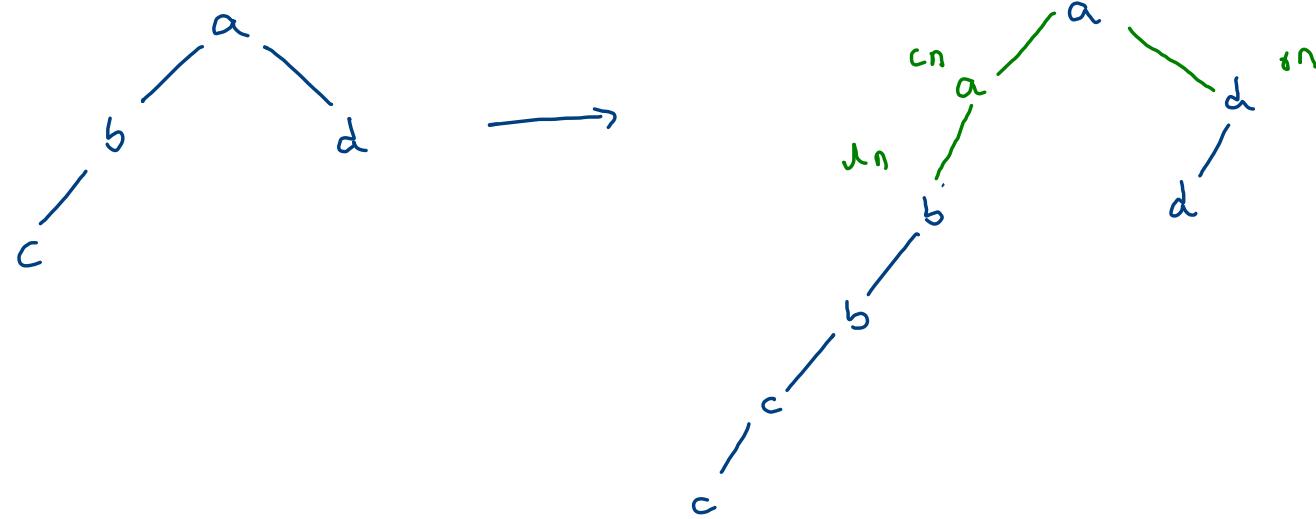
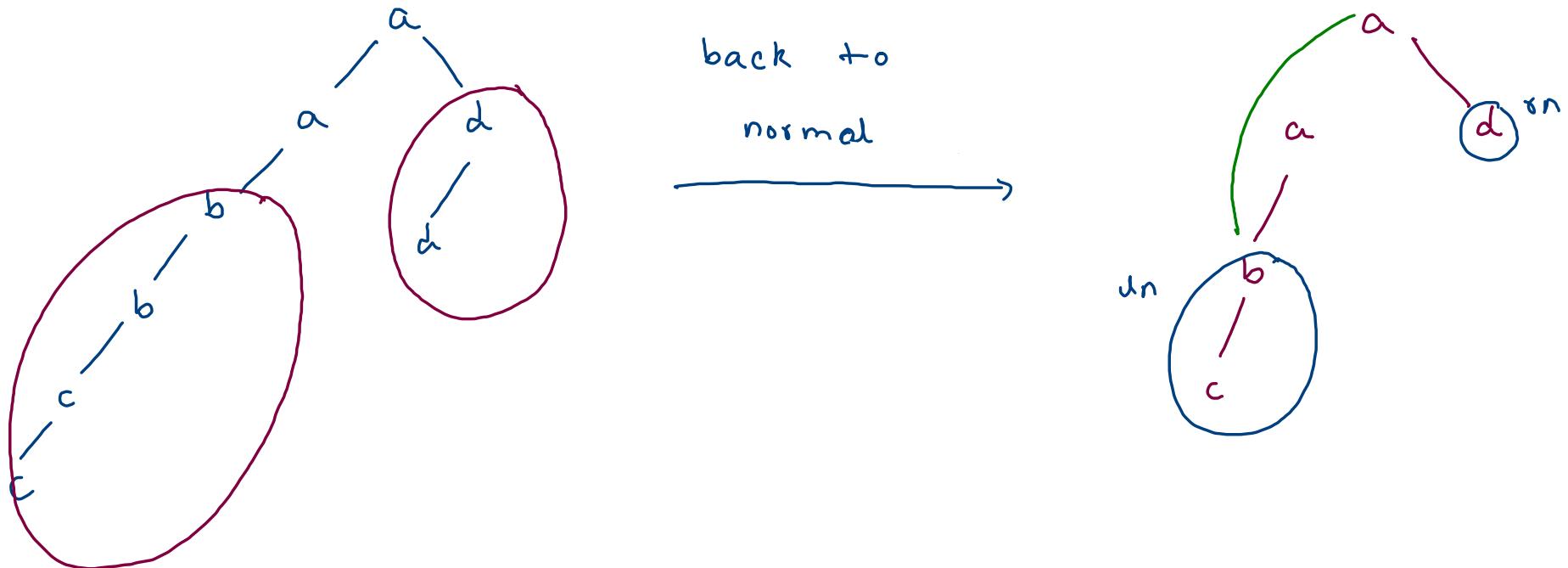


