

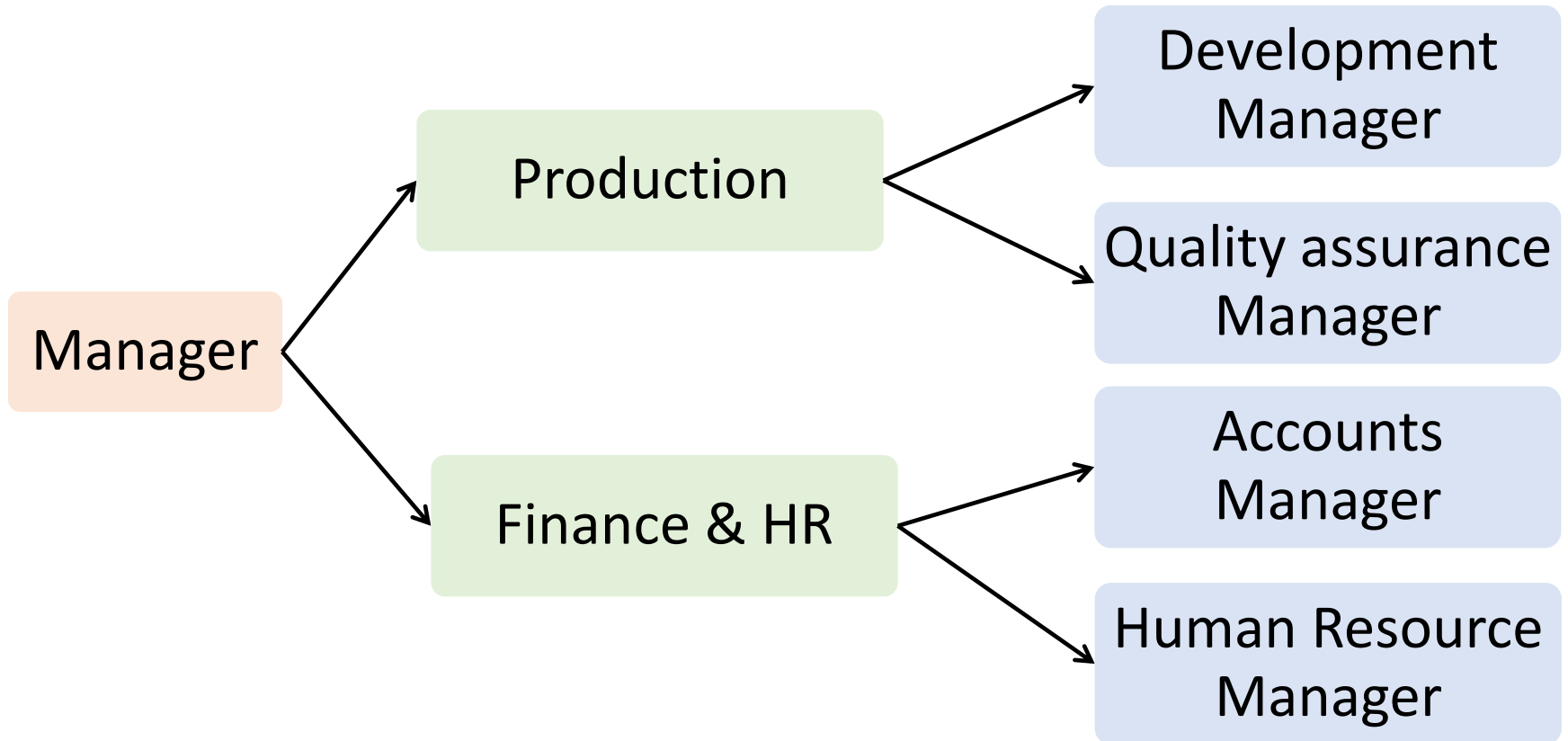
TREES

PROF. NAVRATI SAXENA

Non-Linear Data structures

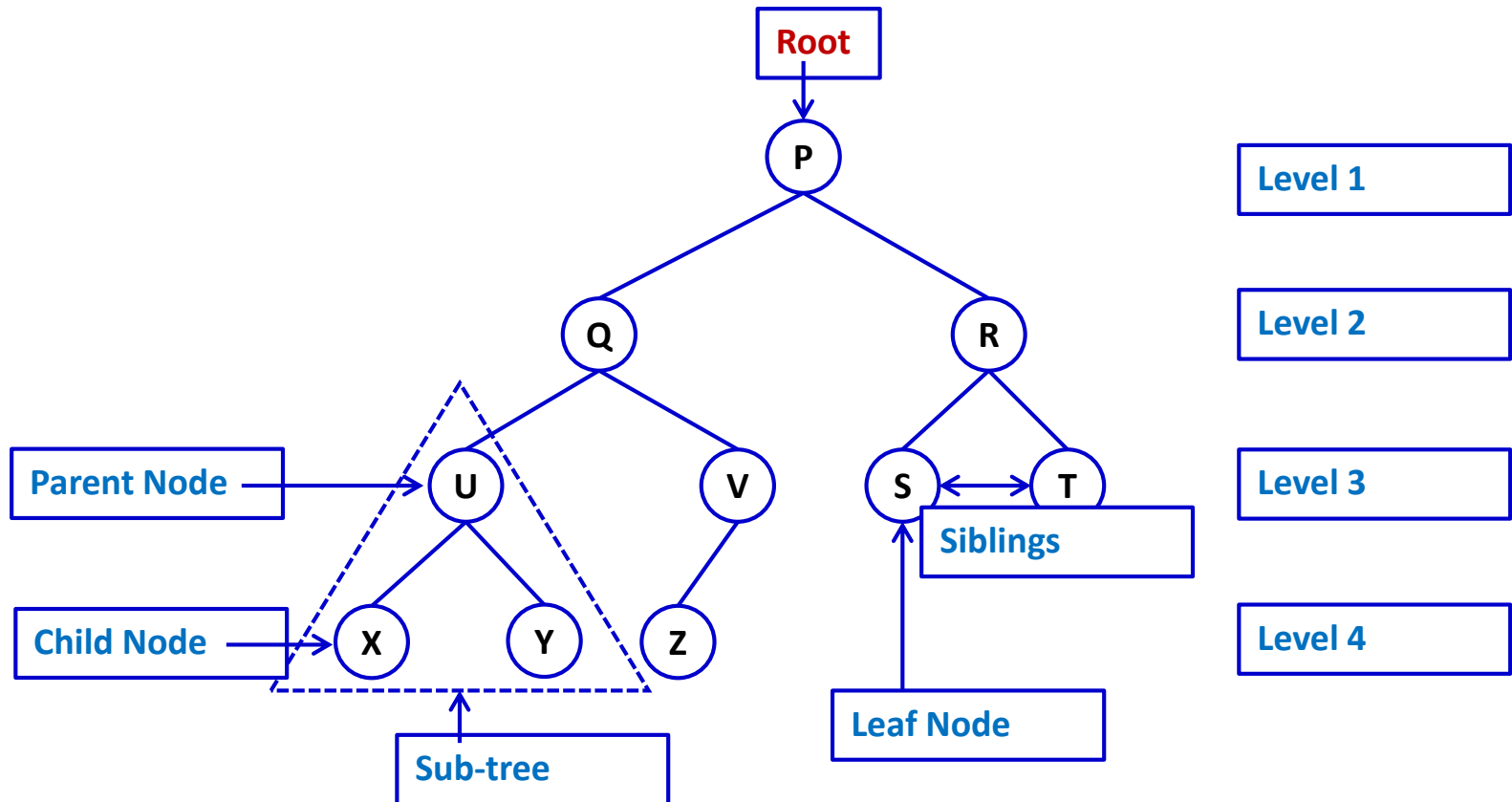
- Each item can be connected to several other items
- Items have hierarchical relationship
- Each item is called node
- Provides efficient insertion and searching
- Very flexible data structures
- The different non-linear data structures are
 - Trees
 - Graphs

