

# CS 180 - Tree stuff

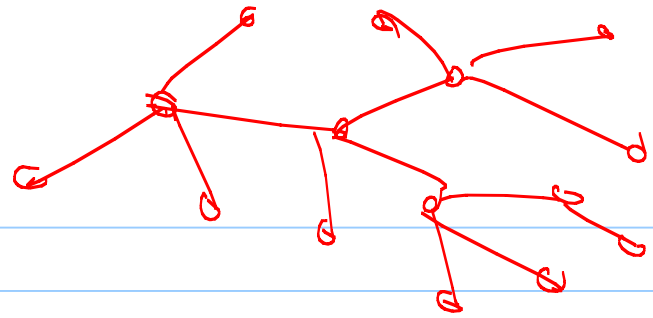
Note Title

11/4/2011

## Announcements

- Program 5 due tomorrow
- HW3 up today/tomorrow

Last time: Trees



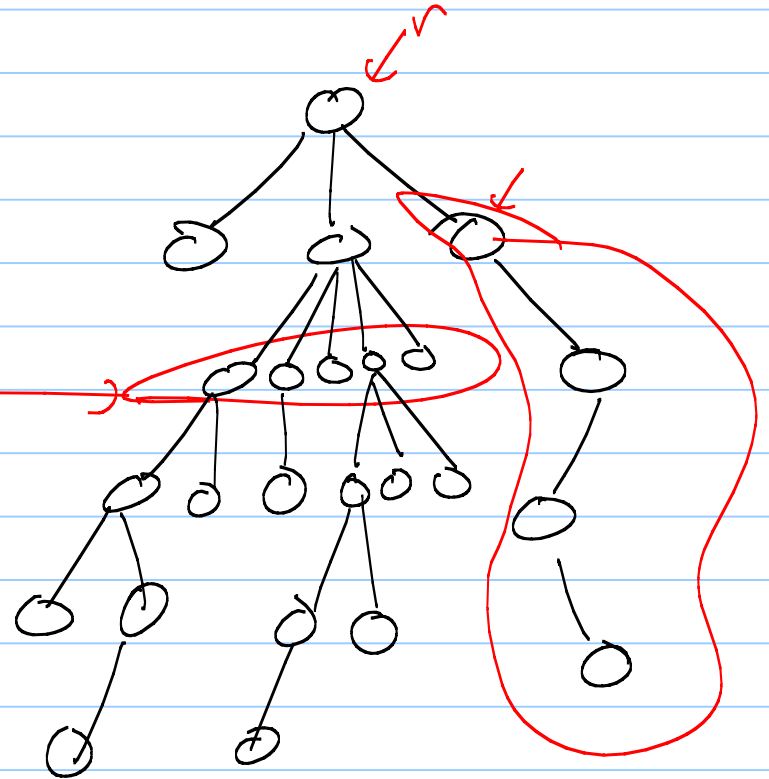
Dfn: A tree  $T$  is a set of nodes storing elements in a parent-child relationship.

$T$  has a special node  $r$ , called the root.

Each node (except  $r$ ) has a unique parent.

## More defs

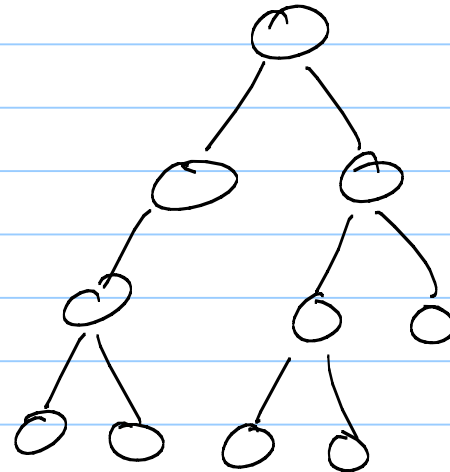
- child
- siblings: share common parent
- leaves: vertices w/ no children
- internal nodes: not leaves
- rooted subtree
- descendant / ancestor



# Binary Tree

- Every node has  $\leq 2$  children.

