Binary Tree & Divide Conquer

主讲:令狐冲



扫描二维码关注微信/微博 获取最新面试题及权威解答

微信: ninechapter

微博: http://www.weibo.com/ninechapter

官网: www.jiuzhang.com

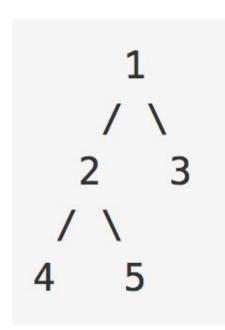
Outline



- DFS in Binary Tree
 - Preorder / Inorder / Postorder
 - Introduce Divide Conquer Algorithm
 - Non-recursion vs Traverse vs Divide Conquer
- BFS in Binary Tree
- Binary Searh Tree
 - Insert / Remove / Find / Validate

Preorder Postorder Inorder





- Preorder 前序遍历
 - 。 1 245 3 根左右
- Inorder 中序遍历
 - 。 425 1 3 左根右
- Postorder 后序遍历
 - 。 452 3 1 左右根

DFS in Binary Tree



Preorder:

- http://www.lintcode.com/problem/binary-tree-preorder-traversal/
- http://www.jiuzhang.com/solutions/binary-tree-preorder-traversal/

Inorder

- http://www.lintcode.com/en/problem/binary-tree-inorder-traversal/
- http://www.jiuzhang.com/solutions/binary-tree-inorder-traversal/

Postorder:

- http://www.lintcode.com/en/problem/binary-tree-postorder-traversal/
- http://www.jiuzhang.com/solutions/binary-tree-postorder-traversal/

Divide Conquer Algorithm



- Traverse vs Divide Conquer
 - They are both Recursion Algorithm
 - Result in parameter vs Result in return value
 - Top down vs Bottom up

- Merge Sort / Quick Sort
- 90% Binary Tree Problems!



独孤九剑 之 破枪式

碰到二叉树的问题, 就想想整棵树在该问题上的结果和左右儿子在该问题上的结果之间的联系是什么

Max Depth of Binary Tree



Max Depth of Binary Tree

http://www.lintcode.com/problem/maximum-depth-of-binary-tree/

http://www.jiuzhang.com/solutions/maximum-depth-of-binary-tree/

Related Question: Minimum Depth of Binary Tree

Balanced Binary Tree



Balanced Binary Tree

http://www.lintcode.com/problem/balanced-binary-tree/

http://www.jiuzhang.com/solutions/balanced-binary-tree/

When we need ResultType?

Lowest Common Ancestor



Lowest Common Ancesstor

http://www.lintcode.com/problem/lowest-common-ancestor/

http://www.jiuzhang.com/solutions/lowest-common-ancestor/

with parent pointer vs no parent pointer

Binary Tree Maximum Path Sum



Binary Tree Maximum Path Sum

http://www.lintcode.com/problem/binary-tree-maximum-path-sum/

http://www.jiuzhang.com/solutions/binary-tree-maximum-path-sum/

any to any vs root to any



5 Minutes Break

BFS in Binary Tree



Binary Tree Level Order Traversal

http://www.lintcode.com/problem/binary-tree-level-order-traversal/

http://www.jiuzhang.com/solutions/binary-tree-level-order-traversal/

- 2 Queues
- 1 Queue + Dummy Node
- 1 Queue (Best)

Binary Tree Level Order Traversal



Follow Up

Can you do it in DFS?

Related Questions



Binary Tree Level Order Traversal II

- http://www.lintcode.com/problem/binary-tree-level-order-traversal-ii/
- http://www.jiuzhang.com/solutions/binary-tree-level-order-traversal-ii/

Binary Tree Zigzag Level Order Traversal

- http://www.lintcode.com/problem/binary-tree-zigzag-level-order-traversal/
- http://www.jiuzhang.com/solutions/binary-tree-zigzag-level-order-traversal/



Validate Binary Search Tree

http://www.lintcode.com/problem/validate-binary-search-tree/

http://www.jiuzhang.com/solutions/validate-binary-search-tree/

traverse vs divide conquer

Inorder Successor in Binary Search Tree



Inorder Successor in Binary Search Tree

http://www.lintcode.com/problem/inorder-successor-in-binary-search-tree/

http://www.jiuzhang.com/solutions/inorder-successor-in-binary-search-

tree/

Binary Search Tree Iterator



Binary Search Tree Iterator

http://www.lintcode.com/en/problem/binary-search-tree-iterator/

http://www.jiuzhang.com/solutions/binary-search-tree-iterator/

Iterator vs Inorder with non-recursion

Related Questions



Search Range in Binary Search Tree

http://www.lintcode.com/problem/search-range-in-binary-search-tree/

Insert Node in a Binary Search Tree

http://www.lintcode.com/problem/insert-node-in-a-binary-search-tree/

Remove Node in a Binary Search Tree

http://www.lintcode.com/problem/remove-node-in-binary-search-tree/

http://www.mathcs.emory.edu/~cheung/Courses/171/Syllabus/9-

BinTree/BST-delete.html

Conclusion



- DFS in Binary Tree
 - Traverse vs Divide Conquer
 - Non Recursion for Preorder + Inorder
- BFS in Binary Tree
 - 1 Queue
- Binary Search Tree
 - Inorder vs BST