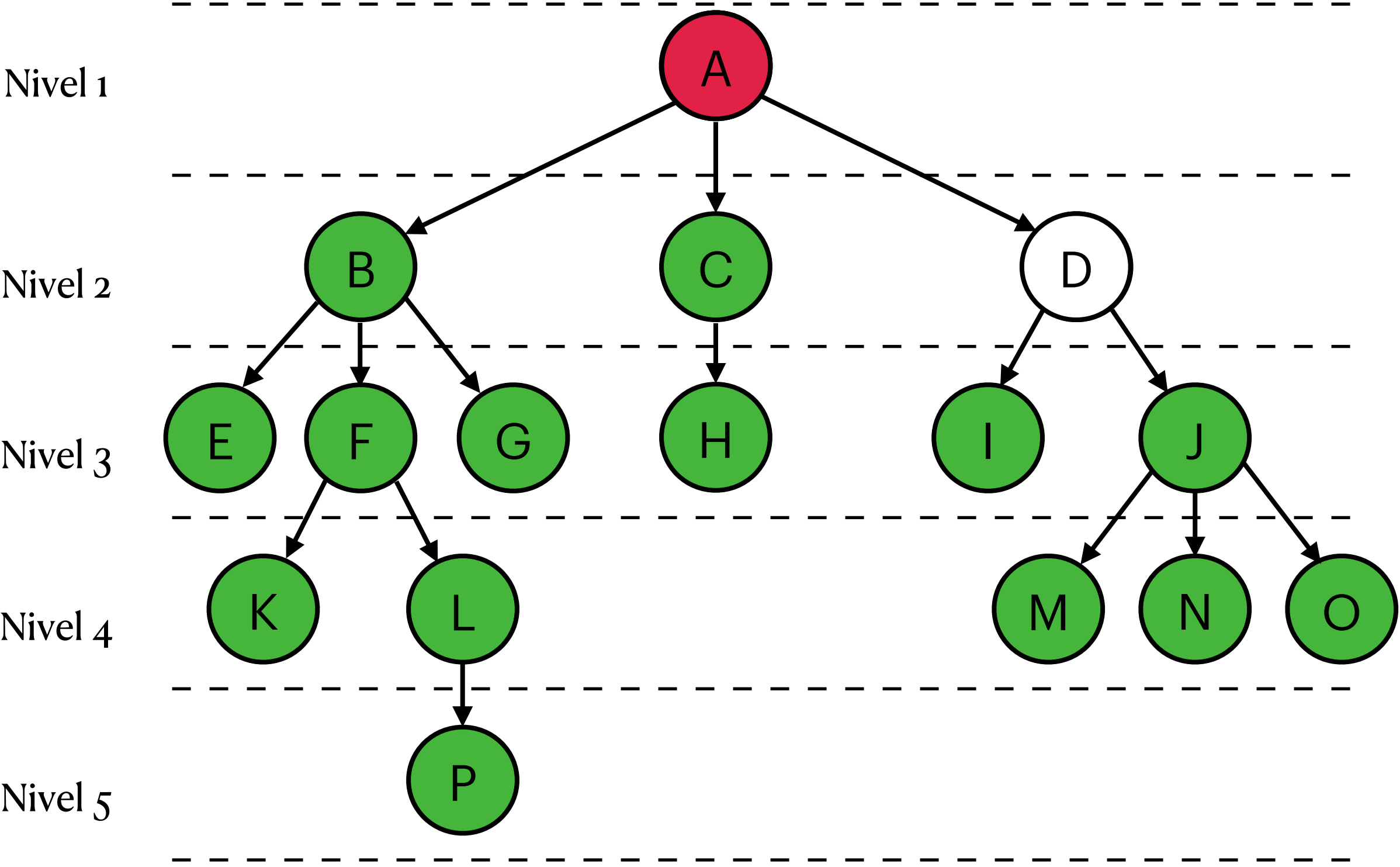
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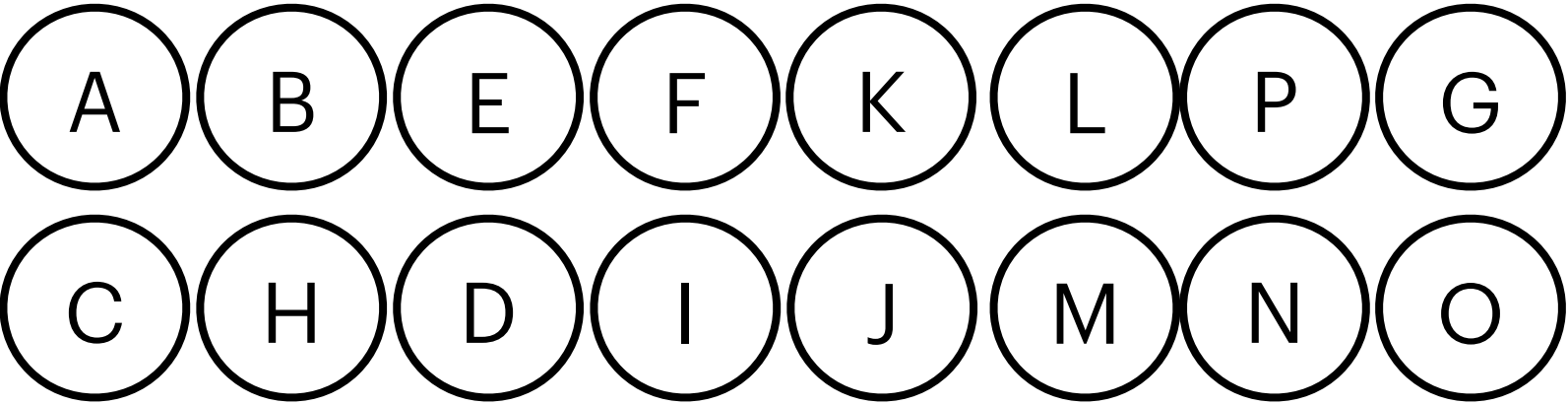
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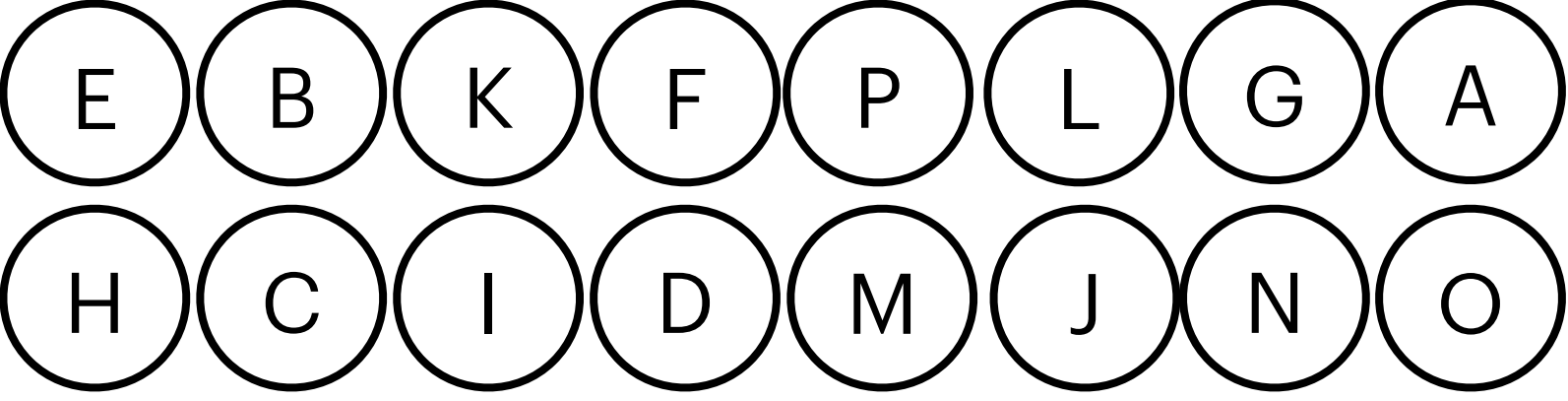
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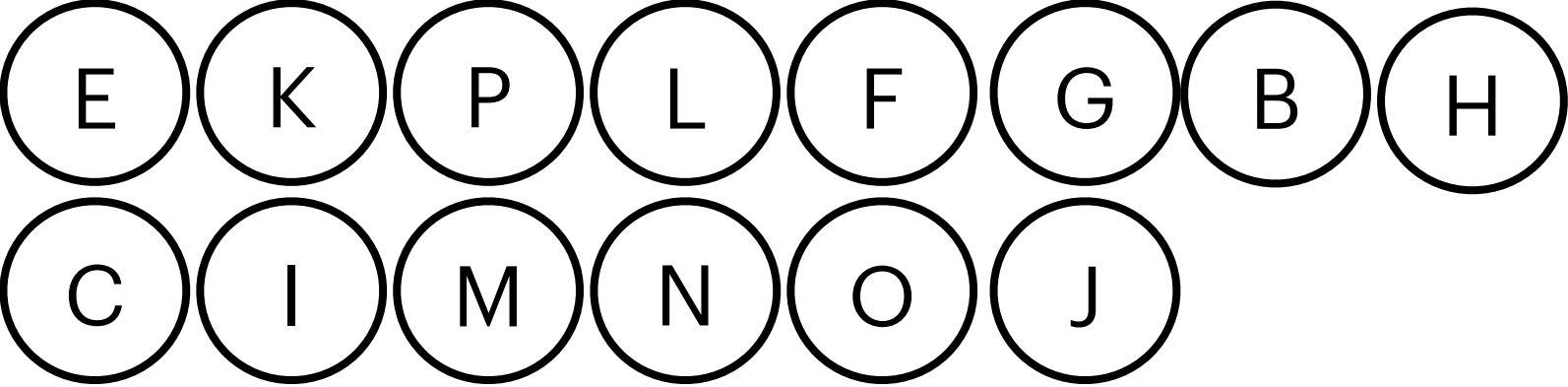
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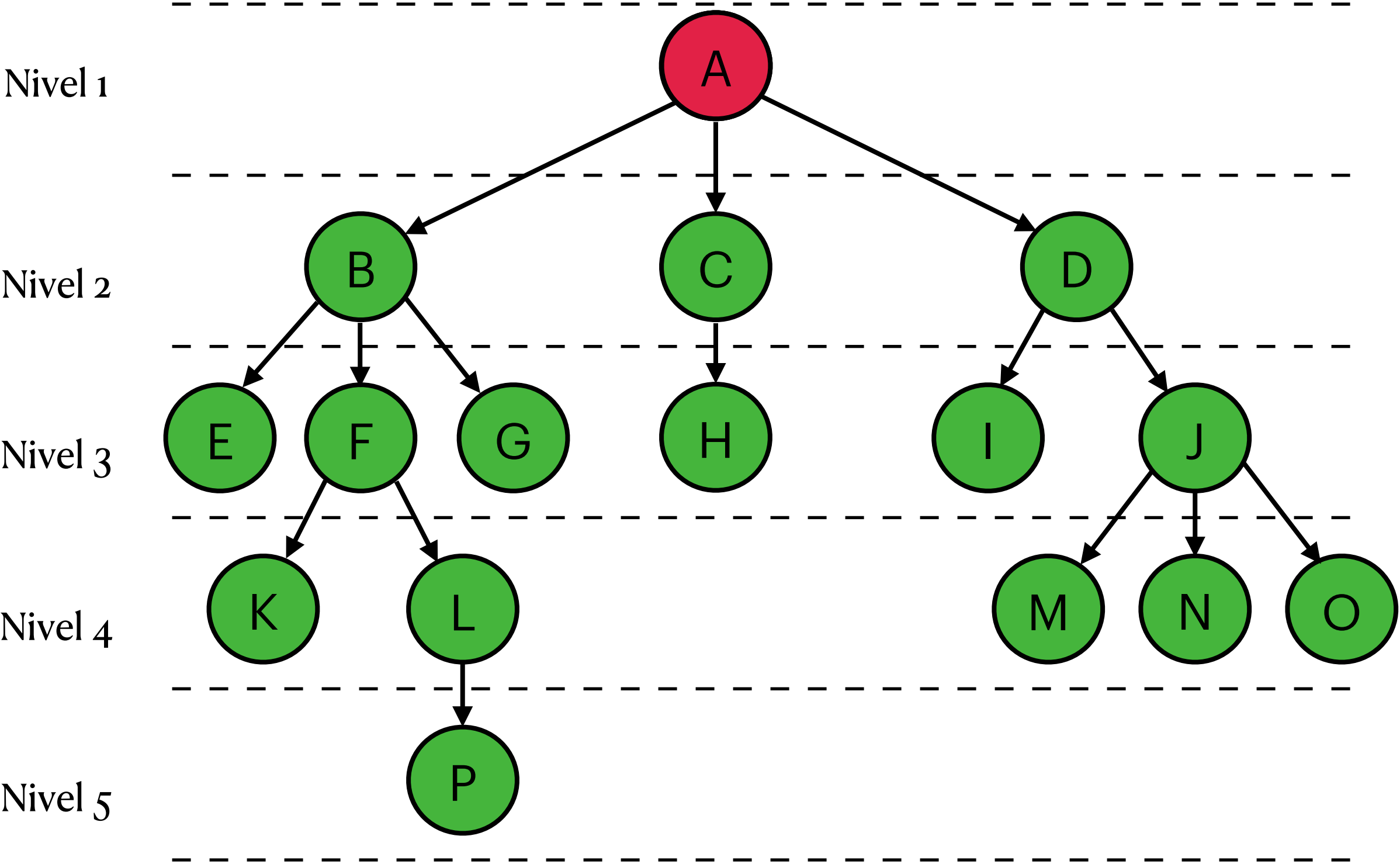
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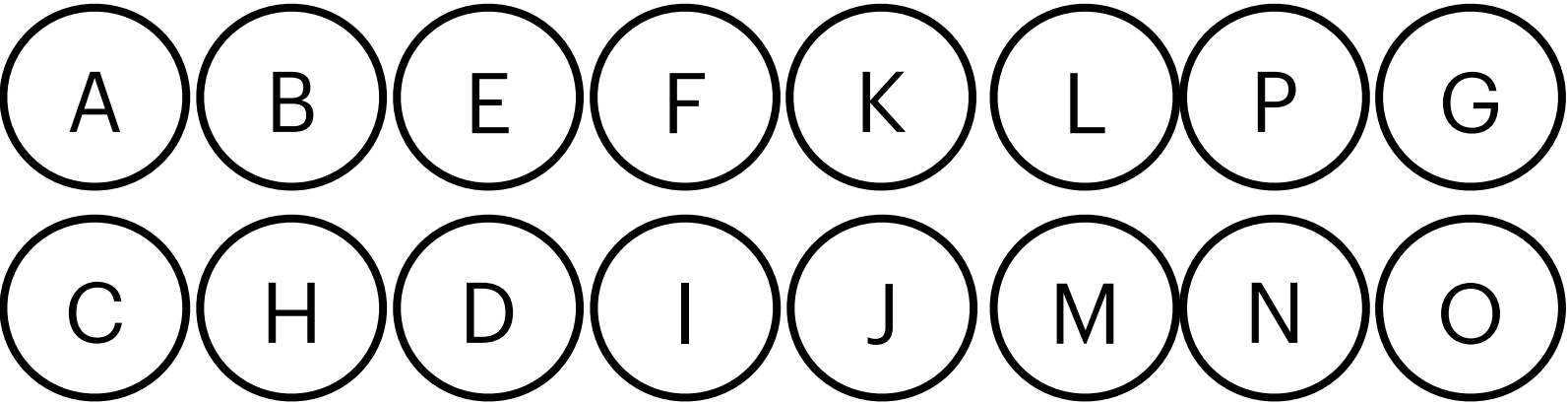
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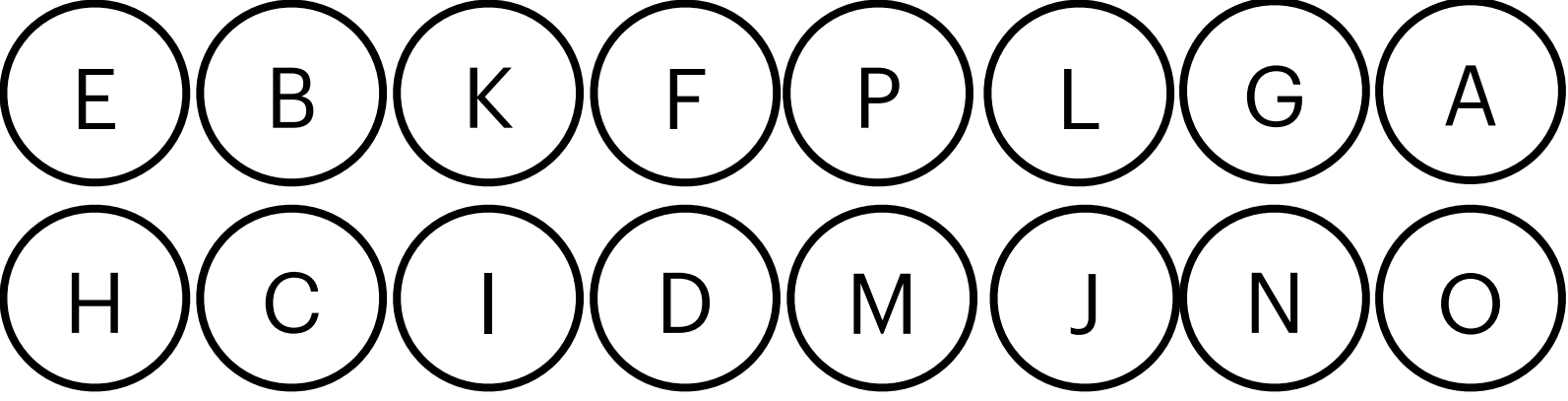
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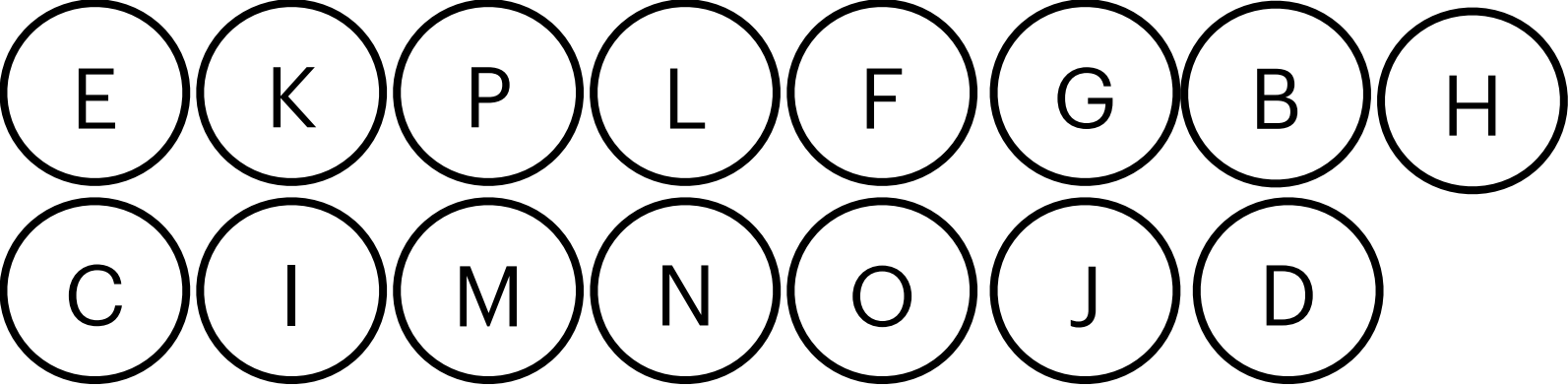
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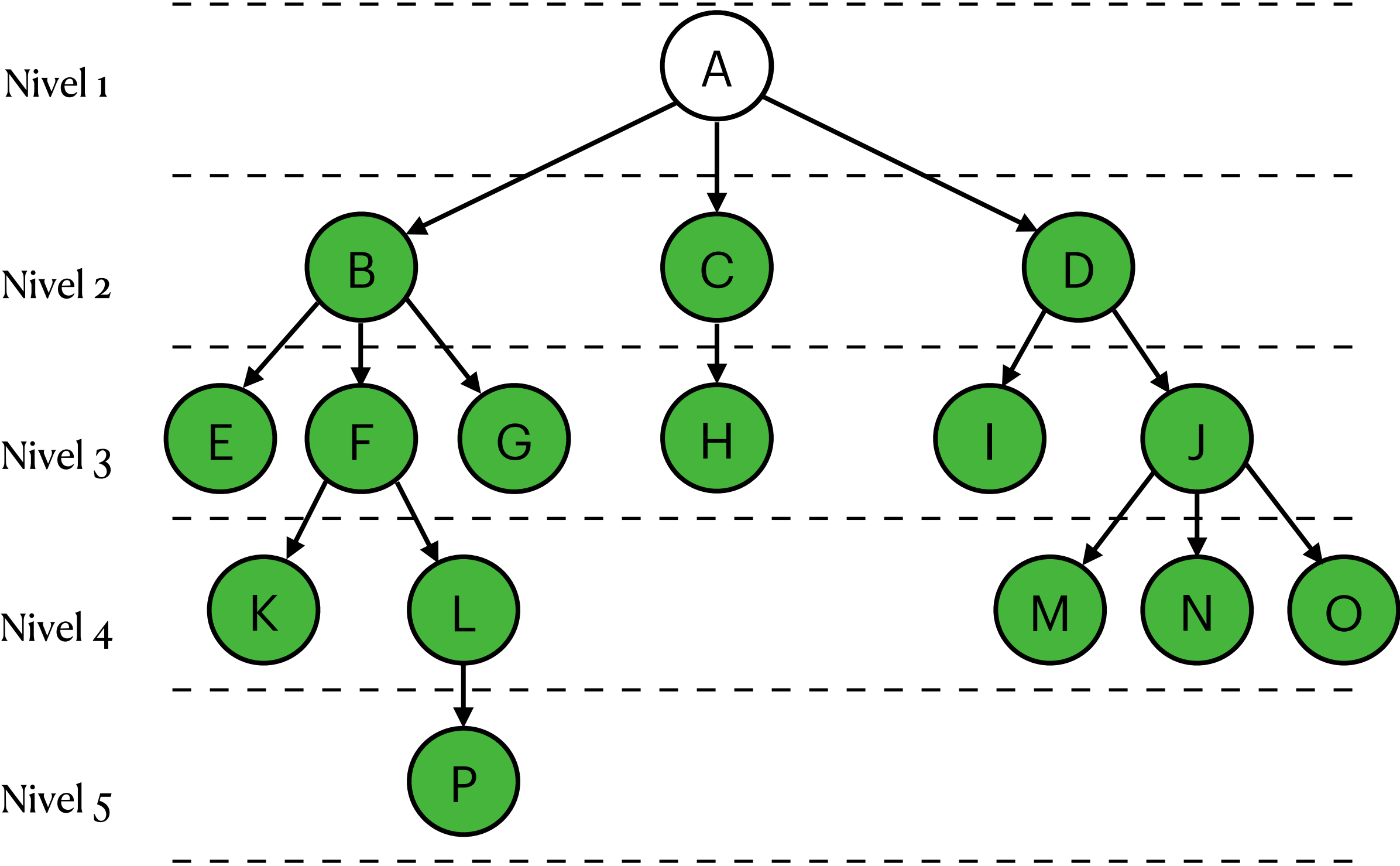
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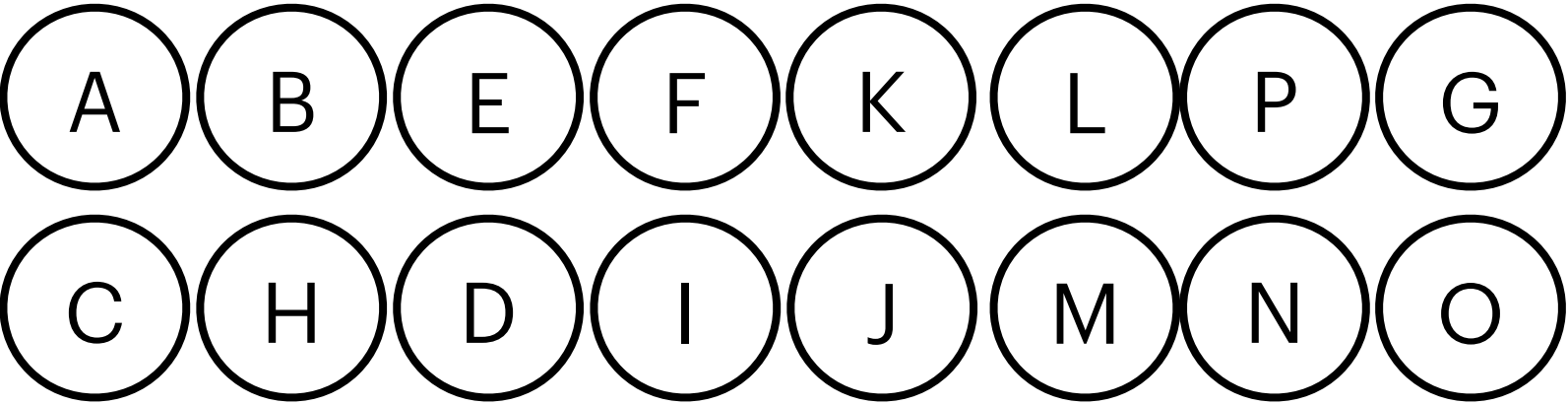
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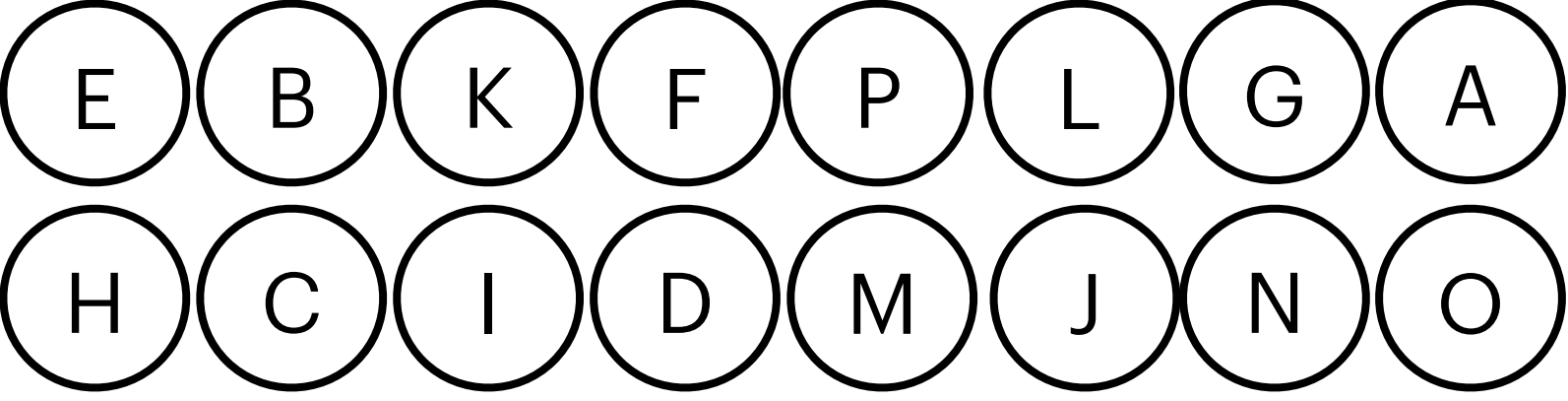
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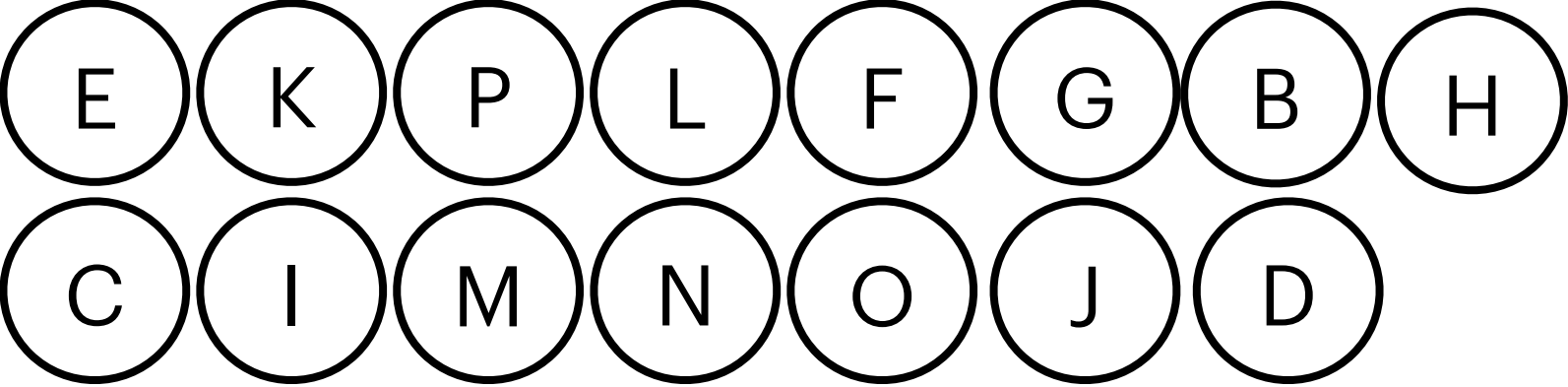
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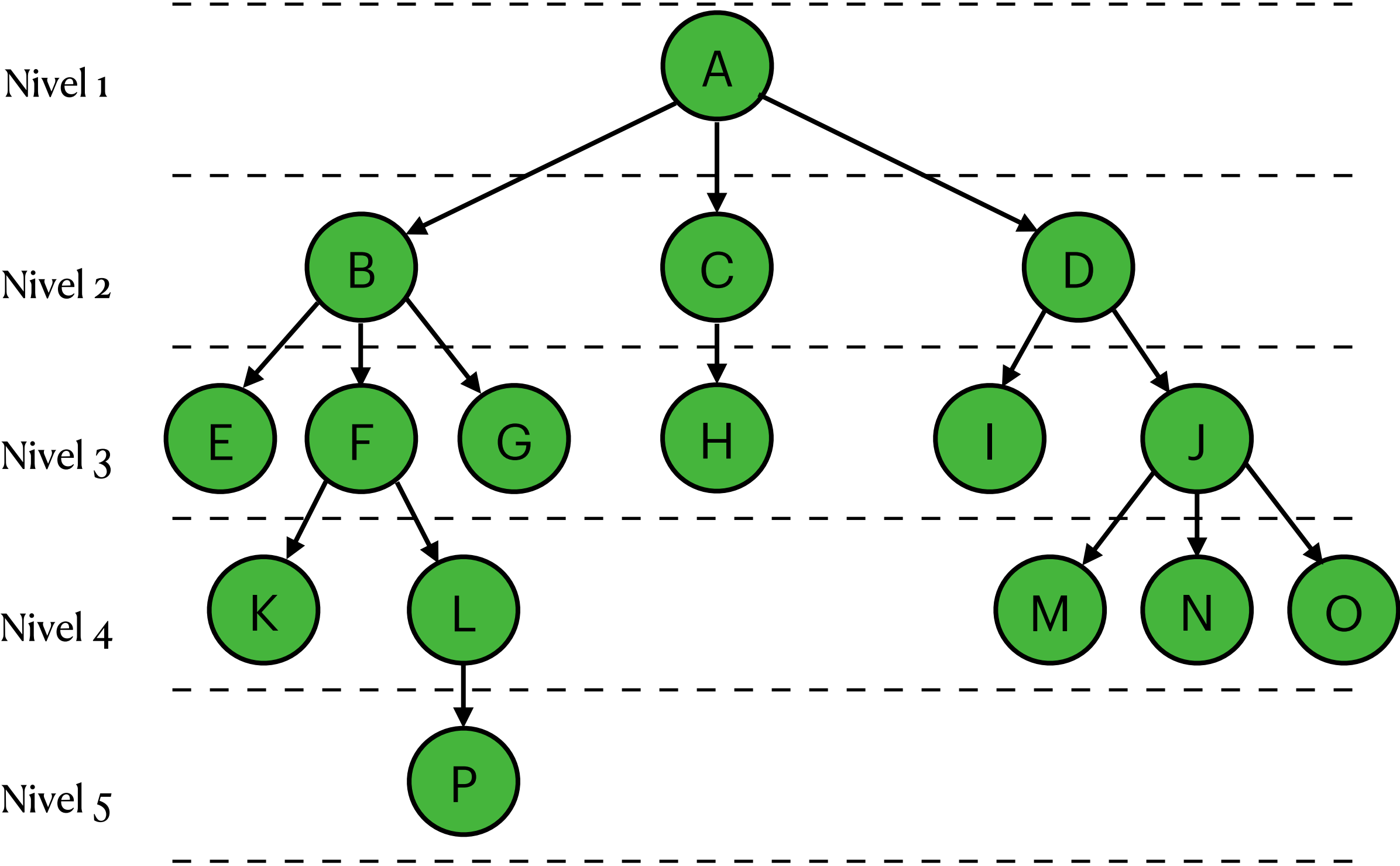
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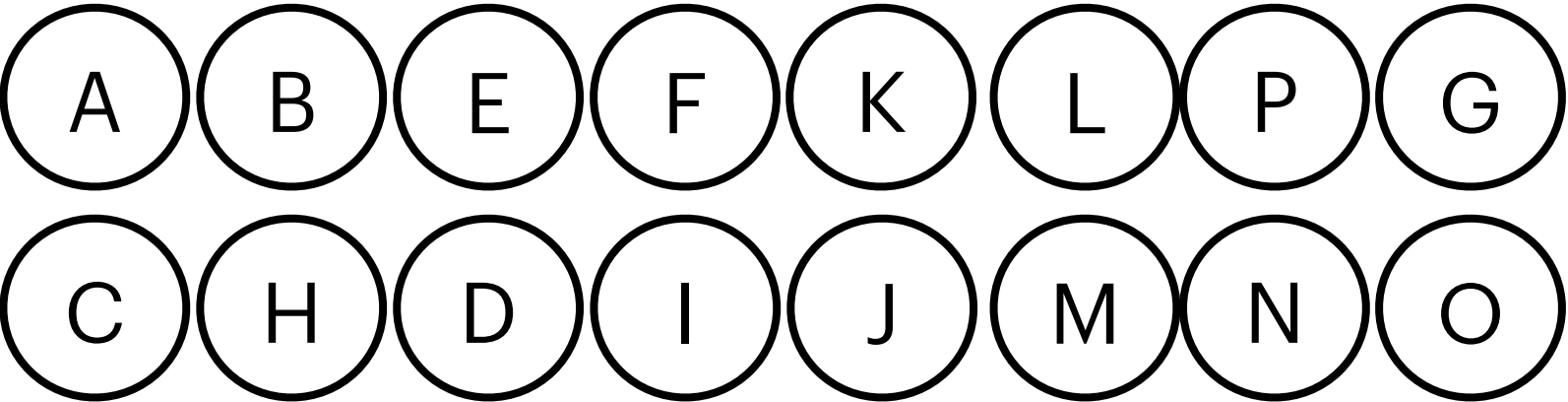
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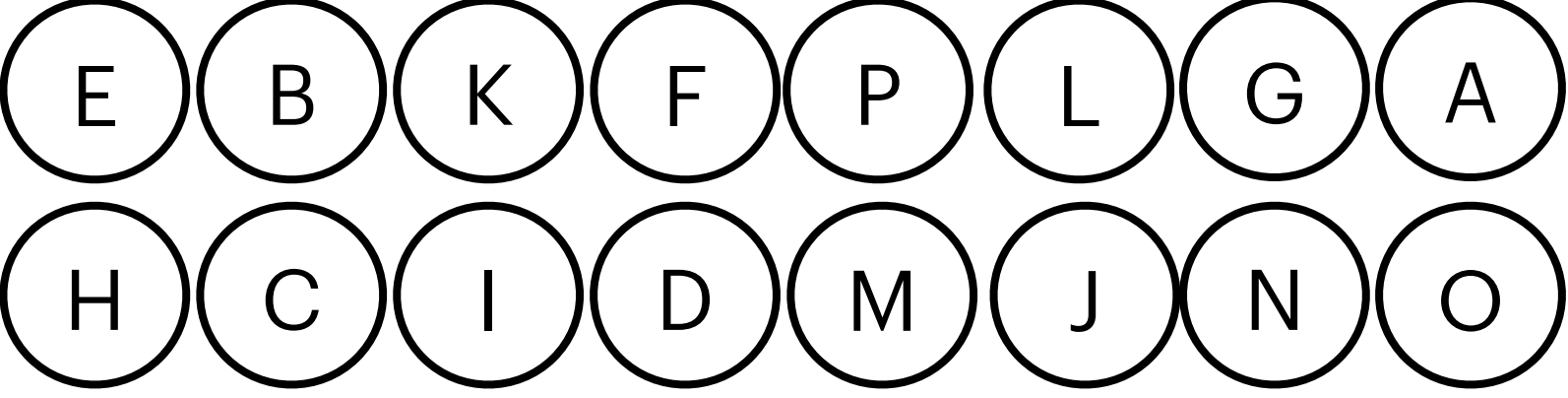
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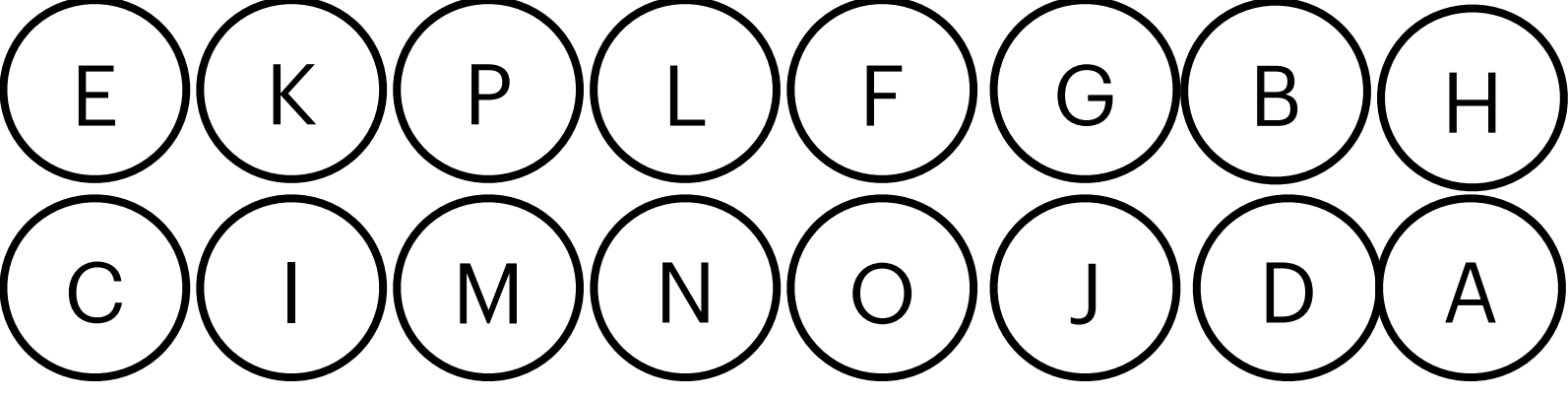
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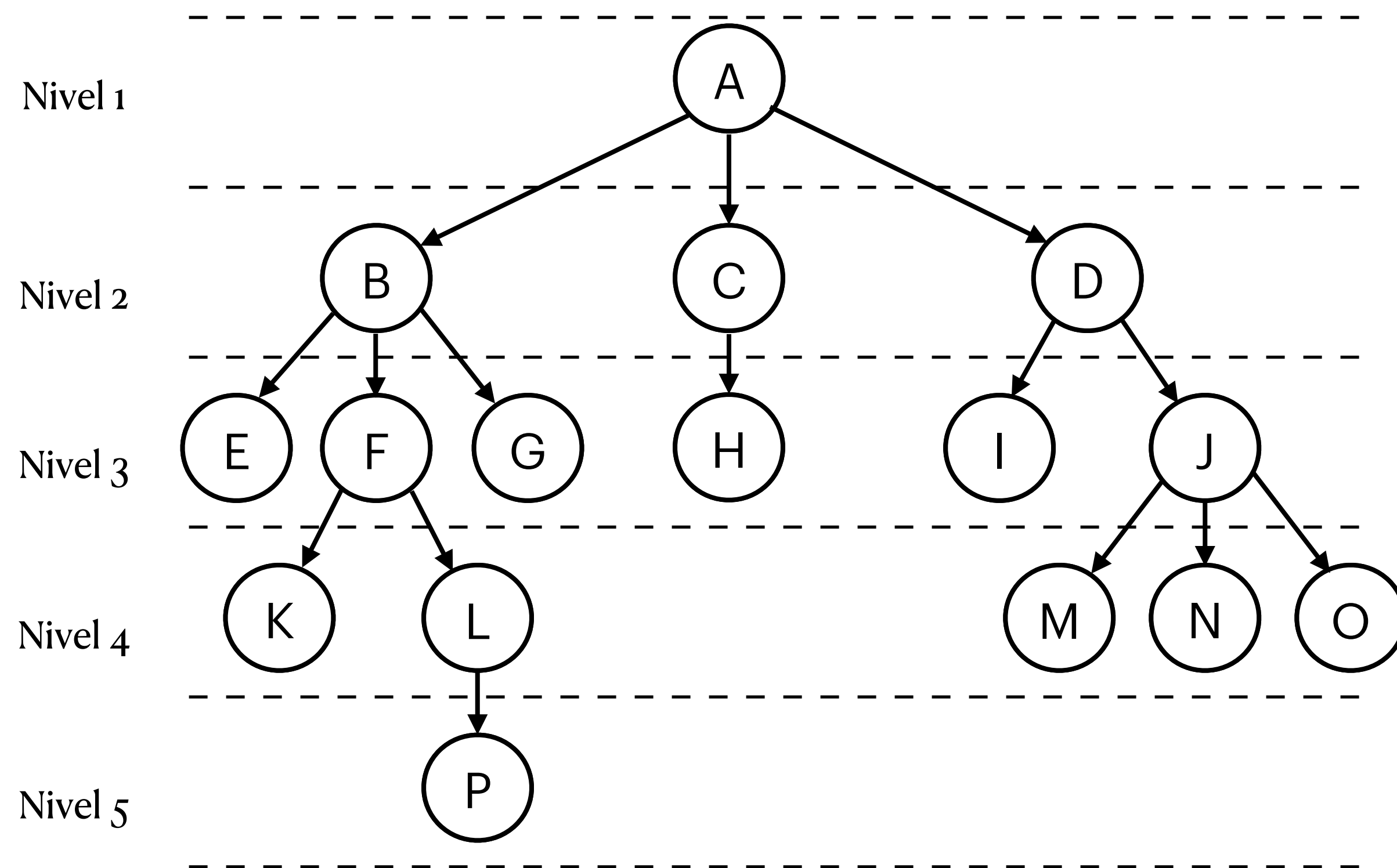
Parcure

