

Module Code: CSE401

Session 12a: Tress

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Objectives

- Explain tree terminology and concepts
- Binary tree traversals



Contents

- Trees
- Binary trees
- Tree traversals



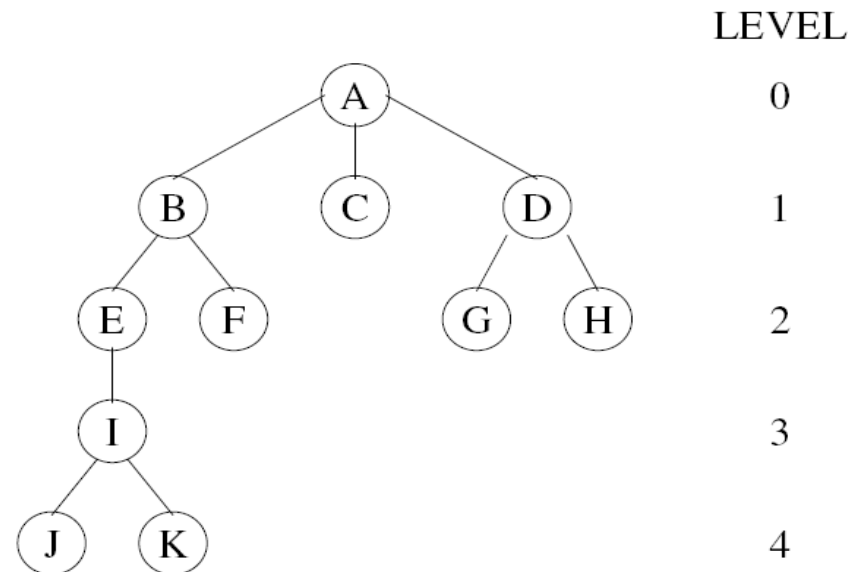
Trees

- Trees in Computer Science terminology refer to hierarchical structured data representations
- Trees consist of *nodes* with a parent-child relation



Tree Data Structures

- Tree has *root* at the top and branches grown *down* ending in *leaves*
- Each link in the root node refers to a child
- The left child is the first node in the left subtree
- Right child is the first node in the right subtree



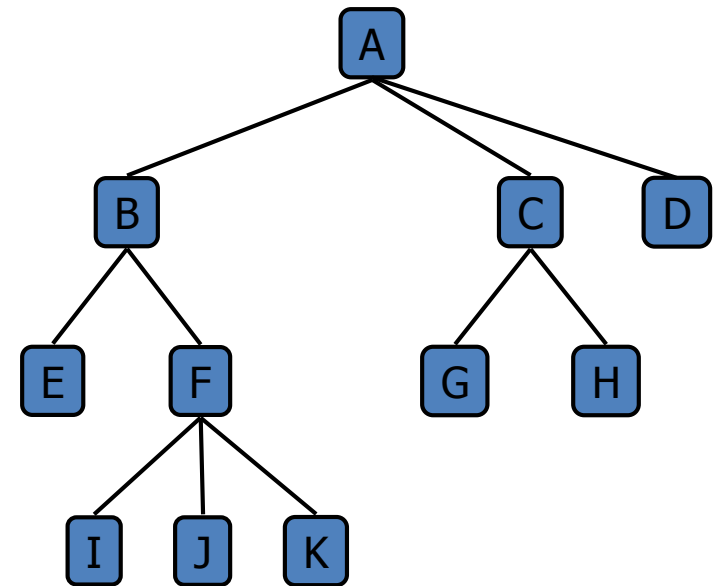
Terminology

- **Root:** A node without a parent
- **Internal Node:** A node with at least one child
- **Leaf (or External Node):** A node without a child
- **Ancestor of a node:** Parent, grand-parent, grand-grand-parent, etc.
- **Descendent of a node:** Child, grand-child, great-grand-child, etc.
- **Depth of a node:** Number of ancestors of the node
- **Height of the Tree:** Maximum depth of any node in the Tree



Example of a Tree

- *root* is node A
- *Internal* (branch) nodes are nodes A, B, C, F
- *External* nodes (*leaves*) are nodes E, I, J, K, G, H, D
- *Depth* of node F is 2
- *Height* of T is 3
- *Ancestors* of node H are C and A
- *Children* of node A are B, C and D
- Nodes B, C and D are *siblings*
- *Descendants* of node B are E, F, I, J and K