- left  
- right } pointers

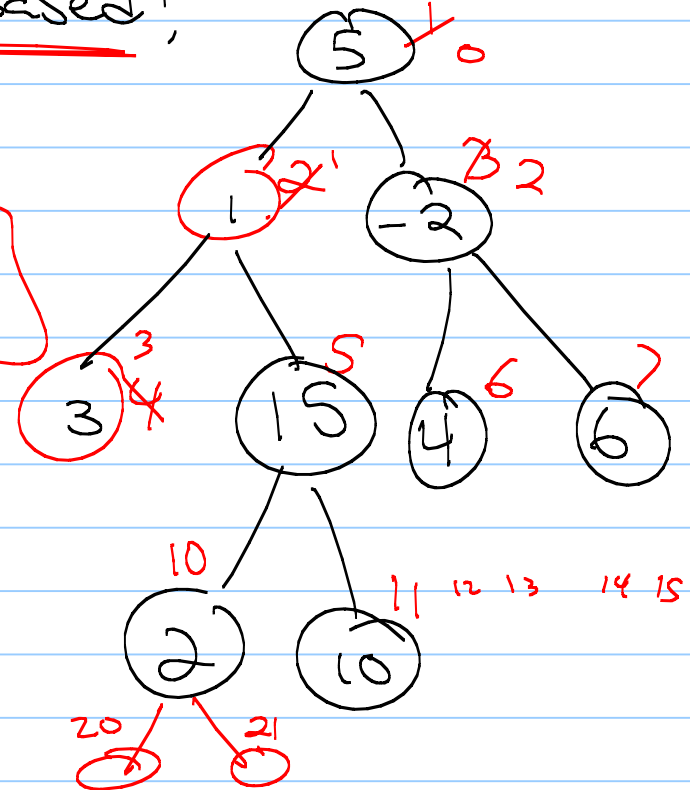
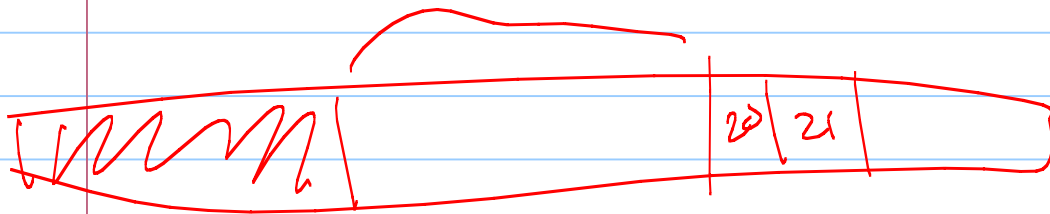
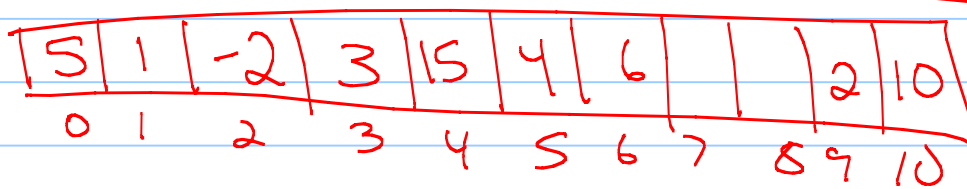


code for this will  
be written next week

Nice trick

$$\text{left}(x) = 2x + 1$$
$$\text{right}(x) = 2x + 2$$

Can be pointers or array based!



Depth & Height - defined recursively

depth:  $\text{depth}(r) = 0$

$\text{depth}(v) = \text{depth}(\text{parent}(v)) + 1$

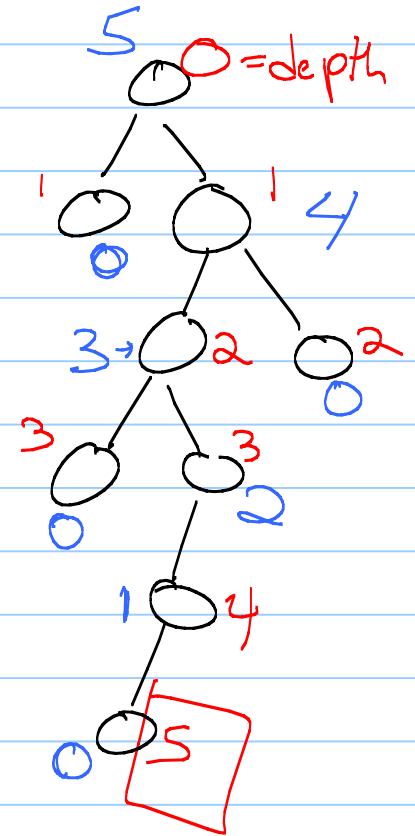
$\text{depth}(\text{tree}) = \max \text{ depth}$

