

Binary Tree Data Structure

Data Structures for Computer Professionals

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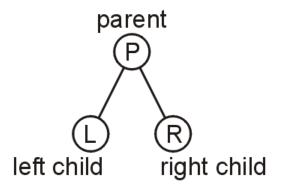
What is Binary Tree?



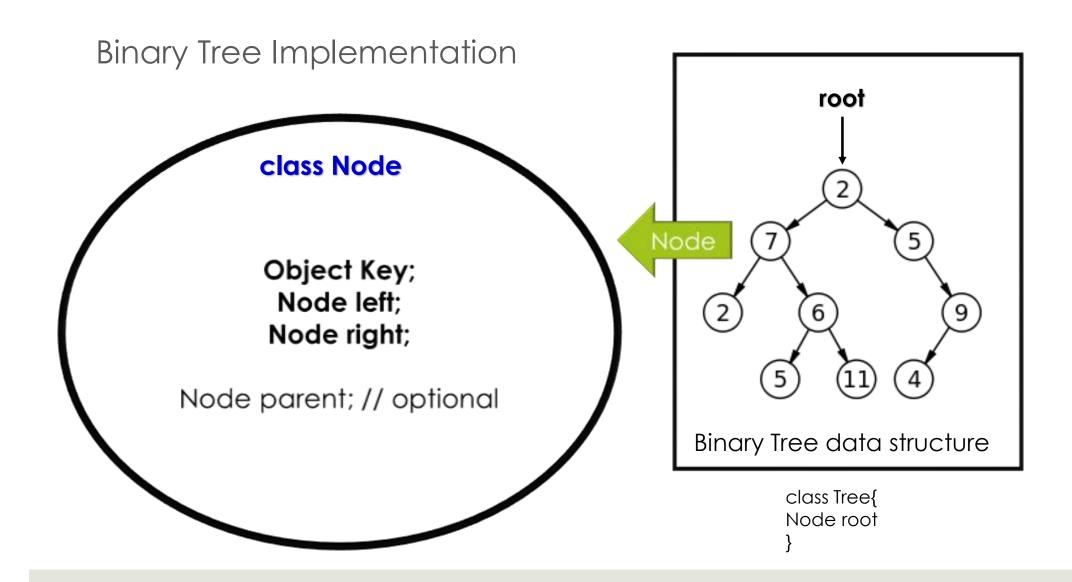
Definition

A binary tree is a restriction where each node has at most two children:

- Each child is either empty or another binary tree
- This restriction allows us to label the children as *left* and *right* subtrees



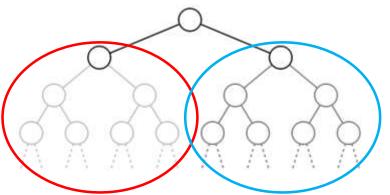
Implementation is super easy



Sub-trees

A binary tree can have two sub-trees:

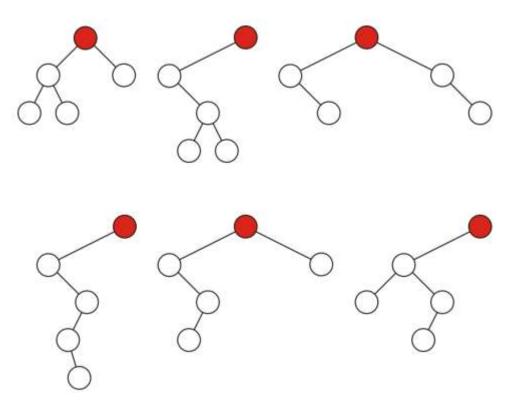
- The left-hand sub-tree, and
- The right-hand sub-tree



Binary Trees with 5 nodes

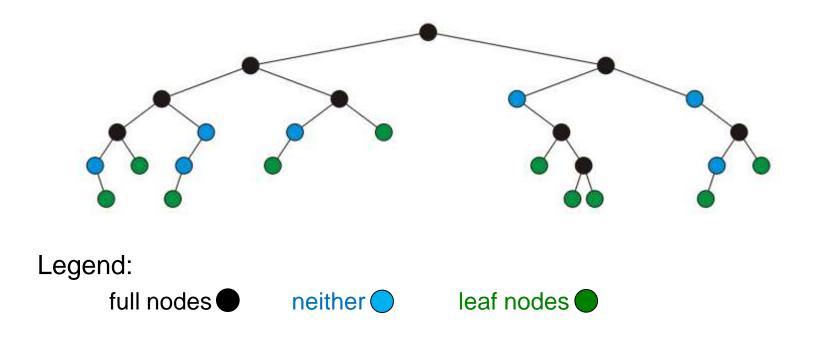
Sample variations on binary trees with five nodes:

Root node -> red node



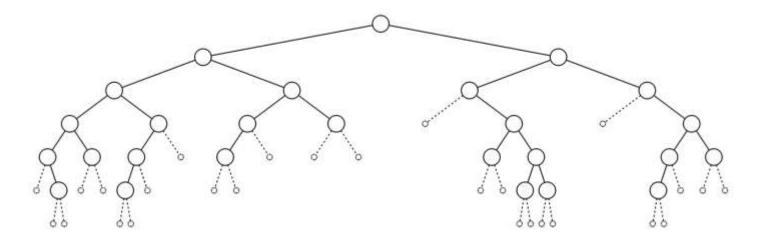
Full nodes

A *full* node is a node where both the left and right sub-trees are nonempty trees



Empty node

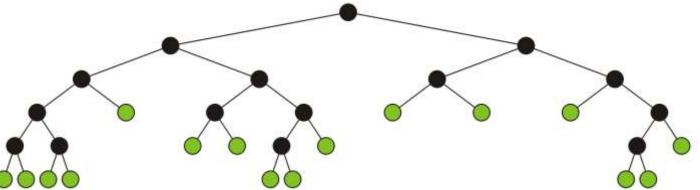
An *empty node* or a *null sub-tree* is any location where a new leaf node could be appended



Full binary tree

A full binary tree is where each node is:

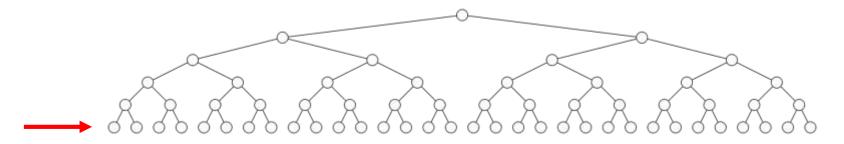
- A full node, or
- A leaf node



Perfect Binary Tree

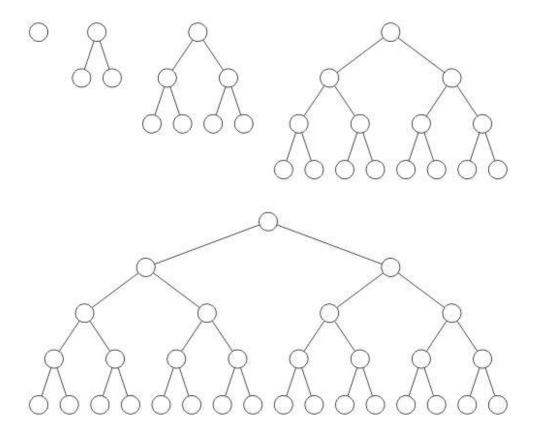
Standard definition:

- A perfect binary tree of height h is a binary tree where
 - All leaf nodes have the same depth *h*
 - All other nodes are full



Examples

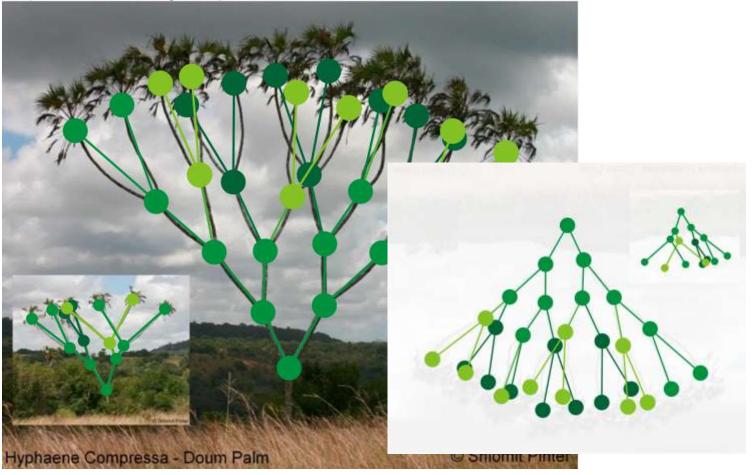
Perfect binary trees of height h = 0, 1, 2, 3 and 4



Examples

Perfect binary trees of height h = 3 and h = 4

Note they're the wrong-way up...



