

Q.1 LCA (lowest Common Ancestor) Binary Tree.

Ancestors(3) = 3, 5, 10, 15

Ancestors(22) = 22, 20, 18, 13, 15

Ancestors(18) = 18, 13, 15

Ancestors(15) = 15

Ancestors(24) = 24, 10, 15

Ancestors(35) = 35, 13, 15

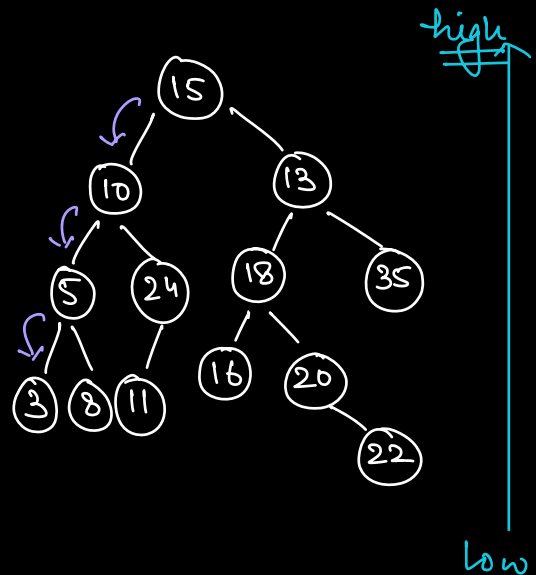
$LCA(u_1, u_2)$

$LCA(3, 22) = 15$

$LCA(35, 3) = 15$

$LCA(22, 35) = 13$

$LCA(22, 18) = 18$

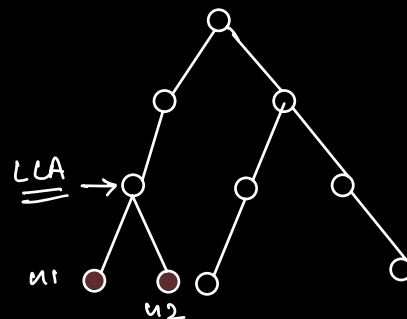
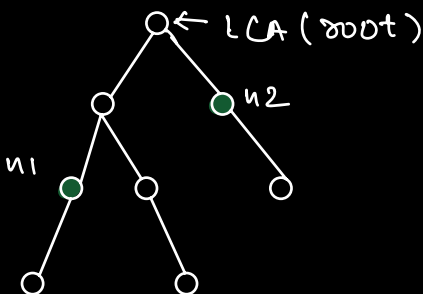


* Assumption:

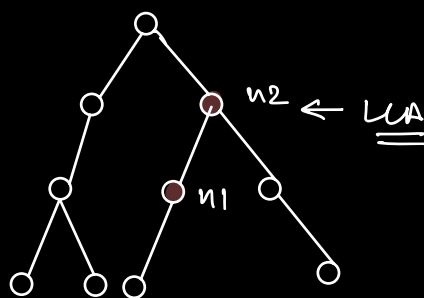
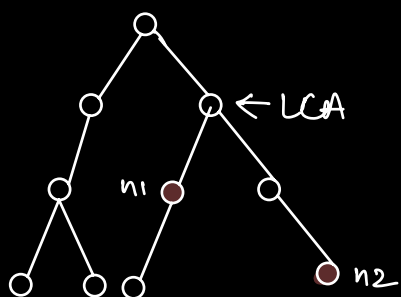
→ Both the nodes are present in the Tree.

→ No duplicates.

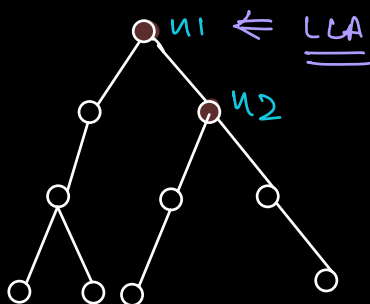
LCA: Find the first common node in the paths from the given nodes to the root.



$$\Rightarrow LCA(\text{root}, n_1, n_2) = LCA(\text{root-left}, n_1, n_2)$$



$\Rightarrow \text{LCA}(\text{root}, n_1, n_2)$
 $= \text{LCA}(\text{root}.\text{right}, n_1, n_2)$



