

## Trees 1

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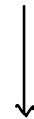
### AGENDA:

- Introduction
- Traversal
- Iterative Inorder
- Construct tree from inorder & postorder

### Important Announcement

Mock Interview

Current PSP



62

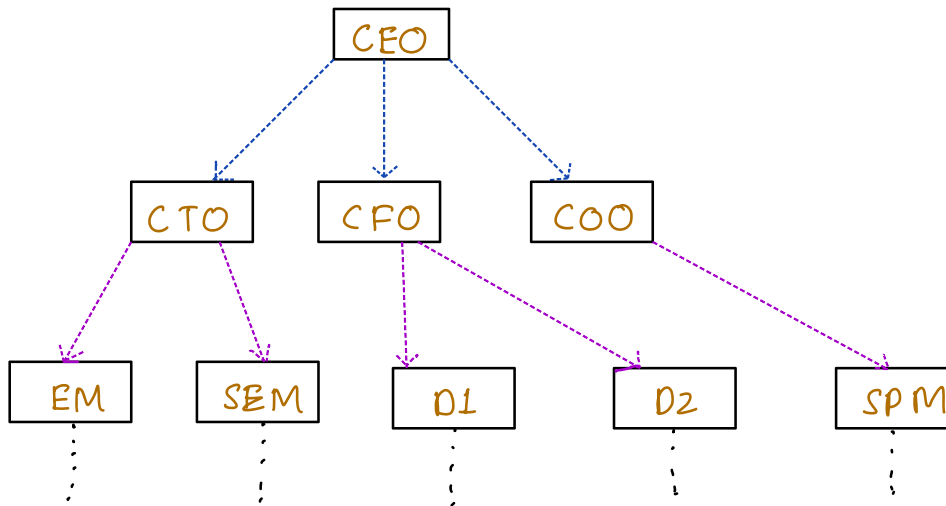
~30 → 100% PSP



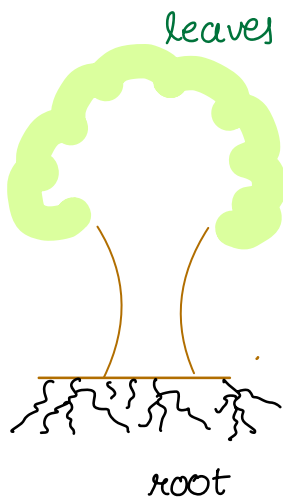
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GREAT  
JOB!

