



Trees and Traversals

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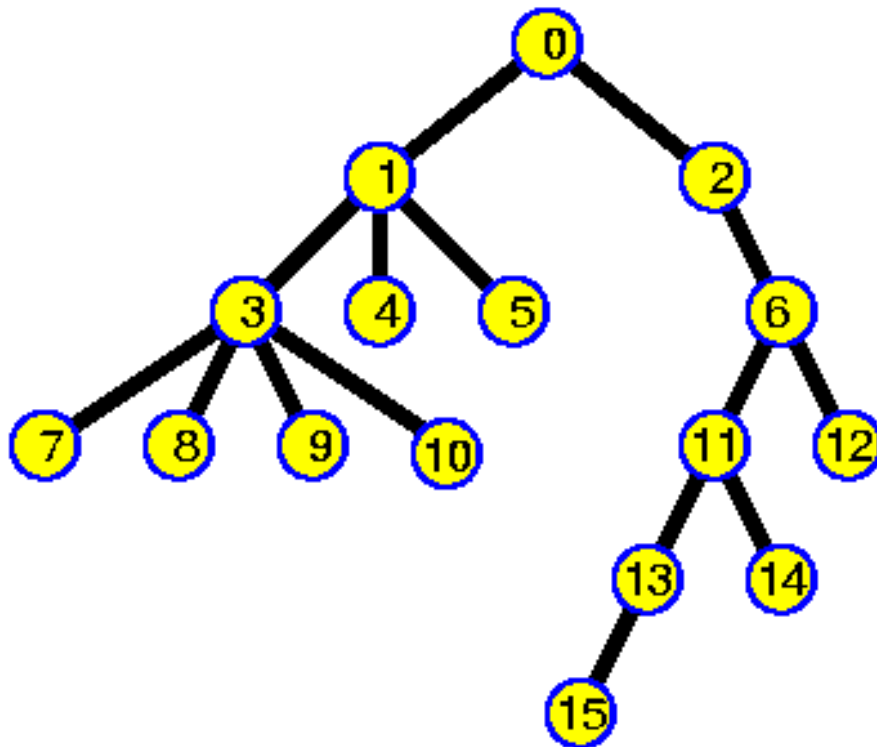
COMP242

Tree



Motivation

Tree Definitions



Tree has 16 nodes

Tree has degree 4

Tree has depth 5

Node 0 is the root

Node 1 is internal

Node 4 is a leaf

4 is a child of 1

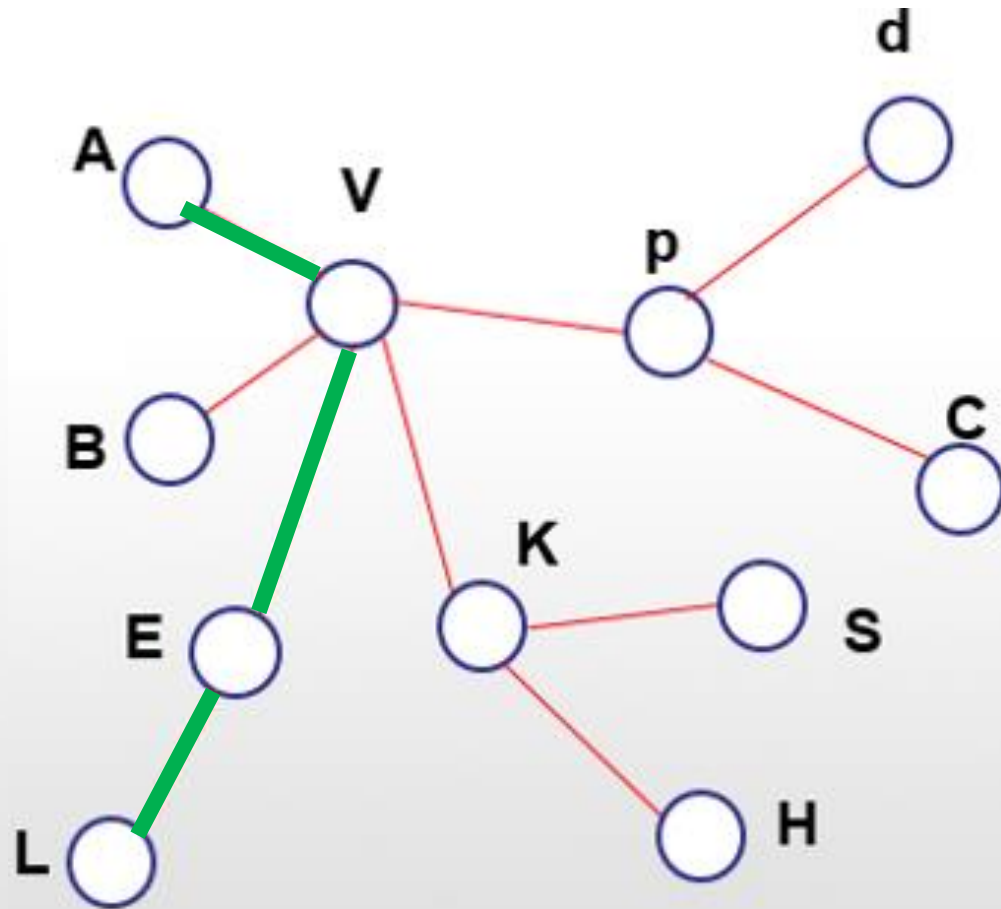
1 is the parent of 4

0 is grandparent of 4

3, 4 and 5 are siblings

Tree

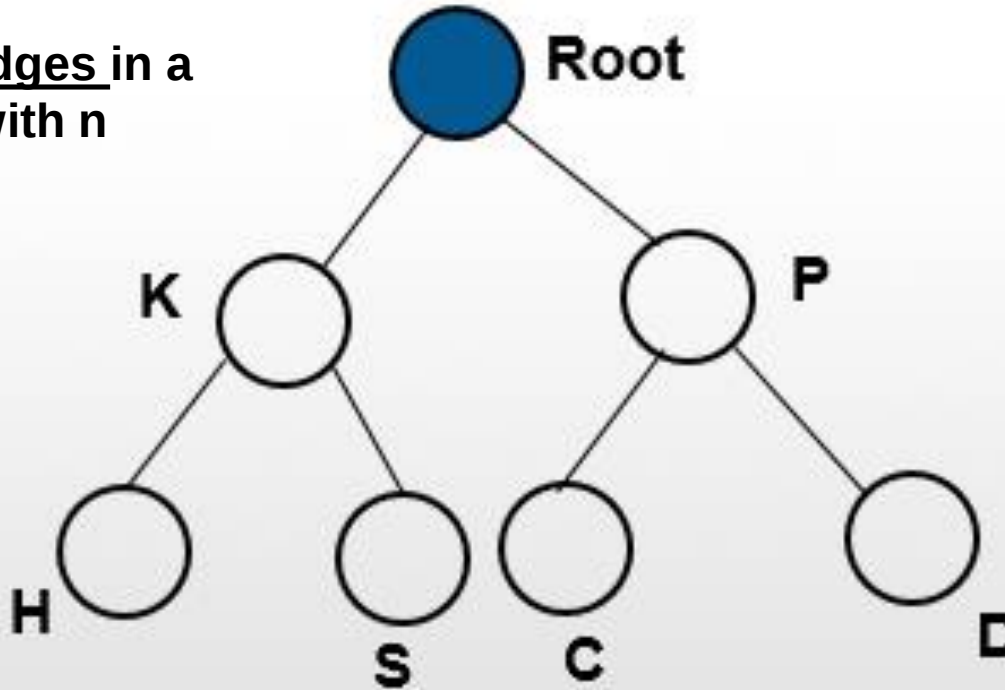
- ❑ **Tree:** Set of nodes and edges that connect them.
- ❑ Exactly one path between any two nodes.
- ❑ **Path:** connected sequence of edges.