Trees



Tree Terminology

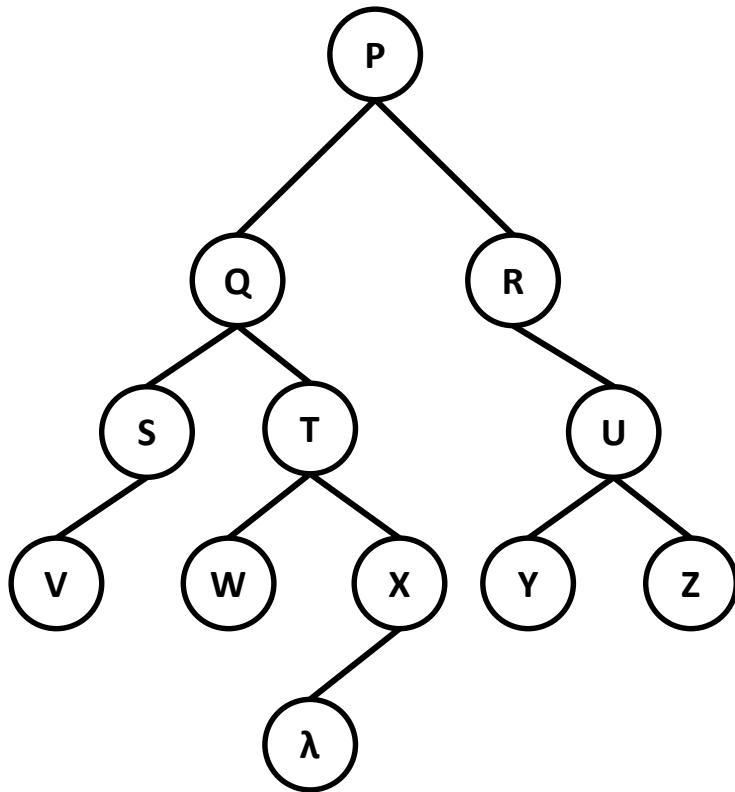
- Hierarchical organization
- Nodes connected by edges



Major Terminologies

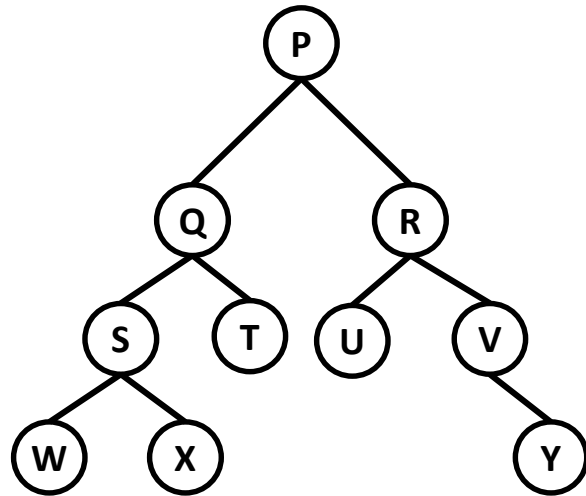
Root	Special node to refer the entire tree
Parent	Immediate predecessor of a node
Child	All immediate successors of a node
Siblings	All nodes having the same parent
Path	Successive edges from a source node to a destination node
Node Height	Maximum number of edges from a node to leaves
Tree Height	Height of the Root
Node Depth	Number of edges from Root to a node
Node Degree	Number of children of a node
Edge	Connection between any two nodes

Tree Terminology

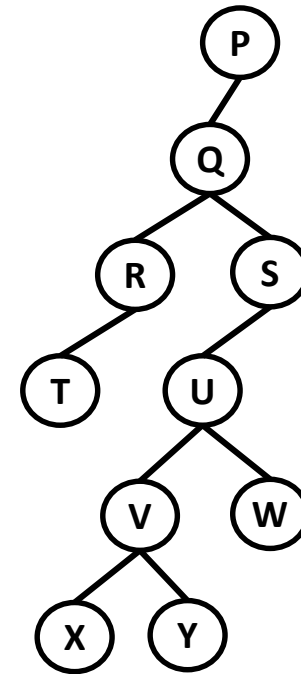


- **Size:** Number of nodes in the tree
E.g. Tree in figure has **size = 12**
- **Depth of a node:** Distance (number of edges) from the root.
 - Depth of node P = 0
 - Depth of node S = 2
- **Height (h) of a tree:** Maximum depth of any node in the tree
- **Leaf Node:** Nodes of a tree at the maximum depth

Balanced Binary Trees



Balanced Binary Tree



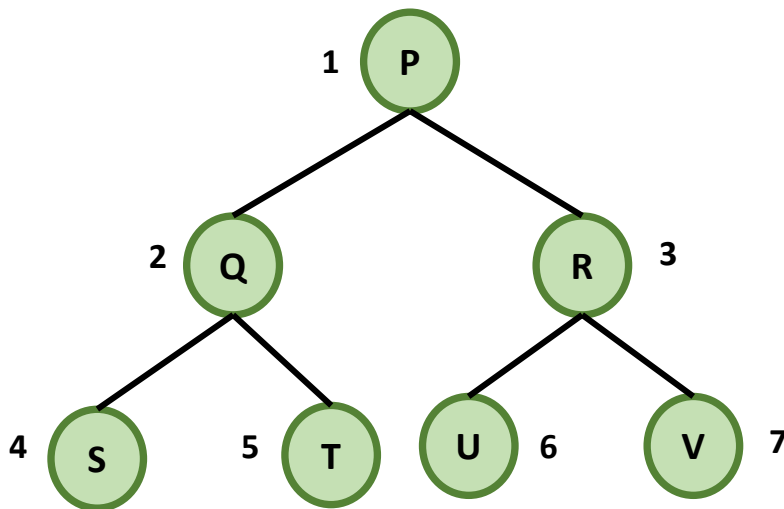
Unbalanced Binary Tree

Balanced Tree: Every level above the lowest is “full” (contains $2n$ nodes) $n = \text{number of nodes in the previous level}$

