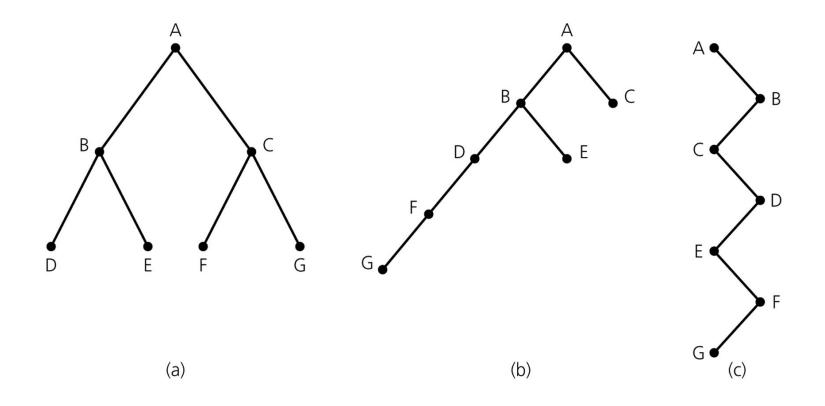
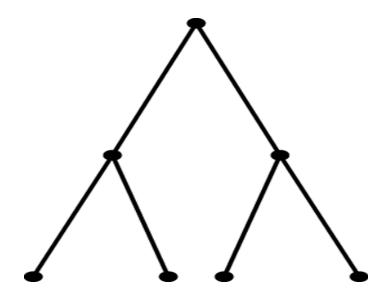
# Trees

**CSc106** 

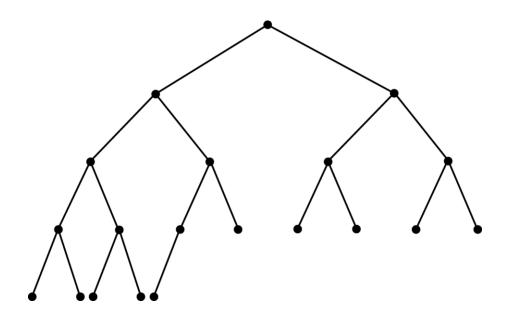
- The height of trees
  - Level of a node n in a tree T
    - If n is the root of T, it is at level 1
    - If n is not the root of T, its level is 1 greater than the level of its parent
  - Height of a tree T defined in terms of the levels of its nodes
    - If T is empty, its height is 0
    - If T is not empty, its height is equal to the maximum level of its nodes



- Full, complete, and balanced binary trees
  - Recursive definition of a full binary tree
    - If T is empty, T is a full binary tree of height 0
    - If T is not empty and has height h > 0, T is a full binary tree if its root's subtrees are both full binary trees of height h 1



- Complete binary trees
  - A binary tree T of height h is complete if
    - All nodes at level h 2 and above have two children each, and
    - When a node at level h 1 has children, all nodes to its left at the same level have two children each, and
    - When a node at level h 1 has one child, it is a left child



- Balanced binary trees
  - A binary tree is balanced if the height of any node's right subtree differs from the height of the node's left subtree by no more than 1
- Full binary trees are complete
- Complete binary trees are balanced

### Number of Nodes (n) vs Height (h)

#### For Full Binary Trees:

 $h = \log_2(n+1)$  or  $n = 2^h - 1$ 

### For *Complete Binary Trees*:

 $ightharpoonup h \leq \log_2(n+1)$  or  $h = \lceil \log_2(n+1) \rceil$ 

### For *Balanced Binary Trees*:

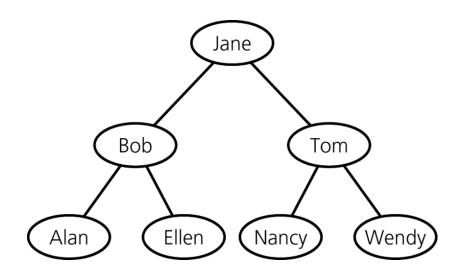
 $\rightarrow$  h  $\leq \log_2(n+1)$ 

### Binary Search Tree

A binary tree that has the following properties for each node n

- n's value is greater than all values in its left subtree  $\mathsf{T}_\mathsf{L}$
- n's value is less than all values in its right subtree  $\mathsf{T}_{\mathsf{R}}$
- Both  $T_L$  and  $T_R$  are binary search trees

Construct BST for: 60,20,70,10,50,30,40



### Traversals of a Binary Tree

- A traversal algorithm for a binary tree visits each node in the tree
- Big O run-time for a Traversal?
- Recursive traversal algorithms (examples on next slide)
  - Preorder traversal
  - Inorder traversal
  - Postorder traversal

### Binary Tree Traversal

#### DisplayInPreOrder(binTree)

- ➤ if (binTree not empty)
  - > display data in root of binTree
  - ➤ DisplayInPreOrder(left subtree of binTree)
  - ➤ DisplayInPreOrder(right subtree of binTree)

#### DisplayInPostOrder(binTree)

- ➤ if (binTree not empty)
  - ➤ DisplayInPostOrder(left subtree of binTree)
  - ➤ DisplayInPostOrder(right subtree of binTree)
  - > display data in root of binTree

#### DisplayInOrder(binTree)

- ➤ if (binTree not empty)
  - ➤ DisplayInOrder(left subtree of binTree)
  - display data in root of binTree
  - ➤ DisplayInOrder(right subtree of binTree)