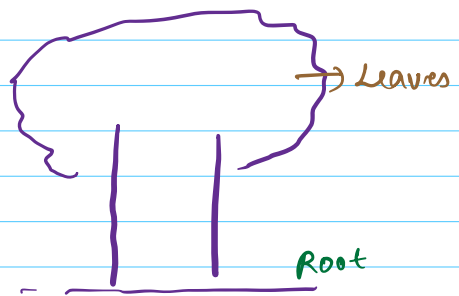
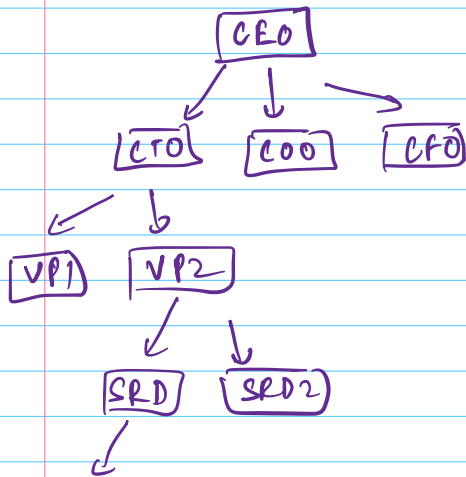


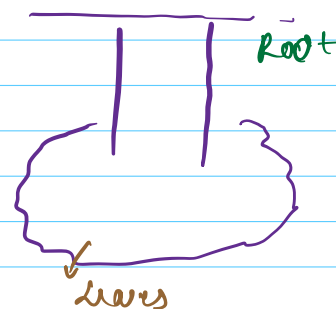
28/7/2023

Trees - 1

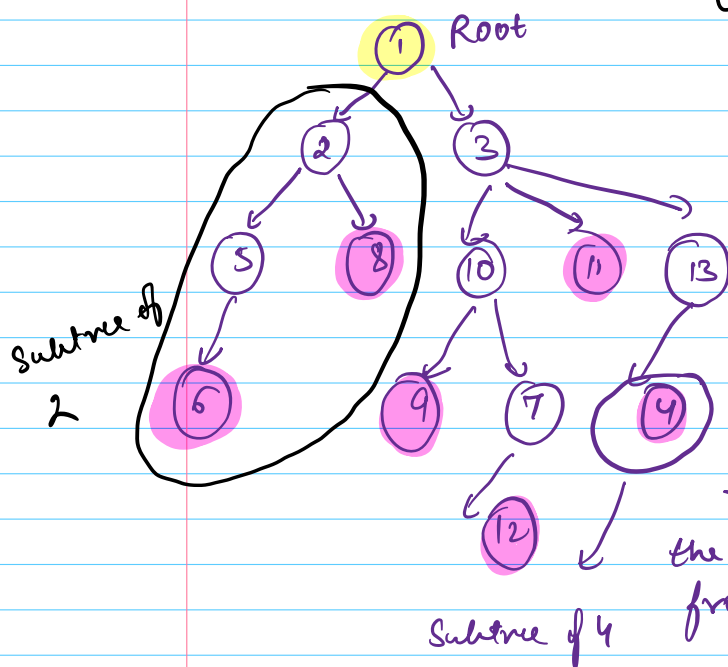
Hierarchical data structure



→ In CS



Trees



node
edge

$x \rightarrow$ parent of y
 $y \rightarrow$ child of x

leaf \rightarrow Nodes without any children

Subtree \rightarrow For any node x , all

the nodes that can be travelled from x are part of subtree of x .

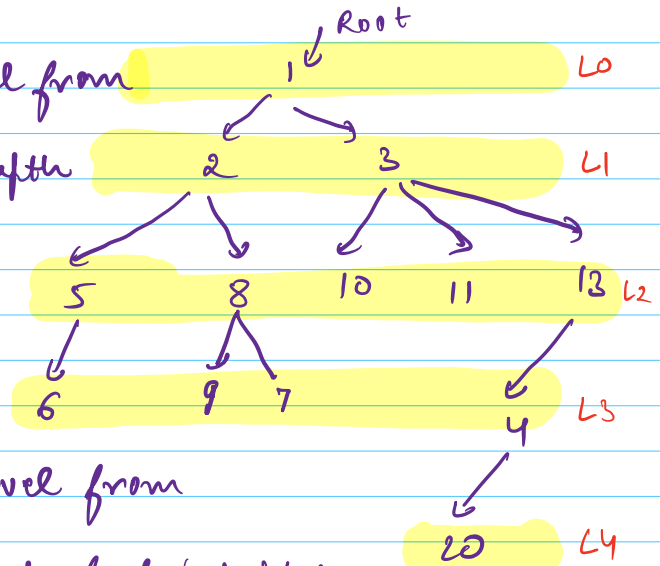
Can root become a leaf node?

