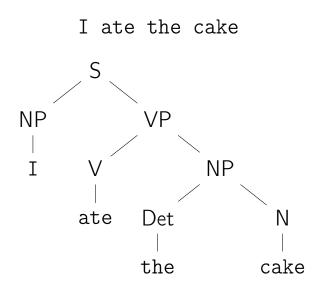
#### Basic Data Structures: Trees

Neil Rhodes

Department of Computer Science and Engineering University of California, San Diego

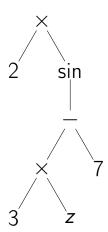
# Data Structures Data Structures and Algorithms

#### Syntax Tree for a Sentence

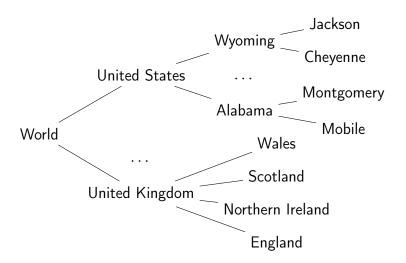


### Syntax tree for an Expression

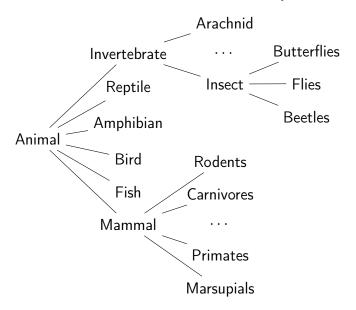
 $2\sin(3z-7)$ 



### Geography Hierarchy



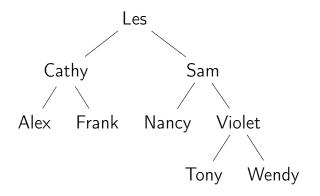
# Animal Kingdom (partial)



### Abstract Syntax Tree for Code

```
while x < 0:
  x = x + 2
  foo(x)
                 while
                             block
 compare op: <
                  assign
                                   procedure call
        const: 0
var: x
                    binop: + var: foo
```

#### Binary Search Tree



#### Definition

#### A Tree is:

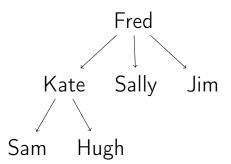
- empty, or
- a node with:
  - a key, and
  - a list of child trees.

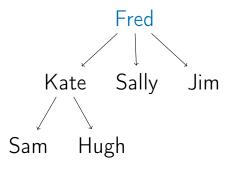
# Simple Tree Empty tree:

Tree with one node:

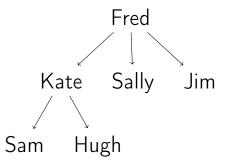
Tree with two nodes:

Sally

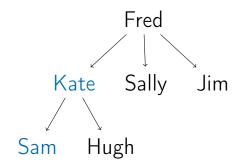




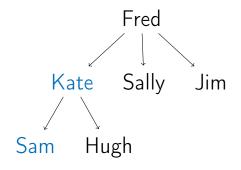
Root: top node in the tree



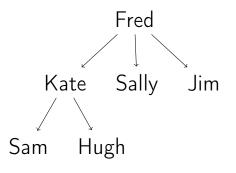
A *child* has a line down directly from a *parent* 



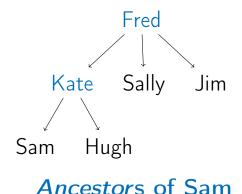
Kate is a parent of Sam

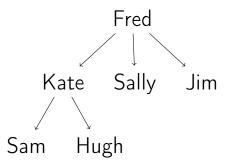


Sam is a child of Kate

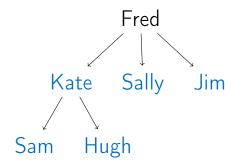


Ancestor: parent, or parent of parent, etc.

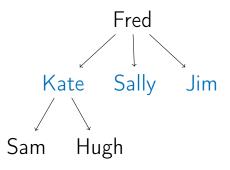




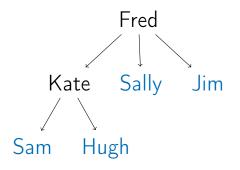
Descendant: child, or child of child, etc.