Tehnica căutării prin cuprindere se folosește mai rar

Este utilă pentru tipărirea pe ecran a arborilor.

Se mai numește și traversare pe nivel (level traversal)

Nodurile de pe un nivel sunt vizitate doar după ce au fost vizitate toate nodurile de pe nivelul anterior



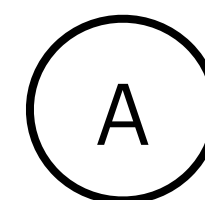
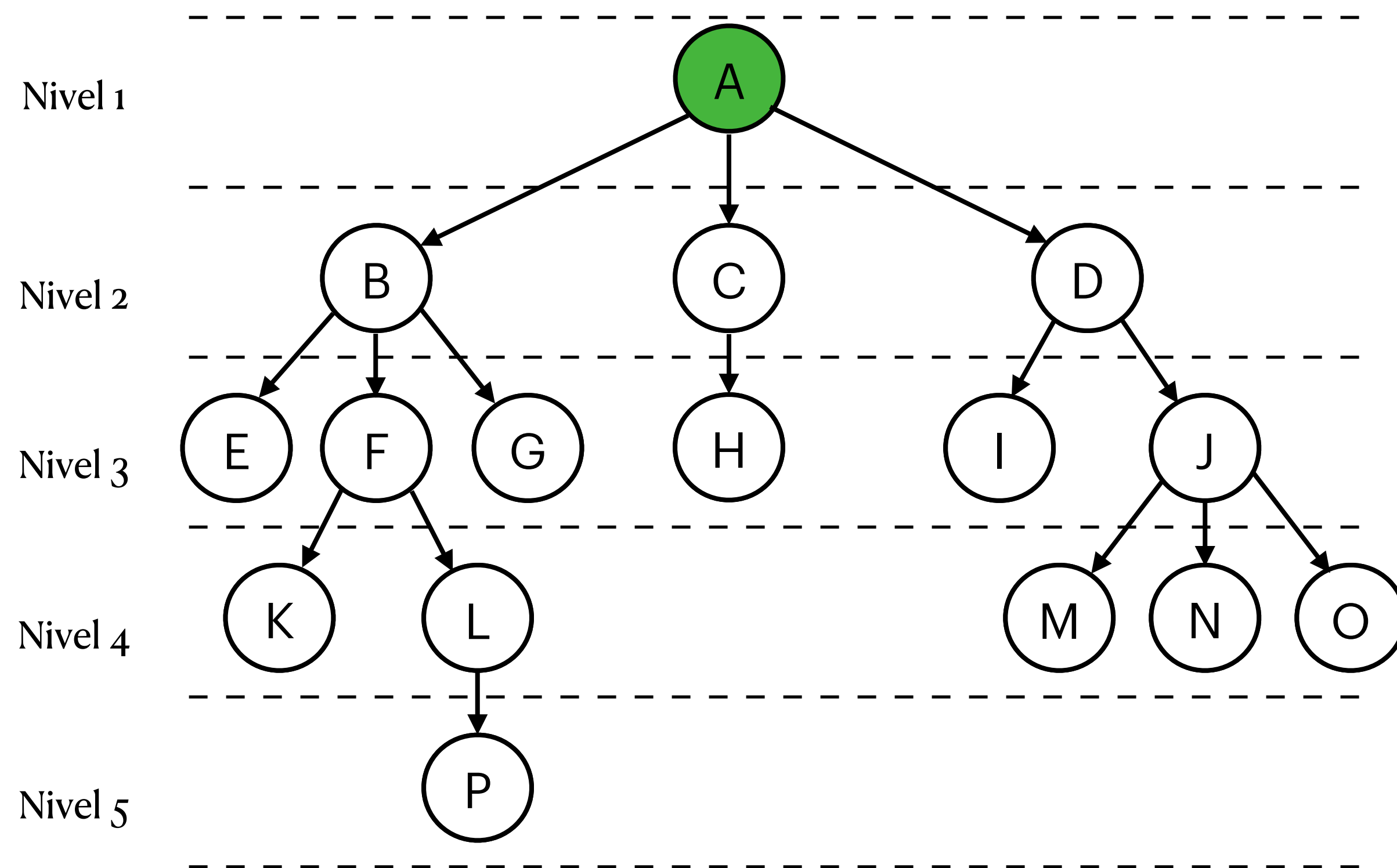
Parcurgere

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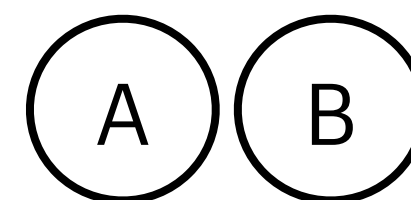
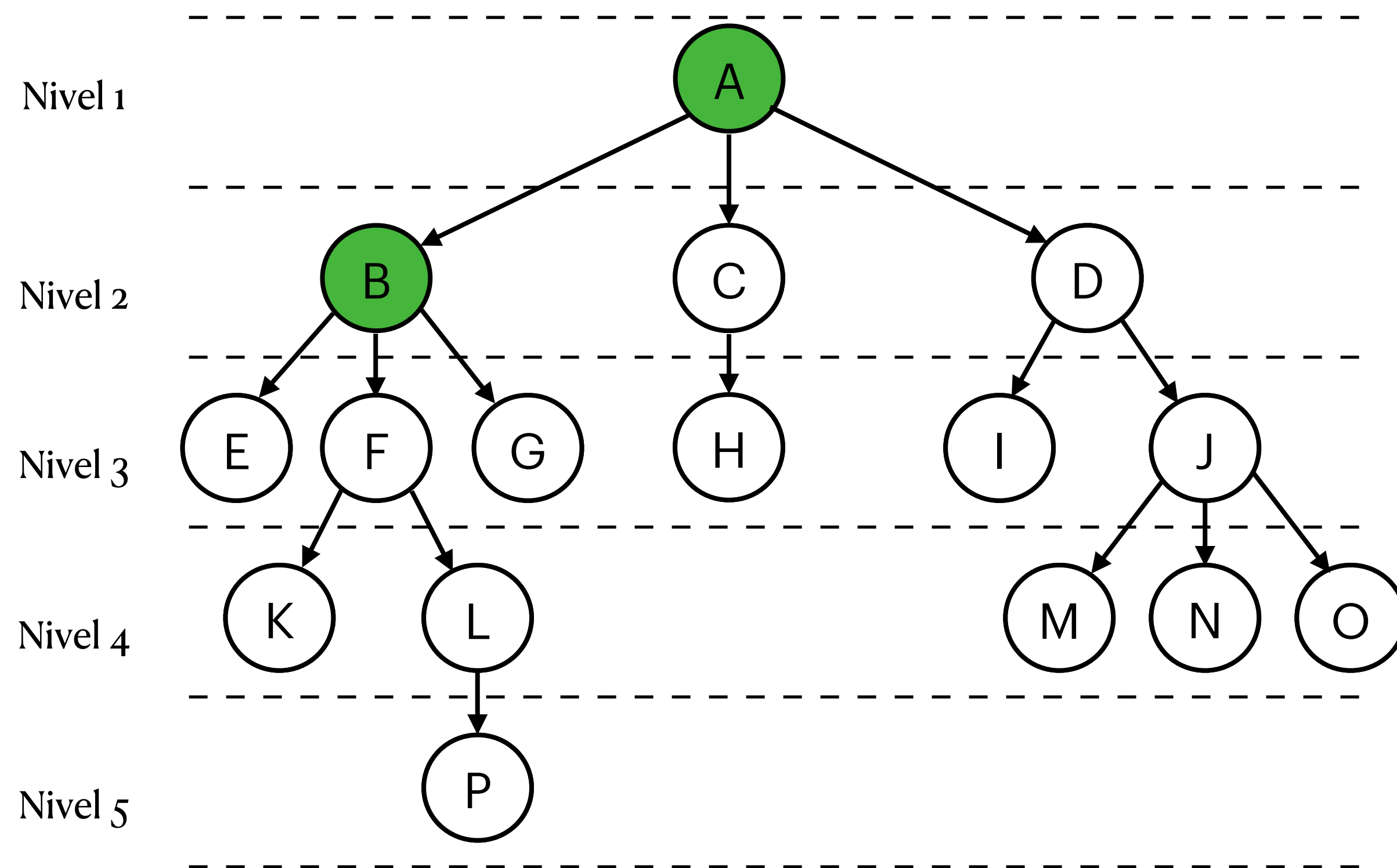
Parcurgere