Yes, in case of single node. (1 node)

Depth \rightarrow # edges to travel from

root to reach x is depth of x .

depth (root) = 0



Height \rightarrow # edges to travel from

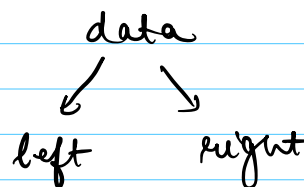
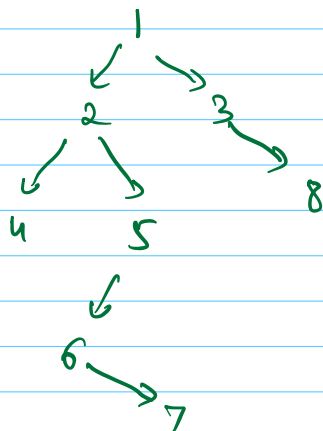
x to reach the farthest leaf is height of x .

Height of tree = height (root) = 4

height (leaf) = 0

Binary tree :- Max # children for any node = 2.

{0, 1, 2}

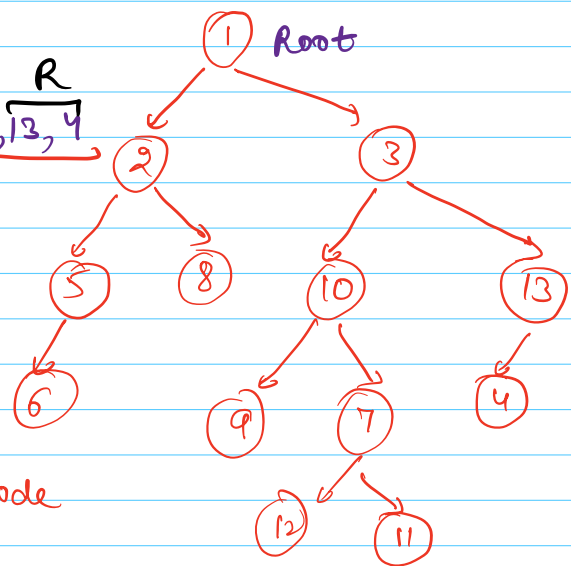
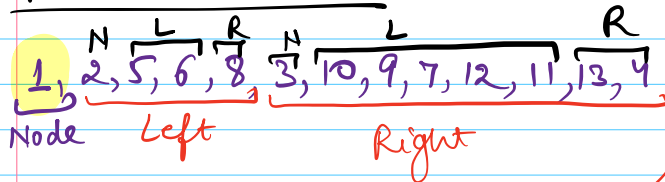


```
class Node {
    int data
    Node left;
    Node right;
}
```

Traversal in Binary tree

- | | | | |
|----------------|--------------|-------|-------|
| 1> Preorder | Node | Left | Right |
| 2> Inorder | Left | Node | Right |
| 3> Postorder | Left | Right | Node. |
| 4> Level order | → next class | | |

Preorder traversal

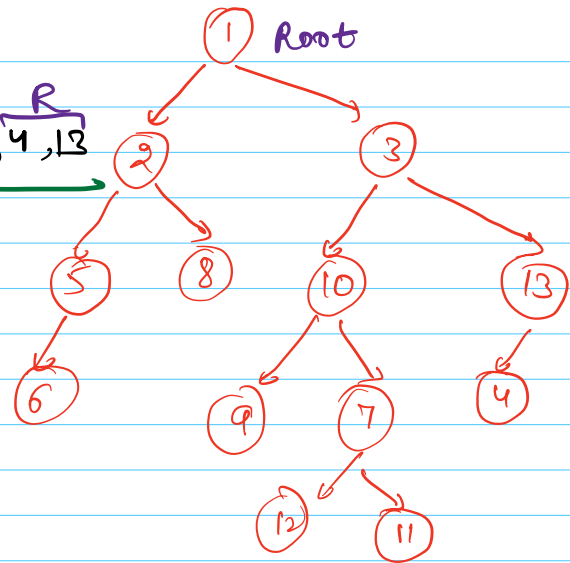
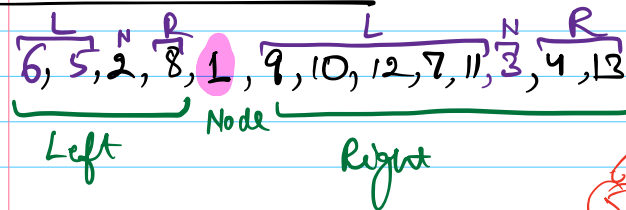


```

void preorder (root) {
    if (root == NULL) return;
    print (root.data);
    preorder (root.left);
    preorder (root.right);
}
  