A **path** is a sequence of nodes such that the next node in the sequence is a child of the previous {A,V,E,L}

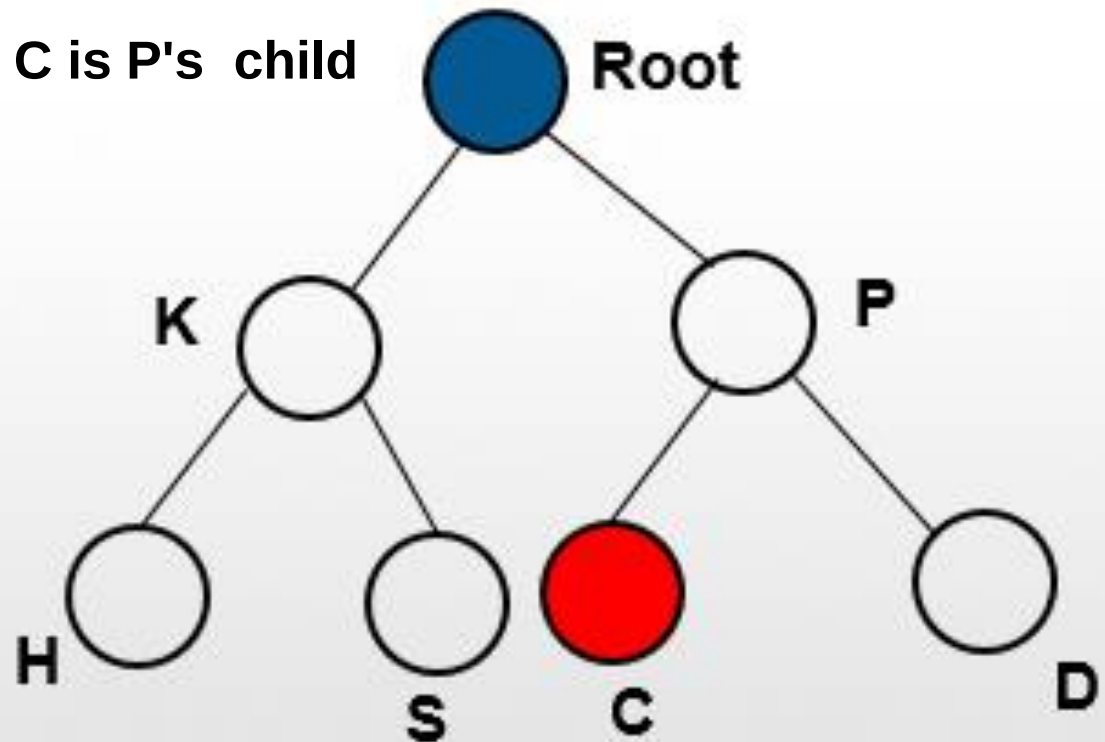
Rooted Tree

- ❑ Rooted tree: One distinguished node is called the root.
- ❑ Number of edges in a rooted tree with n nodes = $n-1$



Rooted Tree

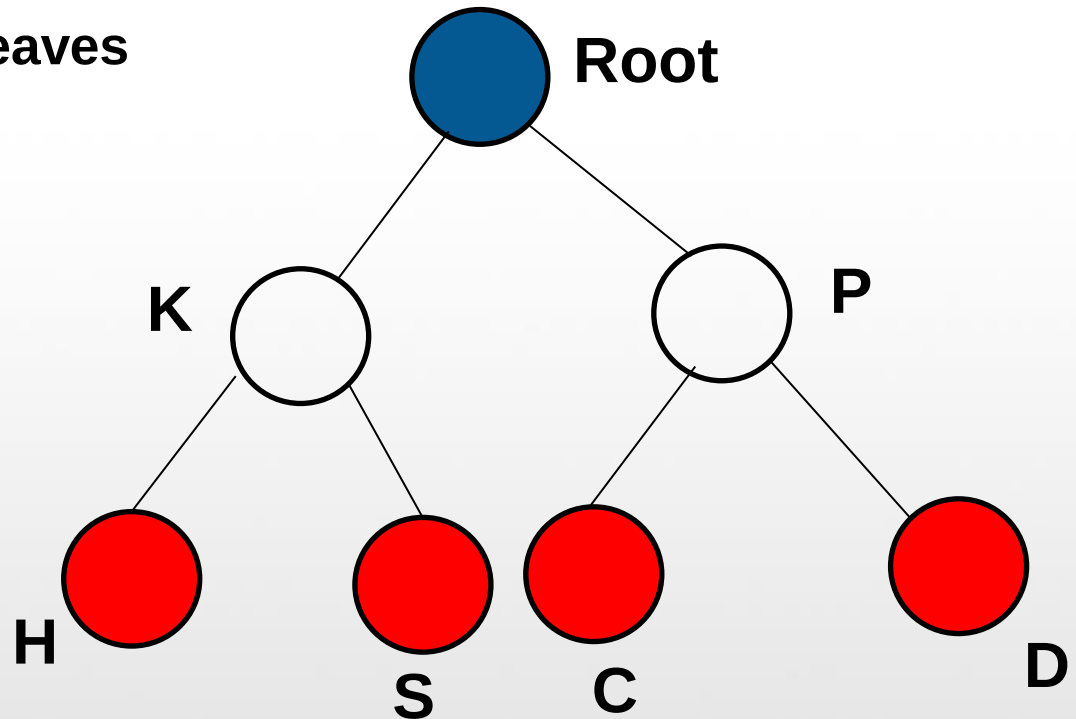
- ❑ Every node C , except root, has one parent P , the first node on path from c to the root.
- ❑ if p is parent of C , then C is P 's child
- ❑ Root has no parents



Rooted Tree

Leaf : Node with no children.

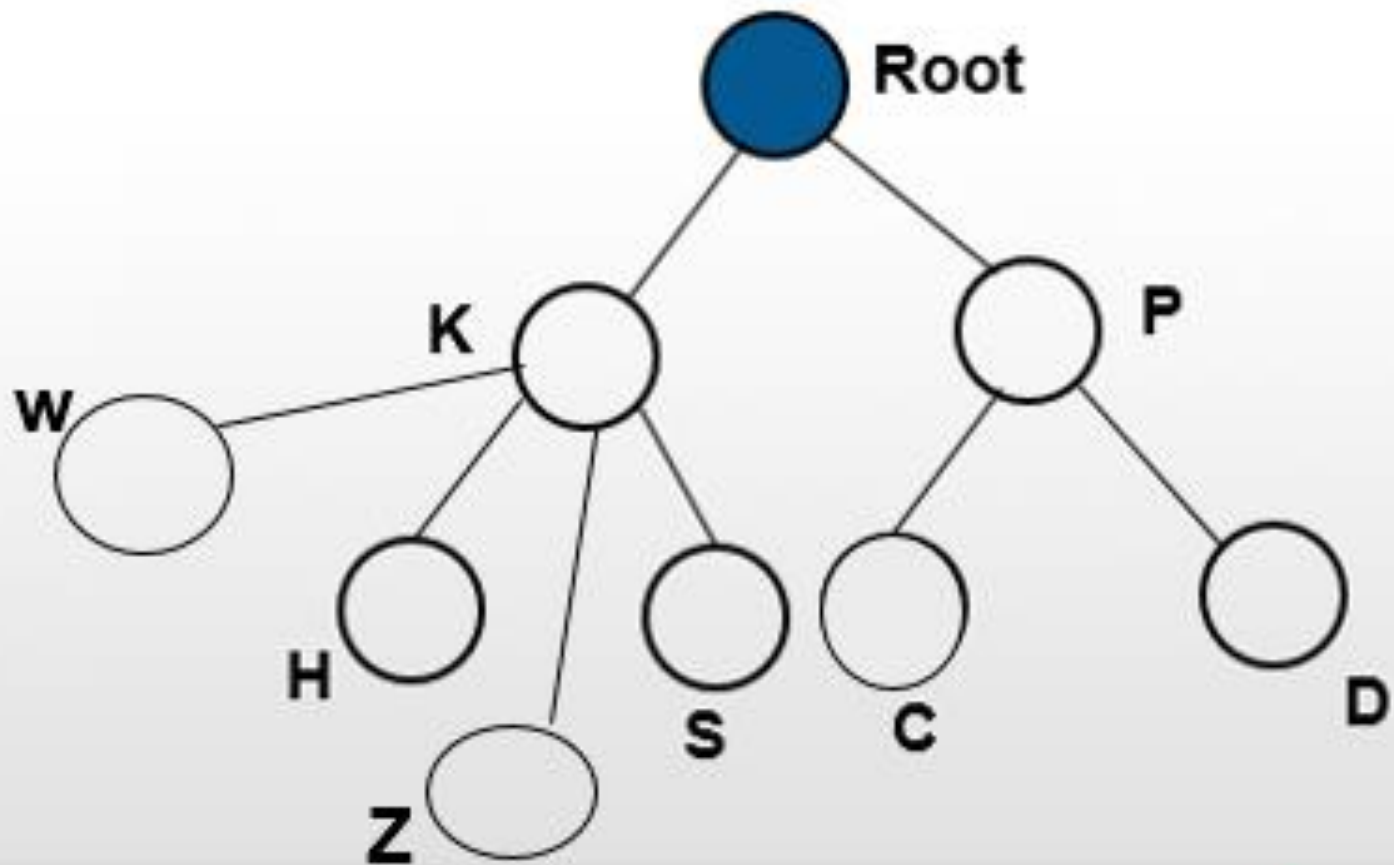
Example. H,S,C, and D are leaves in our tree



