

Subject: Data structures using c

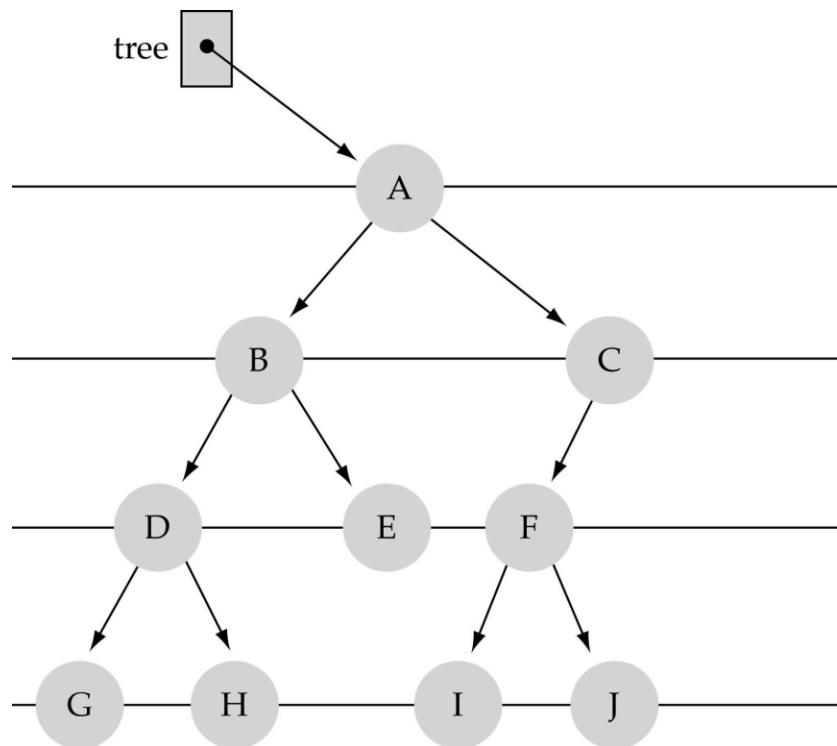
Topic: Binary tree

Name of the teacher: Lisna Thomas

Academic year: 2020-2021

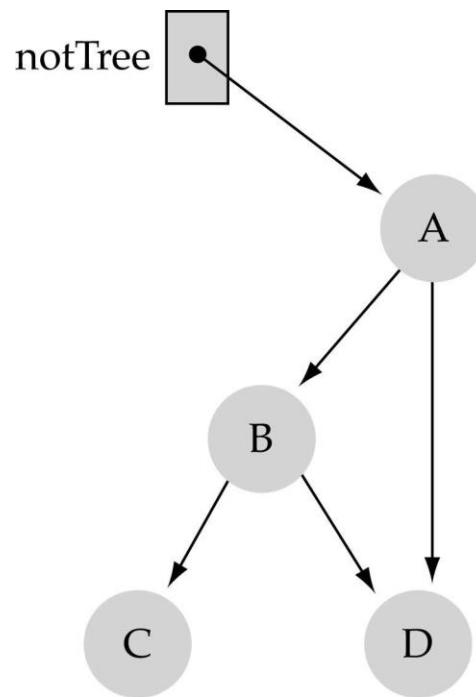
# What is a binary tree?

- *Property 1:*



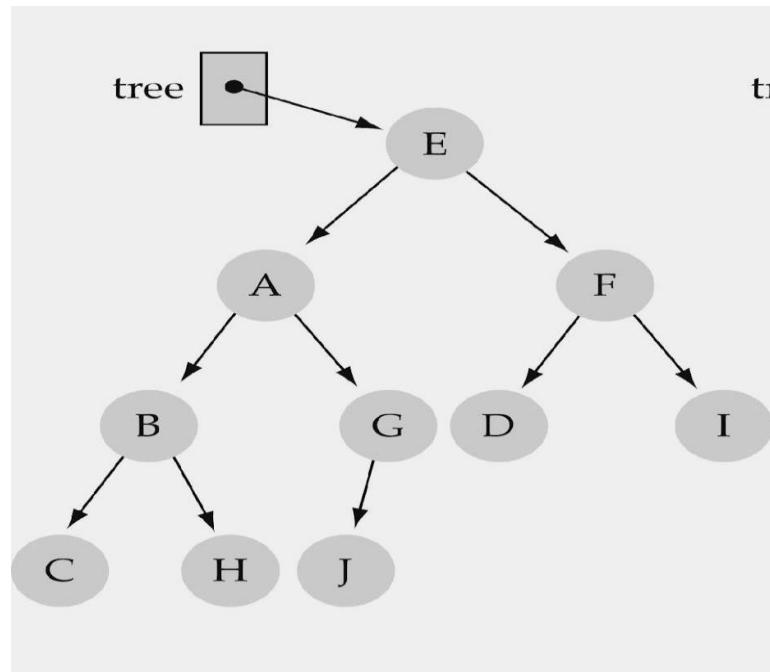
# What is a binary tree? (cont.)

- *Property 2:*



# Some terminology

- *children*
- *parent*
- 
- 



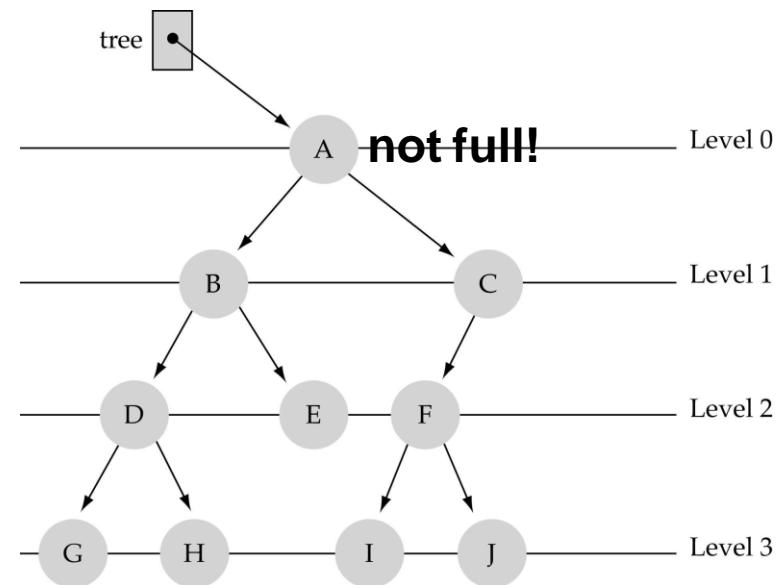
# Some terminology (cont'd)

- 

- 

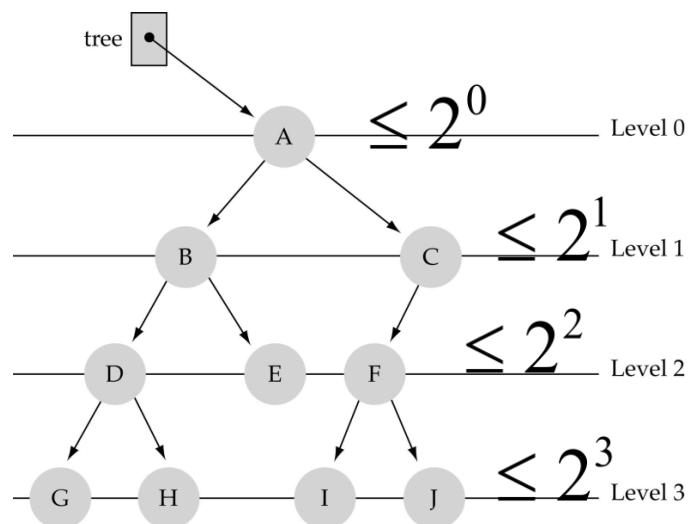
- 

Warning:



# What is the max #nodes at some level $l$ ?

$$l \quad 2^l$$



What is the total #nodes  $N$   
of a full tree with height  $h$ ?

$$N = \sum_{l=0}^{h-1} 2^l = 2^h - 1$$

$$\sum_{i=0}^{n-1} x^i = \frac{x^n - 1}{x - 1}$$

What is the height  $h$   
of a full tree with  $N$  nodes?

$$2^h - 1 = N$$

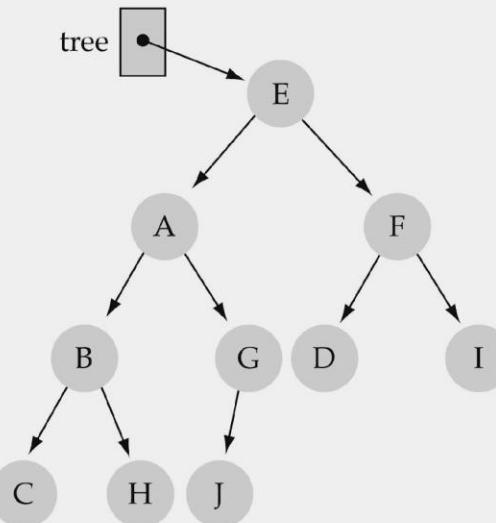
$$\Rightarrow 2^h = N + 1$$

$$\Rightarrow h = \log(N + 1) \rightarrow O(\log N)$$

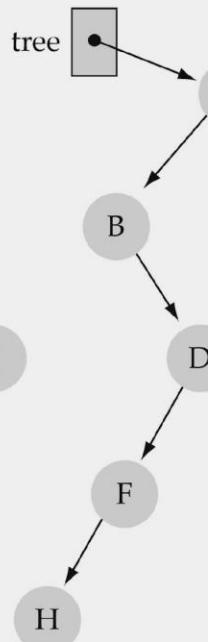
# Why is h important?



