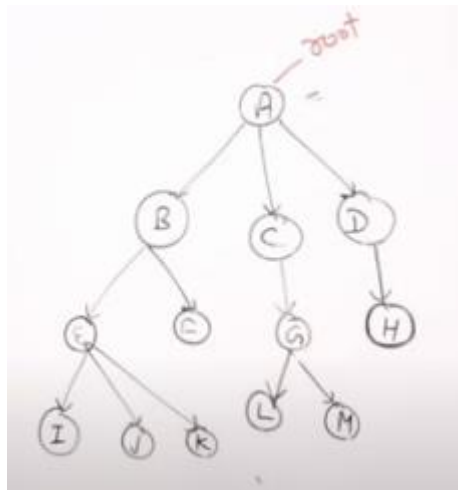
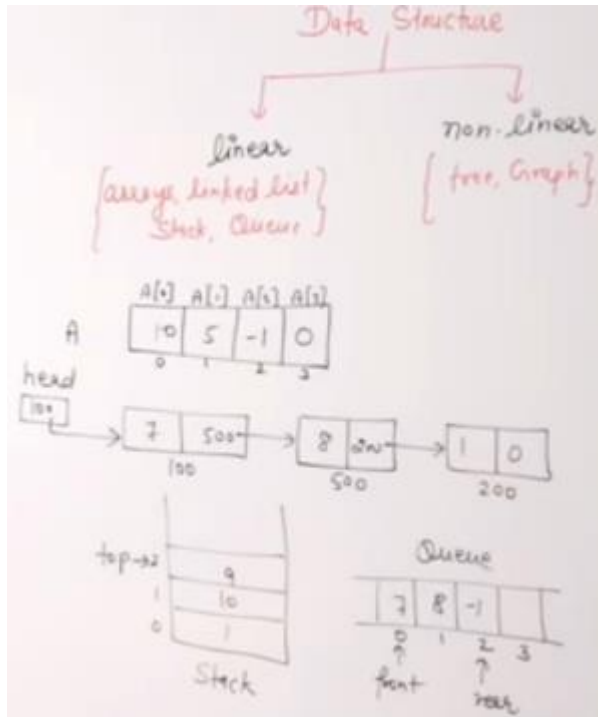


Introduction to Trees

Stack : LIFO; Queue: FIFO

Struktur Data Linear artinya susunan data secara sekuensial (satu data dengan data lainnya secara teratur/satu per satu), hanya 1 level.

Sedangkan Struktur Data non linear artinya memiliki susunan data secara multiple level/hirarki.



Contoh Tree

A = root, selain itu sbg child/node.

Misal A sbg direktur memiliki 3 supervisor, kmdn msg2 supervisor memiliki anak buah dst. Shg A sbg level 0; sedangkan B, C, D sbg level 1, kmdn E, F, G, H sbg level 2 dst. Hal tsb yg disebut hirarki. Tree hanya memiliki 1 arah/ tidak punya arah (krn tdk memiliki child) yaitu arah dari atas ke bawah (level 0 ke level 1, level 1 ke level 2, dst).

Sbgmn tree scr biologi tumbuh dari akar, batang, ranting, daun (tumbuh dari bawah ke atas).

'Tree can be defined as a collection of entities (nodes) linked together to simulate a hierarchy'.

root = A
 nodes = A, B, C, D, E, F, G, H, I, J, K, L, M
 parent node = G is parent of L & M
 child node: - L & M are children of G
 leaf node - J, I, K, F, L, M, H
 non-leaf node - A, B, C, D, E, G
 Path: - sequence of consecutive edges
 from source node to destination node

Pada array kita sebut sbg elemen tapi pada tree disebut node. Setiap node memiliki informasi yg mhubkn dg node lainnya. Node A adalah parent dari node B, C, D; sedangkan C mrpkn parent dari G, dst. Jadi parent adalah node dari level sebelumnya (immediate predecessor/previous node). Namun pada Root = tdk memiliki predecessor node/ level 0. Sedangkan child adalah immediate succesors (penerus langsung). Leaf node (eksternal node) = node yg tdk memiliki child. Non leaf node (internal node) = node yg memiliki minimal 1

child.

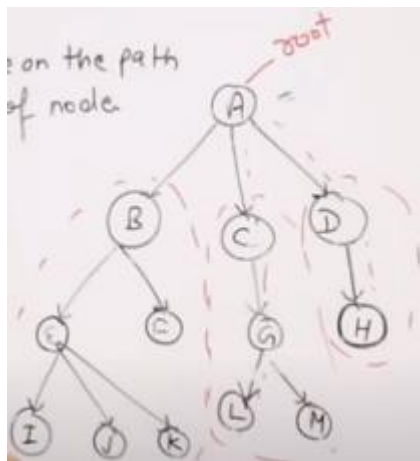
Path (lintasan)= urutan tepi yang berurutan dari node sumber ke node tujuan. Edge = link antar node.

Contoh path = A - C - G - L.

Ancestor = any predecessor nodes on the path from root to that node. Contoh L = A, C, G; H = A, D.

Decendent= any successor node on the path from that node to leaf node.

Contoh: C = G, L, M; B = E, I, J, K, F.



Sub tree dari gambar disamping tdaapt 3 sub tree (yg diberi garis putus2 merah).

Sibling = children of same parent, contoh: E & F tapi F & G bukan sibling.

Degree of node = jumlah node (child) yg dipunyai node parent (number of children of that node), contoh: E memiliki 3 degree yaitu I, J, K. Klo degree dari M = 0 degree.

Degree of tree = max degree among all node, dlm cth tree ini = 3.

Depth of node = length of path (jmh edge) from root to that node.

Contoh: Depth of node F = 2; J = 3; D = 1, A = 0, dst.

Height of node = number of edges in the longest path from that node to a leaf.

Contoh: Height of node G = 1; B = 2.