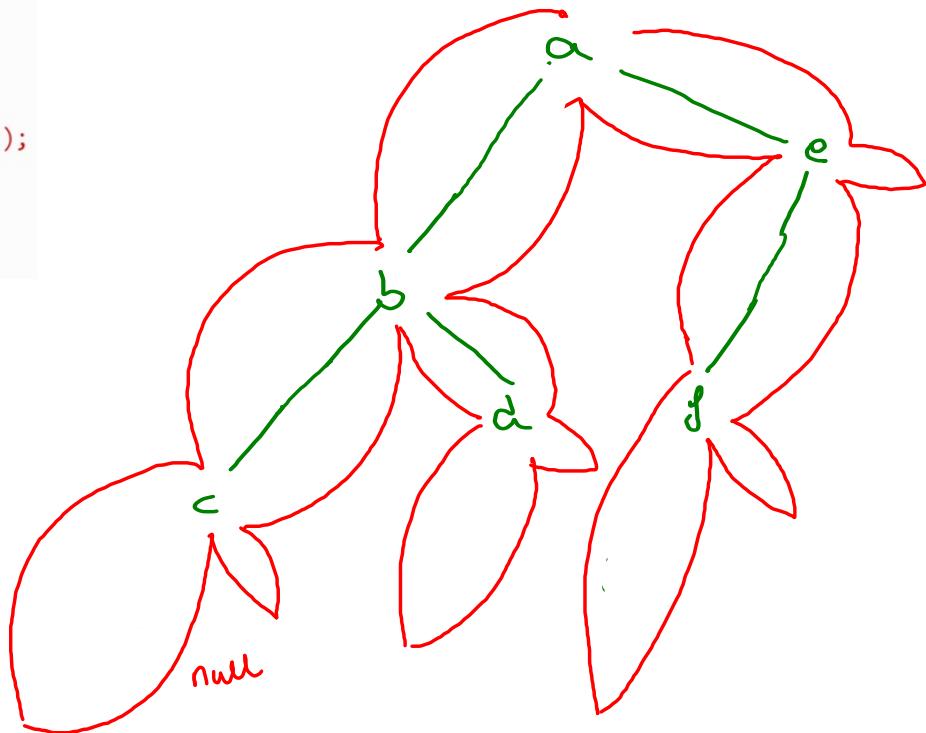
Transform To Left-cloned Tree



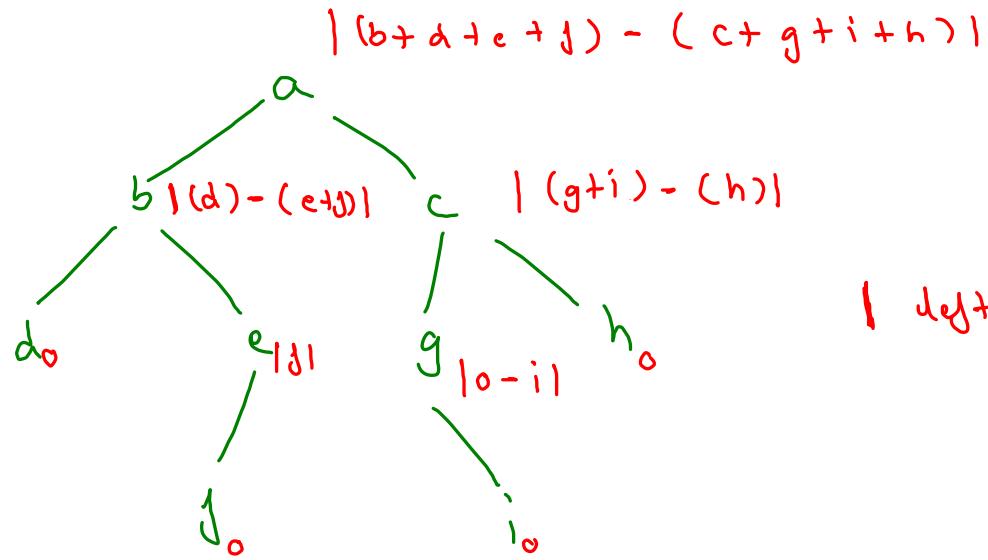
Transform To Normal From Left-cloned Tree



```
public static Node transBackFromLeftClonedTree(Node node){  
    if(node == null) {  
        return null;  
    }  
  
    node.left = transBackFromLeftClonedTree(node.left.left);  
    node.right = transBackFromLeftClonedTree(node.right);  
  
    return node;  
}
```



Tilt Of Binary Tree

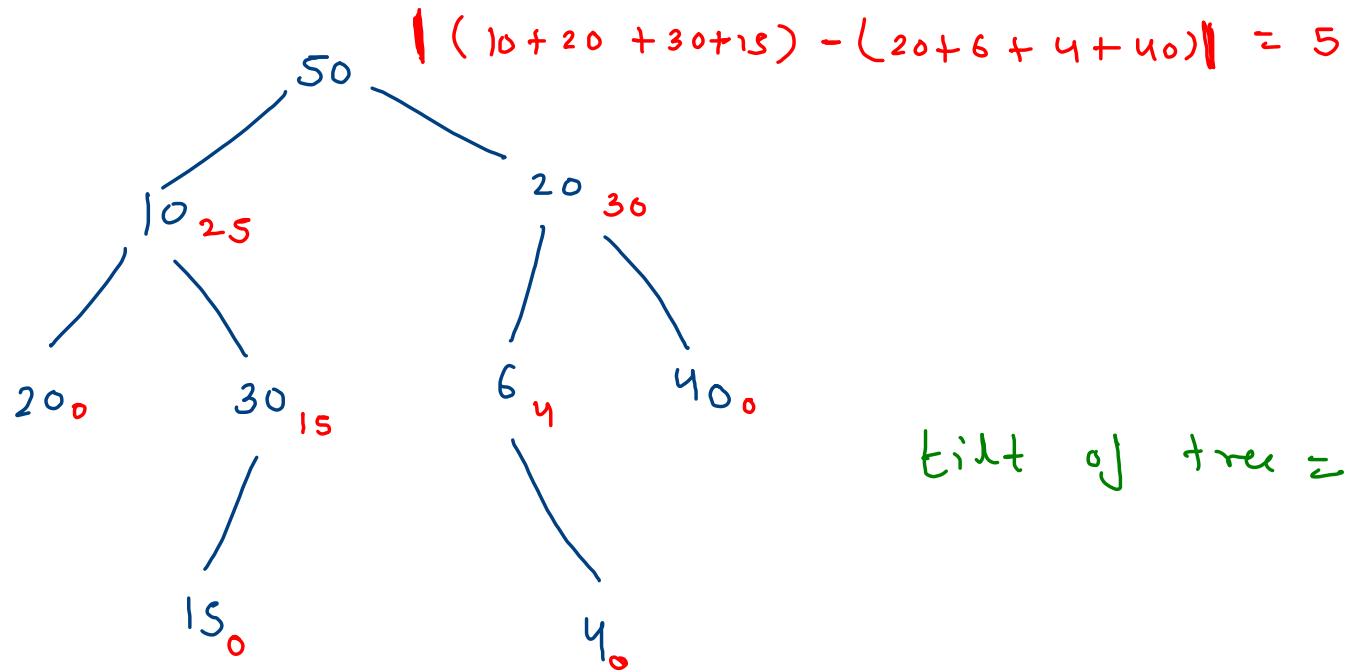


tilt of a node :

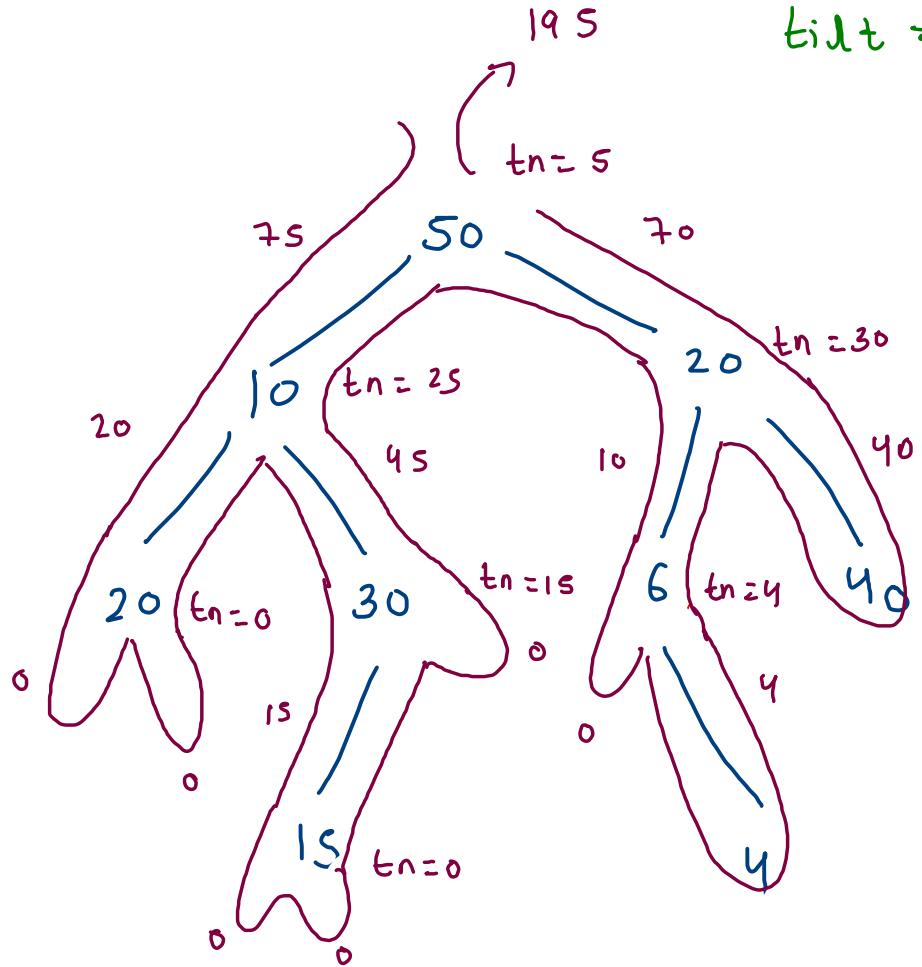
$| \text{left subtree sum} - \text{right subtree sum} |$

tilt of a tree

$$\sum_{\text{all nodes}} \text{tilt}$$



$$\text{tilt of tree} = 5 + 25 + 30 + 15 + 4$$



$$\text{tilt} = 15 + 25 + 4 + 30 + 5$$

```

static int tilt = 0;
public static int tilt(Node node){
    tilt = 0; //tilt of binary tree
    sum(node);
    return tilt;
}