```

}

2> Inorder traversal



```
void inorder (root) {
```

```
    if (root == NULL) return;
```

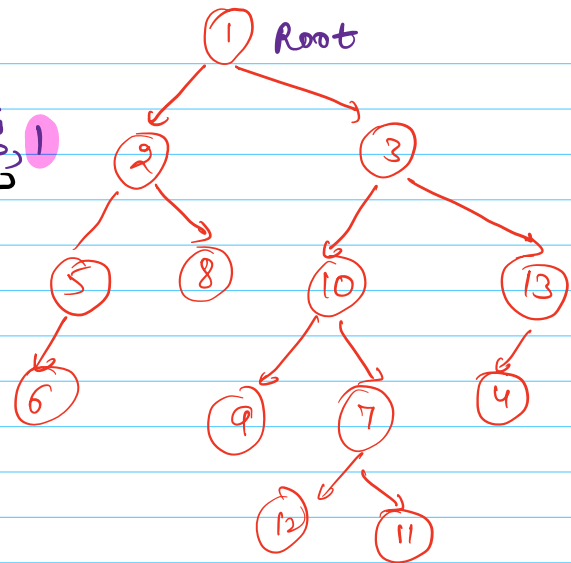
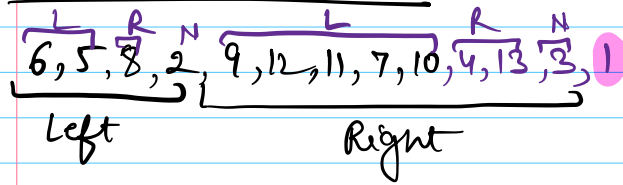
```
    inorder (root->left);    Left
```

```
    print (root->data);      Node
```

```
    inorder (root->right);   Right
```

```
}
```

3) Post order traversal



```
void postorder (root) {
```

```
    if (root == NULL) return;
```

```
    postorder (root->left);    Left
```

```
    postorder (root->right);   Right
```

```
    print (root->data);        Node
```

```
}
```

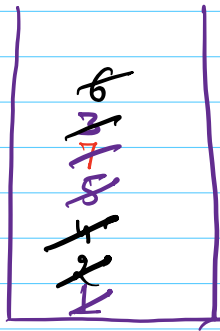
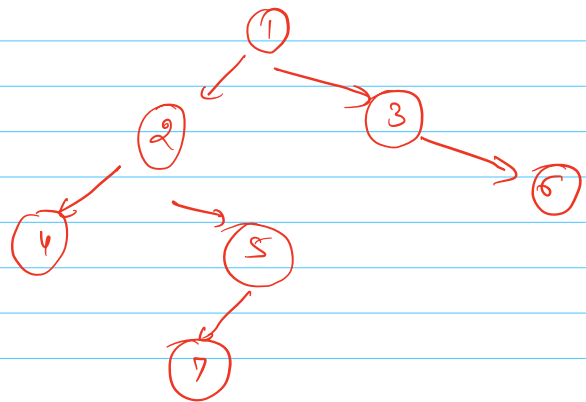
Tc: $O(N)$, Sc: $O(H)$ \rightarrow height of tree.

Meet at 8:33 am IST

Q. Write iterative code of inorder traversal.

```
void inorder (root) {  
    if (root == NULL) return;  
    inorder (root->left);  
    print (root->data);  
    inorder (root->right);  
}
```

Recursion \rightarrow stack



o/p \rightarrow 4, 2, 7, 5, 1, 3, 6

curr = root;

```
while (curr != null || !st.isEmpty()) {  
    if (curr != null) {
```

```
        st.push(curr);  
        curr = curr->left;
```

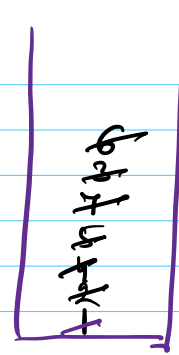
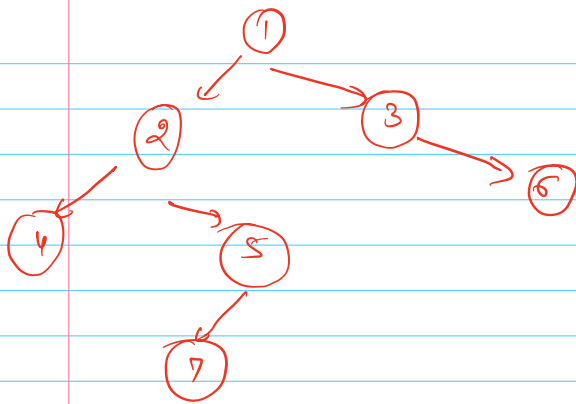
```
    } else {
```

```
        curr = st.pop();  
        print (curr->data);
```

```
        curr = curr->right;
```

```
    }
```

```
}
```



cur \rightarrow ~~1~~ 2 4 null 4 null 2 5 7 null, 7, null 5 null
~~1~~ 3 null 3 6 null 6 null
 o/p \rightarrow 4, 2, 7, 5, 1, 3, 6

Tc: $O(N)$, se: $O(H)$

HW: Iterative code of preorder.