Leaf node also called external node, all other nodes are internal

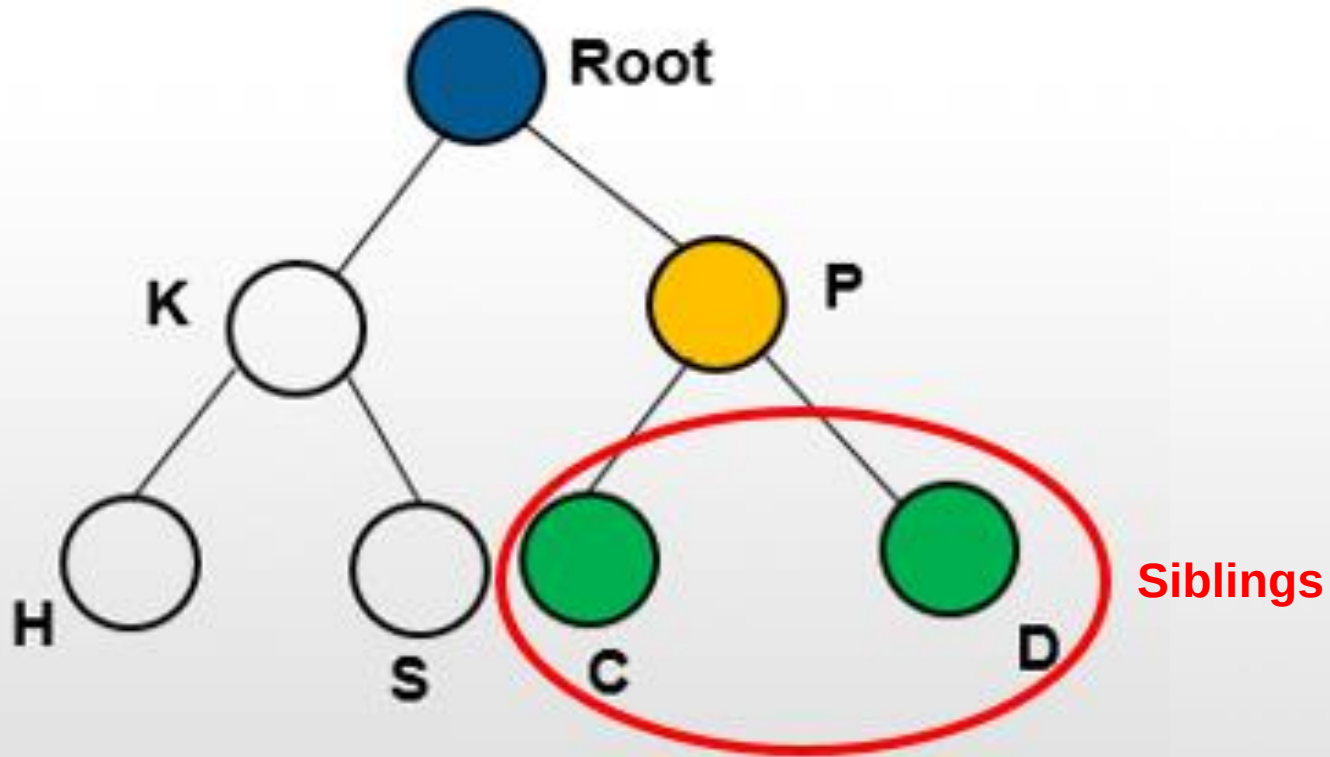
Rooted Tree

- ❑ A node can have any number of children



Rooted Tree

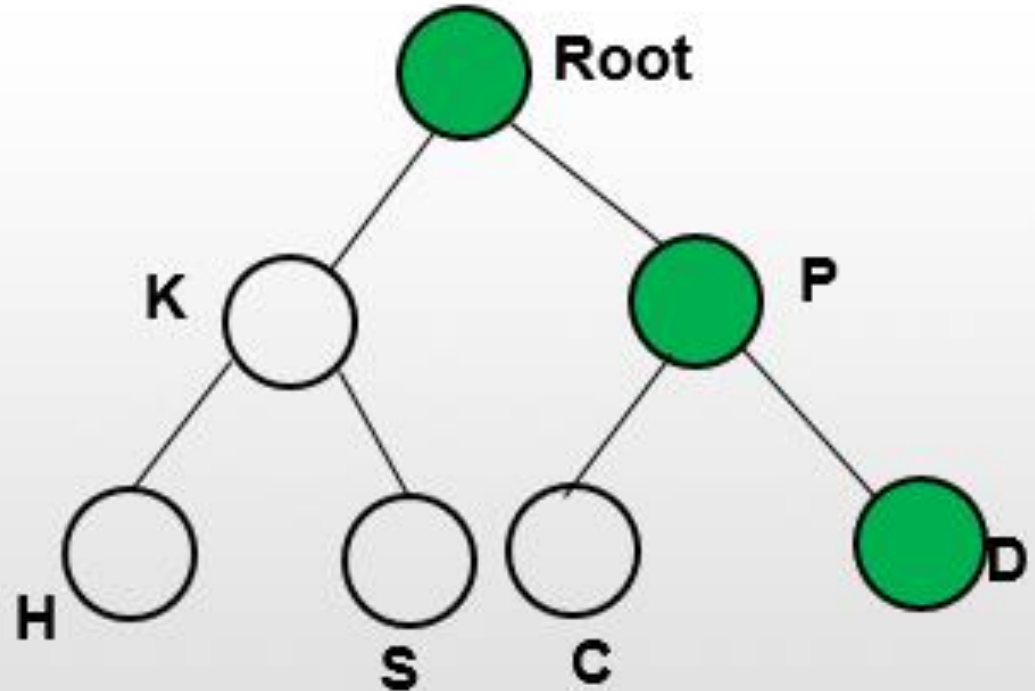
- ❑ Siblings : Nodes with same parent.



P is parent of C, and P is parent of D

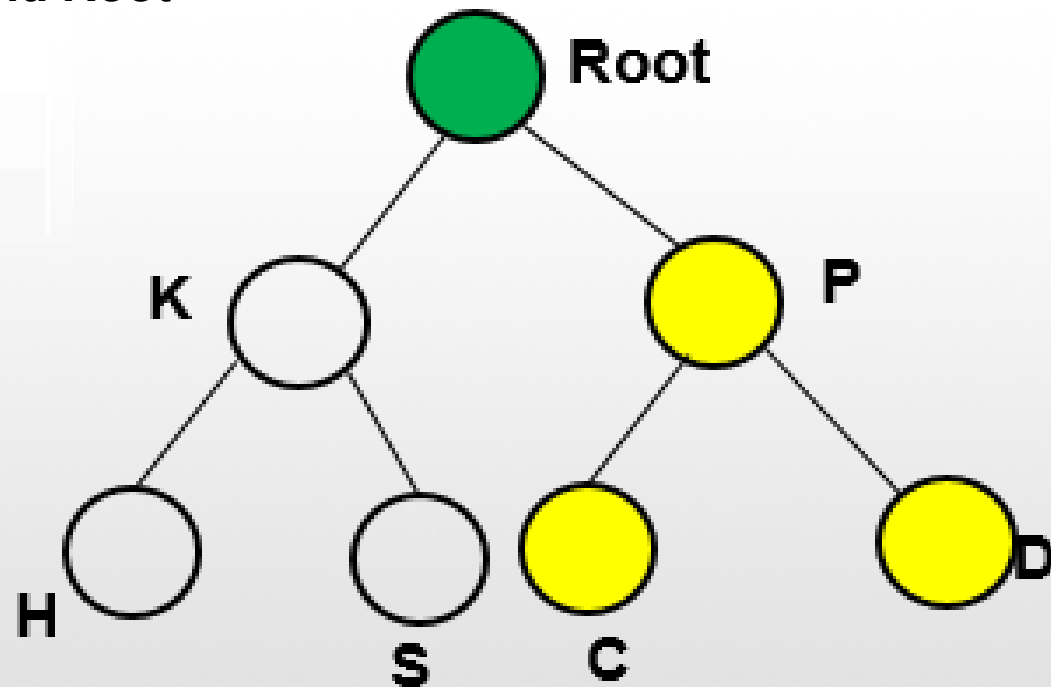
Rooted Tree

- ❑ Ancestors of a node D : nodes on path from D to root, including D, D's parent, D's grandparent,...root (included).
- ❑ If P is ancestor of D, then D is descendant of P



Rooted Tree

Example: Descendants of P are *P, C, and D*
Ancestors of H are *H, K, and Root*

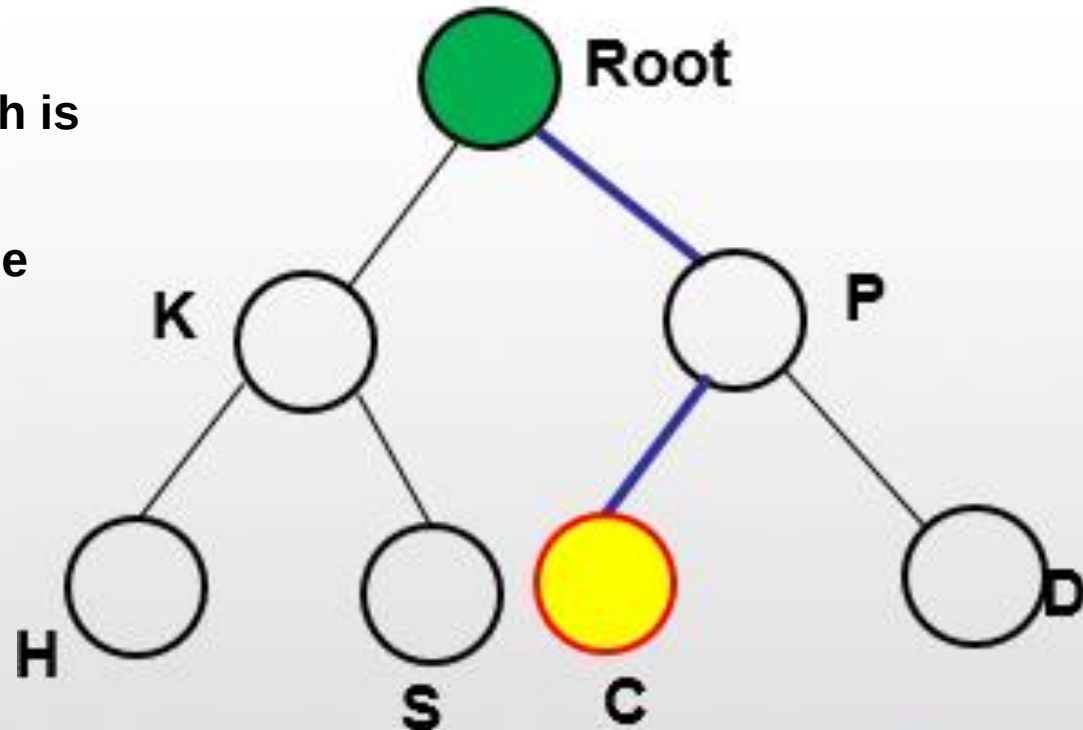


Rooted Tree

❑ Length of path: number of edges in path.