```

```

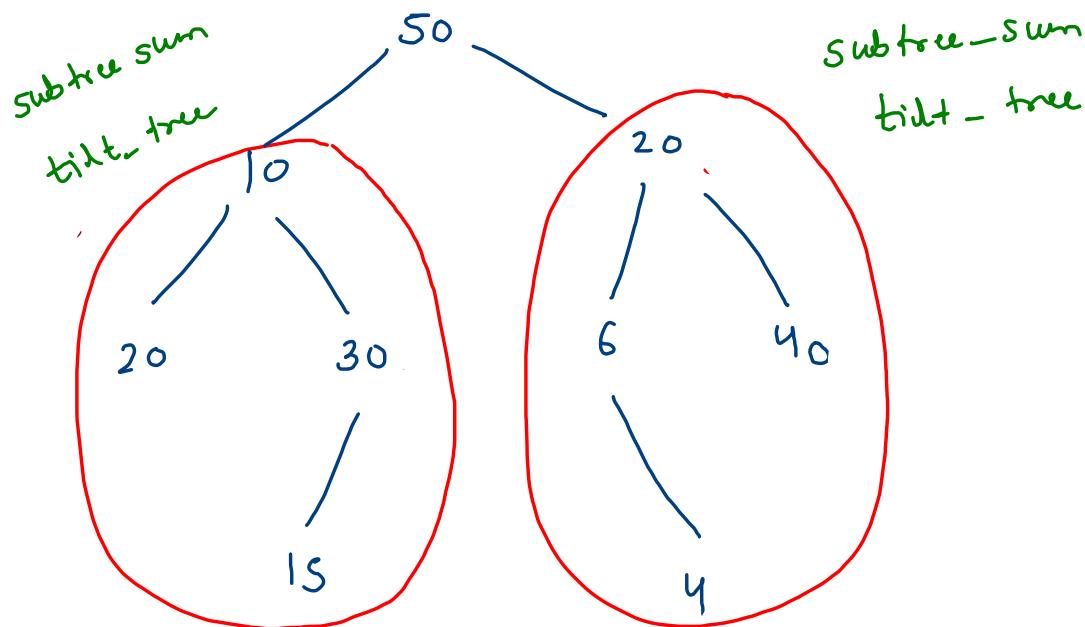
public static int sum(Node node) {
    if(node == null) {
        return 0;
    }

    int ls = sum(node.left); //left subtree sum
    int rs = sum(node.right); //right subtree sum

    int tilt_node = Math.abs(ls-rs); //tilt of a node
    tilt += tilt_node;

    return ls + rs + node.data;
}

```



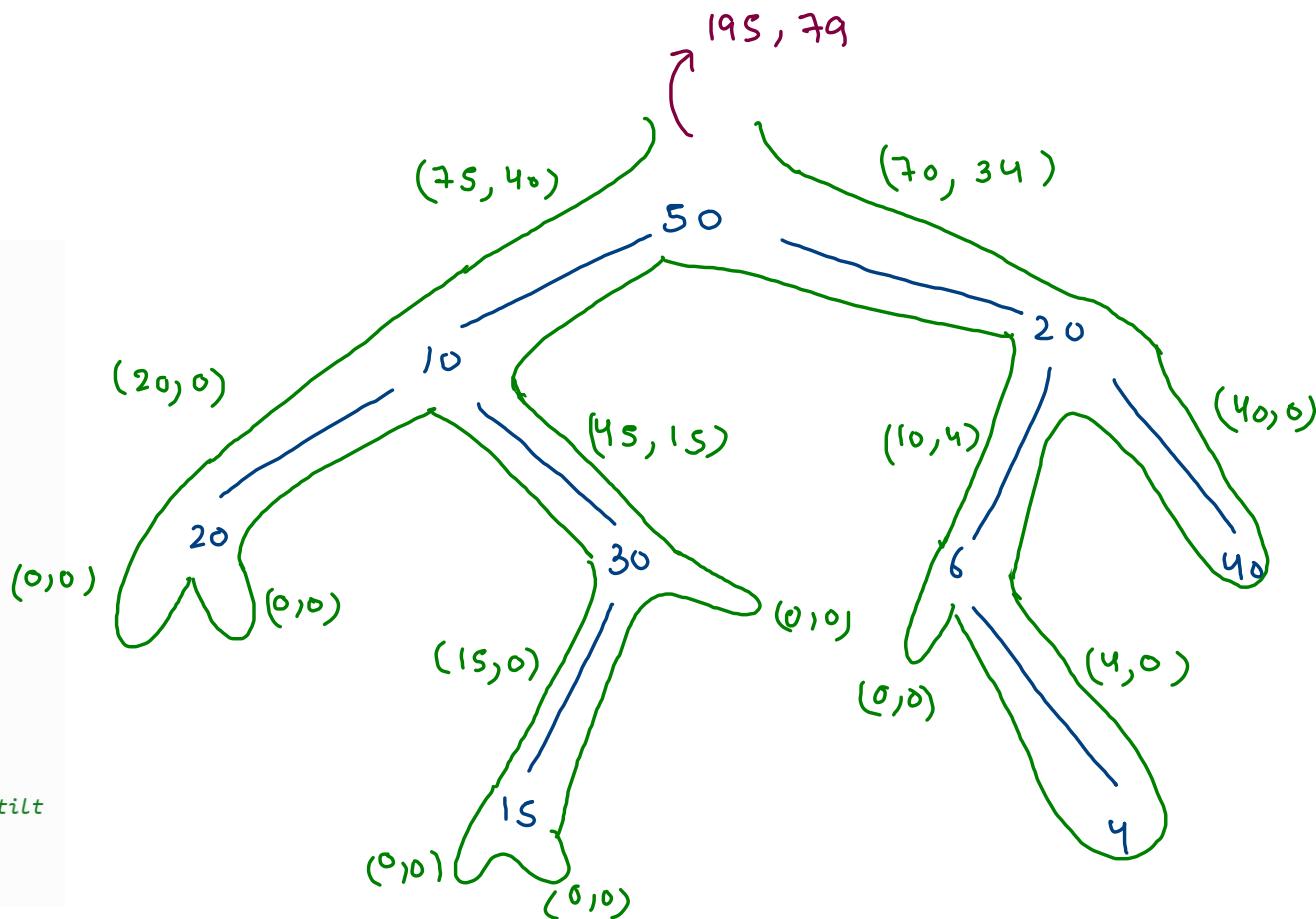
$\text{subtree_sum} \rightarrow \text{left_subtree_sum} + \text{right_subtree_sum} + \text{node_data};$

$\text{tilt_node} \rightarrow |\text{rss} - \text{rss}|$

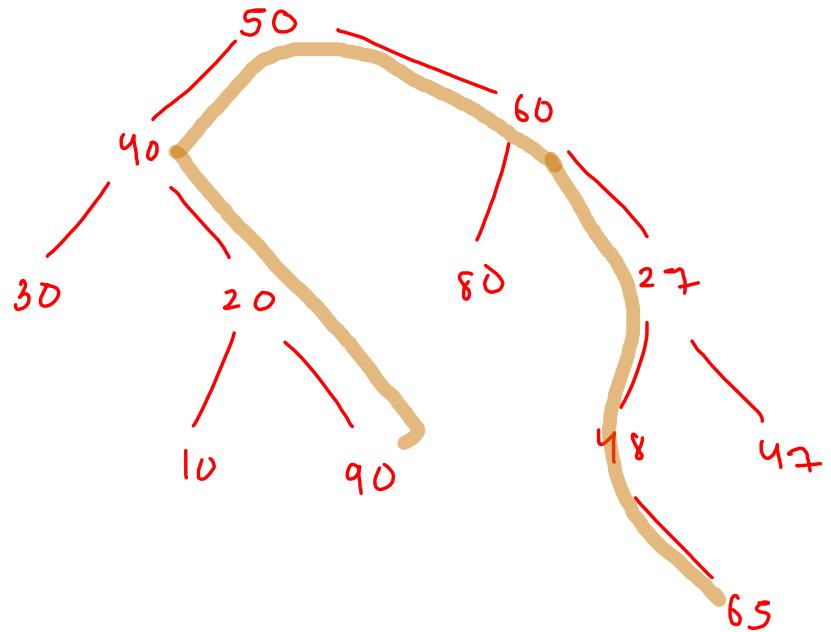
$\text{tilt_tree} \rightarrow \text{left_tilt_tree} + \text{right_tilt_tree} + \text{tilt_node};$