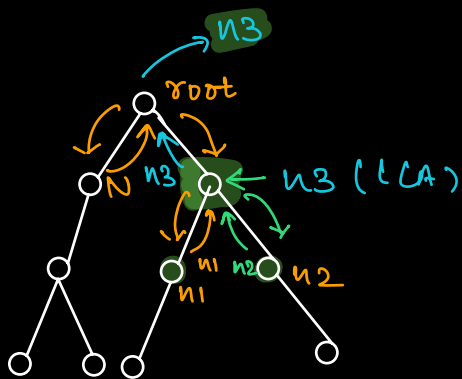
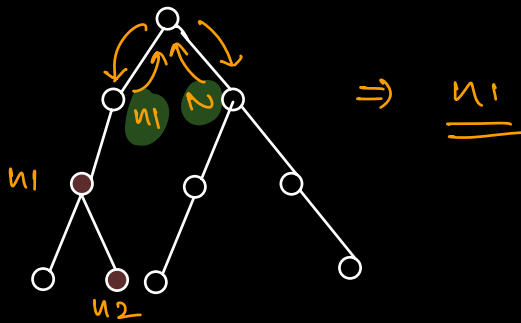
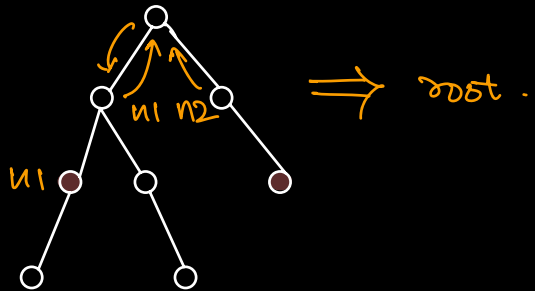
If one of the node (n_1 or n_2)
 is root, then root will be
LCA.

```

TreeNode lca (root, n1, n2) {
    if (root == Null) return null;
    if (root == n1 || root == n2) return root;
    O(N)  $\leftarrow$  bool n1Present = find (root.left, n1);
    O(N)  $\leftarrow$  bool n2Present = find (root.left, n2);
    if (n1Present & n2Present)
        return lca (root.left, n1, n2);
    if (n1Present || n2Present)
        return root;
    return lca (root.right, n1, n2);
}

```

TC: $O(N^2)$



```

TreeNode lca (root, u1, u2) {
    if (root == Null) return null;
    if (root == u1 || root == u2) return root;
    TreeNode Llca = lca (root.left, u1, u2);
    TreeNode Rlca = lca (root.right, u1, u2);
    if (Llca != Null && Rlca != Null)
        return root;
    else if (Llca == Null)
        return Rlca;
    else
        return Llca;
}

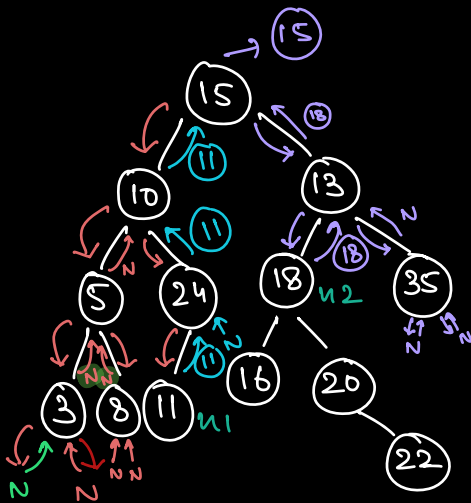
```

