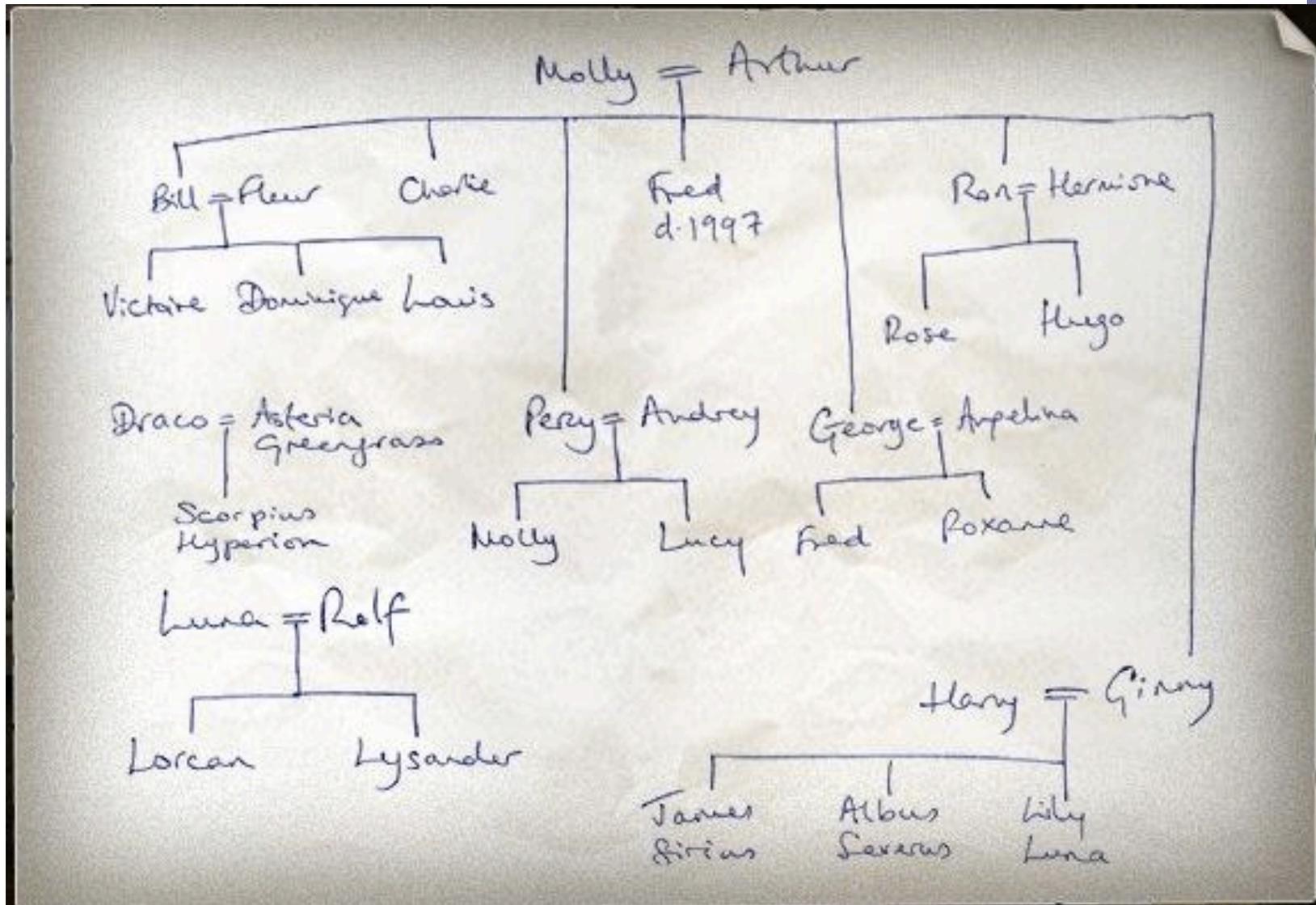


Binary Trees

+ Trees – hierarchical data structure



