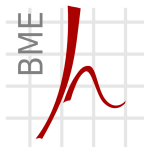


# Binary trees

## Basics of Programming 1



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# Chapter 1

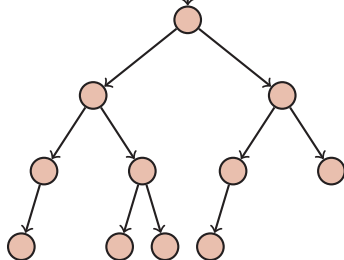
## Binary trees

root



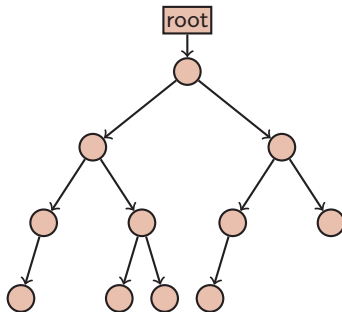
$K = 1$  (linked list)

root



$K = 2$  (binary tree)

- An acyclic graph
- Every node has exactly one incoming edge
- $K$ -ary tree: every node has at most  $K$  outgoing edges

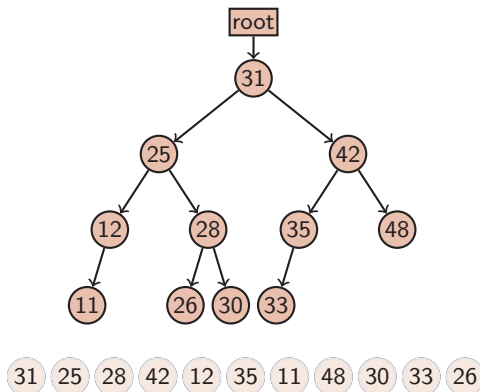


- Declaration of the binary tree data structure

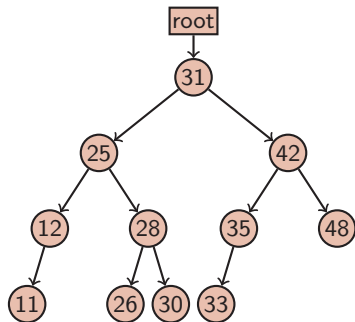
```
1 typedef struct tree {
2     int data;
3     struct tree *left, *right;
4 } tree_elem, *tree_ptr;
```

[link](#)

- Typically we typedef not only the struct, but also the pointer



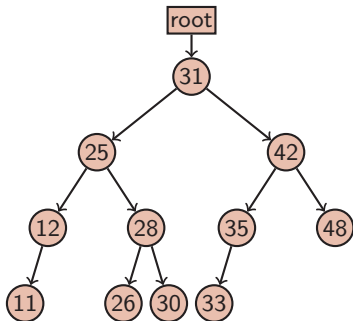
- Sub-tree to the left: only elements smaller than the node
- Sub-tree to the right: only elements greater than the node
- The structure of the tree depends on the insertion order of the elements!



```
1 tree_ptr find(tree_ptr root,
2               int data)
3 {
4     while (root != NULL &&
5           data != root->data)
6     {
7         if (data < root->data)
8             root = root->left;
9         else
10            root = root->right;
11    }
12    return root;
13 }
```

[link](#)

- This is not recursive yet
- In a depth- $d$  tree the max. number of steps is  $d$
- If the tree is balanced and has  $n$  elements  $\Rightarrow \approx \log_2 n$  steps!



```
1 void inorder(tree_ptr root)
2 {
3     if (root == NULL)
4         return;
5     inorder(root->left);
6     printf("%d ", root->data);
7     inorder(root->right);
8 }
```

11 12 25 26 28 30 31 33 35 42 48

## ■ in-order traversal

- 1 left sub-tree
- 2 root element
- 3 right sub-tree

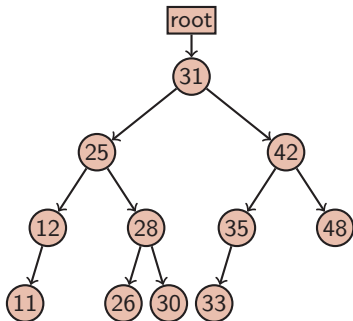
With this traversal the nodes are visited in increasing order of their values