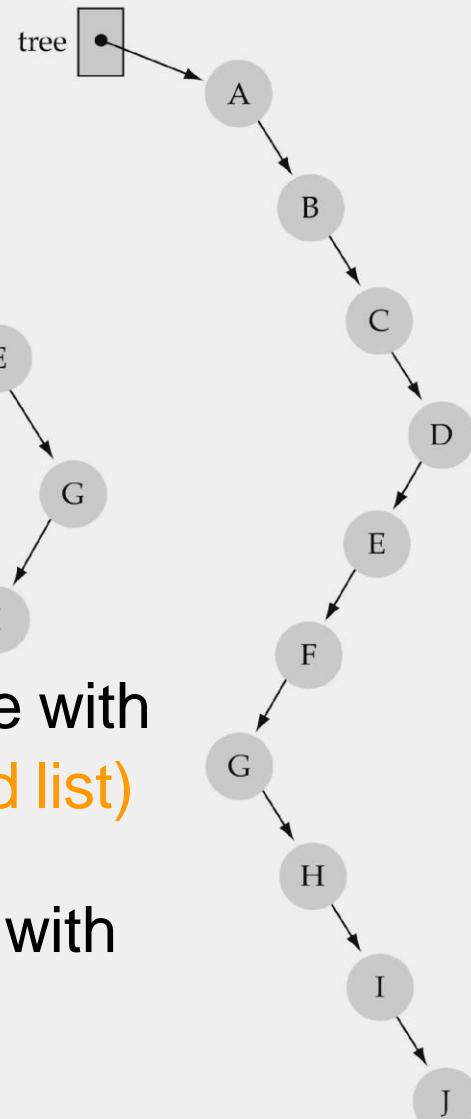
(a) A 4-level tree



(b) A 5-level tree

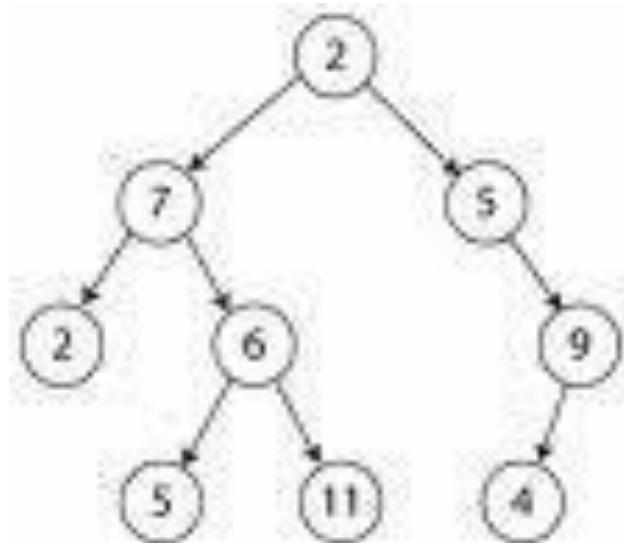


(c) A 10-level tree



- What is the max height of a tree with  $N$  nodes?  $N$  (same as a linked list)
- What is the min height of a tree with  $N$  nodes?  $\log(N+1)$

# How to search a binary tree?



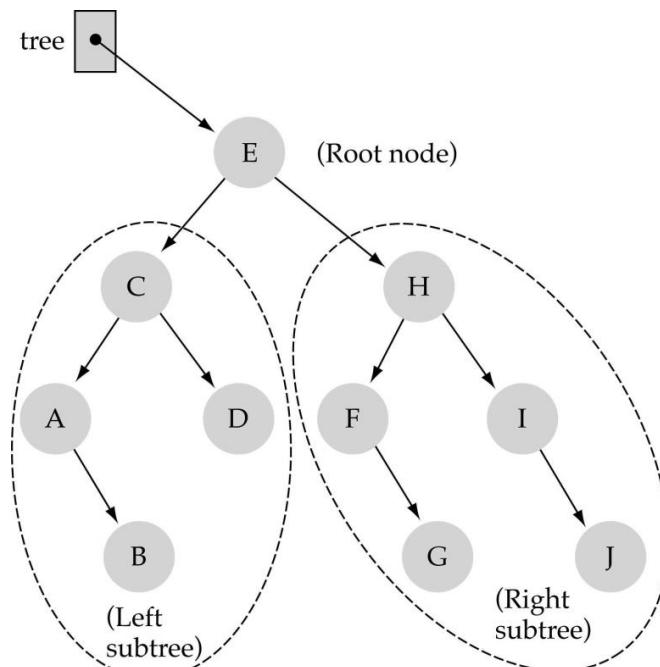
No  O(N)

# Binary Search Trees (BSTs)



*greater*

*less*



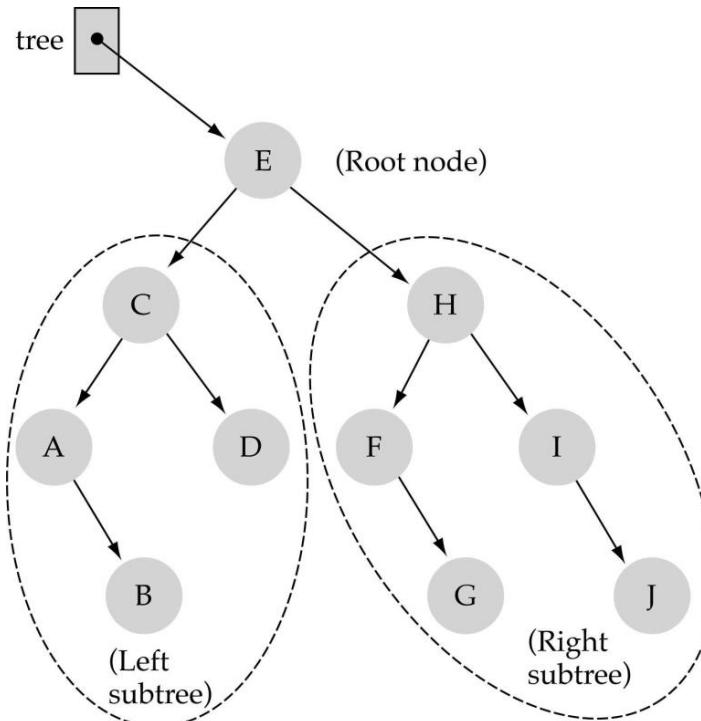
All values in the left subtree are less than the value in the root node.

All values in the right subtree are greater than the value in the root node.

# Binary Search Trees (BSTs)

*greater*

*less*

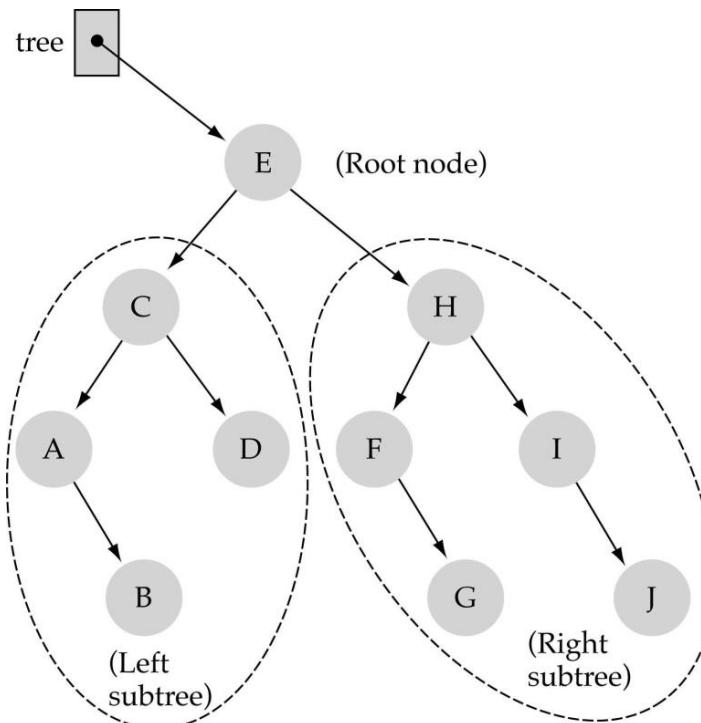


All values in the left subtree are less than the value in the root node.

All values in the right subtree are greater than the value in the root node.

# Binary Search Trees (BSTs)

Ans:

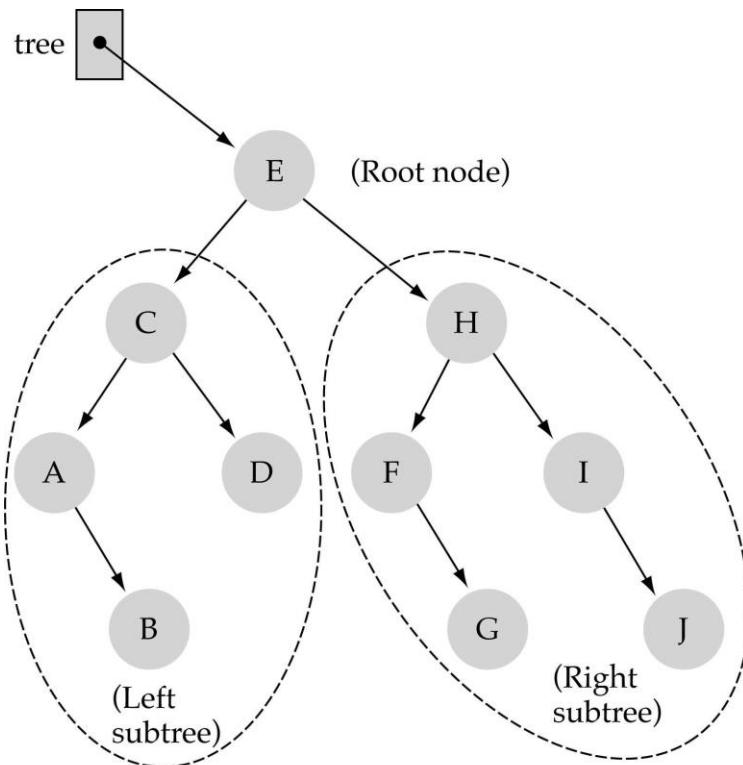


Ans:

All values in the left subtree are less than the value in the root node.

All values in the right subtree are greater than the value in the root node.