+ Trees in CS are different

■ Nodes and links

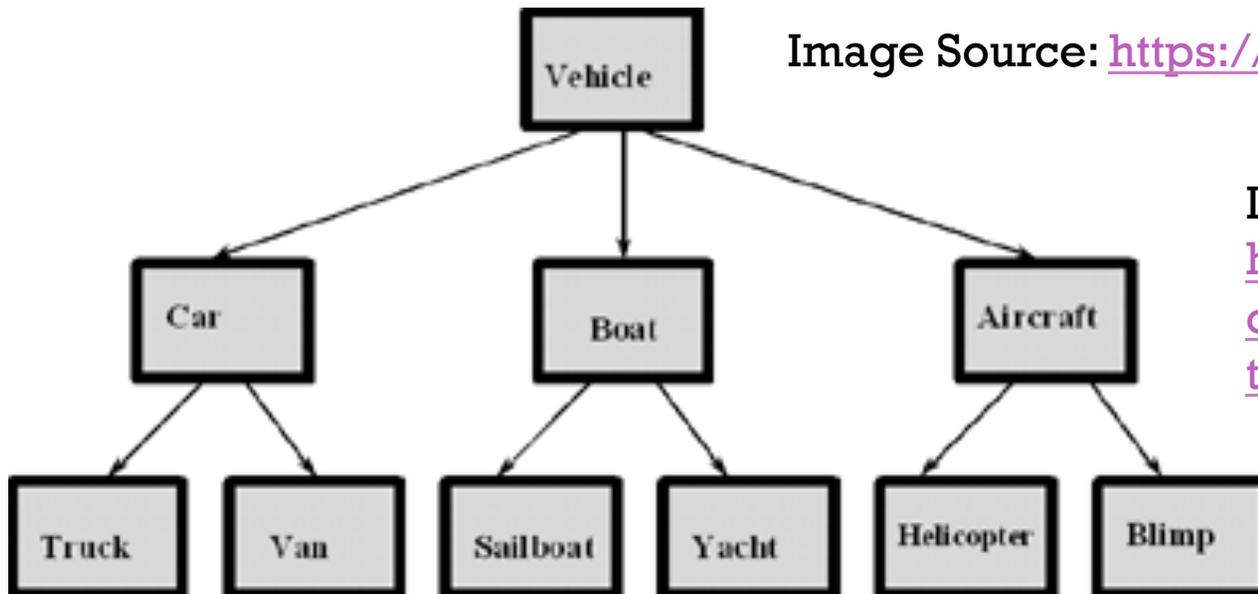