BINARY TREES

Binary Tree

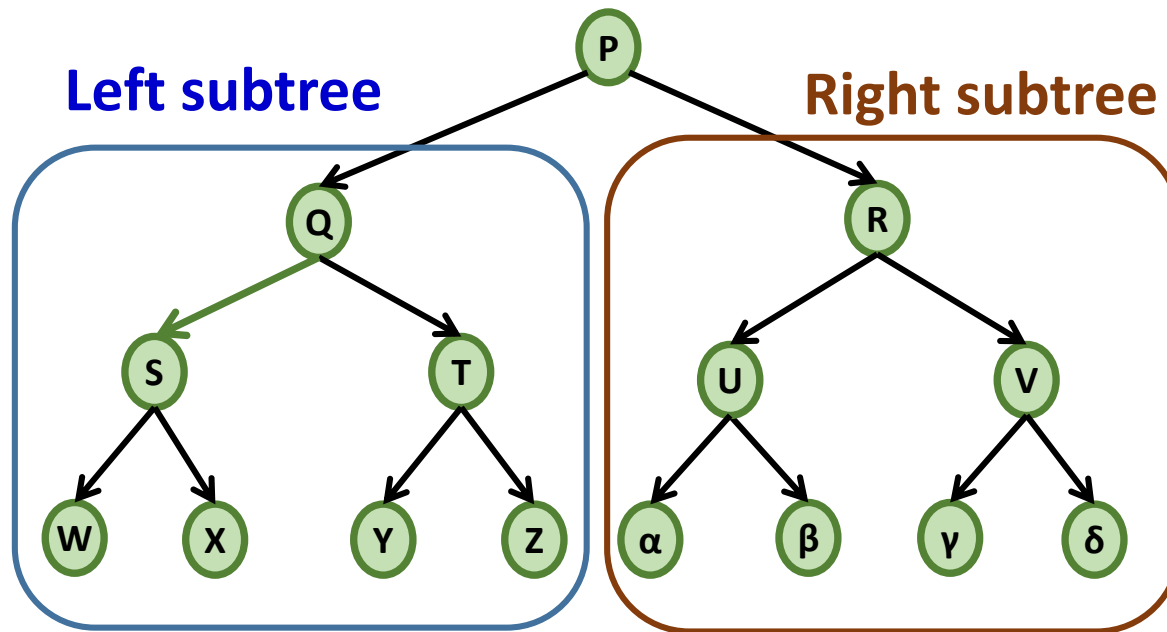
- An ordered tree, each node having a maximum of 2 child nodes
- A binary tree consists of:
 - A node (called the root node)
 - Left and right sub trees
- Complete binary tree: binary tree with all the nodes having 2 subtrees



0	1	2	3	4	5	6	7
7	P	Q	R	S	T	U	V

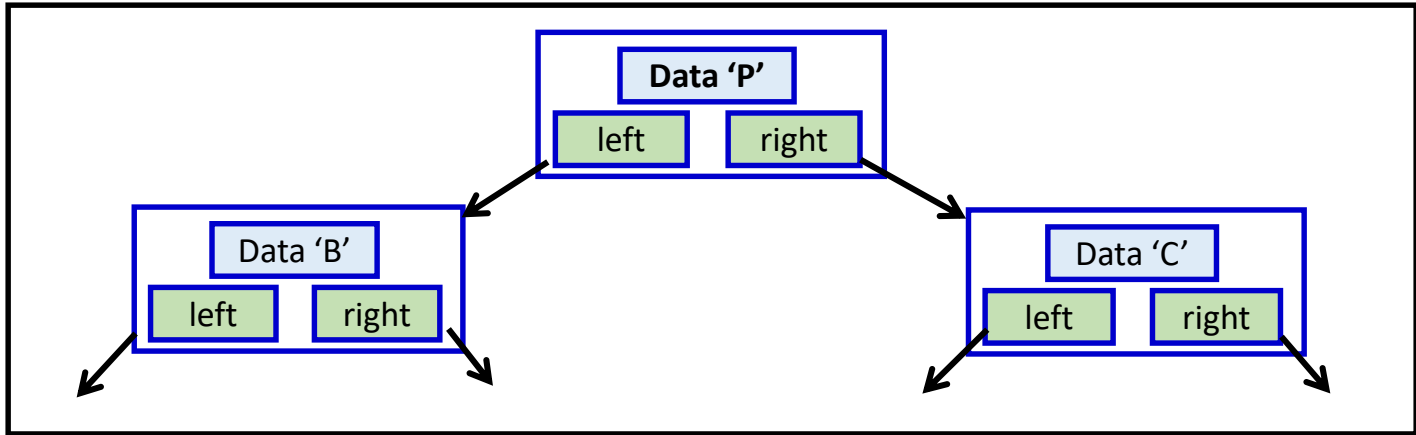
FORMAL DEFINITION

A binary tree is either empty or consists of a node called the **root** together with two binary trees called the **left subtree** and the **right subtree**.



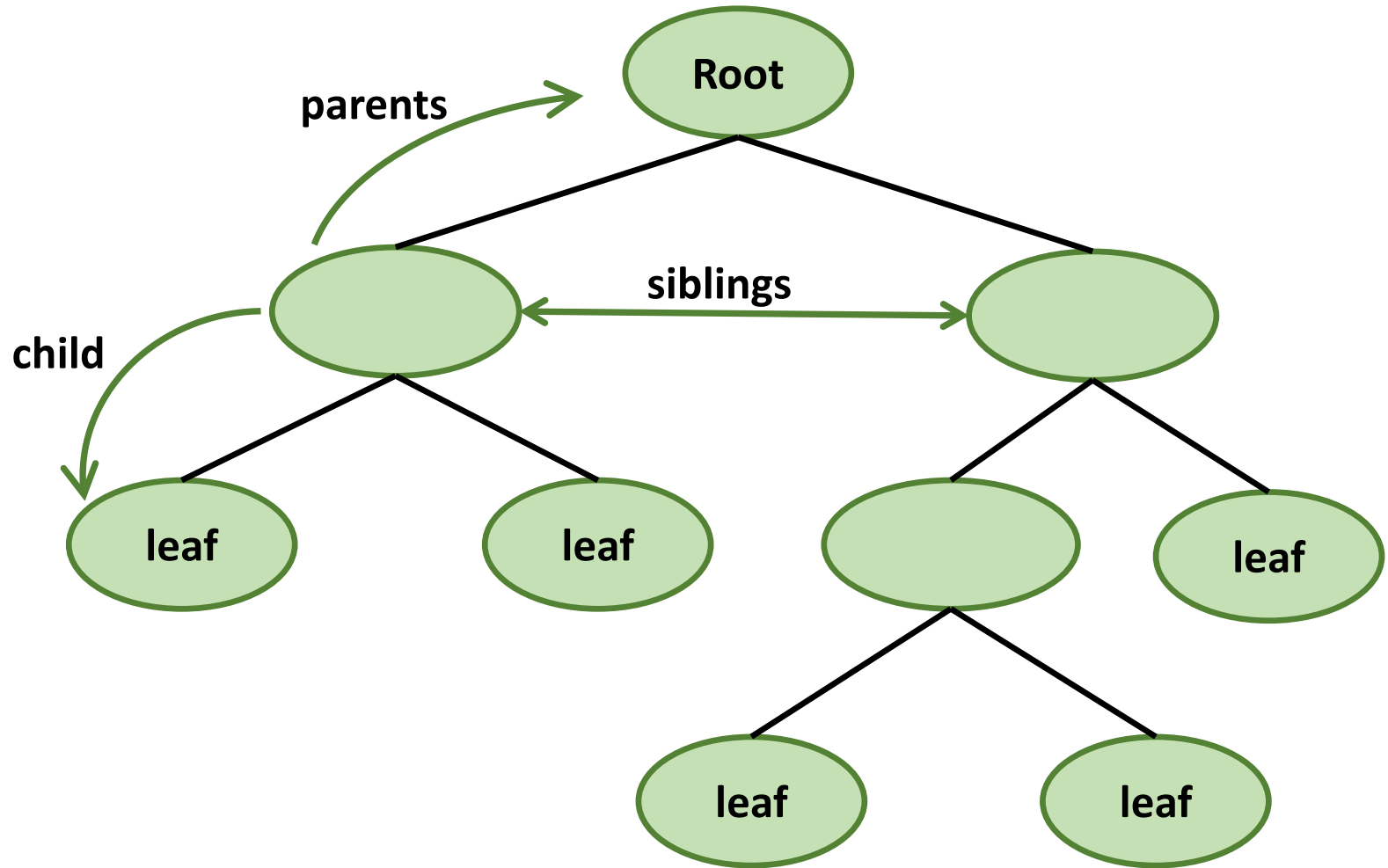
- Number of Leaves (n) = 8
- Number of nodes ($2n - 1$) = $2 \times 8 - 1 = 15$