(subtree sum, subtree tilt)

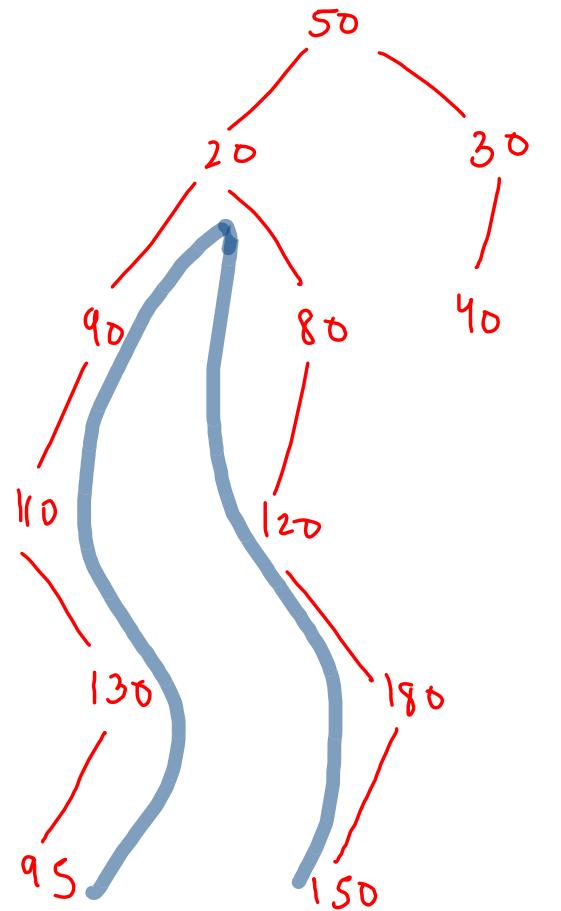
```
static class TPair {  
    int ss; //subtree sum  
    int tilt; //subtree tilt  
  
    TPair(int ss,int tilt) {  
        this.ss = ss;  
        this.tilt = tilt;  
    }  
  
    public static TPair tilt(Node node){  
        if(node == null) {  
            return new TPair(0,0);  
        }  
  
        TPair lp = tilt(node.left);  
        TPair rp = tilt(node.right);  
  
        int ss = lp.ss + rp.ss + node.data;  
        int tilt_node = Math.abs(lp.ss - rp.ss);  
        int tilt = lp.tilt + rp.tilt + tilt_node ; //subtree tilt  
  
        return new TPair(ss,tilt);  
    }  
}
```



