

# Discrete Mathematics

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**Jong C. Park**

**Computer Science Department**

**KAIST**

## Today's Topics

Introduction

Terminology and Characterization of Trees

Spanning Trees

Minimal Spanning Trees

Binary Trees

Tree Traversals

Decision Trees and the Minimum Time for Sorting

Isomorphisms of Trees

# TREES

# Binary Trees

- Definition
  - A **binary tree** is a rooted tree in which each vertex has either no children, one child, or two children.
  - If a vertex has a child, that child is designated as either a **left child** or a **right child** (but not both).
  - If a vertex has two children, one child is designated a left child and the other child is designated a right child.
- Example
  - the binary tree of Figure 9.5.1
  - a tree that defines a Huffman code

# Binary Trees

- Note
  - A **full binary tree** is a binary tree in which each vertex has either two children or zero children.
- Theorem
  - If  $T$  is a full binary tree with  $i$  internal vertices, then  $T$  has  $i + 1$  terminal vertices and  $2i + 1$  total vertices.
- Example
  - a single-elimination tournament

# Binary Trees

- Theorem
  - If a binary tree of height  $h$  has  $t$  terminal vertices, then  $\lg t \leq h$ .
  - Proof sketch.
    - Prove the equivalent inequality  $t \leq 2^h$  by induction on  $h$ .
    - Basis:  $h = 0$ .
- Example
  - the binary tree of Figure 9.5.3

# Binary Trees

- Definition
  - A **binary search tree** is a binary tree  $T$  in which data are associated with the vertices. The data are arranged so that, for each vertex  $v$  in  $T$ , each data item in the left subtree of  $v$  is less than the data item in  $v$ , and each data item in the right subtree of  $v$  is greater than the data item in  $v$ .
- Example
  - Construct a binary search tree from the following words.
    - OLD PROGRAMMERS NEVER DIE  
THEY JUST LOSE THEIR MEMORIES

# Binary Trees

## Algorithm 9.5.10: Constructing a Binary Search Tree

Input: A sequence  $w_1, \dots, w_n$  of distinct words and the length  $n$  of the sequence

Output: A binary search tree  $T$

```
make_bin_search_tree( $w, n$ ) {  
  let  $T$  be the tree with one vertex, root  
  store  $w_1$  in root  
  for  $i = 2$  to  $n$  {  
     $v = \textit{root}$   
    search = true // find spot for  $w_i$   
    while (search) {  
       $s = \textit{word in } v$   
      if ( $w_i < s$ )  
        if ( $v$  has no left child) {  
          add a left child  $l$  to  $v$   
          store  $w_i$  in  $l$   
          search = false // end search  
        }  
      else  
         $v = \textit{left child of } v$ 
```

# Tree Traversals

- Preorder Traversal

**Algorithm 9.6.1: Preorder Traversal**

Input:  $PT$ , the root of a binary tree

Output: Dependent on how “process” is interpreted in line 3

```
preorder( $PT$ ) {  
1.   if ( $PT$  is empty)  
2.     return  
3.   process  $PT$   
4.    $l$  = left child of  $PT$   
5.   preorder( $l$ )  
6.    $r$  = right child of  $PT$   
7.   preorder( $r$ )  
}
```

# Tree Traversals

- Inorder Traversal

## Algorithm 9.6.3: Inorder Traversal

Input:  $PT$ , the root of a binary tree

Output: Dependent on how “process” is interpreted in line 5

```
inorder( $PT$ ) {  
1.   if ( $PT$  is empty)  
2.     return  
3.    $l$  = left child of  $PT$   
4.   inorder( $l$ )  
5.   process  $PT$   
6.    $r$  = right child of  $PT$   
7.   inorder( $r$ )  
}
```

# Tree Traversals

- Postorder Traversal

**Algorithm 9.6.5: Postorder Traversal**

Input:  $PT$ , the root of a binary tree

Output: Dependent on how “process” is interpreted in line 7

```
postorder( $PT$ ) {  
1.   if ( $PT$  is empty)  
2.     return  
3.    $l$  = left child of  $PT$   
4.   postorder( $l$ )  
5.    $r$  = right child of  $PT$   
6.   postorder( $r$ )  
7.   process  $PT$   
}
```

# Decision Trees and the Minimum Time for Sorting

- Examples
  - A decision tree for restaurants
  - Five-Coins Puzzle
    - Five coins are identical in appearance, but one coin is either heavier or lighter than the others, which all weigh the same.
    - The problem is to identify the bad coin and determine whether it is heavier or lighter than the others using only a pan balance, which compares the weights of two sets of coins.

