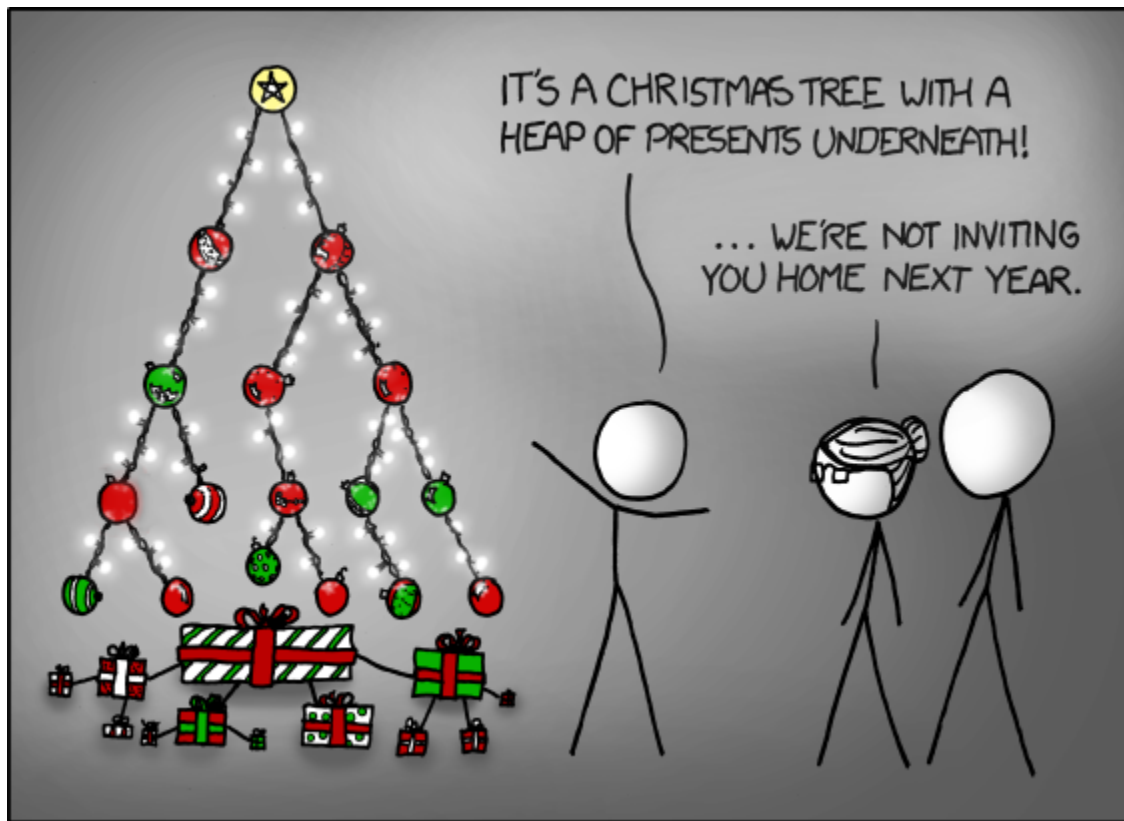


# Binary Trees

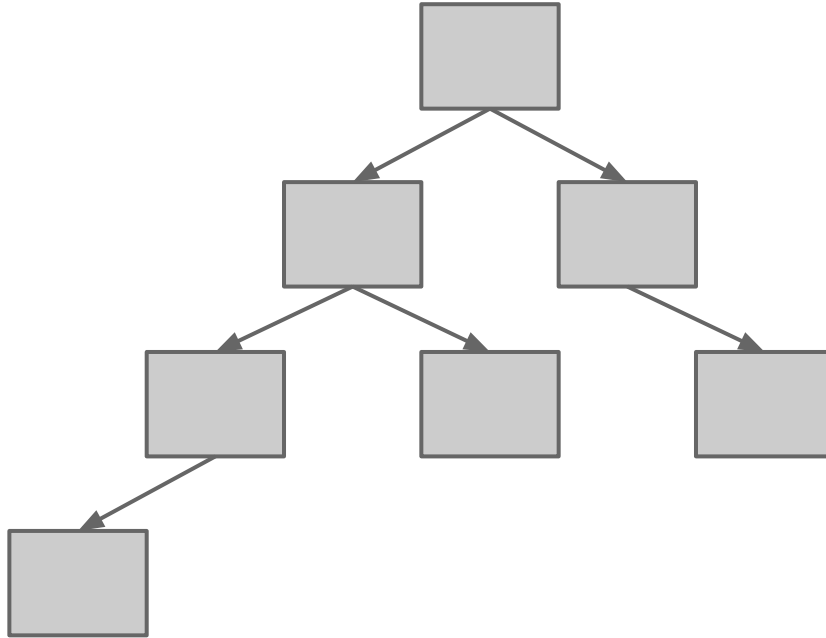
Chapter 19



# Binary Trees

- A binary tree is a non linear data structure where each node may have, or point at, 0, 1, or 2 other nodes

# Binary Trees

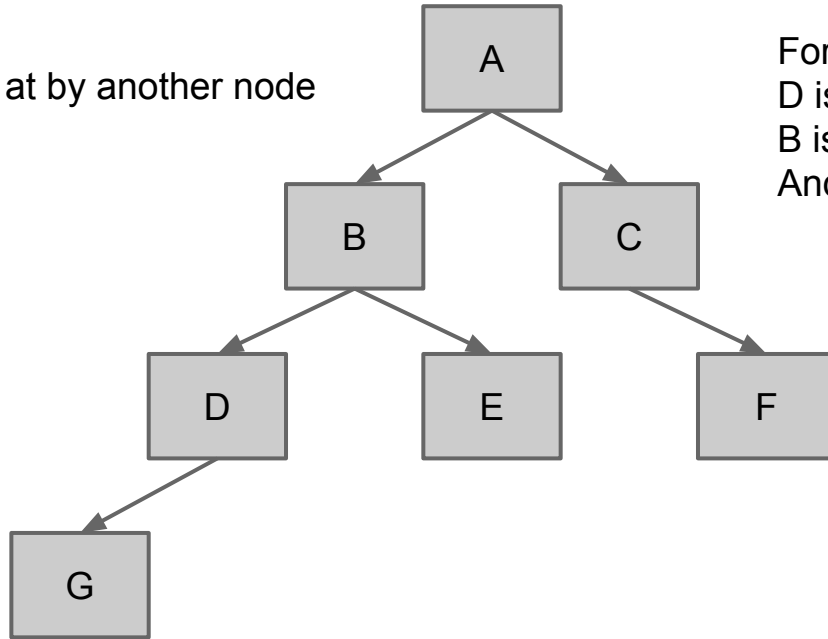


# Binary Trees

- **Root**
  - A node with no parent node
- **Parent**
  - A node with 0 or more child nodes
- **Child**
  - A node with a parent
- **leaves**
  - A node with 0 children

# Binary Trees

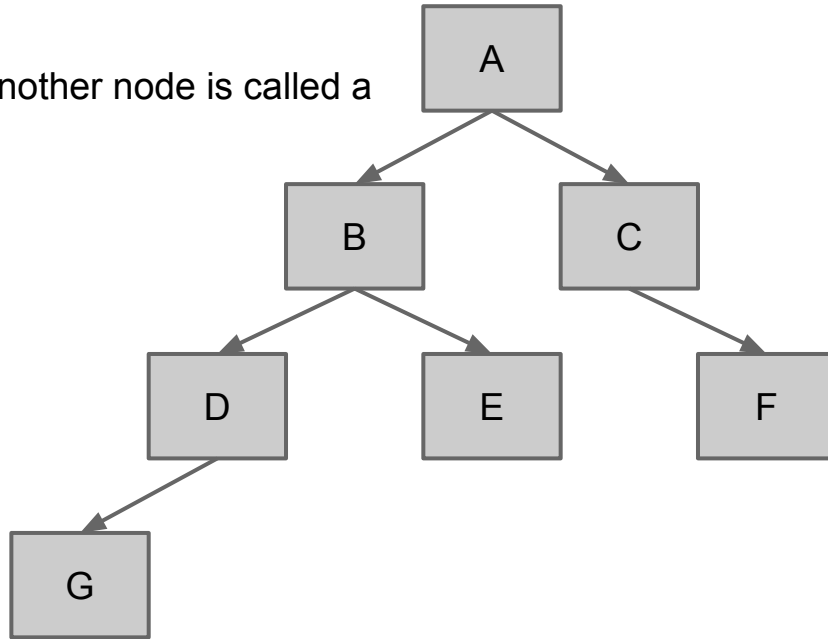
Nodes that are pointed at by another node  
are called children



For example:  
D is a child of B  
B is a child of A  
And A is a child of no one

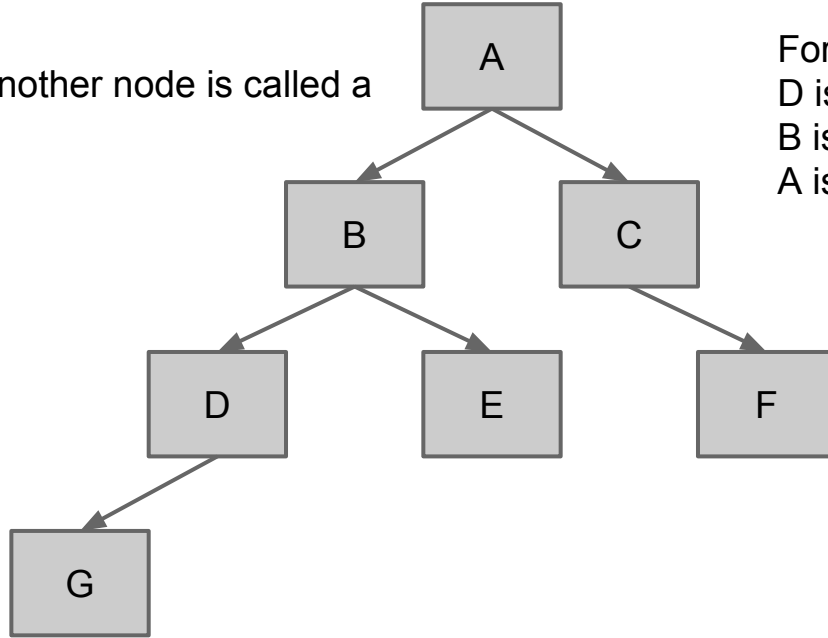
# Binary Trees

A Node that points at another node is called a parent



# Binary Trees

A Node that points at another node is called a parent

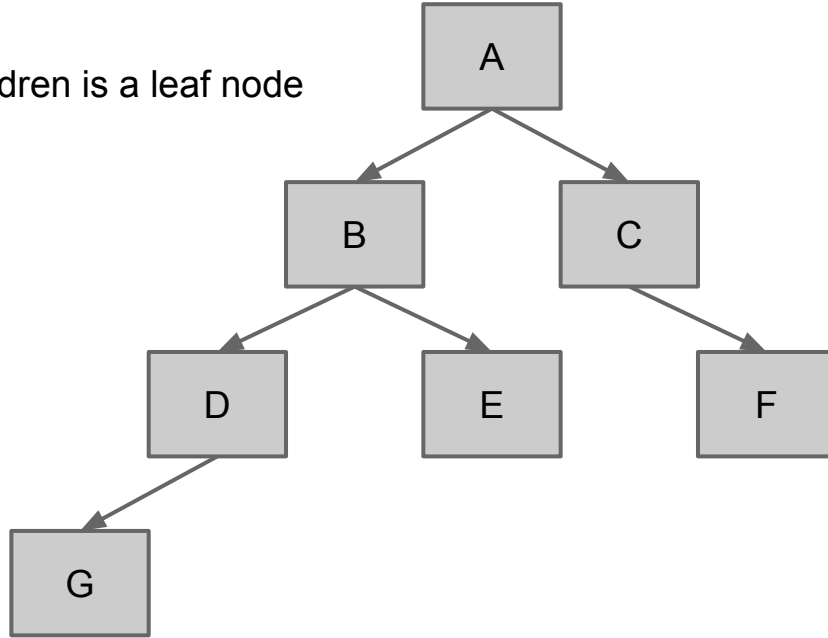


For example:  
D is the parent of G  
B is the parent of D  
A is the parent of B



# Binary Trees

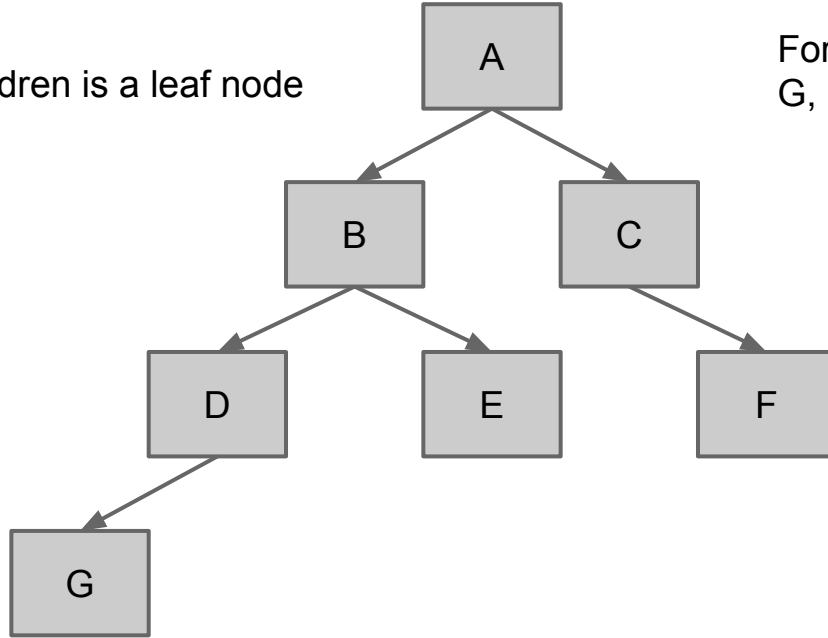
A node that has no children is a leaf node