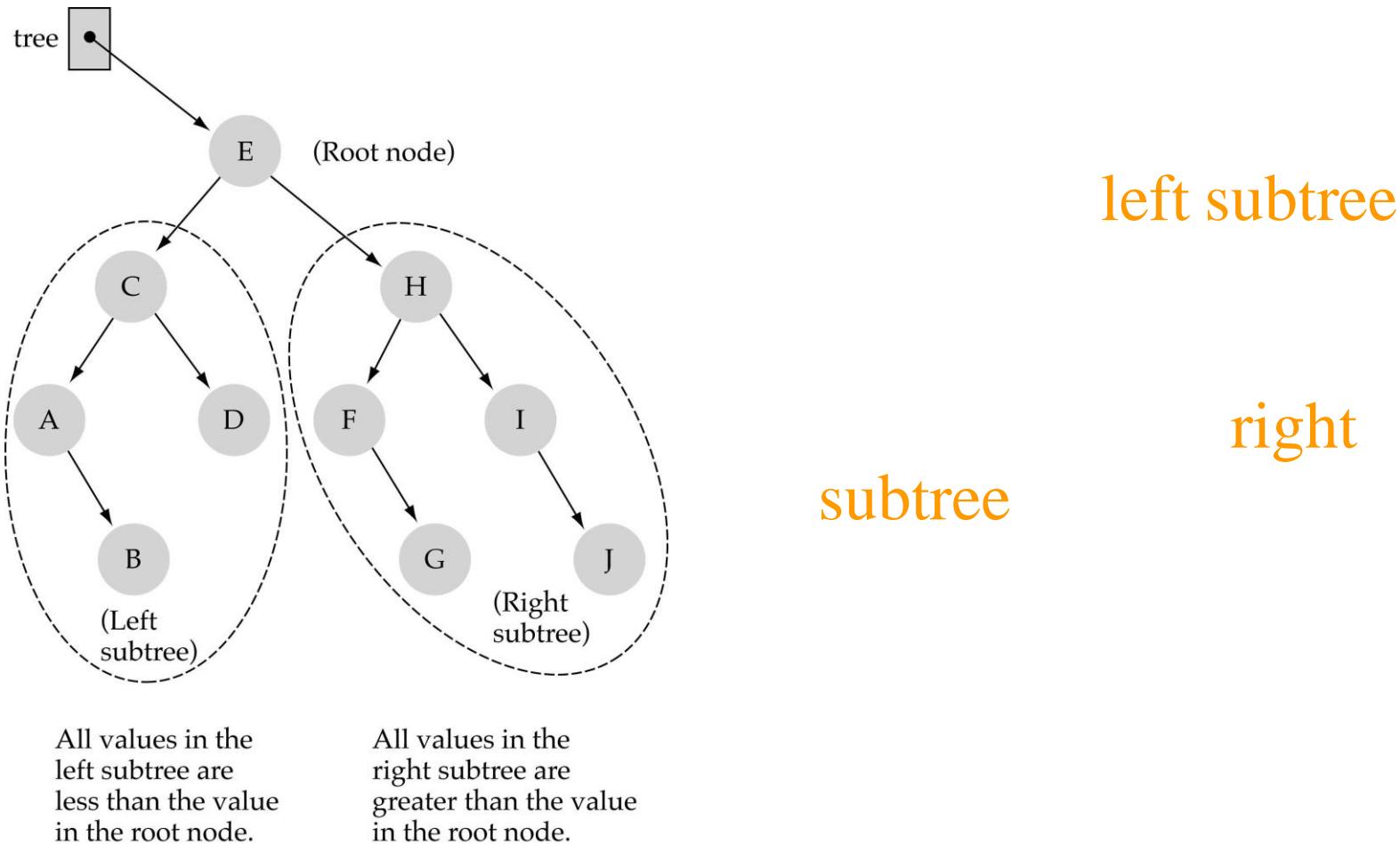
# How to search a binary search tree?



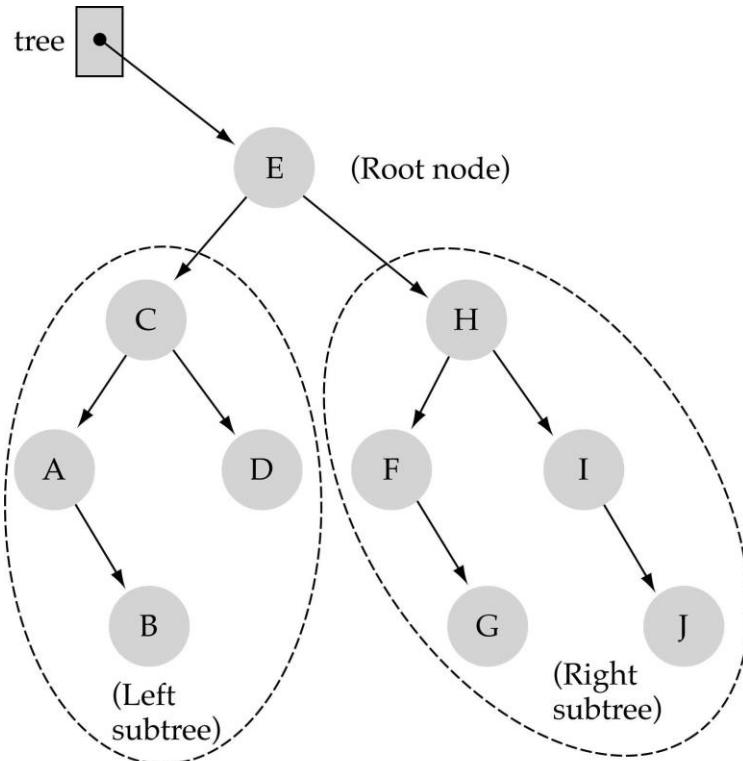
All values in the left subtree are less than the value in the root node.

All values in the right subtree are greater than the value in the root node.

# How to search a binary search tree?



# How to search a binary search tree?

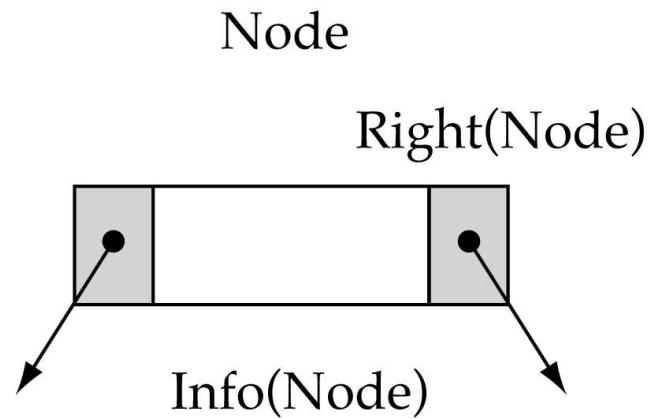


All values in the left subtree are less than the value in the root node.

All values in the right subtree are greater than the value in the root node.

Yes !!  $\rightarrow O(\log N)$

# Tree node structure



# Binary Search Tree Specification

# Binary Search Tree Specification

(cont.)

# Function NumberOfNodes

•

•

•

•

# Function NumberOfNodes (cont.)

NumberOfNodes

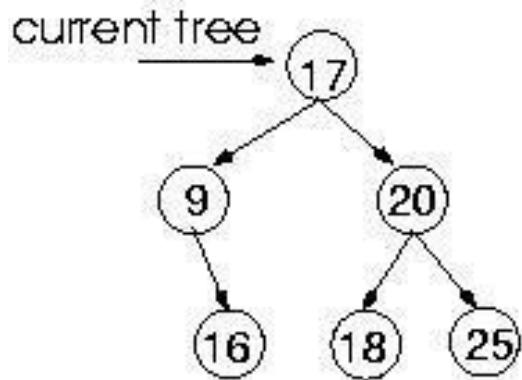
---

CountNodes

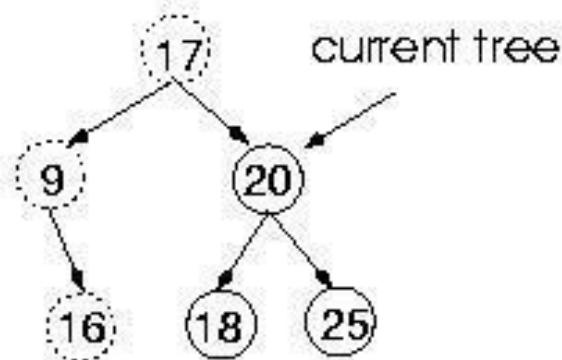
# Function RetrieveItem

**Retrieve: 18**

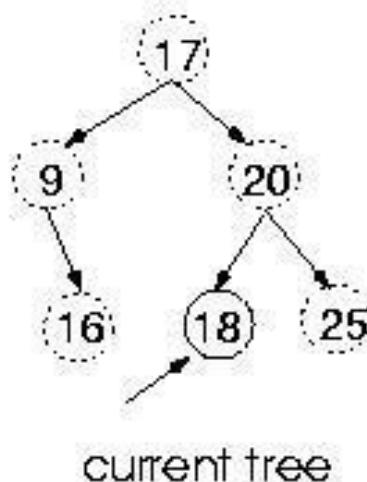
**Compare 18 with 17:**  
**Choose right subtree**