Parts of a Binary Tree



- Maybe **empty** – contains no nodes
- If not empty, has a **root node**
- Root and every other node contains:
 - (1) A **value** (2) Pointer to a **left child** (may be **null**), and (3) Pointer to a **right child** (may be **null**)
- Each node is reachable from the root node by a **unique** path
- **Leaf node**: A node with neither a left child nor a right child

A Sample Binary Tree



Types of Binary Trees

- **Full binary tree/Proper binary tree/2-tree/strictly binary tree:**
Every node other than the leaf node has two children
- **Complete binary tree/Perfect binary tree/ full binary tree:** All *leaves* are at the same *depth* or same *level*, and in which every parent has two children
- **Balanced binary tree:** The *depth* of the two subtrees of every node never differ by more than 1

Binary Tree Traversals

- **Recursive Definition:** Consists of **root**, a **left subtree**, and a **right subtree**
- **Traverse/walk:** visit each node in the binary tree exactly once
- Tree traversals are naturally **recursive**
- Since a binary tree has **three “parts,”** there are **six** possible ways to traverse the binary tree:

1. root, left, right
2. left, root, right
3. left, right, root

4. root, right, left
5. right, root, left
6. right, left, root

- **left** and **right** are recursive calls to **left** and **right sub-trees** respectively

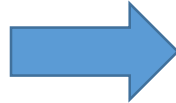
DFS (Depth First Search) – Types

1. root, left, right



Pre-order Traversal

2. left, root, right



In-order Traversal

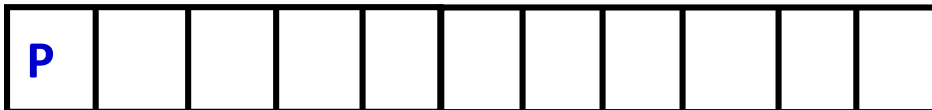
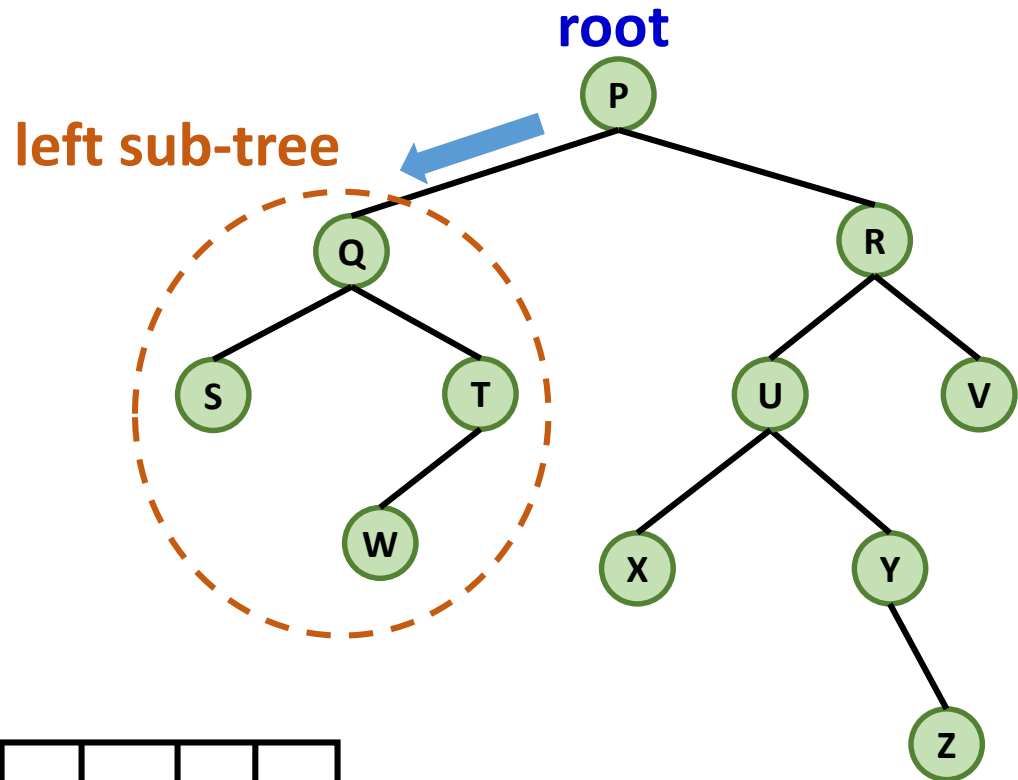
3. left, right, root



Post-order Traversal

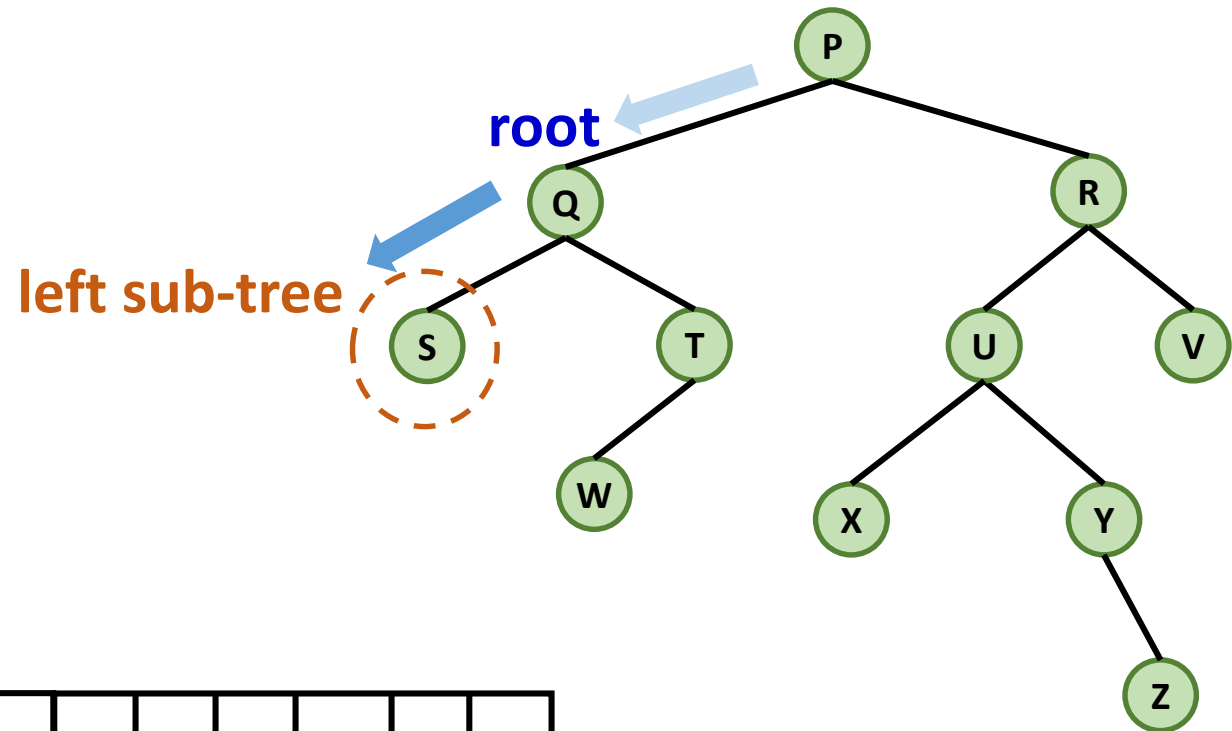
DFS: Pre-order Traversal (1/14)

- root -> left -> right
- left and right: recursive calls to left and right sub-trees respectively