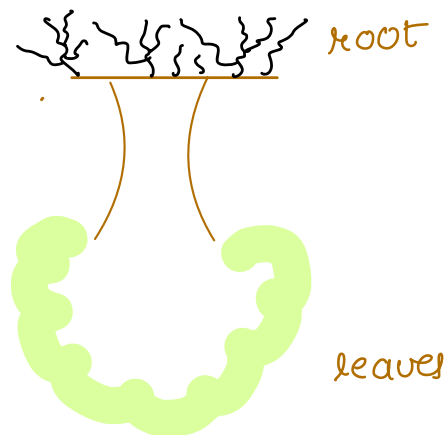
## Hierarchical Data structure

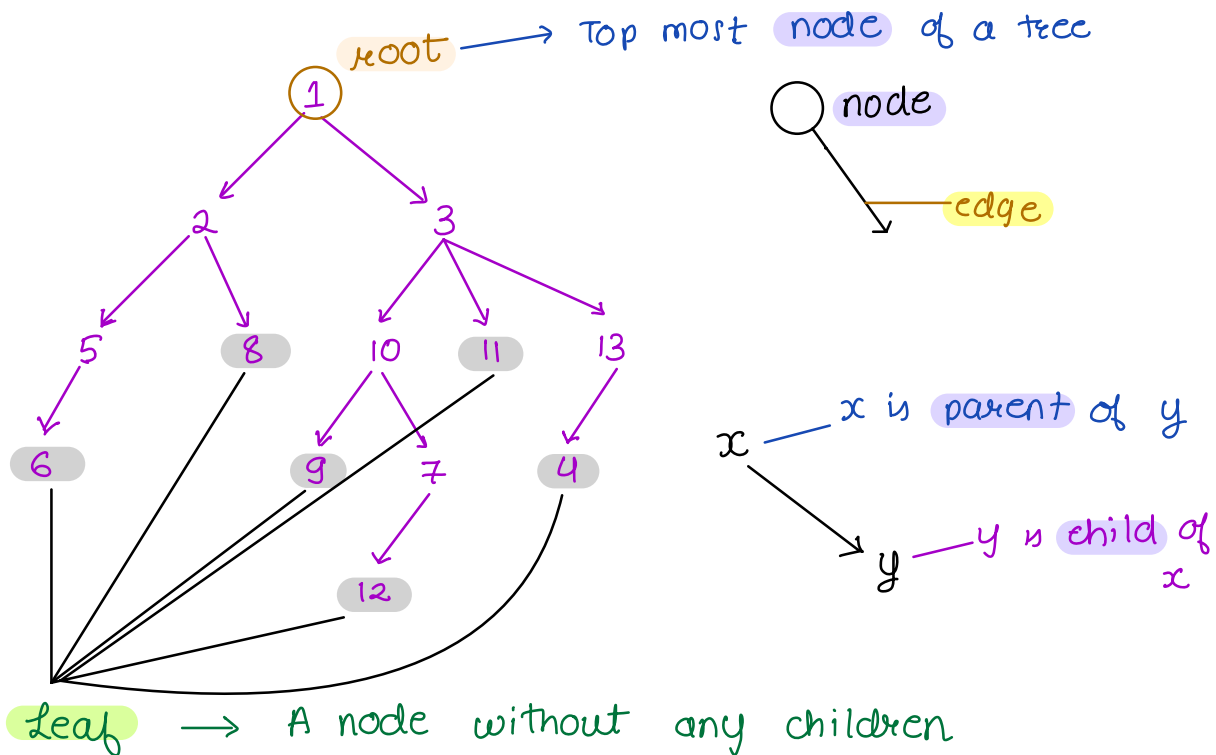


## Tree in real life



## Tree in computer science.

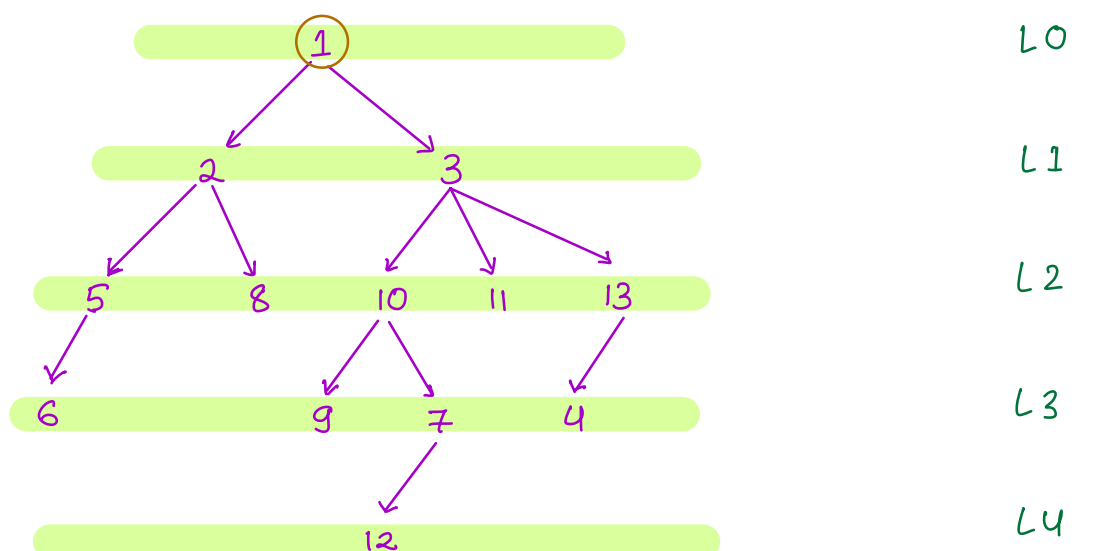