**Compare 18 with 20:**  
**Choose left subtree**



**Compare 18 with 18:**  
**Found !!**



# Function RetrieveItem



# Function RetrieveItem (cont.)

RetrieveItem

---

Retrieve

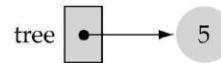
// base case 2

// base case 1

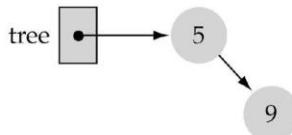
# Function InsertItem



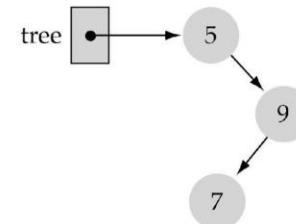
(b) Insert 5



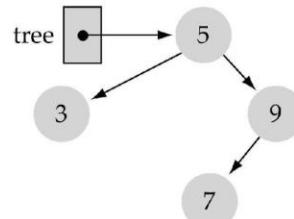
(c) Insert 9



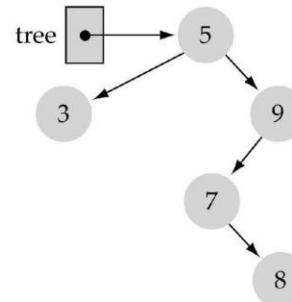
(d) Insert 7



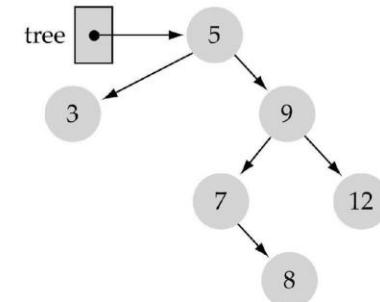
(e) Insert 3



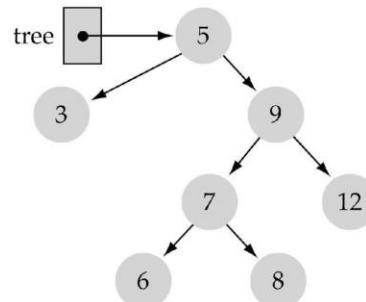
(f) Insert 8



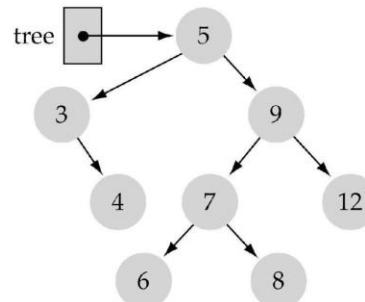
(g) Insert 12



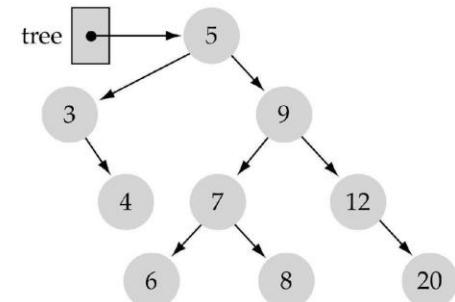
(h) Insert 6



(i) Insert 4



(j) Insert 20

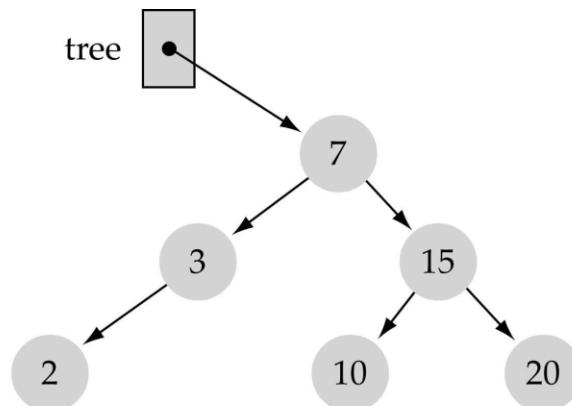


# Function InsertItem (cont.)

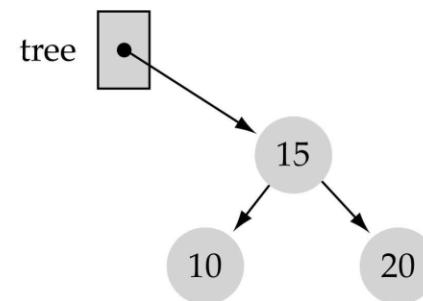


e.g., insert 11

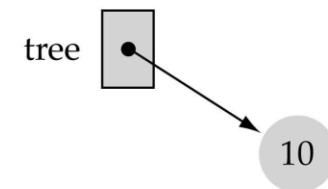
(a) The initial call



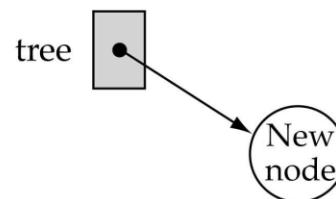
(b) The first recursive call



(c) The second recursive call



(d) The base case



# Function InsertItem (cont.)

- size
- base case(s)
- general case

# Function InsertItem (cont.)

InsertItem

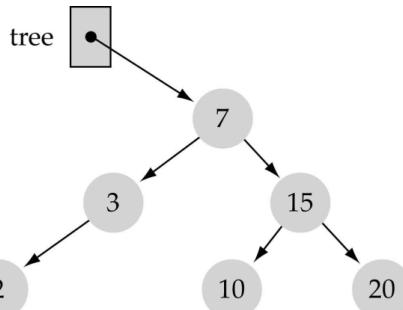
---

Insert

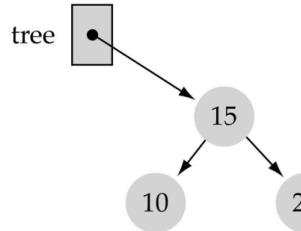
// base case

# Function InsertItem (cont.)

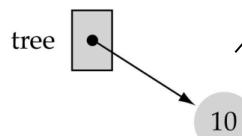
(a) The initial call



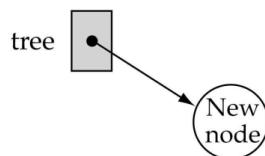
(b) The first recursive call



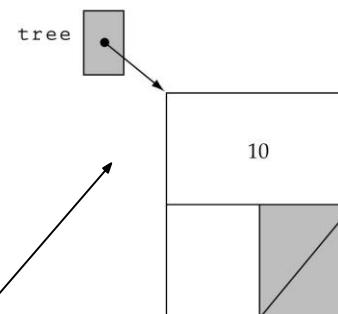
(c) The second recursive call



(d) The base case

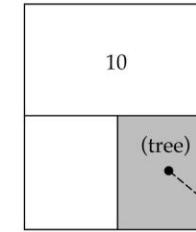


(a) The last call to Insert



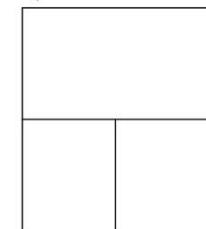
`Insert(tree->right,item);`

(b) Within the last execution of Insert



`tree = new NodeType<ItemType>;`

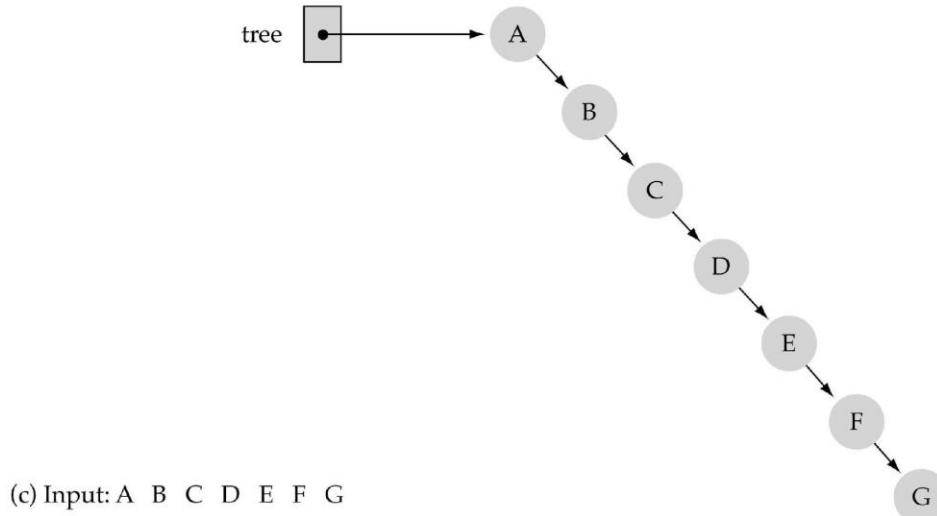
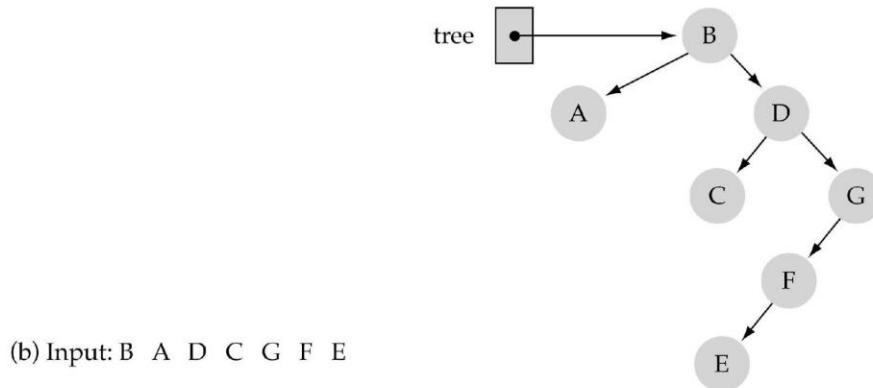
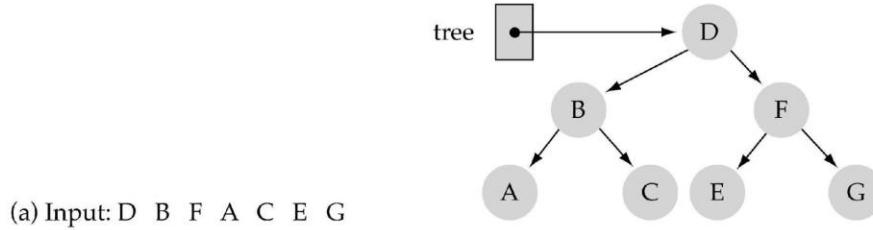
node returned  
by new operator



Does the order of inserting  
elements into a tree matter?

-

Does the  
order of  
inserting  
elements  
into a tree  
matter?  
(cont.)



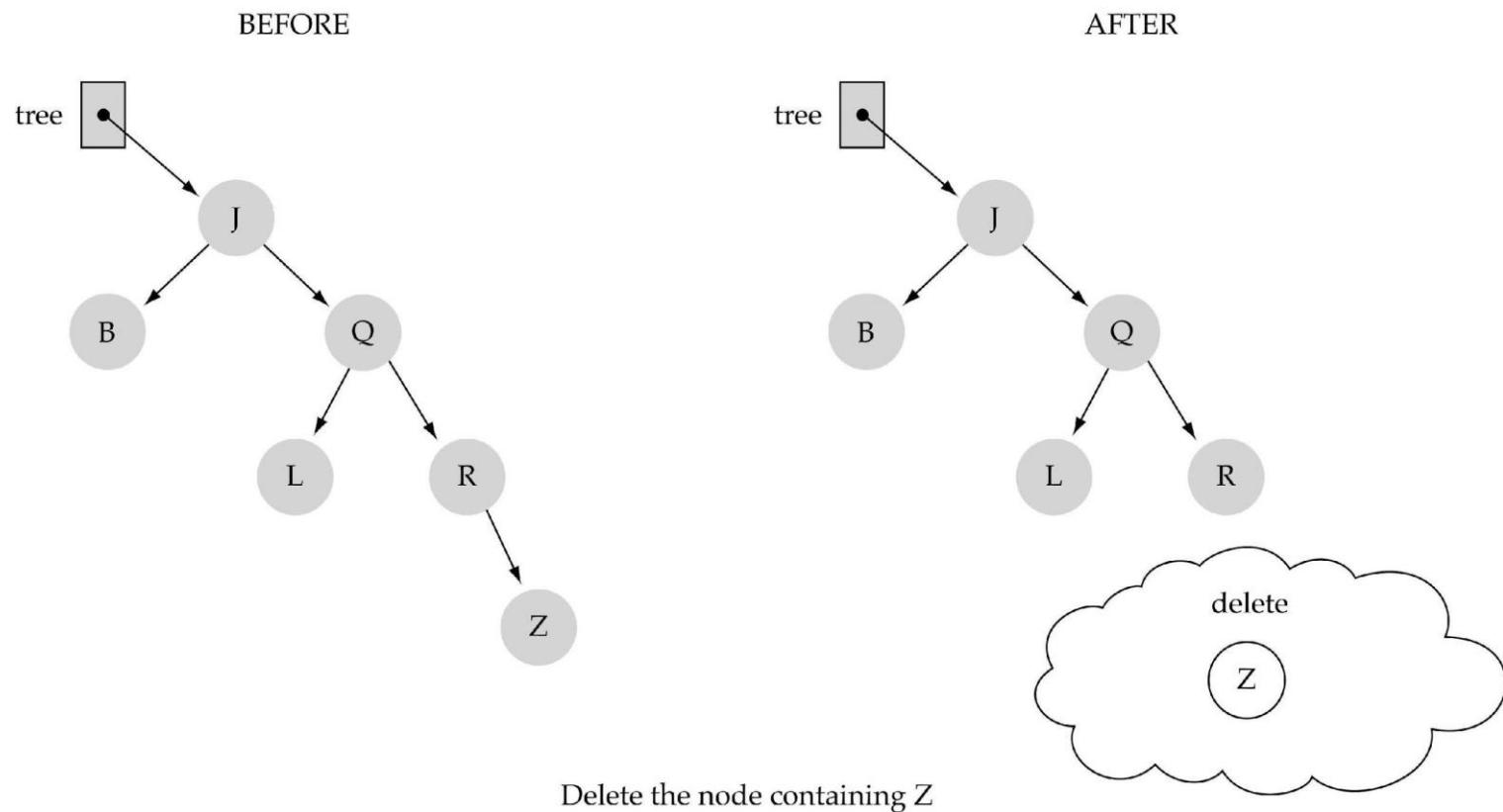
Does the order of inserting elements into a tree matter? (cont'd)

