

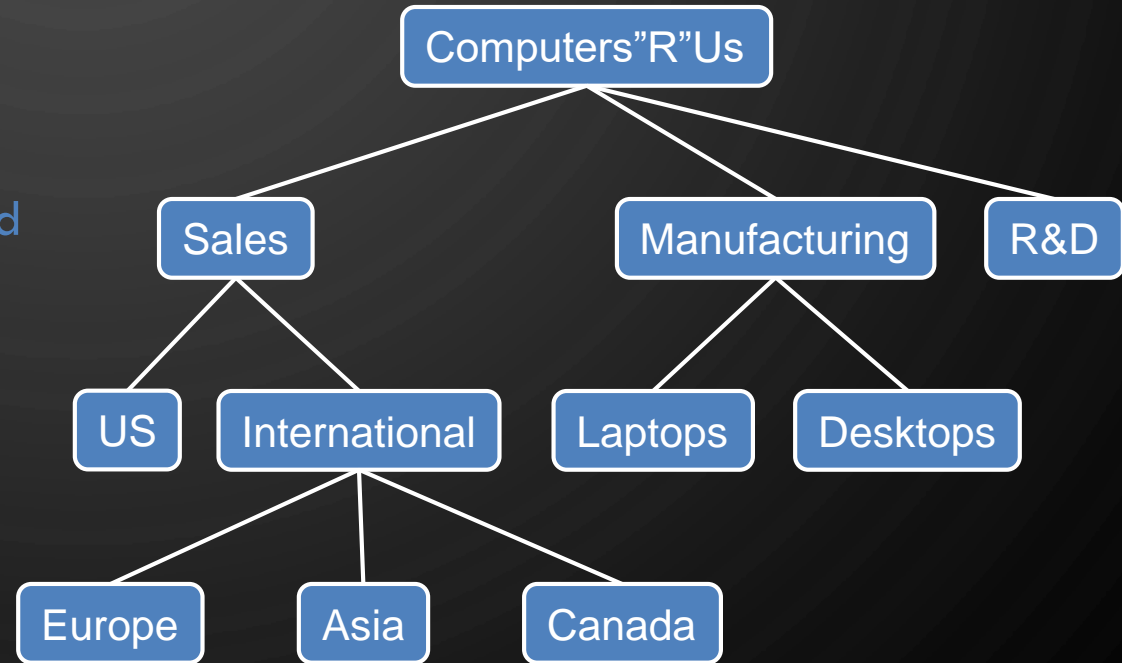


CH8. TREES

ACKNOWLEDGEMENT: THESE SLIDES ARE ADAPTED FROM SLIDES PROVIDED WITH DATA STRUCTURES AND ALGORITHMS IN JAVA, GOODRICH, TAMASSIA AND GOLDWASSER (WILEY 2016)


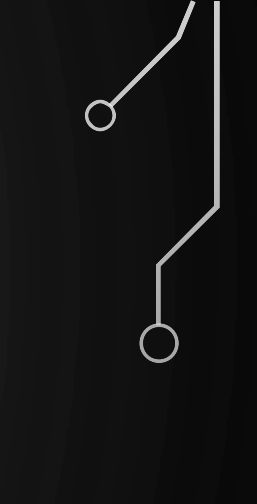
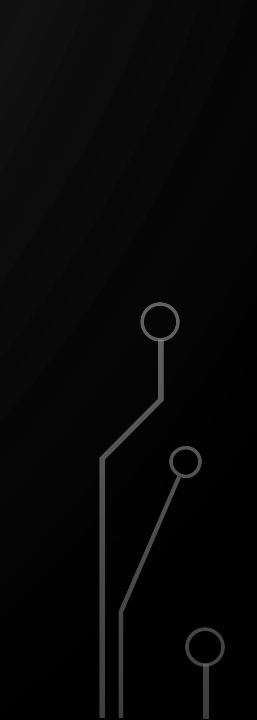
WHAT IS A TREE

- In computer science, a tree is an abstract model of a hierarchical structure
- A tree consists of **nodes** with a **parent-child relation**
- Applications:
 - Organization charts
 - File systems
 - Programming environments





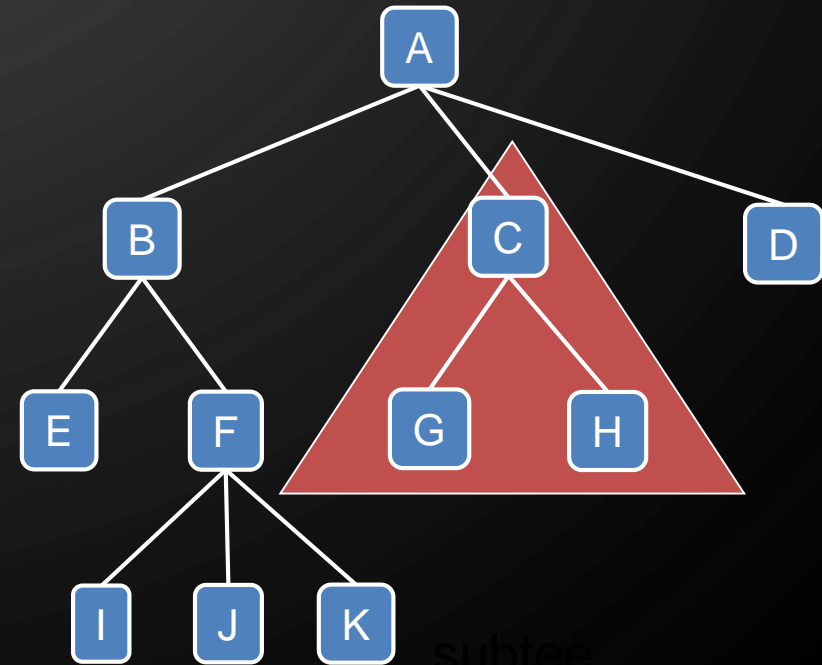
FORMAL DEFINITION

- A **tree** T is a set of **nodes** storing elements in a **parent-child** relationship with the following properties:
 - If T is nonempty, it has a special node called the **root** of T , that has no parent
 - Each node v of T different from the root has a unique **parent** node w ; every node with parent w is a **child** of w
 - Note that trees can be empty and can be defined recursively!
 - Note each node can have zero or more children
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TREE TERMINOLOGY