Perfect binary tree is not practical

Search runtime for a key in a "binary search tree" has O(tree depth)

Thus, a perfect binary search tree guarantee to have runtime searching of $\Theta(log_2N)$

A perfect binary tree has ideal properties but restricted in the number of nodes: $n = 2^h - 1$

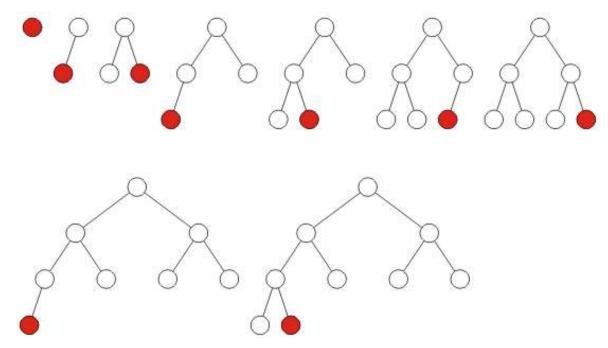
1, 3, 7, 15, 31, 63, 127, 255, 511, 1023,

A perfect binary tree is not practical

Complete Binary Tree

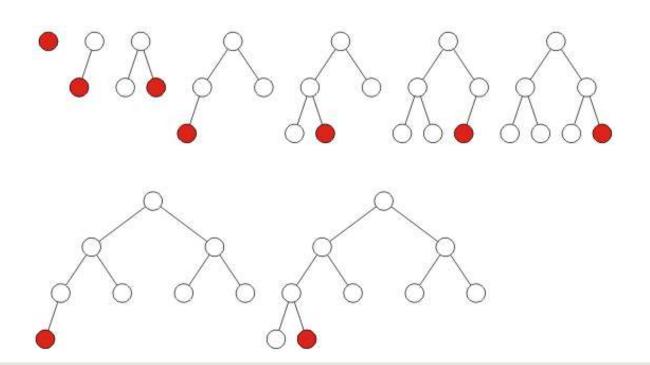
A complete binary tree is a binary tree in which every level, except the last, is completely filled, and all nodes are as far left as possible.

A complete binary tree filled at each depth from left to right: (The order is identical to that of a breadth-first traversal)

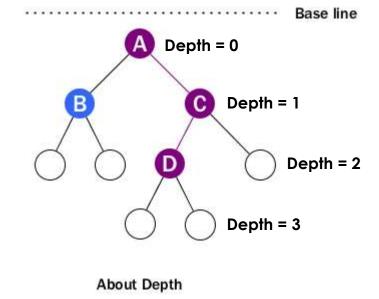


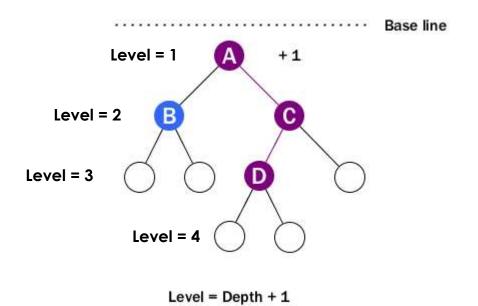
Height of Complete Binary Tree

- What is the height of Complete Binary Tree with n nodes?
- \square $\lfloor \log_2(n) \rfloor$



Level vs Depth



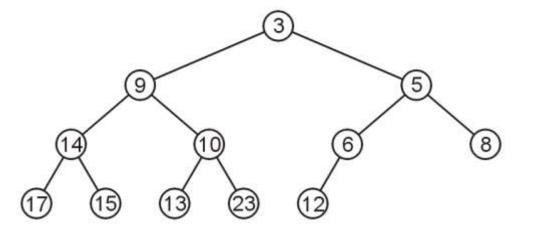


Review: What are Perfect Binary Tree, Complete Binary Tree, Full Binary Tree?

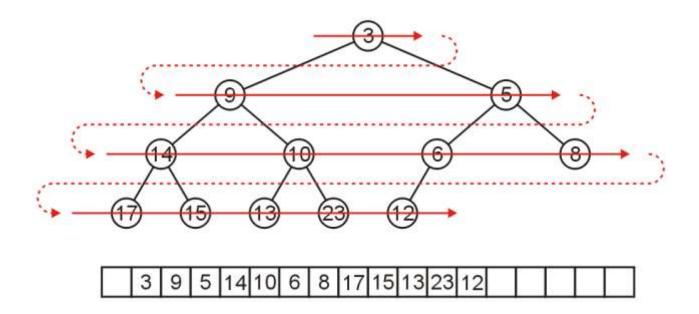
- □ Full Binary Tree:
 - A BT with every node is either full node or leaf node
 - Full node = a node with max children (2 children)
- Perfect Binary Tree:
 - A BT with all leave nodes have the same depth AND all the internal nodes are full
- □ Complete Binary Tree:
 - A BT with which every level, except the last, is completely filled, and all nodes are as far left as possible.