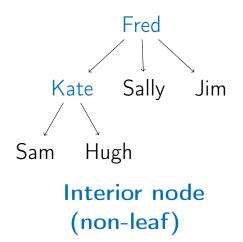
Descendants of Fred

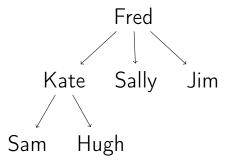


Sibling: sharing the same parent

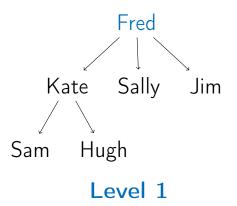


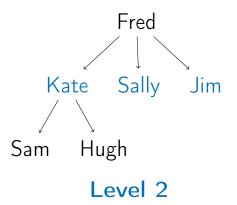
Leaf:
node with no children

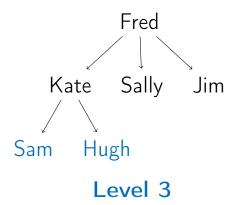


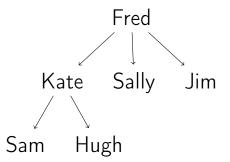


Level: 1+ num edges between root and node

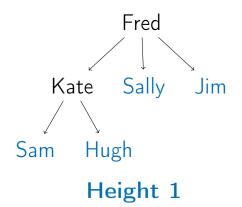


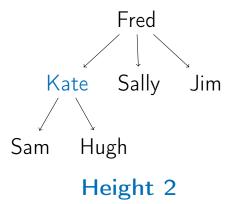


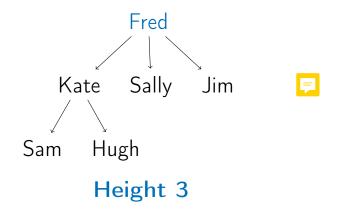


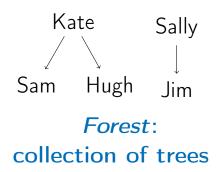


Height: maximum depth of subtree node and farthest leaf









#### Node contains:

- key
- children: list of children nodes
- (optional) parent

#### For binary tree, node contains:

- key
  - left
  - right
- (optional) parent

#### Height(tree)

```
if tree = nil:
```

return 0

return 1 + Max(Height(tree.left),

Height(tree.right))

#### Size(tree)

```
if tree = nil
```

return 0

return 1 + Size(tree.left) +

Size(tree.right)

#### Walking a Tree

Often we want to visit the nodes of a tree in a particular order.

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For example, print the nodes of the tree.

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For example, print the nodes of the tree.

Depth-first: We completely traverse one sub-tree before exploring a sibling sub-tree.

## Walking a Tree

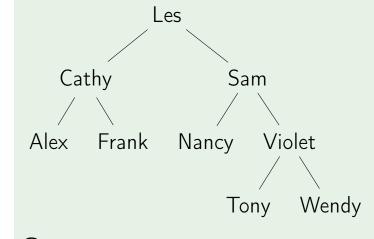
Often we want to visit the nodes of a tree in a particular order.

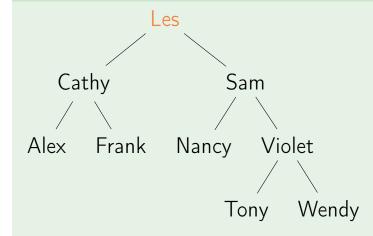
For example, print the nodes of the tree.

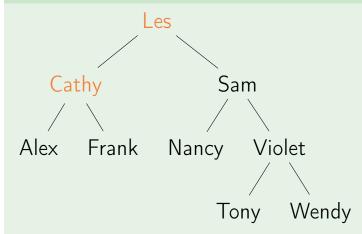
- Depth-first: We completely traverse one sub-tree before exploring a sibling sub-tree.
- Breadth-first: We traverse all nodes at one level before progressing to the next level.

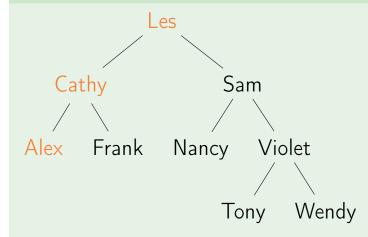
## Depth-first

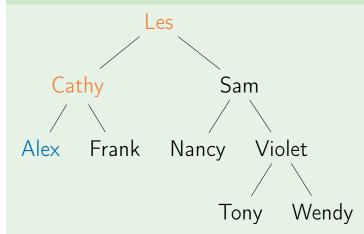
```
InOrderTraversal(tree)
if tree = nil:
  return
InOrderTraversal(tree.left)
Print(tree.key)
InOrderTraversal(tree.right)
```