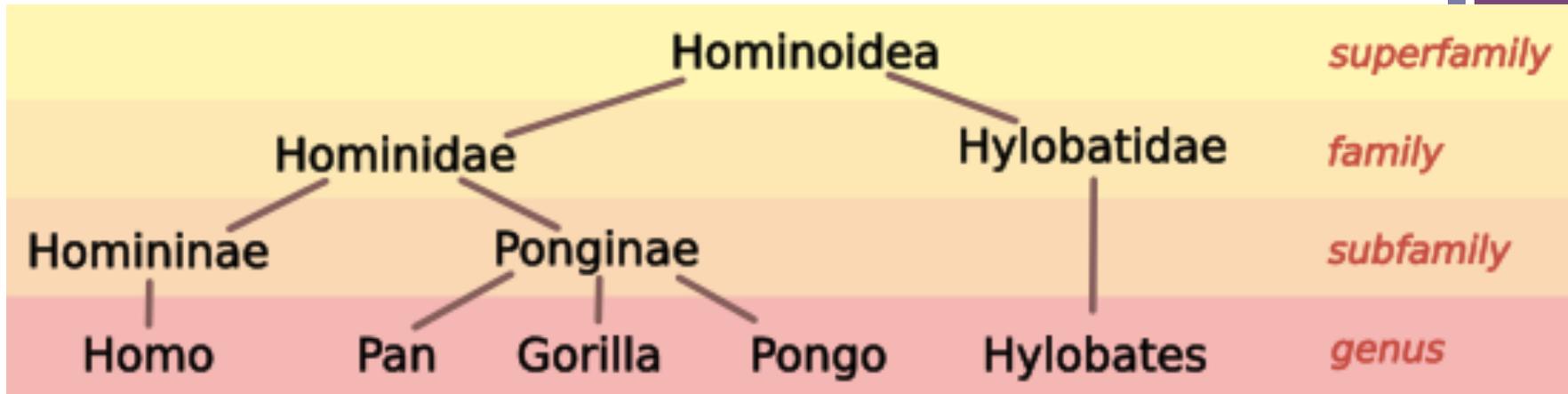
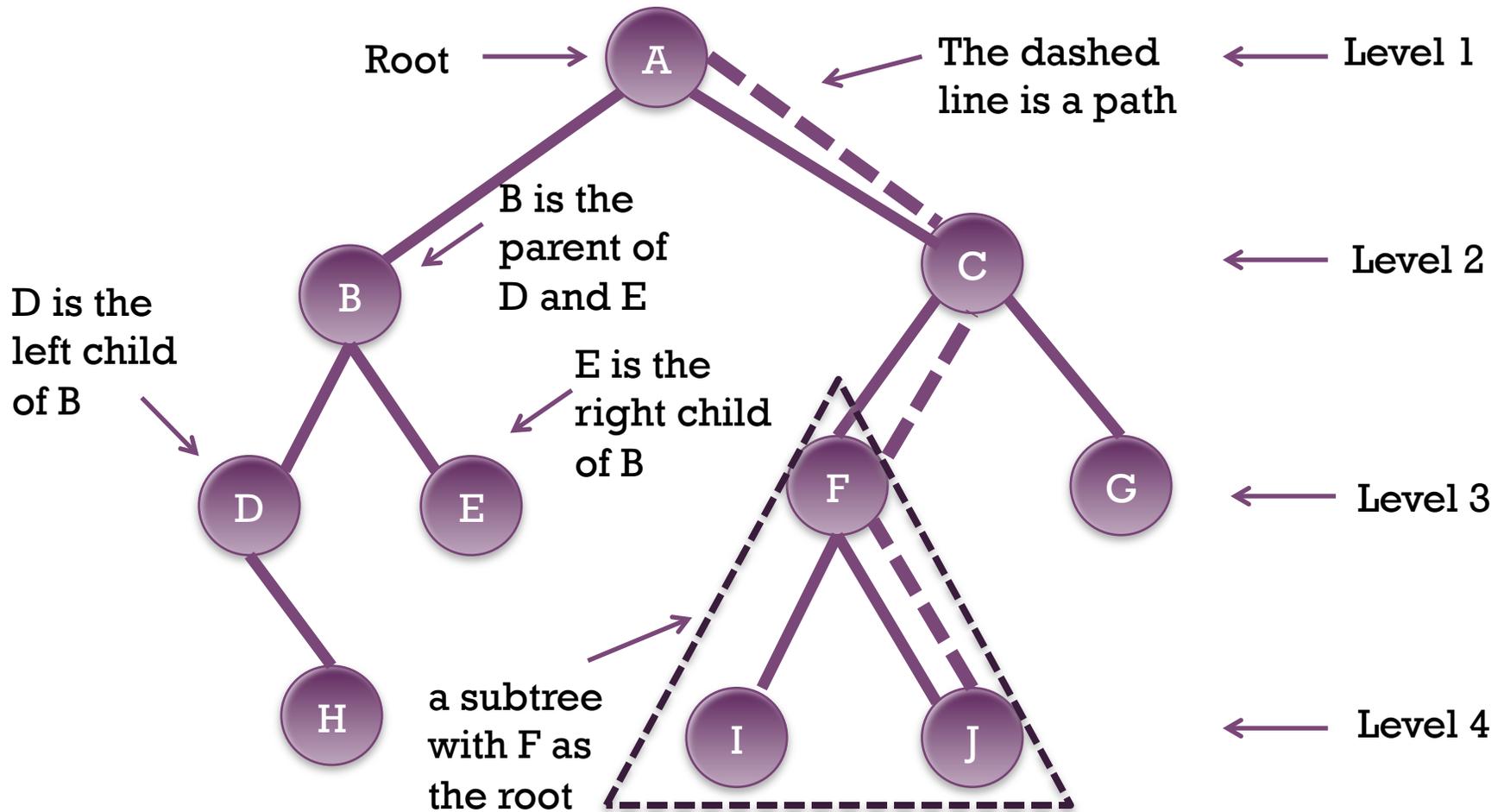