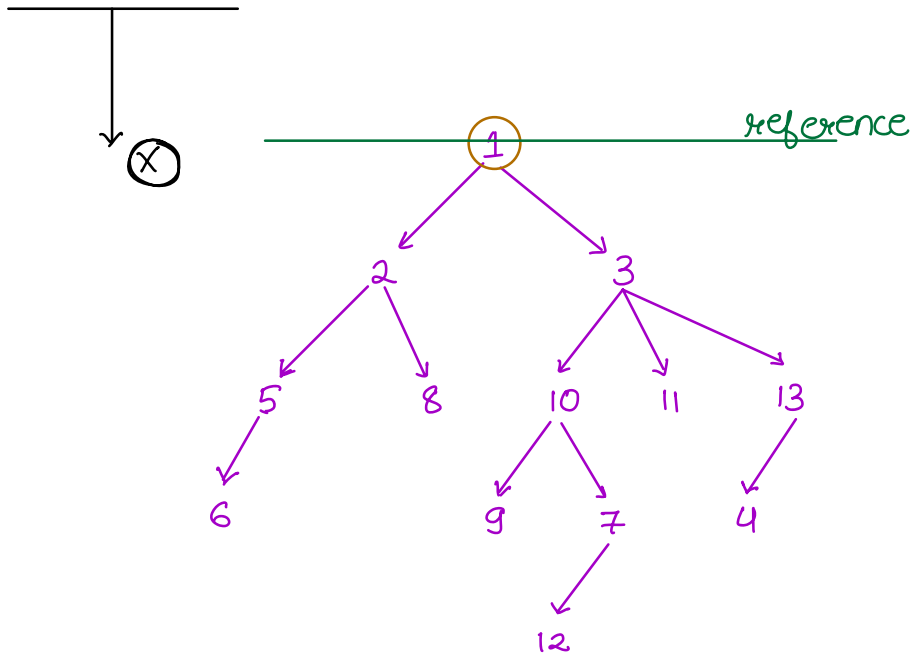
**Subtree** → All the nodes that can be reached from a node.

① → A single node is a root as well as a leaf.

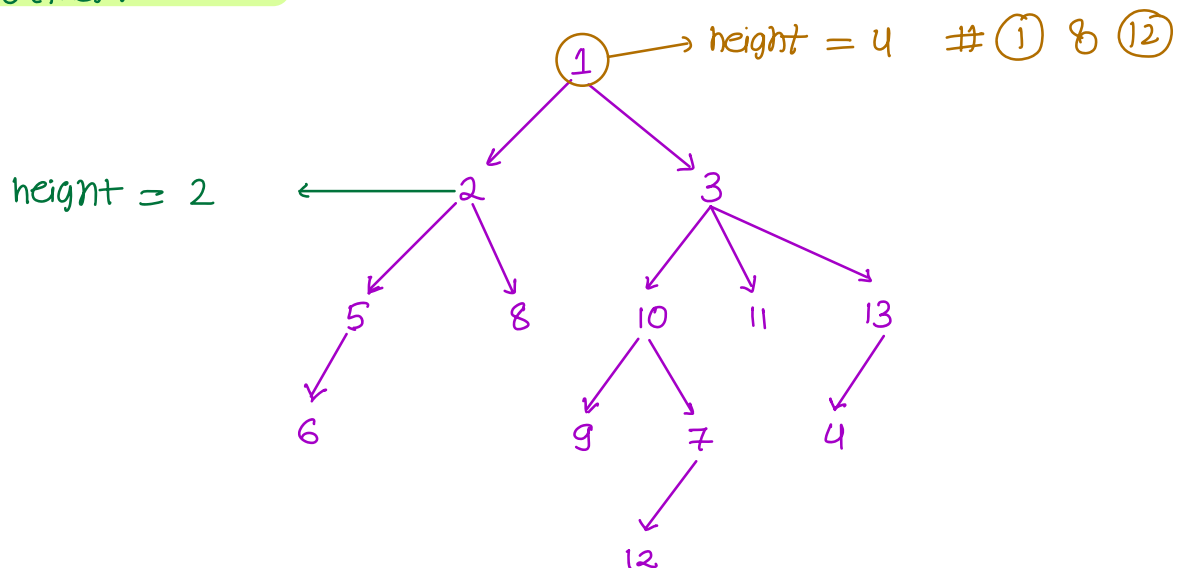
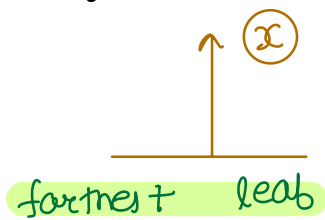
Levels in a Tree