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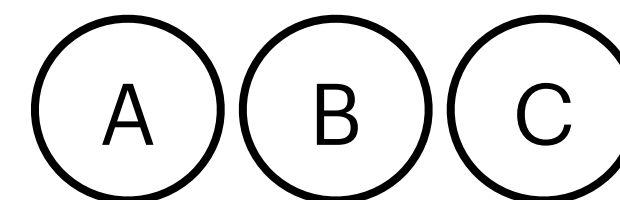
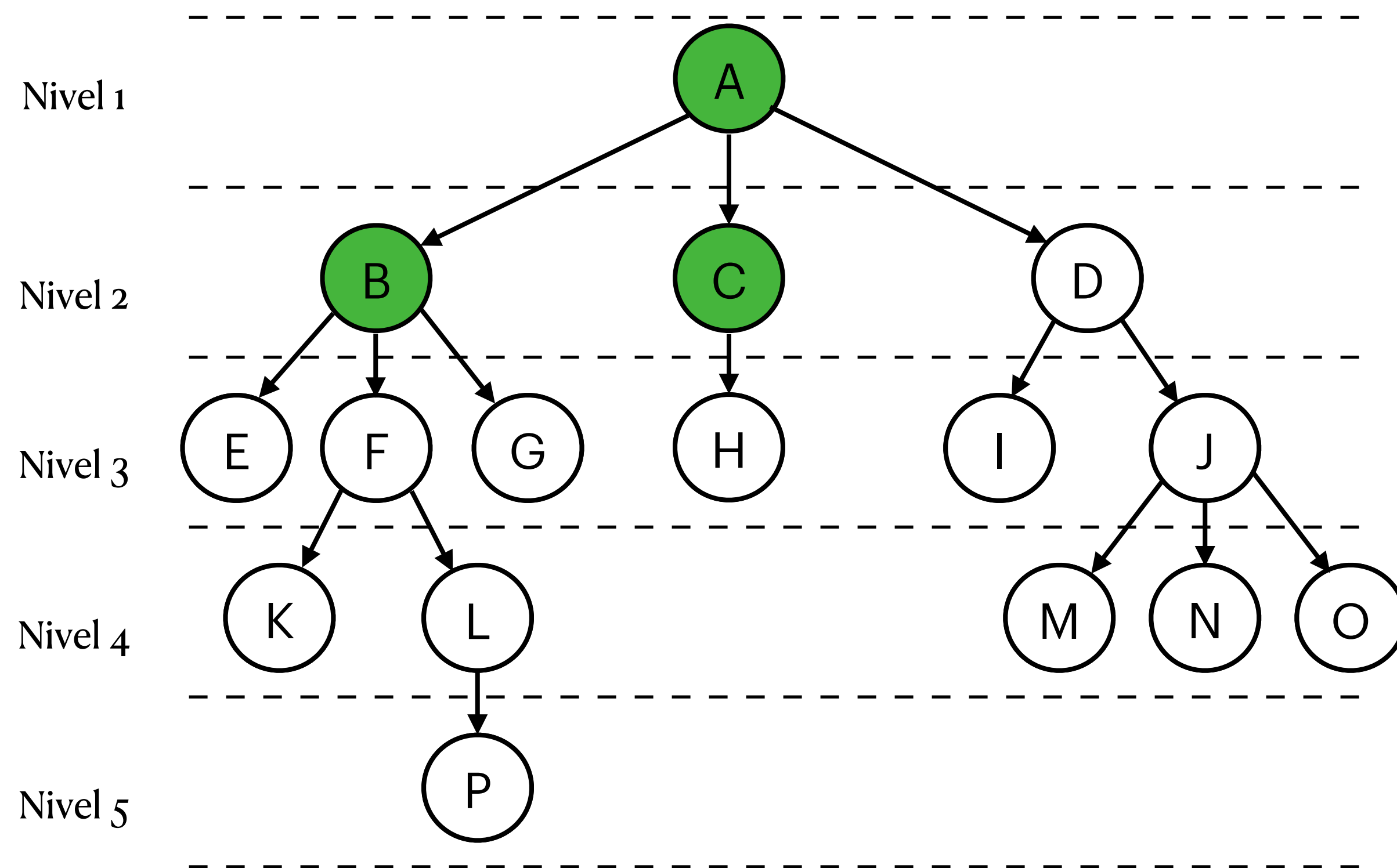
Parcurgere

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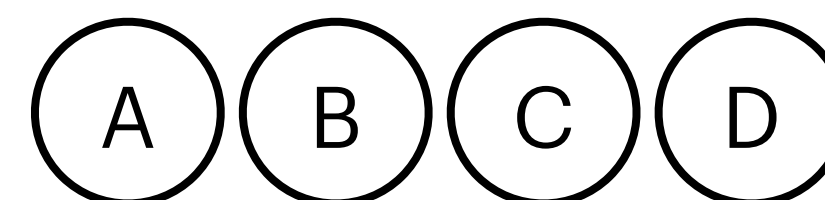
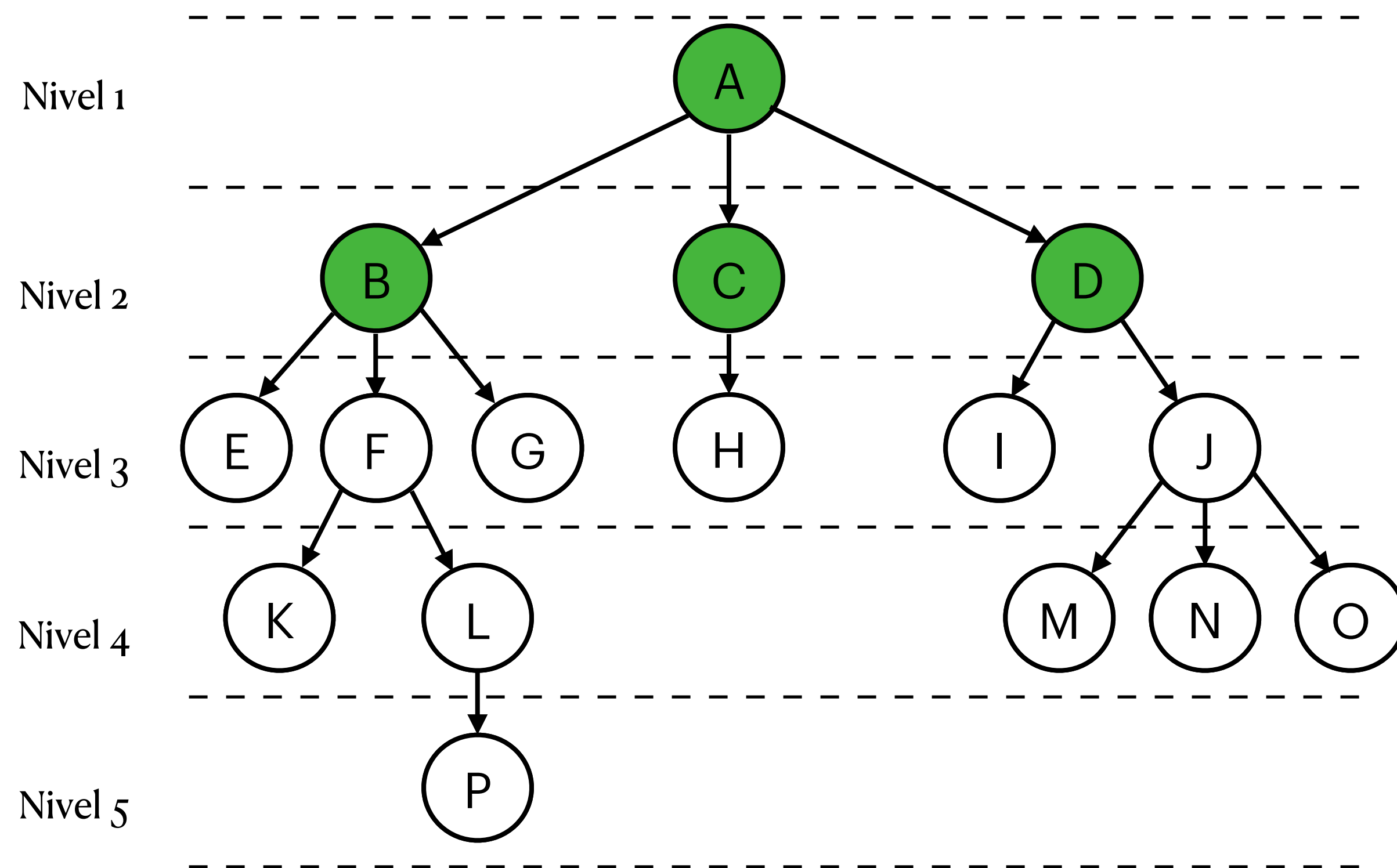
Parcure

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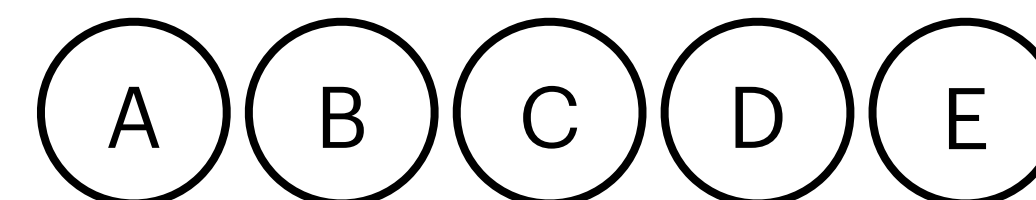
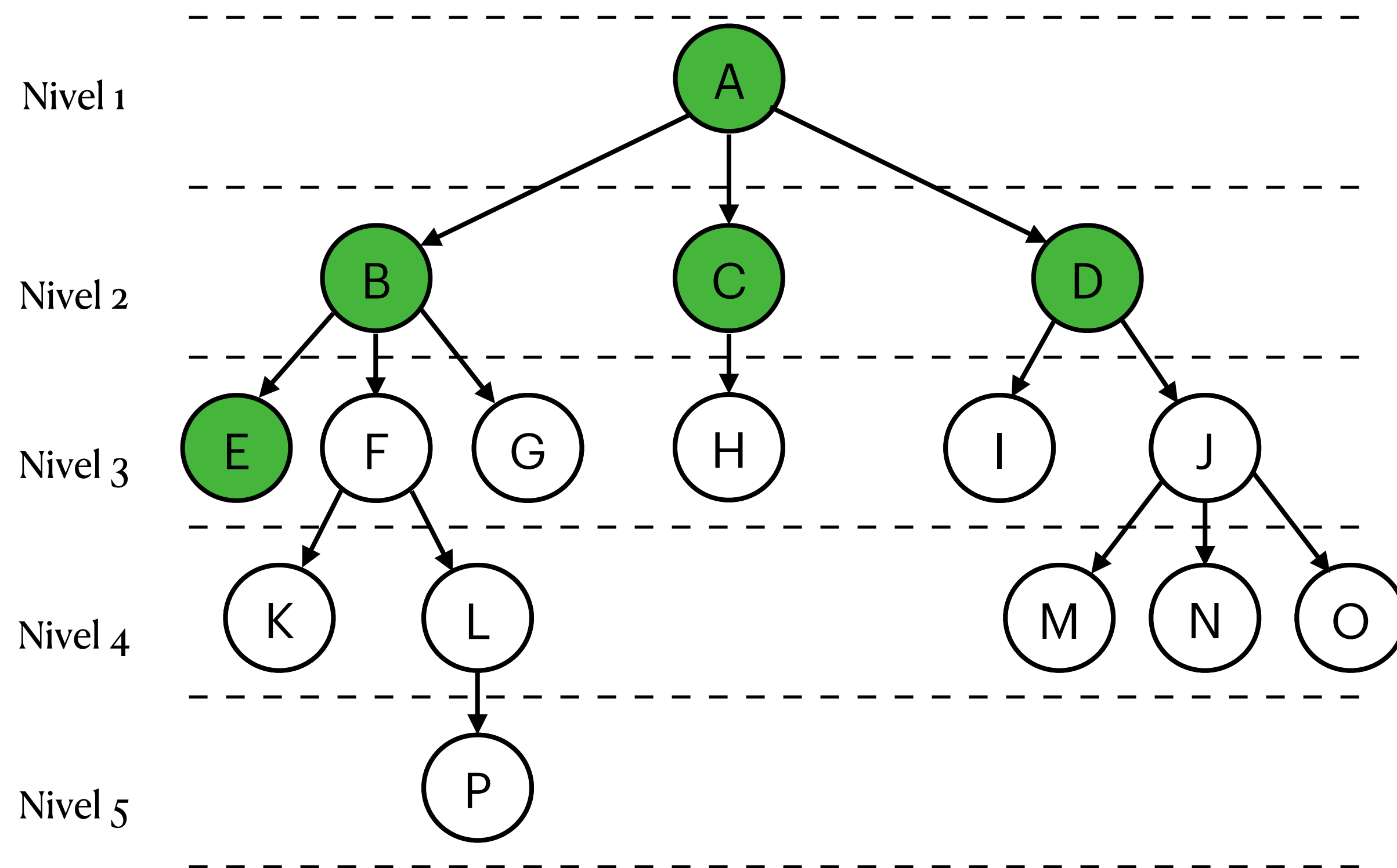
Parcurgere

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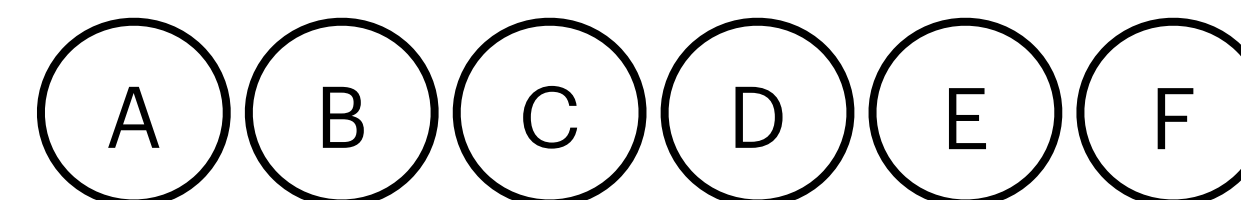
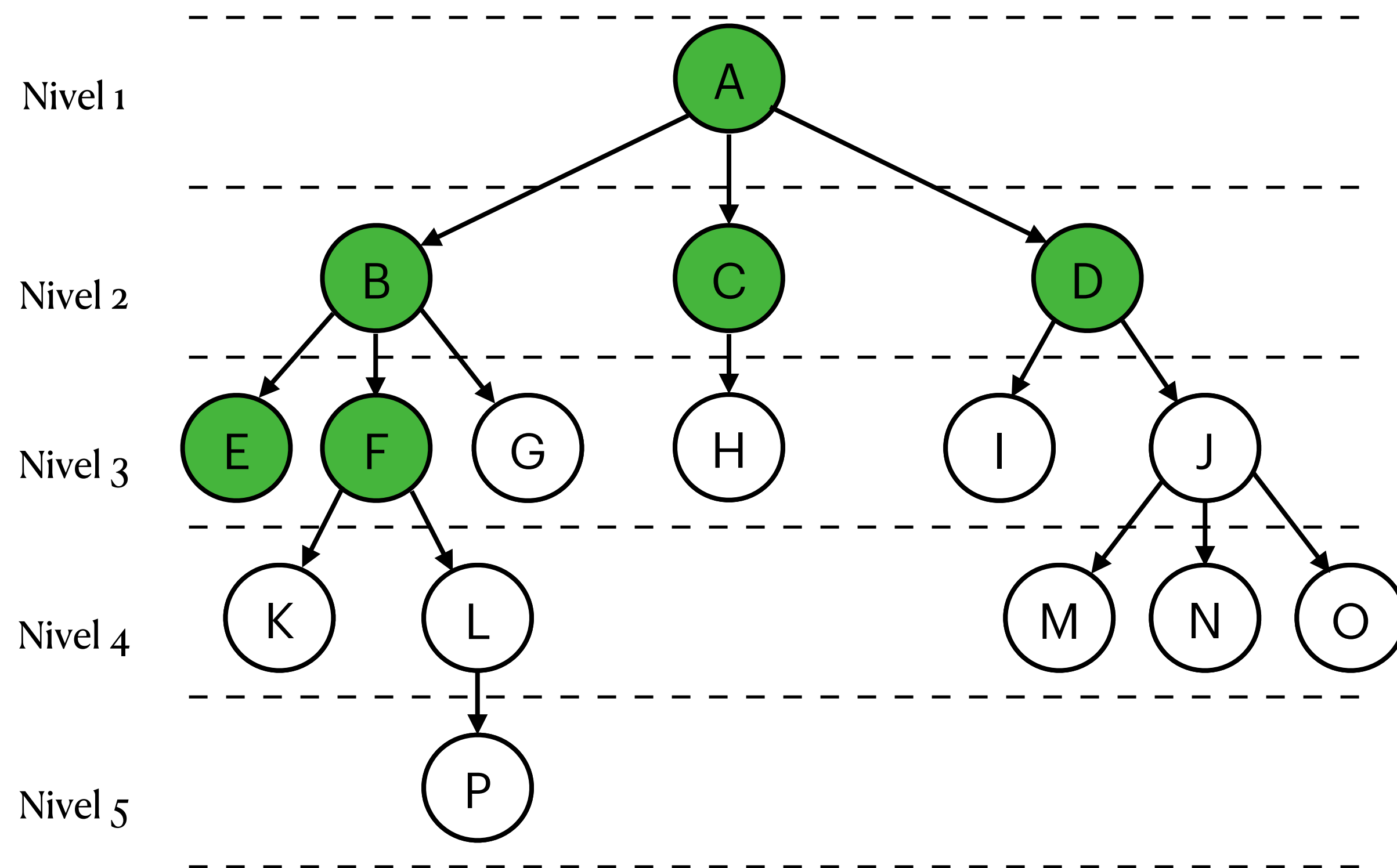
Parcurgere