Example:

- ❑ path from c to itself , the length is zero (empty path or no path)
- ❑ path from c to p, length is 1 (one edge in path)
- ❑ path from c to root, length is 2

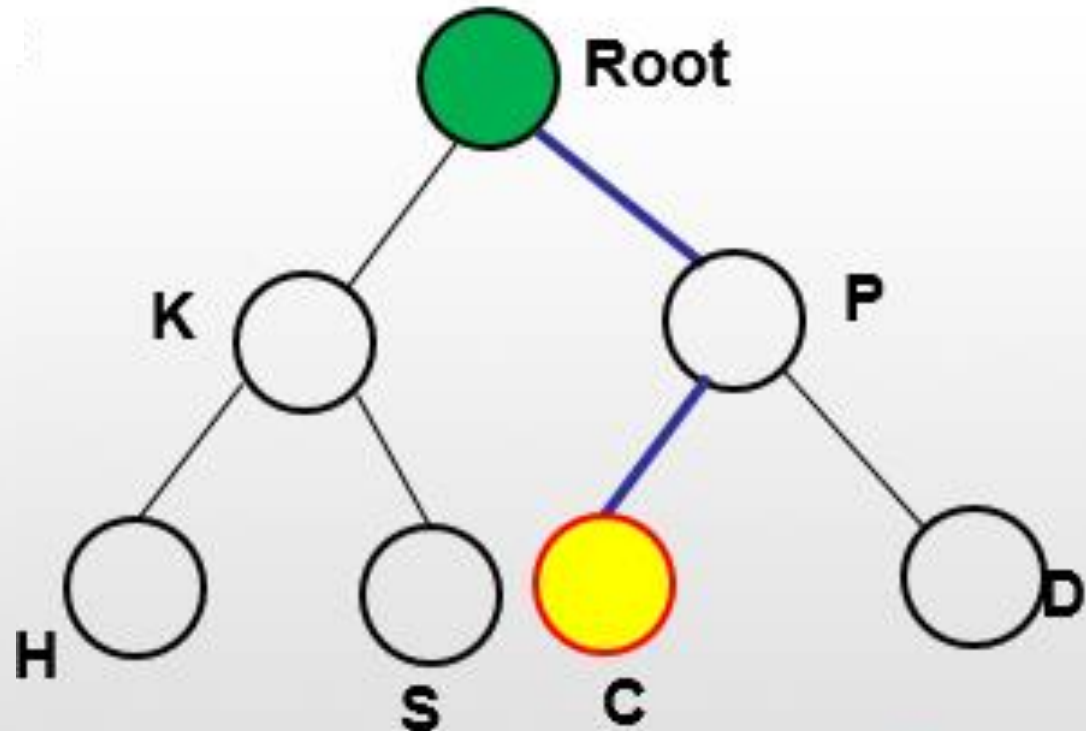


Rooted Tree

□ Depth of node n is length of path from n to root.

EX: (Depth of root is zero)

EX: (Depth of C is 2)



Rooted Tree

- Height of node n is the length of path from n to its deepest descendant

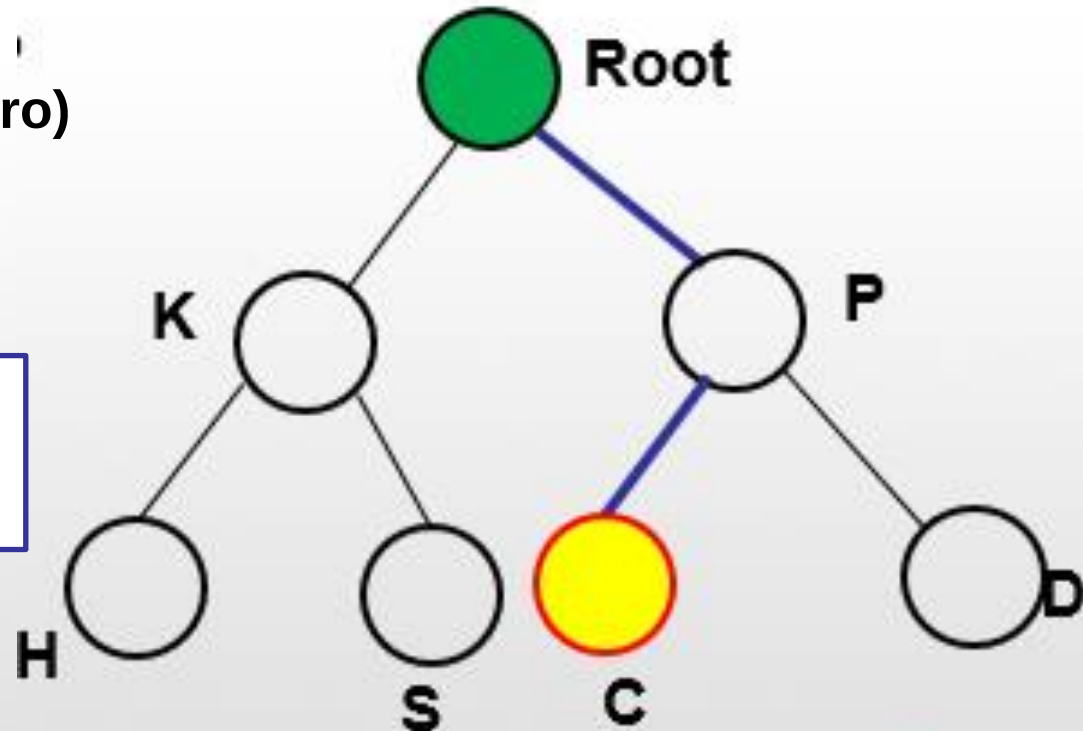
Examples:

(Height of any leaf node is zero)

(Height of Root node is 2)

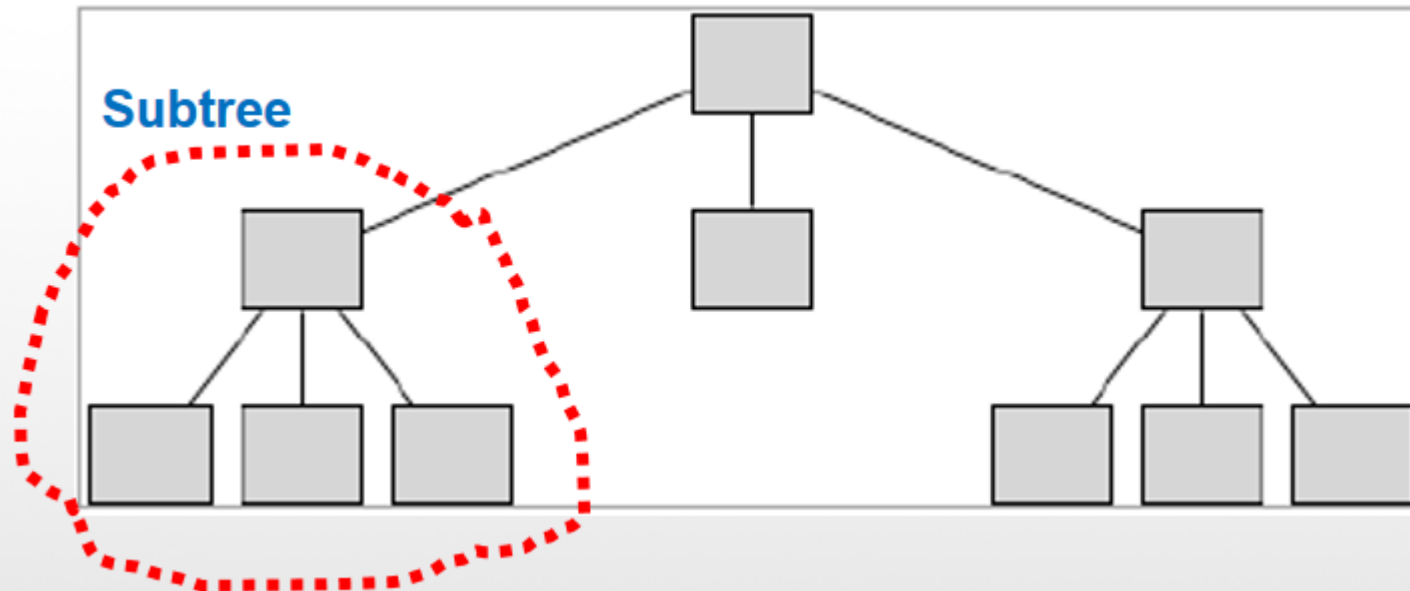
(Height of P node is 1)

Height of a tree = height of the root
(The longest path length from the root to a leaf)



Rooted Tree

- **Degree** : the maximum number of possible children for every node in the tree.