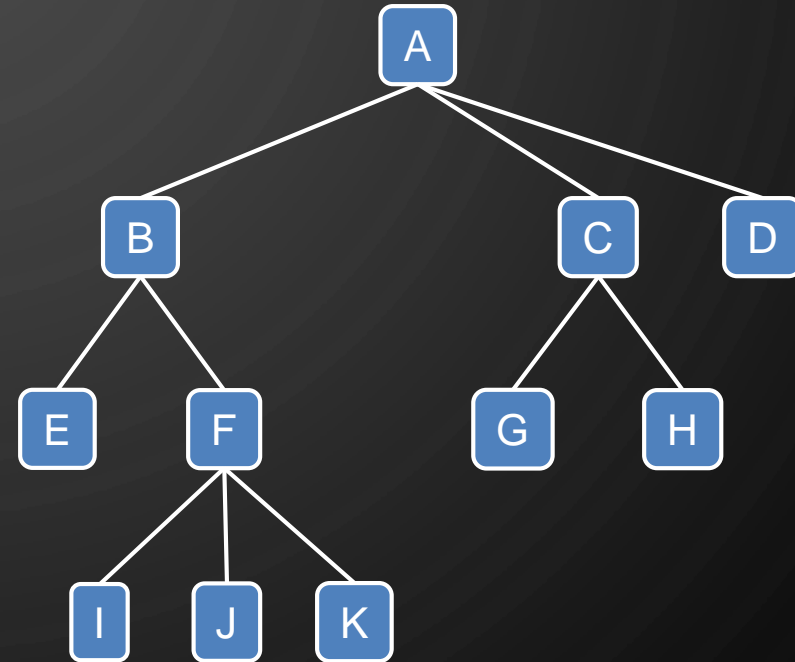
- **Root:** node without parent (A)
- **Internal node:** node with at least one child (A, B, C, F)
- **Leaf** (aka External node): node without children (E, I, J, K, G, H, D)
- **Ancestors** of a node: parent, grandparent, great-grandparent, etc.
- **Siblings** of a node: Any node which shares a parent
- **Depth** of a node: number of ancestors
- **Height** of a tree: maximum depth of any node (3)
- **Descendant** of a node: child, grandchild, great-grandchild, etc.

- **Subtree:** tree consisting of a node and its descendants
- **Edge:** a pair of nodes (u, v) such that u is a parent of v $((C, H))$
- **Path:** A sequence of nodes such that any two consecutive nodes form an edge (A, B, F, J)
- A tree is **ordered** when there is a linear ordering defined for the children of each node



EXERCISE

- Answer the following questions about the tree shown on the right:
 - What is the size of the tree (number of nodes)?
 - Classify each node of the tree as a root, leaf, or internal node
 - List the ancestors of nodes B, F, G, and A. Which are the parents?
 - List the descendants of nodes B, F, G, and A. Which are the children?
 - List the depths of nodes B, F, G, and A.
 - What is the height of the tree?
 - Draw the subtrees that are rooted at node F and at node K.



TREE ADT

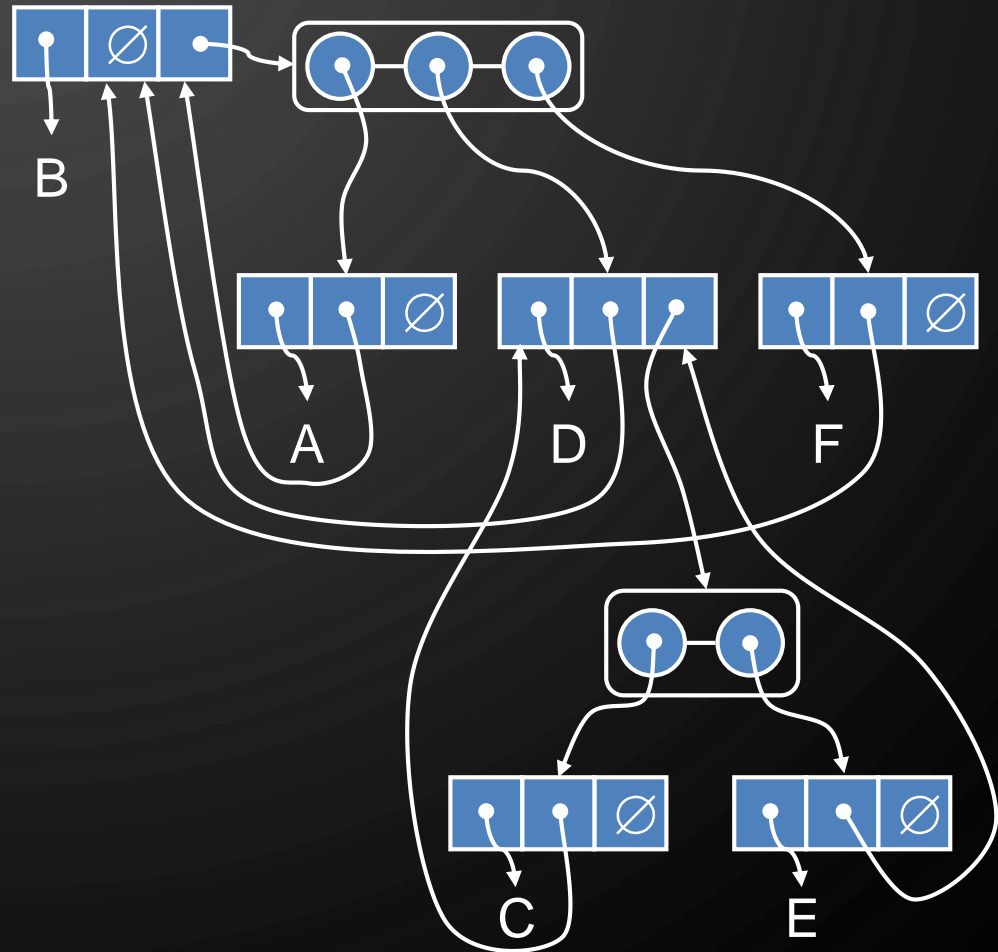
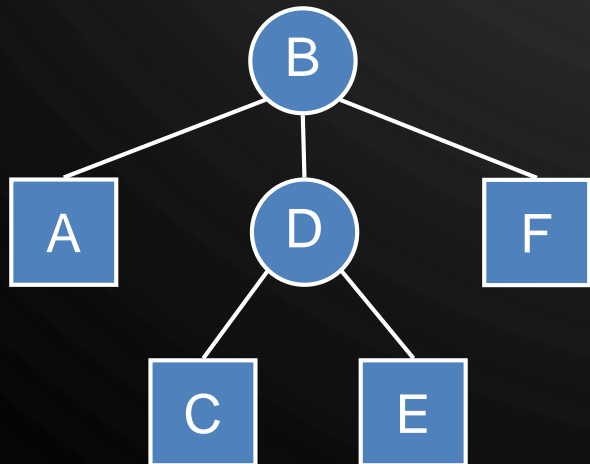
- We use positions to abstract nodes, as we don't want to expose the internals of our structure
- Position functions:
 - `p.parent()` – return parent
 - `p.children()` – list of children positions
 - `p.isRoot()`
 - `p.isLeaf()`
- Tree functions:
 - `size()`
 - `empty()`
 - `root()` – return position for root
 - `positions()` – return list of all positions
- Additional functions may be defined by data structures implementing the Tree ADT, e.g., `begin()` and `end()`

TREE ADT

- We use positions to abstract nodes
- Generic methods:
 - integer `size()`
 - boolean `isEmpty()`
 - Iterator `iterator()`
 - Iterable `positions()`
- Accessor methods:
 - position `root()`
 - position `parent(p)`
 - Iterable `children(p)`
 - Integer `numChildren(p)`
- Query methods:
 - boolean `isInternal(p)`
 - boolean `isExternal(p)`
 - boolean `isRoot(p)`
- Additional update methods may be defined by data structures implementing the Tree ADT