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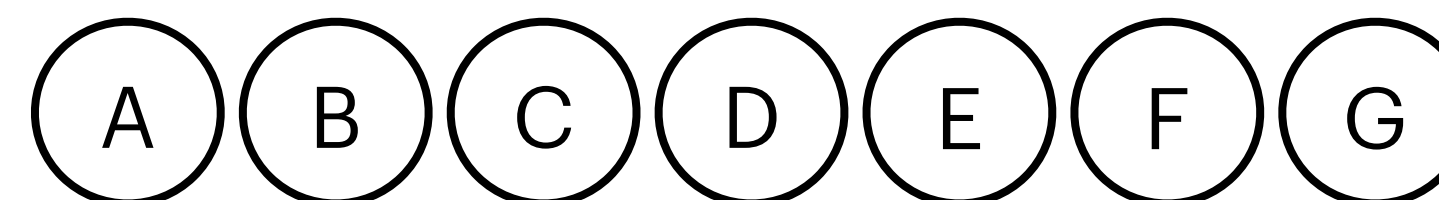
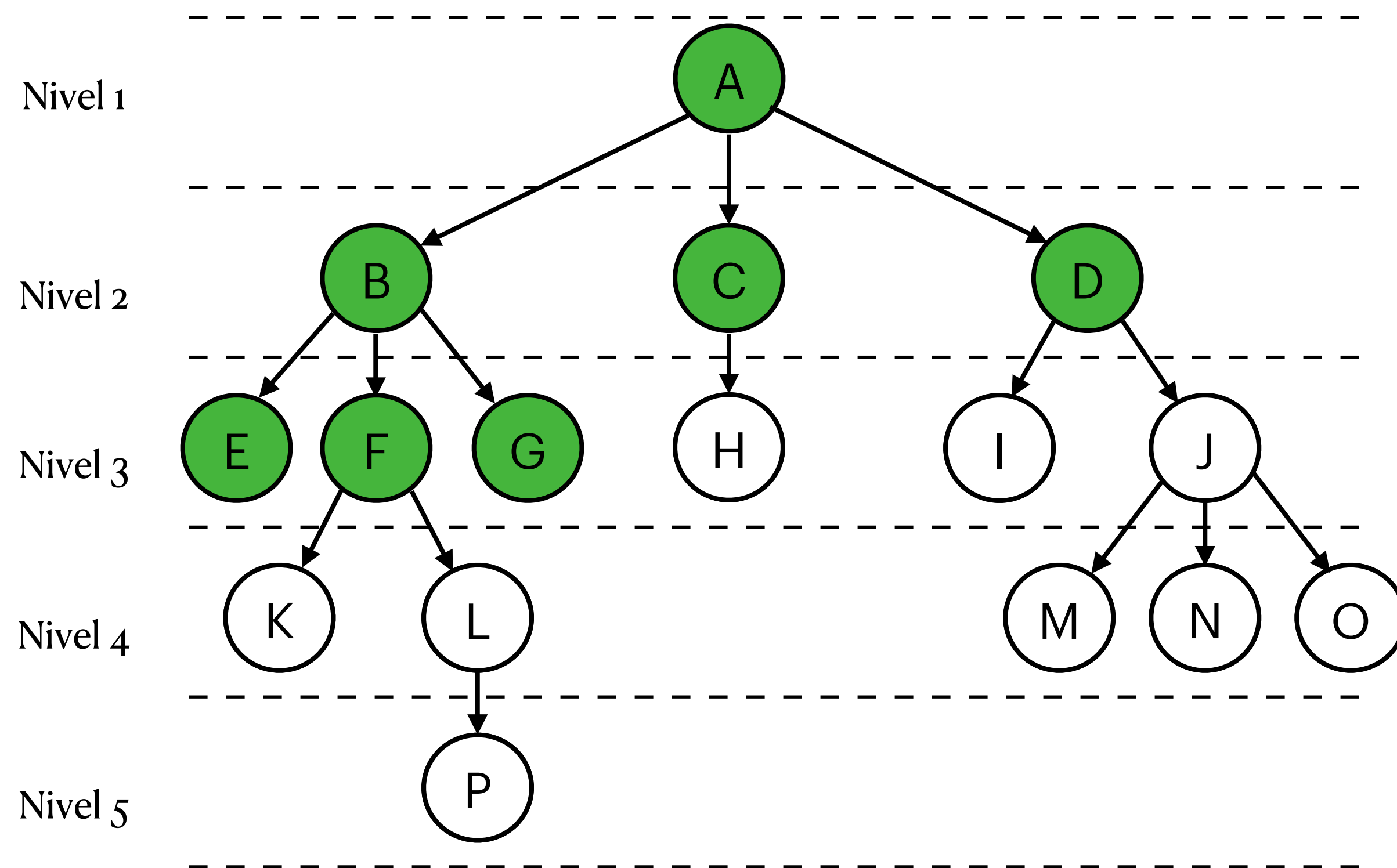
Parcurgere

Tehnica căutării prin cuprindere se folosește mai rar

Este utilă pentru tipărirea pe ecran a arborilor.