- 
- red-black trees

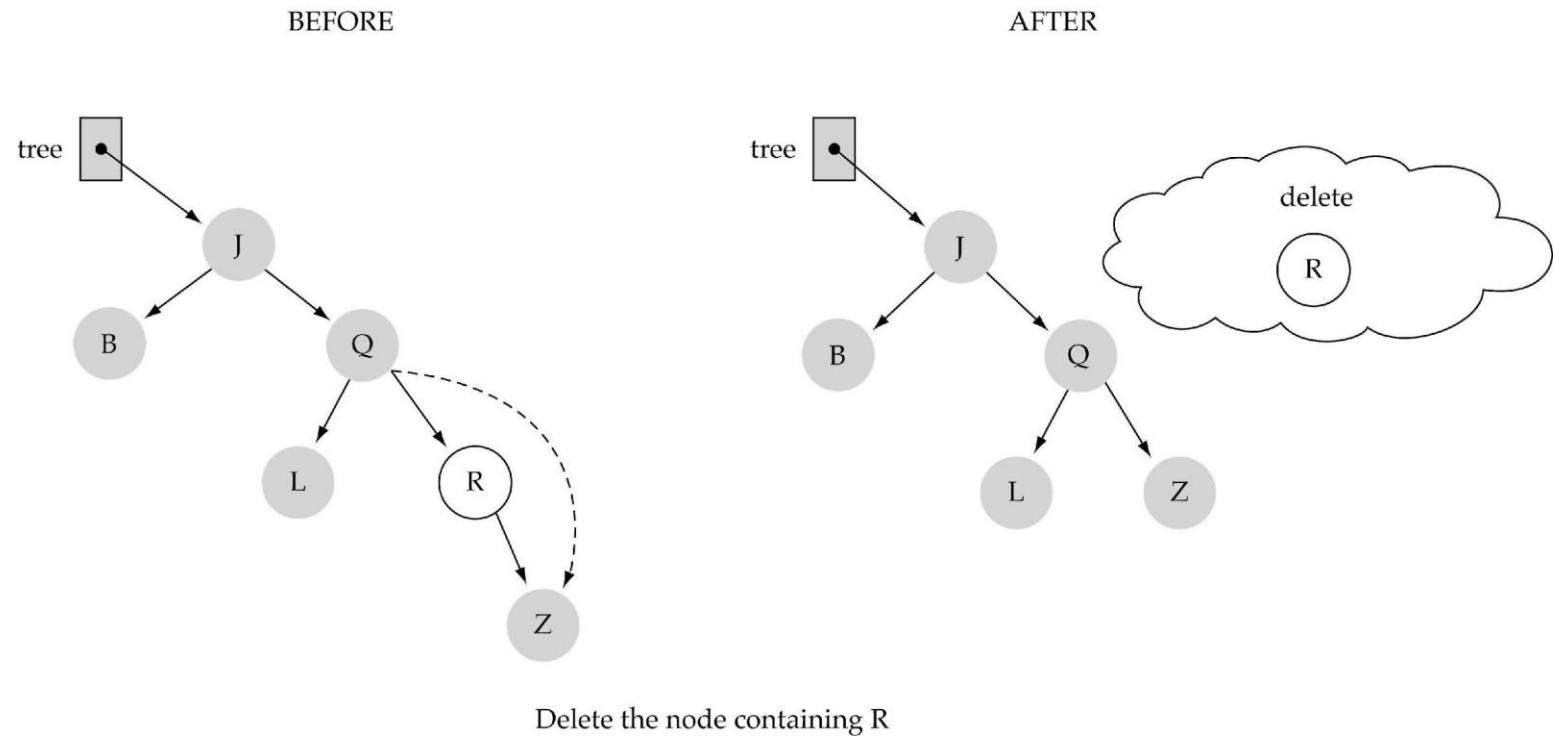
# Function DeleteItem

- - 
  -
- (1)
  - (2)
  - (3)

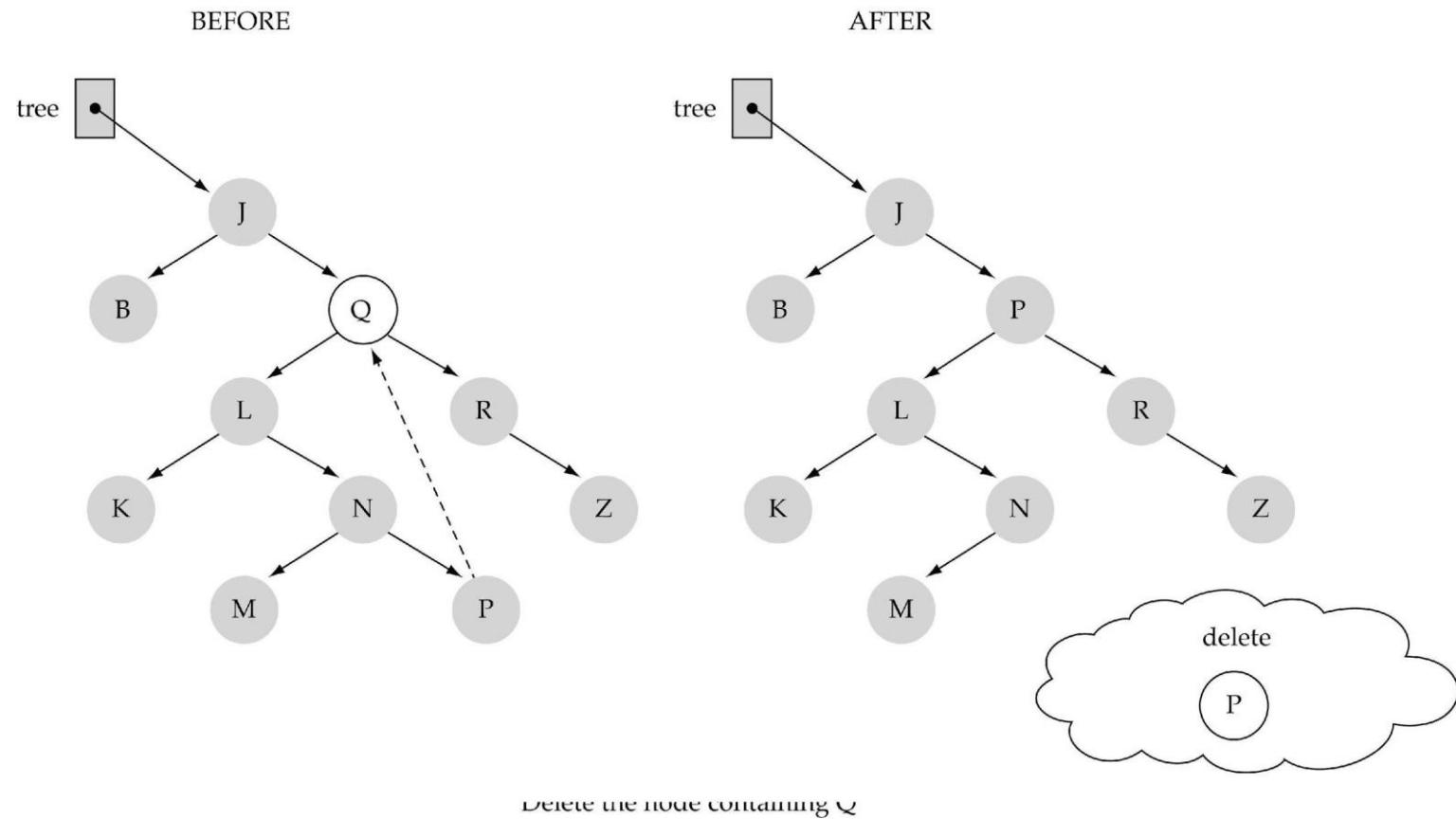
# (1) Deleting a leaf



## (2) Deleting a node with only one child



# (3) Deleting a node with two children



### (3) Deleting a node with two children (cont.)

- predecessor
- 
-

# Function DeleteItem (cont.)

- size
- base case(s)
- general case

# Function DeleteItem (cont.)

DeleteItem

---

Delete

# Function DeleteItem (cont.)

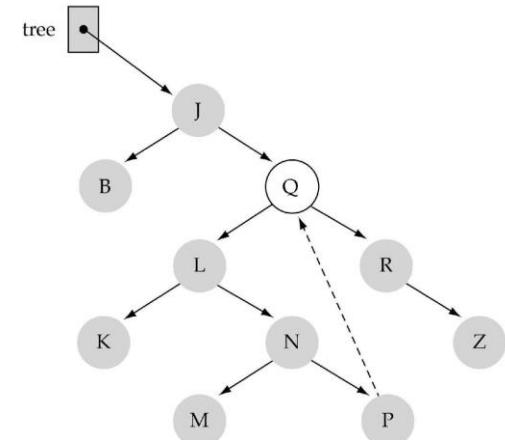
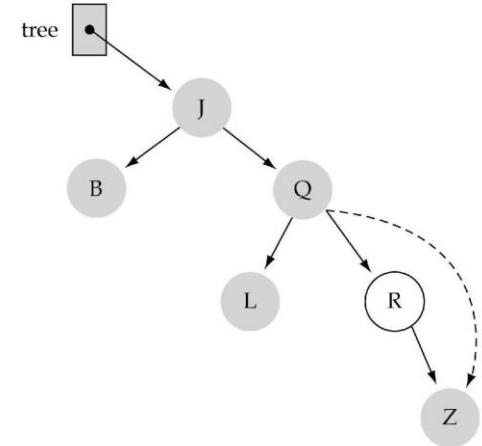
DeleteNode