Depth  $\rightarrow$  # edges from root to node x

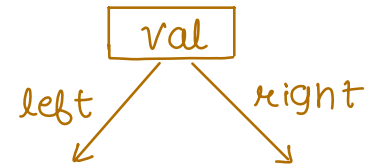
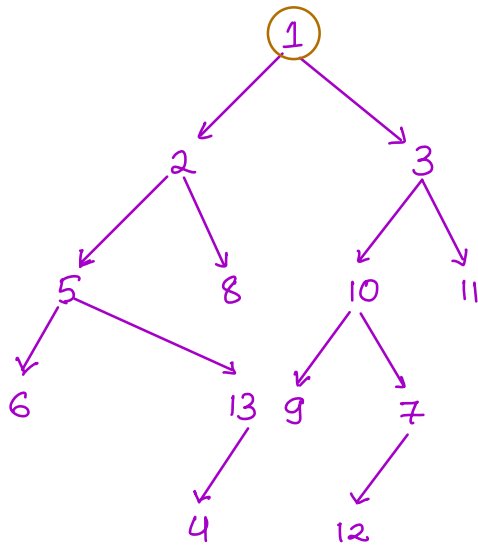


Height # edges b/w node and farthest leaf from node



## Binary Tree

Every node can have at most 2 children  $\{0, 1, 2\}$



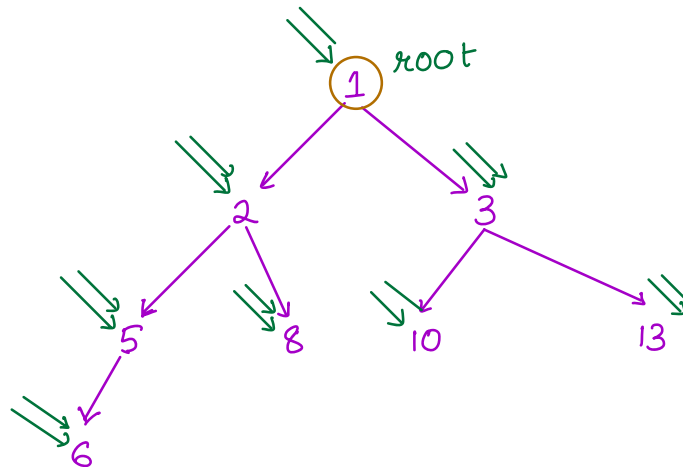
```
class TreeNode {  
    int data;  
    TreeNode left ;  
    TreeNode right;
```

## Traversals in a Binary Tree

- 1> Preorder  $\longrightarrow$  Node left Right
- 2> Inorder  $\longrightarrow$  left Node Right
- 3> Postorder  $\longrightarrow$  left Right Node
- 4> Levelorder  $\longrightarrow$  Next Class

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### Preorder Traversal Node left Right



Output  $\longrightarrow$  1 2 5 6 8 3 10 13

```

void preorder (root) {
    if (root == null) return // Base cond"

    print (root.data) // Node
    preorder (root.left) // left subtree
    preorder (root.right) // right subtree
}

```

TC:  $O(N)$

SC:  $O(H)$

// Base cond"