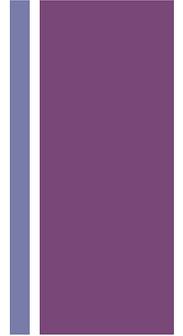
Image Source: <https://en.wikipedia.org/wiki/Ape>

Image Source:
http://www.dba-oracle.com/images/t_obje3.gif

Tree Terms



+ Tree Properties



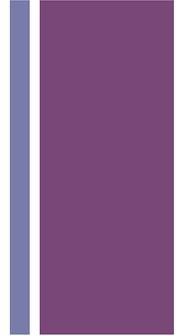
- each node has exactly one Parent
- leaf nodes have no children
- Level is distance from root:

$$level(node) = \begin{cases} 1 & \text{if node is root} \\ 1 + level(parent(node)) & \text{o/w} \end{cases}$$

- Height is # of nodes in largest path from root to leaf

$$height(tree) = \begin{cases} 0 & \text{if tree is empty} \\ 1 + \max(height(c1), \dots, height(cn)) & \end{cases}$$

+ Binary Trees



- Each node has at most two subtrees.

T is a Binary Tree if either one of the following is true:

Definition:

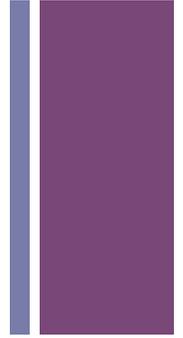
(1) T is empty.

(2) If T is not empty, its root has two subtrees

T_L and T_R such that T_L and T_R are Binary Trees.

- Let's look at some examples

+ Types of Binary Trees

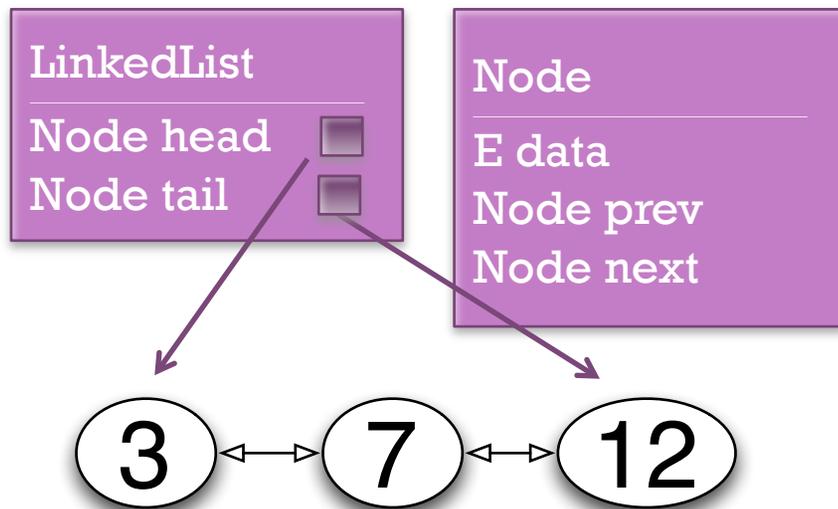


- Full Binary Tree
All nodes have two children or 0 (leaf nodes)
- Perfect Binary Tree
Full Binary Tree of height n and $2^n - 1$ nodes.
- Complete Binary Tree
Perfect through level $n-1$
Extra leaf nodes at level n are all on left side of the tree.

