

# Intro to Tree Algorithms

https://usaco.guide/silver/intro-tree







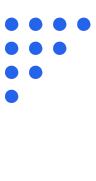


# Three Properties of Trees

- A graph is a tree iff it is connected and contains N nodes and N-1 edges.
- A graph is a tree iff every pair of nodes has exactly one simple path between them.
- A graph is a tree iff it is connected and does not contain any cycles.



### **Tree Terminology**



- A leaf of a tree is any node in the tree with degree 1.
- If the tree is rooted, the root with a single child is not typically considered a leaf, but depending on the problem, this is not always the case.
- A star graph has two common definitions. Try to understand what they mean they typically appear in subtasks.
- Definition 1: Only one node has degree greater than 1.
- Definition 2: Only one node has degree greater than 2.
- A forest is a graph such that each connected component is a tree.





#### **Rooted Trees**

- Often, it's helpful to designate an arbitrary node as the root of the tree.
- When a tree is rooted, each node has a parent, which is the first node on its path to the root.
- The root does not have a parent. In code, this usually means its parent is set to -1.
- In addition, each node has a subtree, which includes all nodes that must pass through it on their path to the root.
- Finally, each node has a depth, representing the nodes distance to the root.





#### **DFS on Trees**

- Normally, in a DFS function, you consider a starting value and keep track of the visited nodes using a boolean array.
- However, on a tree, you don't need a visited array. Just keep track of which node you came from.
- This is because if you root the tree, the only node you could have visited before is your parent.



### **DFS Sample Code**

```
void dfs(int node, int par) {
    for (int to : adj[node]) {
        if (to != par) {
            dfs(to, node);
        }
    }
}
```







# **Graphs Example Problem**

**USACO - Grass Planting** 





**USACO - Grass Planting** 