# Binary Trees

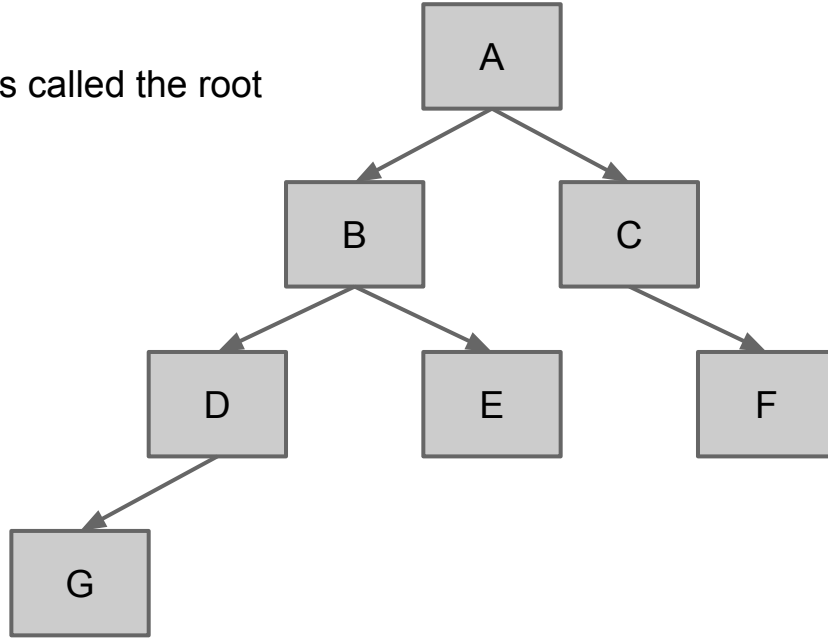
A node that has no children is a leaf node

For example:  
G, E, and F are all leaf nodes



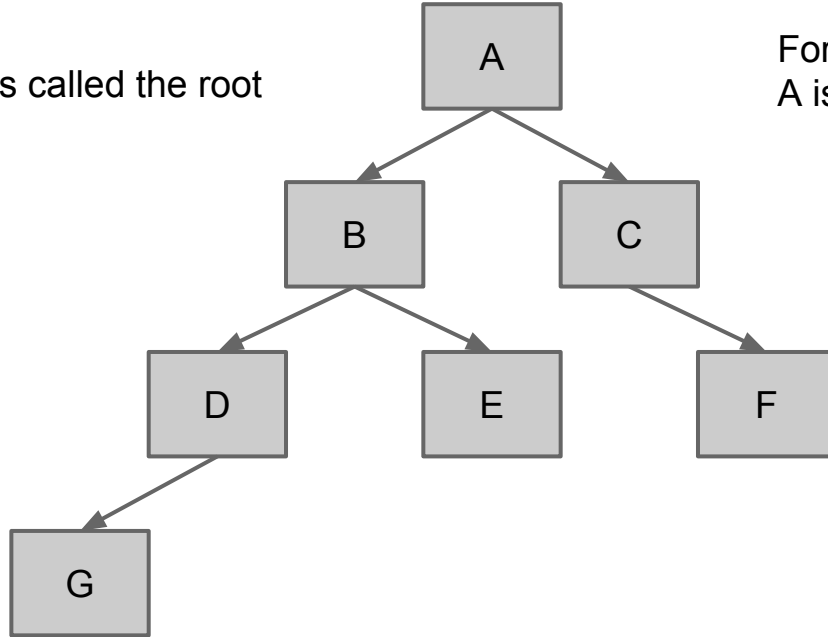
# Binary Trees

A node with no parent is called the root



# Binary Trees

A node with no parent is called the root



For example:  
A is the only root

# Binary Trees

- A binary tree is called a tree because it resembles an upside down tree

# Binary Trees

- A binary tree is called a tree because it resembles an upside down tree

# Binary Trees

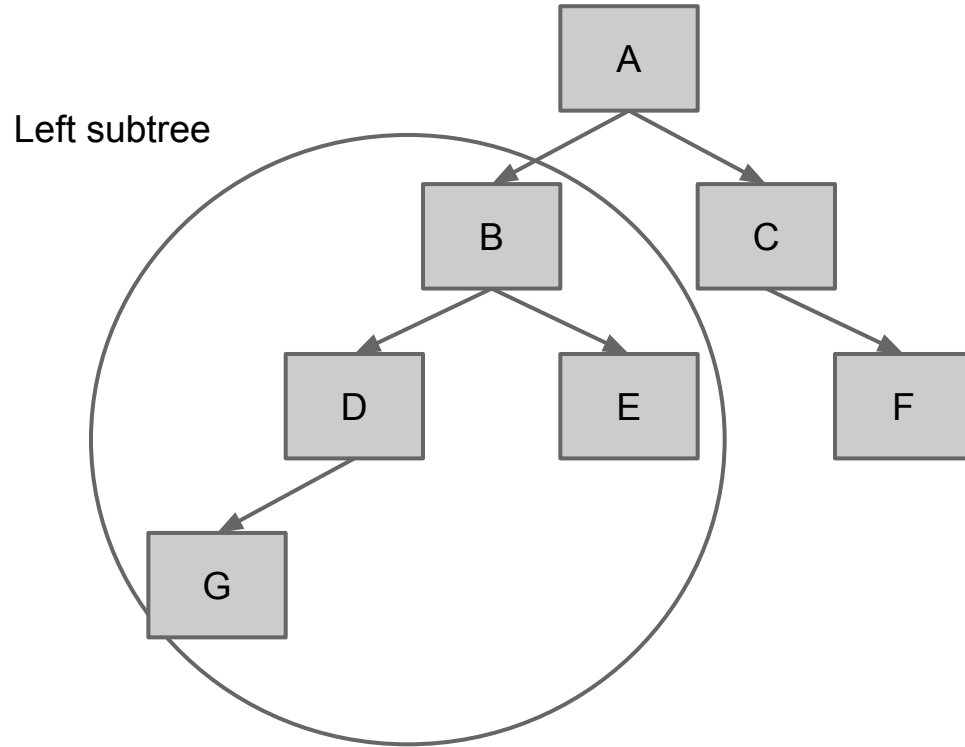
- A tree can also be partitioned into a root node, a left subtree, and a right subtree

# Binary Trees

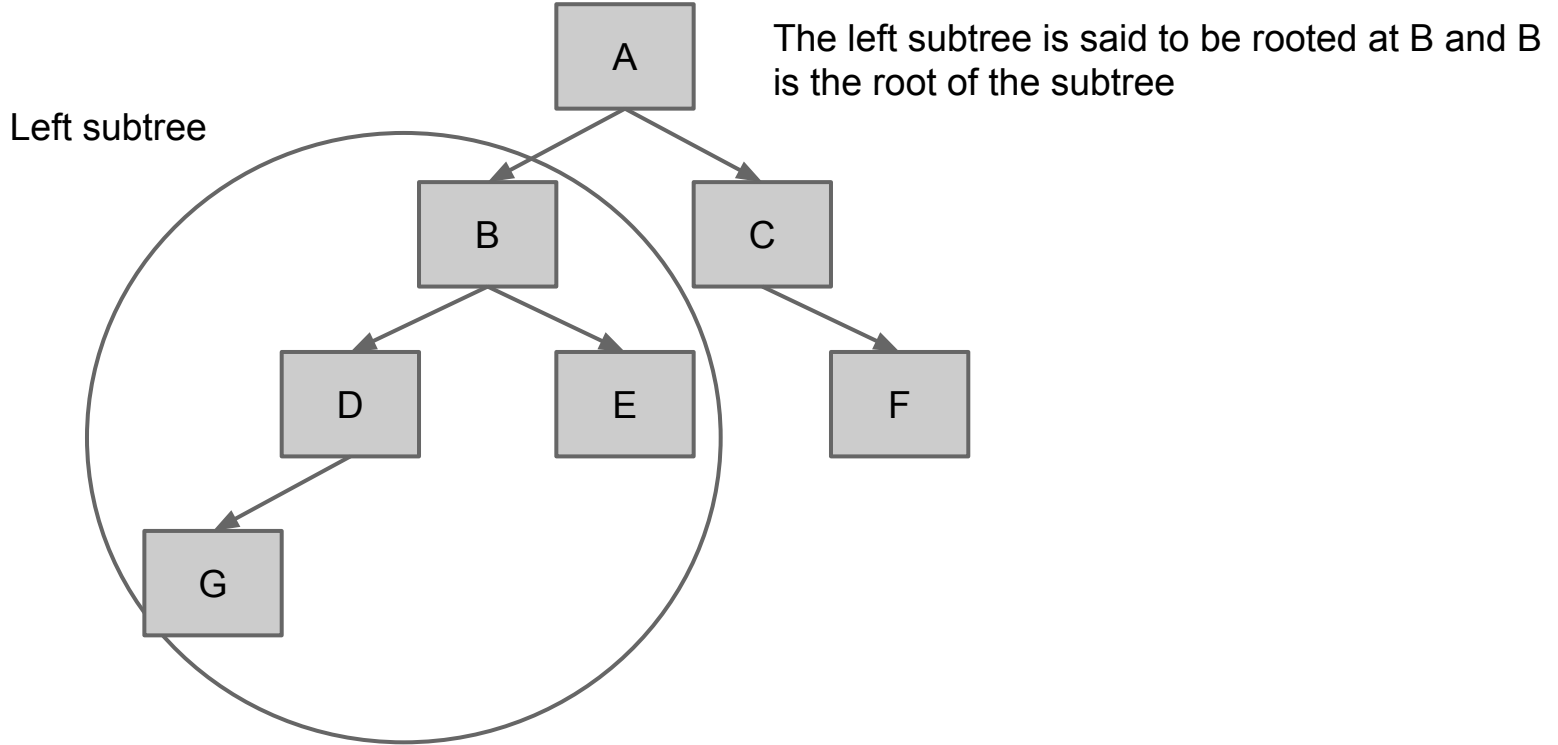
- A tree can also be partitioned into a root node, a left subtree, and a right subtree
  - This can be used recursively



# Binary Trees



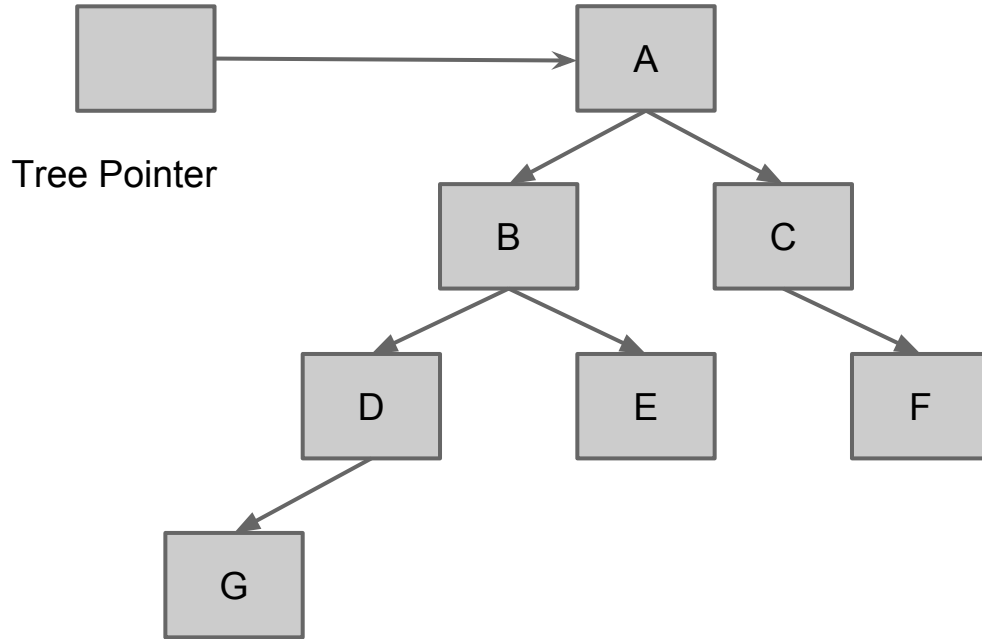
# Binary Trees



# Binary Trees

- A tree pointer is a pointer to the root node of a tree

# Binary Trees



# Binary Search Trees

- A Binary Search Tree is a Binary Tree that is setup to simplify searching

# Binary Search Trees

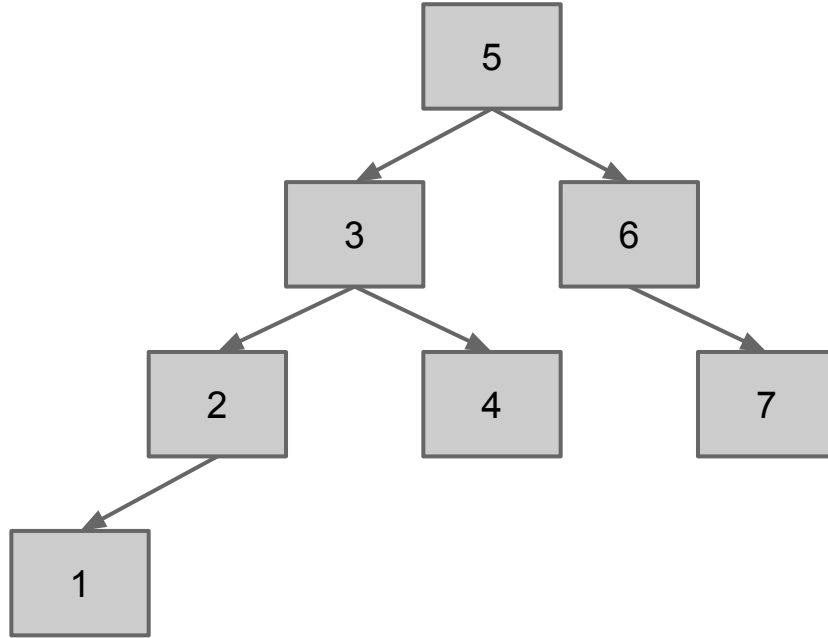
- A Binary Search Tree is a Binary Tree that is setup to simplify searching
  - Left subtree at each node contains data values less than the data in the node