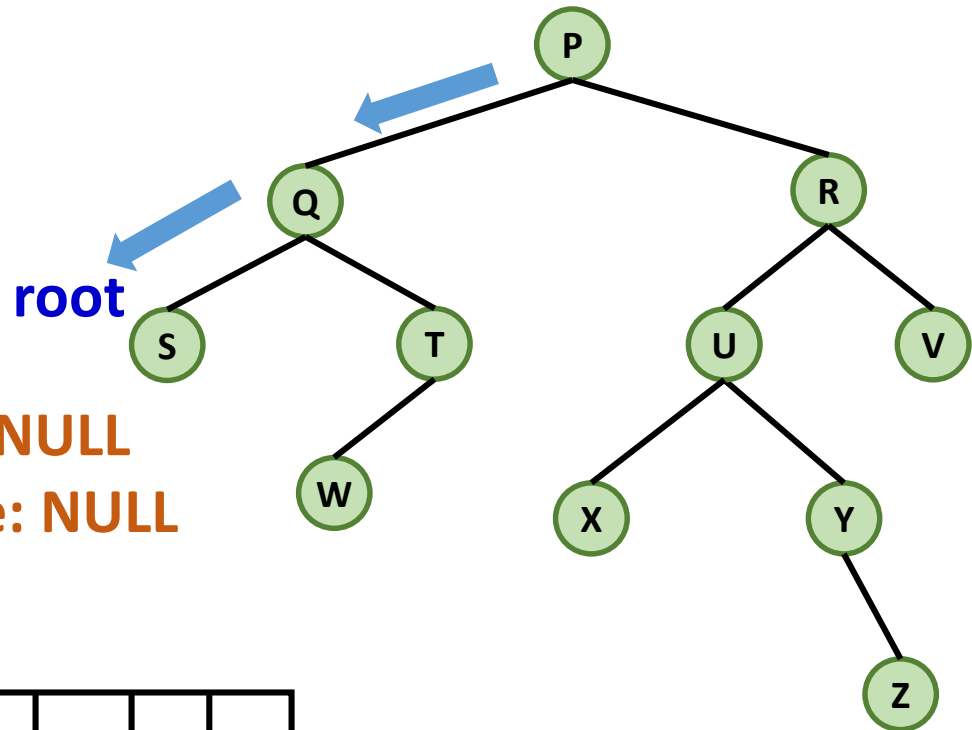
DFS: Pre-order Traversal (2/14)

- root -> left -> right
- left and right: recursive calls to left and right sub-trees respectively



DFS: Pre-order Traversal (3/14)

- root -> left -> right
- left and right: recursive calls to left and right sub-trees respectively

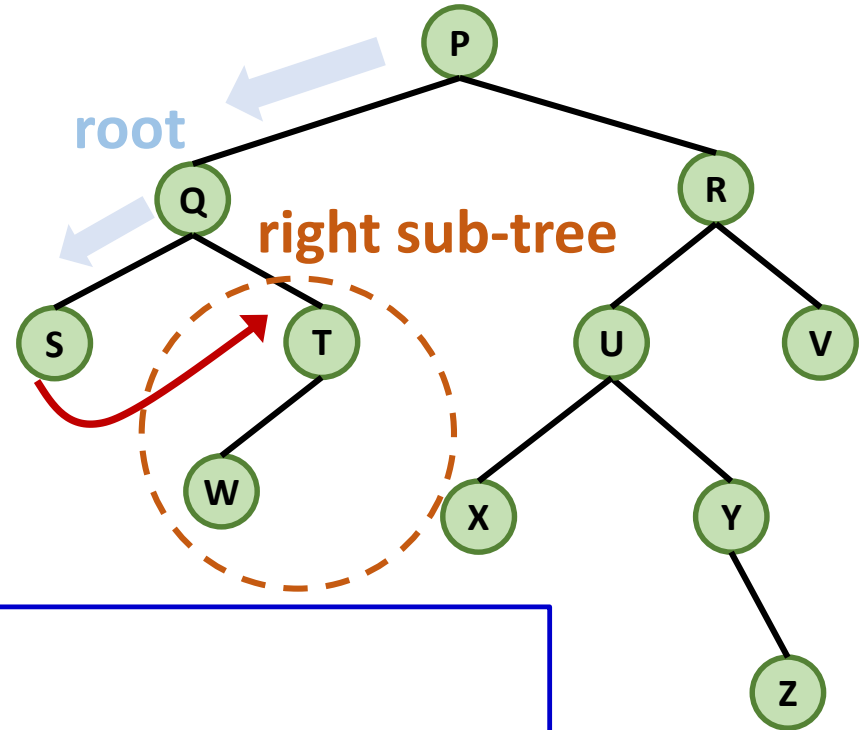


left sub-tree: NULL
Right sub-tree: NULL

P	Q	S								
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DFS: Pre-order Traversal (4/14)

root -> left -> right



Root S has no left or right sub-tree

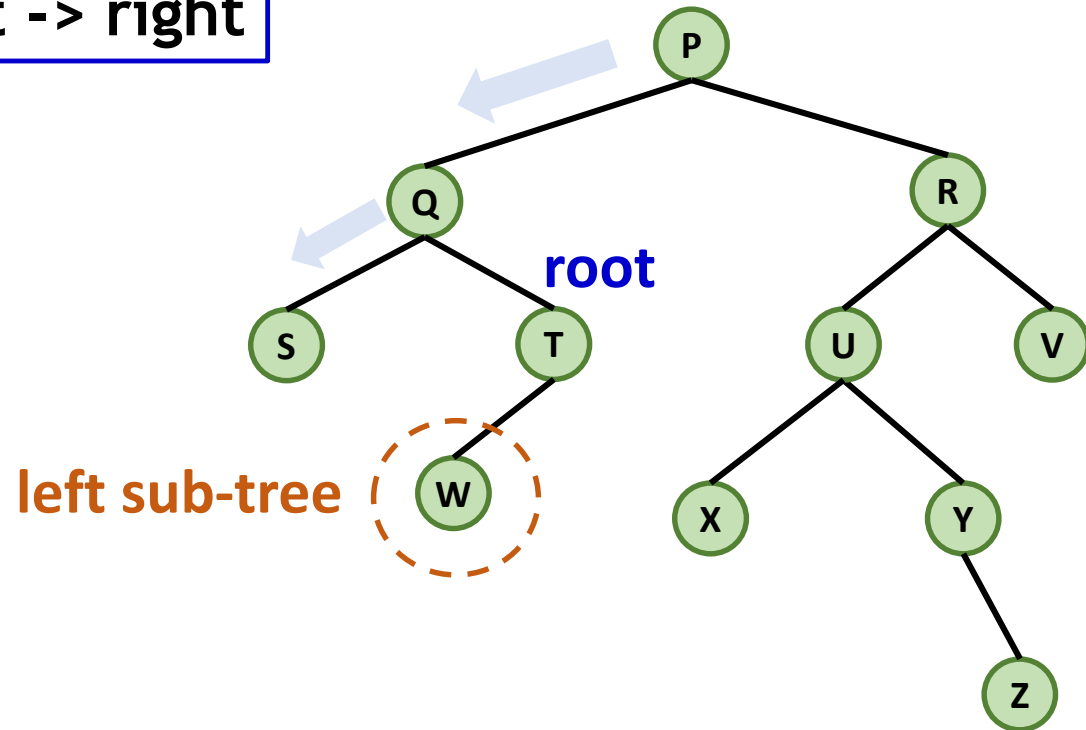
⇒ Completed all left sub-trees originated at root P, Q, S

⇒ Visit the right sub-tree of “root (S) = Q”



DFS: Pre-order Traversal (5/14)