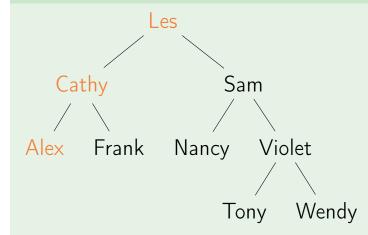




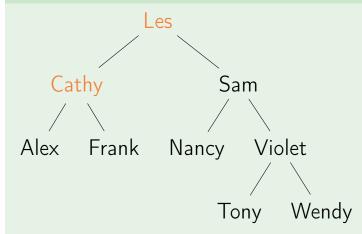




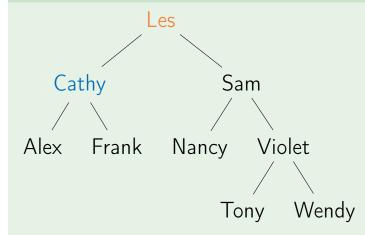
Output: Alex



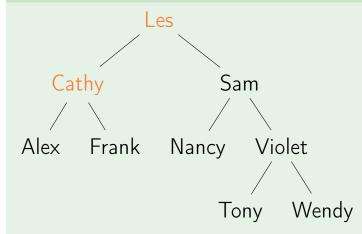
Output: Alex



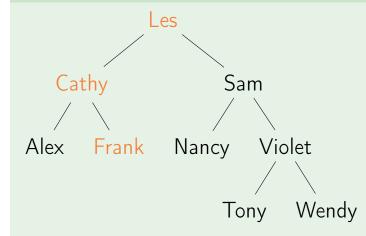
Output: Alex



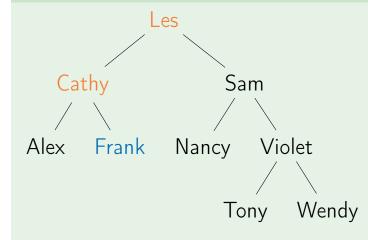
Output: Alex Cathy

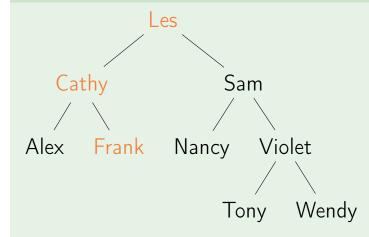


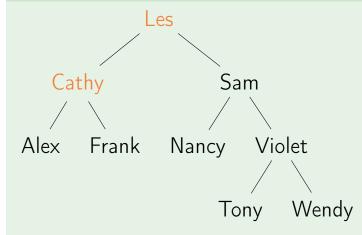
Output: Alex Cathy

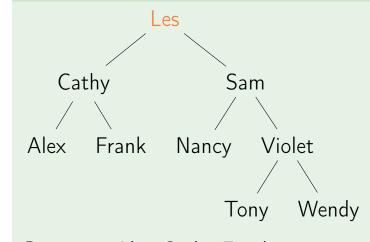


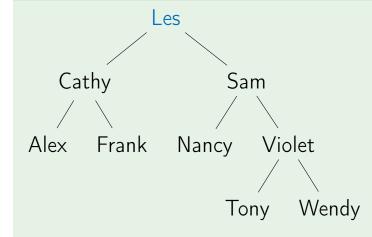
Output: Alex Cathy

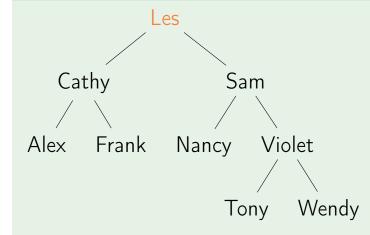


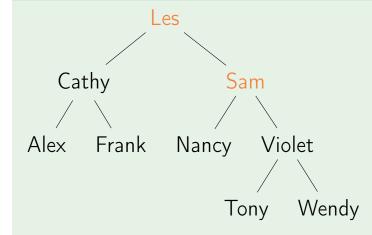


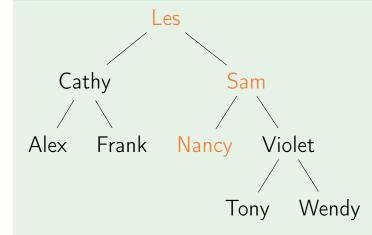


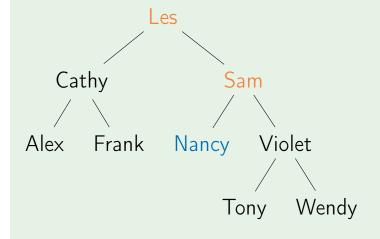