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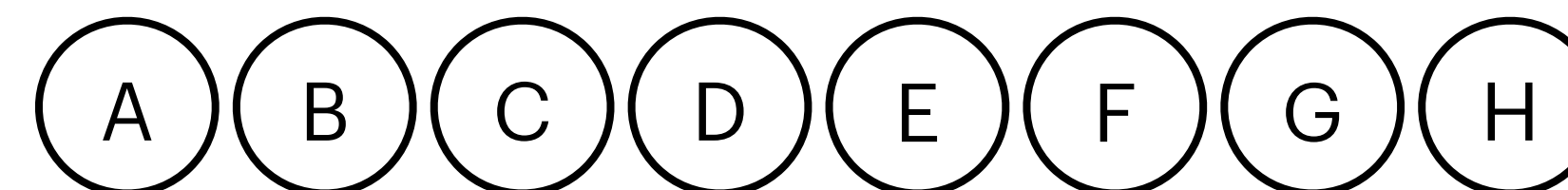
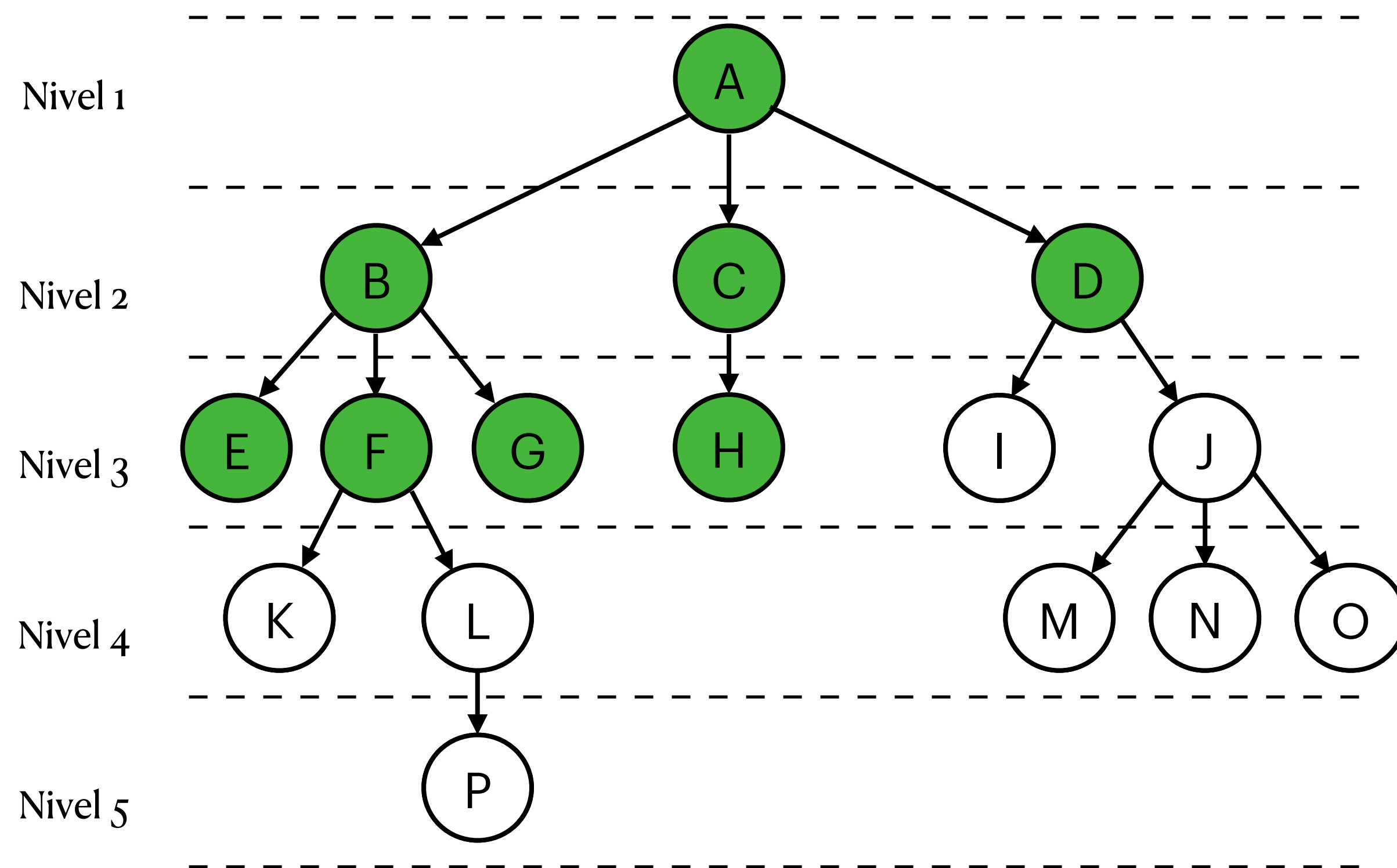
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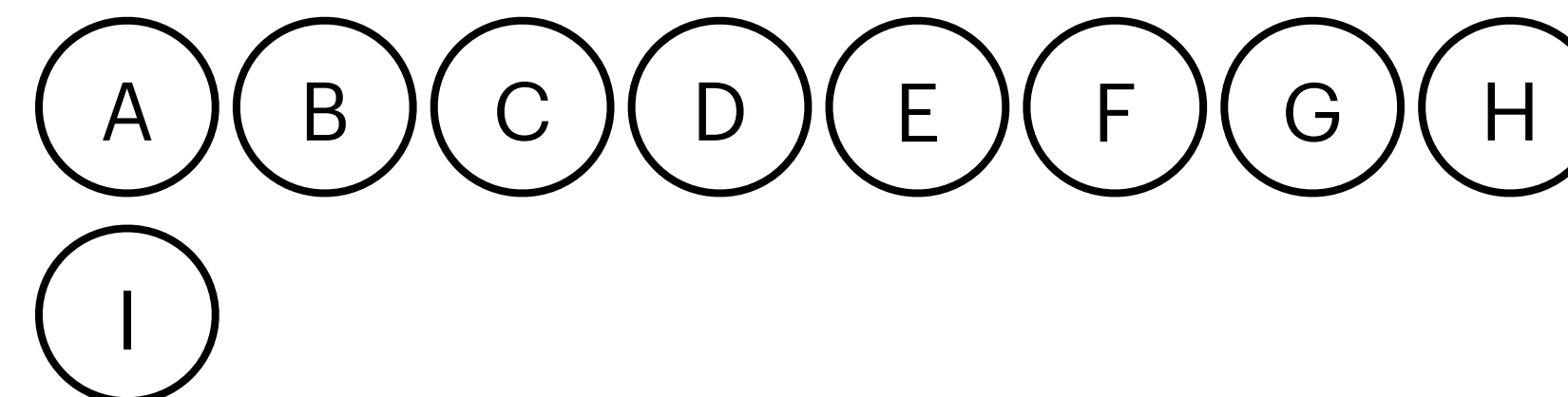
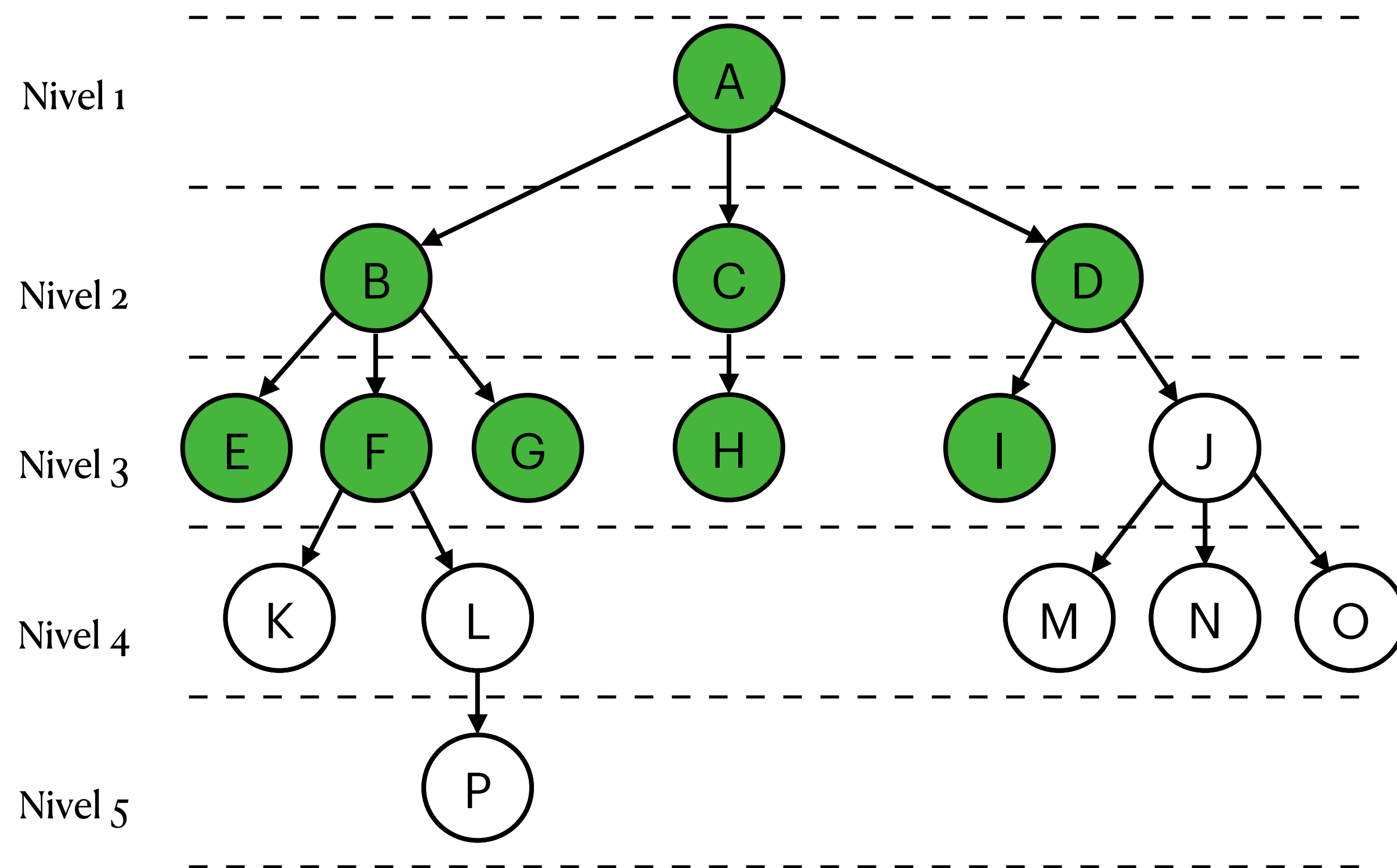
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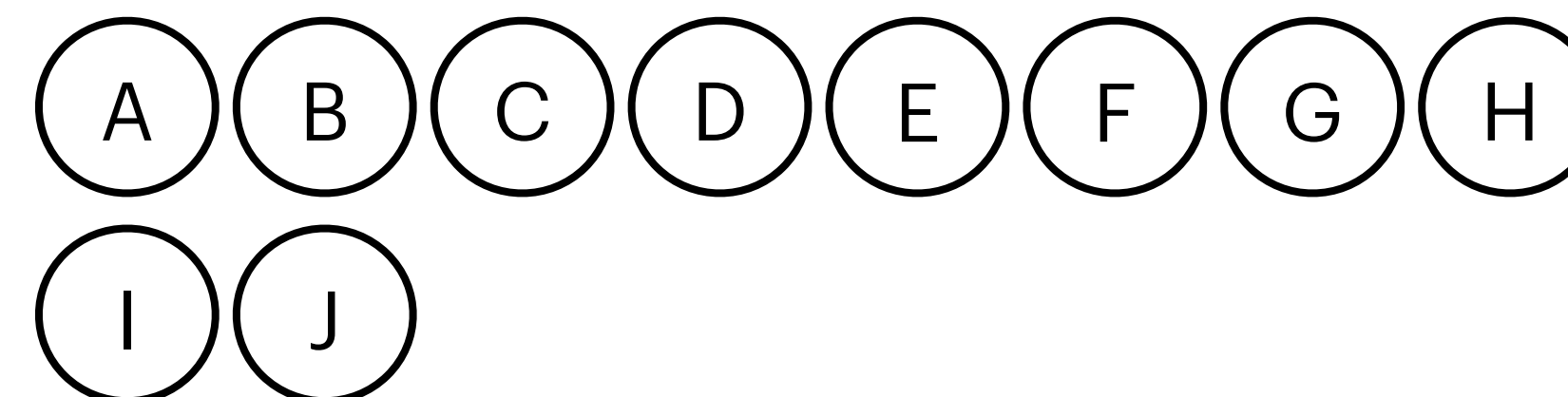
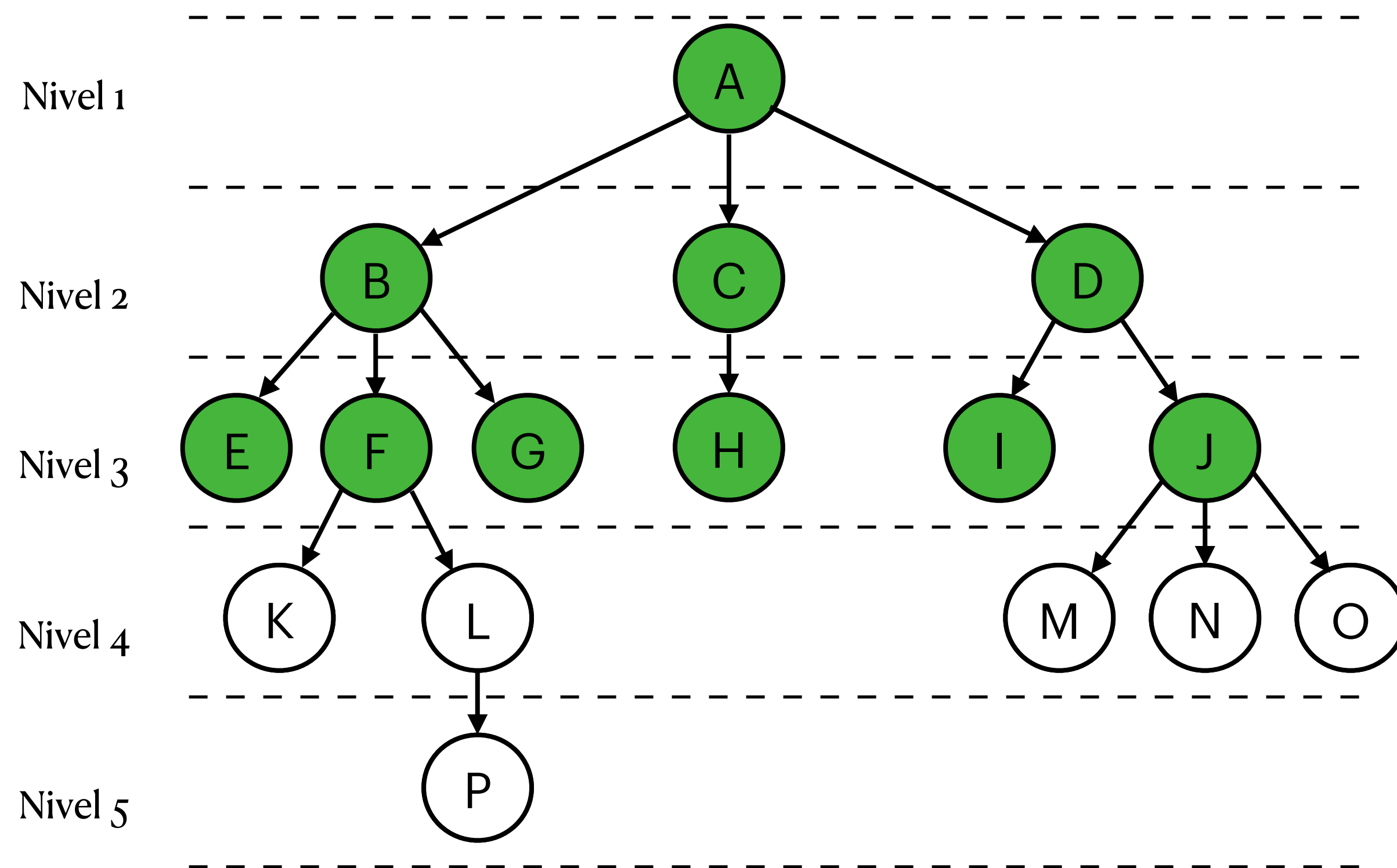
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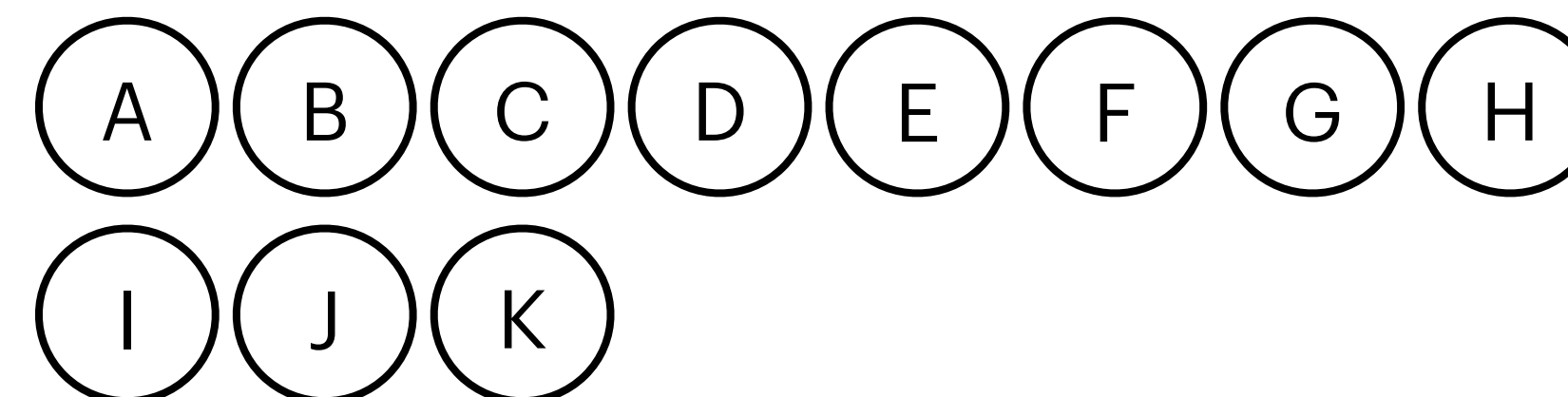
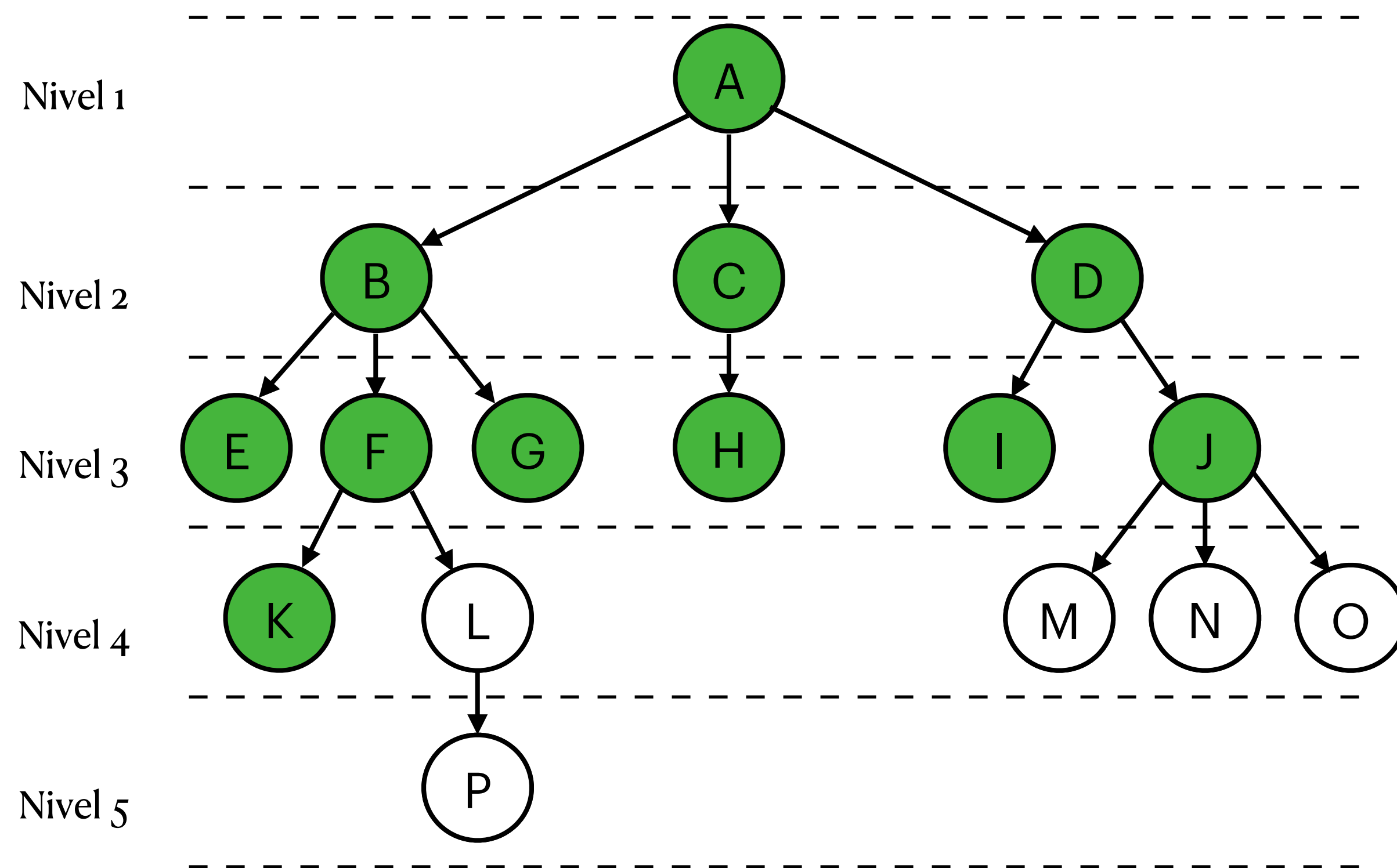
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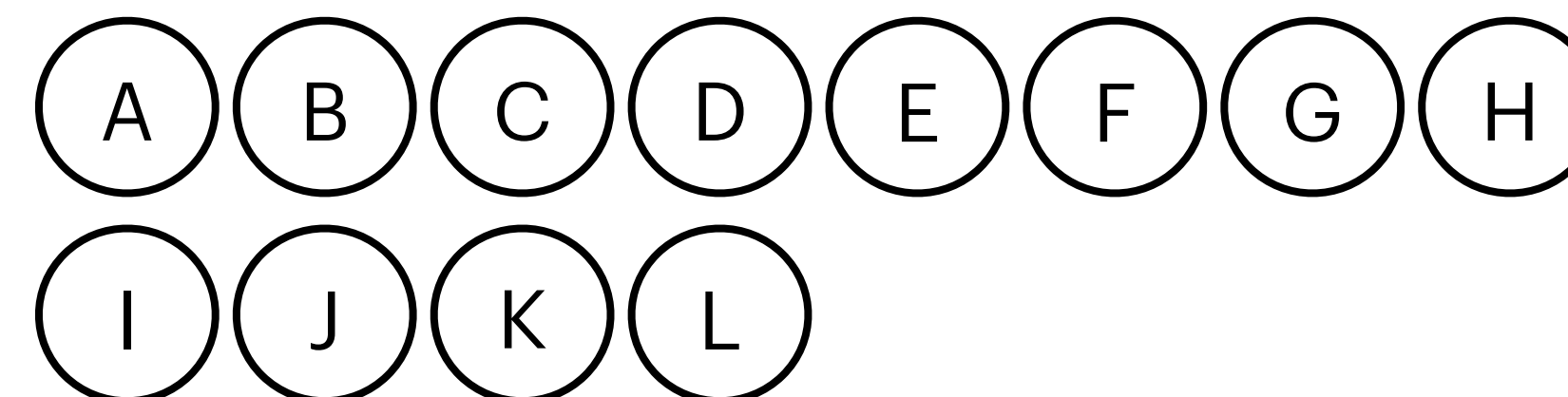