Diameter Of A Binary Tree

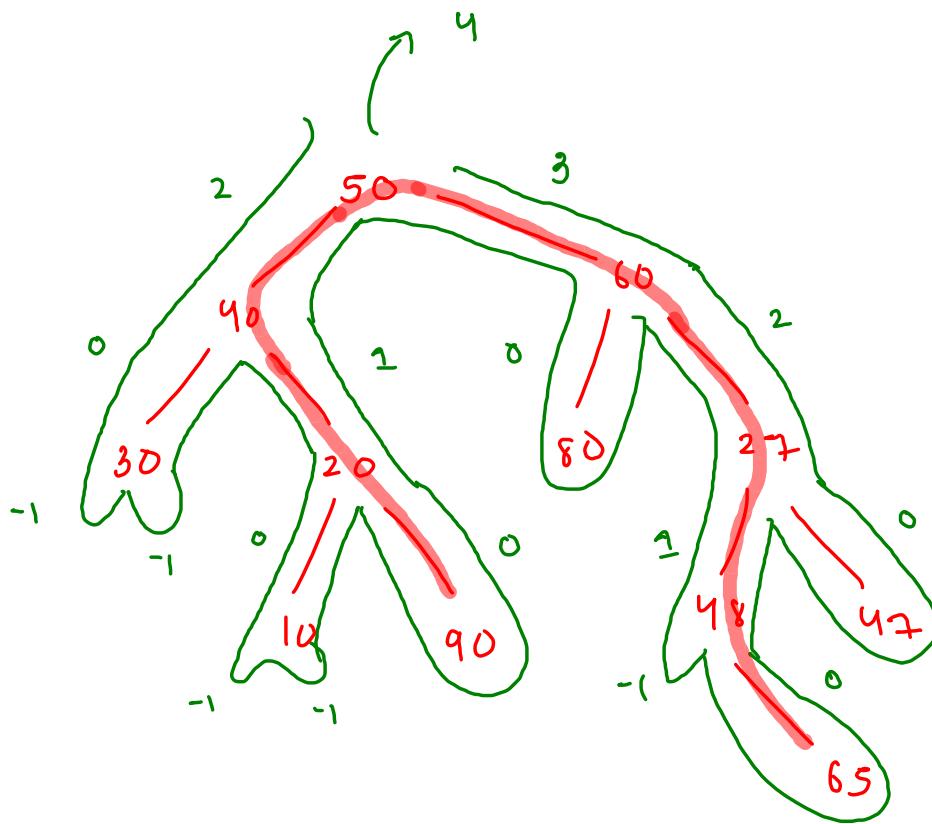


$$\text{dist} = \text{lht} + \text{rht} + 2$$



$\text{dia} = \cancel{\varnothing} \times \cancel{\varnothing} \times 4 \times 7$

```
public static int height(Node node) {  
    if (node == null) {  
        return -1;  
    }  
  
    int lh = height(node.left);  
    int rh = height(node.right);  
  
    int dist = lh + rh + 2;  
    if (dist > dia) {  
        dia = dist;  
    }  
  
    int th = Math.max(lh, rh) + 1;  
    return th;  
}  
  
static int dia;  
public static int diameter1(Node node) {  
    dia = 0;  
  
    height(node);  
  
    return dia;  
}
```



```

public static int height(Node node) {
    if (node == null) {
        return -1;
    }

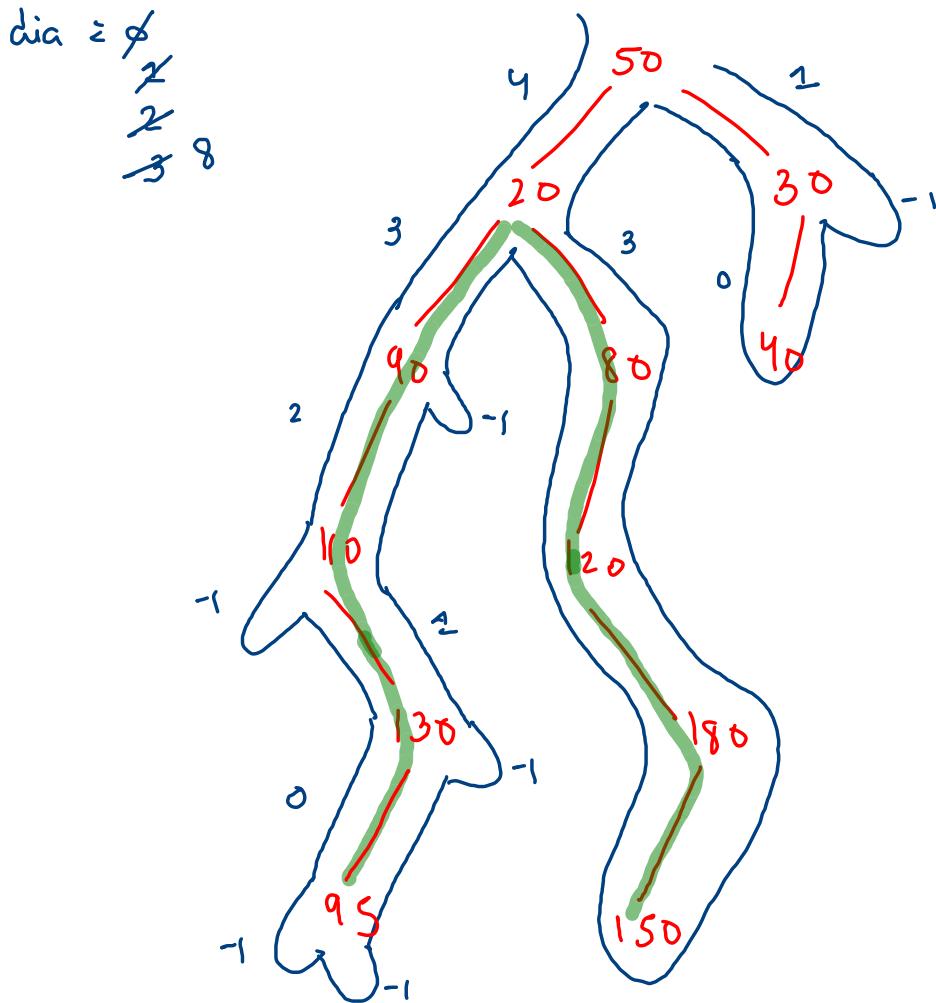
    int lh = height(node.left);
    int rh = height(node.right);

    int dist = lh + rh + 2;
    if(dist > dia) {
        dia = dist;
    }

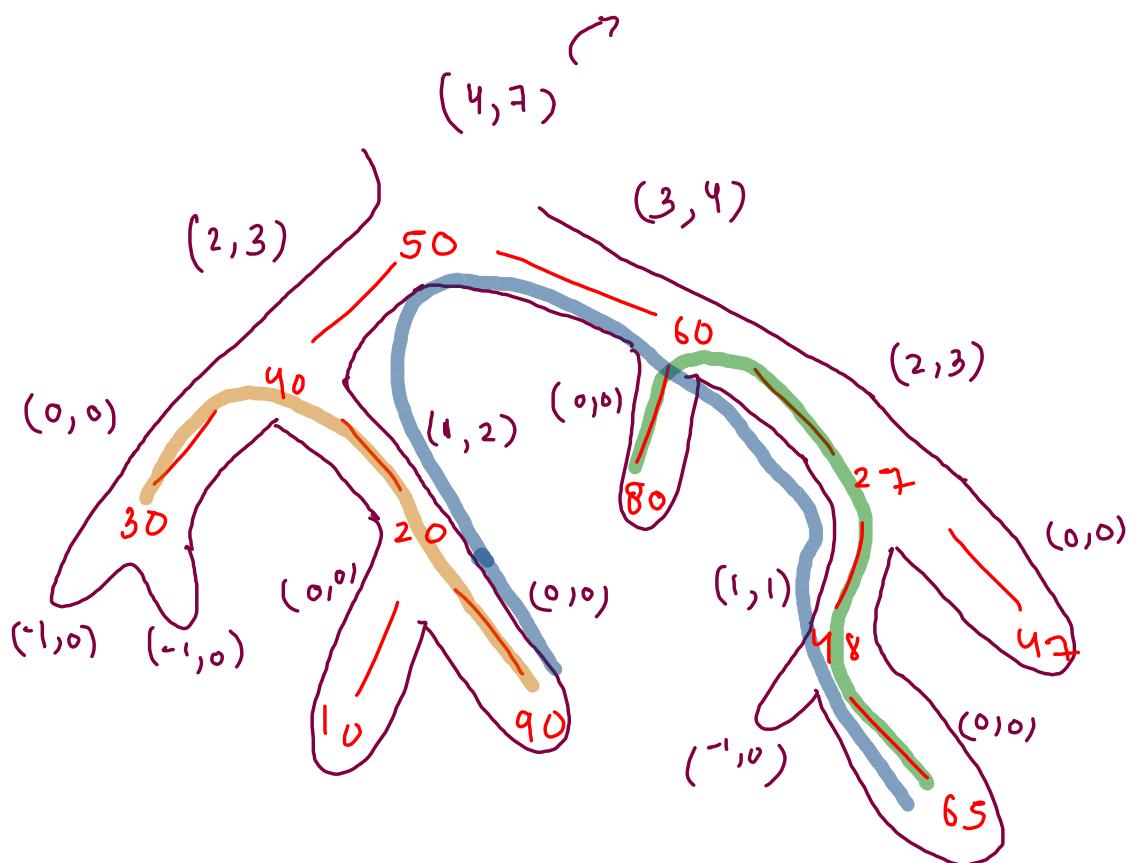
    int th = Math.max(lh, rh) + 1;
    return th;
}

static int dia;
public static int diameter1(Node node) {
    dia = 0;
    height(node);
    return dia;
}

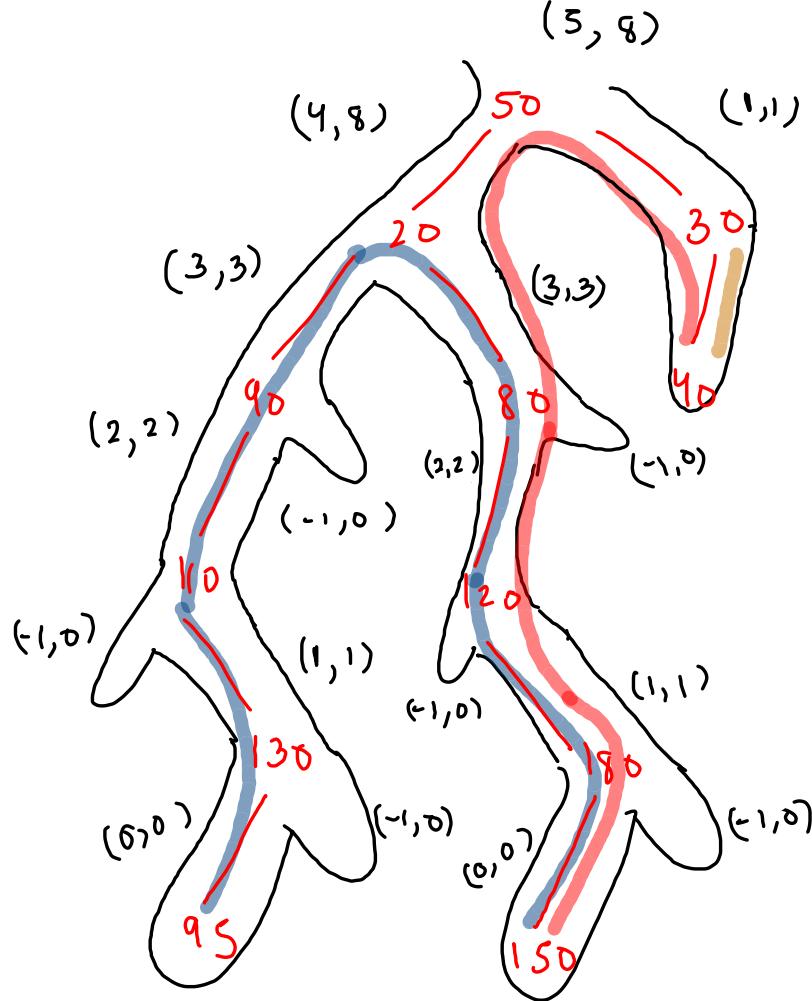
```