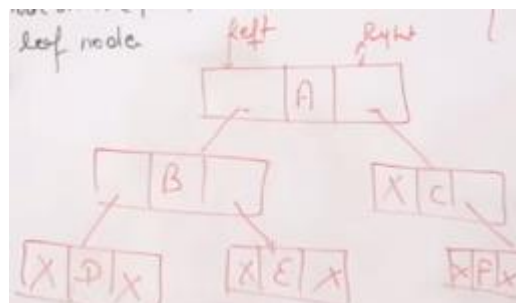
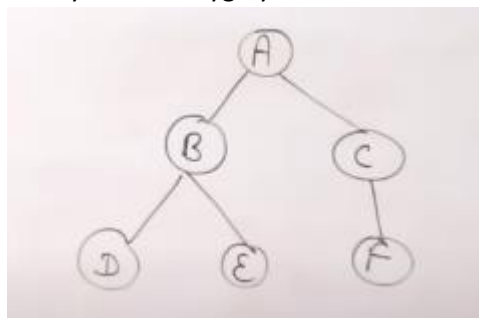
Height of tree = 3.

Level of node = jumlah edge dari root ke node tsb. Cth G = 2.

Level = height

Pada tree: n nodes = (n-1) edges

Binary tree: tree yg hy memiliki 2 children.



```

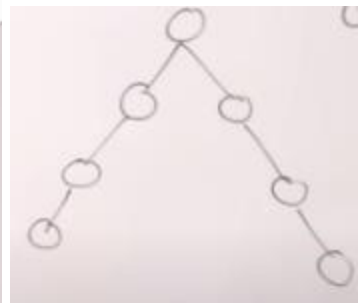
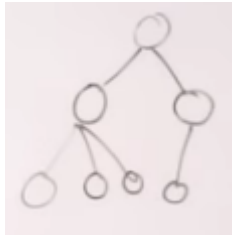
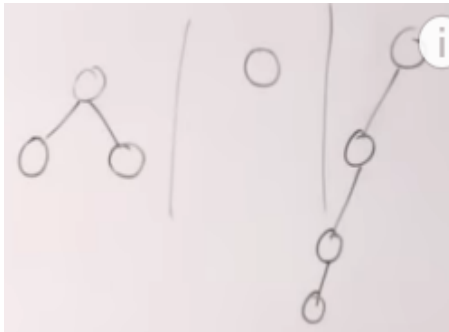
struct node
{
    int data;
    struct node *left;
    struct node *right;
}

```

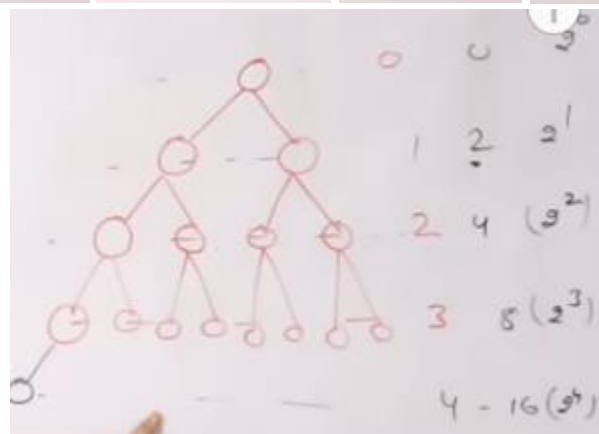
linked list

Binary tree & its types
 → each node can have atmost 2 children

0, 1, 2 (jmh child)



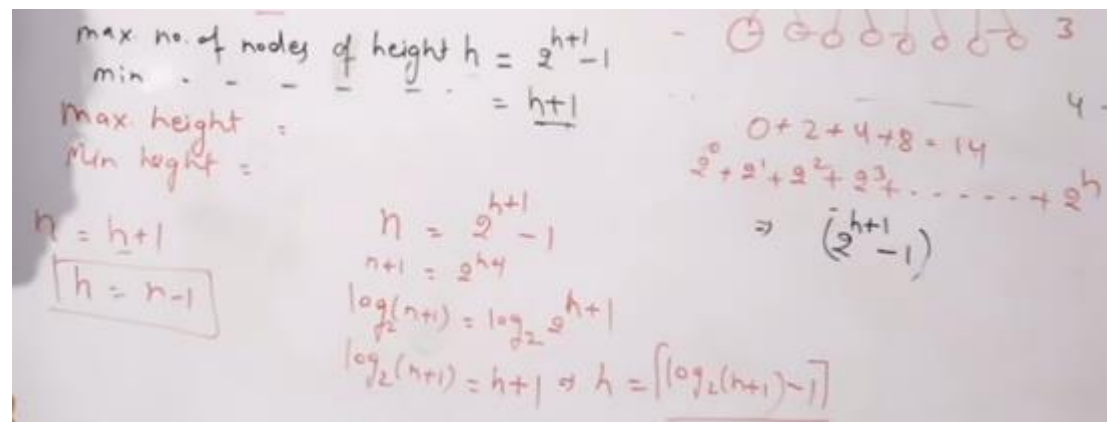
maksimum node tiap level



2^n , n = level.

$$\begin{aligned}
 &0 + 2 + 4 + 8 = 14 \\
 &2^0 + 2^1 + 2^2 + 2^3 + \dots + 2^h \\
 &\Rightarrow (2^{h+1} - 1)
 \end{aligned}$$

Utk binary tree, maks jmh node dari height = $2^{h+1}-1$, sdgkan min node nya = $h+1$. Cth jika hy level (height) 0 maka min node = 1 (root).



Max height (h) = n-1; min height = $h = (\log_2(n+1) - 1)$.