# Binary Search Trees

- A Binary Search Tree is a Binary Tree that is setup to simplify searching
  - Left subtree at each node contains data values less than the data in the node
  - Right subtree at each node contains values greater than the data in the node

# Binary Search Trees

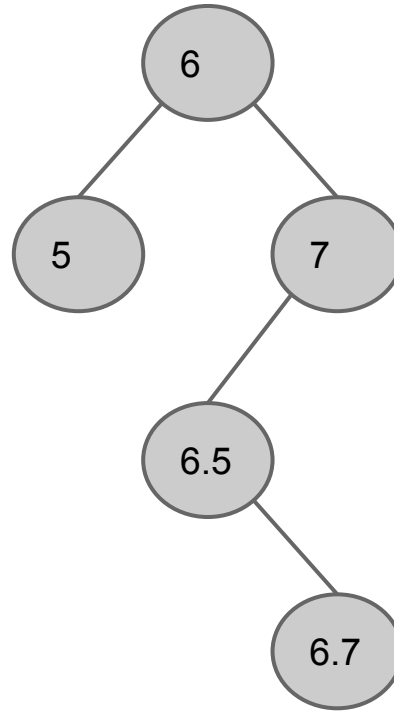
Example





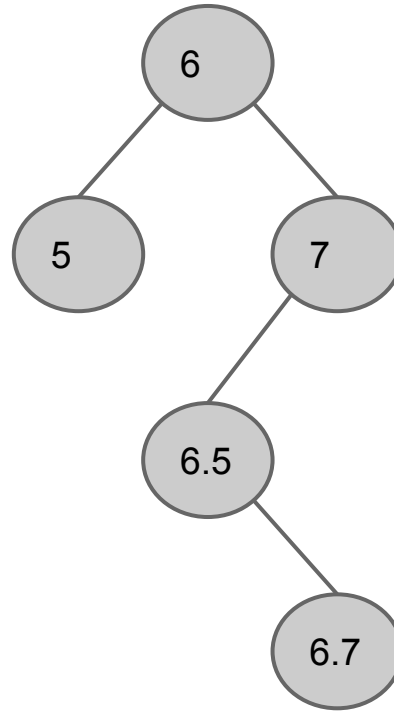
# Binary Search Tree

- Is this a BST?



# Binary Search Tree

- Is this a BST?



Yes.

What can we learn from looking at the structure?

# Binary Search Trees

- The left side is always the minimum
- The right side is always the maximum

# Binary Search Trees - Traversal

- There are three main ways of traversing a Tree
  - Inorder Traversal
    - Traverse left subtree of node
    - Process data in node
    - Traverse right subtree of node

# Binary Search Trees - Traversal

- There are three main ways of traversing a Tree
  - Inorder Traversal
  - Preorder Traversal
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# Binary Search Trees - Traversal

- There are three main ways of traversing a Tree
  - Inorder Traversal
  - Preorder Traversal
  - Postorder Traversal
    - Traverse left subtree of node
    - Traverse right subtree of node
    - Process data in node

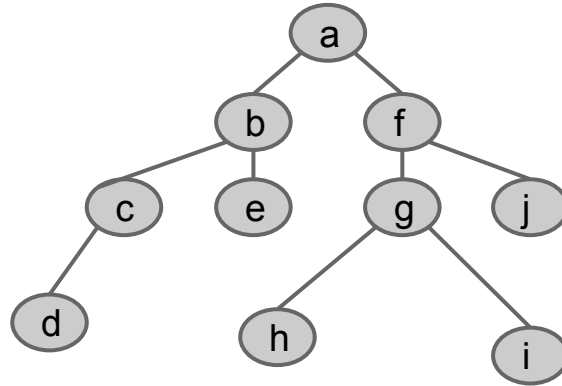
# Tree Traversal

- Inorder Traversal
  - Traverse left subtree
  - Process data in node
  - Traverse right subtree

# Tree Traversal: Inorder

List

---

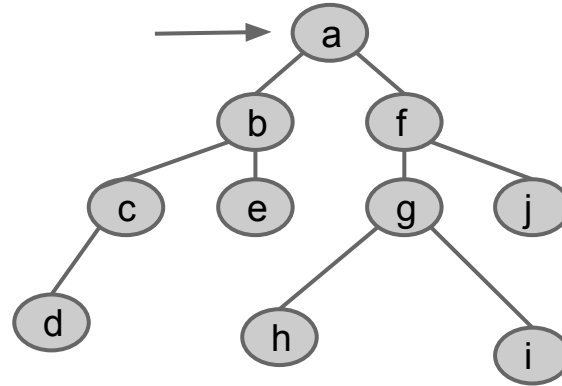




# Tree Traversal: Inorder

List

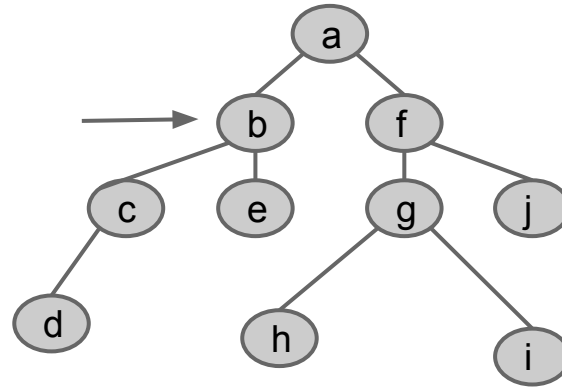
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# Tree Traversal: Inorder

List

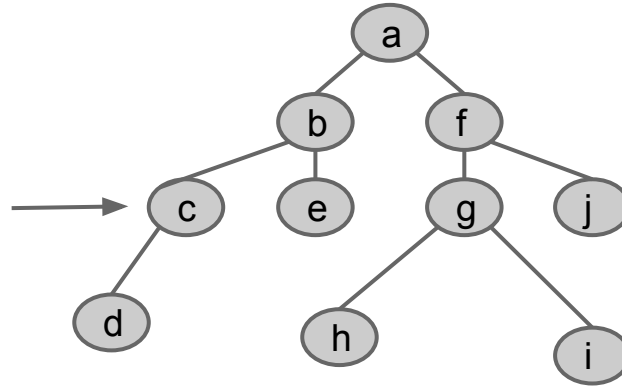
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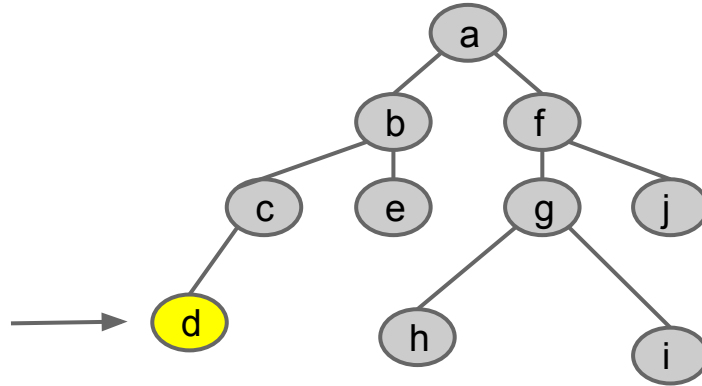
# Tree Traversal: Inorder