Q Construct binary tree from inorder & postorder (distinct values).

Inorder \rightarrow

0	1	2	3	4	5	6
4	2	7	5	1	3	6

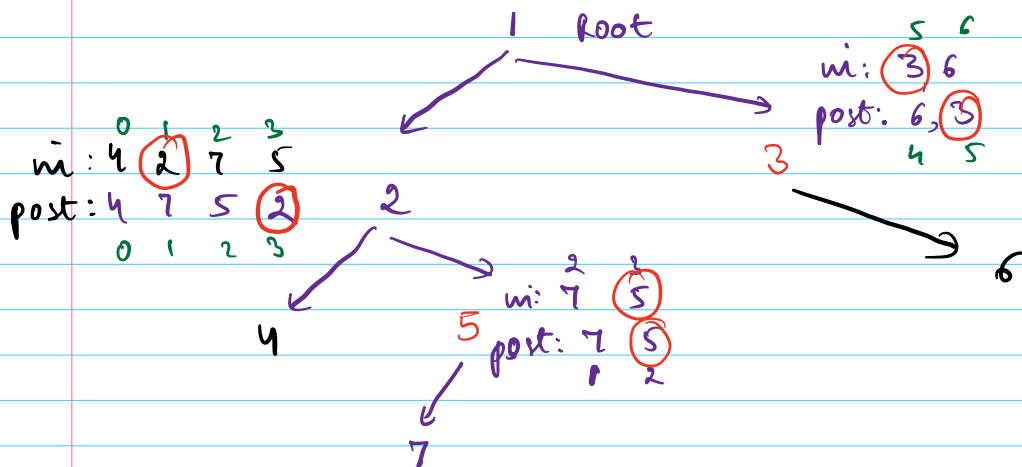
Postorder \rightarrow

0	1	2	3	4	5	6
4	7	5	2	6	3	1

 1 Root

Inorder \rightarrow $\begin{matrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 \\ 4 & 2 & 7 & 5 & 1 & 3 & 6 \end{matrix}$

Postorder \rightarrow $\begin{matrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 \\ 4 & 7 & 5 & 2 & 6 & 3 & 1 \end{matrix}$ Root



Node buildTree($\overset{\rightarrow 0}{mi}[], \overset{\rightarrow N-1}{post}[], \overset{\rightarrow 0}{st_mi}, \overset{\rightarrow N-1}{end_mi}, \overset{\rightarrow 0}{st_p}, \overset{\rightarrow N-1}{end_p}$) {

if ($st_mi > end_mi$) return null;

root = new Node($post[end_p]$);

idx = getIndex($post[end_p]$, $mi[], st_mi, end_mi$);

TC: $O(N)$

HashMap $\langle \overset{\text{value}}{mi[k]}, \overset{\text{index}}{k} \rangle$

cnt-L = $idx - st_mi$

cnt-R = $end_mi - idx$

// $st_mi \rightarrow idx-1$

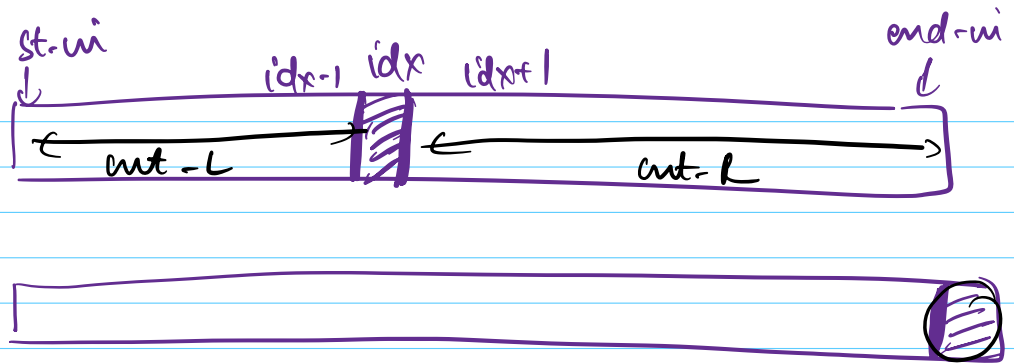
// $idx+1 \rightarrow end_mi$

root-left = buildTree($mi, post, st_mi, idx-1, end_p - cnt-R-1$)

root-right = buildTree($mi, post, idx+1, end_mi, end_p-1$);

return root;

}



$Tc: O(N+N)$, $sc: O(N+H)$