height:  $\text{height}(\text{leaf}) = 0$

$\text{height}(v) = \max(\text{height of children}) + 1$

$\text{height}(\text{tree}) = \text{height}(r)$

$\text{height}(T) = \text{depth}(T)$   
 $\text{height}(v) \neq \text{depth}(v)$



# Data Structures (for trees)

Priority Queue: supports the following operations

(push) insert(e) : adds element e to the data structure  
 $O(n)$

(pop) removeMax() : removes maximum element

(top) getMax() : returns maximum element  
(size, empty)

How to build?

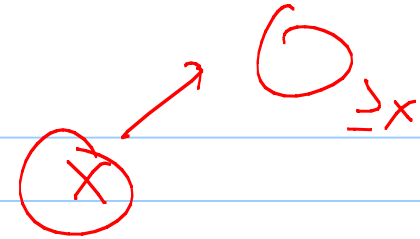
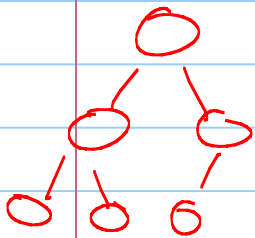
use lists or vectors & sort  
(something will take  $O(n)$  time)

# Heaps

A binary tree where:

- For every node  $v$  (other than root),  
the key stored at  $v$  is  $\leq$  key  
stored at  $v$ 's parent

- The tree is complete: levels 0  
to  $h-1$  are full, and level  $h$   
is filled in left to right order