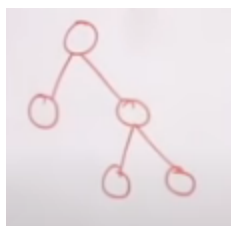
Binary tree & its types

- Full / proper / strict
- Complete Binary tree
- Perfect Binary tree
- Degenerate Binary tree

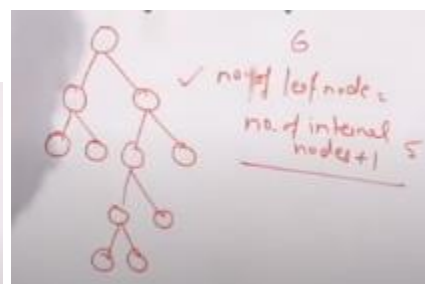
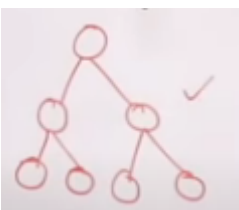
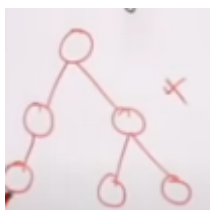
	Max nodes	Min nodes
Binary tree	$2^{h+1} - 1$	$h+1$
Full Binary tree		
Complete Binary tree		

	Min height	Max height
Binary tree	$\lceil \log_2(n+1) \rceil - 1$	$n-1$
Full Binary		
Complete Binary		

Full binary tree = each node have either 0 or 2 children.

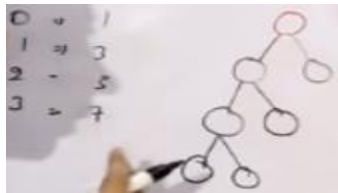


contoh



Number of leaf node = number of internal nodes + 1.

Internal node = node yg memiliki children.

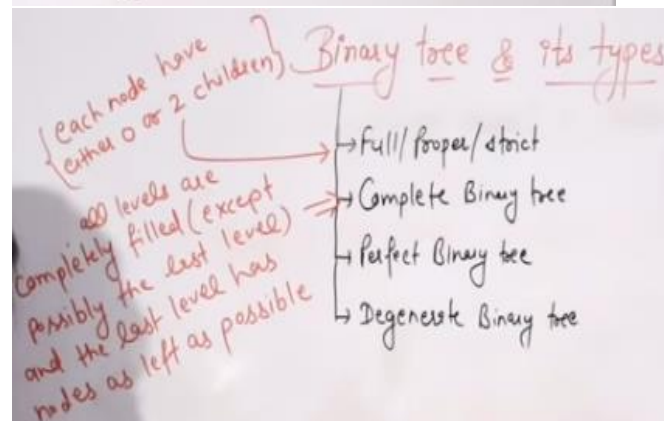


Min node of Height = $2h+1$, cth height 3 maka min node = 7

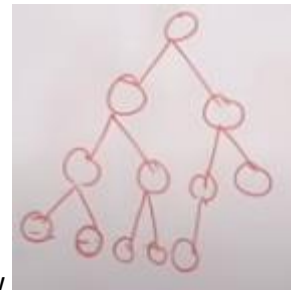
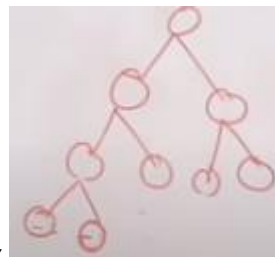
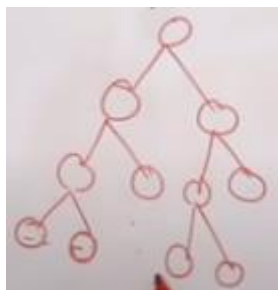
	Max nodes	Min nodes
Binary tree	$2^{h+1} - 1$	$h+1$
Full Binary tree	$2^{h+1} - 1$	$2h+1$
Complete Binary tree		

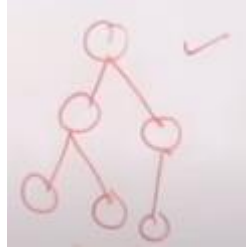
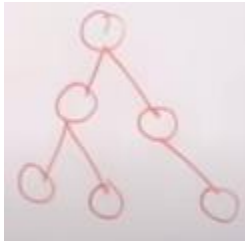
	Min height	Max height
Binary tree	$\lceil \log_2(n+1) \rceil - 1$	$n-1$
Full Binary	$\lceil \log_2(n+1) \rceil - 1$	$\frac{n-1}{2}$
Complete Binary		

$n = 2h+1$
 $h = \frac{n-1}{2}$



bukan complete binary tree krn level terakhir di bagian kiri kosong (cth gbr pertama).

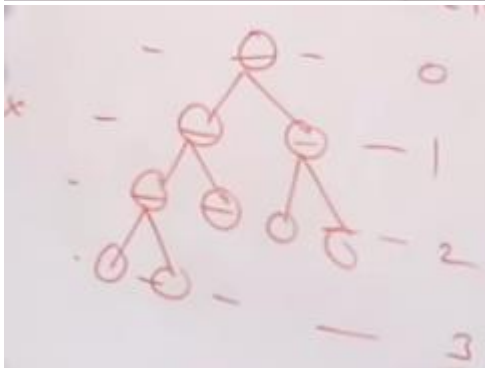




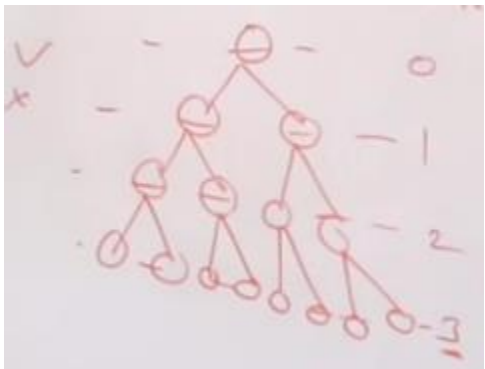
	Max nodes	Min i des
Binary tree	$2^{h+1} - 1$	$h+1$
Full Binary tree	$2^{h+1} - 1$	$2h+1$
Complete Binary tree	$2^{h+1} - 1$	2^h

	Min height	Max height
Binary tree	$\lceil \log_2(n+1) \rceil - 1$	$n-1$
Full Binary	$\lceil \log_2(n+1) \rceil - 1$	$\frac{(n-1)}{2}$
Complete Binary	$\lceil \log_2(n+1) \rceil - 1$	$\log n$