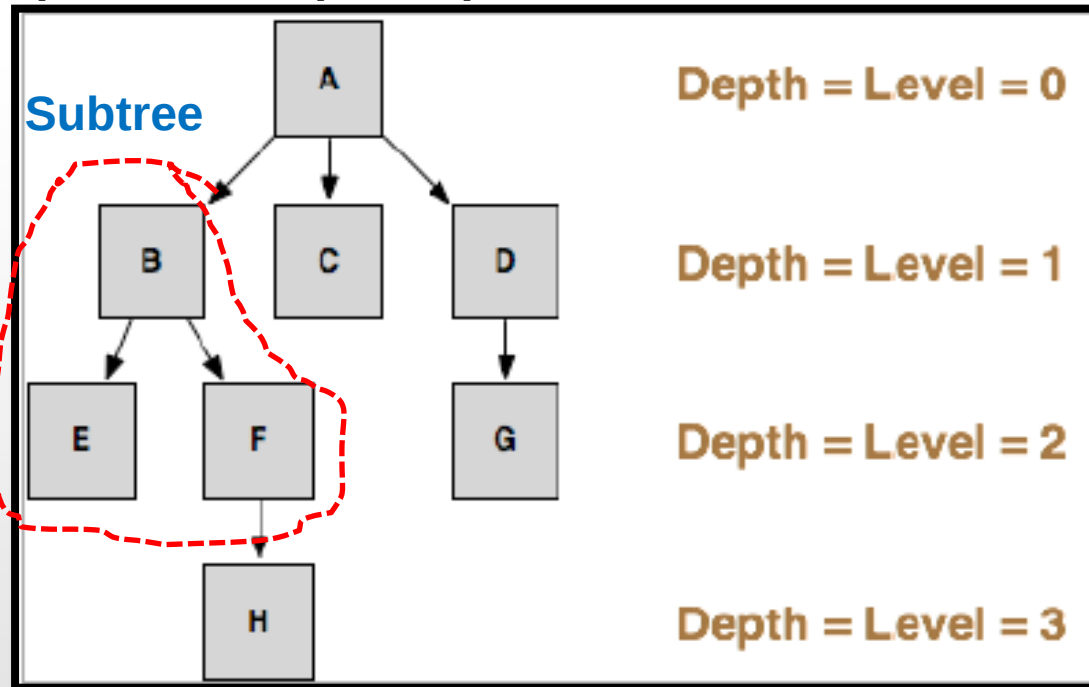


The height of tree is 2 and the degree 3

Rooted Tree

Node level & node depth : is the path length from the root

- ❑ The root is level 0 and depth 0
- ❑ Other nodes depth is 1 + depth of parent

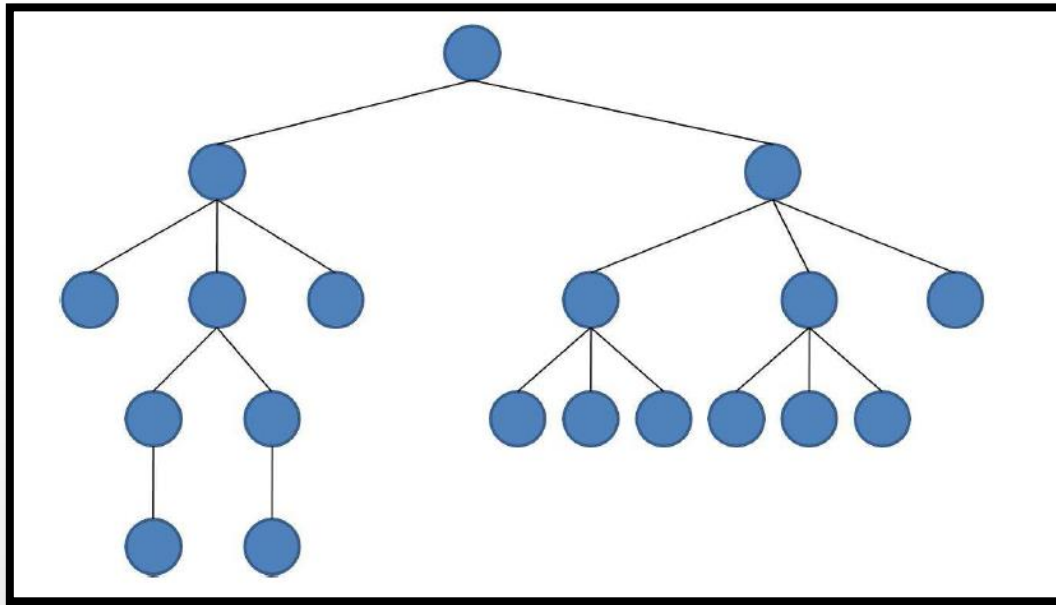


depth(A)=0
depth(B)=1
depth(E)=2
depth(H)=3

height(A)=3
height(F)=1
height(C)=0
height(E)=0
height(D)=1
height(B)=2

Rooted Tree: H.W

You have one week to do the following



□ Explain the values of the main characteristics of the tree shown in the figure.

NOTE: These characteristics are grade(degree) of the tree, height, number of nodes, external and internal nodes.

Rooted Tree: H.W

You have one week to do the following

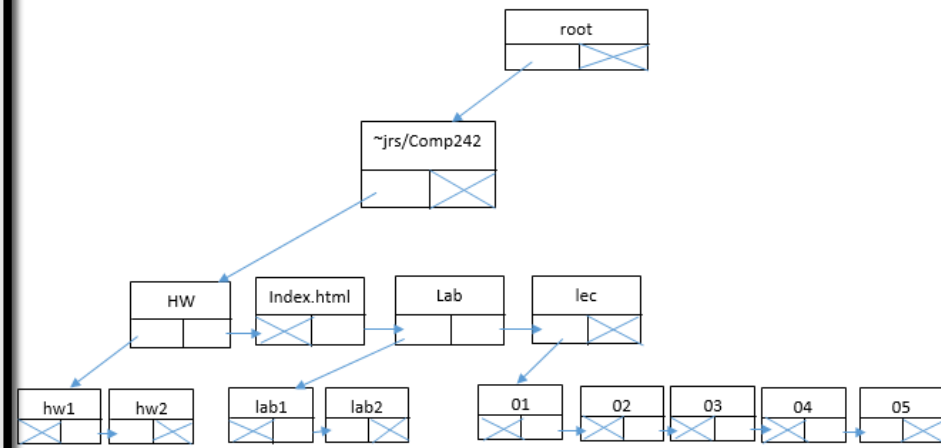
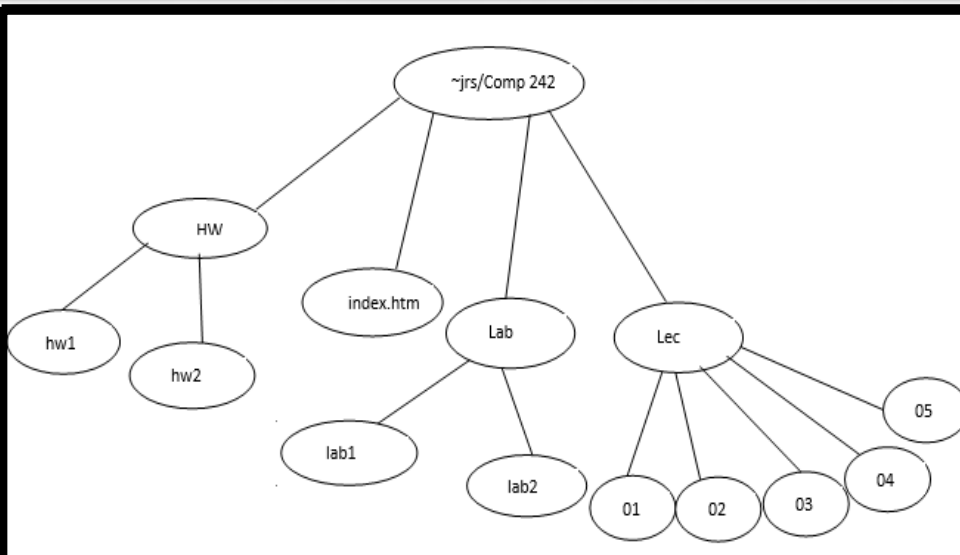
Given the following properties of a tree, draw a tree that satisfies them:

1. Degree of the tree: 3
2. Number of nodes: 14
3. Height of the tree: 3
4. Number of nodes with depth=2: 6

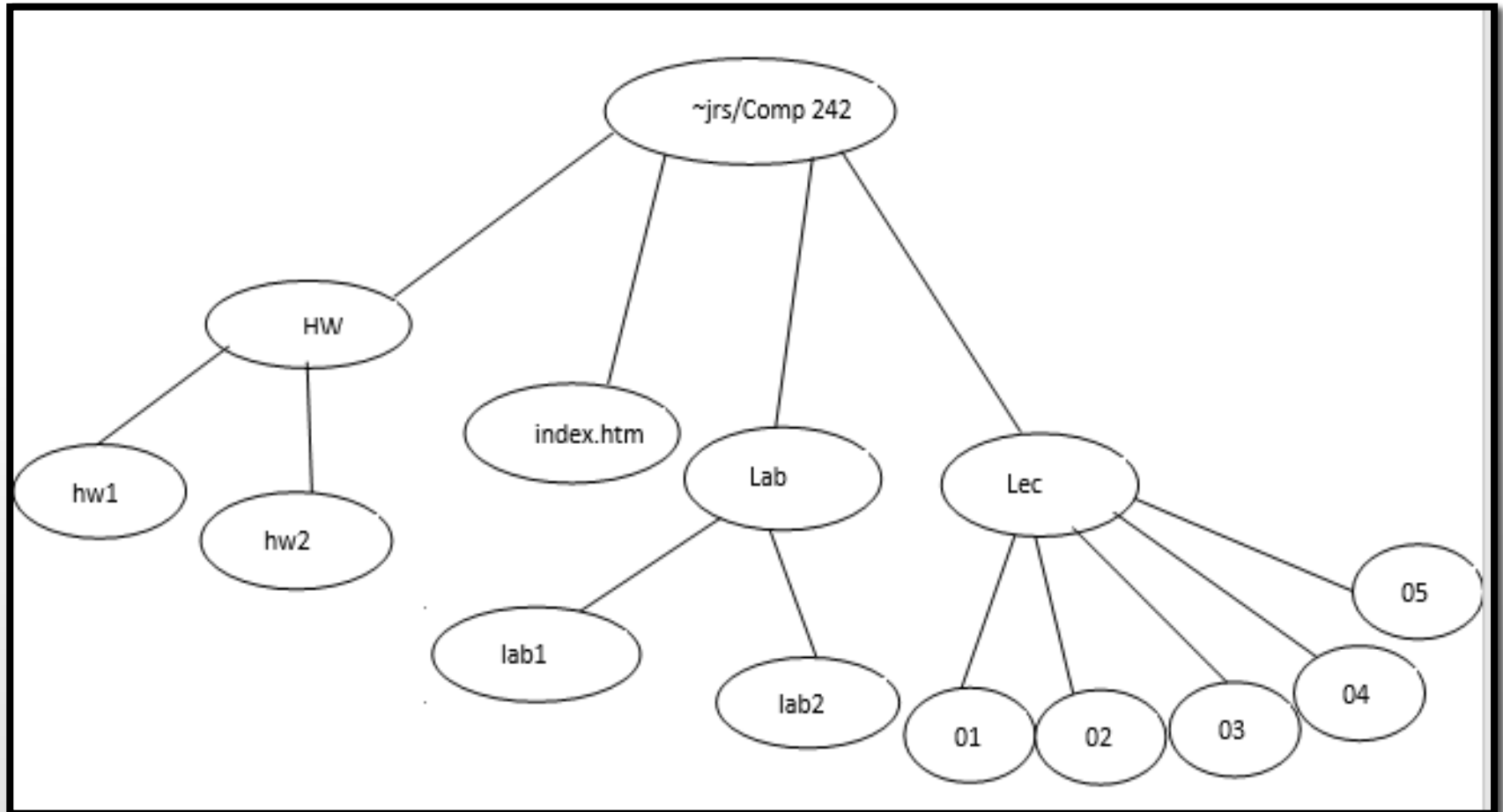


Implementation: Rooted Tree

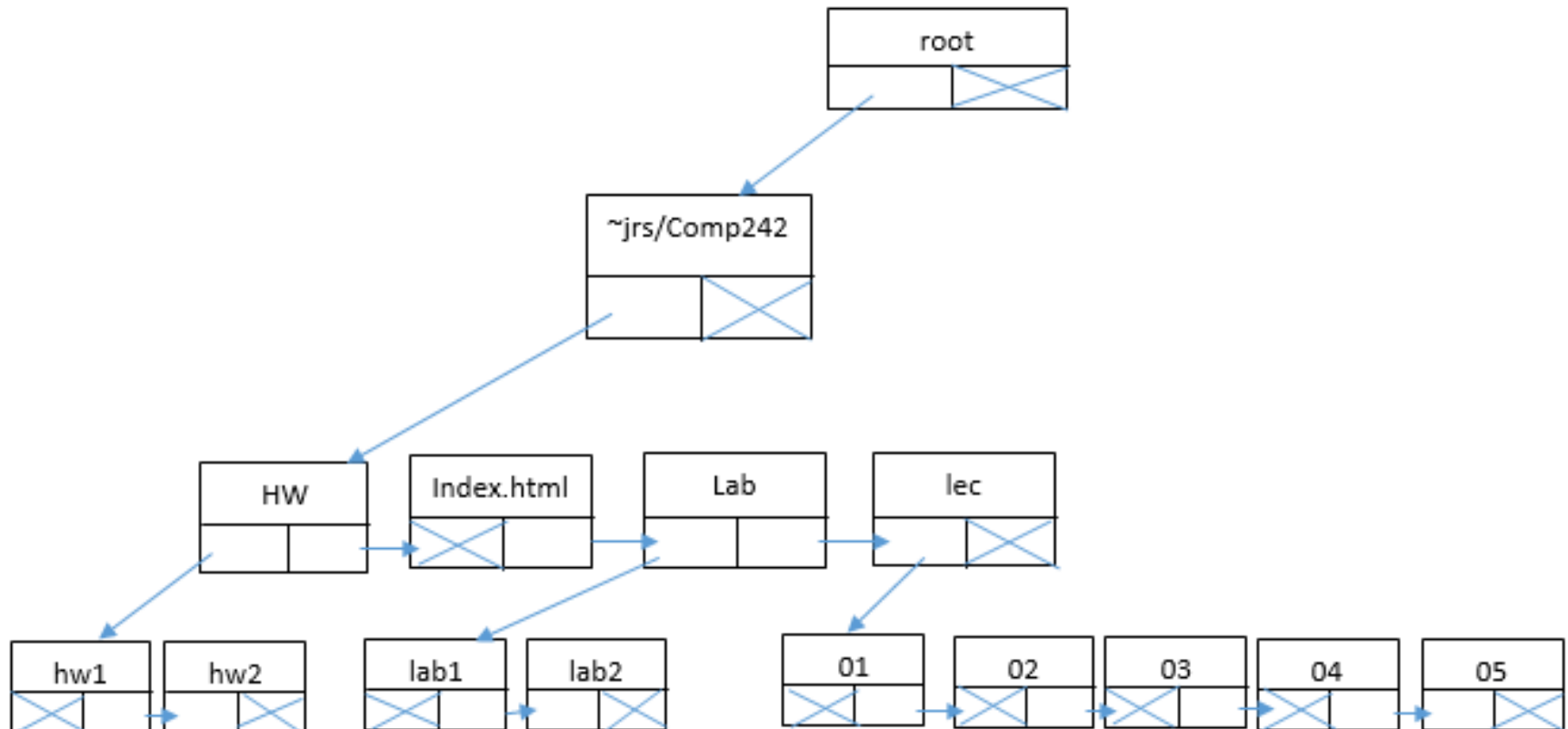
```
//Class Node for the rooted Tree
public class RootedTreeNode {
    Object element;           //store data
    RootedTreeNode firstChild; //reference for left tree
    RootedTreeNode nextSibling; //reference for right tree
}
```



Implementation: Rooted Tree



Implementation: Rooted Tree

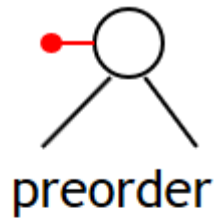


Tree Traversals

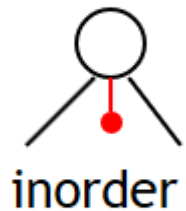
- ❑ A traversal is a manner of visiting each node in a tree once.
- ❑ What you do when visiting any particular node depends on the application; for instance, you might print a node's value, or perform some calculation upon it. There are several different traversals, each of which orders the nodes differently

