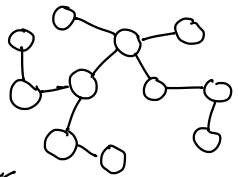
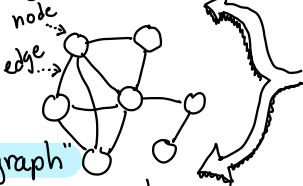


Tree (or "Free Tree")

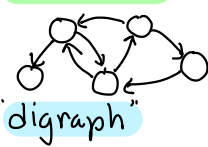
- undirected
- connected
- acyclic graph



Undirected

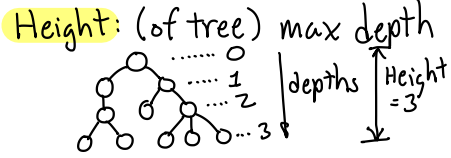


Directed

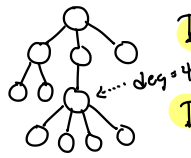


Graph: $G=(V,E)$
 V = finite set of **vertices** (nodes)
 E = set of **edges** (pairs of vertices)

Depth: path length from root



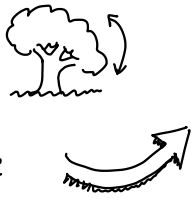
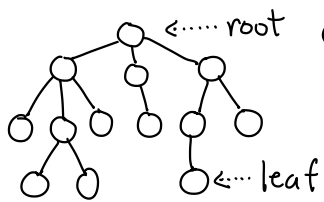
Degree (of node): number of children



Degree (of tree): max. degree of any node

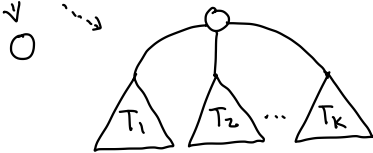
Trees: Basic Concepts and Definitions

Rooted tree: A free tree with **root node**

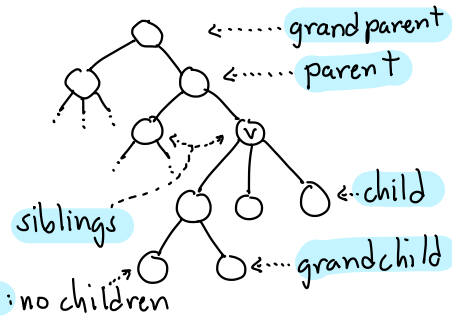


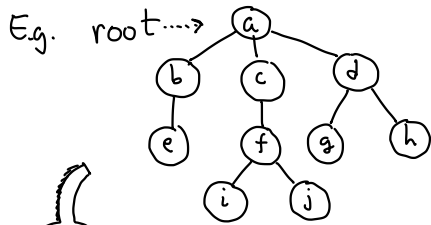
Formal definition:

Rooted tree: is either
 - single node (root)
 - set of one or more rooted trees (subtrees) joined to a common root



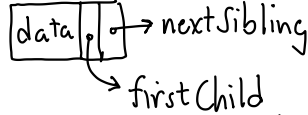
"Family" Relations





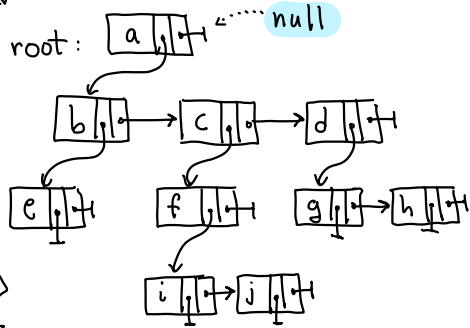
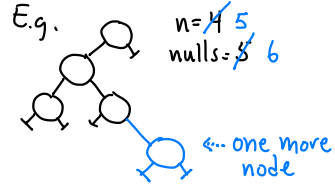
Representing rooted trees:
Each node stores a (linked) list of its children

Node structure:



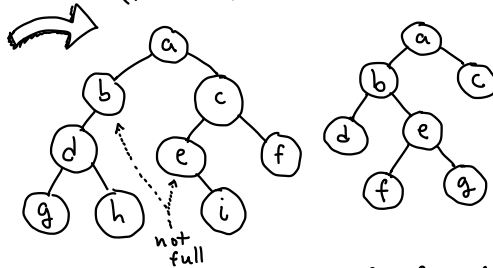
Wasted space?

Theorem: A binary tree with n nodes has $n+1$ null links



Trees Representation + Binary Trees (I)

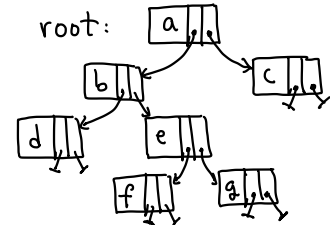
(Not full) Full:



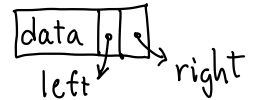
called the **Binary representation**

In Java: class `BTNode<E>` {
 E data;
 BTNode<E> left;
 BTNode<E> right;

}



Node structure:



Full: Every non-leaf node has 2 children

Binary tree: A rooted tree of degree 2, where each node has two children (possibly null) **left + right**

```

traverse(BTNode v) {
  if (v == null) return;
  visit/process v ← Preorder
  traverse (v.left)
  visit/process v ← Inorder
  traverse (v.right)
  visit/process v ← Postorder
}

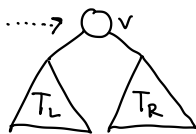
```



Traversals: How to (systematically) visit the nodes of a rooted tree?

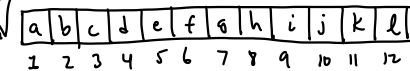
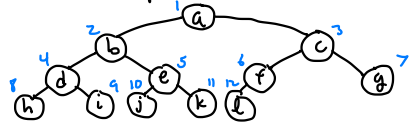
Binary Tree Traversals (can be generalized)

root → v



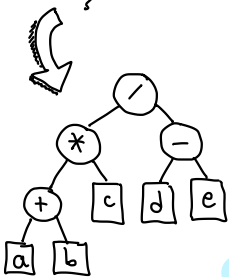
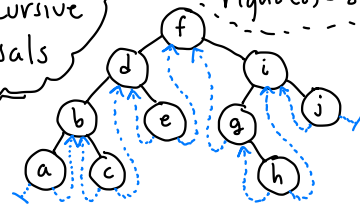
- process/visit v
 - traverse T_L
 - traverse T_R
- } recursive

Complete Binary Tree: All levels full (except last)



$$\begin{aligned} \text{parent}(i) &= \lfloor i/2 \rfloor \\ \text{left}(i) &= 2 \cdot i \\ \text{right}(i) &= 2 \cdot i + 1 \end{aligned}$$

Challenge: Nonrecursive traversals



Preorder: / * + a b c - d e

Postorder: a b + c * d e - /

Inorder: (a + b) * c / d - e

Binary Trees:
Traversals, Extension,
and More

Thm: An extended binary tree with n internal nodes (black) has $n+1$ external nodes (blue)

Another way to save space...

Threaded binary tree:

Store (useful) links in the null links. (Use a mark bit to distinguish link types.)

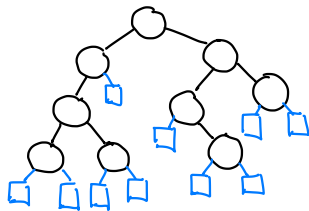
Eg. **Inorder Threads:**

Null left → inorder predecessor
Null right → " successor



Those wasteful null links...

Extended binary tree: Replace each null link with a special leaf node: **external node**



Observation: Every extended binary tree is full