An other implementation of the in-order traversal:

```
1 void inorder(tree_ptr root)
2 {
3     if (root->left != NULL)
4         inorder(root->left);
5     printf("%d ", root->data);
6     if (root->right != NULL)
7         inorder(root->right);
8 }
```

But in this case the caller has not make sure that `root != NULL` holds



```
1 void preorder(tree_ptr root)
2 {
3     if (root == NULL)
4         return;
5     printf("%d ", root->data);
6     preorder(root->left);
7     preorder(root->right);
8 }
```

31 25 12 11 28 26 30 42 35 33 48

## ■ pre-order traversal

- 1 root element
- 2 left sub-tree
- 3 right sub-tree

Saving the elements of the tree in this order, and building it again, the structure of the tree can be fully reconstructed.

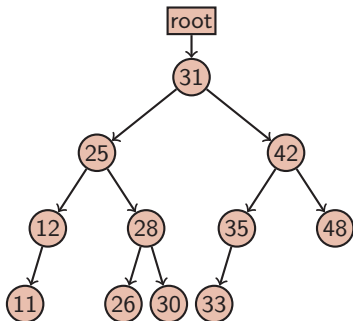
## Inserting a new node to the tree

```
1 tree_ptr insert(tree_ptr root, int data)
2 {
3     if (root == NULL) {
4         root = (tree_ptr)malloc(sizeof(tree_elem));
5         root->data = data;
6     }
7     else if (data < root->data)
8         root->left = insert(root->left, data);
9     else
10        root->right = insert(root->right, data);
11    return root;
12 }
```

[link](#)

## Usage of this function:

```
1 tree_ptr root = NULL;
2 root = insert(root, 2);
3 root = insert(root, 8);
4 ...
```



```
1 void postorder(tree_ptr root)
2 {
3     if (root == NULL)
4         return;
5     postorder(root->left);
6     postorder(root->right);
7     printf("%d ", root->data);
8 }
```

11 12 26 30 28 25 33 35 48 42 31

## ■ post-order traversal

- 1 left sub-tree
- 2 right sub-tree
- 3 root element

In this order the leaves of the tree are visited first → application: releasing/deleting a tree

# Deleting a tree by post-order traversal

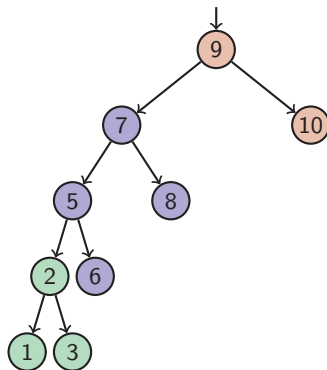
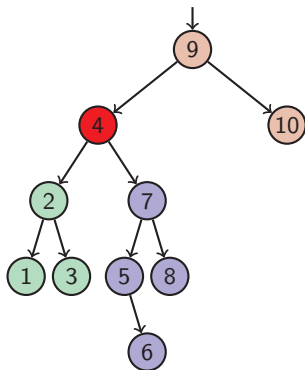
```
1 void delete(tree_ptr root)
2 {
3     if (root == NULL) /* empty tree: nothing to delete */
4         return;
5     delete(root->left);    /* post-order traversal */
6     delete(root->right);
7     free(root);
8 }
```

[link](#)

A program segment (without memory leaks):