A LINKED STRUCTURE FOR GENERAL TREES

- A node is represented by an object storing
 - Element
 - Parent node
 - Sequence of children nodes
- Node objects implement the Position ADT



PREORDER TRAVERSAL

- A *traversal* visits the nodes of a tree in a systematic manner
- In a *preorder traversal*, a node is visited before its descendants
- Application: print a structured document

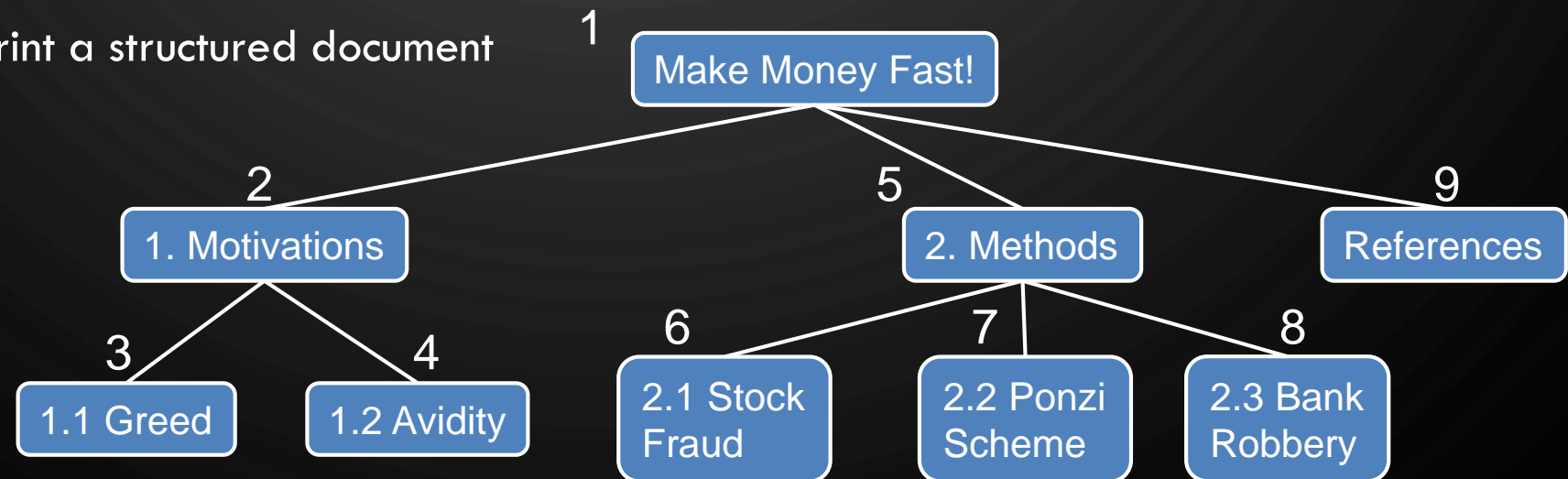
Algorithm `preOrder(v)`

Input: Node v

1. `visit(v)`

2. **for each** child w of v

3. `preOrder(w)`



EXERCISE: PREORDER TRAVERSAL

- In a *preorder traversal*, a node is visited before its descendants
- List the nodes of this tree in preorder traversal order.

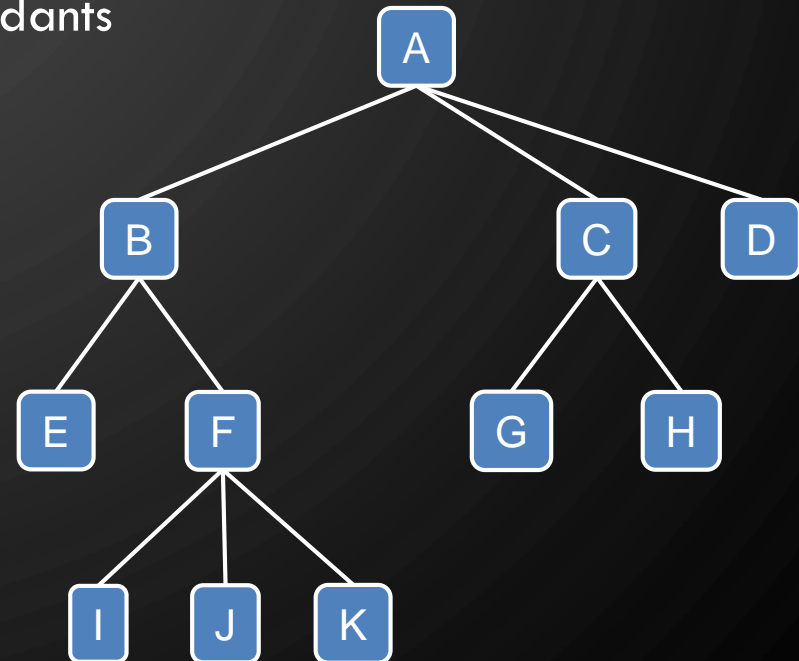
Algorithm `preOrder(v)`

Input: Node v

1. `visit(v)`

2. **for each** child w of v

3. `preOrder(w)`



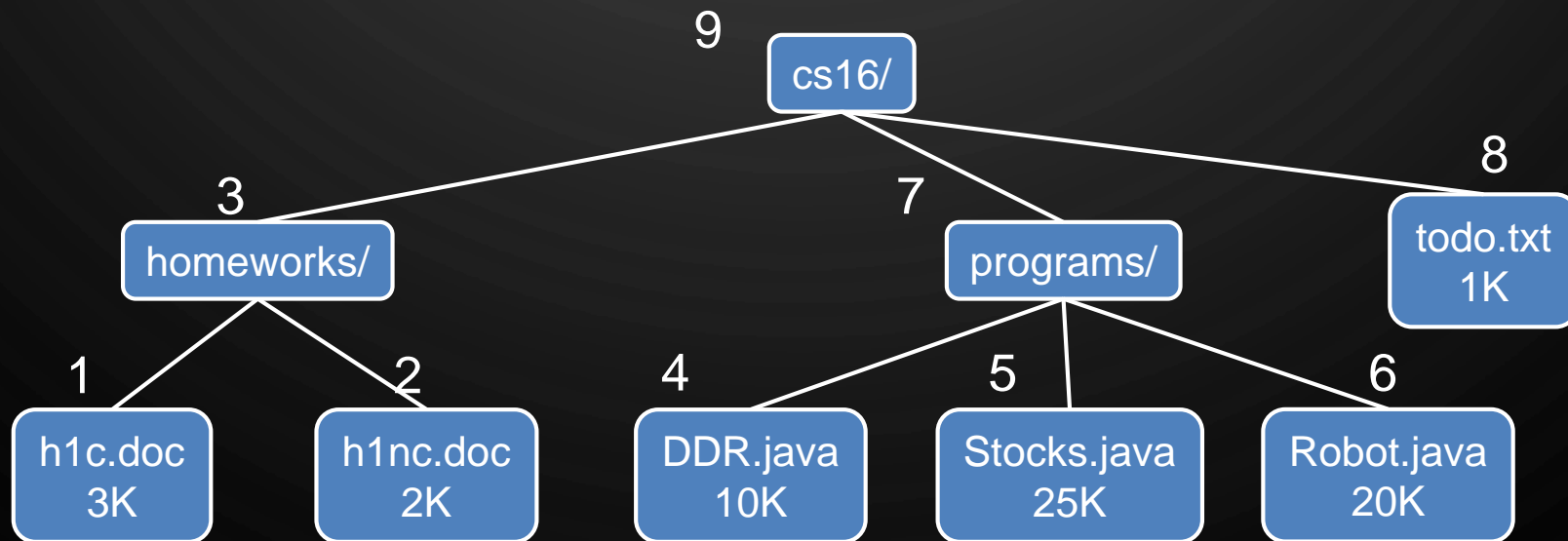
POSTORDER TRAVERSAL

- In a *postorder traversal*, a node is visited *after its descendants*
- Application: compute space used by files in a directory and its subdirectories