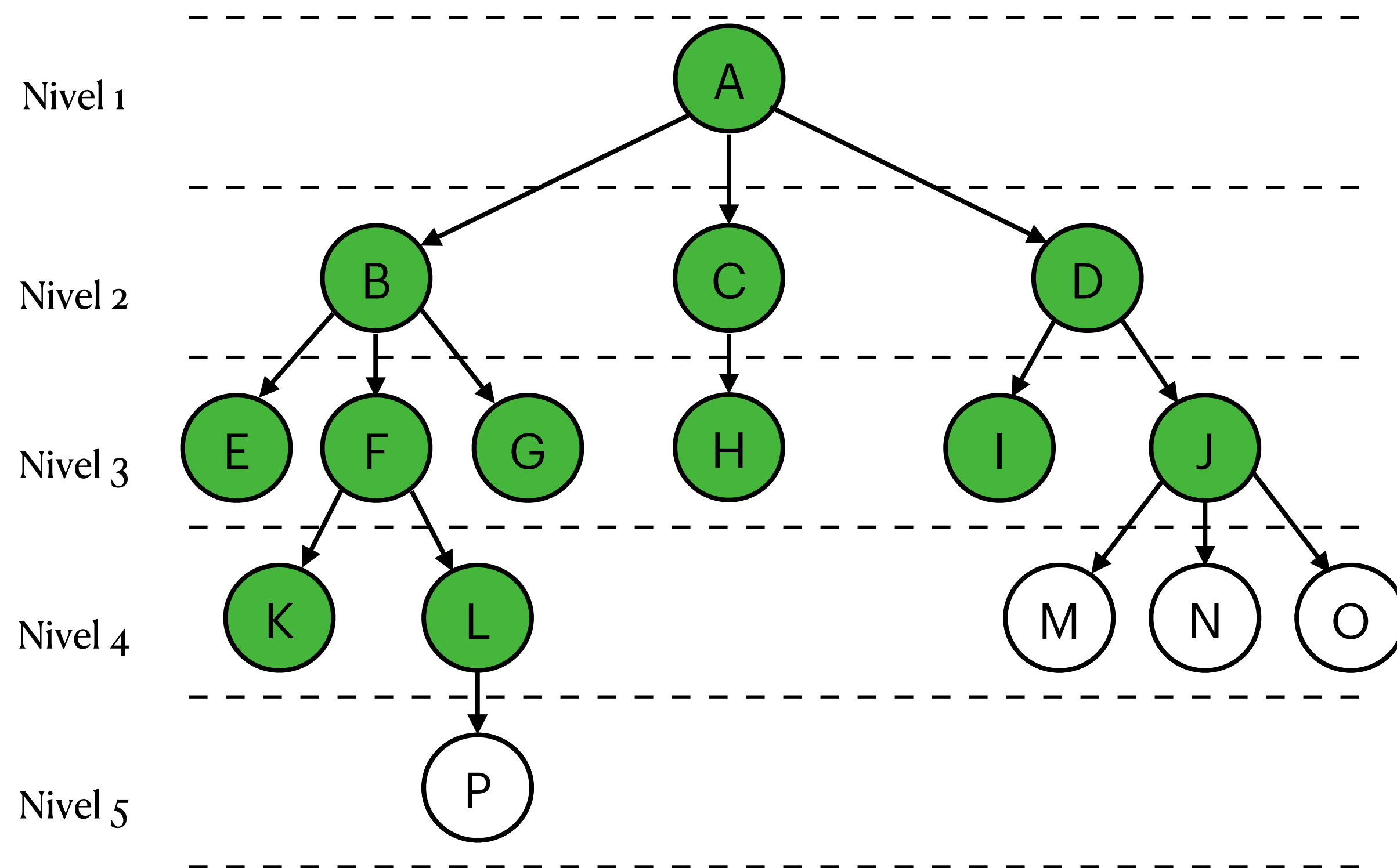
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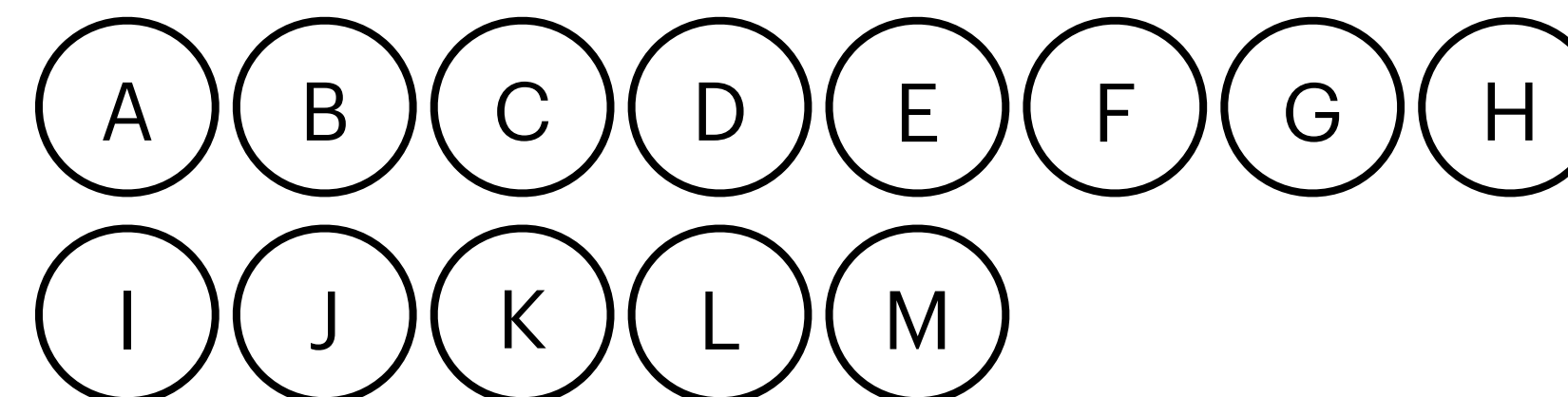
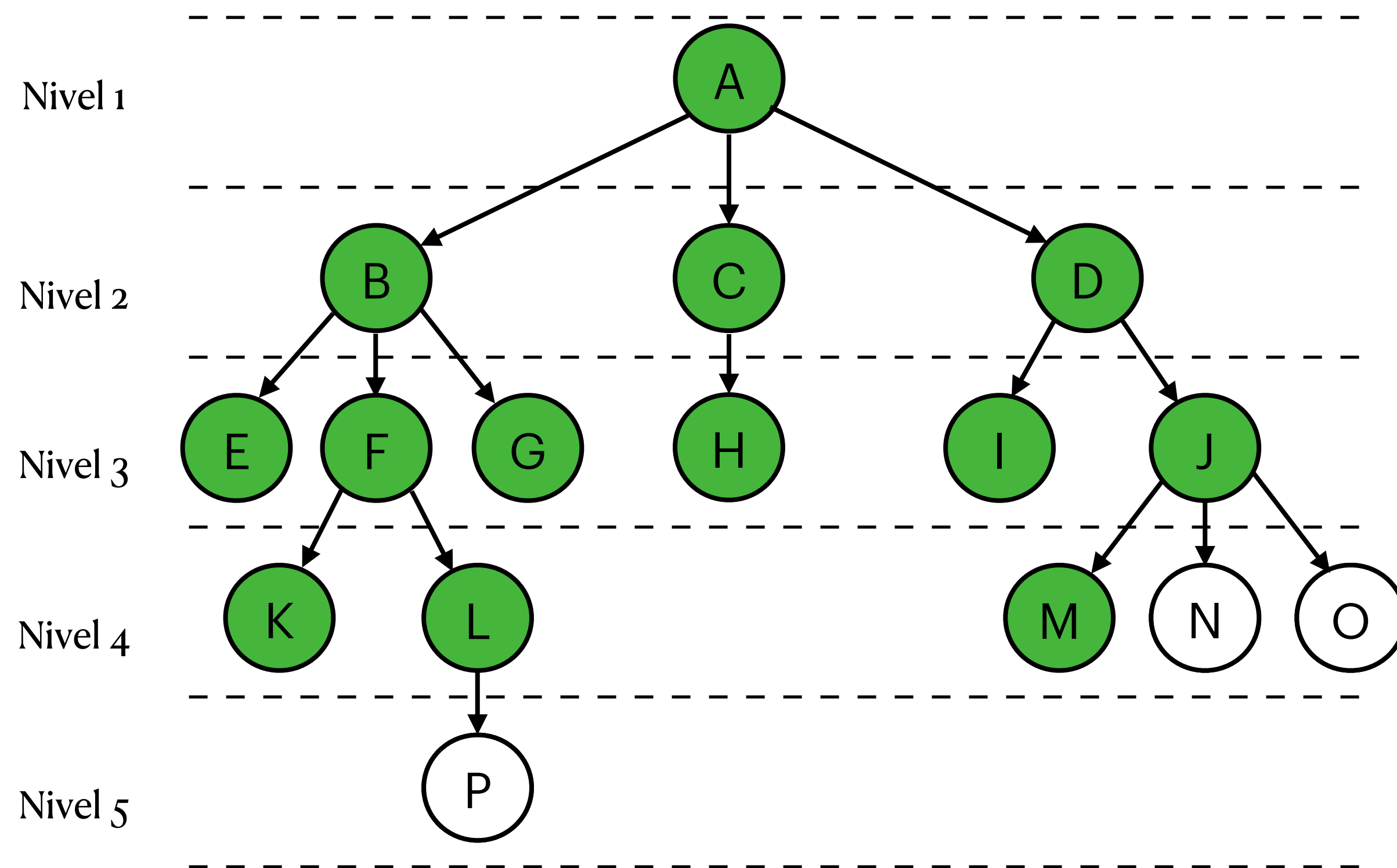
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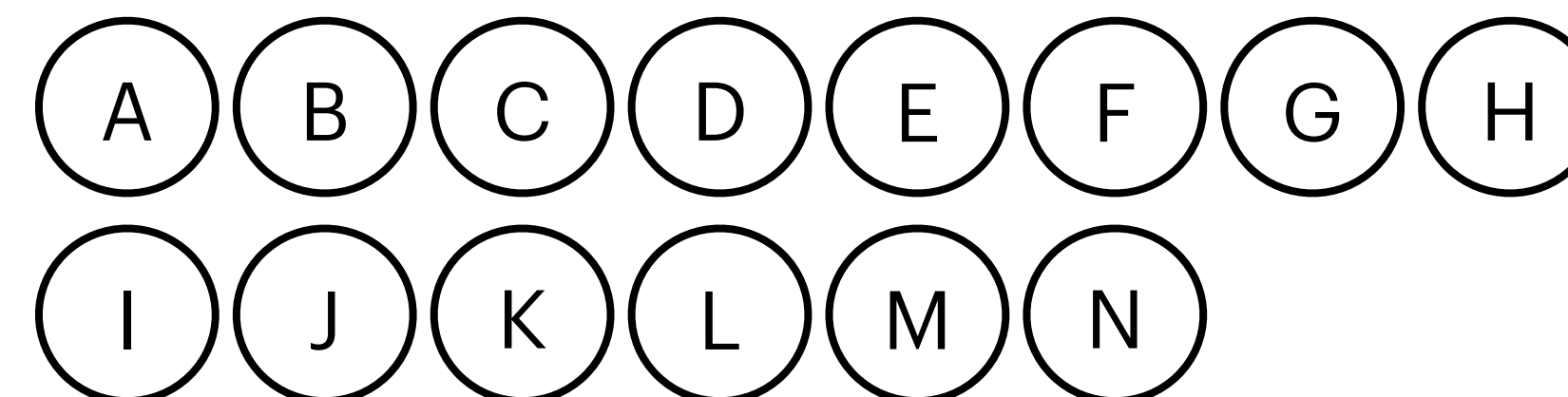
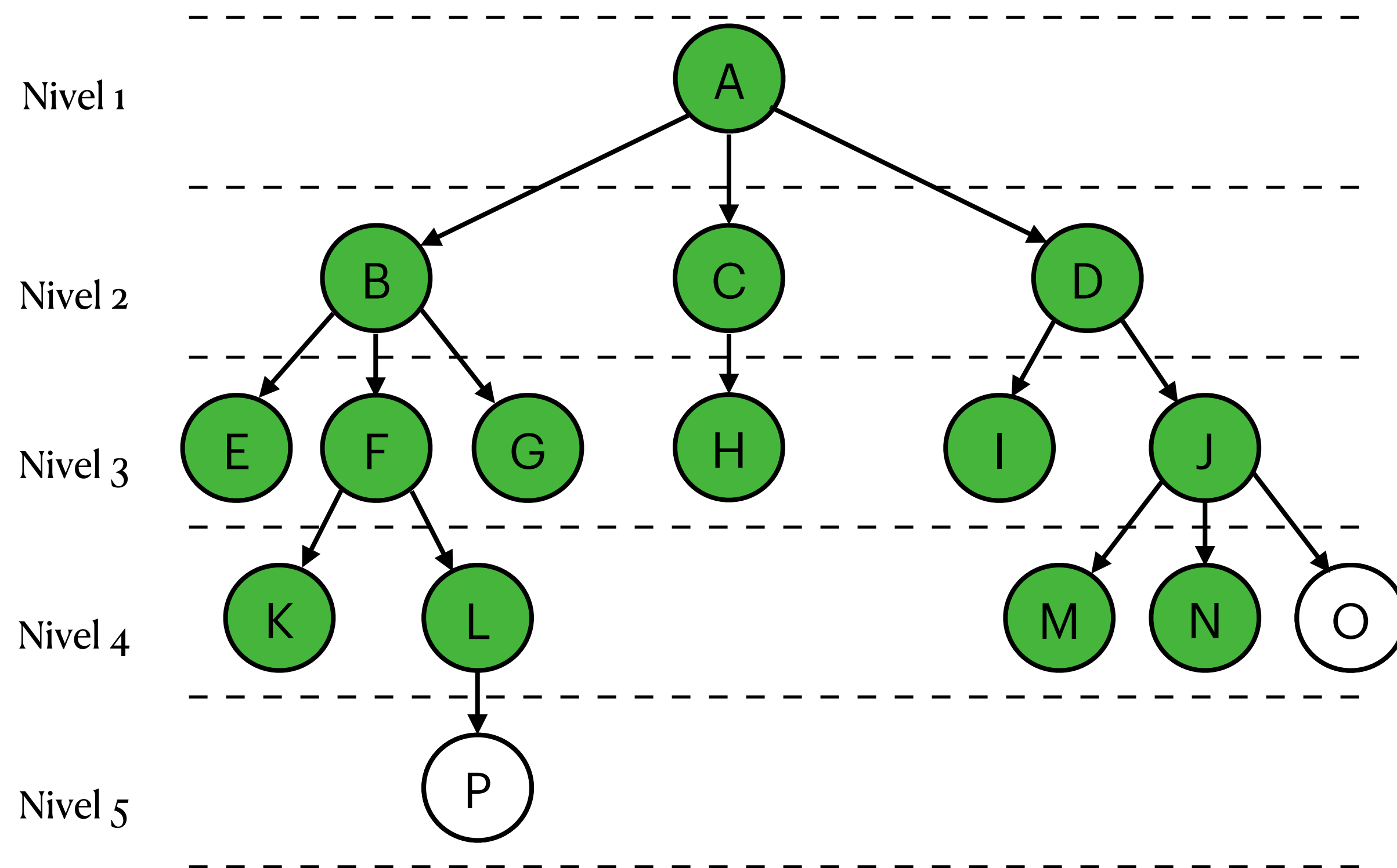
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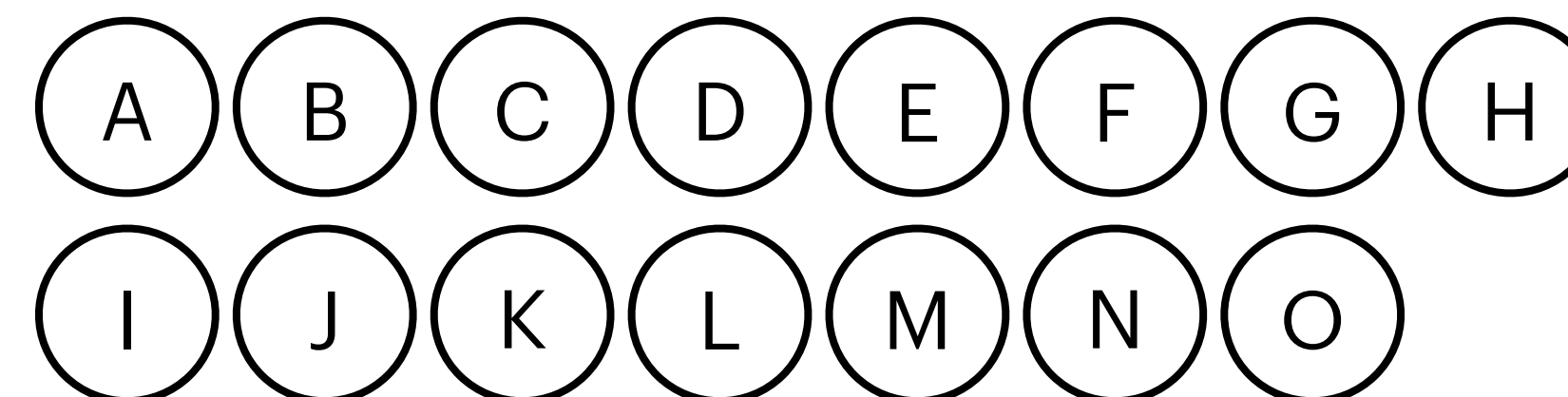
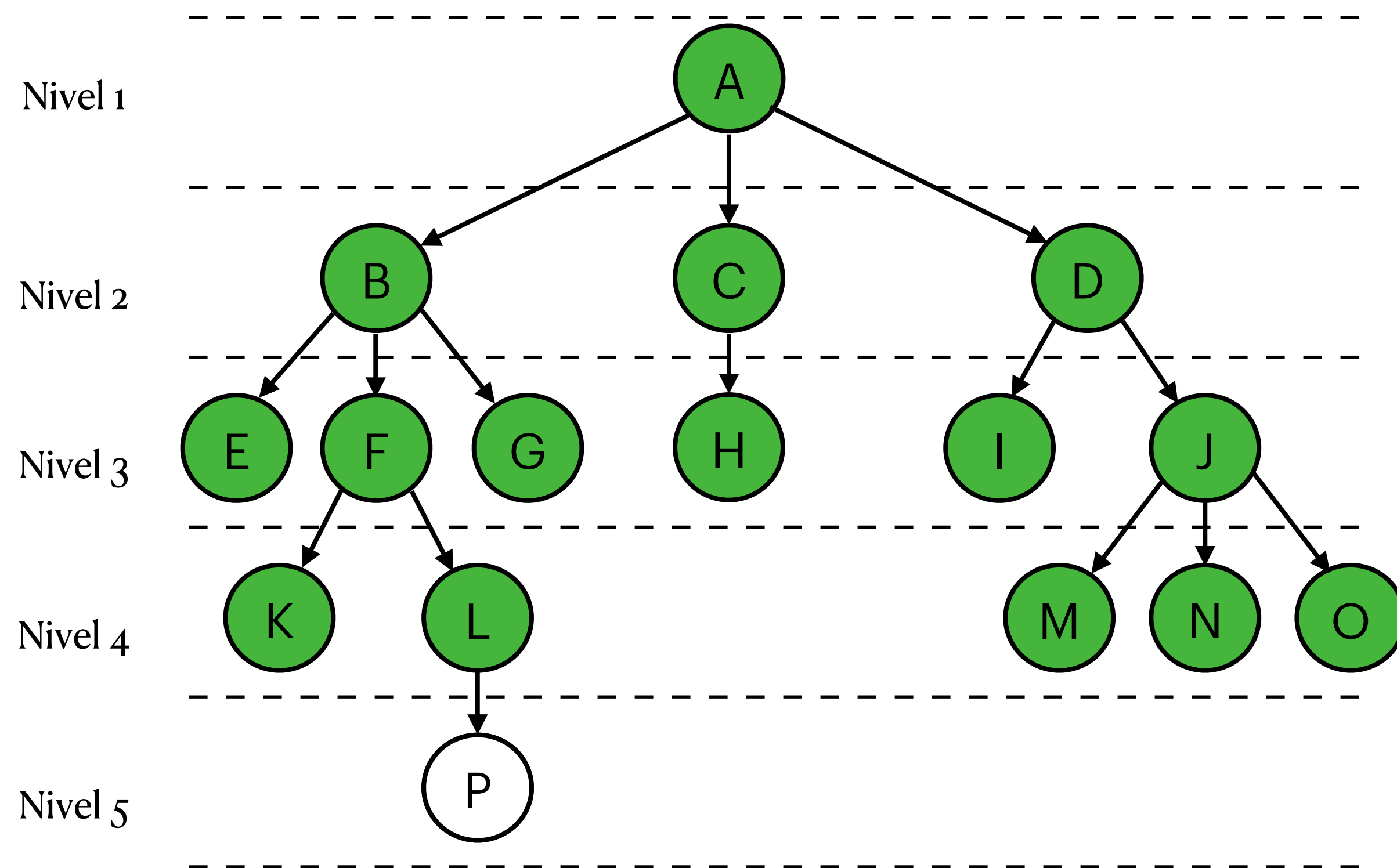
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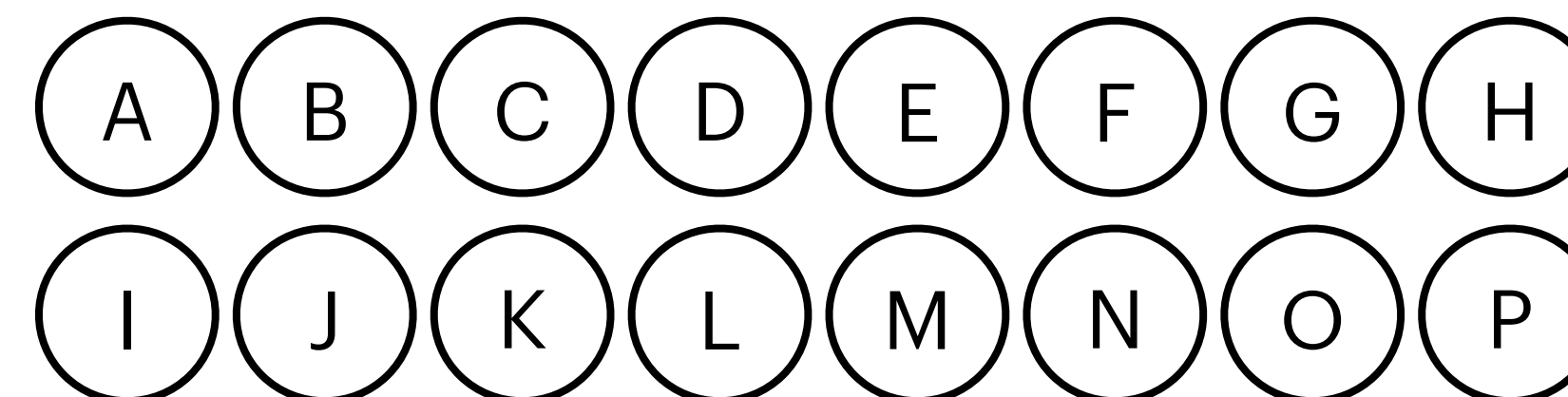
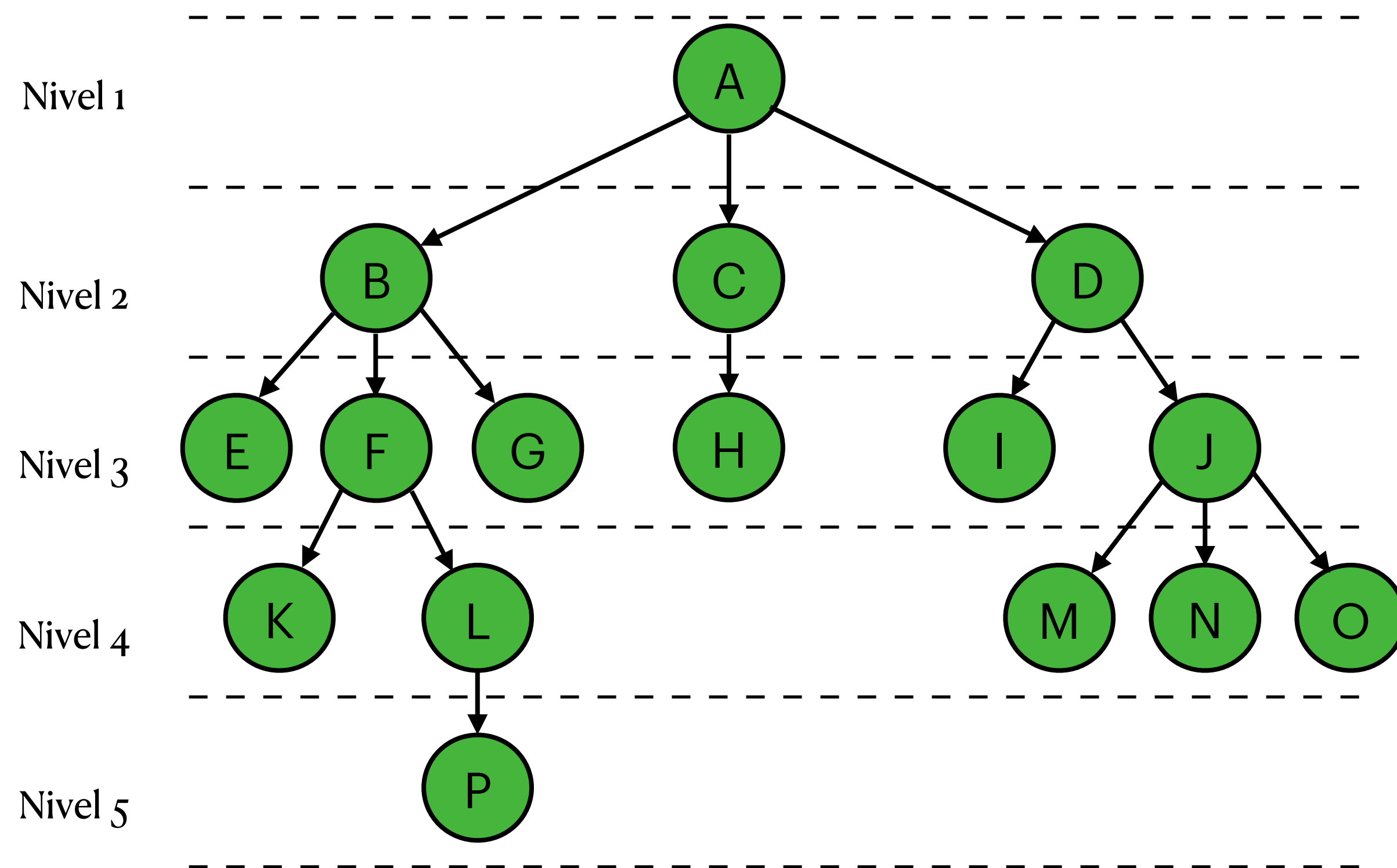
Parcurgere