List

---



# Tree Traversal: Inorder

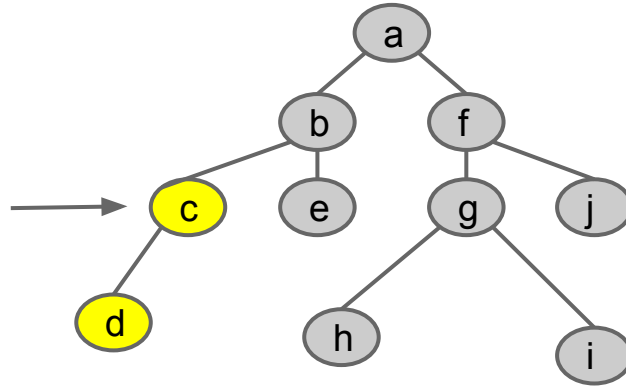


List

---

d

# Tree Traversal: Inorder

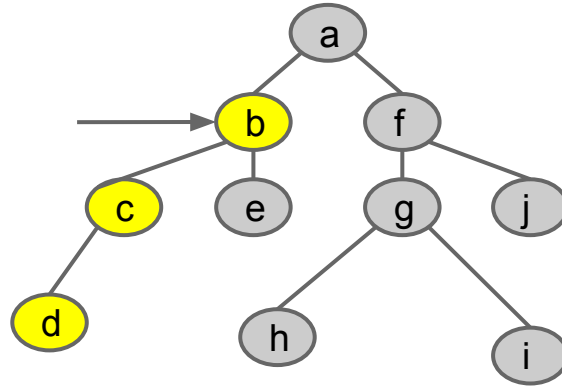


List

---

d  
c

# Tree Traversal: Inorder

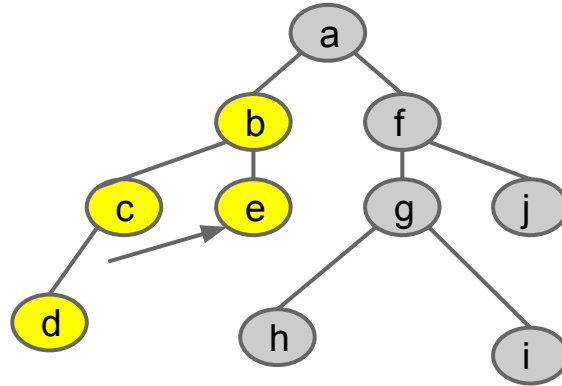


List

---

d  
c  
b

# Tree Traversal: Inorder

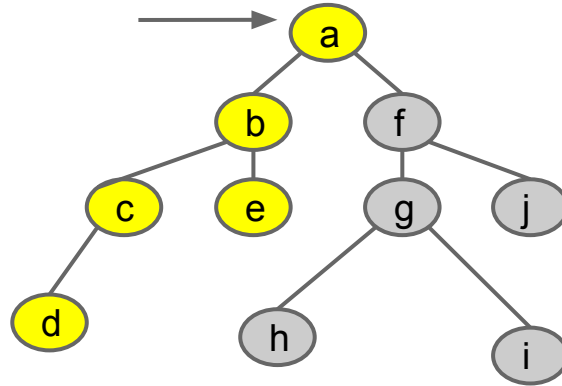


List

---

d  
c  
b  
e

# Tree Traversal: Inorder



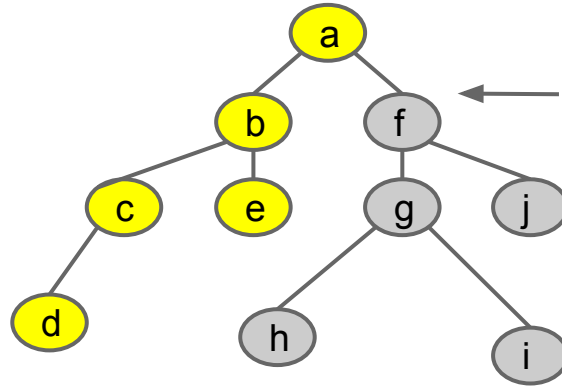
List

---

d  
c  
b  
e  
a



# Tree Traversal: Inorder

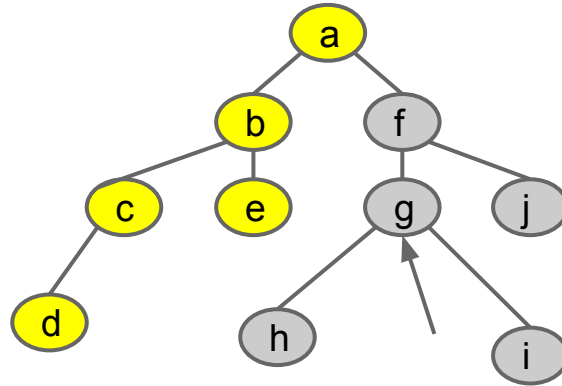


List

---

d  
c  
b  
e  
a

# Tree Traversal: Inorder

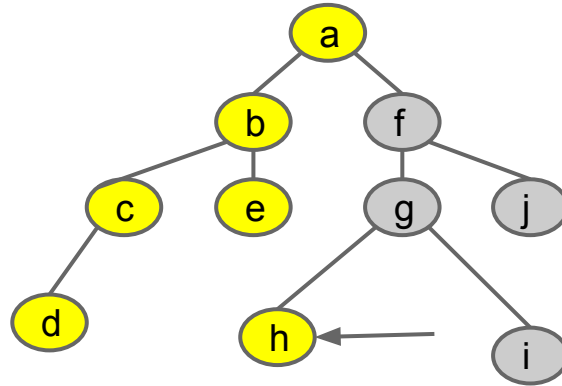


List

---

d  
c  
b  
e  
a

# Tree Traversal: Inorder

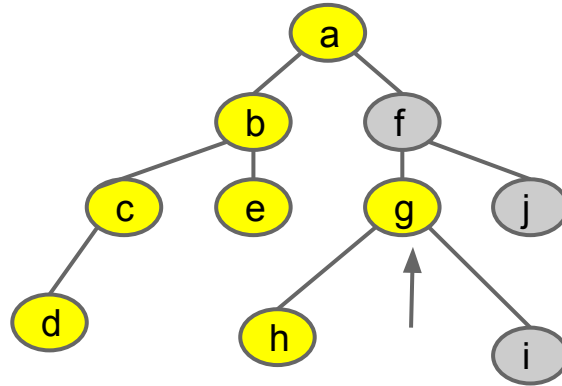


List

---

d  
c  
b  
e  
a  
h

# Tree Traversal: Inorder

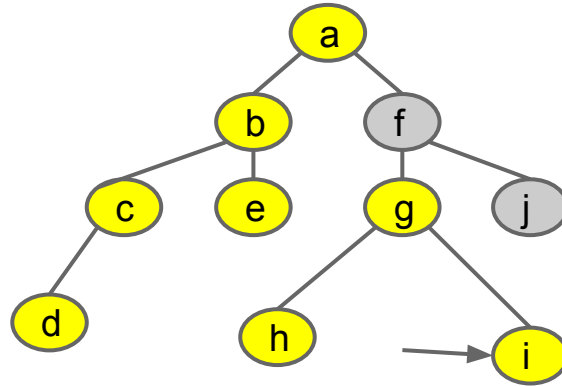


List

---

d  
c  
b  
e  
a  
h  
g

# Tree Traversal: Inorder

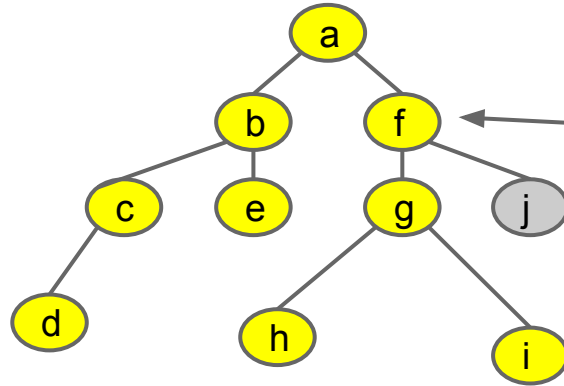


List

---

d  
c  
b  
e  
a  
h  
g  
i

# Tree Traversal: Inorder

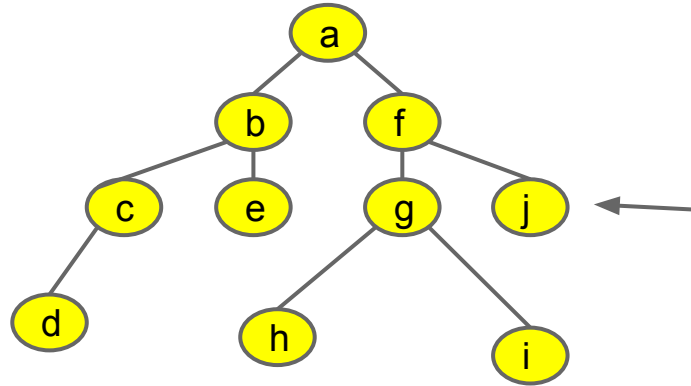


List

---

d  
c  
b  
e  
a  
h  
g  
i  
f

# Tree Traversal: Inorder



List

---

d  
c  
b  
e  
a  
h  
g  
i  
f  
j

# Tree Traversal

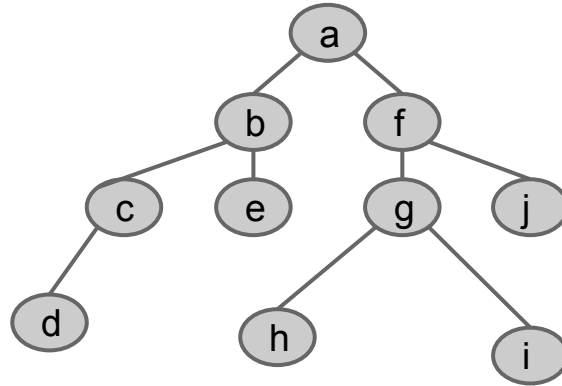
- Preorder Traversal
  - Process data in node
  - Traverse left subtree
  - Traverse right subtree



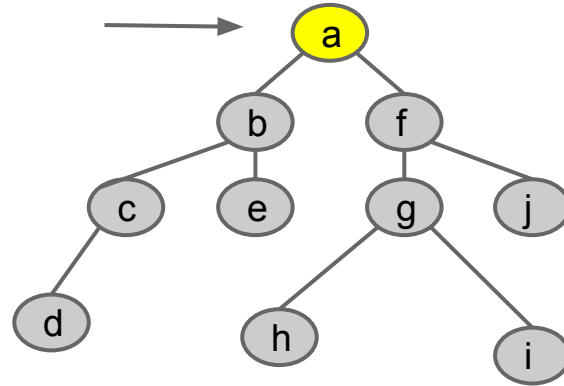
# Tree Traversal: Preorder

List

---



# Tree Traversal

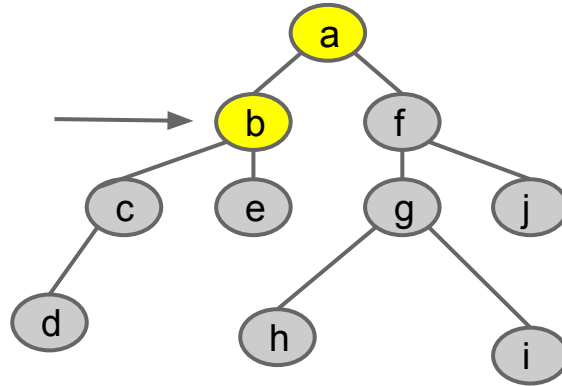


List

---

a

# Tree Traversal

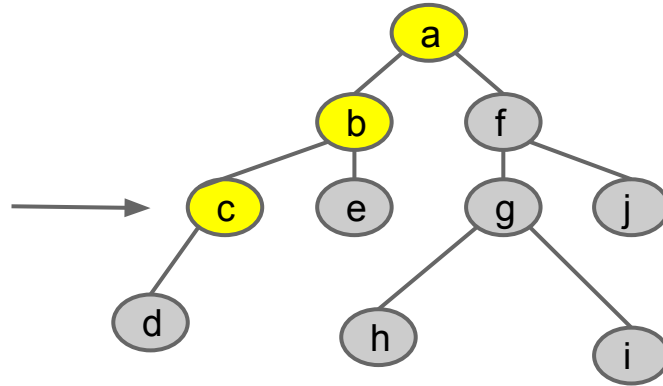


List

---

a  
b

# Tree Traversal

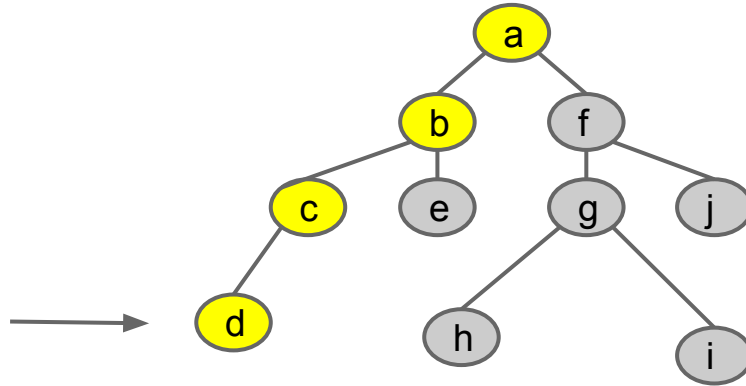


List

---

a  
b  
c

# Tree Traversal

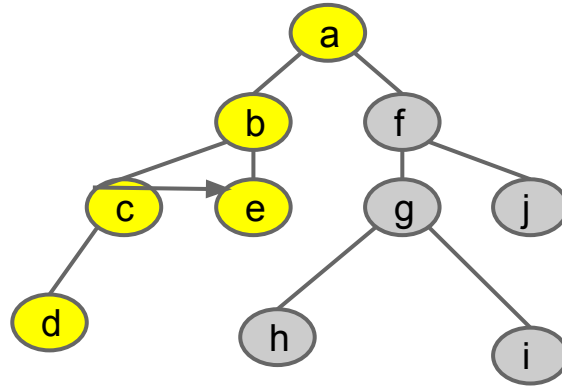


List

---

a  
b  
c  
d

# Tree Traversal

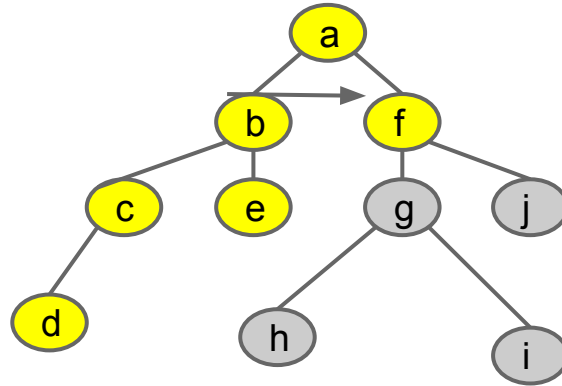


List

---

a  
b  
c  
d  
e

# Tree Traversal

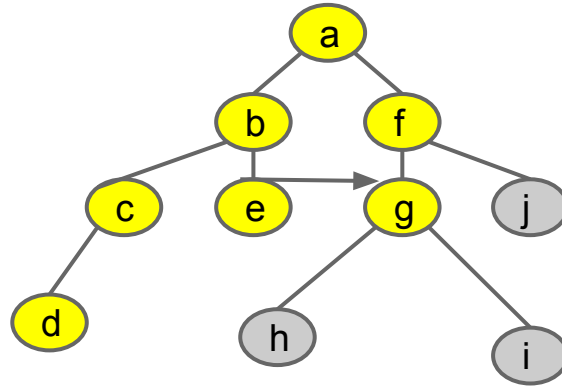


List

---

a  
b  
c  
d  
e  
f

# Tree Traversal



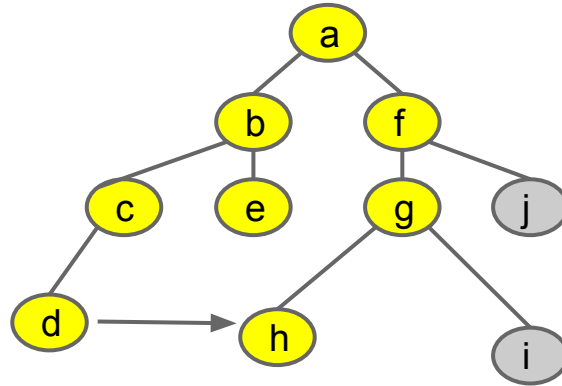
List

---

a  
b  
c  
d  
e  
f  
g



# Tree Traversal

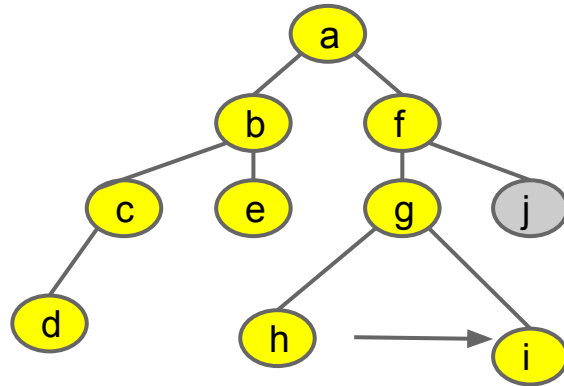


List

---

a  
b  
c  
d  
e  
f  
g  
h

# Tree Traversal

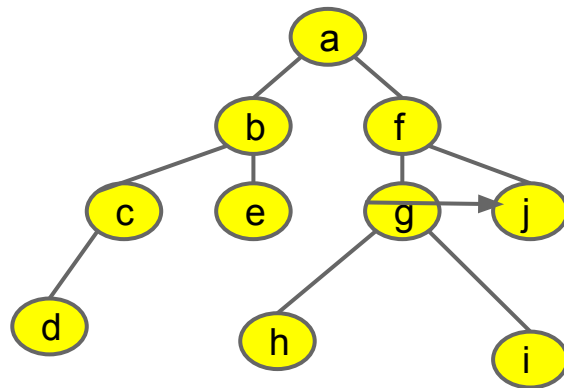


List

---

a  
b  
c  
d  
e  
f  
g  
h  
i

# Tree Traversal



List

---

a  
b  
c  
d  
e  
f  
g  
h  
i  
j

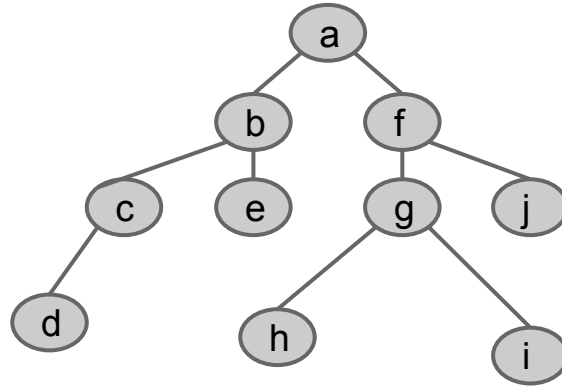
# Tree Traversal

- Postorder traversal
  - Traverse left subtree
  - Traverse right subtree
  - Process data

