

Lecture 15 - March 6

Binary Trees

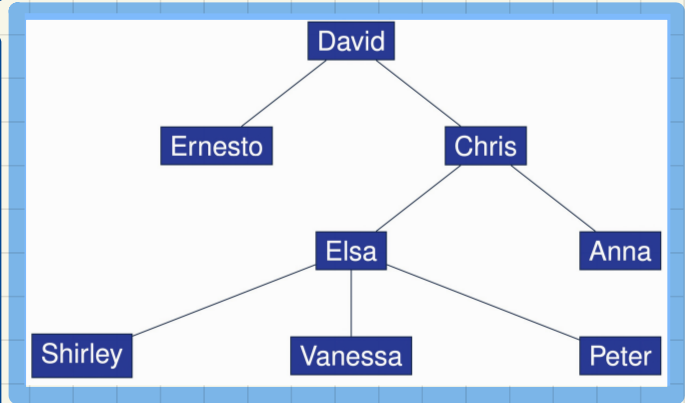
Binary Trees: Math Properties
Tree Traversals

Announcements/Reminders

- **Assignment 3** (on linked Trees) released
- **WrittenTest**
 - + guide released
 - + example questions to be release
- **Makeup Lecture** (on **ADTs**, **Stacks**) posted
- Lecture notes template, Office Hours, TA Contact

Tracing: Computing a Tree's Height

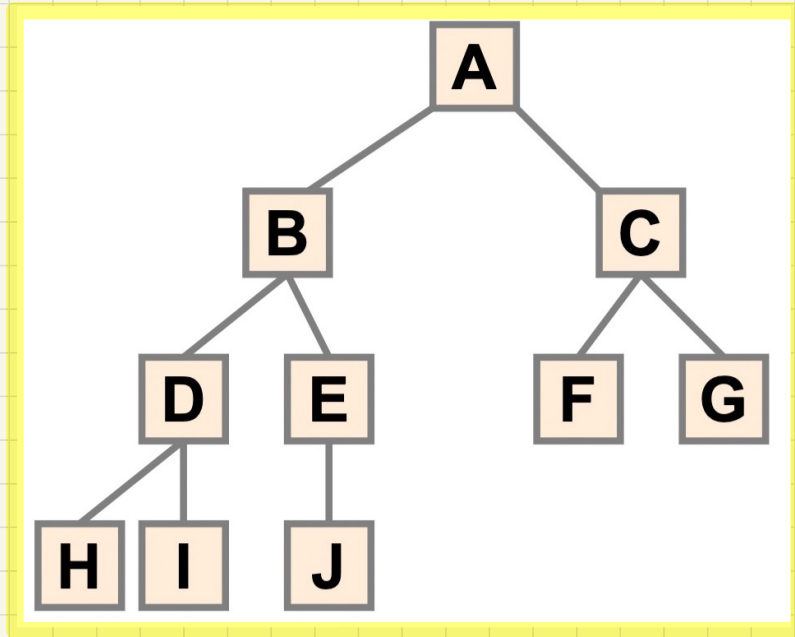
```
public int height(TreeNode<E> n) {  
    TreeNode<E>[] children = n.getChildren();  
    if (children.length == 0) { return 0; }  
    else { ↪ noc  
        int max = 0;  
        for (int i = 0; i < children.length; i++) {  
            int h = 1 + height(children[i]);  
            max = h > max ? h : max;  
        }  
        return max;  
    }  
}
```



height(chris)

```
@Test  
public void test_general_trees_heights() {  
    ... /* constructing a tree as shown above */  
    TreeUtilities<String> u = new TreeUtilities<>();  
    /* internal nodes */  
    assertEquals(3, u.height(david));  
    assertEquals(2, u.height(chris));  
    assertEquals(1, u.height(elsa));  
    /* external nodes */  
    assertEquals(0, u.height(ernesto));  
    assertEquals(0, u.height(anna));  
    assertEquals(0, u.height(shirley));  
    assertEquals(0, u.height(vanessa));  
    assertEquals(0, u.height(peter));  
}
```