Tree Traversal

- The fundamental *algorithm* on Trees is Traversal
 - Visit each node of the Tree
 - Optionally perform some operation during each visit
- Types of Tree traversals
 1. Preorder traversal
 2. Postorder traversal
 3. Inorder traversal



Preorder Traversal

- Each node is visited before all of its descendants
- The steps for a preOrder traversal
 1. Process the value in the node
 2. Traverse the left subtree preorder
 3. Traverse the right subtree preorder
- The value in each node is processed as the node is visited
- Useful for prefix expression evaluation and processing structured documents (e.g., XML)



Postorder Traversal

- Each node is visited *after* its descendents
- The steps for a postOrder traversal
 1. Traverse the left subtree postOrder
 2. Traverse the right subtree postOrder
 3. Process the value in the node
- The value in each node is not printed until the values of its children are printed
- Useful for postfix expression evaluation and accumulation of values at ancestor nodes (*e.g.*, hierarchical disk usage information)



Inorder Traversal

- The steps for an inOrder traversal
 1. Traverse the left subtree inOrder
 2. Process the value in the node
 3. Traverse the right subtree inOrder
- The value in a node is not processed until the values in its left subtree are processed
- The inOrder traversal of a binary search tree prints the node values in ascending order



Traversal - Example

- Preorder

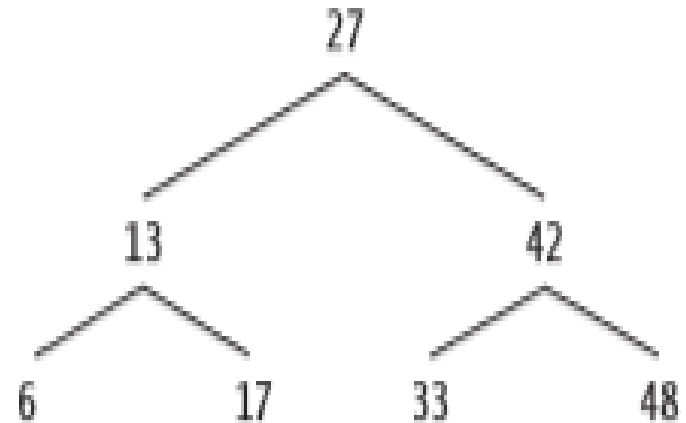
27 13 6 17 42 33 48

- Postorder

6 17 13 33 48 42 27

- Inorder

6 13 17 27 33 42 48



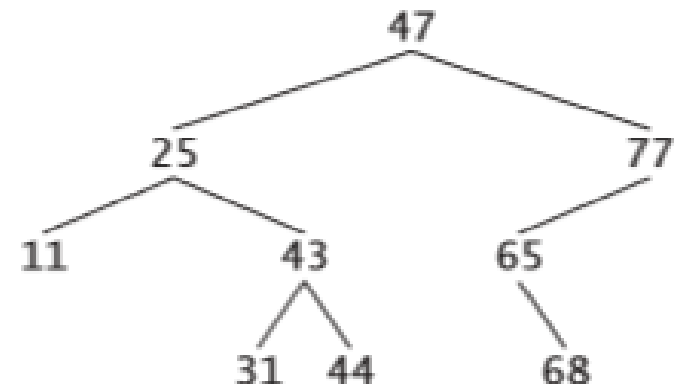
Binary Trees

- Each node has at most two children
 - Left child and right child
- Alternative *recursive definition*
 - A Binary Tree is either a Tree with a single node
Or
 - A Tree whose root has an ordered pair of children, each of which is a Binary Tree
- Applications
 - Binary (*e.g.*, arithmetic) expression evaluation
 - Binary search algorithms
 - Compilers use binary tree to store data and retrieve data



Binary Search Tree

- A binary search tree (with no duplicate node values)
 - Values in any left subtree are less than the value in its parent node
 - Values in any right subtree are greater than the value in its parent
- The shape of the binary search tree that corresponds to a set of data can vary, depending on the order in which the values are inserted into the tree



Code for creating a node

```
struct node {  
    int data;  
    struct node *lchild, *rchild;  
};
```

Crating new node:

```
node *get_node() {  
    node *temp;  
    temp = (node *) malloc(sizeof(node));  
    temp->lchild = NULL;  
    temp->rchild = NULL;  
    return temp;  
}
```