# Tree Traversal: Postorder

List

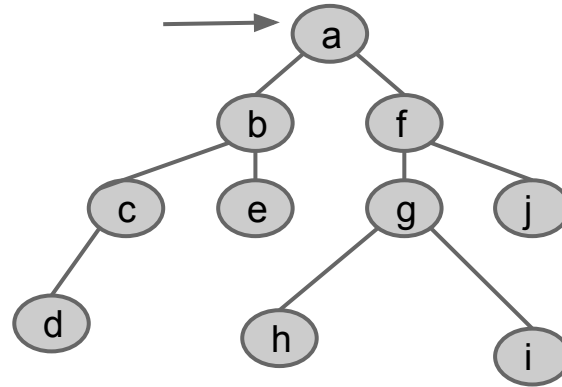
---



# Tree Traversal

List

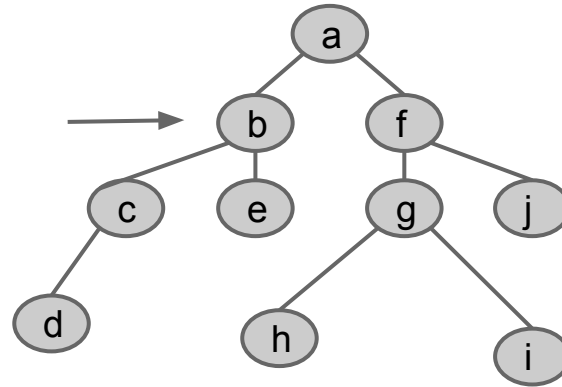
---



# Tree Traversal

List

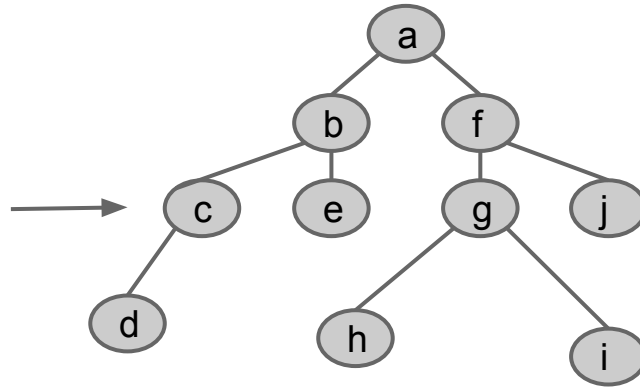
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# Tree Traversal

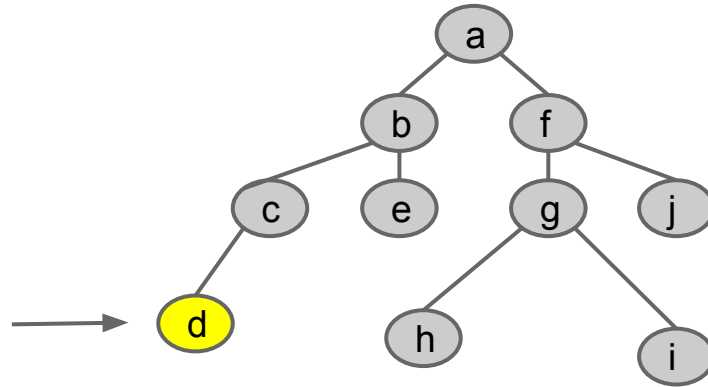
List

---





# Tree Traversal

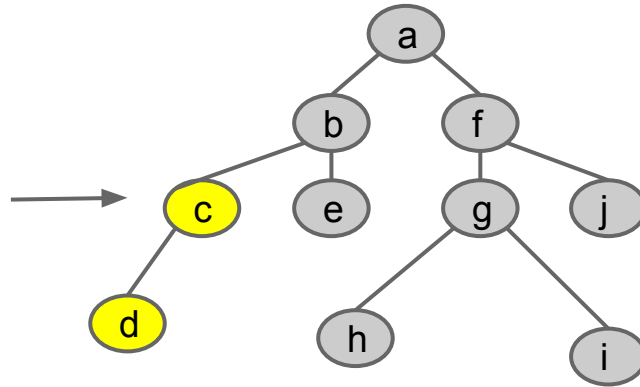


List

---

d

# Tree Traversal

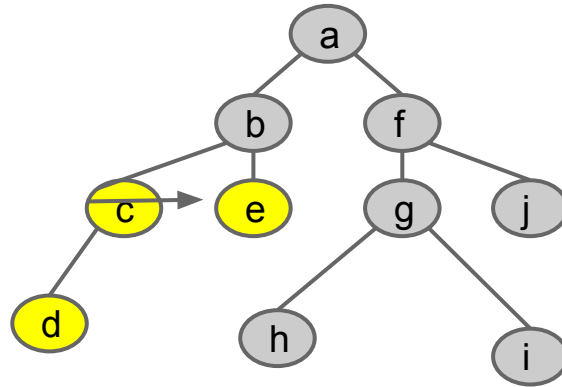


List

---

d  
c

# Tree Traversal

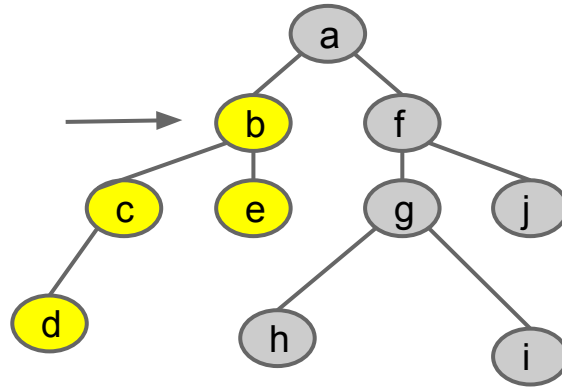


List

---

d  
c  
e

# Tree Traversal

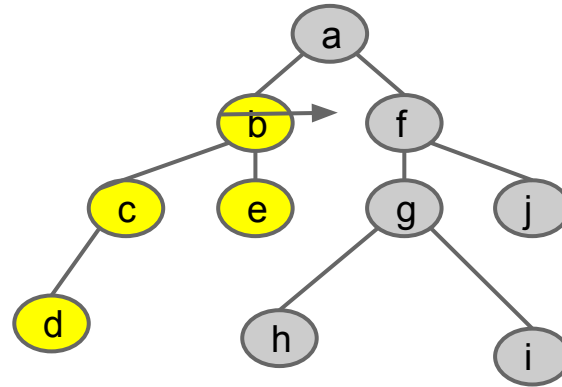


List

---

d  
c  
e  
b

# Tree Traversal

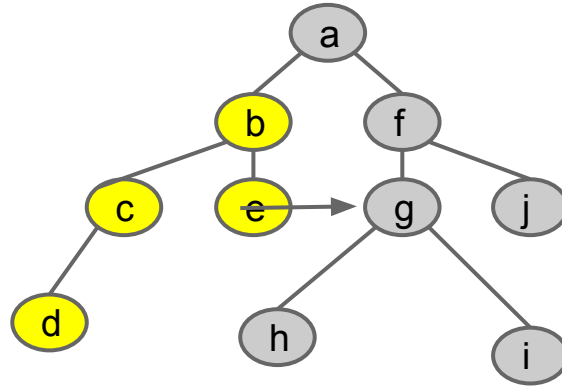


List

---

d  
c  
e  
b

# Tree Traversal

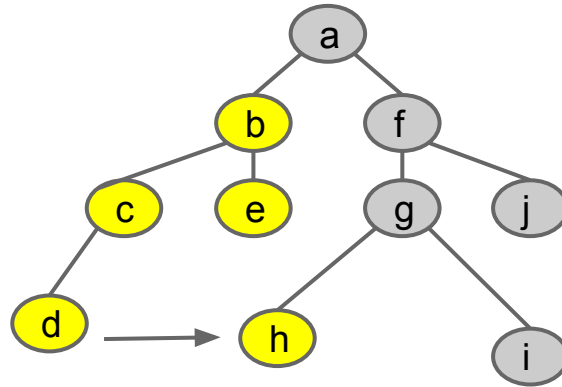


List

---

d  
c  
e  
b

# Tree Traversal

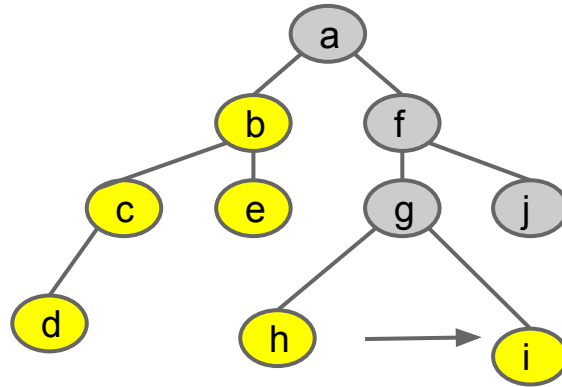


List

---

d  
c  
e  
b  
h

# Tree Traversal



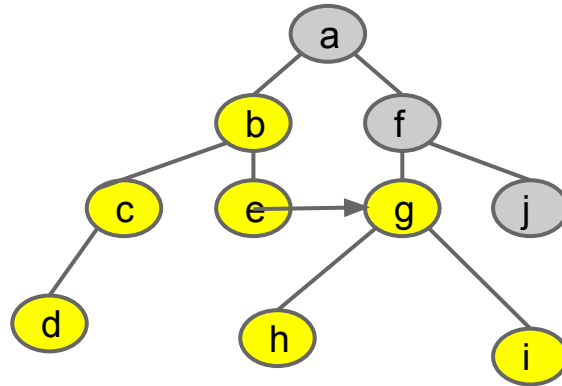
List

---

d  
c  
e  
b  
h  
i



# Tree Traversal

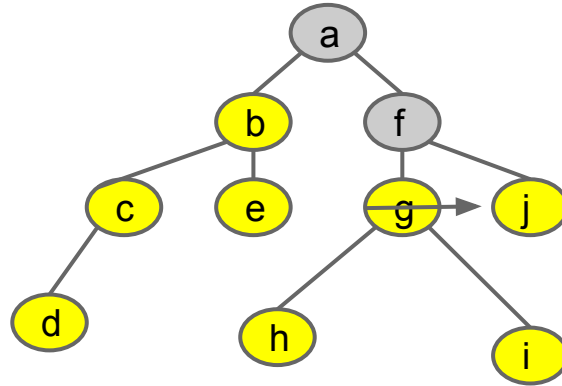


List

---

d  
c  
e  
b  
h  
i  
g

# Tree Traversal

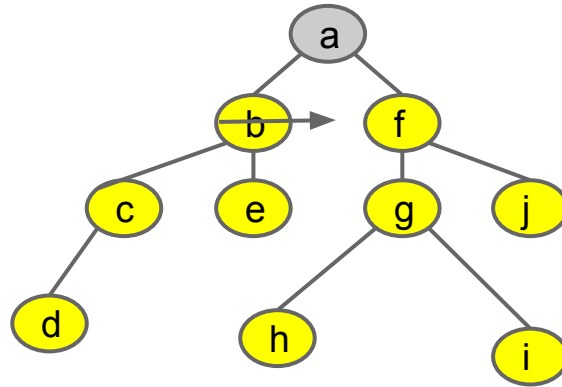


List

---

d  
c  
e  
b  
h  
i  
g  
j

# Tree Traversal

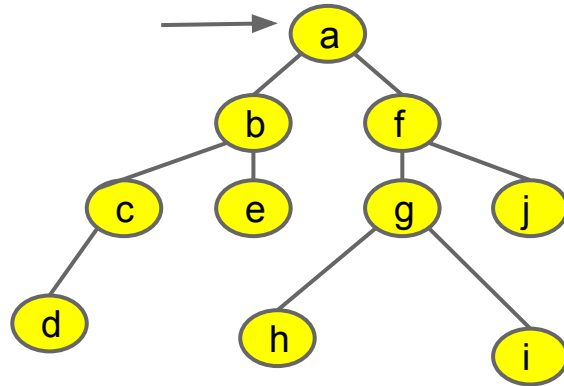


List

---

d  
c  
e  
b  
h  
i  
g  
j  
f

# Tree Traversal



List

---

d  
c  
e  
b  
h  
i  
g  
j  
f  
a

# Binary Search Trees

- Binary Search Tree Operations
  - Create
    - Create the list

# Binary Search Trees

- Binary Search Tree Operations
  - Create
    - Create the list
  - Insert
    - insert a node into the correct position and maintain order in the list

# Binary Search Trees

- Binary Search Tree Operations
  - Create
    - Create the tree
  - Insert
    - insert a node into the correct position and maintain order in the tree
  - Delete
    - Delete a node from the tree and maintain order in the tree

# Binary Search Trees

- Binary Search Tree Operations
  - Insert
    - insert a node into the correct position and maintain order in the tree
  - Delete
    - Delete a node from the tree and maintain order in the tree
  - Find
    - Find a node in the tree