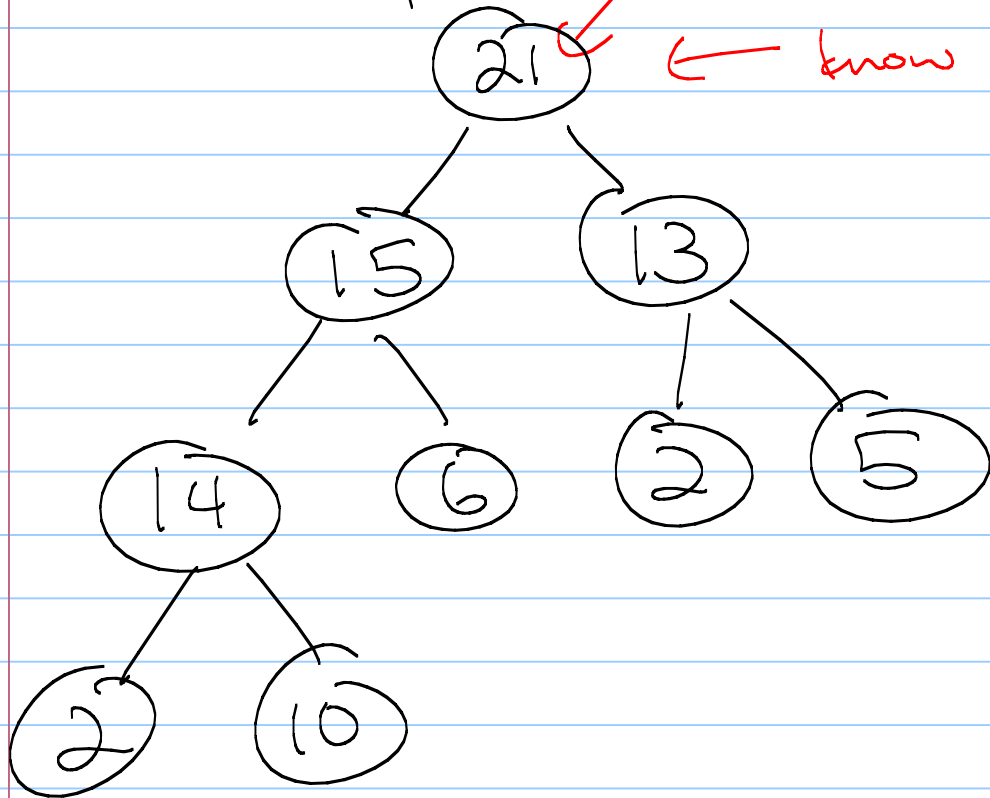




Max Heap

return this for getMax

← know is  $\geq$  children

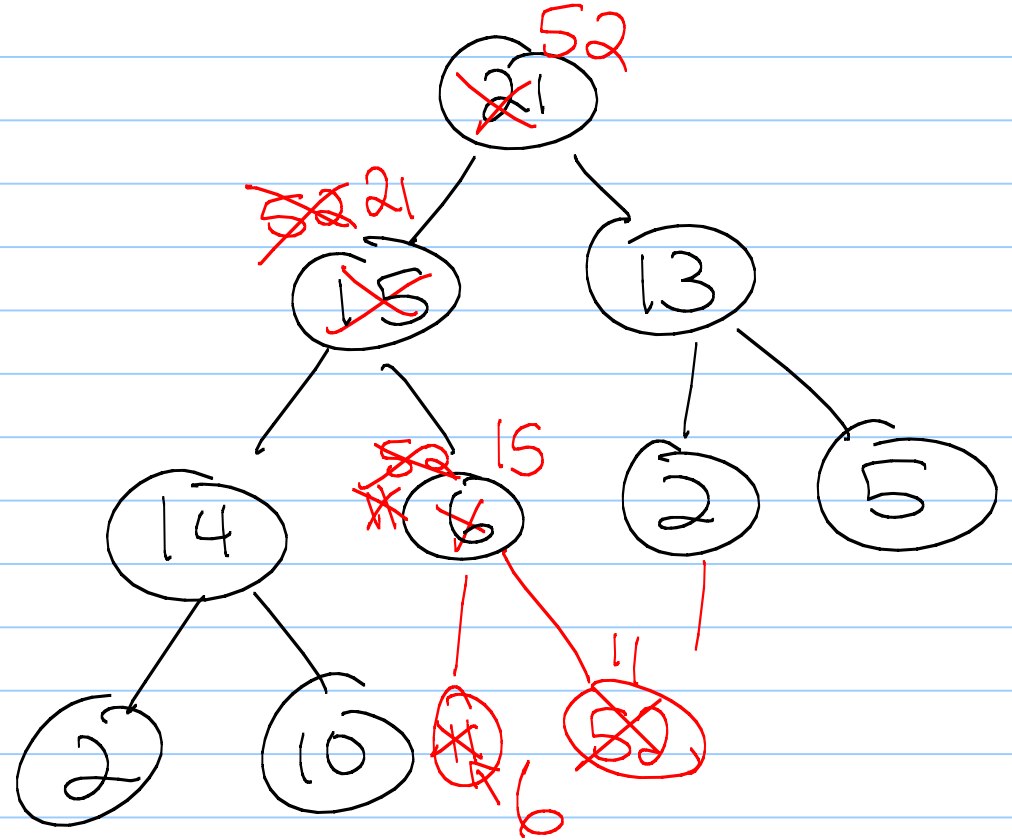


# Insert

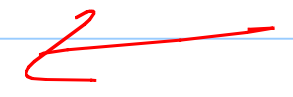
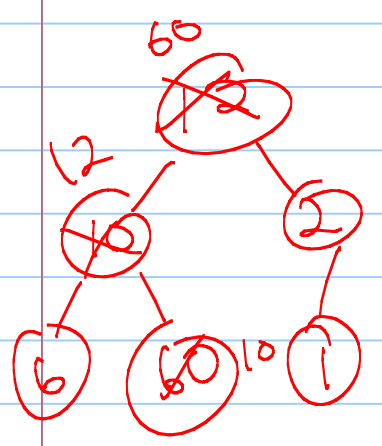
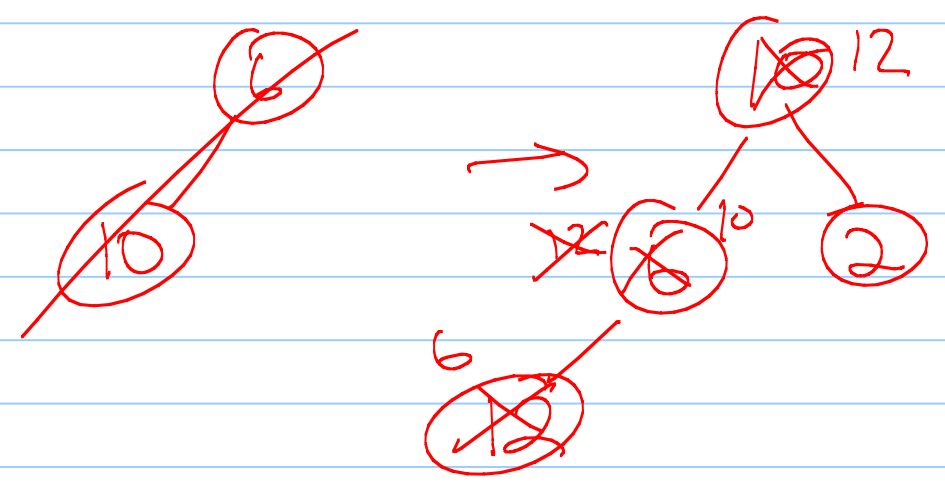
insert (11)