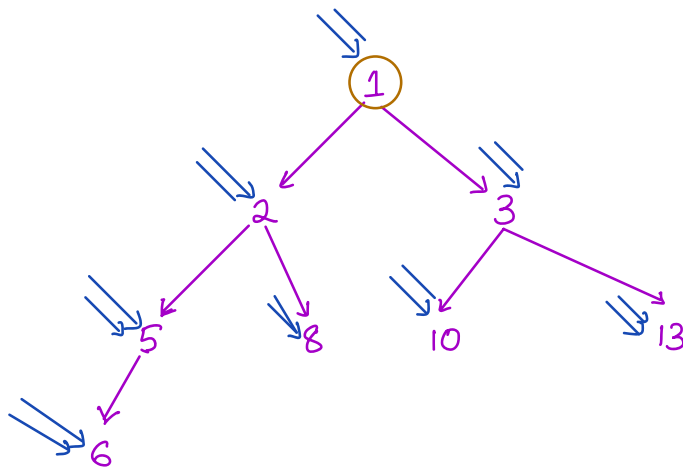
// Node

// left subtree

// right subtree

4norder

Left Node Right



Output →

	L				N	R		
	6	5	2	8	1	10	3	13
	<hr/>		<hr/>	<hr/>				
	L		N	R				

SC:  $O(H)$

```

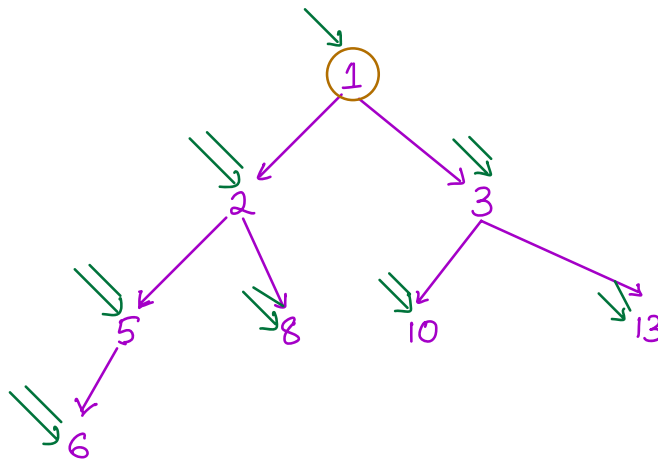
void inorder (root) {
    if (root == null) return // Base cond"
    inorder (root.left) // left subtree
    print (root.data) // Node
    inorder (root.right) // right subtree
}

```

TC:  $O(N)$

Post order traversal

L R N



Output  $\longrightarrow$

L				R			N
6	5	8	2	10	13	3	1
$\underline{L}$		$\underline{R}$	$\underline{N}$	$\underline{L}$	$\underline{R}$	$\underline{N}$	

TC:  $O(N)$

```

if (root == null) return // Base cond"

```

```

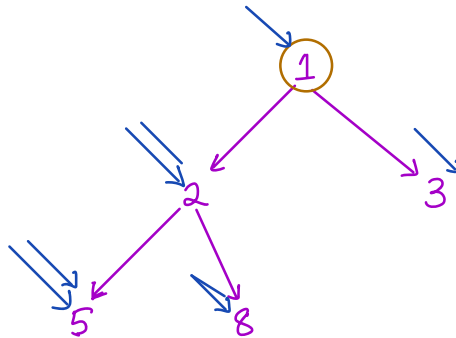
postOrder (root.left) // left subtree
postOrder (root.right) // right subtree
print (root.data) // Node

```

SC:  $O(H)$



Q) write iterative code of inorder traversal  
L N R



⑤ ② ⑧ ① ③

Output  $\longrightarrow$  5 2 8 1 3

```

void iterativeInorder (root) {
    stack = []
    node = root

    while (node != null || !stack.isEmpty())
        if (node != null) {
            stack.push(node)
            node = node.left
        }
        else {
            node = stack.pop()
            print(node.data)
            node = node.right
        }
    }
}
  
```

TC:  $O(N)$

SC:  $O(H)$

HW. Iterative version for preorder  
postorder

Q> Construct binary tree from inorder & postorder  
All the values are distinct

Input

L N R

Inorder

4 2 7 5 1 3 6

Postorder

4 7 5 2 6 3 1

L R N

0 1 2 3 4 5 6

Inorder

4 2 7 5

post

4 7 5 2

2

⋮

Inorder

3 6

post

6 3

3

6

int[] in; } declare at  
int[] post; } class level

HashMap<Int,Int> hm;

TreeNode solve (in[], post[]) {

this.in = in

this.post = post

N = in.length

```

    hm = new HashMap<>();
    for (i → 0 to N-1) {
        hm.put(in[i], i)
    }

    return build(0, N-1, N-1)
}

```

TreeNode build(iL, iR, ~~pL, pR~~) {  
 if (iL > iR) return null

removed ∴ never used

root = TreeNode(post[pR])

// find the index of root.data

① Linear search

② Create HM { value : index }  
                   ↓                  ↓  
                   k                  v

idx = hm.get(root.data)

cntR = iR - idx // [idx+1 ... iR]

pM = pR - cntR

root.left = build(iL, idx-1, pM-1)

root.right = build(idx+1, iR, pR-1)

return root

TC: O(N)

SC: O(N)

↙  
HashMap

~~pre + post~~

pre + in

in + post

Note : inorder info is needed to build the tree.