We are able to store a complete tree as an array

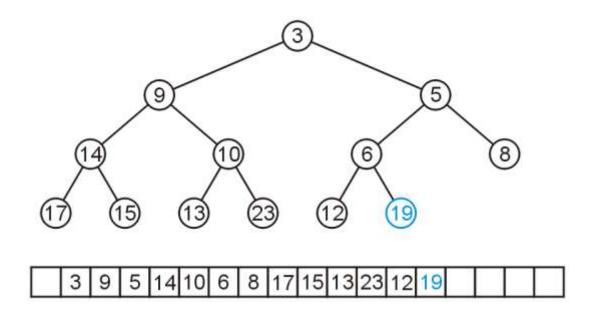
Traverse the tree in breadth-first order, placing the entries into the array



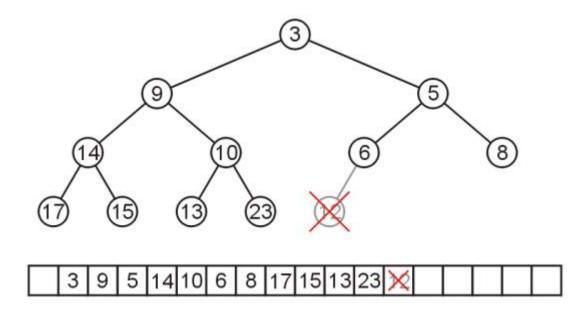
We can store this in an array after a quick traversal:



To insert another node while maintaining the complete-binary-tree structure, we must insert into the next array location

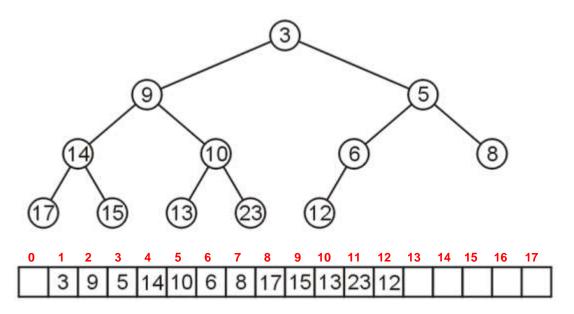


To remove a node while keeping the complete-tree structure, we must remove the last element in the array



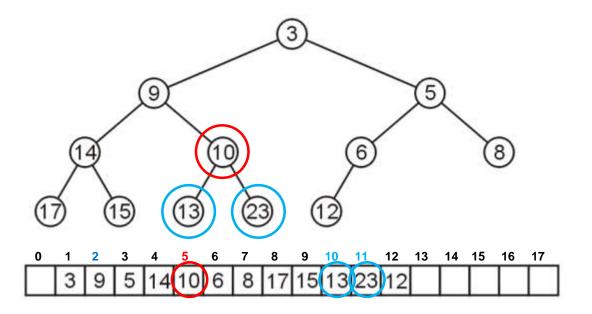
Leaving the first entry blank yields a bonus

- The left child of a node with index k is indexed at 2k
- The right child is indexed at 2k + 1
- The parent is indexed at $floor(k \div 2)$



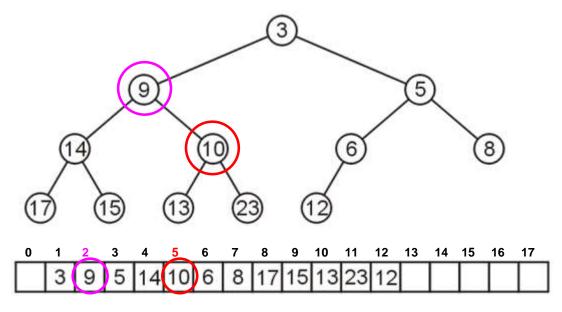
For example, node 10 has index 5:

Its children 13 and 23 have indices 10 and 11, respectively



For example, node 10 has index 5:

- Its children 13 and 23 have indices 10 and 11, respectively
- Its parent is node 9 with index 5/2 = 2



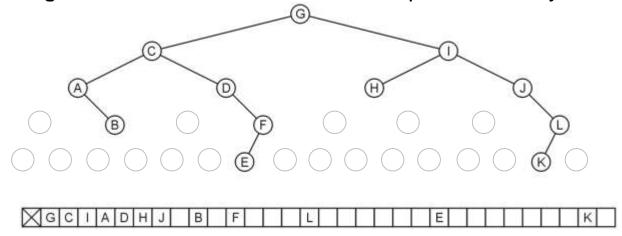
Array Implementation for Any Tree?

Question: why not store any tree as an array using breadth-first traversals?

There is a significant potential for a lot of wasted memory

Consider this tree with 12 nodes would require an array of size 32

Adding a child to node K doubles the required memory



Array Implementation for Any Tree?