BT Terminology: LST vs. RST



Strategy of Recursion on BT:

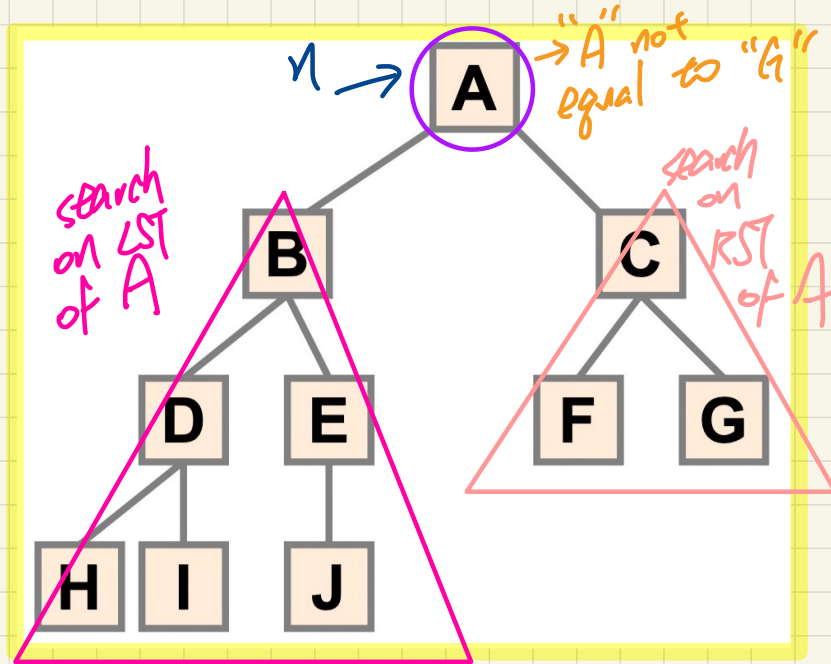
- + Do something on **root**
- + **Recur** on **LST**
- + **Recur** on **RST**

e.g.,

- + counting size

BT Terminology: LST vs. RST

search(A, "G") → (T)
 search(A, "F") → (F)



Strategy of Recursion on BT:

- + Do something on **root**
- + **Recur** on **LST**
- + **Recur** on **RST**

e.g.,

+ searching item

search(n, e) ← tree node ← data elp.

① if (n.element.equals(e)) {
 return true;
 }

② if (n.left != null) {
 return search(n.left, e);
 }

③ if (n.right != null) {
 return search(n.right, e);
 }

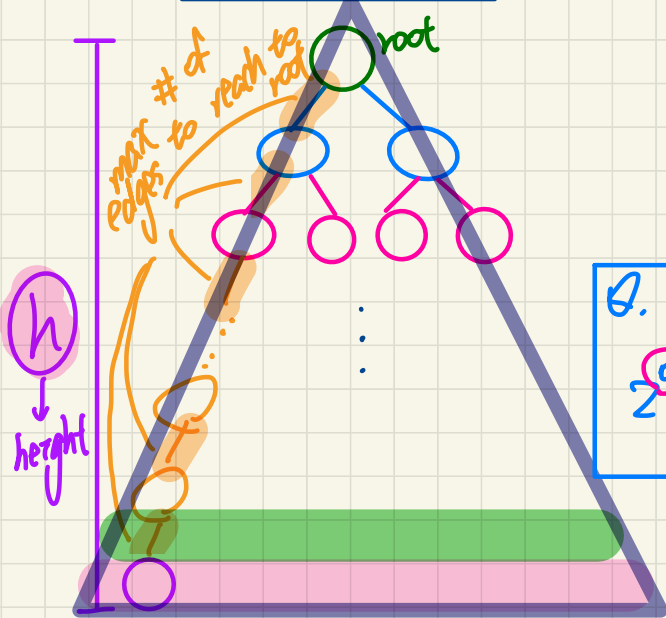
④ return false; // n is external, n.element ≠ e

BT Terminology: Depths, Levels, ^{height.}Max # of Nodes

$$S_k = \frac{I \cdot (r^k - 1)}{r - 1}$$

$$BT: \frac{1 \cdot (2^k - 1)}{2 - 1} = 2^k - 1^*$$

BT structure



Level ??