+ Linked List vs. Binary Tree

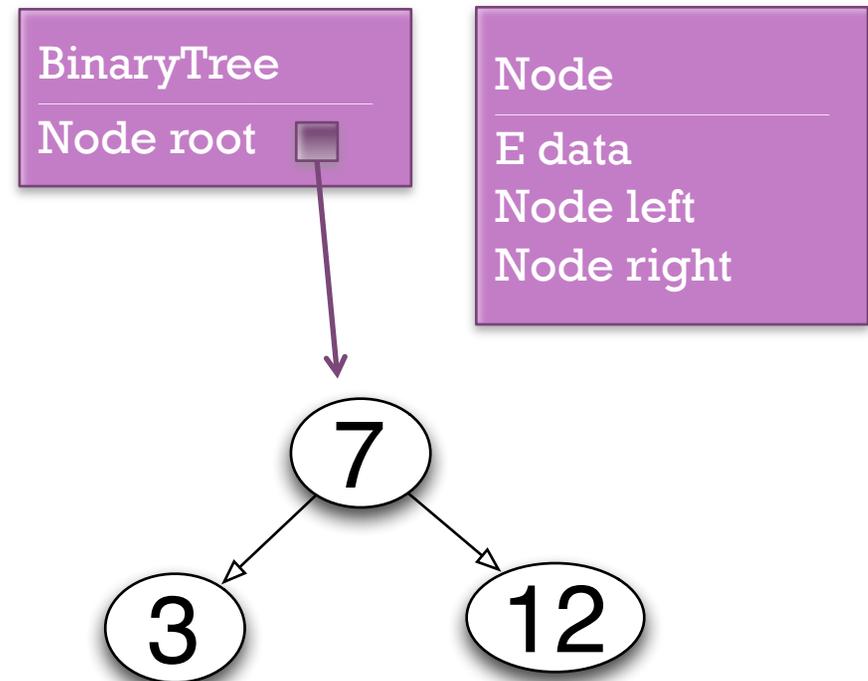
■ Double linked list

- A set of nodes
- Each node has
 - Data
 - Edge to previous node
 - Edge to next node
- head (and optional tail)

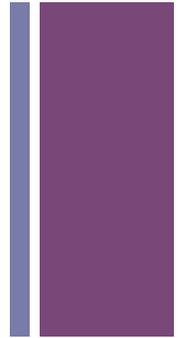


■ Binary Tree

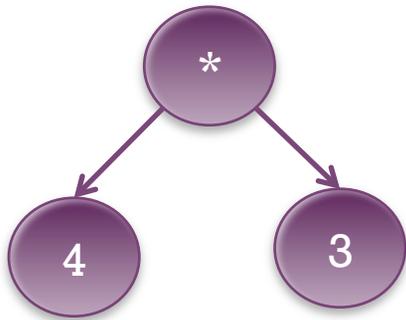
- A set of nodes
- Each node has
 - Data
 - Edge to left child
 - Edge to right child
- A root node



+ Expression Tree

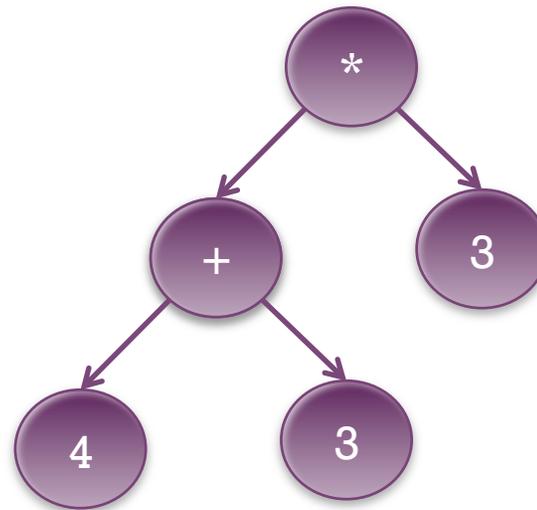


- Operator at root (internal) nodes
- Operands at leaves (external) nodes
- $4 * 3$



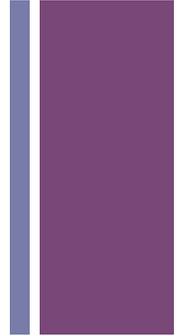
- How would you draw:
■ $(x + y) * (a + b) / c$