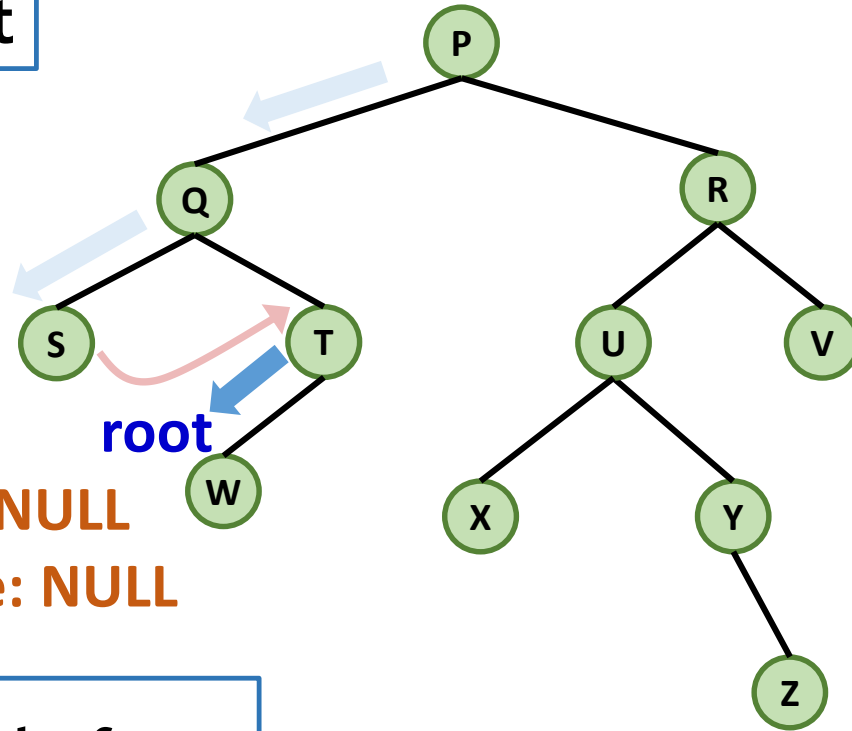
root -> left -> right



P	Q	S	T						
---	---	---	---	--	--	--	--	--	--

DFS: Pre-order Traversal (6/14)

root, left, right



- Following same as before

P	Q	S	T	W						
---	---	---	---	---	--	--	--	--	--	--

DFS: Pre-order Traversal (7/14)

root -> left -> right

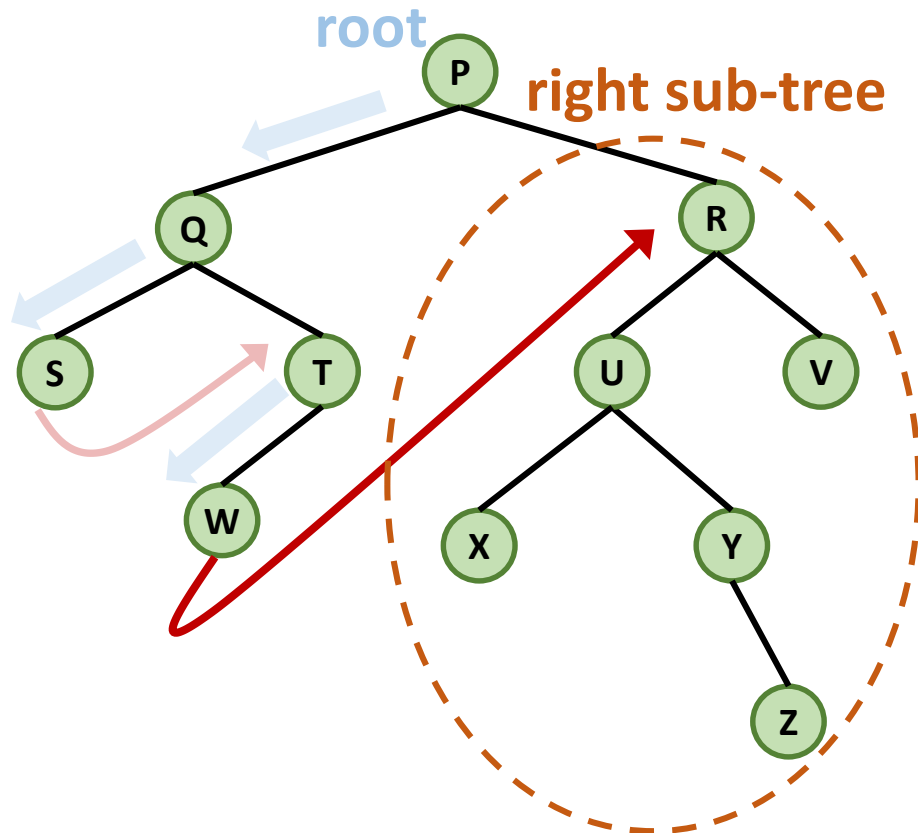
W: No left or right sub-tree

Root(W) = T: No right sub-tree

Root(T) = Q: Right sub-tree visited

Root(Q) = P: Left sub-tree visited

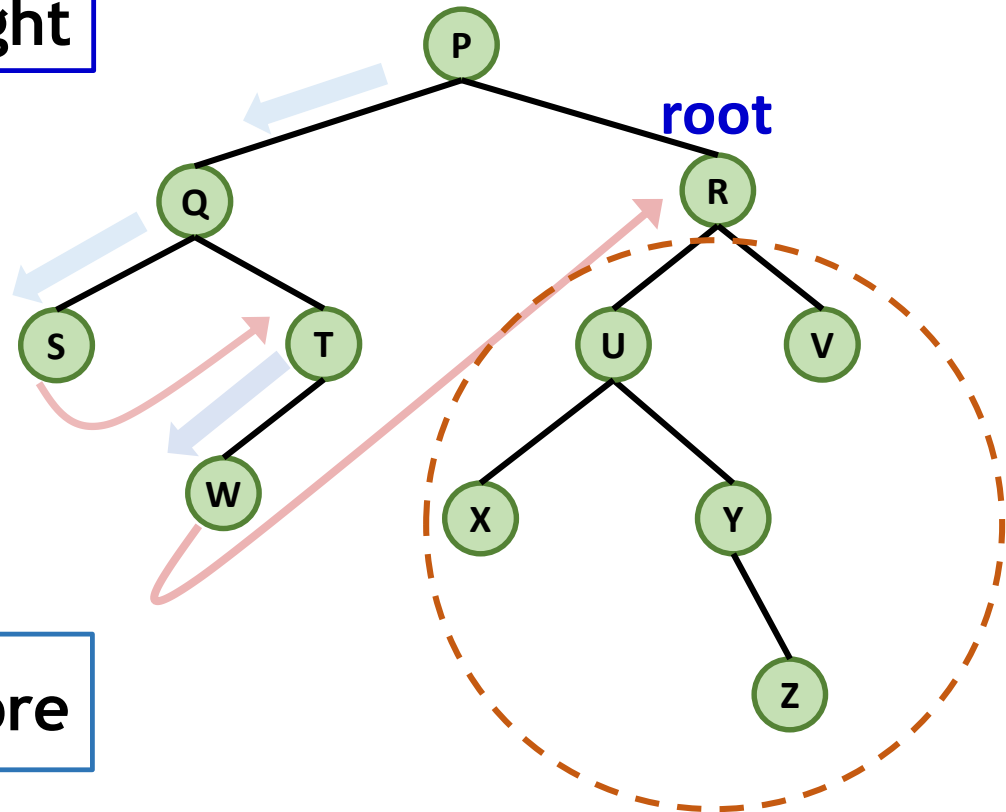
Visit right sub-tree



P	Q	S	T	W						
---	---	---	---	---	--	--	--	--	--	--

DFS: Pre-order Traversal (8/14)