ht, dia



```
static class DPair {  
    int ht; //subtree height  
    int dia; //subtree diameter  
  
    DPair(int ht,int dia) {  
        this.ht = ht;  
        this.dia = dia;  
    }  
  
    public static DPair diameter(Node node) {  
        if(node == null) {  
            return new DPair(-1,0);  
        }  
  
        DPair lp = diameter(node.left);  
        DPair rp = diameter(node.right);  
  
        int dist = lp.ht + rp.ht + 2;  
        int ht = Math.max(lp.ht, rp.ht) + 1;  
        int dia = Math.max(Math.max(lp.dia, rp.dia),dist);  
  
        return new DPair(ht,dia);  
    }  
}
```



```

static class DPair {
    int ht; //subtree height
    int dia; //subtree diameter

    DPair(int ht,int dia) {
        this.ht = ht;
        this.dia = dia;
    }
}

public static DPair diameter(Node node) {
    if(node == null) {
        return new DPair(-1,0);
    }

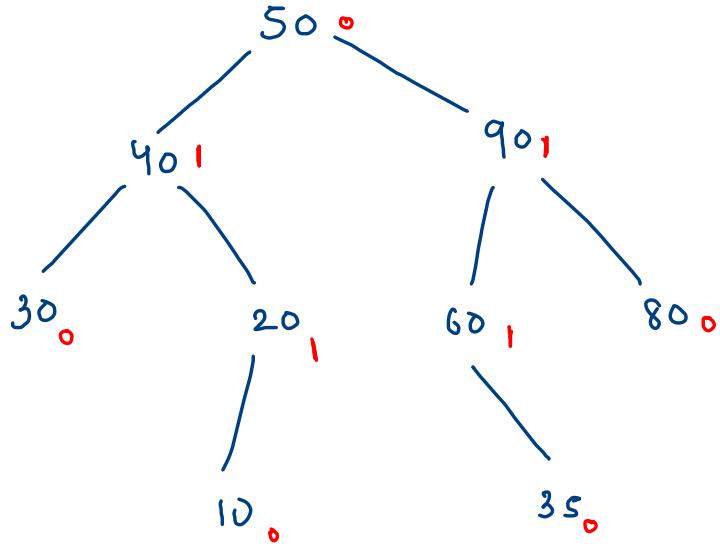
    DPair lp = diameter(node.left);
    DPair rp = diameter(node.right);

    int dist = lp.ht + rp.ht + 2;
    int ht = Math.max(lp.ht, rp.ht) + 1;
    int dia = Math.max(Math.max(lp.dia, rp.dia),dist);

    return new DPair(ht,dia);
}

```

Is Balanced Tree



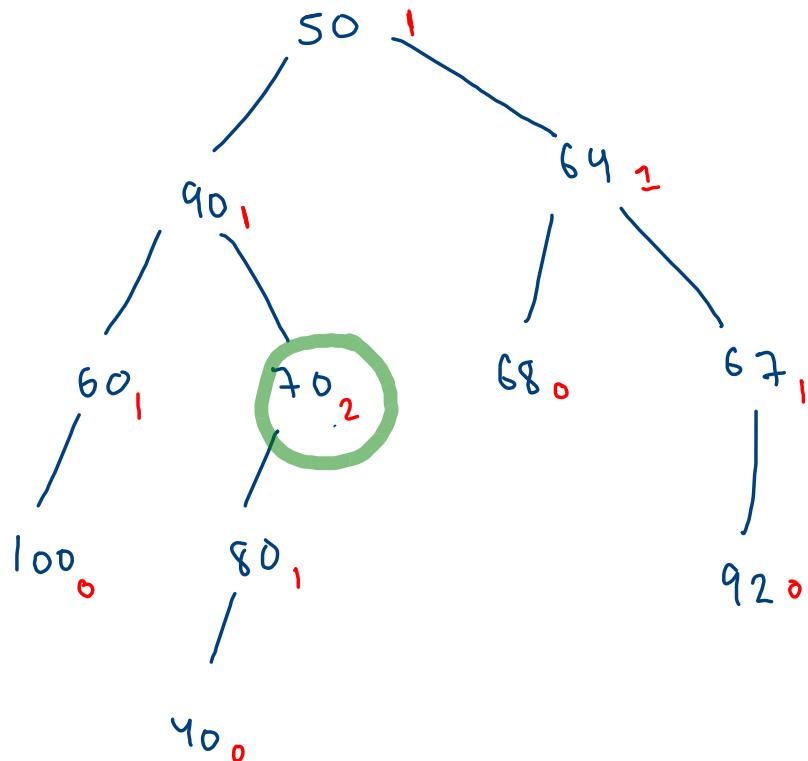
balancing factor

$$bf = |Lh - Rh|$$

A node is not balanced

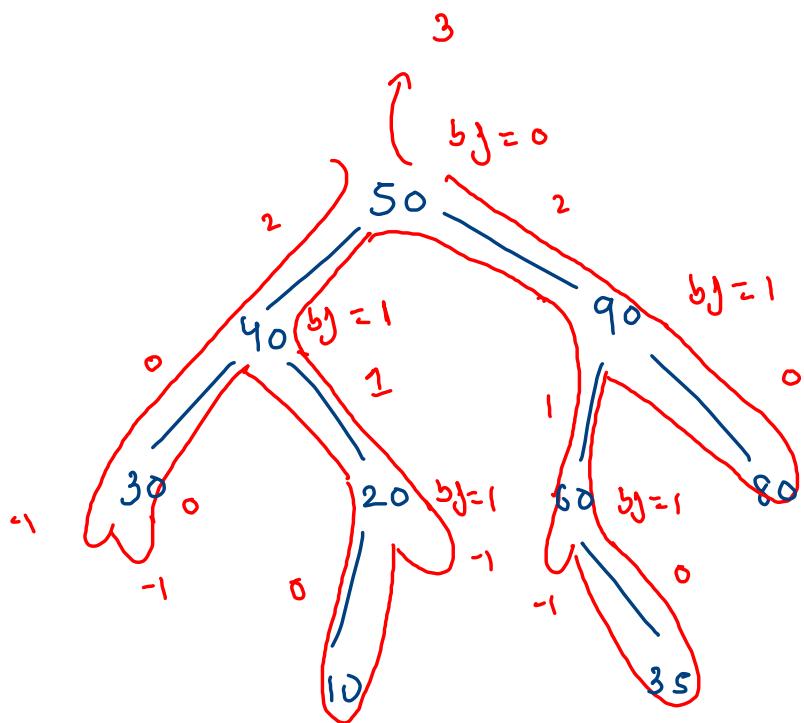
when $bf \geq 2$

A tree is balanced when all of its are balanced.



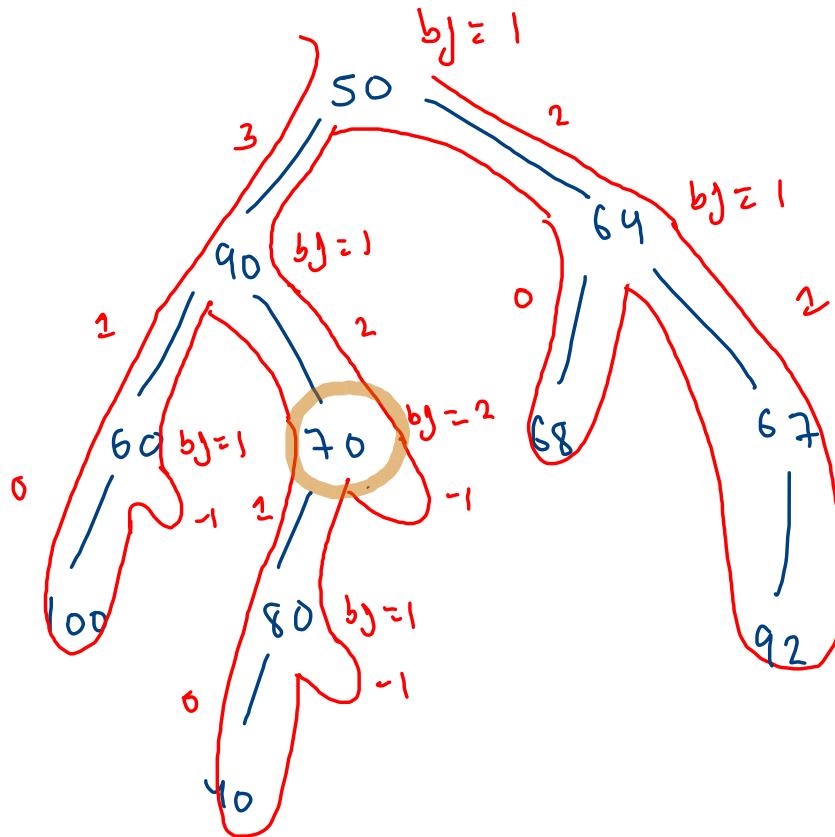
isBal = T;