Algorithm `postOrder(v)`

Input: Node v

1. **for each** child w of v
2. `postOrder(w)`
3. `visit(v)`



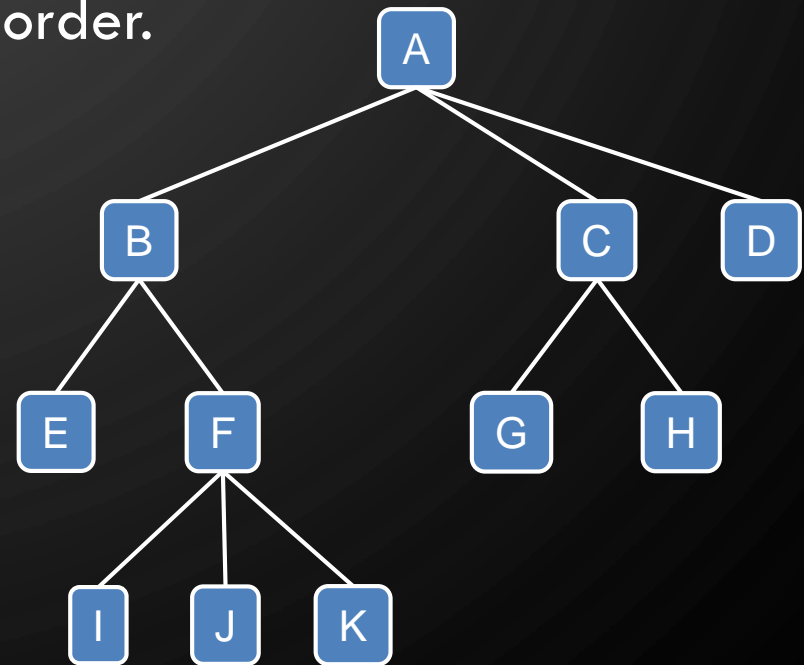
EXERCISE: POSTORDER TRAVERSAL

- In a *postorder traversal*, a node is visited after its descendants
- List the nodes of this tree in postorder traversal order.

Algorithm `postOrder(v)`

Input: Node v

1. **for each** child w of v
2. `postOrder(w)`
3. `visit(v)`

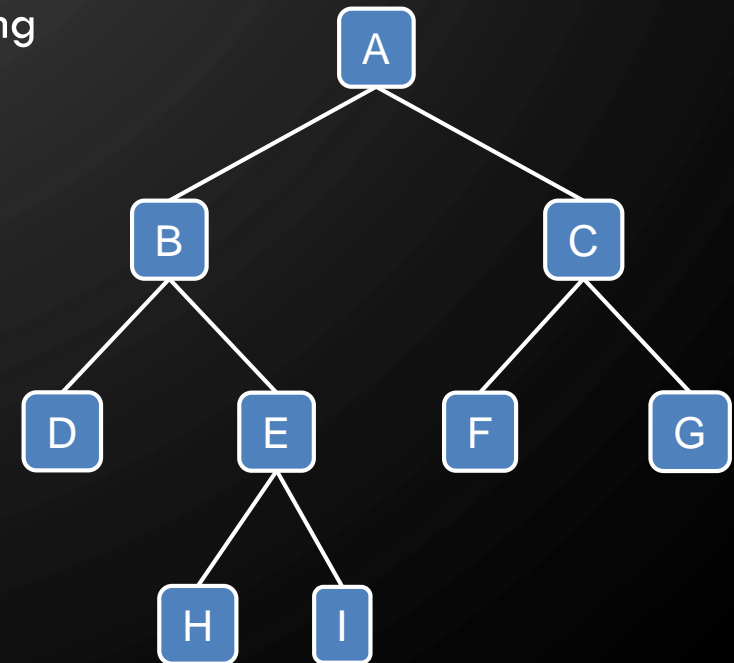


BINARY TREE

- A *binary tree* is a tree with the following properties:
 - Each internal node has two children
 - The children of a node are an ordered pair
- We call the children of an internal node *left child* and *right child*
- If a child has only one child, the tree is *improper*
- Alternative recursive definition: a binary tree is either
 - a tree consisting of a single node, or
 - a tree whose root has an ordered pair of children, each of which is a binary tree