root -> left -> right

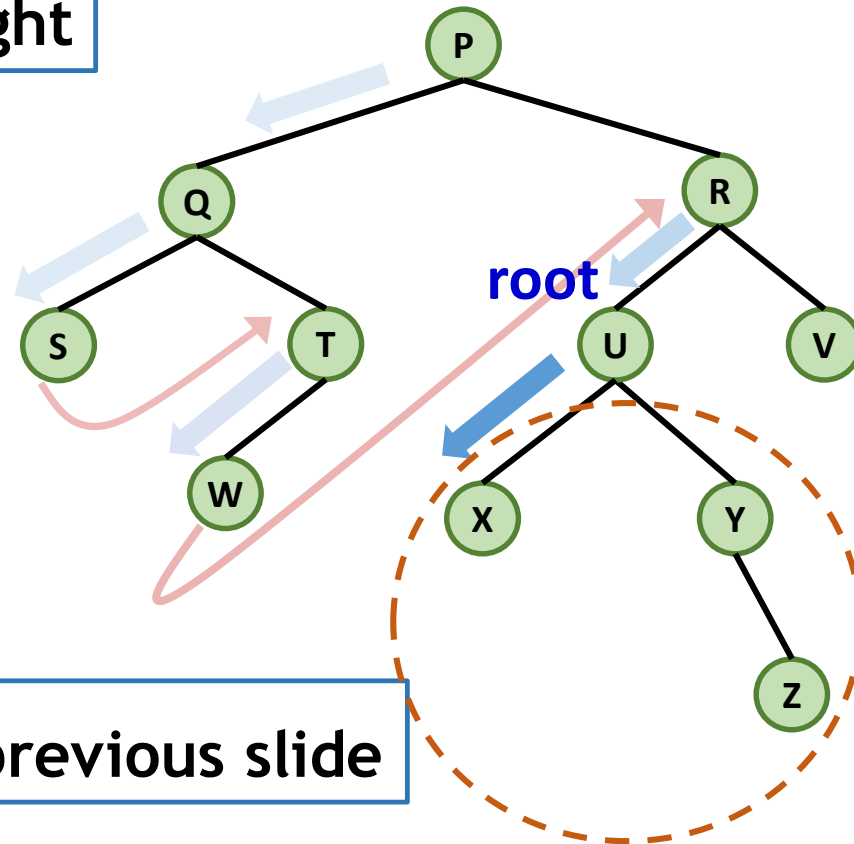


Do same as before

P	Q	S	T	W	R					
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DFS: Pre-order Traversal (9/14)

root -> left -> right

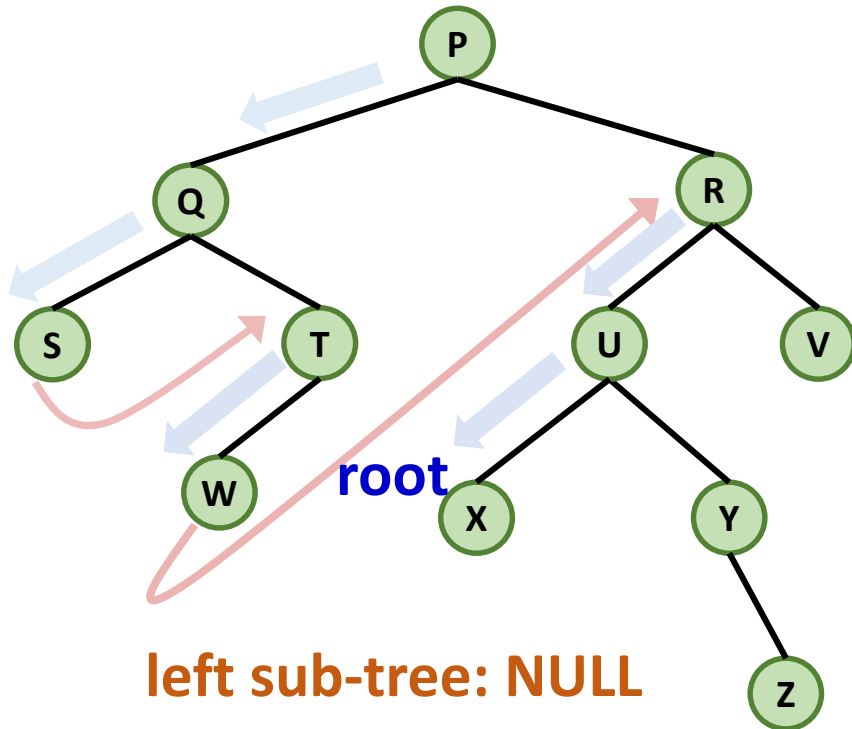


Following same as previous slide

P	Q	S	T	W	R	U				
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DFS: Pre-order Traversal (10/14)

root -> left -> right

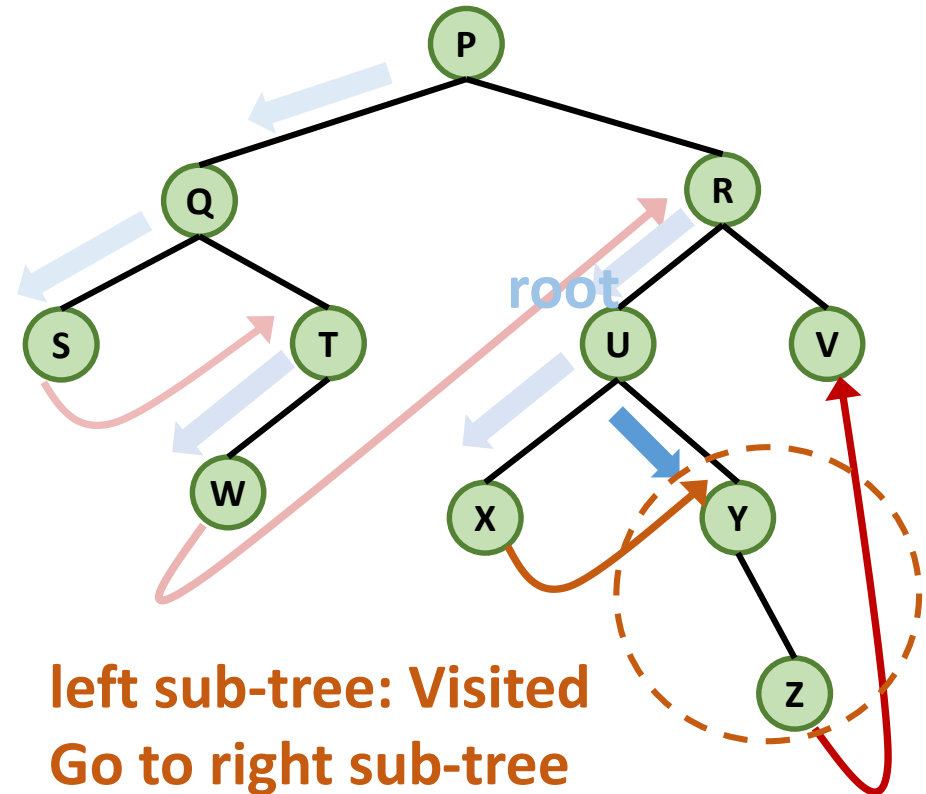


Root X has no left or right sub-tree
⇒ Completed all left sub-trees
originated at root R, U, X
⇒ Visit the right sub-tree of “root
(X) = U”

P	Q	S	T	W	R	U	X			
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DFS: Pre-order Traversal (11/14)