Max # nodes at Level ??

0

1

2

Ex: Max # of nodes from level 0 to level h-1?

$$1 = 2^0$$

$$2 = 2^1$$

$$4 = 2^2$$

Q. Max # of nodes in a BT with height h?

$$2^0 + 2^1 + 2^2 + \dots + 2^{h-1} + 2^h = 2^{h+1} - 1$$

h-1
h

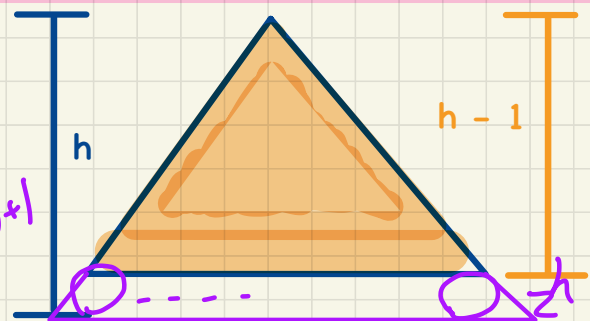
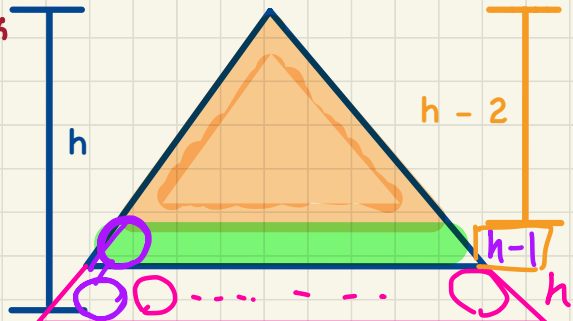
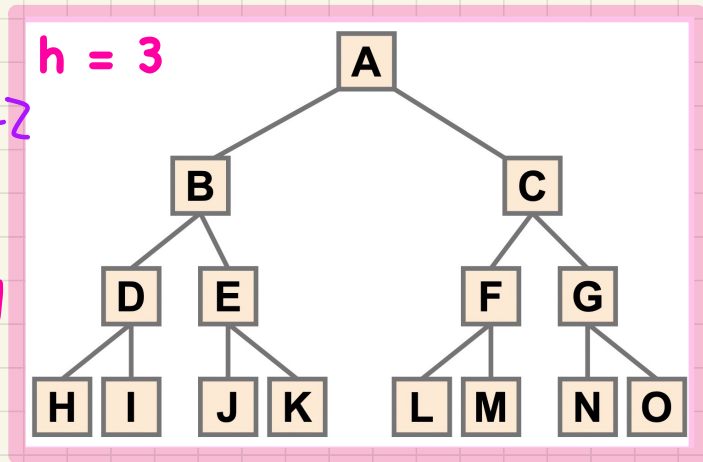
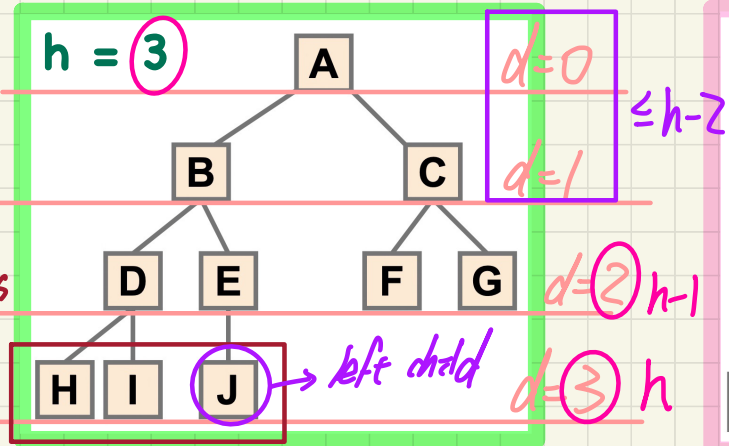
$$2^{h-1} + 2^h$$