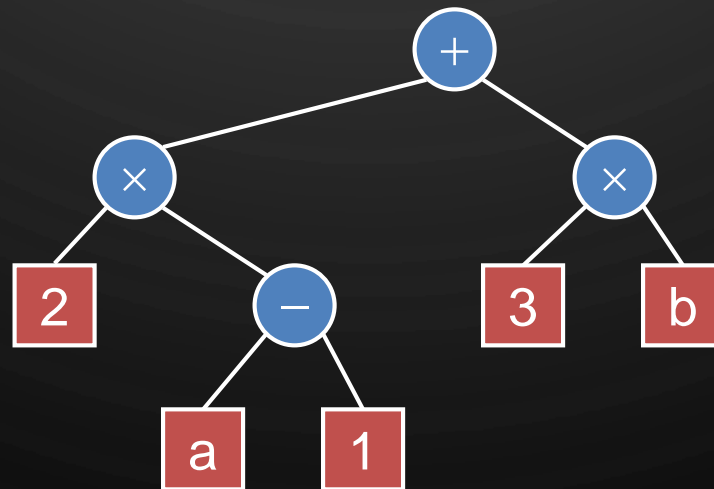
- Applications

- Arithmetic expressions
- Decision processes
- Searching



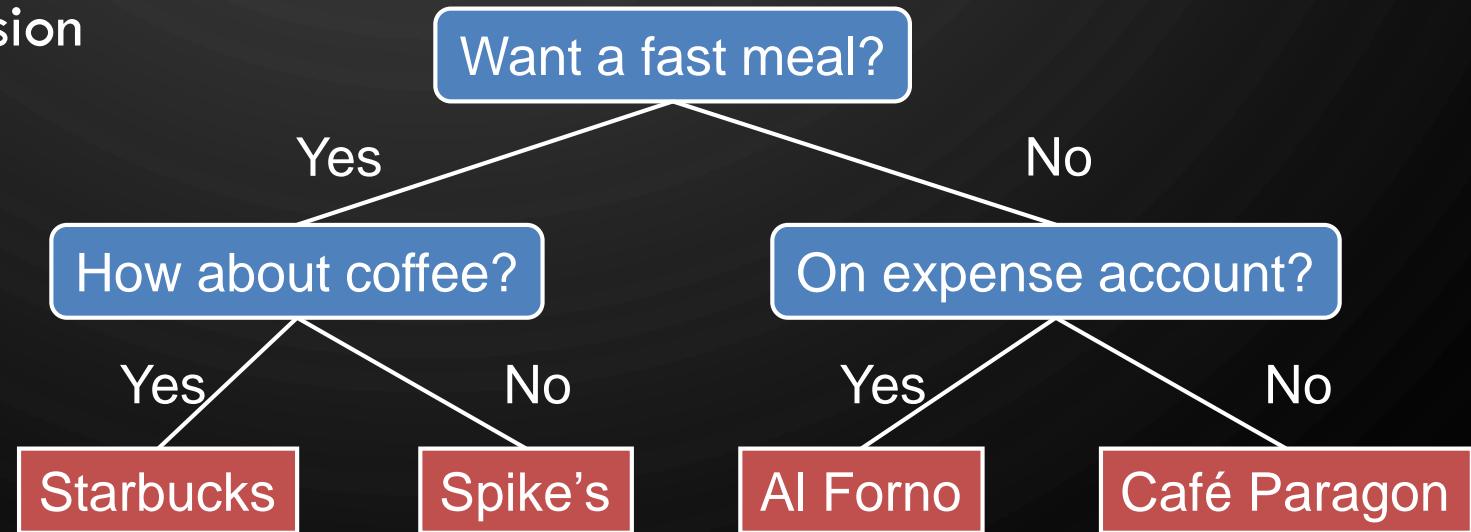
ARITHMETIC EXPRESSION TREE

- Binary tree associated with an arithmetic expression
 - Internal nodes: operators
 - Leaves: operands
- Example: arithmetic expression tree for the expression $(2 \times (a - 1) + (3 \times b))$



DECISION TREE

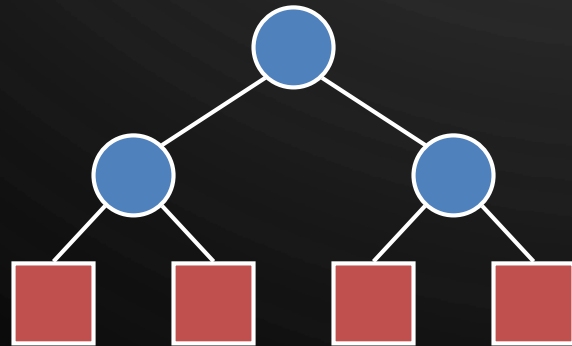
- Binary tree associated with a decision process
 - Internal nodes: questions with yes/no answer
 - Leaves: decisions
- Example: dining decision



PROPERTIES OF BINARY TREES

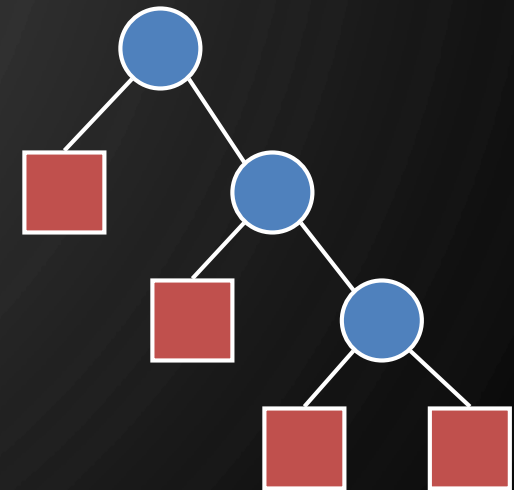
- Notation

- n number of nodes
- e number of external nodes
- i number of internal nodes
- h height



- Properties:

- $e = i + 1$
- $n = 2e - 1$
- $h \leq i$
- $h \leq \frac{n-1}{2}$
- $e \leq 2^h$
- $h \geq \log_2 e$
- $h \geq \log_2(n + 1) - 1$

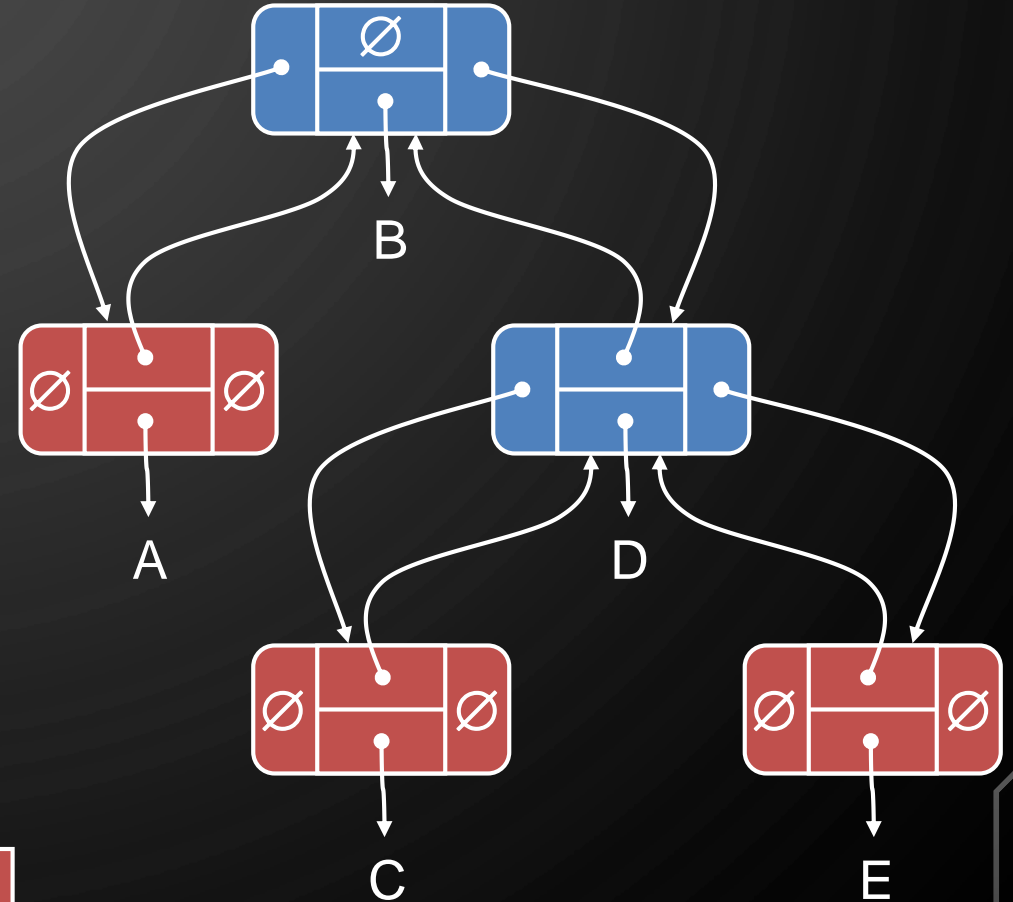
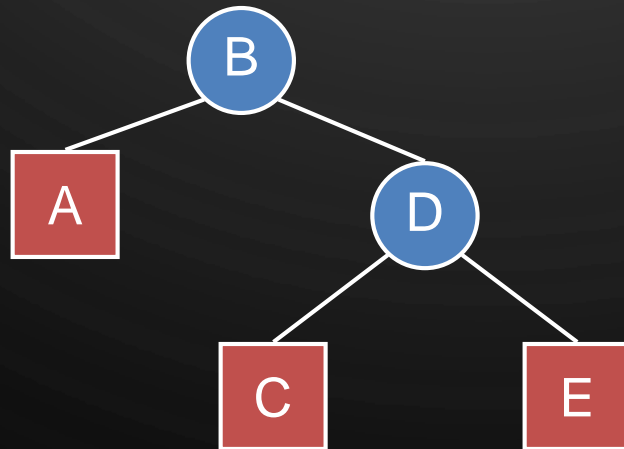