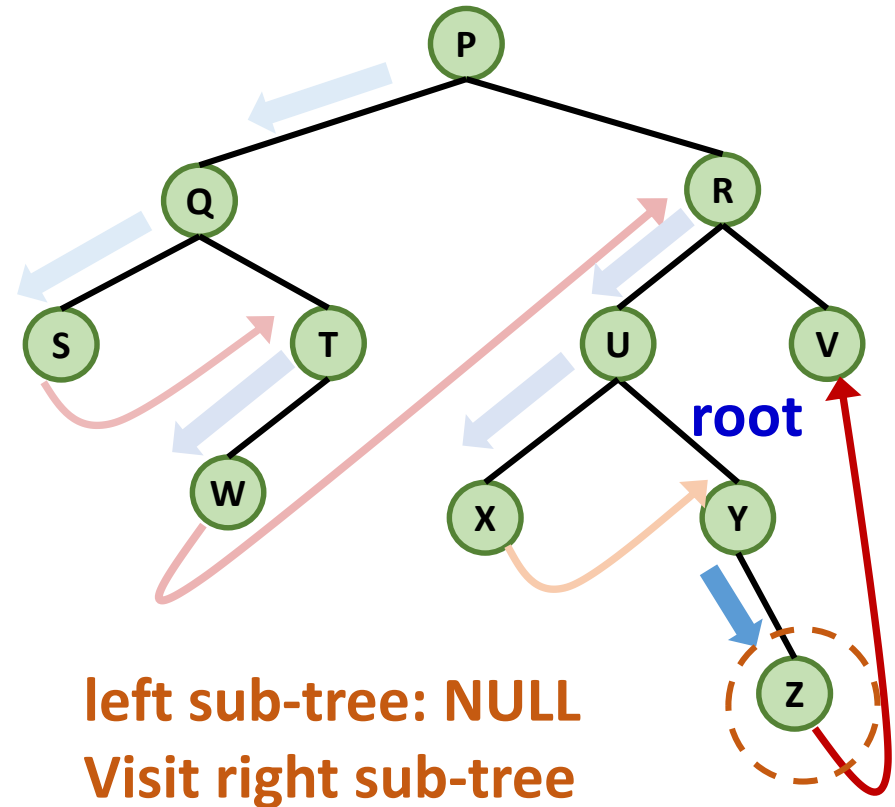
root -> left -> right



P	Q	S	T	W	R	U	X			
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DFS: Pre-order Traversal (12/14)

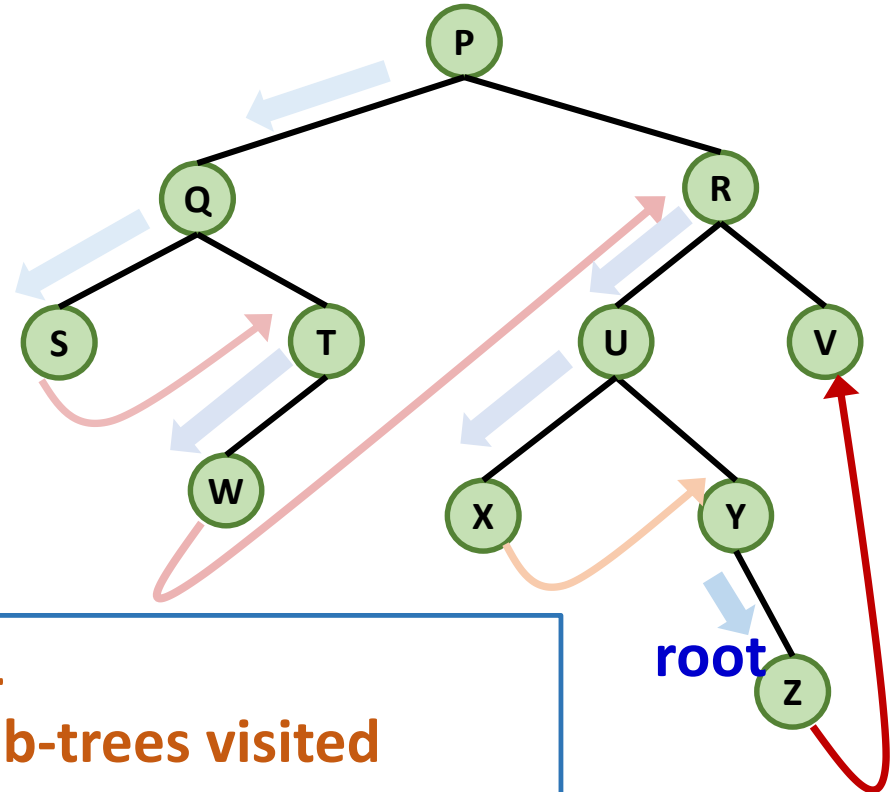
root -> left -> right



P	Q	S	T	W	R	U	X	Y		
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DFS: Pre-order Traversal (13/14)

root -> left -> right

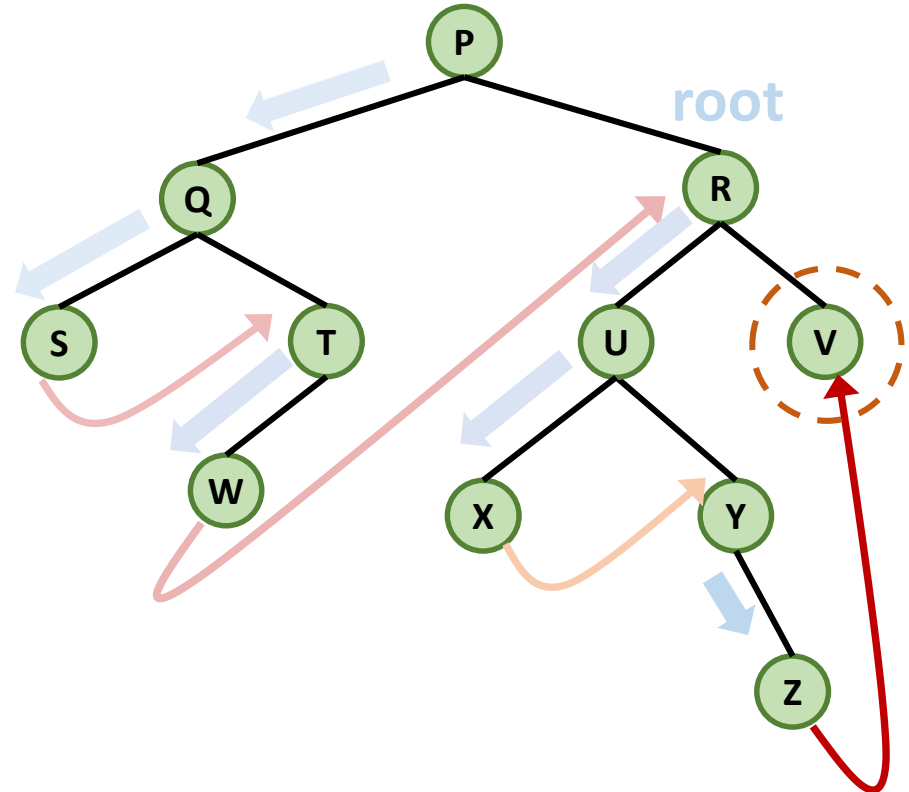


- left and right sub-tree: NULL
- Root (Z) = Y: left and right sub-trees visited
- Root (Y) = U: left and right sub-trees visited
- Root (U)=R: left sub-tree visited => visit right

P	Q	S	T	W	R	U	X	Y	Z	
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DFS: Pre-order Traversal (14/14)

root -> left -> right



P	Q	S	T	W	R	U	X	Y	Z	V
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Thank you!