BT Terminology: Complete vs. Full BTs

$$S_k = 2^k - 1$$

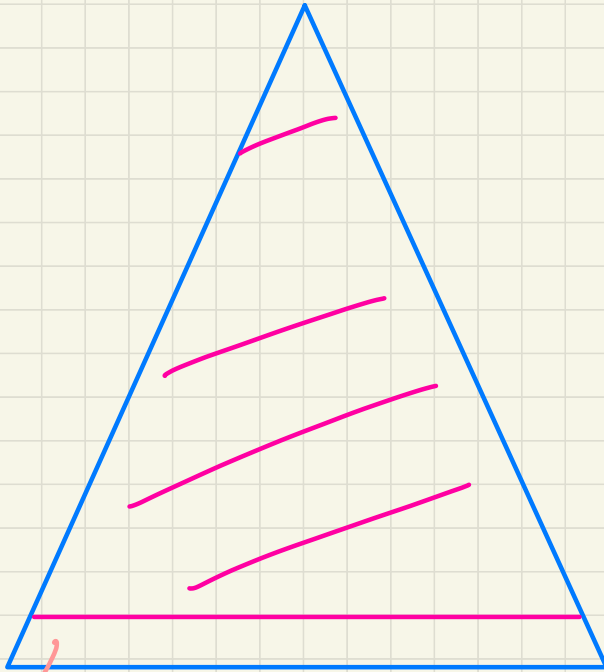
nodes with $d=h$
children of nodes at level $n-1$



Min # nodes? $(2^0 + 2^1 + \dots + 2^{h-1}) + 1$
 Max # nodes? $(2^0 + 2^1 + \dots + 2^{h-1}) + 2^h$

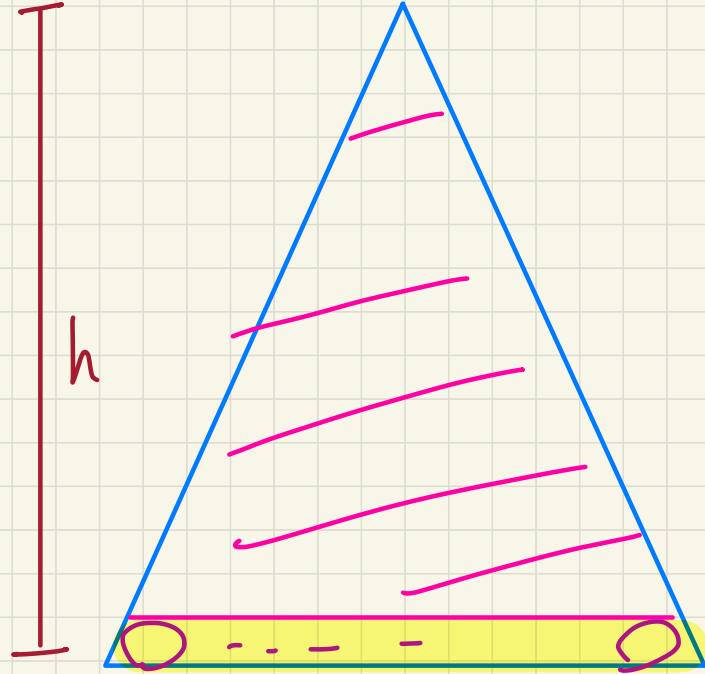
Min # nodes? $2^0 + 2^1 + \dots + 2^h$
 Max # nodes? $2^0 + 2^1 + \dots + 2^h$