// right child

0 children or  
1 child  
// left child

0 children or  
1 child

2 children



# Function DeleteItem (cont.)

GetPredecessor

# Function DeleteItem (cont.)

DeleteItem

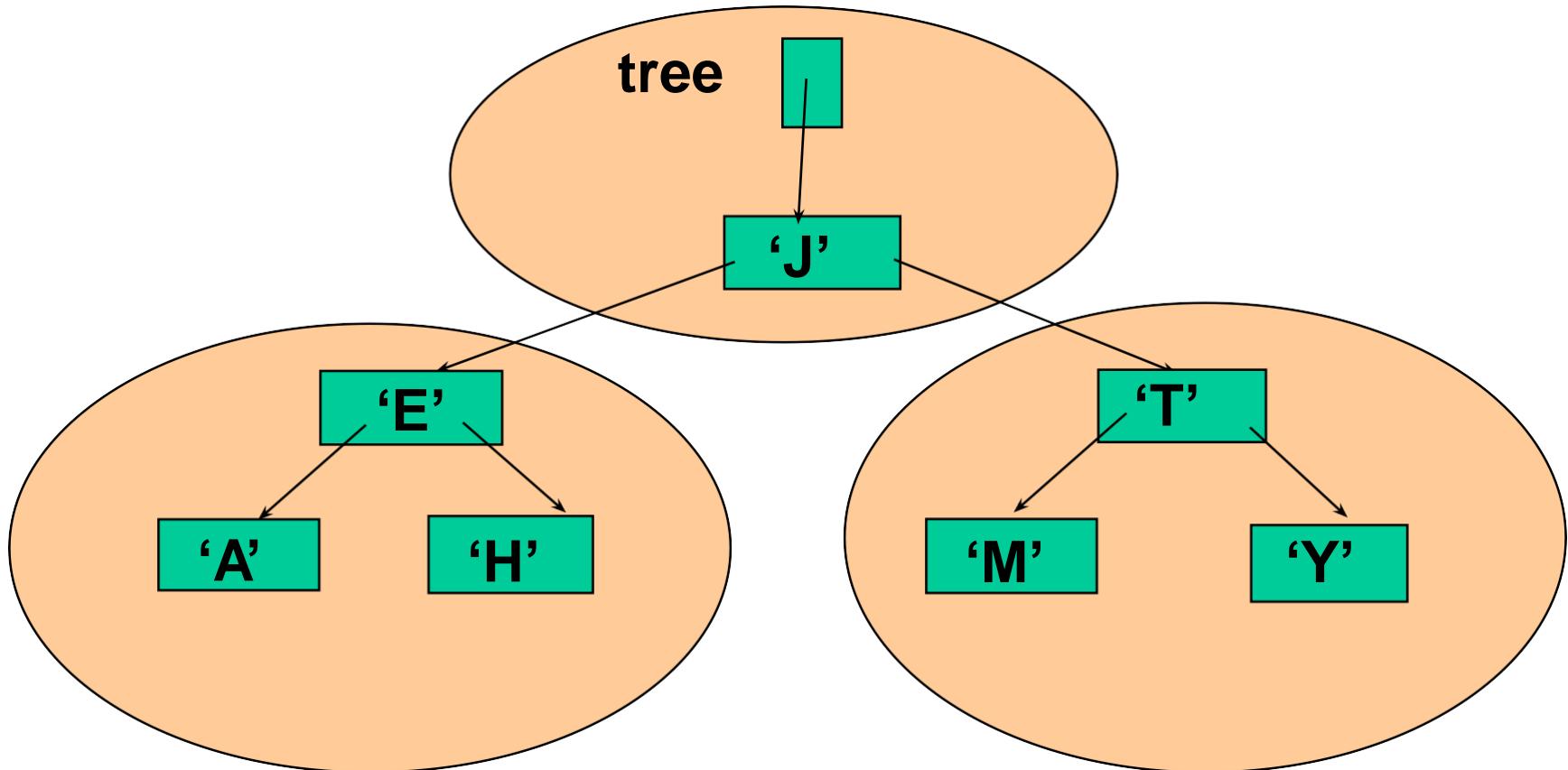
---

Delete





# Inorder Traversal:



Visit left subtree first

Visit right subtree last

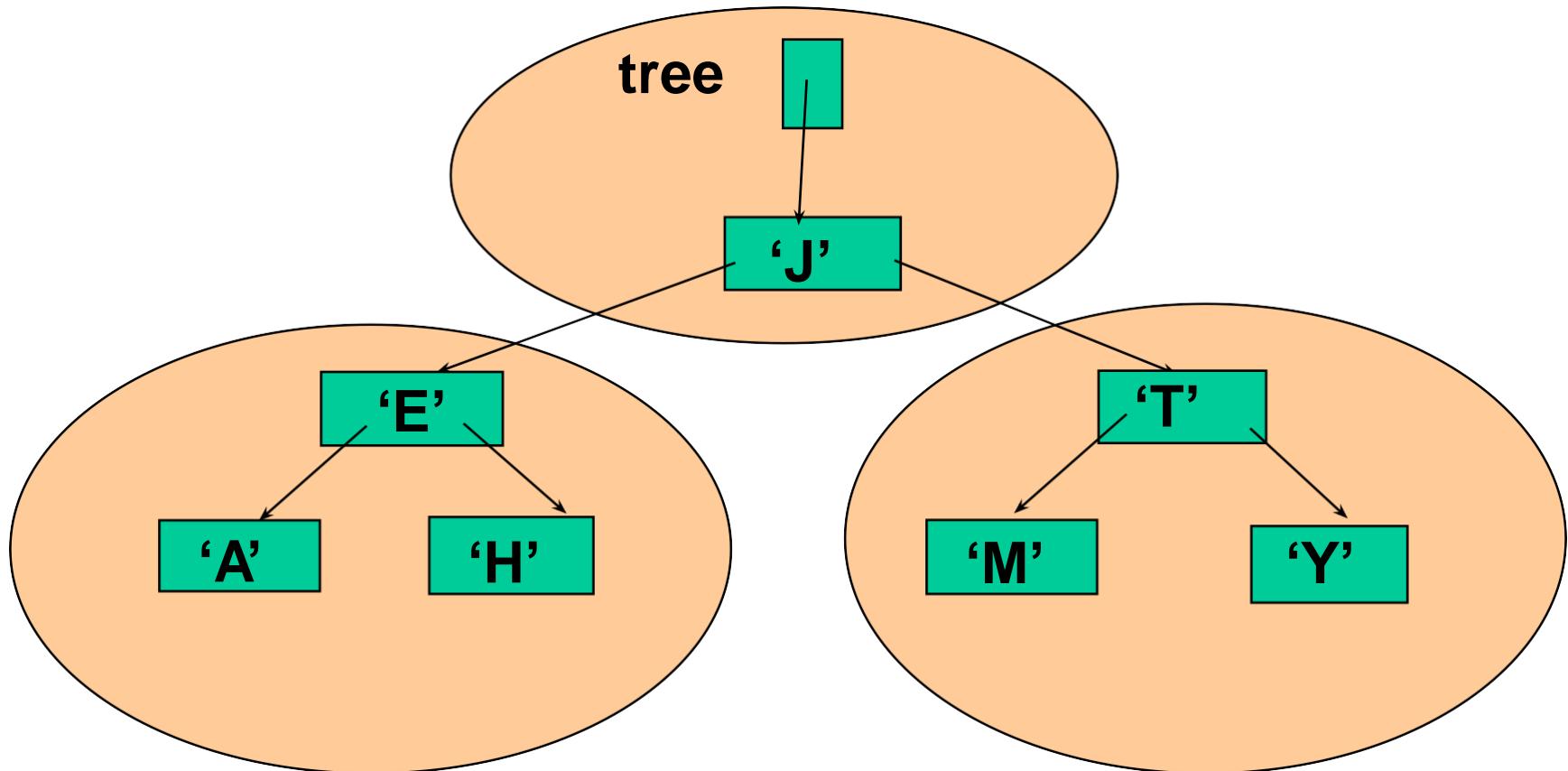
# Inorder Traversal



Inorder

Warning

# Preorder Traversal:



Visit left subtree second