BINARY TREE ADT

- The Binary Tree ADT extends the Tree ADT, i.e., it inherits all the methods of the Tree ADT
- Additional position methods:
 - position `left(p)`
 - position `right(p)`
 - position `sibling(p)`
- The above methods return null when there is no left, right, or sibling of `p`, respectively
- Update methods may also be defined by data structures implementing the Binary Tree ADT

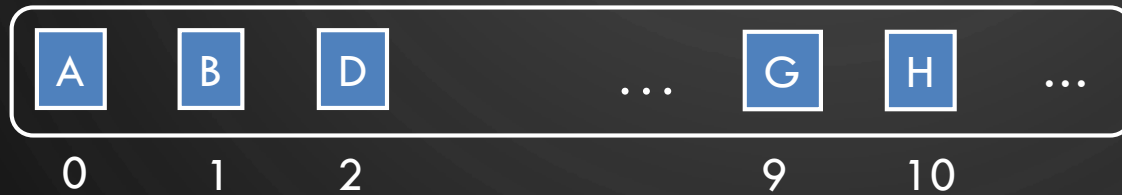
A LINKED STRUCTURE FOR BINARY TREES

- A node is represented by an object storing
 - Element
 - Parent node
 - Left child node
 - Right child node



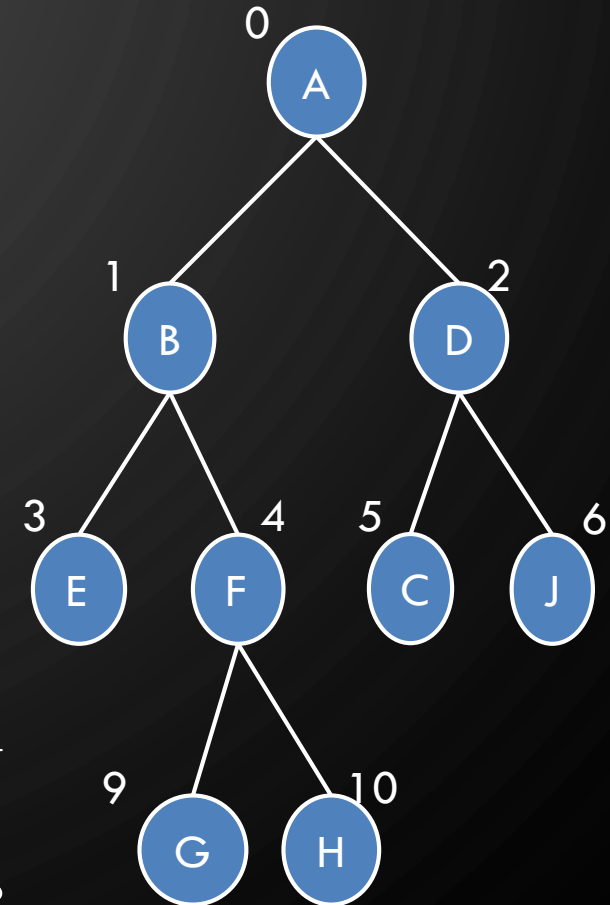
ARRAY-BASED REPRESENTATION OF BINARY TREES

- Nodes are stored in an array A



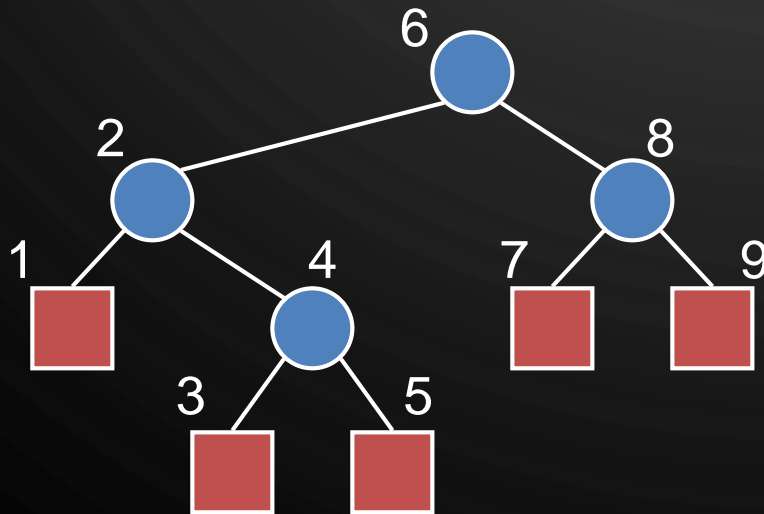
- Node v is stored at $A[\text{rank}(V)]$

- $\text{rank}(\text{root}) = 0$
- if node is the left child of $\text{parent}(\text{node})$,
$$\text{rank}(\text{node}) = 2 * \text{rank}(\text{parent}(\text{node})) + 1$$
- if node is the right child of $\text{parent}(\text{node})$,
$$\text{rank}(\text{node}) = 2 * \text{rank}(\text{parent}(\text{node})) + 2$$



INORDER TRAVERSAL

- In an *inorder traversal* a node is visited after its left subtree and before its right subtree
- Application: draw a binary tree
 - $x(v)$ = inorder rank of v
 - $y(v)$ = depth of v



Algorithm $\text{inOrder}(v)$

Input: Node v

1. **if** $v.\text{left}() \neq \text{null}$ **then**
2. $\text{inOrder}(v.\text{left}())$
3. $\text{visit}(v)$
4. **if** $v.\text{right}() \neq \text{null}$ **then**
5. $\text{inOrder}(v.\text{right}())$