Perfect Binary tree
 Degenerate Binary tree
 all internal nodes have 2 children
 & all leaves are at same level

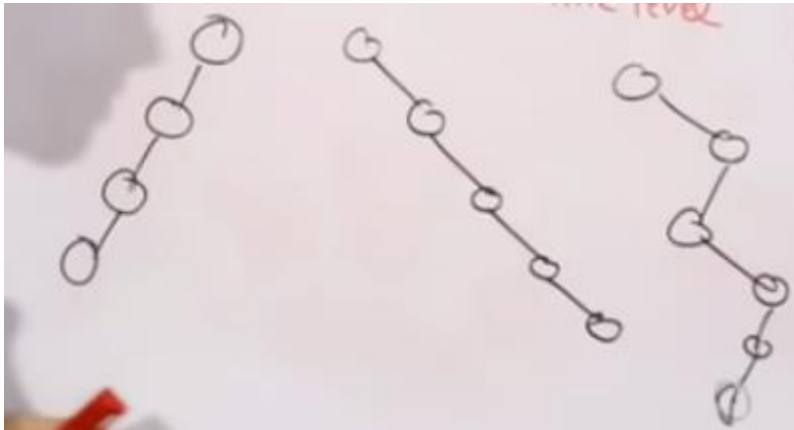


x bukan perfect binary tree



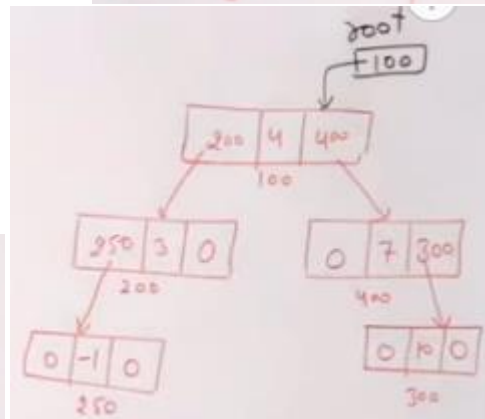
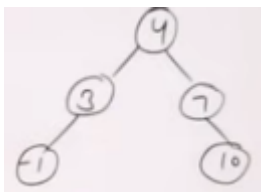
✓ perfect binary tree = CBT & FBT

Degenerate binary tree = jika internal node hanya memiliki 1 child



left skew binary tree, right skew binary tree

Binary tree Implementation



100 = address node of root/ sbg pointer

```

void main()
{
    struct node * root;
    root = 0;
    root = Create();
}
  
```



```

struct node
{
    int data;
    struct node *left, *right;
};

struct node *create()
{
    1. int x;
    2. struct node *newnode;
    newnode = (struct node *) malloc(sizeof(struct node));
    4. printf("Enter data (-1 for no node):");
    5. scanf("%d", &x);
    6. if(x == -1)
    7. { return 0; }
    8. newnode->data = x;
    9. printf("Enter left child of %d", x);
    10. newnode->left = create();
    11. printf("Enter right child of %d", x);
    12. newnode->right = create();
    13. return newnode;
}

```

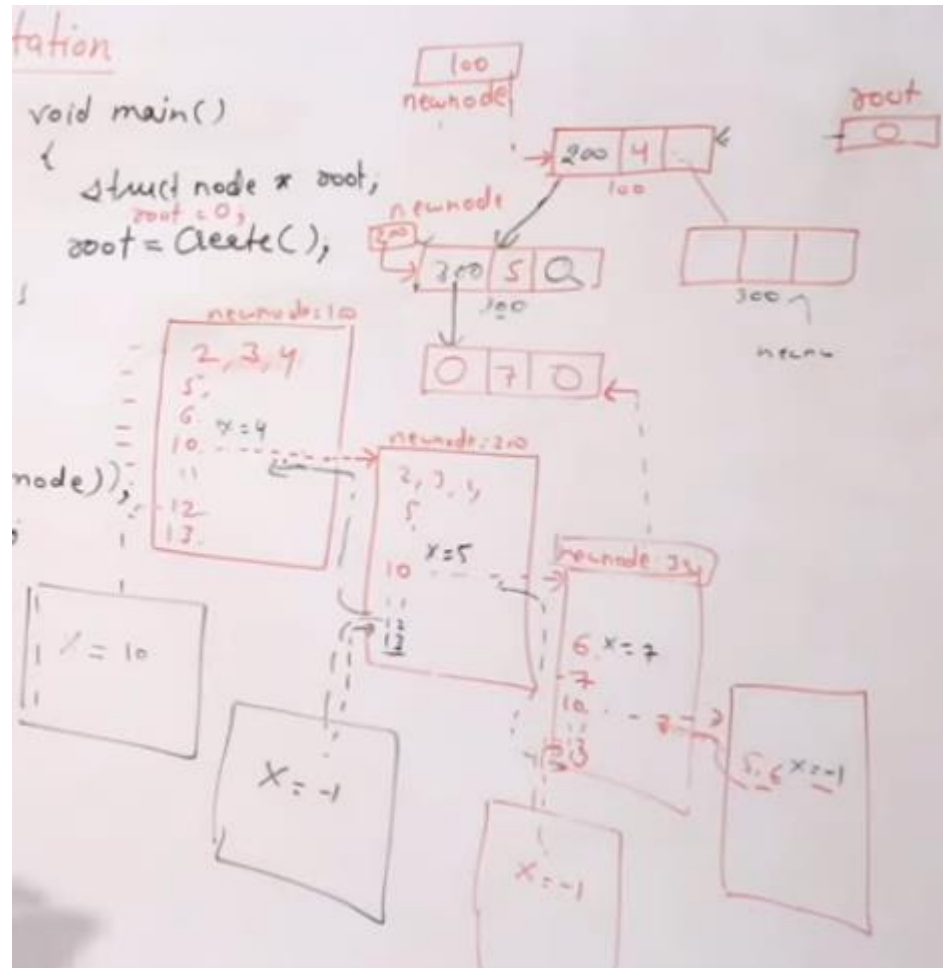
Jika leaf node maka $x = -1$ artinya return 0 (kembali/back to) dr left ke right node.