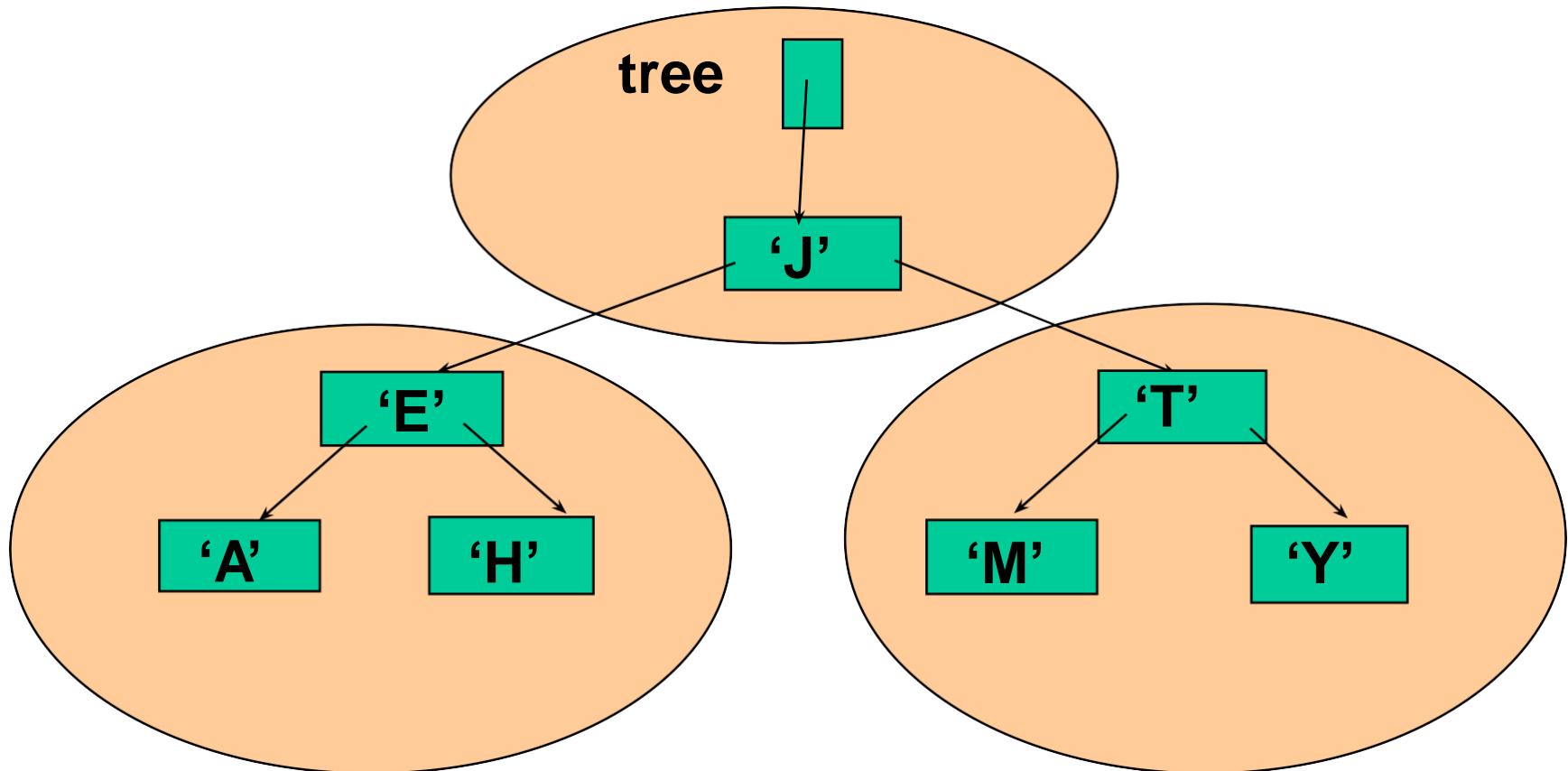
Visit right subtree last

# Preorder Traversal



Preorder

# Postorder



Visit left subtree first

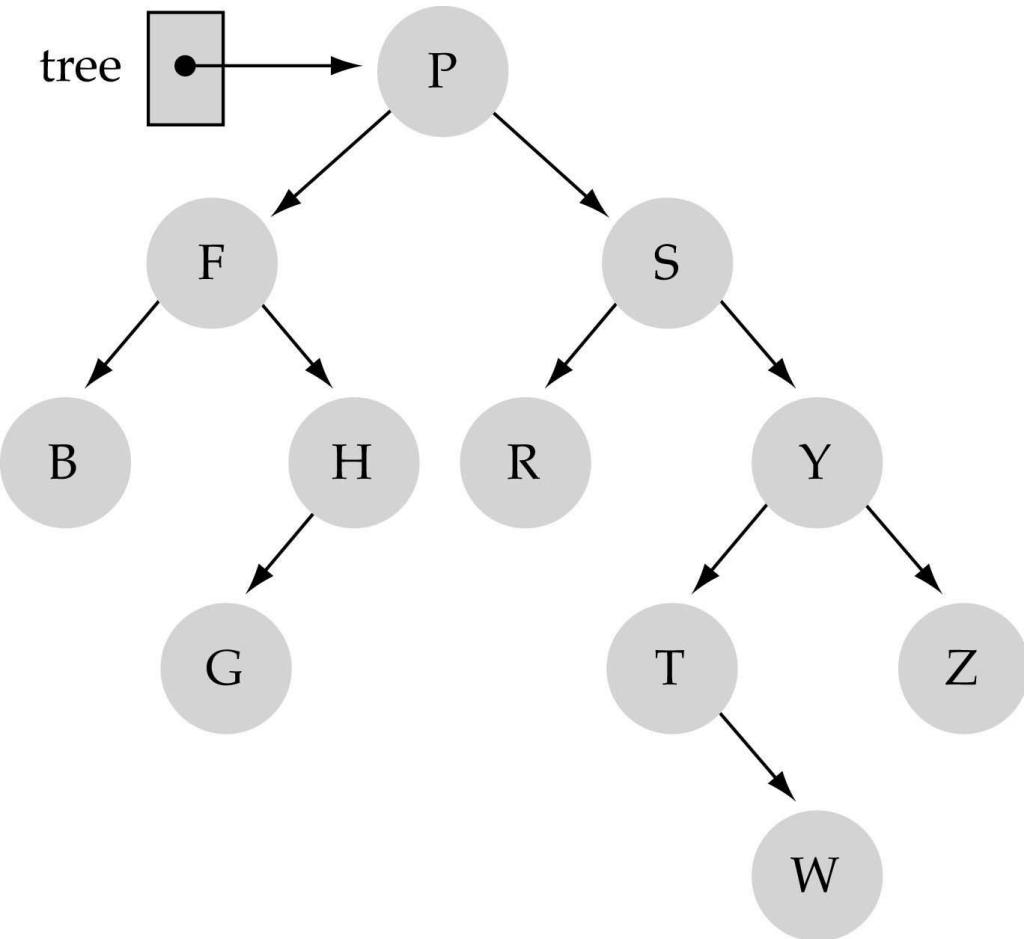
Visit right subtree second

# Postorder Traversal



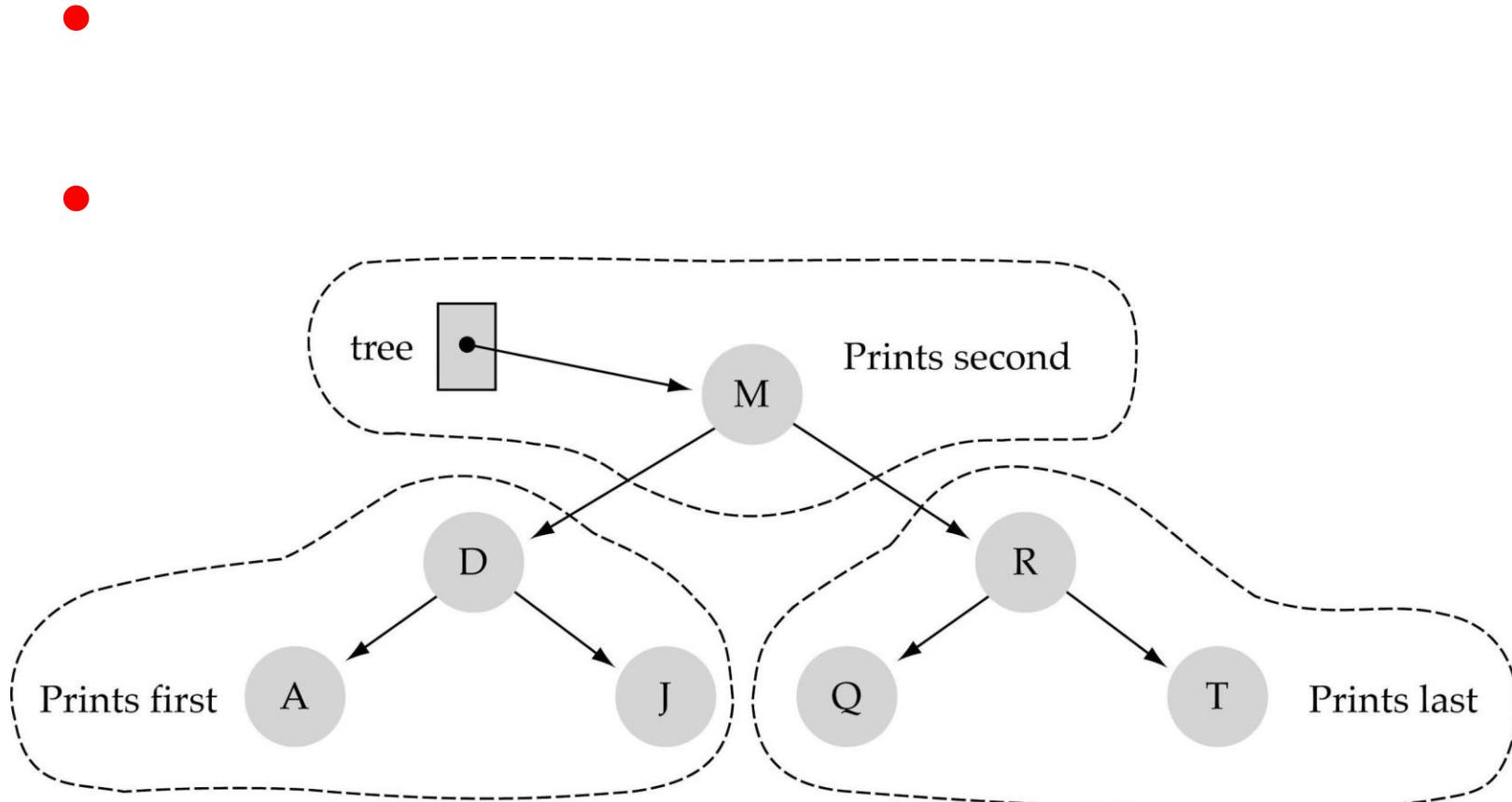
Postorder

# Tree Traversals: another example



Inorder:	B	F	G	H	P	R	S	T	W	Y	Z
Preorder:	P	F	B	H	G	S	R	Y	T	W	Z
Postorder:	B	G	H	F	R	W	T	Z	Y	S	P