isBal = T



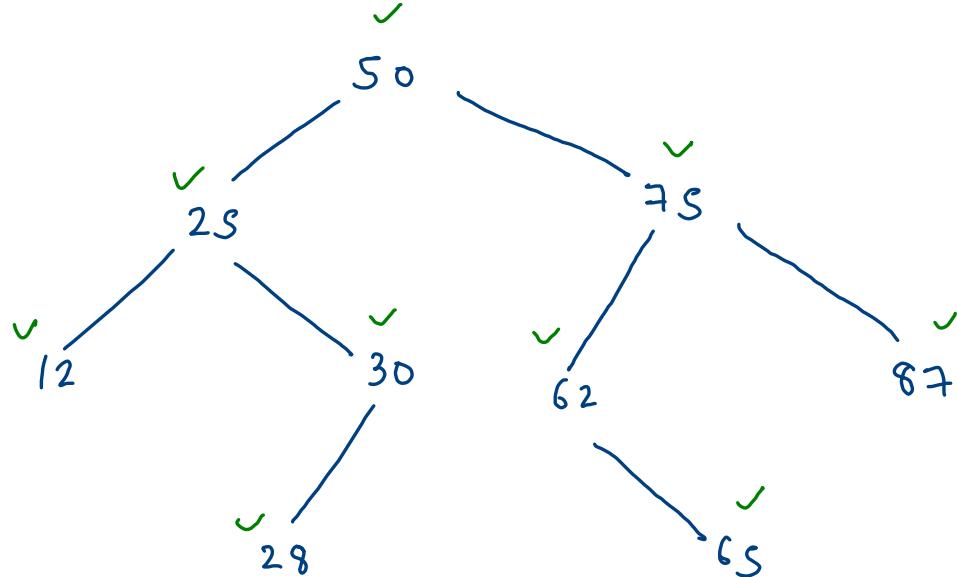
```
public static int height(Node node) {  
    if(node == null) {  
        return -1;  
    }  
  
    int lh = height(node.left);  
    int rh = height(node.right);  
  
    int bf = Math.abs(lh - rh); //balancing factor of this node  
  
    if(bf >= 2) {  
        //this node is not balanced  
        isBal = false;  
    }  
  
    return Math.max(lh,rh) + 1;  
}
```

$isBal = \text{false}$



```
public static int height(Node node) {  
    if(node == null) {  
        return -1;  
    }  
  
    int lh = height(node.left);  
    int rh = height(node.right);  
  
    int bf = Math.abs(lh - rh); //balancing factor of this node  
  
    if(bf >= 2) {  
        //this node is not balanced  
        isBal = false;  
    }  
  
    return Math.max(lh,rh) + 1;  
}
```

Is A Binary Search Tree

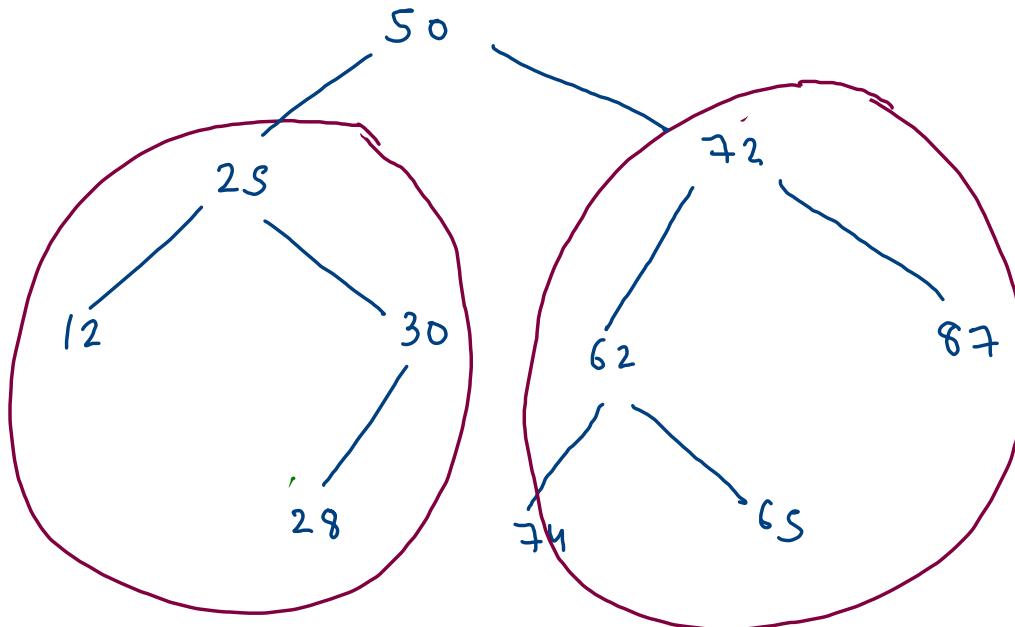


→ Node property

all nodes < node.data < all nodes
in its
left subtree
in its
right subtree

when a tree is BST :

when all nodes follows the
above property.



Pair 1

```
int min;  
int max;  
bool isBST
```

g

```

public static BSTPair isBinarySearchTree(Node node) {
    if(node == null) {
        return new BSTPair(Integer.MAX_VALUE, Integer.MIN_VALUE, true);
    }

    BSTPair lp = isBinarySearchTree(node.left);
    BSTPair rp = isBinarySearchTree(node.right);

    int min = Math.min(Math.min(lp.min, rp.min), node.data);
    int max = Math.max(Math.max(lp.max, rp.max), node.data);
    boolean isBST = (lp.isBST == true) && (rp.isBST == true) &&
                    ((lp.max < node.data) && (node.data < rp.min));
    return new BSTPair(min, max, isBST);
}