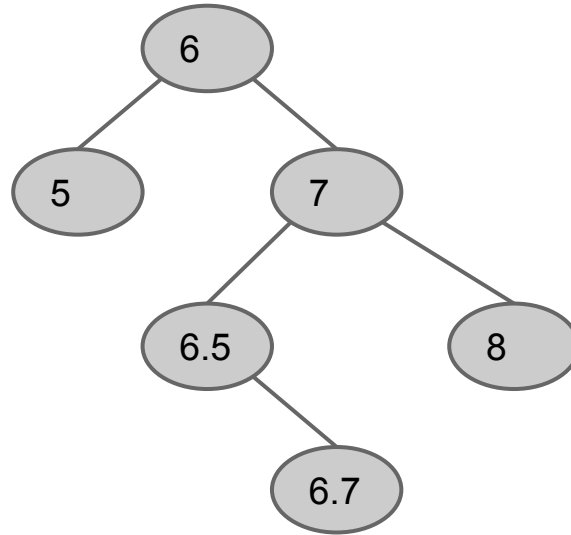
# Binary Search Trees - Find

- If the current node is the node you want
  - return
- else if the node you want is greater than the current node
  - recursively find on the right subtree
- else (the node you want is less than the current node)
  - recursively find on the left subtree

# Binary Search Trees - Insert

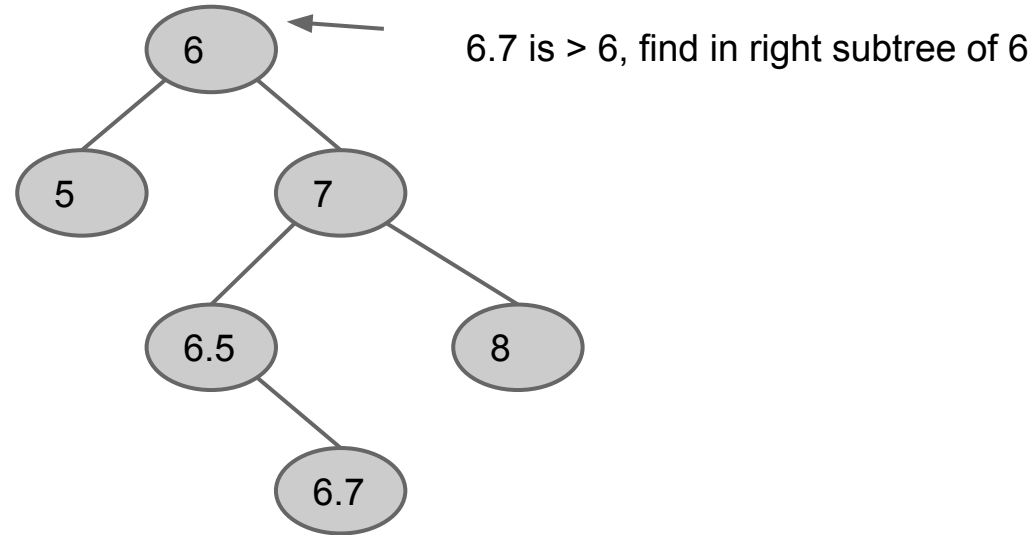
- If the tree is empty
  - place the node as the root with NULL left and right pointers

# Binary Search Trees - Find



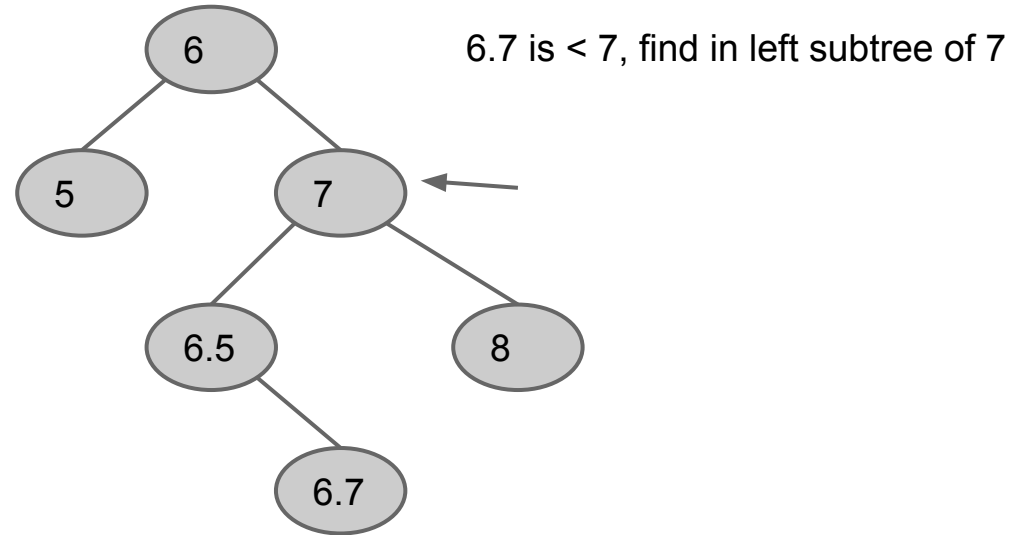
Find node 6.7

# Binary Search Trees - Find



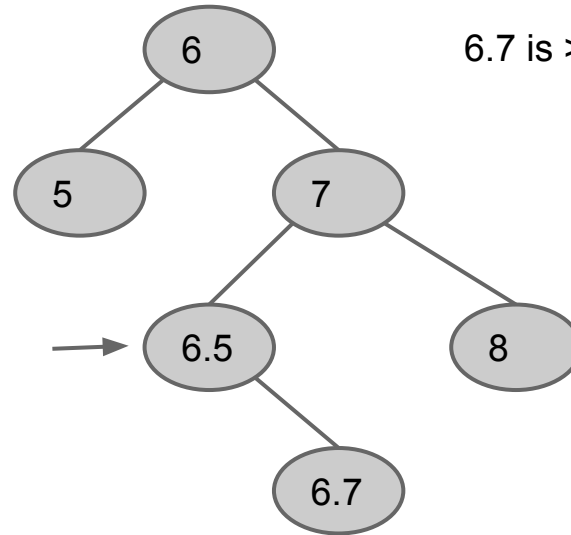
Find node 6.7

# Binary Search Trees - Find



Find node 6.7

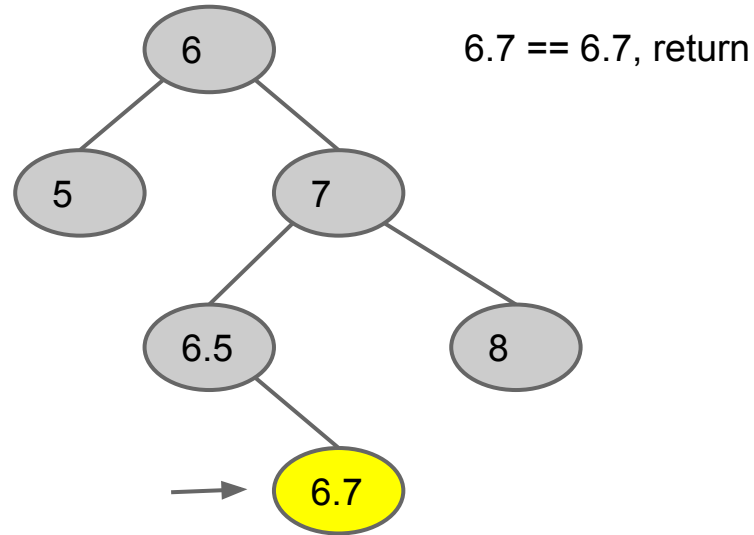
# Binary Search Trees - Find



6.7 is  $>$  6.5, find in right subtree of 6.5

Find node 6.7

# Binary Search Trees - Find



Find node 6.7

# Binary Search Trees - Insert

- How do we find the minimum node in our Binary Search Tree?



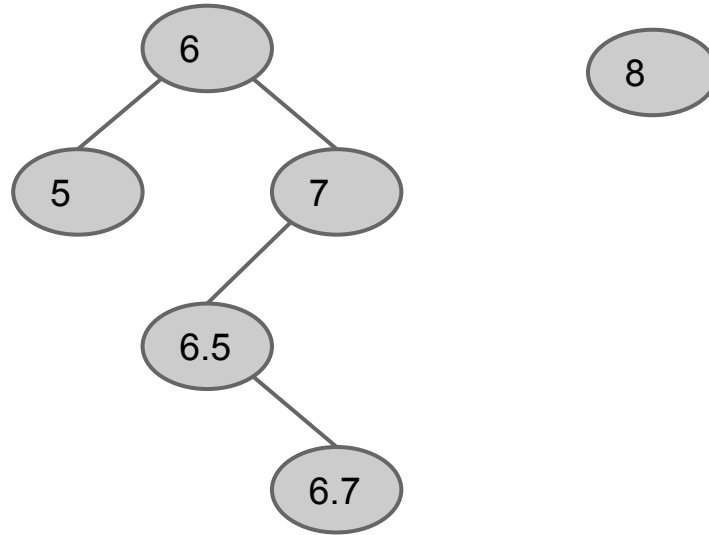
# Binary Search Trees - Insert

- How do we find the minimum node in our Binary Search Tree?
- How do we find the maximum node in our Binary Search Tree?

# Binary Search Trees - Insert

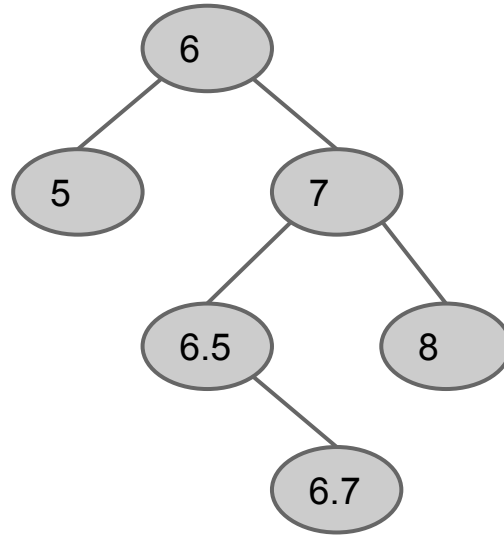
- If the tree is empty
  - place the node as the root with NULL left and right pointers
- else
  - if the item is less than the root, recursively insert left
  - if the item is greater than the root, recursively insert right

# Binary Search Trees - Insert

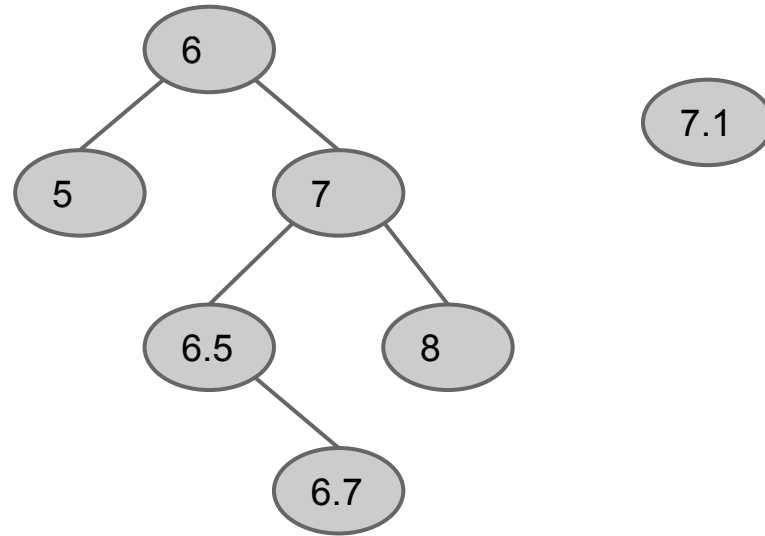


Insert the new node

# Binary Search Tree: Insertion

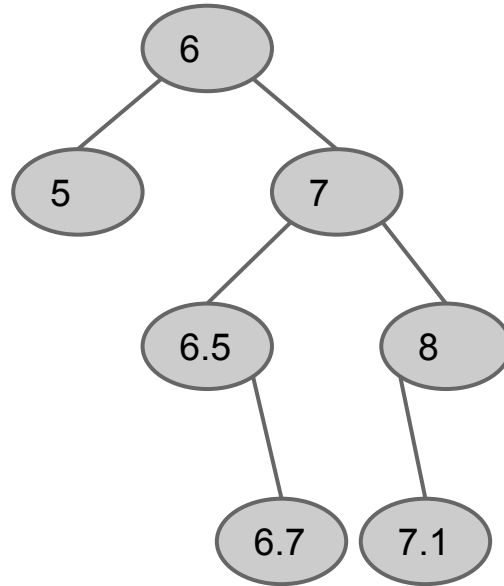


# Binary Search Tree: Insertion



Insert the new node

# Binary Search Tree: Insertion



# Binary Search Trees - Delete

- Cases

- Case 1: node is a leaf node
- Case 2: node has only 1 child
- Case 3: node has 2 children

# Binary Search Trees - Delete

- If the node has a left and right child
  - Promote one child to take the place of the deleted one
  - Locate correct position for the other child in subtree of promoted child



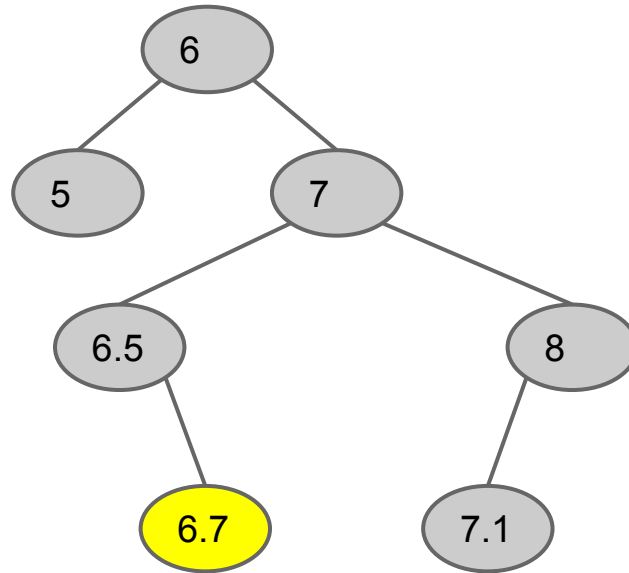
# Binary Search Trees - Delete

- It is the books convention to promote the immediate right child
  - position left subtree underneath