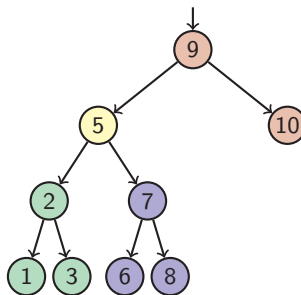
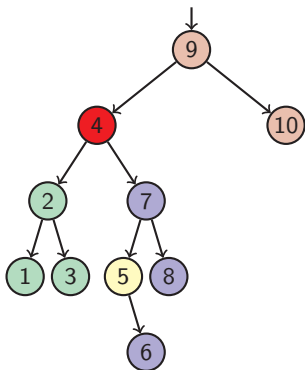
```
1 tree_ptr root = NULL;
2 root = insert(root, 2);
3 root = insert(root, 8);
4 ...
5 delete(root);
6 root = NULL;
```

- Write a recursive function (max. 10 lines), that
  - determines the depth of a tree
  - calculates the count / the sum / the average of the values stored in the nodes of the tree
- Write a iterative function (max. 10 lines), that
  - computes the minimum and the maximum of the values stored in the nodes
  - returns the pointer to the node storing the maximal / minimal value of the tree



- The right sub-tree is moved to the place of the deleted node
- The left sub-tree is inserted to below the minimal element of the right sub-tree
- The tree is getting imbalanced!

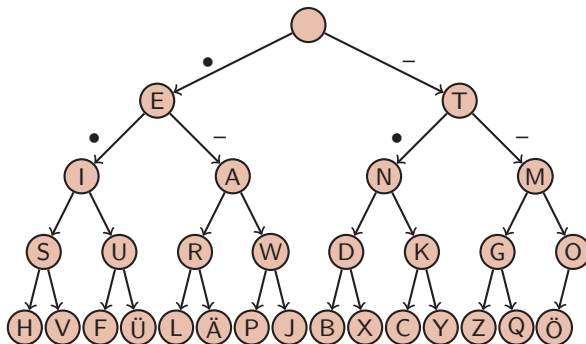
# Deleting an element from a search tree – clever



- The minimal element of the right sub-tree is moved to the place of the deleted node
- This element could have only a right sub-tree, it is moved one level up, to its old place

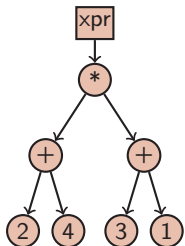


# Morse decoding tree



SOSOS:            ●●●    ---    ●●●    ---    ●●●

The response:    ●●●●    ●—    ●●●●    ●—    ●●●●    ●—



- Storing math expressions in a tree
- Leaves → numeric constants
- Branches → two-operand operators
- In the example:  $(2 + 4) * (3 + 1)$

```
1 int eval(tree_ptr xpr)
2 {
3     char c = xpr->data;
4     if (isdigit(c))      /* stopping condition */
5         return c - '0';
6     if (c == '+')
7         return eval(xpr->left) + eval(xpr->right);
8     if (c == '*')
9         return eval(xpr->left) * eval(xpr->right);
10 }
```

[link](#)

Let us introduce variable  $x$  as a leaf node as well:

```
1 double feval(tree_ptr xpr, double x)
2 {
3     char c = xpr->data;
4     if (isdigit(c))
5         return c - '0';
6     if (c == 'x')
7         return x;
8     if (c == '+')
9         return feval(xpr->left, x) + feval(xpr->right, x);
10    if (c == '*')
11        return feval(xpr->left, x) * feval(xpr->right, x);
12 }
```

[link](#)

Let us take the derivative of the function! The rules are:

- $c' = 0$
- $x' = 1$
- $(f + g)' = f' + g'$
- $(f \cdot g)' = f' \cdot g + f \cdot g'$

```
1 double deval(tree_ptr xpr, double x)
2 {
3     char c = xpr->data;
4     if (isdigit(c))          /* stopping condition */
5         return 0.0;
6     if (c == 'x')            /* stopping condition */
7         return 1.0;
8     if (c == '+')
9         return deval(xpr->left, x) + deval(xpr->right, x);
10    if (c == '*')
11        return deval(xpr->left, x) * feval(xpr->right, x) +
12            feval(xpr->left, x) * deval(xpr->right, x);
13 }
```

[link](#)

Thank you for your attention.