Complete BT

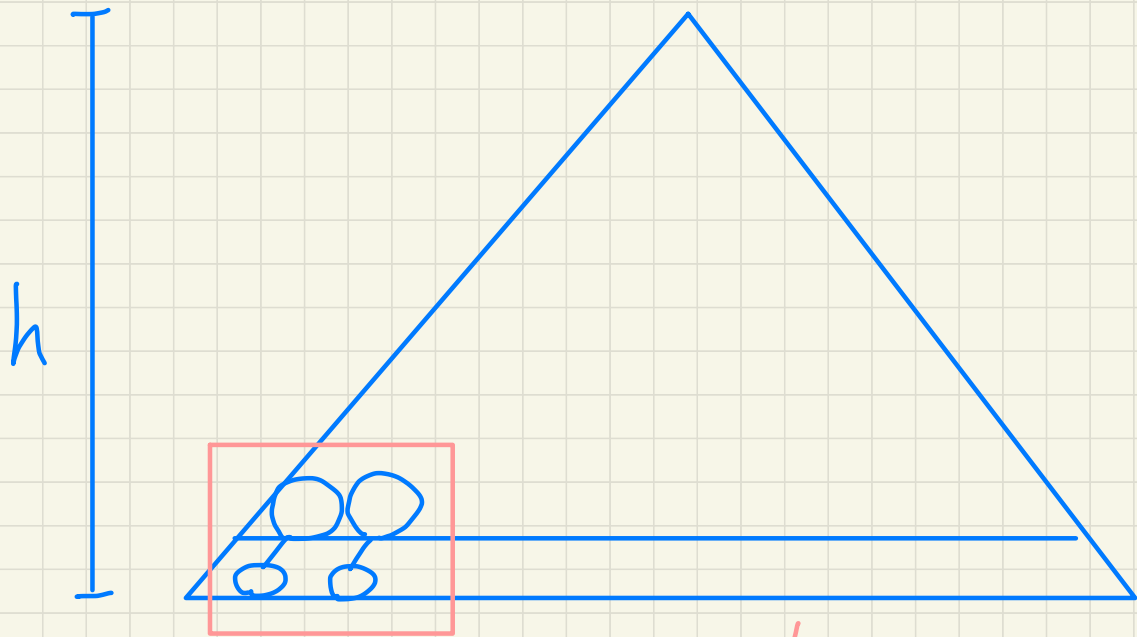


nodes at level h :
 $1 \sim 2^h$

vs. Full BT



2^h



not complete BT any more!

BT Properties: Bounding # of Nodes

Given a **binary tree** with **height** h , the **number of nodes** n is bounded as:

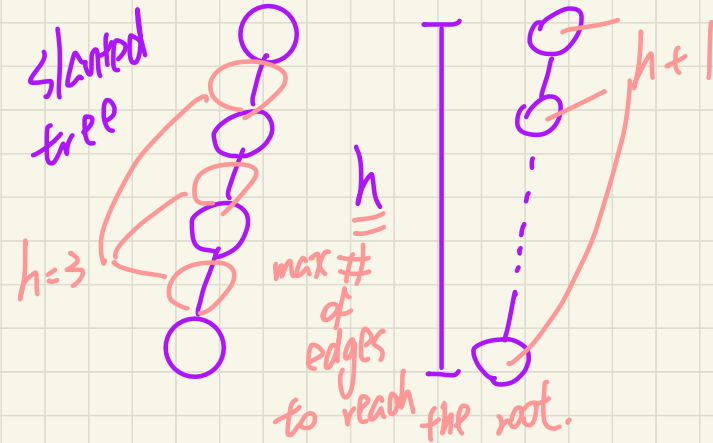
$$h + 1 \leq n \leq 2^{h+1} - 1$$

For example, say $h = 3$

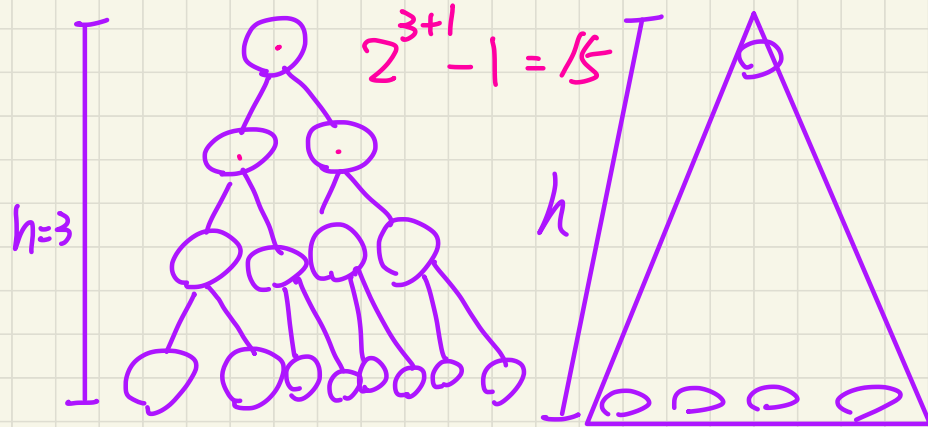
→ max depth is 3

$$2^0 + 2^1 + \dots + 2^h = 2^{h+1} - 1$$

Minimum # of nodes



Maximum # of nodes



BT Properties: Bounding Height of Tree

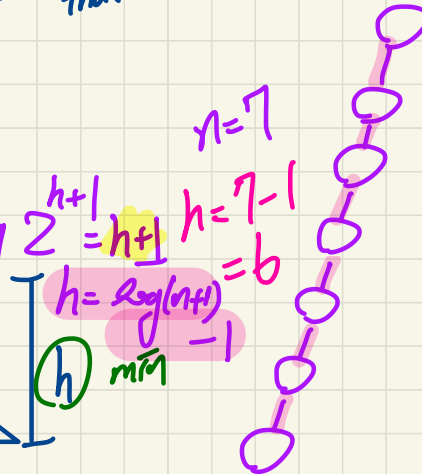
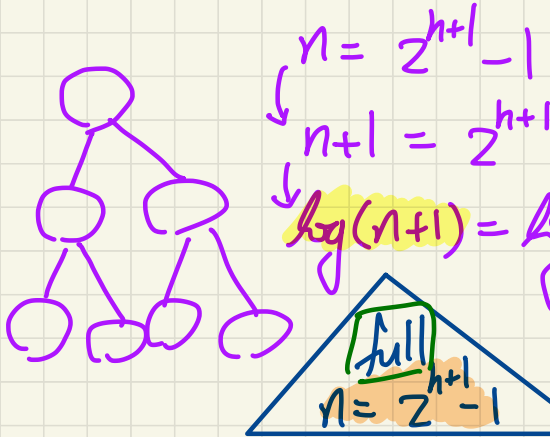
$$\log 2^x = x$$

Given a **binary tree** with n nodes, the **height** h is bounded as:

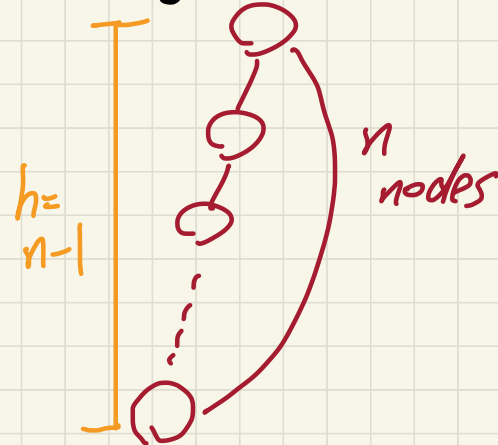
$$n=7 \\ \text{max: } \log(7+1) - 1 = \boxed{2} \quad \log(n+1) - 1 \leq h \leq n-1$$

For example, say $n = 7$

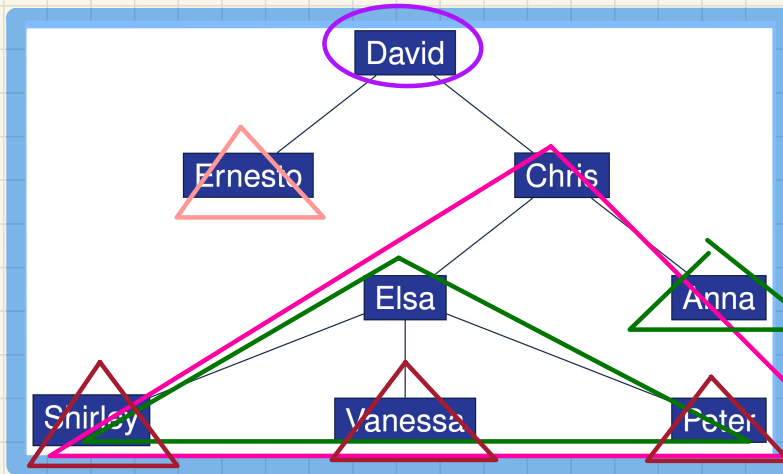
Minimum height $\rightarrow$ # nodes for min height.