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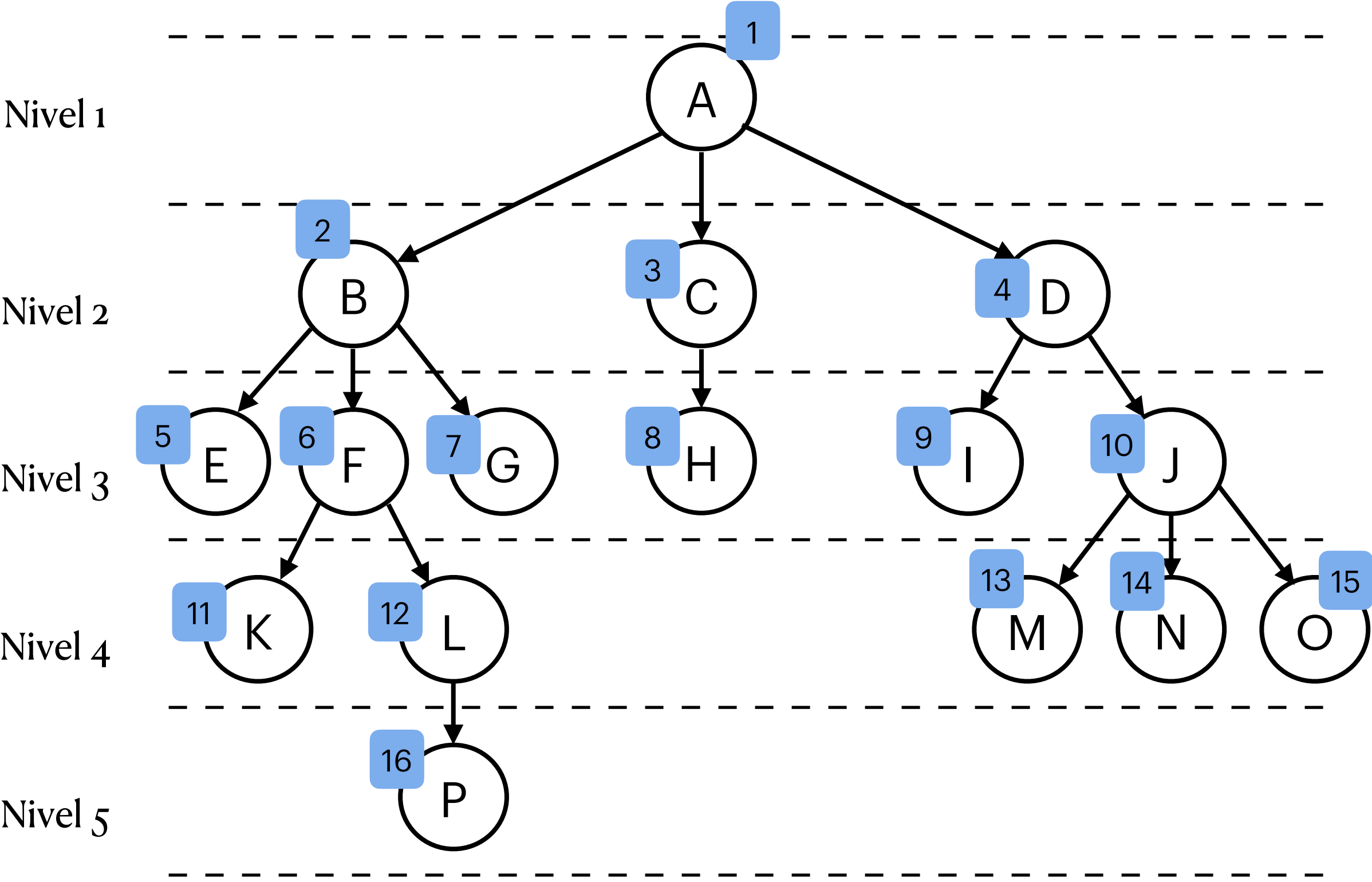
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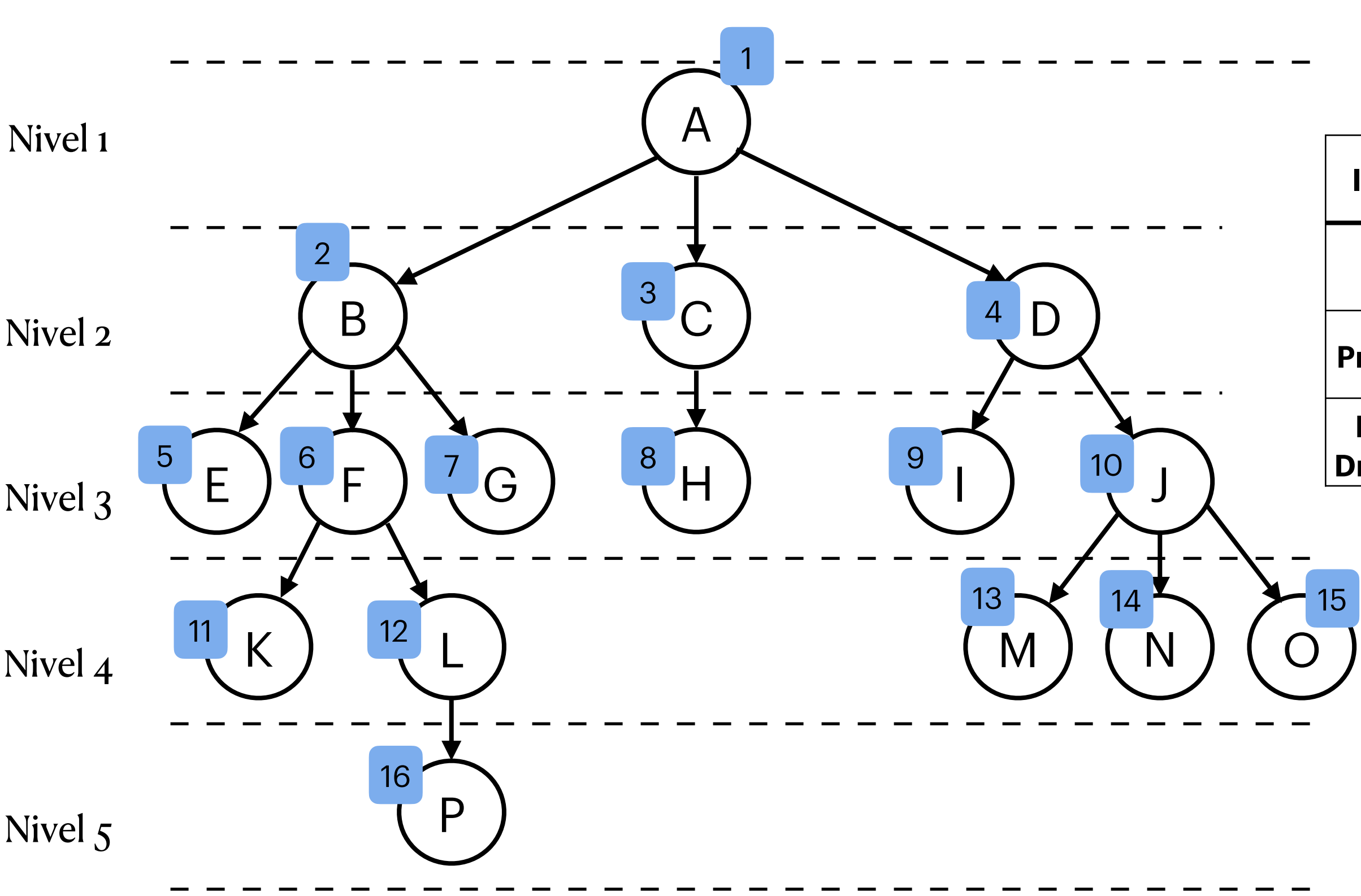
Implementare