$(4 + 3) * 3$

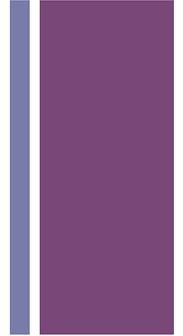


+ Binary Search Tree

- Nodes have
 - At most 2 children
 - One comparable value v
 - Any left subtree has values less than v
 - Any right subtree has values greater than v

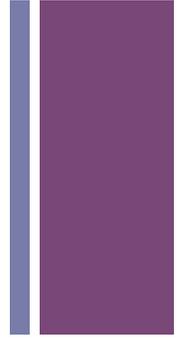


+ Binary Tree Traversal



- How to make sure you "visit" each node only once.
- "Visiting" a node means that you operate on or use the value of the node.
- To demonstrate traversal, the value is often printed.
- Ordered Tree traversal:
 - Preorder: root, left, right
 - In-order: left, root, right
 - Post-order: left, right, root
- Example on board.

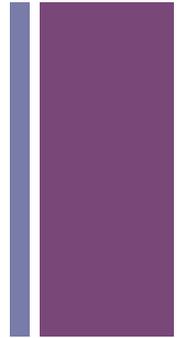
+ Traversal algorithms



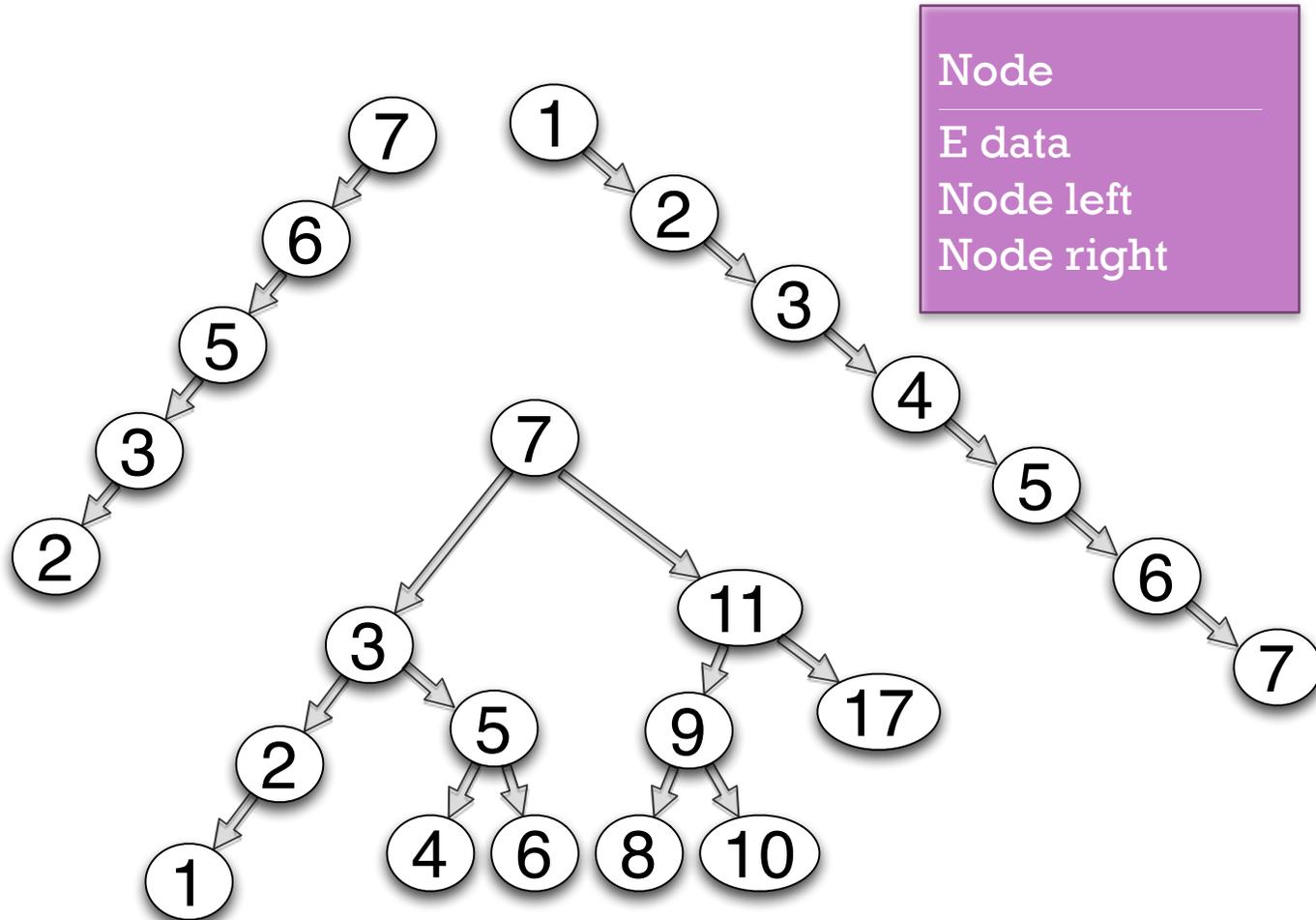
- PreOrder(treeNode)
 - if treeNode is empty
 - done
 - else
 - "visit" treeNode
 - PreOrder(treeNode.left)
 - PreOrder(treeNode.right)
- Similarly for inOrder and postOrder
- Another example on board.