insert (52)

"bubbling up"

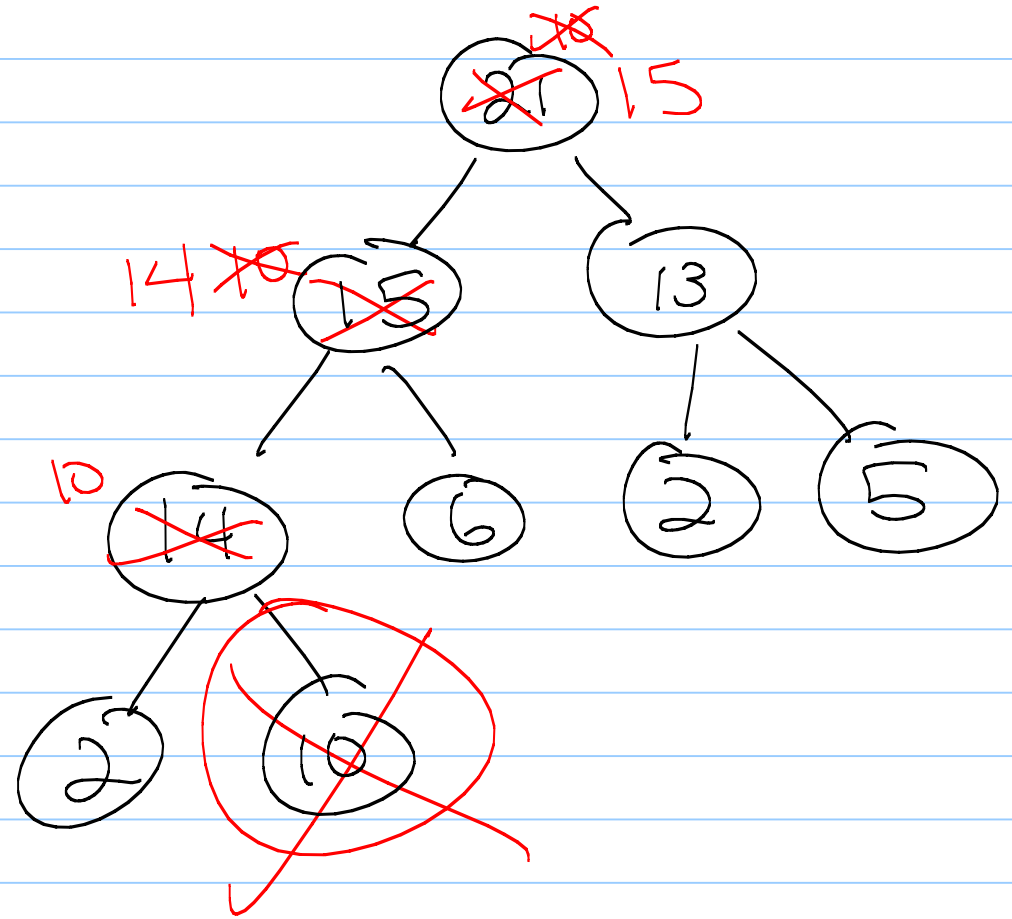


insert: ~~6~~, ~~10~~, ~~2~~, ~~12~~, ~~60~~, 1



Remove Max

"bubble down"



## Running times

How many comparisons/sweeps?

$$O(h) \quad (\text{or } O(d))$$

$$h = \lceil \log_2 n \rceil$$

total  $O(\log_2 n)$  for any operation

versus  $O(1)$  &  $O(n)$

# Binary Search Trees