Tablouri - indicator către părinte

Index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Val	0	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Parinte	0	0	1	1	1	2	2	2	3	4	4	6	6	10	10	10	12

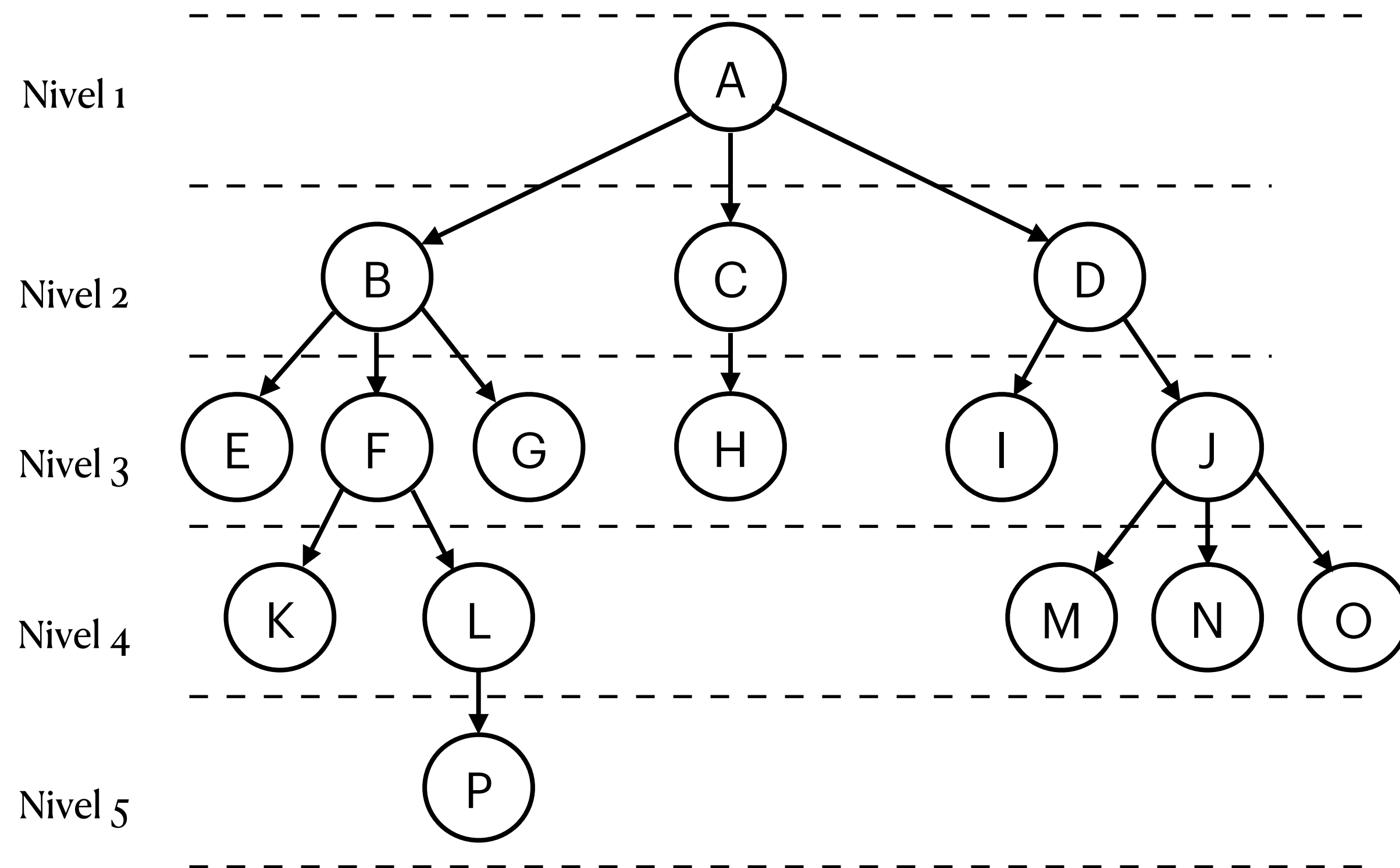
Implementare



Tablouri - prim fiu / frate dreapta

Index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Val	0	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Prim fiu	0	2	5	8	9	0	11	0	0	0	13	0	16	0	0	0	0
Frata Dreapta	0	0	3	4	0	6	7	0	0	10	0	12	0	14	15	0	0

Implementare



Liste

Mai multe metode de reprezentare, in functie de nevoi

Ex1: Fiecare nod are o listă care arată (pointer) către fii săi

Ex2: O listă statică (array) cu câte o intrare pentru fiecare nod, fiecare intrare arată (pointer) către o listă dinamică cu referință la fii acelui nod