Maximum height

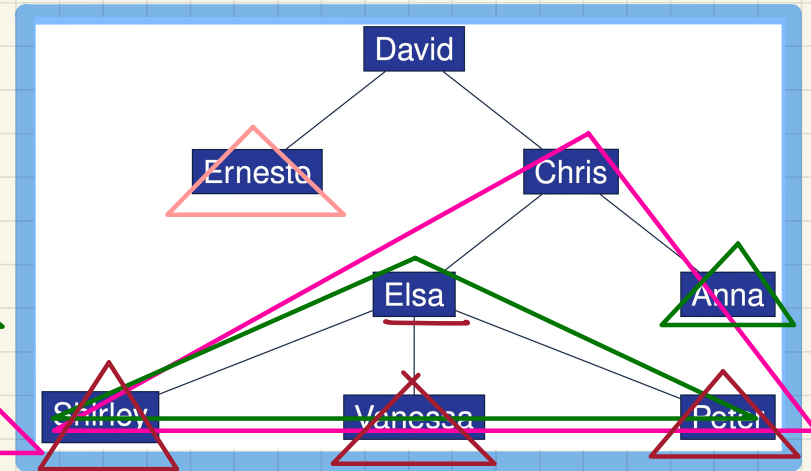


General Tree Traversals: Pre-Order vs. Post-Order



Pre-Order Traversal
from the Root

David Ernesto Chris Elsa S V P Anna
po(E) po(Chris) po(Anna)

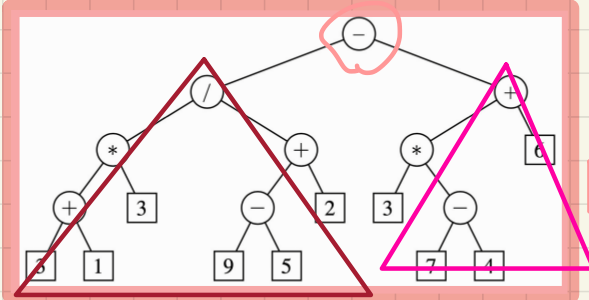


Post-Order Traversal
from the Root

S V P Elsa Anna Chris David
po(E) po(Chris) po(Anna)

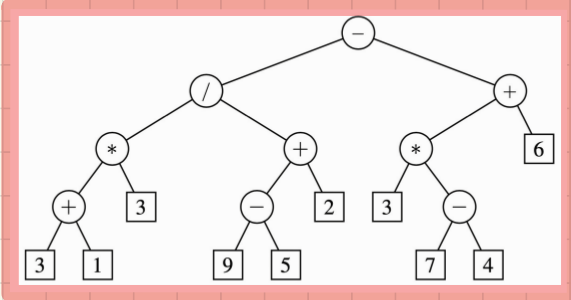


Binary Tree Traversals

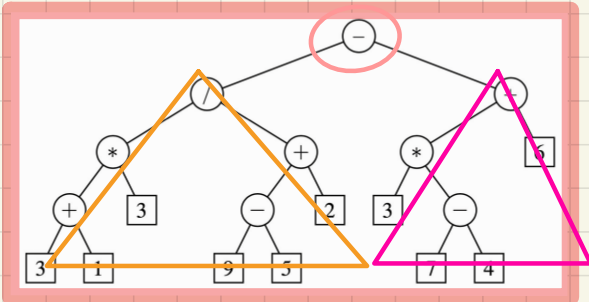


Pre-Order Traversal

- / * + 3 1 3 + - 9 5 2 + * 3 - 7 4 6



In-Order Traversal



Post-Order Traversal

3 1 + 3 * 9 5 - 2 + / 3 7 4 - * 6 + -