```

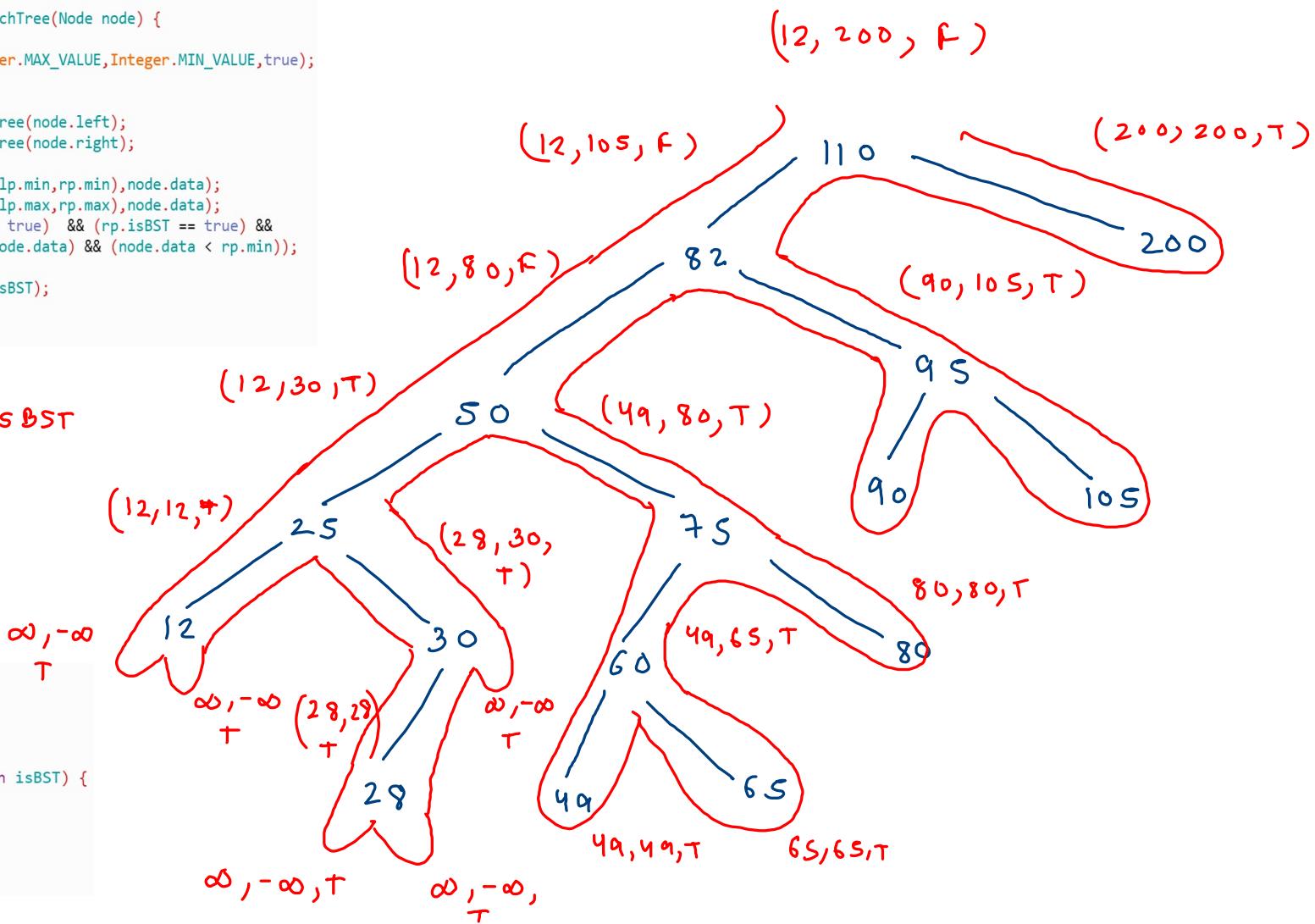
min, max, isBST

```

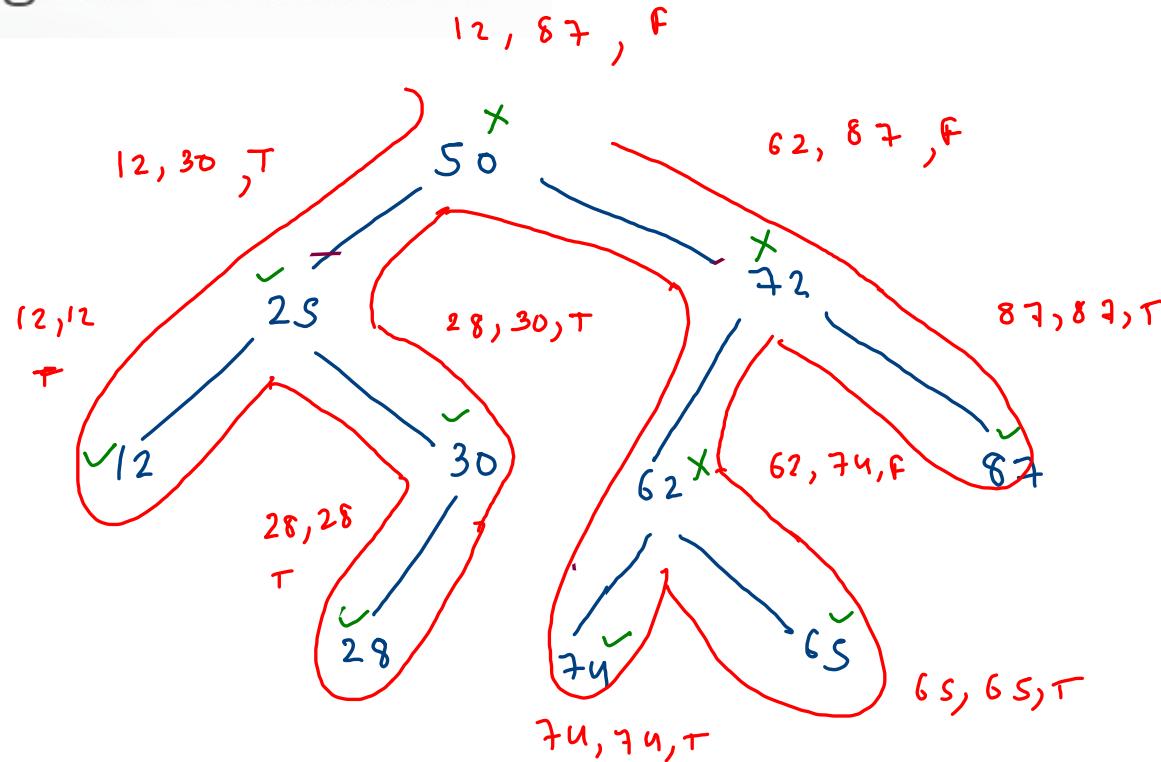
public static class BSTPair {
    int min;
    int max;
    boolean isBST;

    BSTPair(int min, int max, boolean isBST) {
        this.min = min;
        this.max = max;
        this.isBST = isBST;
    }
}

```



Largest Bst Subtree



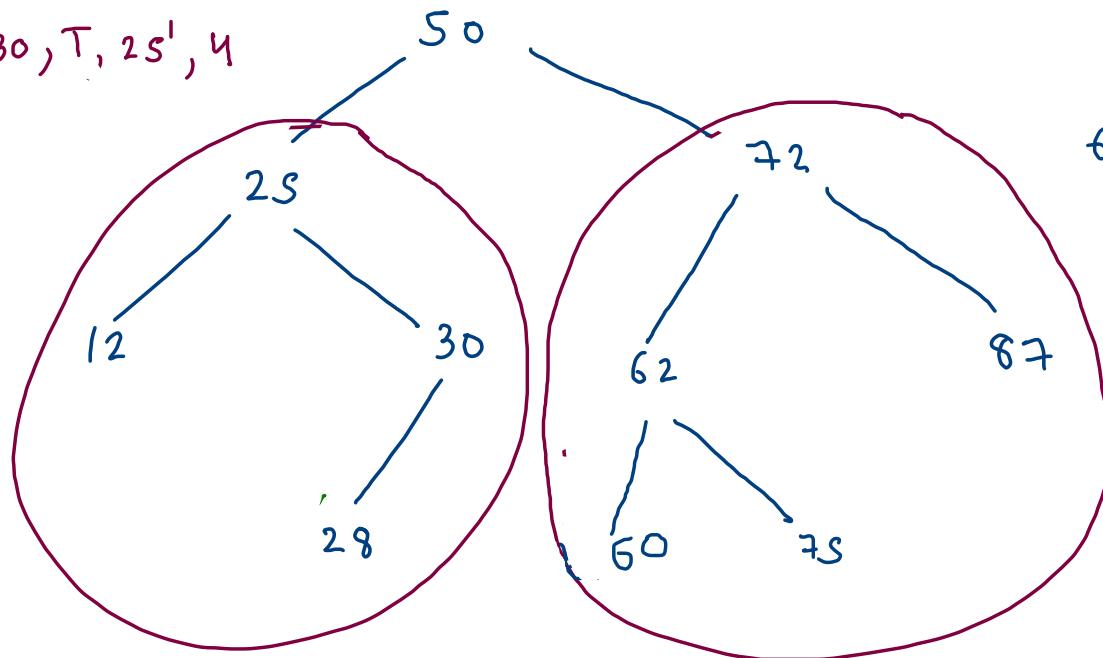
25 @ 4

Pair 1

int min;
int max;
boolean isBST;
Node bstsn
int lbstsj
↳ longest bst
subtree size

$12, 87, F, 2S^1, 4$

$12, 30, T, 2S^1, 4$



$60, 87, F, 62^1, 3$

```

int min = Math.min(Math.min(lp.min, rp.min), node.data);
int max = Math.max(Math.max(lp.max, rp.max), node.data);
boolean isBST = (lp.isBST == true) && (rp.isBST == true) &&
    ((lp.max < node.data) && (node.data < rp.min));
}

Node lbstnode = null; //largest bst subtree node
int size = 0; //largest bst subtree size

if(isBST == true) {
    //the subtree rooted at node is a bst
    lbstnode = node;
    size = lp.size + rp.size + 1;
}
else {
    if(lp.size > rp.size) {
        lbstnode = lp.node;
        size = lp.size;
    }
    else {
        lbstnode = rp.node;
        size = rp.size;
    }
}

```