Tree Traversal

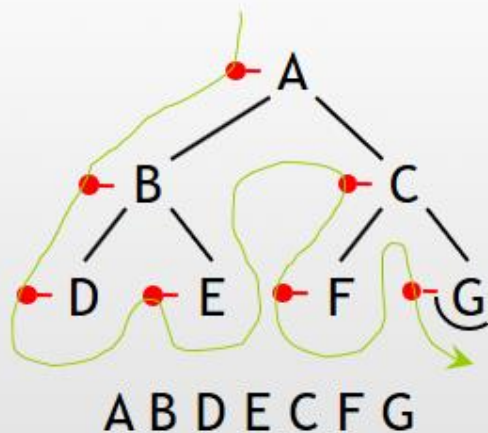
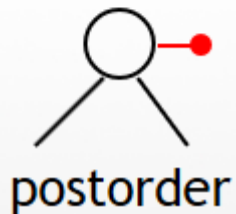
❑ Preorder: visits nodes as **root** → left → right



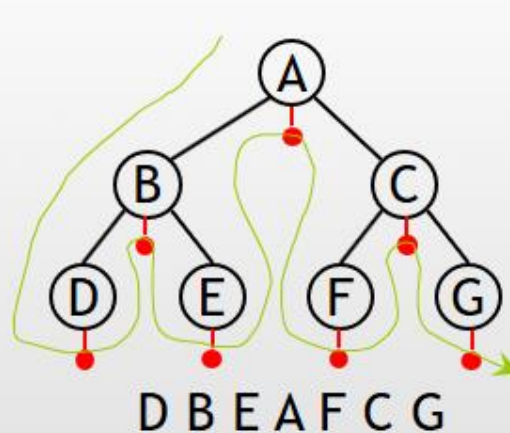
❑ Inorder: visits nodes as left → **root** → right



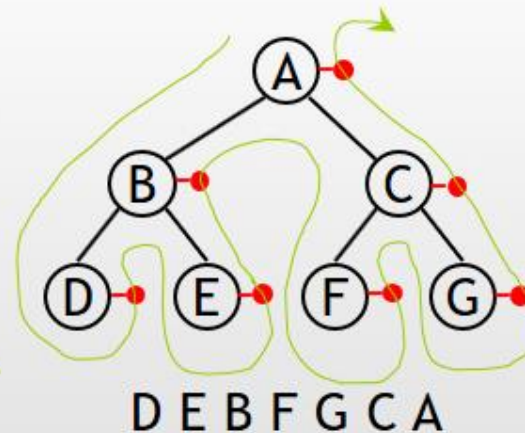
❑ Postorder: visits nodes as left → right → **root**



Preorder



Inorder



Postorder

Tree Traversal: More Details

Preorder traversal

Let T be a tree with root r and subtrees $T_1, T_2, \dots, T_n$. In Preorder traversal, we visit the root r first, then traverse the subtree T_1 in preorder, then traverse the subtree T_2 in preorder, and so on up to the traversal of the subtree T_n in preorder.

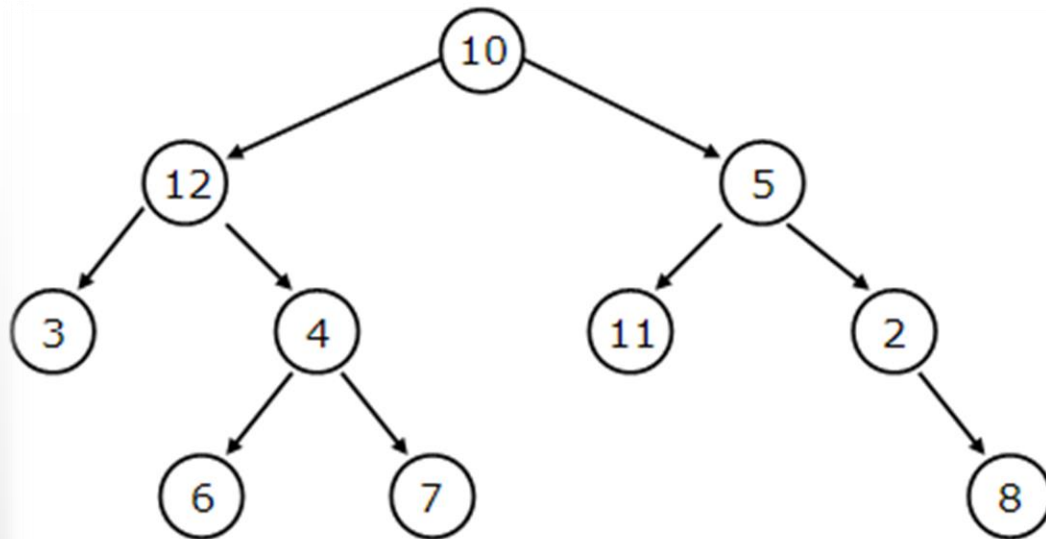
Inorder traversal

Let T be a tree with root r and subtrees $T_1, T_2, \dots, T_n$. In an Inorder traversal, we traverse the subtree T_1 in inorder, then we visit the root r , then traverse the subtree T_2 in inorder, and so on up to the traversal of the subtree T_n in inorder.

Postorder traversal

Let T be a tree with root r and subtrees $T_1, T_2, \dots, T_n$. In a Postorder traversal, we traverse the subtree T_1 in postorder, then traverse the subtree T_2 in postorder, and so on up to the traversal of the subtree T_n in postorder, and finally we visit the root r .

