

# Morris Traversal (Inorder)

## Concept of Morris Traversal (Inorder):

Normally, inorder traversal (left → root → right) uses recursion or a stack. But Morris traversal uses **threading**: it temporarily modifies the tree to avoid stack/recursion and achieves  **$O(1)$  space complexity**.

## Key idea:

- For each node, if **left** child exists:
  - Find its **inorder predecessor** (rightmost node in left subtree).
  - Make its **right** point to current node (create a thread).
  - Move current to left child.
- If **left** doesn't exist:
  - Visit the node, move to **right**.

When visiting the threaded node again:

- Remove the thread (restore original tree structure).
- Visit current node, go to right.

## Example Tree:

Let's dry run on this tree:

```
  4
 / \
2   5
/\ 
1  3
```

Inorder Traversal should be: **1 2 3 4 5**



## Code Explanation + Dry Run:

```
vector<int> inorderTraversal(TreeNode* root) {  
    vector<int> ans;  
    TreeNode* c = root; // current node  
    while(c != NULL){
```

Start at root (4):



### First Iteration (c = 4):

- 4 has left child → go to left (2), find its **rightmost**:
  - 2 → right = 3 (3 has no right), so 3 is predecessor.
- `p→right` is NULL → make thread `3→right = 4`
- move `c = c→left` → `c = 2`



### Second Iteration (c = 2):

- 2 has left → go to left (1), find rightmost (1 itself)
- `p→right` is NULL → make thread `1→right = 2`
- move `c = c→left` → `c = 1`



### Third Iteration (c = 1):

- 1 has no left → `ans.push_back(1)` → `ans = [1]`
- move `c = c→right` → c = 2 (threaded)



### Fourth Iteration (c = 2):

- 2 has left (1), go to rightmost of 1 → p = 1
- `p→right == c` → Thread exists → remove `1→right = NULL`
- `ans.push_back(2)` → `ans = [1, 2]`
- move `c = c→right` → `c = 3`

### Fifth Iteration (c = 3):

- 3 has no left → `ans.push_back(3)` → `ans = [1, 2, 3]`
- move `c = c→right` → `c = 4` (threaded)

### Sixth Iteration (c = 4):

- 4 has left (2), go to rightmost in left (3)
- `p→right == c` → Thread exists → remove it
- `ans.push_back(4)` → `ans = [1, 2, 3, 4]`
- move `c = c→right` → `c = 5`

### Seventh Iteration (c = 5):

- 5 has no left → `ans.push_back(5)` → `ans = [1, 2, 3, 4, 5]`
- move `c = c→right` → `c = NULL`

### Final Output:

```
return ans; // [1, 2, 3, 4, 5]
```

### Summary Flow:

1. Go left till null, while making threads
2. When you hit null or a threaded node:
  - Visit node
  - Restore right pointer if needed
  - Go right



## Morris Inorder Traversal – Full Code with Dry Run

```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *     int val;
 *     TreeNode *left;
 *     TreeNode *right;
 *     TreeNode() : val(0), left(nullptr), right(nullptr) {}
 *     TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
 *     TreeNode(int x, TreeNode *left, TreeNode *right) : val(x), left(left), right(right) {}
 * };
 */
class Solution {
public:
    vector<int> inorderTraversal(TreeNode* root) {
        vector<int> ans;
        TreeNode* c = root; // current node
        while(c != NULL){
            if(c->left != NULL){
                TreeNode* p = c->left;
                while(p->right != NULL && p->right != c){
                    p = p->right;
                }
                if(p->right == NULL){
                    // Threading: link rightmost of left subtree to current
                    p->right = c;
                    c = c->left;
                }
            }
            else{
                // Thread already exists: remove and visit node
                p->right = NULL;
                ans.push_back(c->val);
            }
        }
    }
};
```

```

        c = c→right;
    }
}
else{
    // No left child: just visit and go right
    ans.push_back(c→val);
    c = c→right;
}
}
return ans;
}
};


```

## Morris Inorder Traversal Ka Basic Idea (Hinglish mein)

### Bina Recursion ya Stack ke Inorder Traversal kaise karein?

- Agar kisi node ka **left child hai**, to uska **inorder predecessor** (left subtree ka rightmost node) dhoondo.
- Us predecessor ke **right** pointer ko temporarily current node par point kara do (thread banao).
- Left subtree me jao.
- Jab wapas aate ho (via thread), to:
  - Thread tod do.
  - Node ko visit karo (value push\_back).
  - Right subtree me jao.
- Agar left child nahi hai:
  - Visit karo aur right me jao.

 **Time Complexity:**  $O(n)$

 **Space Complexity:**  $O(1)$  (kyunki koi stack nahi use kiya)



## Example Tree:

```
  4
 / \
2   5
 / \
1   3
```

Inorder (Left → Root → Right): 1 2 3 4 5



## Dry Run – Step by Step



### First Iteration (c = 4)

- Left child hai → 2
- Rightmost in left = 3
- 3 ka right NULL hai → thread banao: 3→right = 4
- Move to left → c = 2



### Second Iteration (c = 2)

- Left child hai → 1
- Rightmost in left = 1
- 1 ka right NULL → 1→right = 2 (thread)
- Move to left → c = 1



### Third Iteration (c = 1)

- No left → Visit 1 → ans = [1]
- Move to right → c = 2 (threaded)



### Fourth Iteration (c = 2)

- 1 ka thread exists → Remove it

- Visit 2 → ans = [1, 2]
  - Move to right → c = 3
- 

### Fifth Iteration (c = 3)

- No left → Visit 3 → ans = [1, 2, 3]
  - Move to right → c = 4 (threaded)
- 

### Sixth Iteration (c = 4)

- 3 ka thread exists → Remove it
  - Visit 4 → ans = [1, 2, 3, 4]
  - Move to right → c = 5
- 

### Seventh Iteration (c = 5)

- No left → Visit 5 → ans = [1, 2, 3, 4, 5]
  - Move to right → c = NULL
- 



## Final Output:

```
return ans; // [1, 2, 3, 4, 5]
```

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## Overall Flow (Summary in Hinglish):

- 1 Left subtree me jaate jao, rightmost node dhoondo
  - 2 Thread banao: rightmost node → current node
  - 3 Jab thread dikh jaye, uska matlab left ho chuka hai traverse
  - 4 Thread tod do, node visit karo
  - 5 Right subtree me chale jao
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