+ Other problems

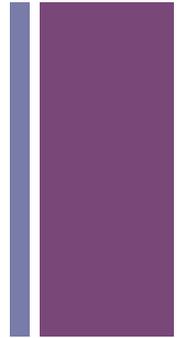
- min
- max
- remove
- add



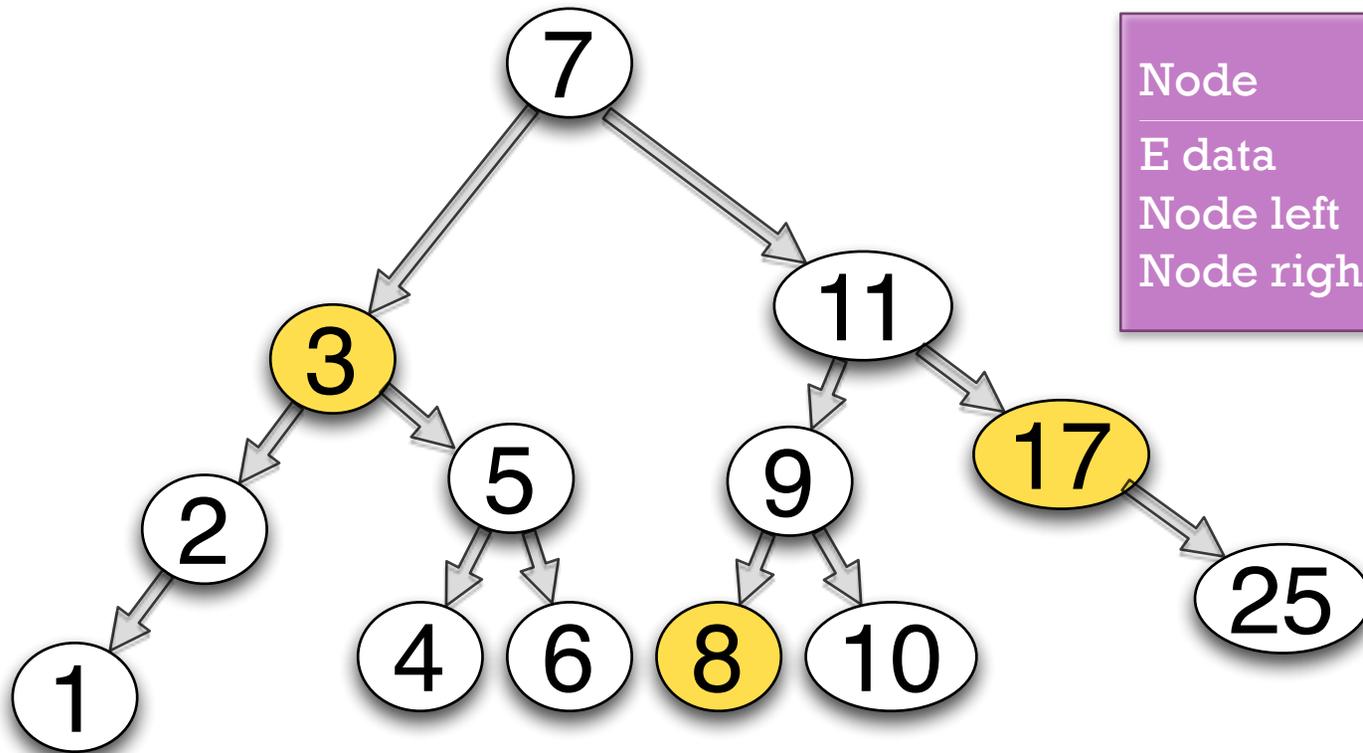
+ Min and Max?