Brktnya create node (left child) dulu secara rekursif (memanggil fungsi dasar/base).

Utk root node, $x = 4$

Pada baris 10, ada fungsi create function maka rekursif dijalankn.

Inisialisasi awal root = 0; pointer root = 100



$$i = 4$$

$$= \left\lfloor \frac{4-1}{2} \right\rfloor$$

$$(2 \times 4) + 1$$

lokasi parent = floor value dr rumus disamping.
parent&childnya

misal $E = i = 4$ (indeks), kita cek

Case II

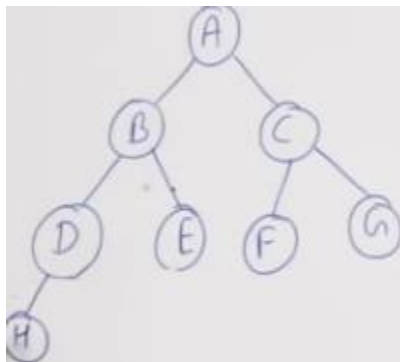
N	A	B	C	D	E	F	G	H	I
	1	2	3	4	5	6	7	8	9

Case II:-
node is at i th index
left child at = $(2 * i)$
right child at = $(2 * i) + 1$
Parent at = $\left\lfloor \frac{i}{2} \right\rfloor$

$$i = 4$$

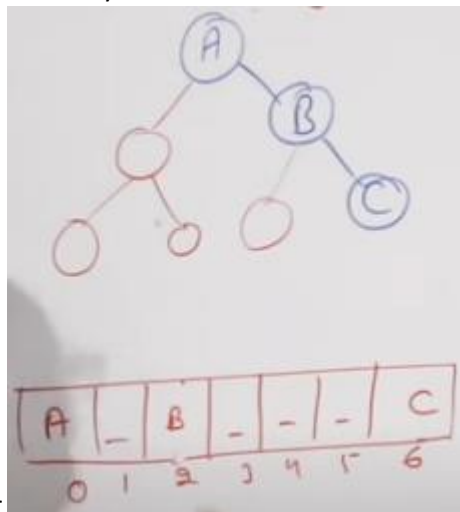
$$(2 \times 4) = 8$$

cth D, $i = 4$ sbg complete binary tree



CBT

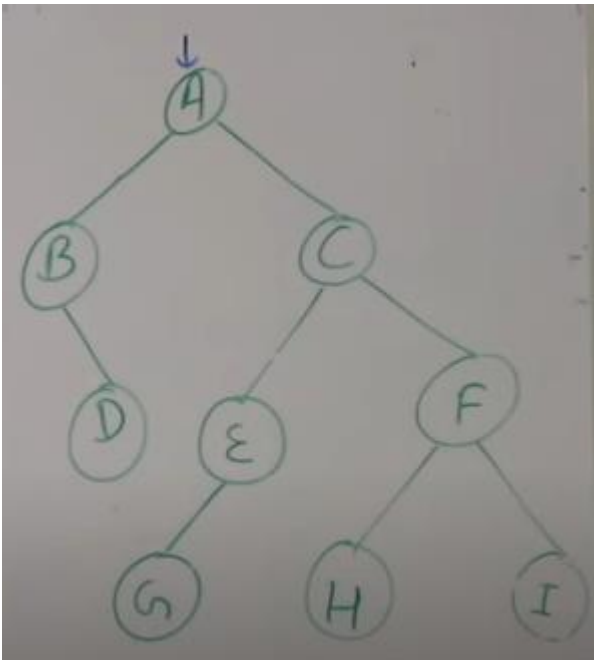
Tree (ingat definisi CBT)