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TC: $O(N)$
SC: $O(N)$

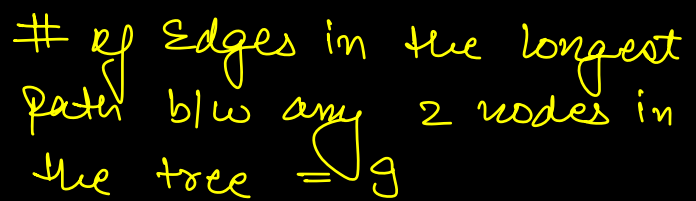
\Rightarrow Postorder traversal

$lca(\text{root}, 11, 18)$

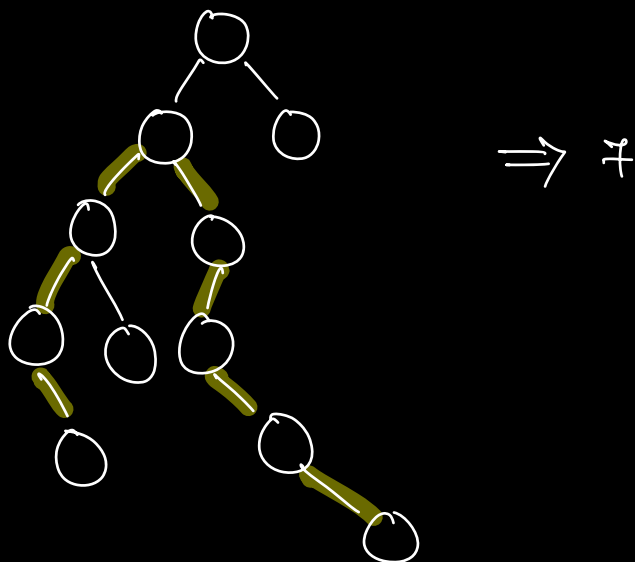


Amazon MS/GS

(# of edges)

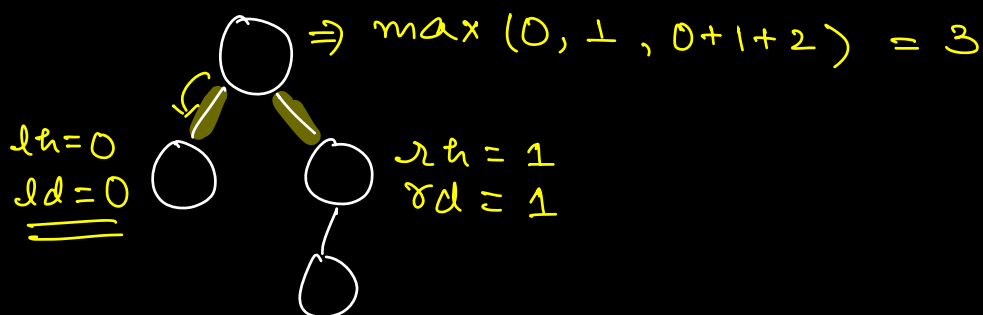


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Diameter.



Diameter can

- ① be present in LST
 - ② be present in RST
 - ③ pass through root node.
- } Max



TC: $O(N^2)$, SC: $O(N)$

```

class TreeInfo {
    int ht;
    int dia;
    //
    //
    //
}

```

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```

TreeInfo diameter(root) {
    if (root == NULL)
        return new TreeInfo(-1, -1);

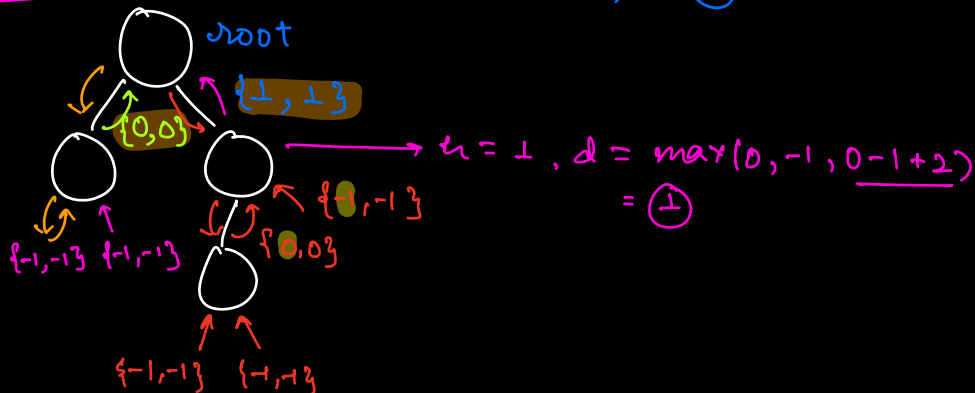
    TreeInfo l = diameter(root->left);
    TreeInfo r = diameter(root->right);