+ Removal



- Exercise: How do we remove 3, 8 and 17?
- 3 cases



Node
E data
Node left
Node right

+ Removal

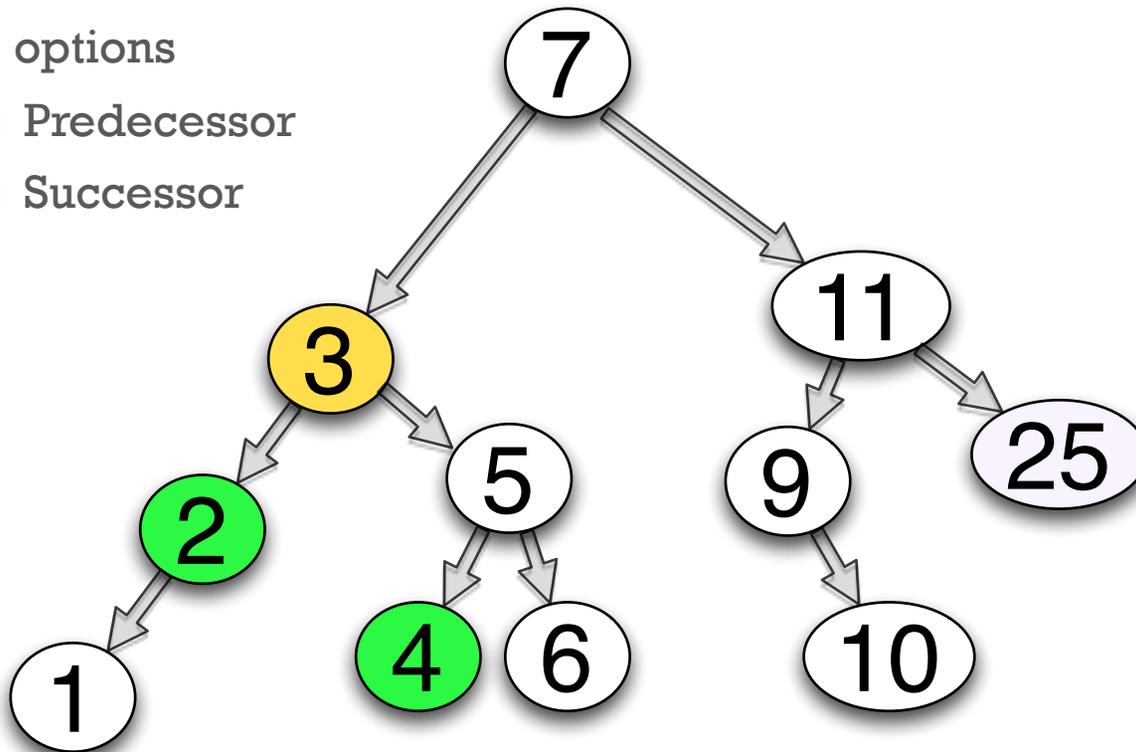
- Exercise: How do we delete?

- 1 difficult case

- 2 options

- Predecessor

- Successor



Node
E data
Node left
Node right