Tree Traversal



Levelorder tree traversal

10, 12, 5, 3, 4, 11, 2, 6, 7, 8

Inorder tree traversal

3, 12, 6, 4, 7, 10, 11, 5, 2, 8

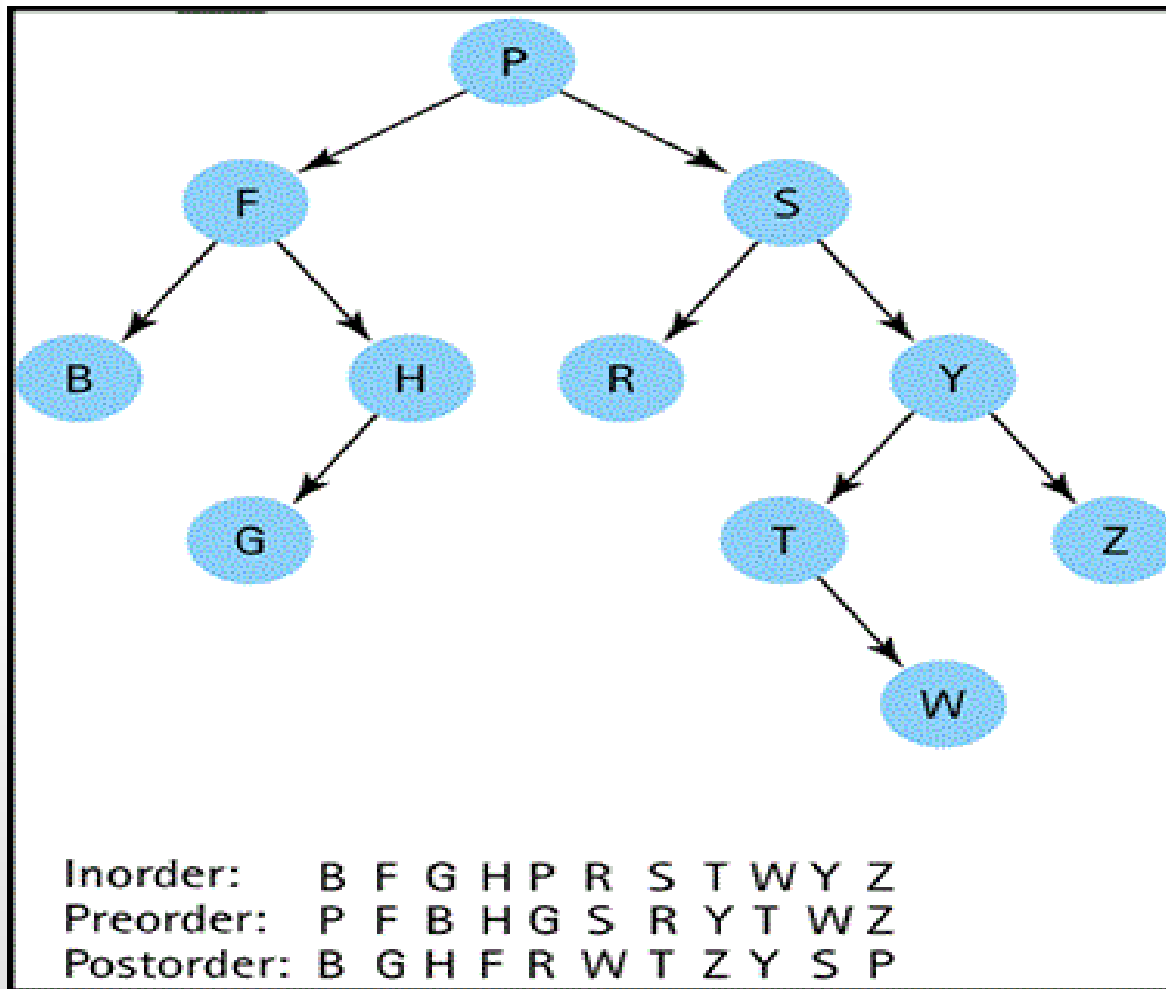
Preorder tree traversal

10, 12, 3, 4, 6, 7, 5, 11, 2, 8

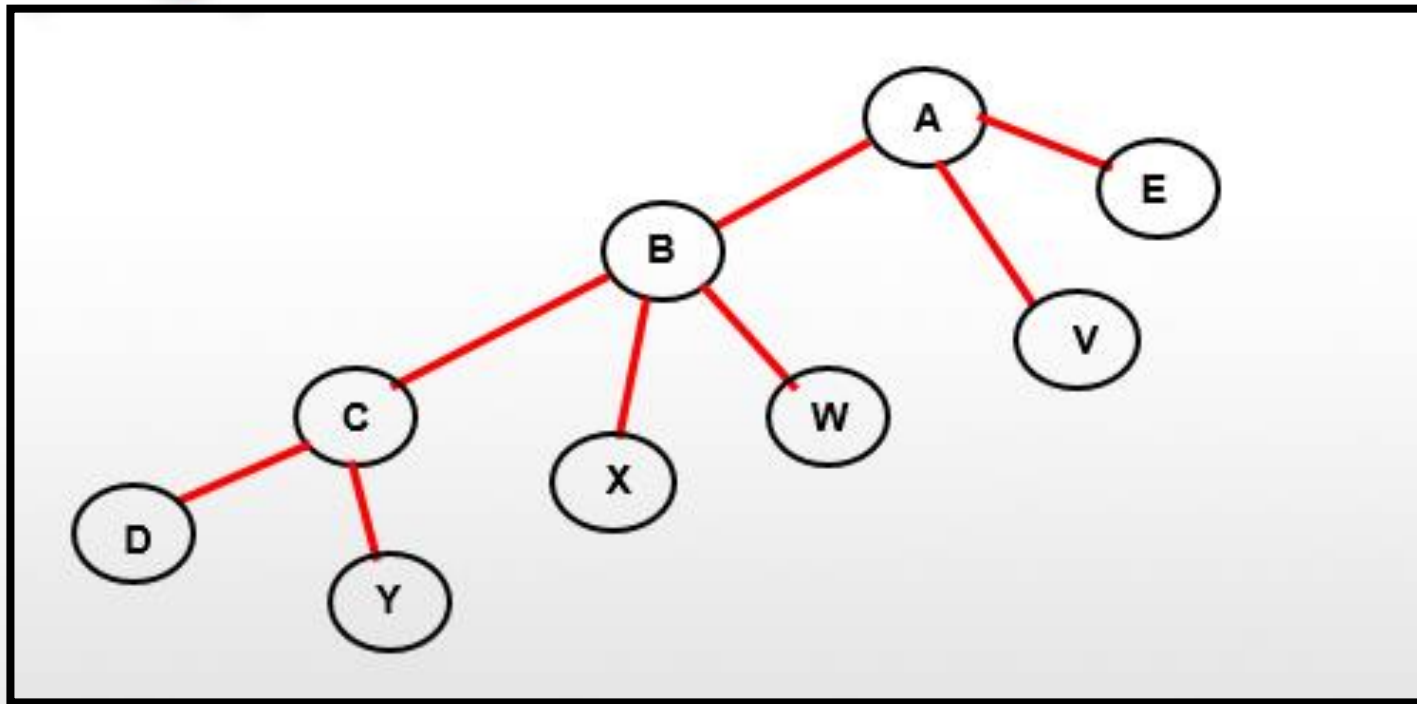
Postorder tree traversal

3, 6, 7, 4, 12, 11, 8, 2, 5, 10

Tree Traversal



Tree Traversal



Pre-order: A,B,C,D,Y,X,W,V,E

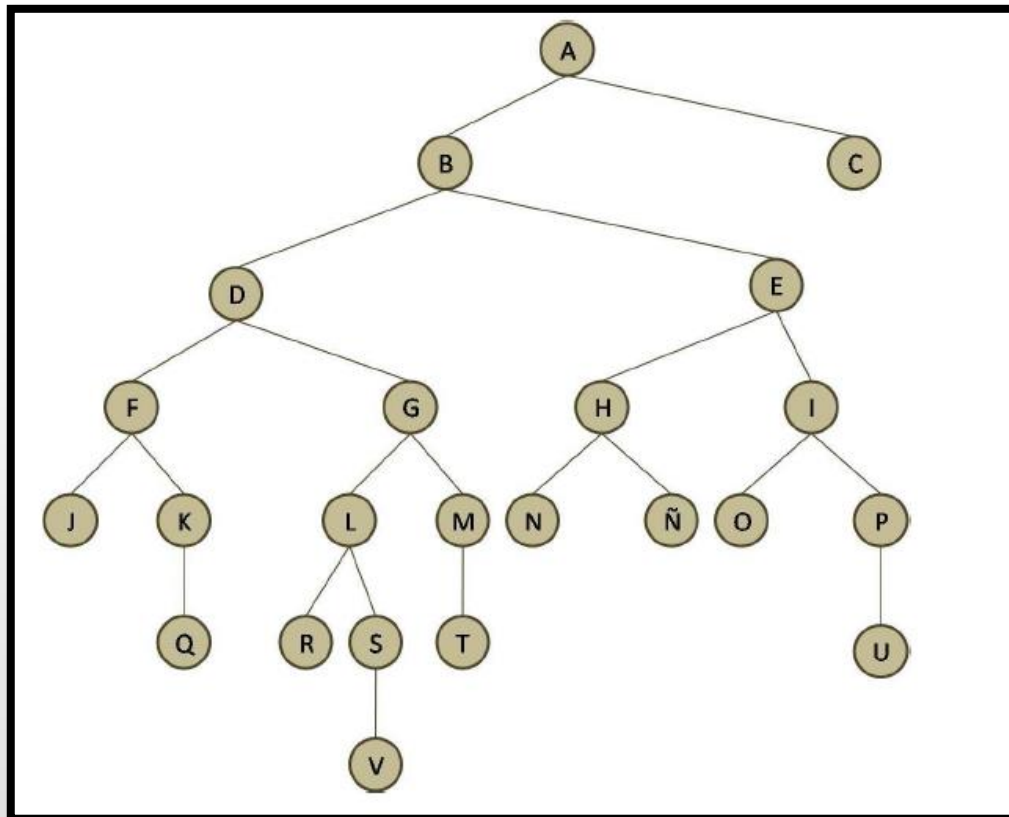
In-order: D,C,Y,B,X,W,A,V,E

Post-order: D,Y,C,X,W,B,V,E,A

Rooted Tree: H.W

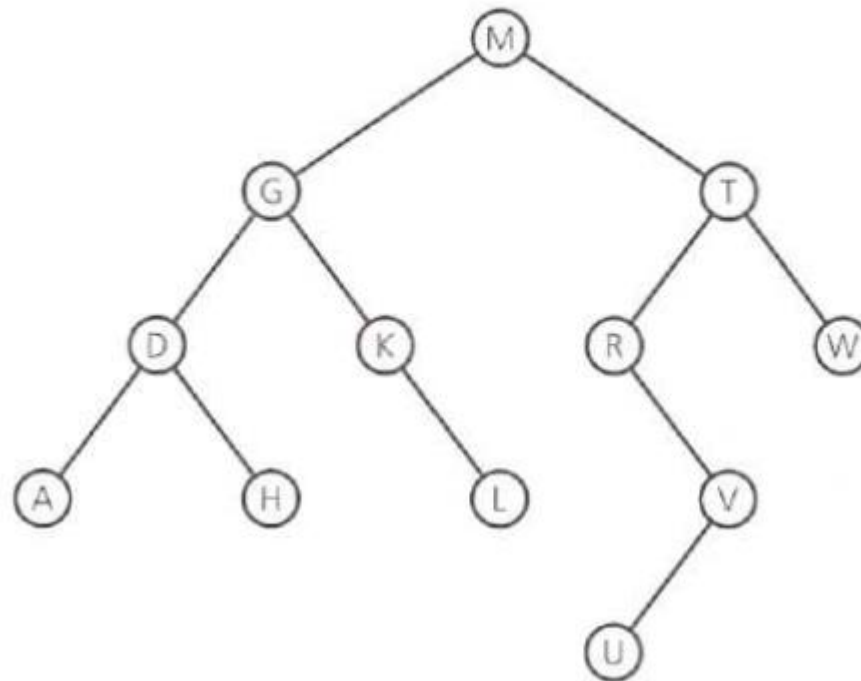
You have one week to do the following

Given the following tree, write the pre-order, in-order and post-order traversals.



Extra Exercises

Carrano, 4th edition, Chapter 10, Exercise 2: What are the preorder, inorder, and postorder traversals of the following binary tree?



Question?



“Success is the sum of small efforts, repeated day in and day out.”
Robert Collier

References:

1. Algorithms and Data Structures, Julian Moreno Schneider et al.
2. Fundamentals of Data Structures in C, Ellis Horowitz et al.
3. Data Structures and Problem Solving with C++: Walls and Mirrors
4. Analysis of algorithms robert Sedgewick
5. Prof. Sin-Min Lee Lecture Notes
6. Prof. Evan Korth Lecture Notes