

# Minimum Depth of a Binary Tree (easy)

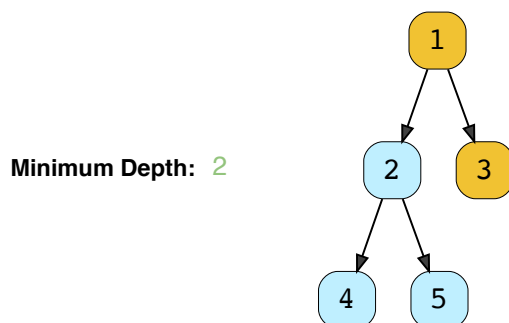
We'll cover the following ^

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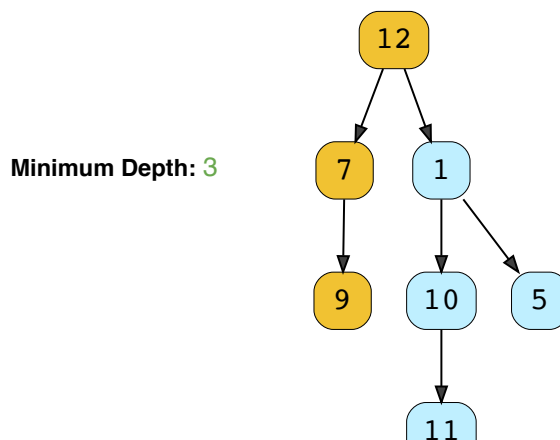
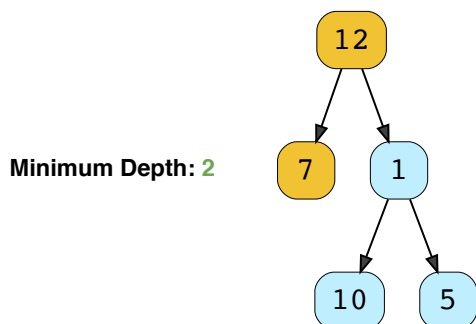
## Problem Statement #

Find the minimum depth of a binary tree. The minimum depth is the number of nodes along the **shortest path from the root node to the nearest leaf node**.

**Example 1:**





**Example 2:**





## Try it yourself #

Try solving this question here:





 Java

 Python3

 JS

 C++

```
1 class TreeNode:
2     def __init__(self, val):
3         self.val = val
4         self.left, self.right = None, None
5
6
7 def find_minimum_depth(root):
8     # TODO: Write your code here
9     return -1
10
11
12 def main():
13     root = TreeNode(12)
14     root.left = TreeNode(7)
15     root.right = TreeNode(1)
16     root.right.left = TreeNode(10)
17     root.right.right = TreeNode(5)
18     print("Tree Minimum Depth: " + str(find_minimum_depth(root)))
19     root.left.left = TreeNode(9)
20     root.right.left.left = TreeNode(11)
21     print("Tree Minimum Depth: " + str(find_minimum_depth(root)))
22
23
24 main()
25
```




## Solution #


This problem follows the Binary Tree Level Order Traversal


(<https://www.educative.io/collection/page/5668639101419520/5671464854355968/5726607939469312/>) pattern. We can follow the same **BFS** approach. The only difference will be, instead of keeping track of all the nodes in a level, we will only track the depth of the tree. **As soon as we find our first leaf node, that level will represent the minimum depth of the tree.**


## Code #

Here is what our algorithm will look like, only the highlighted lines have changed:





 Java

 Python3

 C++

 JS

```
1 from collections import deque
2
3
4 class TreeNode:
5     def __init__(self, val):
6         self.val = val
7         self.left, self.right = None, None
8
```



```

9
10 def find_minimum_depth(root):
11     if root is None:
12         return 0
13
14     queue = deque()
15     queue.append(root)
16     minimumTreeDepth = 0
17     while queue:
18         minimumTreeDepth += 1
19         levelSize = len(queue)
20         for _ in range(levelSize):
21             currentNode = queue.popleft()
22
23             # check if this is a leaf node
24             if not currentNode.left and not currentNode.right:
25                 return minimumTreeDepth
26
27             # insert the children of current node in the queue
28             if currentNode.left:

```



### Time complexity #

The time complexity of the above algorithm is  $O(N)$ , where 'N' is the total number of nodes in the tree. This is due to the fact that we traverse each node once.

### Space complexity #

The space complexity of the above algorithm will be  $O(N)$  which is required for the queue. Since we can have a maximum of  $N/2$  nodes at any level (this could happen only at the lowest level), therefore we will need  $O(N)$  space to store them in the queue.

## Similar Problems #

**Problem 1:** Given a binary tree, find its maximum depth (or height).

**Solution:** We will follow a similar approach. Instead of returning as soon as we find a leaf node, we will keep traversing for all the levels, incrementing `maximumDepth` each time we complete a level. Here is what the code will look like:

| Java  | Python3 | C++ | JS |
|---|---------|-----|----|
| <pre> 1 from collections import deque 2 3 4 class TreeNode: 5     def __init__(self, val): 6         self.val = val 7         self.left, self.right = None, None 8 9 10 def find_maximum_depth(root): 11     if root is None: 12         return 0 13 14     queue = deque() 15     queue.append(root) 16     maximumTreeDepth = 0 17     while queue: 18         maximumTreeDepth += 1 </pre> |         |     |    |



```
19     levelSize = len(queue)
20     for _ in range(levelSize):
21         currentNode = queue.popleft()
22
23         # insert the children of current node in the queue
24         if currentNode.left:
25             queue.append(currentNode.left)
26         if currentNode.right:
27             queue.append(currentNode.right)
28
```



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