Hrs CBT = Complete Binary

Binary tree traversals

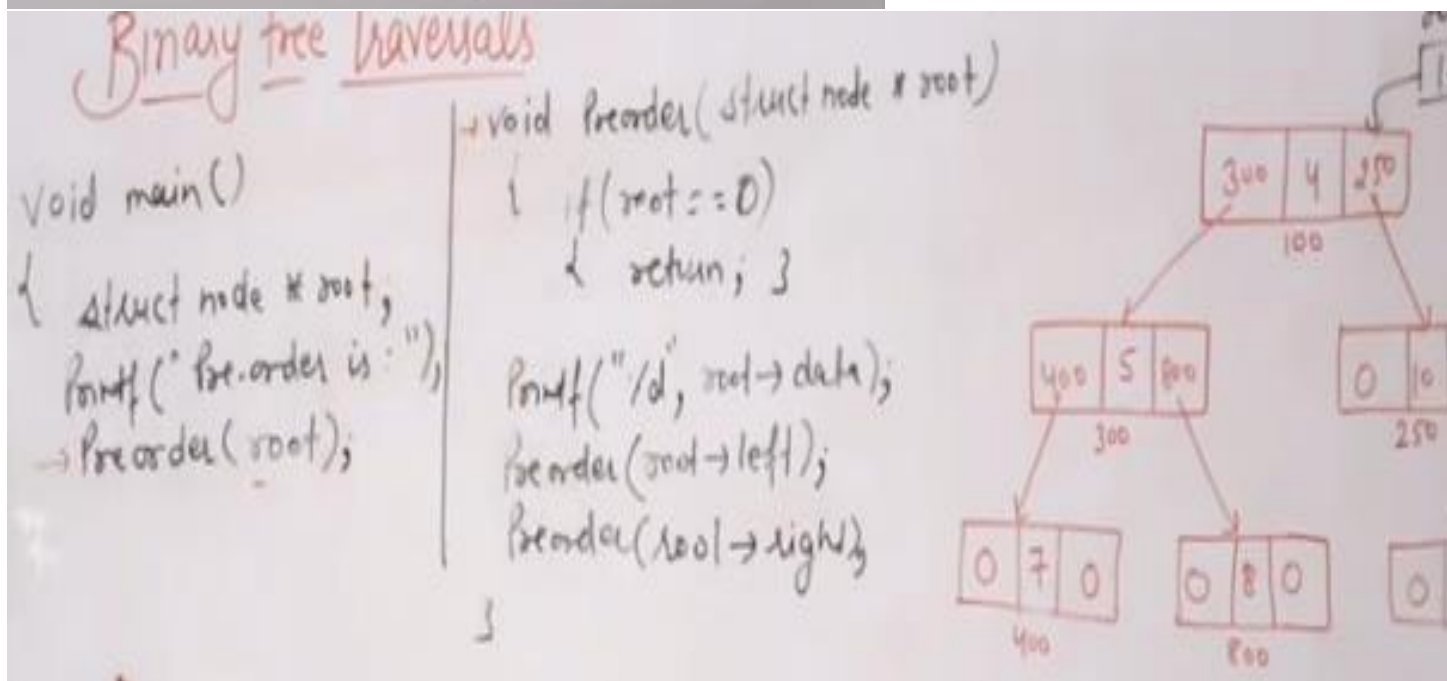
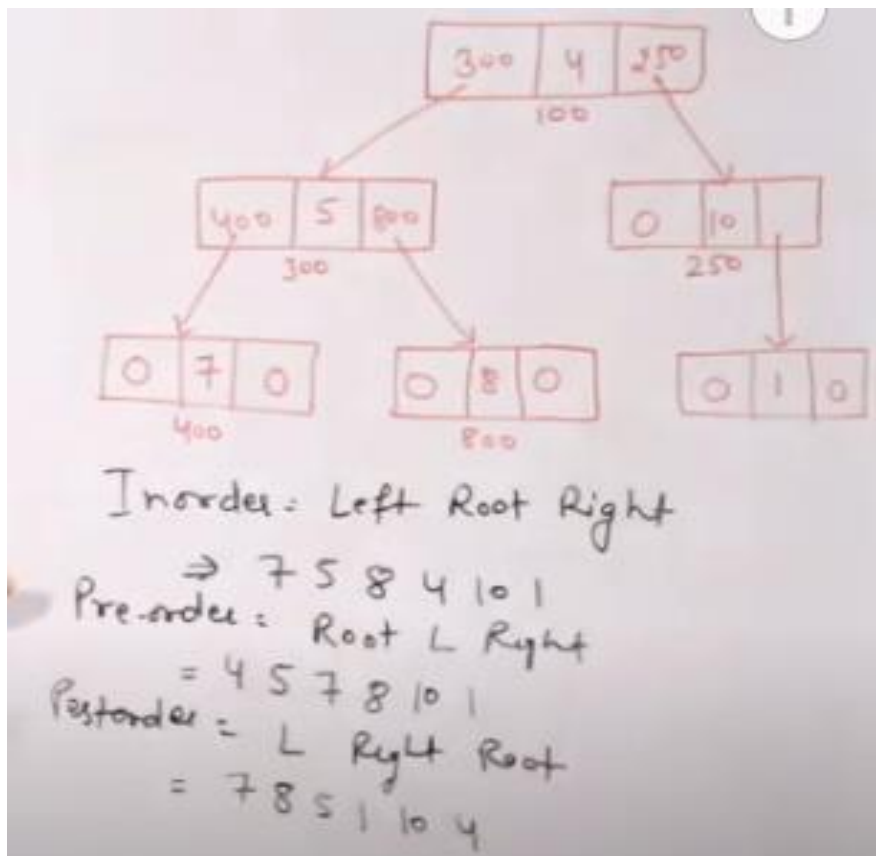
Inorder:- Left Root Right
Preorder:- Root Left Right
Postorder:- Left Right Root