# Decision Trees and the Minimum Time for Sorting

- Example
  - A decision tree for sorting three elements
- Theorem
  - If  $f(n)$  is the number of comparisons needed to sort  $n$  items in the worst case by a sorting algorithm, then  $f(n) = \Omega(n \lg n)$ .

# Isomorphisms of Trees

- Example
  - Are the following pair of trees isomorphic?
    - the tree  $T_1$  of Figures 9.8.1 and the tree  $T_2$  of Figure 9.8.2
    - the trees  $T_1$  and  $T_2$  of Figure 9.8.3
- Theorem
  - There are three nonisomorphic trees with five vertices.
  - Proof.
    - Use an argument on the maximum degree on each vertex.

# Isomorphisms of Trees

- Definition

- Let  $T_1$  be a rooted tree with root  $r_1$  and let  $T_2$  be a rooted tree with root  $r_2$ . The **rooted trees**  $T_1$  and  $T_2$  are **isomorphic** if there is a one-to-one, onto function  $f$  from the vertex set of  $T_1$  to the vertex set of  $T_2$  satisfying the following:

- (a) Vertices  $v_i$  and  $v_j$  are adjacent in  $T_1$  if and only if the vertices  $f(v_i)$  and  $f(v_j)$  are adjacent in  $T_2$ .

- (b)  $f(r_1) = r_2$ .

- We call the function  $f$  an **isomorphism**.

- Examples

- Are the following pair of trees isomorphic?

- the rooted trees of Figure 9.8.7

- the rooted trees of Figure 9.8.8: isomorphic only as free trees

# Isomorphisms of Trees

- Theorem
  - There are four nonisomorphic rooted trees with four vertices. These four rooted trees are shown in Figure 9.8.9.
  - Proof.
    - Use an argument on the maximum degree of each vertex.

# Isomorphisms of Trees

- Definition

- Let  $T_1$  be a binary tree with root  $r_1$  and let  $T_2$  be a binary tree with root  $r_2$ . The **binary trees**  $T_1$  and  $T_2$  are **isomorphic** if there is a one-to-one, onto function  $f$  from the vertex set of  $T_1$  to the vertex set of  $T_2$  satisfying the following:

- (a) Vertices  $v_i$  and  $v_j$  are adjacent in  $T_1$  if and only if the vertices  $f(v_i)$  and  $f(v_j)$  are adjacent in  $T_2$ .

- (b)  $f(r_1) = r_2$ .

- (c)  $v$  is a left child of  $w$  in  $T_1$  if and only if  $f(v)$  is a left child of  $f(w)$  in  $T_2$ .

- (d)  $v$  is a right child of  $w$  in  $T_1$  if and only if  $f(v)$  is a right child of  $f(w)$  in  $T_2$ .

# Isomorphisms of Trees

- Examples
  - Are the following pair of trees isomorphic?
    - the binary trees of Figure 9.8.10
    - the binary trees of Figure 9.8.11

# Isomorphisms of Trees

- Theorem
  - There are five nonisomorphic binary trees with three vertices. These five binary trees are shown in Figure 9.8.12.
- Theorem
  - There are  $C_n$  nonisomorphic binary trees with  $n$  vertices where  $C_n = C(2n, n)/(n+1)$  is the  $n$ th Catalan number.

# Isomorphisms of Trees

## Algorithm 9.8.13: Testing Whether Two Binary Trees Are Isomorphic

Input: The roots  $r_1$  and  $r_2$  of two binary trees. (If the first tree is empty,  $r_1$  has the special value *null*. If the second tree is empty,  $r_2$  has the special value *null*.)

Output: true, if the trees are isomorphic  
false, if the trees are not isomorphic

```
bin_tree_isom( $r_1, r_2$ ) {  
1.   if ( $r_1 == \text{null} \wedge r_2 == \text{null}$ )  
2.     return true  
      // now one or both of  $r_1$  or  $r_2$  is not null  
3.   if ( $r_1 == \text{null} \vee r_2 == \text{null}$ )  
4.     return false  
      // now neither of  $r_1$  or  $r_2$  is null  
5.    $lc_{r_1}$  = left child of  $r_1$   
6.    $lc_{r_2}$  = left child of  $r_2$   
7.    $rc_{r_1}$  = right child of  $r_1$   
8.    $rc_{r_2}$  = right child of  $r_2$   
9.   return bin_tree_isom( $lc_{r_1}, lc_{r_2}$ )  
       $\wedge$  bin_tree_isom( $rc_{r_1}, rc_{r_2}$ )  
}
```

# Summary

- Terminology and Characterization of Trees
- Spanning Trees
- Minimal Spanning Trees
- Binary Trees
- Tree Traversals
- Decision Trees and the Minimum Time for Sorting
- Isomorphisms of Trees