To insert elements into node

```
void insert(node *root, node *new_node) {  
    if (new_node->data < root->data) {  
        if (root->lchild == NULL)  
            root->lchild = new_node;  
        else  
            insert(root->lchild, new_node);  
    }  
  
    if (new_node->data > root->data) {  
        if (root->rchild == NULL)  
            root->rchild = new_node;  
        else  
            insert(root->rchild, new_node);  
    }  
}
```



Binary Tree traversal

Inorder traversal

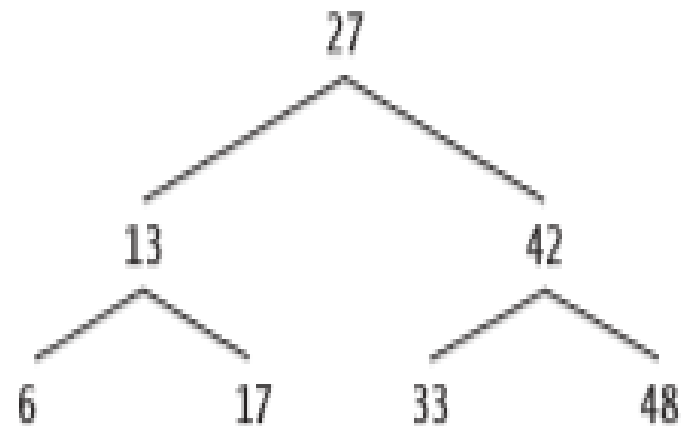
```
void inorder(node *temp) {  
    if (temp != NULL) {  
        inorder(temp->lchild);  
        printf("%d", temp->data);  
        inorder(temp->rchild);  
    }  
}
```

Pre_order traversal:

```
void preorder(node *temp) {  
    if (temp != NULL) {  
        printf("%d", temp->data);  
        preorder(temp->lchild);  
        preorder(temp->rchild);  
    }  
}
```

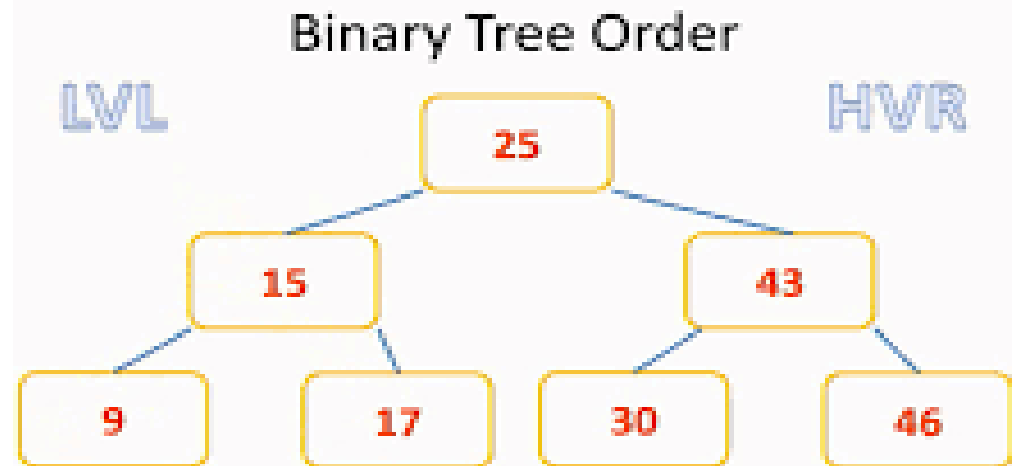
Post_order traversal:

```
void postorder(node *temp) {  
    if (temp != NULL) {  
        postorder(temp->lchild);  
        postorder(temp->rchild);  
        printf("%d", temp->data);  
    }  
}
```



Binary Tree Sort

- Let's imagine we are given array of numbers
25, 15, 43, 30, 46, 9, 17
- We are simply ordering numbers according to less value to the left and higher value to the right.



- Finally we get sorted array of numbers
9, 15, 17, 25, 30, 43, 46 (Inorder traversal)



Binary Tree Sort

- Sort the given array of names using binary tree sort.

Joe, harry, kevin, sally, Lyn, Dave, Freddie

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



Summary

- Basics of Concepts and terminology of trees such as parent, child, root, branch, degree, out-degree, in-degree are discussed
- Three binary tree traversals are:
 - Inorder
 - Preorder
 - postorder
- A binary tree is a tree in which no node can have more than two subtrees; the maximum outdegree for a node is two.