# Binary Search Trees - Delete

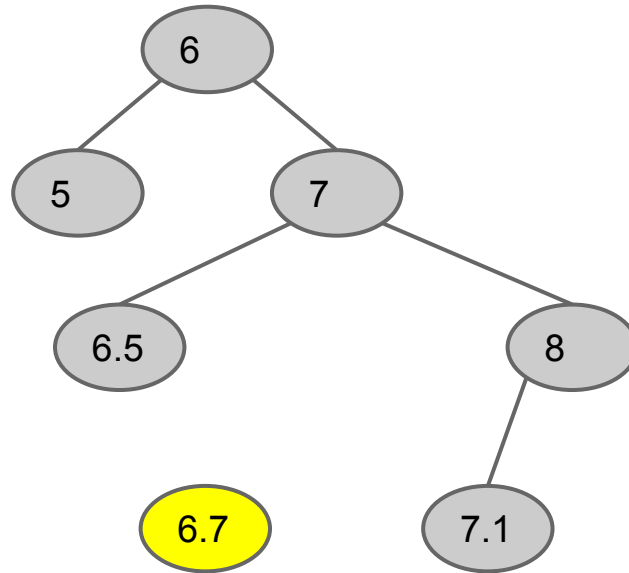
- It is the books convention to promote the immediate right child
  - position left subtree underneath
- It is better to promote the smallest leaf node in the left subtree

# Binary Search Tree: Delete case 1



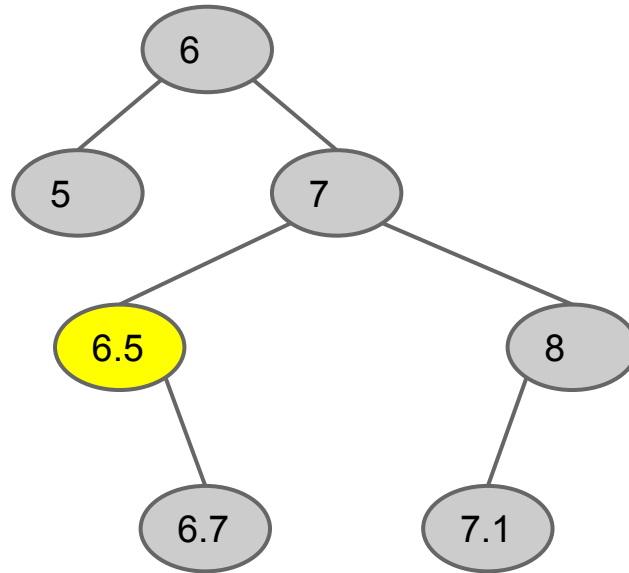
Delete node 6.7

# Binary Search Tree: Delete case 1



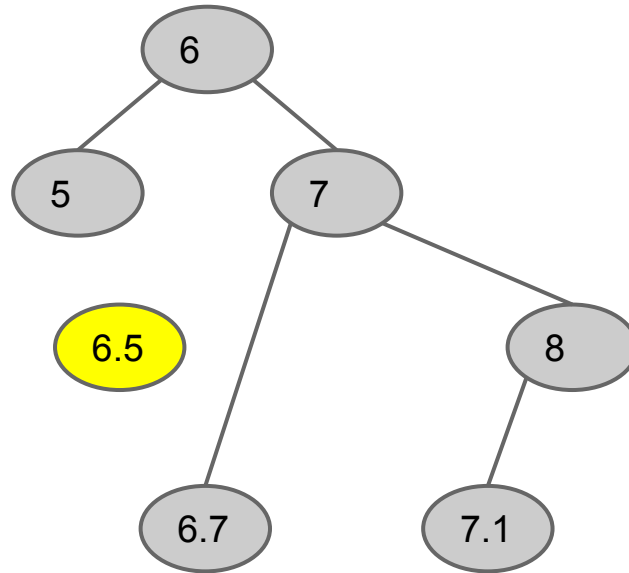
Delete node 6.7: remove the link from 6.5 to 6.7

# Binary Search Tree: Delete case 2



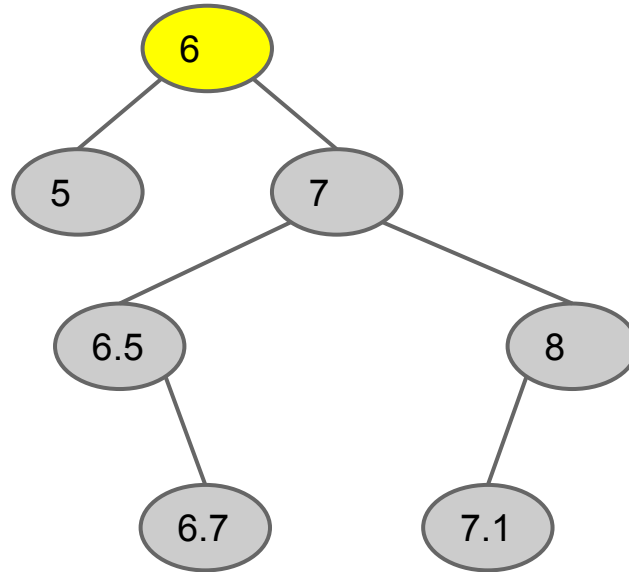
Delete node 6.5

# Binary Search Tree: Delete case 2



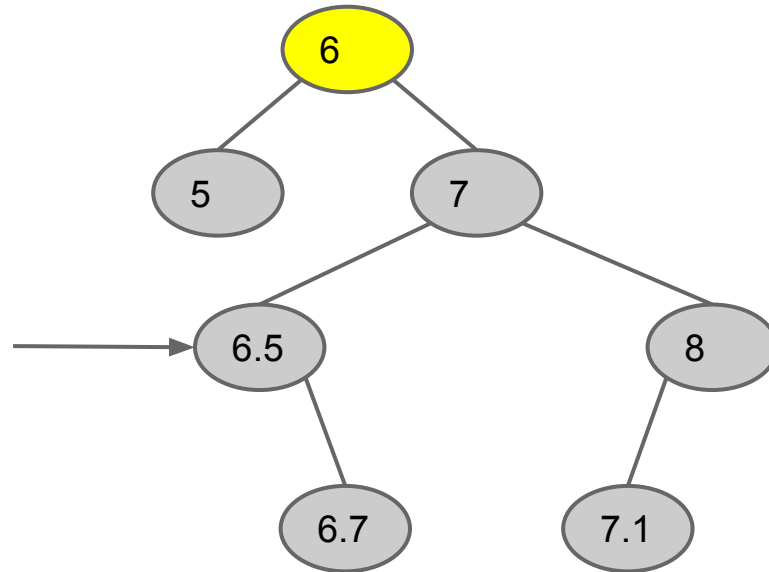
Delete node 6.5: update 7 to point to 6.7

# Binary Search Tree: Delete case 2



Delete node 6

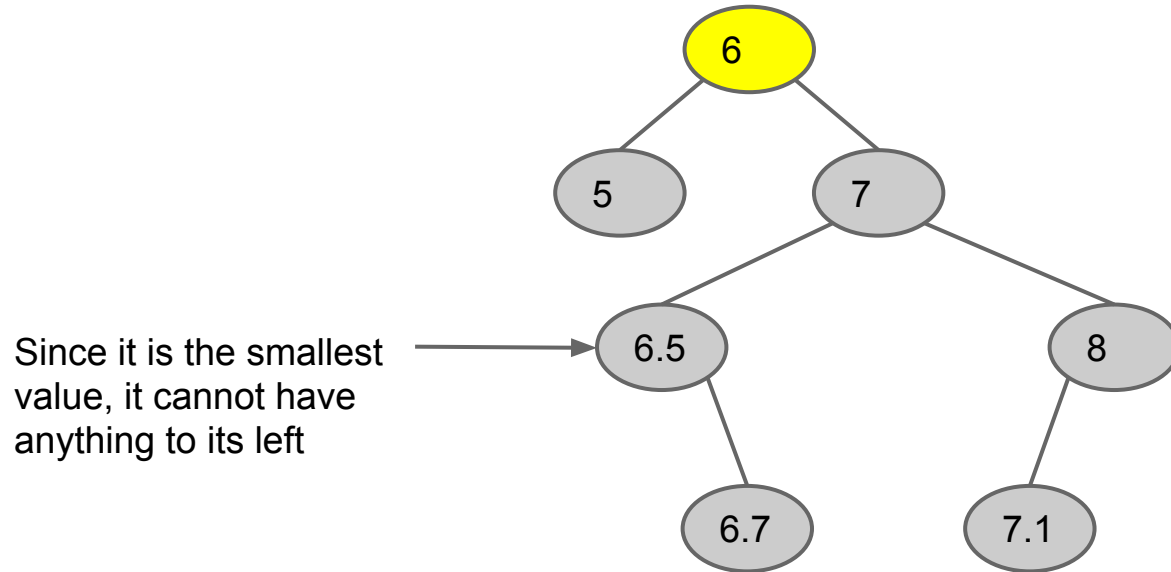
# Binary Search Tree: Delete case 2



Delete node 6: find smallest value to right of  
6

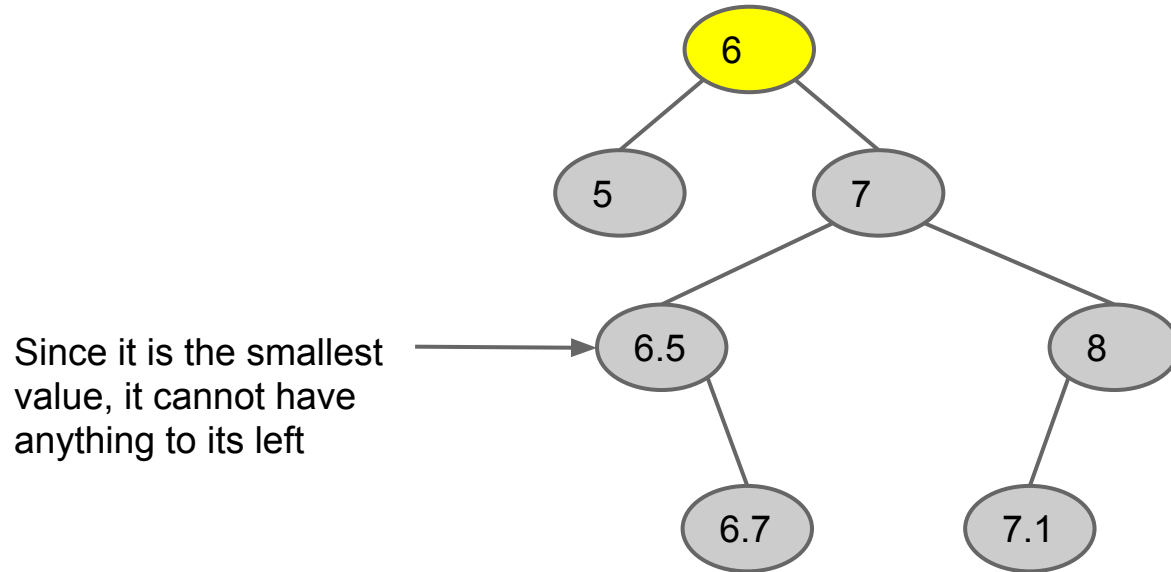


# Binary Search Tree: Delete case 2



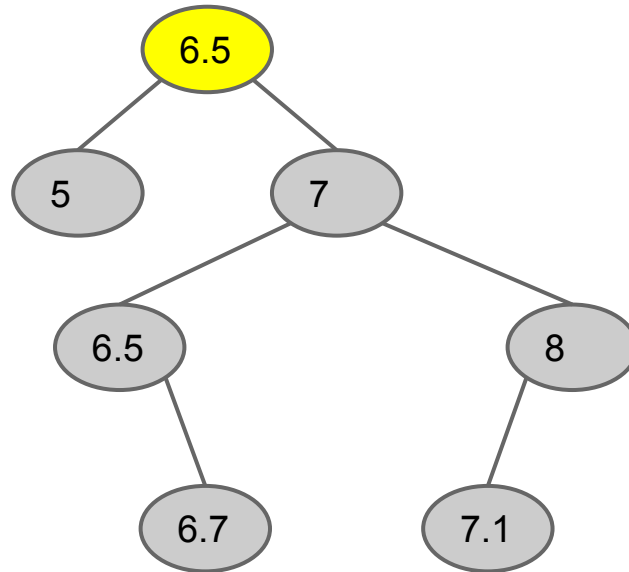
Delete node 6: find smallest value to right of 6

# Binary Search Tree: Delete case 2



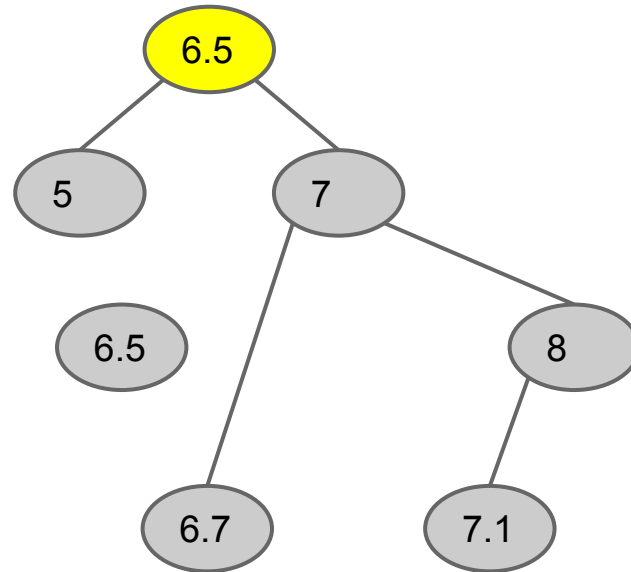
Delete node 6: find smallest value to right of 6;  
replace 6 with 6.5 and recursively delete