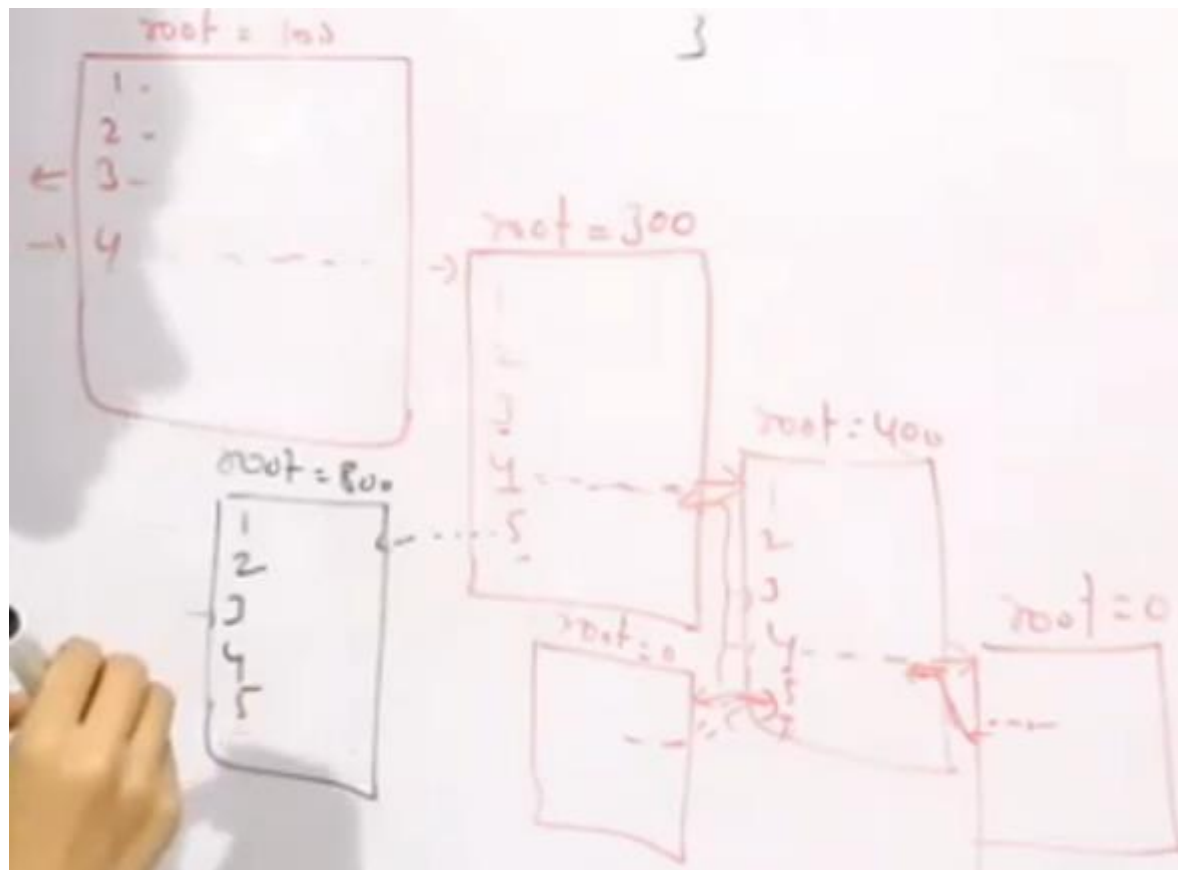
Preorder:-
A B D C E G F H I

Postorder:-
D B G E H I F C A

Inorder:-
B D A G E C H F I



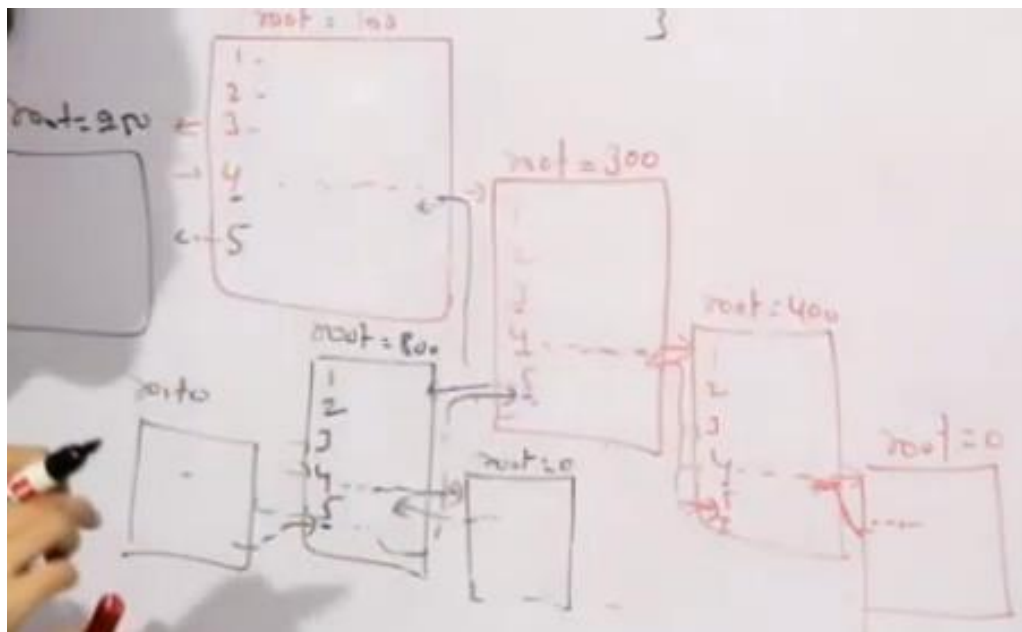
Termination condition= kondisi ketika pada leaf node (bernilai 0) / return.



```

void preorder(struct tnode * root)
{
    if (root == 0)
        return;
    printf("%d", root->data);
    preorder(root->left);
    preorder(root->right);
}

```



```
void Inorder(struct tnode * root)
{
    if (root == 0)
        return;
    Inorder(root->left);
    printf("%d", root->data);
    Inorder(root->right);
}
```

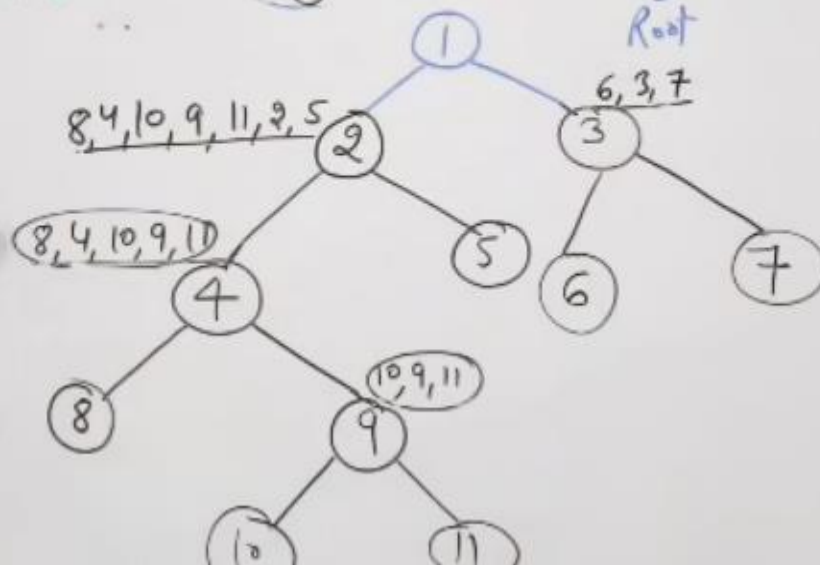
```
void Postorder(struct tnode * root)
{
    if (root == 0)
        return;
    Postorder(root->left);
    Postorder(root->right);
    printf("%d", root->data);
}
```

Construct a Binary tree from preorder & Inorder

Pre-order:- 1, 2, 4, 8, 9, 10, 11, 5, 3, 6, 7 (Root L. Right)