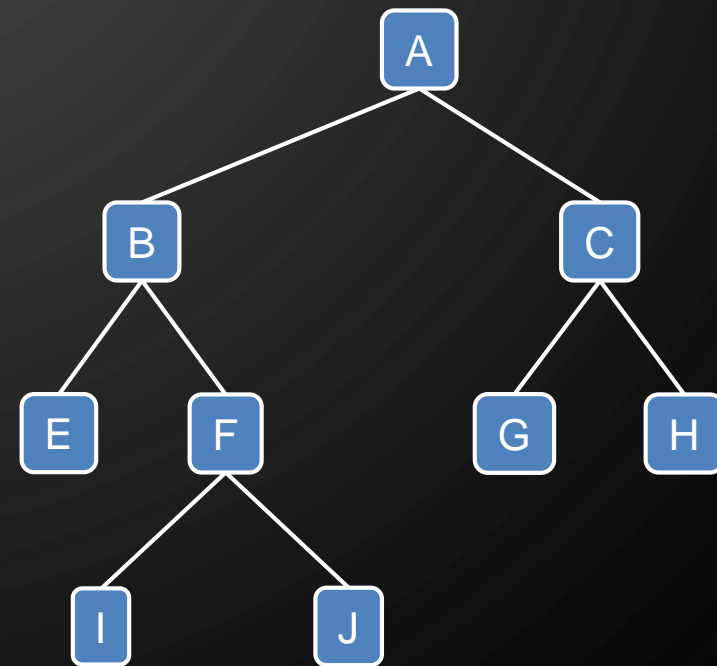
EXERCISE: INORDER TRAVERSAL

- In an *inorder traversal* a node is visited after its left subtree and before its right subtree
- List the nodes of this tree in inorder traversal order.

Algorithm `inOrder(v)`


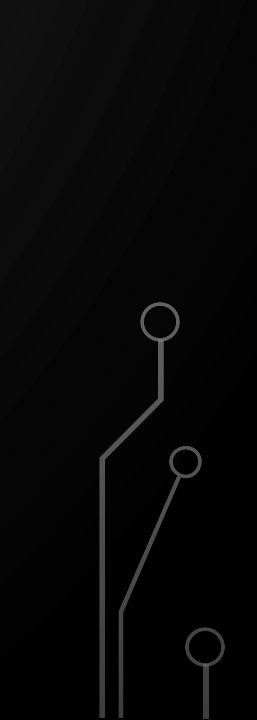
Input: Node v

1. **if** $v.left() \neq null$ **then**
2. `inOrder(v.left())`
3. `visit(v)`
4. **if** $v.right() \neq null$ **then**
5. `inOrder(v.right())`





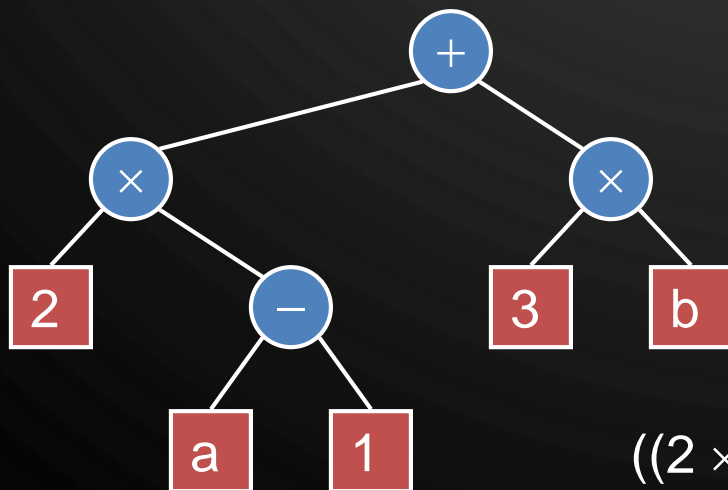
EXERCISE: PREORDER & INORDER TRAVERSAL

- Draw a (single) binary tree T , such that
 - Each internal node of T stores a single character
 - A preorder traversal of T yields EXAMFUN
 - An inorder traversal of T yields MAFXUEN
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APPLICATION

PRINT ARITHMETIC EXPRESSIONS

- Specialization of an inorder traversal
 - print operand or operator when visiting node
 - print "(" before traversing left subtree
 - print ")" after traversing right subtree



$$((2 \times (a - 1)) + (3 \times b))$$

Algorithm `printExpr(v)`

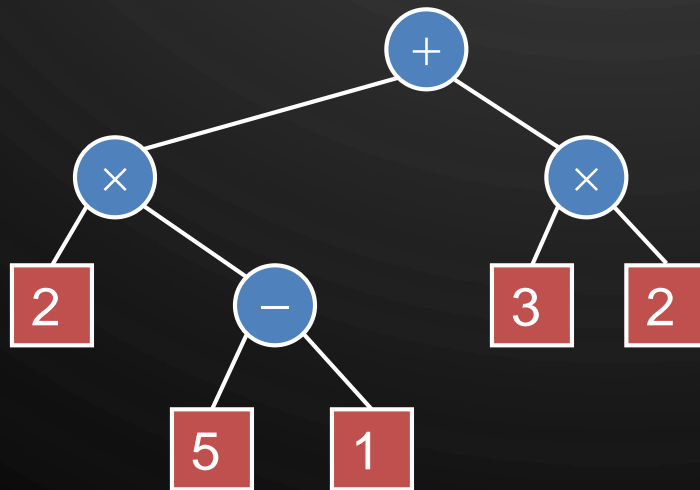
Input: Node v

1. **if** $v.left() \neq null$ **then**
2. `print("(")`
3. `printExpr(v.left())`
4. `print(v.element())`
5. **if** $v.right() \neq null$ **then**
6. `printExpr(v.right())`
7. `print(")")`

APPLICATION

EVALUATE ARITHMETIC EXPRESSIONS

- Specialization of a postorder traversal
 - recursive method returning the value of a subtree
 - when visiting an internal node, combine the values of the subtrees



Algorithm `evalExpr(v)`


Input: Node v

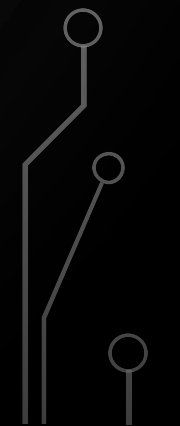
1. if `v.isExternal()` **then**
2. return `v.element()`
3. $x \leftarrow \text{evalExpr}(v.\text{left}())$
4. $y \leftarrow \text{evalExpr}(v.\text{right}())$
5. $\circ \leftarrow$ operator stored at v
6. return $x \circ y$



