

Discrete Lecture # 27

- Trees

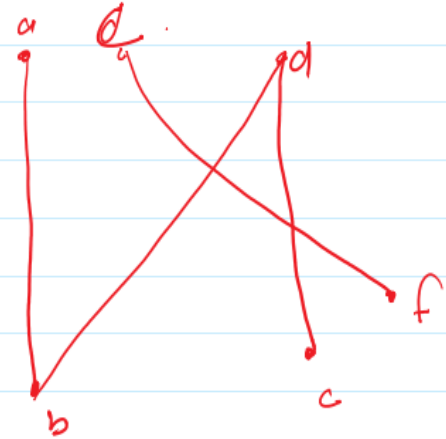
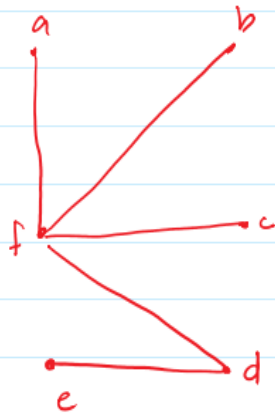
- Undirected
- Connected
- No simple Circuit

Trees .

1- Undirected .

2- Connected .

3- No Simple Circuit .



- Rooted Tree :

- Tree with one vertex as root and other vertices are directed away from it

Rooted Tree:- A tree in which one vertex is designated as the root & every edge is directed away from it.



Parent:- U is the parent of v .
the edge starts from U & ends at v .

Child:- U is the child of v .
the edge starts with v & ends at U .

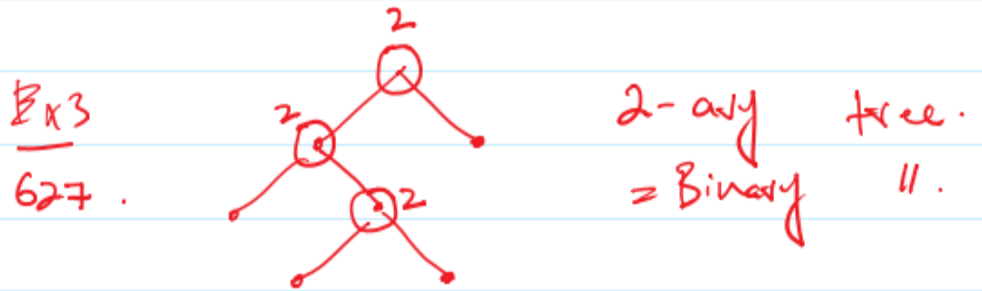
Sibling:- Vertices having common parent.

■ M-Array Tree

- The tree that can have maximum of M number of leaf nodes or childs

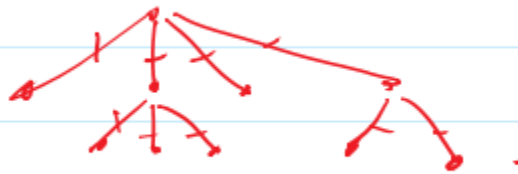
m-ary:- if every internal vertex has no more than m children

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- For example 2-array tree



• Theorem :

- A tree with n vertices will have $n-1$ edges



- Tree has 10 vertices and 9 edges
- N vertices (10 vertices)
- $N-1$ edges (10 - 1 edges)

• Full n - array tree

- Every parent has n childs
- Theorem :

Theorem :-
Pg 30

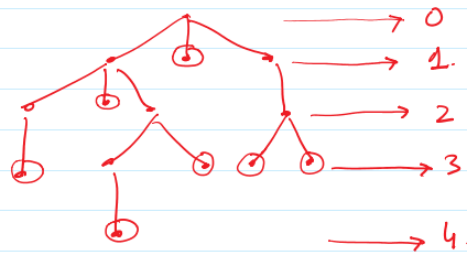
A full m -ary tree with i internal vertices.
Contain $n = mi + 1$.



$$n = 3 \times 3 + 1 = 10.$$

• Height of a tree :

Height of a tree :-



Height = 4.

Balanced tree = 4.

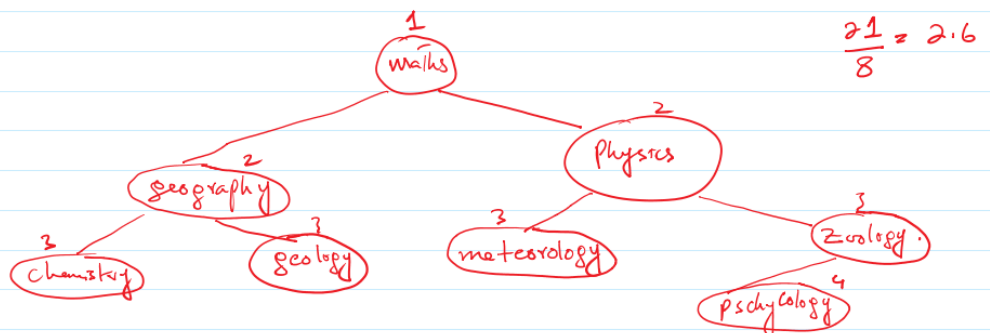
● BINARY SEARCH TREE (BST)

- Make the first root
- Now when you insert another word if it is lesser than the root insert at left or insert at right
- If the level is filled do it further more with the same rules

Applications:-

1- Binary Search tree.

[mathematics, physics, geography, zoology, meteorology, geology, psychology, chemistry]



● HUFFMAN ENCODING :

- Write all the vertices and its probability , then add the two minimum probability vertices and make rooted tree out of it ,

- Keep the process going until you make one whole rooted tree and the probability of root vertex becomes 1

Huffman Coding:-

0.08
A

0.10
B

0.12
C

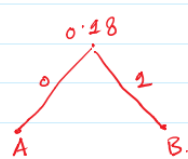
0.15
D

0.20
E

0.35
F

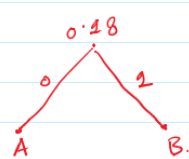
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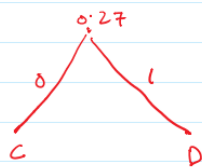


0.2
E

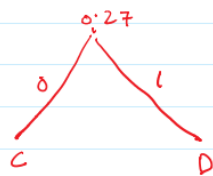
0.35
F



0.2
E



0.35
F



0.35
F