# Binary Search Tree: Delete case 2



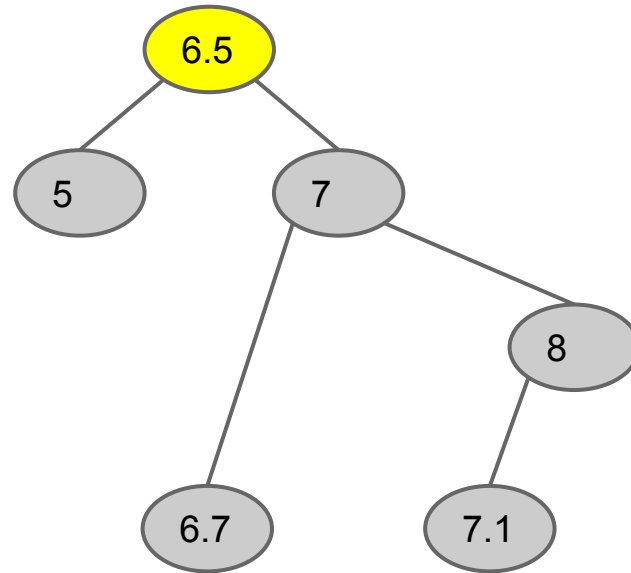
Delete node 6: find smallest value to right of 6;  
replace 6 with 6.5 and recursively delete

# Binary Search Tree: Delete case 2



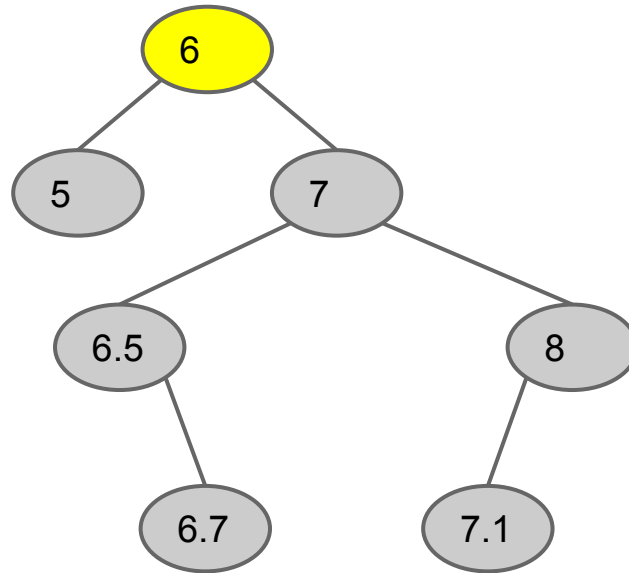
Delete node 6: find smallest value to right of 6;  
replace 6 with 6.5 and recursively delete

# Binary Search Tree: Delete case 2



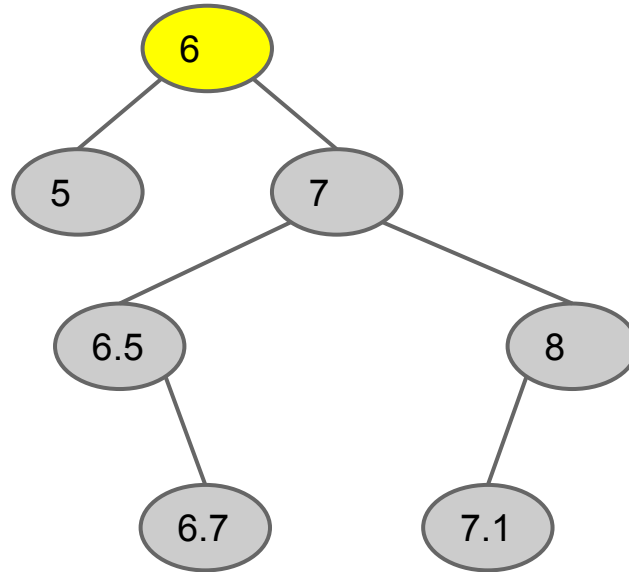
Delete node 6: find smallest value to right of 6;  
replace 6 with 6.5 and recursively delete

# Binary Search Tree: Delete case 2



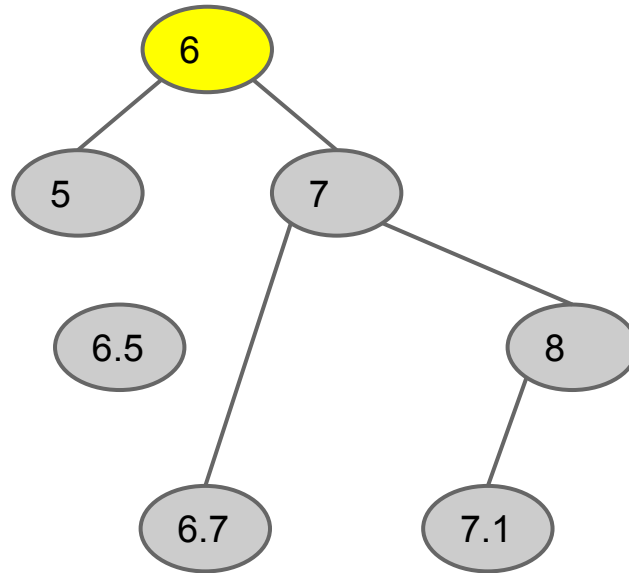
Delete node 6 with pointers?

# Binary Search Tree: Delete case 2



Delete node 6 with pointers: remove min of  
6->right

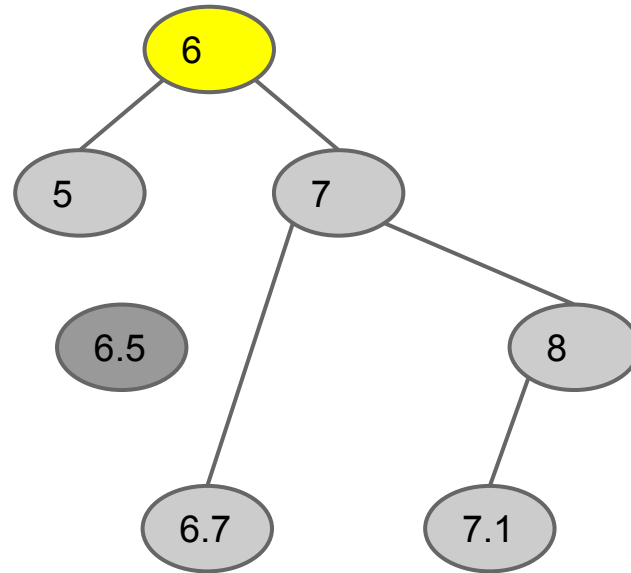
# Binary Search Tree: Delete case 2



Delete node 6 with pointers: remove min of  
6->right

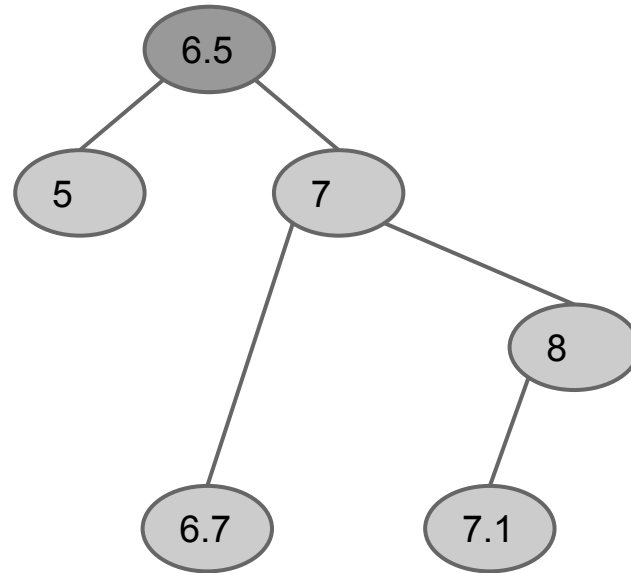


# Binary Search Tree: Delete case 2



Delete node 6 with pointers: remove min of  
6->right; replace 6 with 6.5;

# Binary Search Tree: Delete case 2



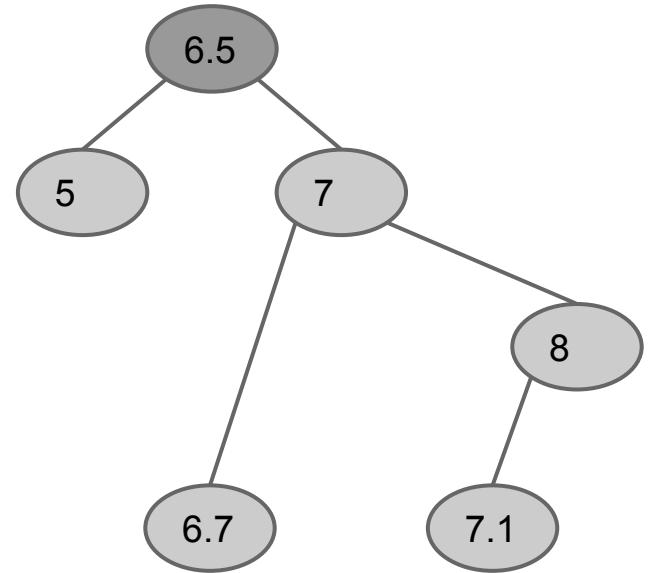
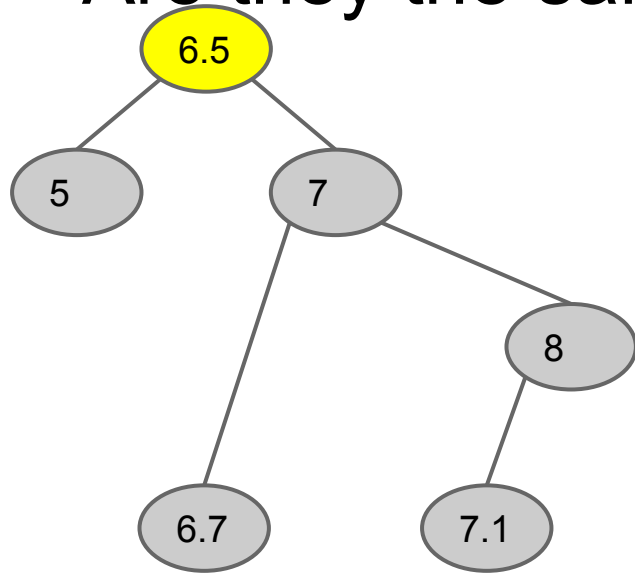
Delete node 6 with pointers: remove min of  
6->right; replace 6 with 6.5;

# Binary Search Tree: Delete case 2

- Are they the same?

# Binary Search Tree: Delete case 2

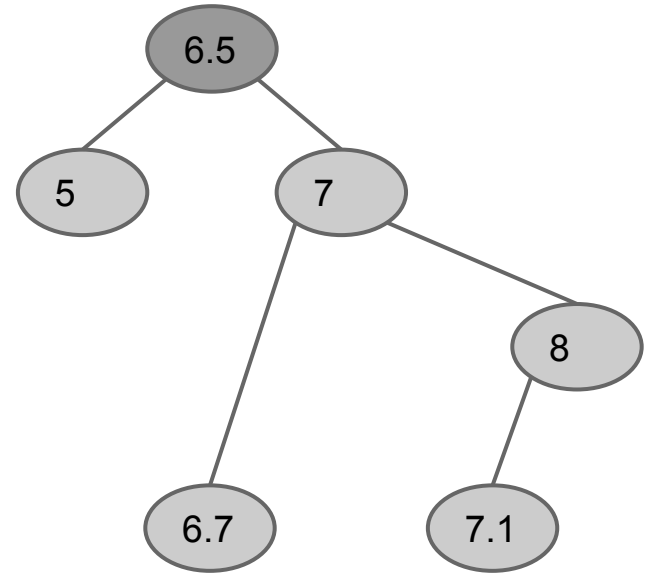
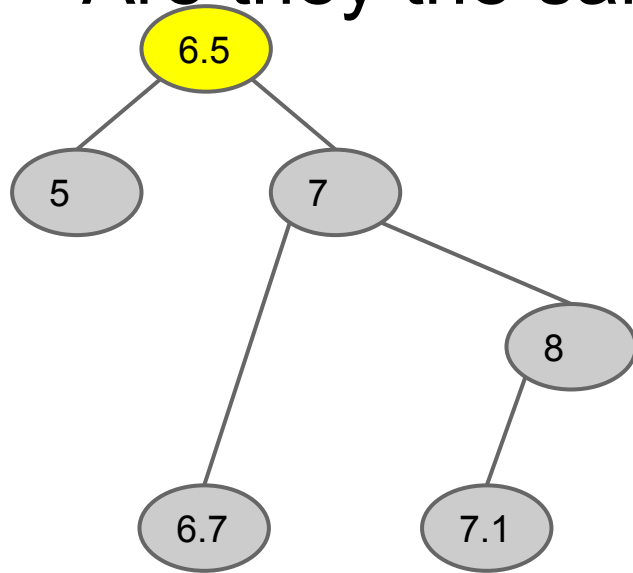
- Are they the same?



# Binary Search Tree: Delete case 2

- Are they the same?

Yes



- What's the difference?