EXERCISE

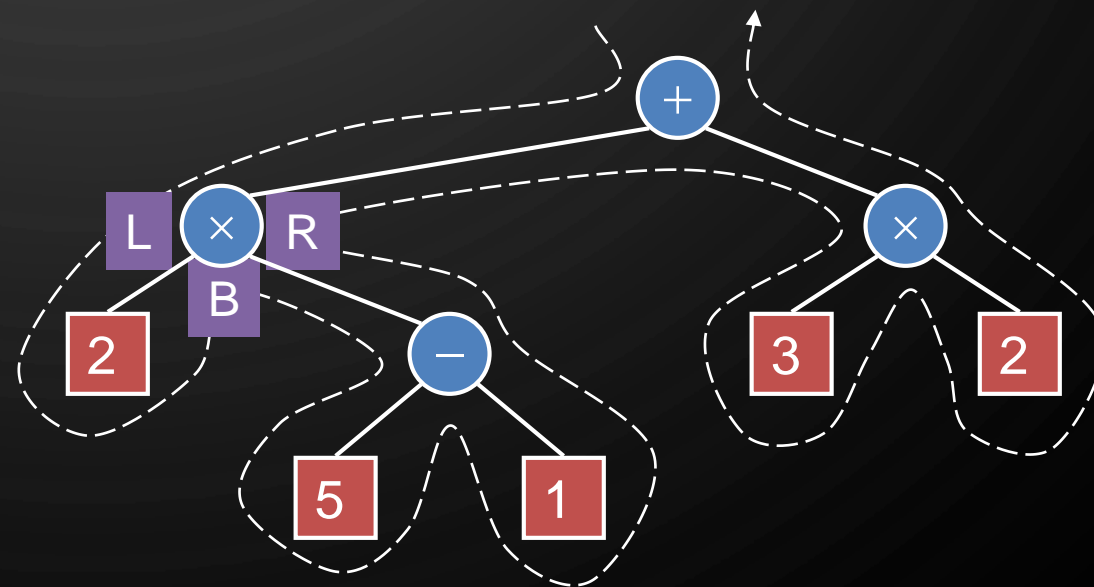
ARITHMETIC EXPRESSIONS

- Draw an expression tree that has
 - Four leaves, storing the values 1, 5, 6, and 7
 - 3 internal nodes, storing operations $+$, $-$, $*$, $/$
operators can be used more than once, but each internal node stores only one
 - The value of the root is 21
- 



EULER TOUR TRAVERSAL

- Generic traversal of a binary tree
- Includes as special cases the preorder, postorder and inorder traversals
- Walk around the tree and visit each node three times:
 - on the left (preorder)
 - from below (inorder)
 - on the right (postorder)

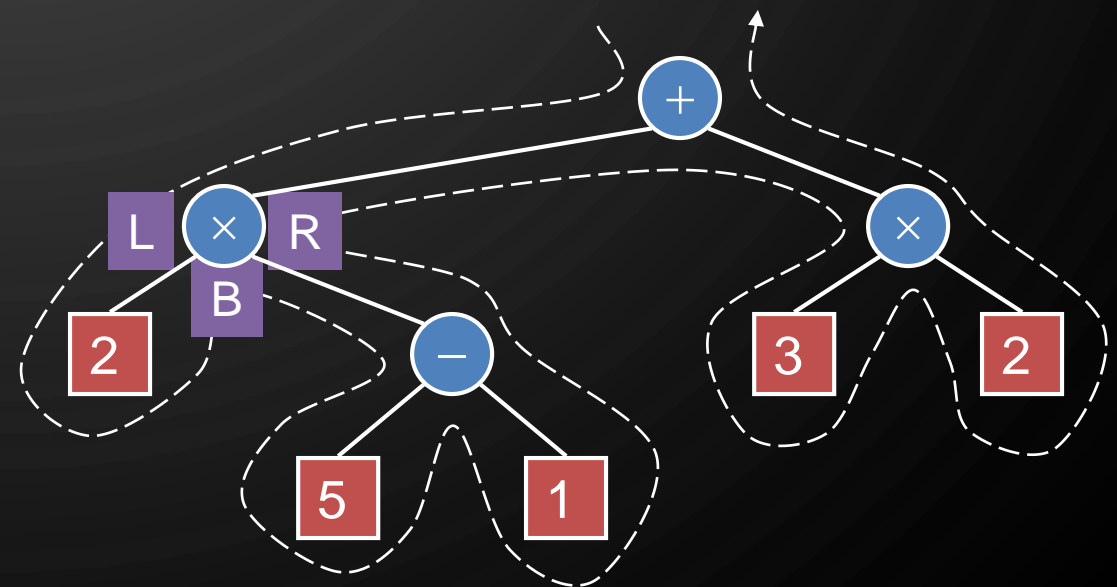


EULER TOUR TRAVERSAL

Algorithm `eulerTour(v)`

Input: Node v

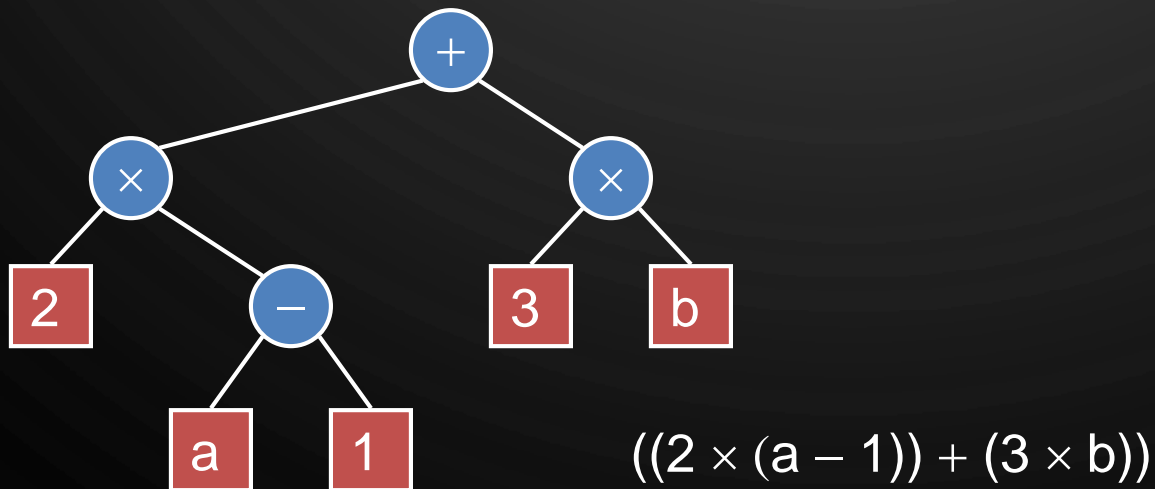
1. `leftVisit(v)`
2. **if** $v.left() \neq null$ **then**
3. `eulerTour($v.left()$)`
4. `bottomVisit(v)`
5. **if** $v.right() \neq null$ **then**
6. `eulerTour($v.right()$)`
7. `rightVisit(v)`



APPLICATION

PRINT ARITHMETIC EXPRESSIONS


- Specialization of an Euler Tour traversal
 - Left-visit: if node is internal, print "("
 - Bottom-visit: print value or operator stored at node
 - Right-visit: if node is internal, print ")"





INTERVIEW QUESTION 1

- Implement a function to check if a binary tree is balanced. For the purposes of this question, a balanced tree is defined to be a tree such that the heights of the two subtrees of any node never differ by more than one.




GAYLE LAAKMANN MCDOWELL, "CRACKING THE CODE INTERVIEW: 150 PROGRAMMING QUESTIONS AND SOLUTIONS", 5TH EDITION, CAREERCUP PUBLISHING, 2011.





INTERVIEW QUESTION 2

- Given a binary tree, design an algorithm which creates a linked list of all the nodes at each depth (e.g. , if you have a tree with depth D , you'll have D linked lists).



GAYLE LAAKMANN MCDOWELL, "CRACKING THE CODE INTERVIEW: 150 PROGRAMMING QUESTIONS AND SOLUTIONS", 5TH EDITION, CAREERCUP PUBLISHING, 2011.