# Function PrintTree



# Function PrintTree (cont.)

PrintTree

---

Print

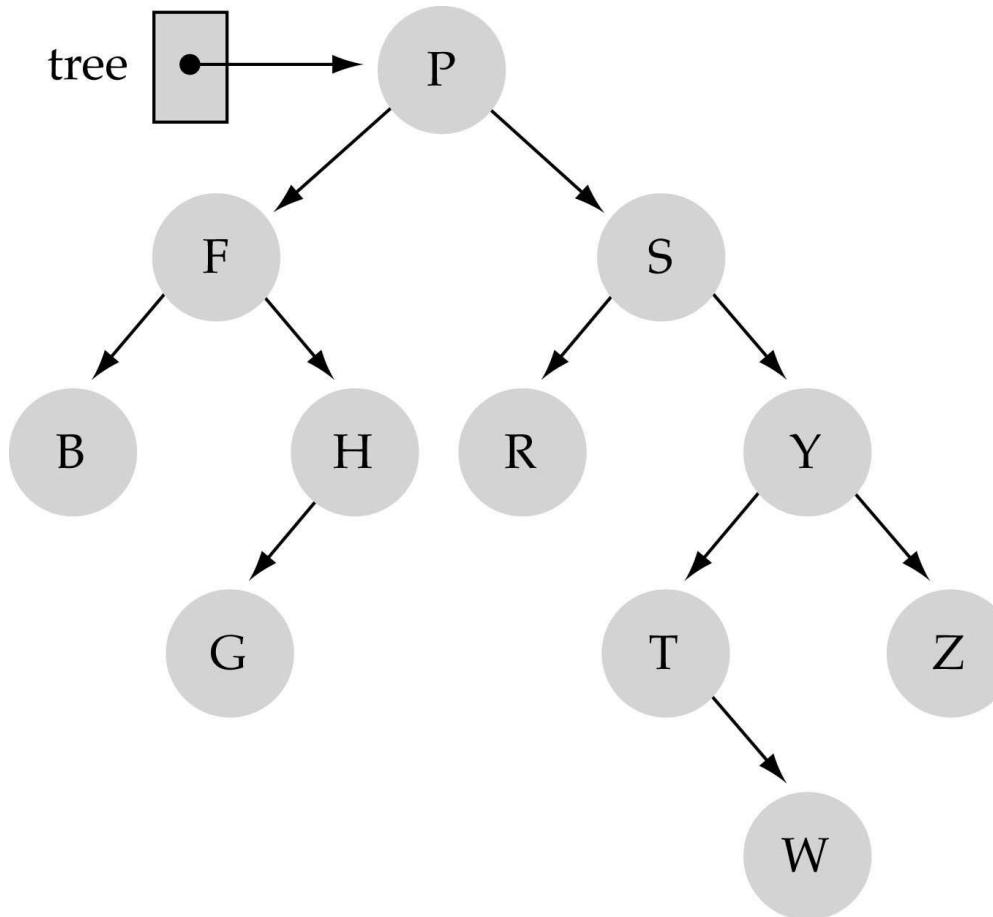
// “visit”

overload

# Class Constructor

TreeType

# Class Destructor



Use postorder!

# Class Destructor (cont'd)

`~TreeType`

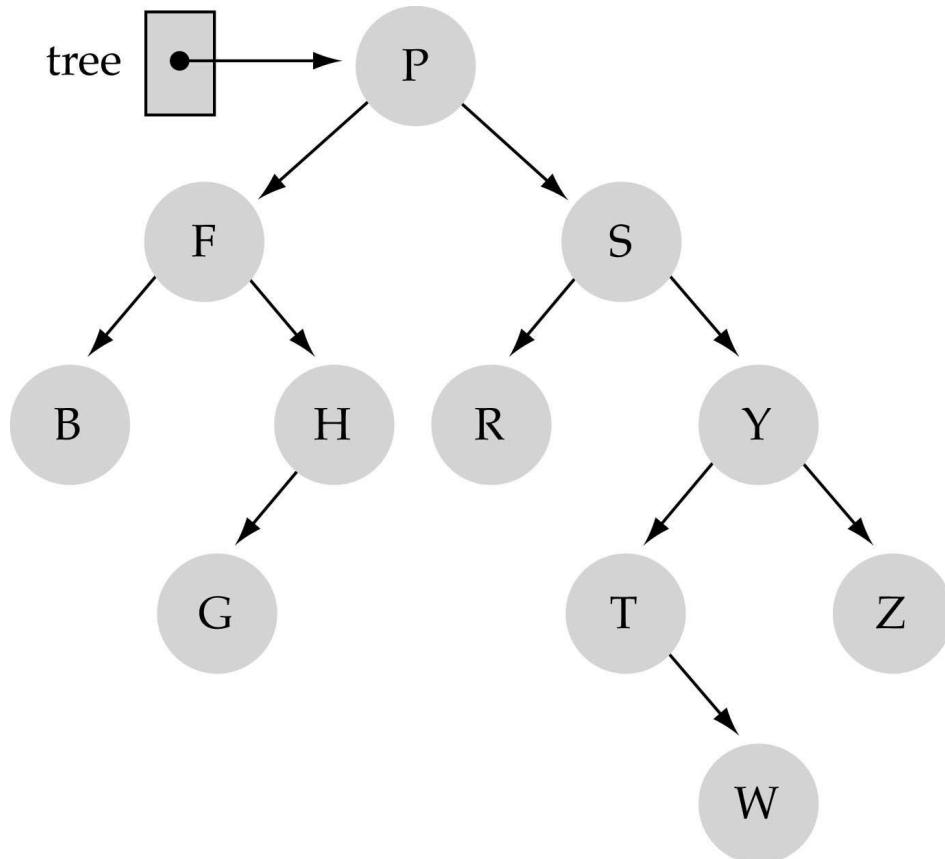
---

`Destroy`

`postorder`

`// “visit”`

# Copy Constructor



Use preorder!

# Copy Constructor (cont'd)

TreeType

---

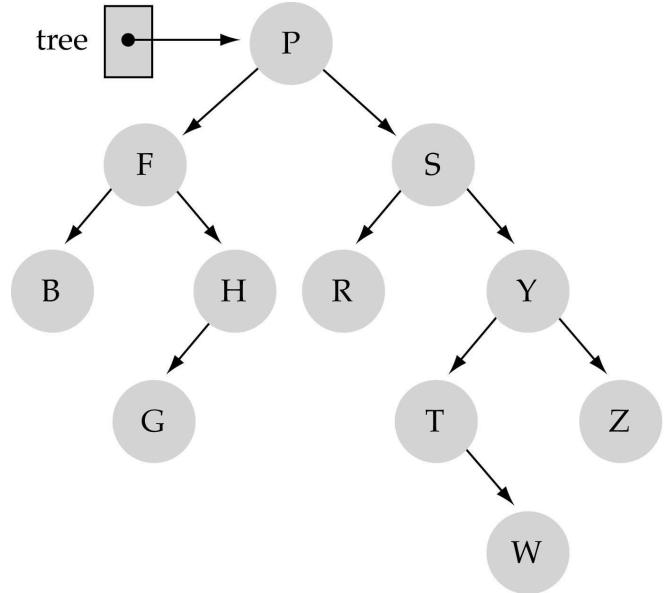
CopyTree

preorder

// “visit”

# ResetTree and GetNextItem

- 
- 



- Then, *GetNextItem*, dequeues node values from the queue.

~~void ResetTree(OrderType);~~

~~void GetNextItem(ItemType&~~

Inorder: B F G H P R S T W Y Z  
Preorder: P F B H G S R Y T W Z  
Postorder: B G H F R W T Z Y S P

# Revise Tree Class Specification

// previous member functions

PreOrder  
InOrder  
PostOrder

preQue;  
inQue;  
postQue;

new member  
functions

new private data

# ResetTree and GetNextItem (cont.)

PreOrder

// “visit”

# ResetTree and GetNextItem (cont.)

InOrder

// “visit”

# ResetTree and GetNextItem (cont.)

PostOrder

// “visit”

ResetTree

ResetTree

# GetNextItem

GetNextItem

# Iterative Insertion and Deletion

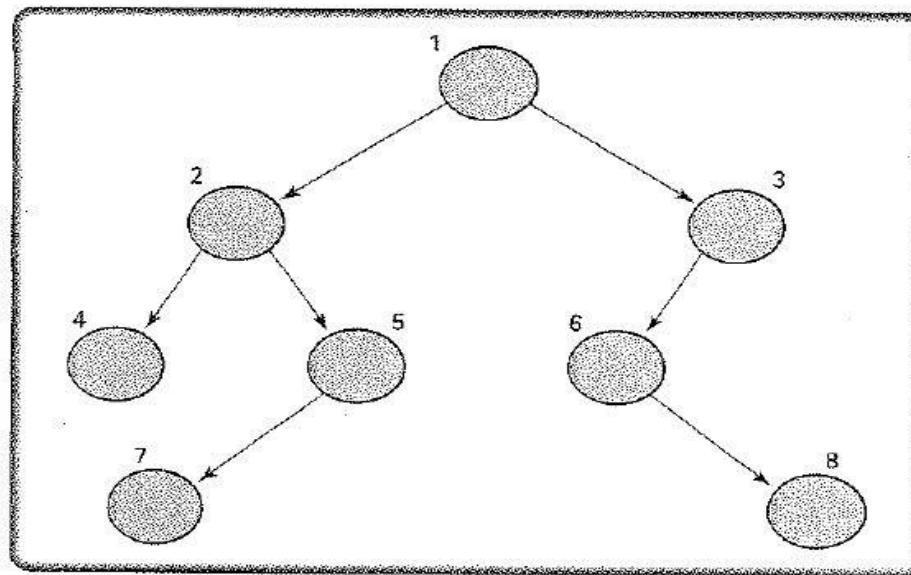


# Comparing Binary Search Trees to Linear Lists

	O(N)		O(N)
	O(logN)*	O(logN)	O(N)
	O(logN)*	O(N)	O(N)
	O(logN)*	O(N)	O(N)

# Exercises 37-41 (p. 539)

Examine the following binary search tree and answer the questions in Exercises 37-40. The numbers on the nodes are *labels* so that we can talk about the nodes; they are not key values within the nodes.



37. If an item is to be inserted whose key value is less than the key value in node 1 but greater than the key value in node 5, where would it be inserted?
38. If node 1 is to be deleted, the value in which node could be used to replace it?
39. 4 2 7 5 1 6 8 3 is a traversal of the tree in which order?
40. 1 2 4 5 7 3 6 8 is a traversal of the tree in which order?

## Exercise 17 (p. 537)

17. True or false?

- a. Invoking the delete function in this chapter might create a tree with more levels than the original tree had.
- b. A preorder traversal processes the nodes in a tree in the exact reverse order that a postorder traversal processes them.
- c. An inorder traversal always processes the elements of a tree in the same order, regardless of the order in which the elements were inserted.
- d. A preorder traversal always processes the elements of a tree in the same order, regardless of the order in which the elements were inserted.

## Exercise 18 (p. 537)

18. If you wanted to traverse a tree, writing all the elements to a file, and later (the next time you ran the program) rebuild the tree by reading and inserting, would an inorder traversal be appropriate? Why or why not?