    return new TreeInfo(
        max(l->ht, r->ht) + 1,
        max(l->dia, r->dia,
            l->ht + r->ht + 2));
}

```

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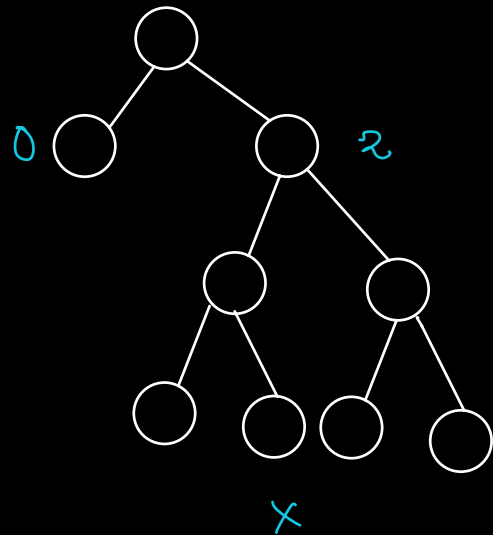
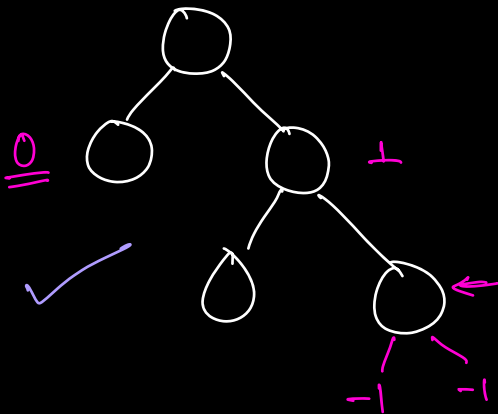
$h = \max(0, 1) + 1 = \textcircled{2}$
 $\uparrow d = \max(0, 1, 0 + 1 + 2) = \textcircled{3}$



Height Balanced Tree

$$|h_t(LST) - h_t(RST)| \leq 1$$

→ This should hold true for all the nodes.



- Height of a Height Balanced Tree
 $\approx \log N$
- TC of search Height Balanced Binary Tree
 $\Rightarrow \underline{\underline{O(N)}}$
- TC of search Height Balanced BST
 $\Rightarrow \underline{\underline{O(\log N)}}$

Balanced BST \Rightarrow Self Balancing BST
 (AVL | Red Black Tree)
Ordered HashMap / TreeMap.

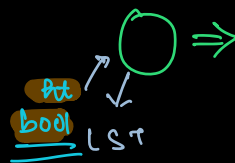
Q.8 Given a B-T, check if it is Height Balanced or not.

```
bool isBalanced (root) {
    if (root == NULL)
        return true;

    int lh = height (root->left);  $\rightarrow O(N)$ 
    int rh = height (root->right);  $\rightarrow O(N)$ 
    if (abs(lh - rh) > 1)
        return false;
    else {
        return isBalanced (root->left)
               &&
               isBalanced (root->right);
    }
}
```

3

TC: $O(N^2)$
 SC: $O(N)$



```

class TreeInfo {
    int ht;
    bool isBal;

```

3

```

TreeInfo isBalanced(root) {
    if (root == NULL)
        return new TreeInfo(-1, true);
    TreeInfo l = isBalanced(root->left);
    TreeInfo r = isBalanced(root->right);
    if (l.isBal && r.isBal &&
        abs(l.ht - r.ht) <= 1) {
        return new TreeInfo(max(l.ht, r.ht)+1,
                               true);
    }
    else {

```

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else {

```

        return new TreeInfo(max(l.ht, r.ht)+1,
                               false);
    }

```

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```

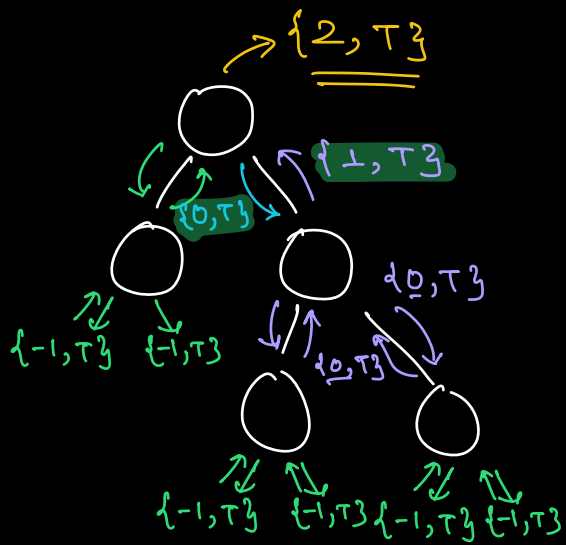
{ TC: O(N) { Postorder Traversal }
  SC: O(N)

```

```

TreeInfo result = isBalanced(root)
if (result.isBal) print("Tree is Balanced")

```



← * →