In-order:- 8, 4, 10, 9, 11, 2, 5, 1, 6, 3, 7 (L Root Right)

Pre-order:- ① 2, 4, 8, 9, 10, 11, 5, 3, 6, 7 (Root L. Right)
 In-order:- 8, ④, 10, ⑨, 11, ②, 5, ①, 6, ③, 7 (L Root Right)



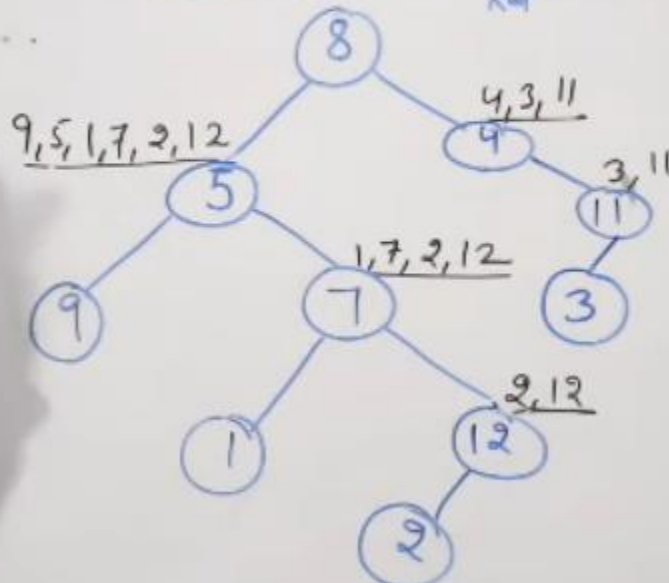
Construct a Binary tree from Post-order & Inorder

Postorder:- 9, 1, 2, 12, 7, 5, 3, 11, 4, 8 (L Right. Root)

In-order:- 9, 5, 1, 7, 2, 12, 8, 4, 3, 11 (L Root Right)

Preorder: - 9, 1, 2, 12, 7, 5, 3, 11, 4, 8 (L Right, Root)

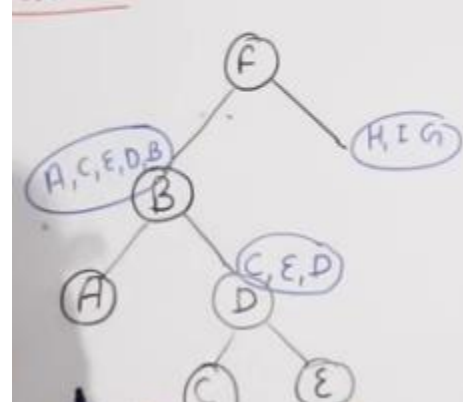
Postorder: - 9, 5, 1, 7, 2, 12, 8, 4, 3, 11 (L Root Right)



Construct Binary Tree from given Preorder & Postorder.

Preorder: - F B A D C E, G I H (Root L R)

Postorder: - A C E D B, H I G F (L R Root)

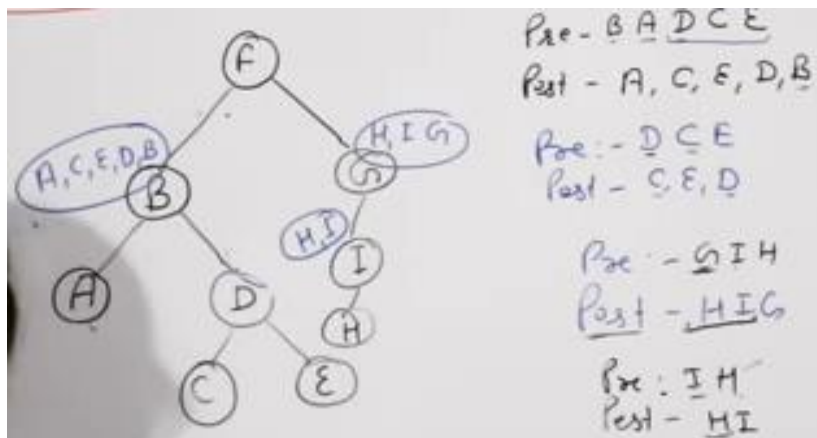


Pre - B A D C E

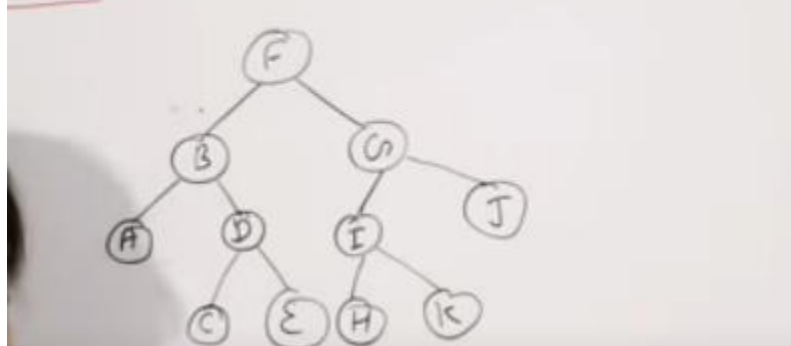
Post - A, C, E, D, B

Pre - D C E

Post - C, E, D

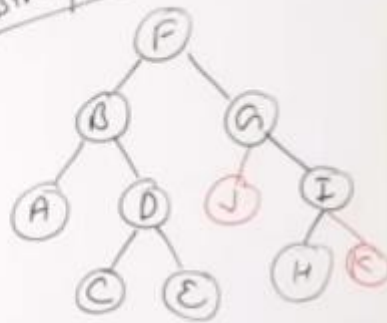


Preorder:- F B A D C E G I H K J (Root L R)
Postorder:- A C E D B H K I J G F (L R Root)



if (L R Root)

Binary Tree :-



{ Pre :- F B A D C E G J I H K
{ Post :- A C E D B J H K I G F

Full Binary Tree