

Graph Theory-ITGT730E

Assignment 3

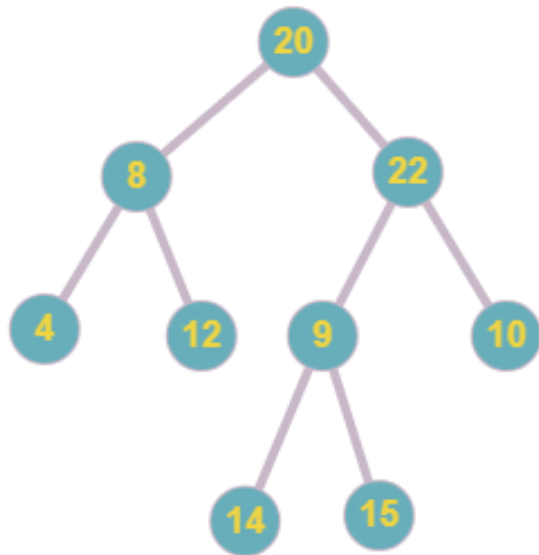
Path Between two nodes in Full Binary Tree

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➤ Introduction

A full binary tree is a binary tree in which every node has exactly 0 or 2 children. The path between two nodes can be traced efficiently by finding a lowest common ancestor(LCA). The LCA of n_1 and n_2 in tree is the shared ancestor of n_1 and n_2 that is located farthest from the root. Some examples of full binary tree and LCA between two nodes are shown below.



$\text{LCA}(4, 12) = 8$

$\text{LCA}(14, 10) = 22$

$\text{LCA}(4, 14) = 20$

$\text{LCA}(22, 14) = 22$

➤ Algorithms

- *Algorithm 1: Brute-force approach*

Input: Full binary tree, node1, node2

Output: Path between node1 and node2

- 1.) Find path from root to node1 and store the path in array or vector.
- 2.) Find path from root to node2 and store the path in another array or vector.
- 3.) Trace both the paths until the values in the array are same.
- 4.) The common element just before the mismatch is our lowest common ancestor. Return the index of lowest common ancestor.
- 5.) Print the path from node 1 to LCA and then LCA to node2 which is our required path between two nodes node1 and node2.

Time Complexity: $O(n)$ where n is the number of nodes. The tree is traversed twice and the path arrays are compared.

➤ Algorithm 2: Storing Ancestors

Input: Full binary tree, node1, node2

Output: Path between node1 and node2

- 1.) Create an empty hash table
- 2.) Insert node1 and all of its ancestors in hash table.
- 3.) check node2 or any of its ancestors exists in hash table.
- 4.) If yes then the first existing ancestor is our lowest common ancestor. Return LCA.
- 5.) Else, store it in stack and continue from step4.
- 6.) Finally, print the path from node1 to LCA and then LCA and all the elements from stack.
- 7.) This is the required path between two nodes node1 and node2.

Time Complexity: $O(h)$ where h is the height of the tree.

➤ Algorithm 3: Using depth of the tree

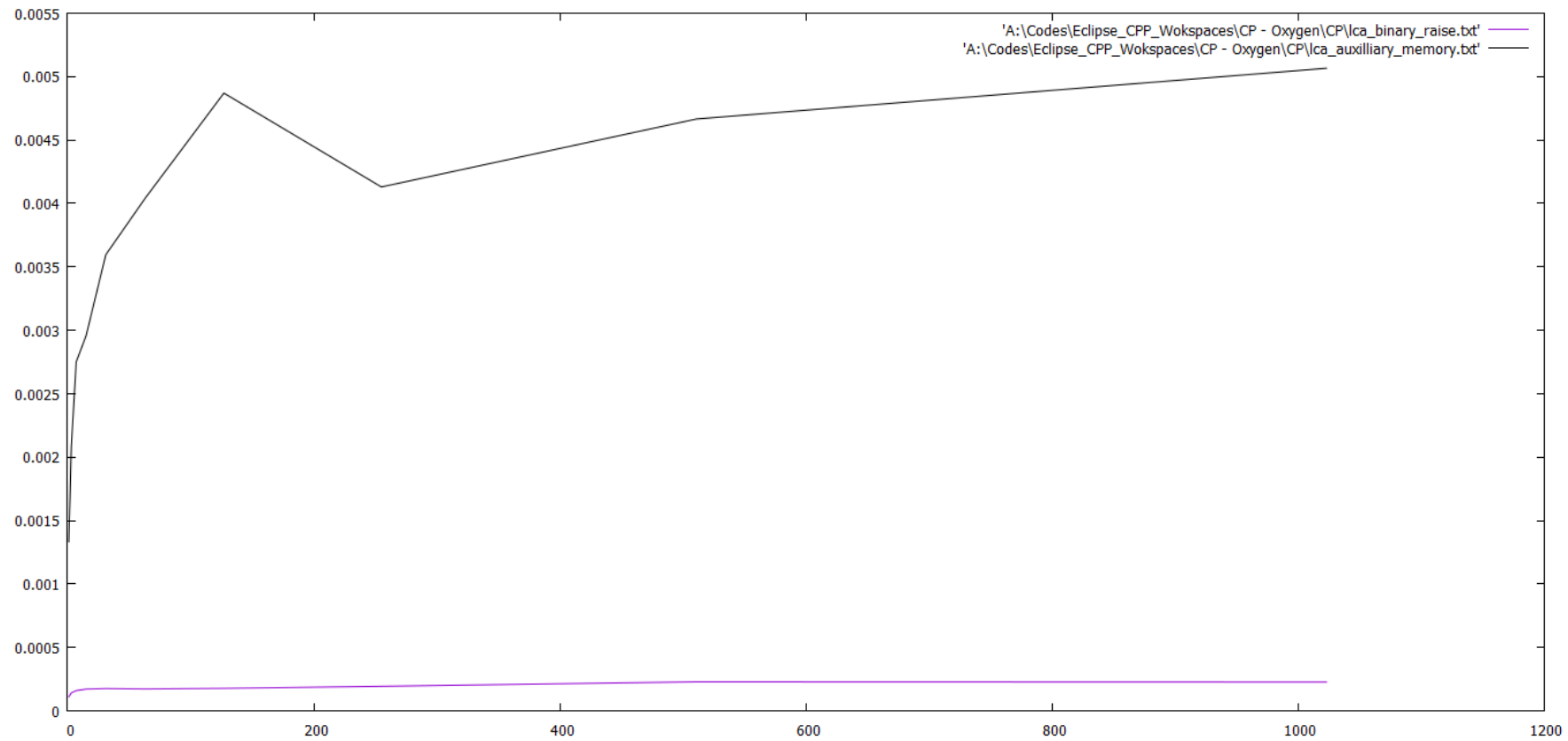
Input: Full binary tree, node1, node2

Output: Path between node1 and node2

- 1) height_l = height(node1), height_r = height(node2)
- 2) l = node1, r = node2
- 3) WHILE l is not equal to r
 - i. IF height_l >= height_r:
 1. l = PARENT(l)
 2. height_l = height_l - 1
 - ii. ELSE:
 1. r = PARENT(r)
 2. height_r = height_r - 1
- 4) LCA = r
- 5) RETURN path from node1 to LCA to node2

- **Time Complexity:** $O(h)$ where h is the height of the full binary tree.

Performance Comparison



Thank You