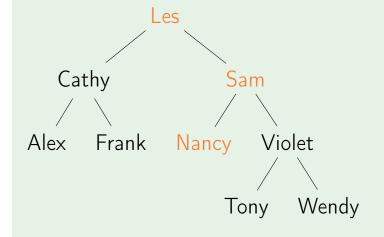


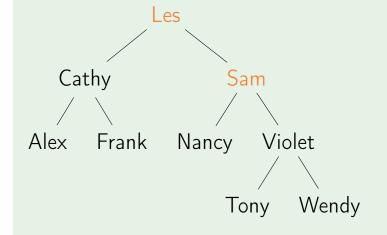


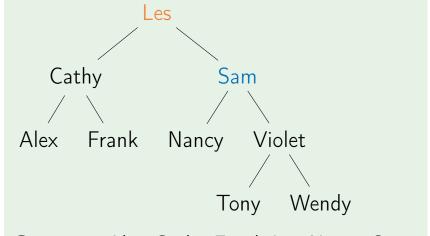


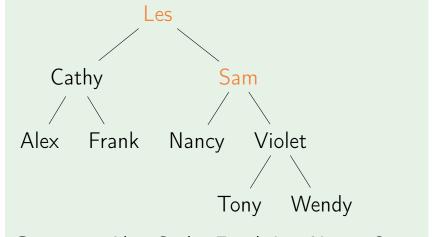


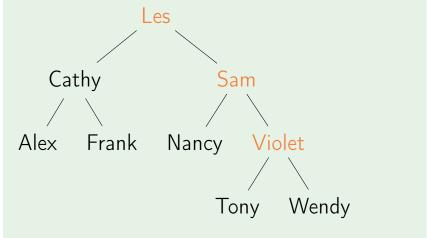


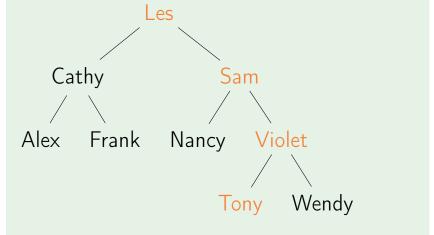


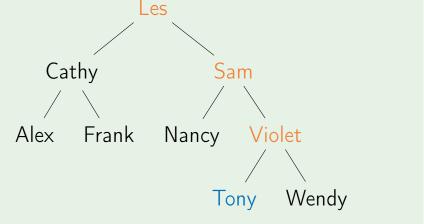


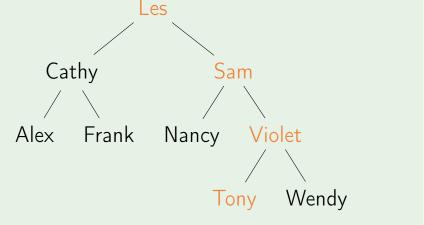


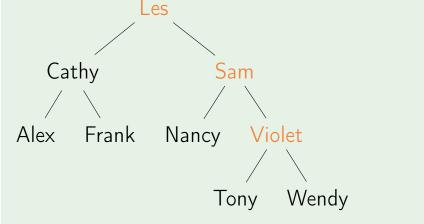


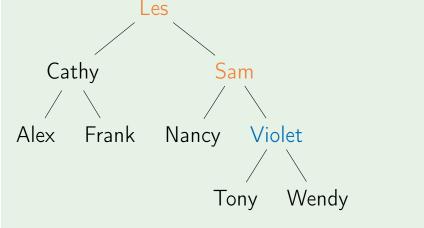




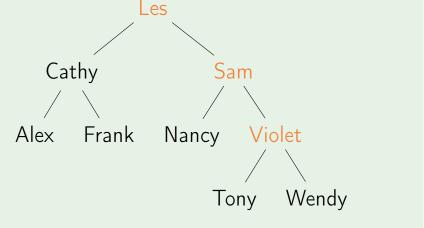




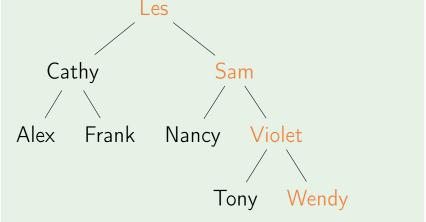




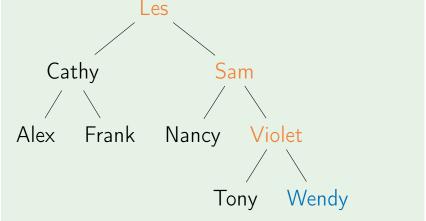
Output: Alex Cathy Frank Les Nancy Sam Tony Violet



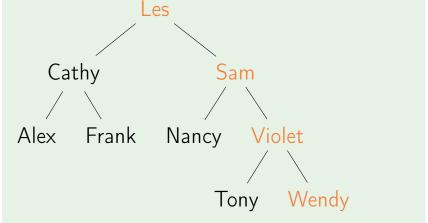
Output: Alex Cathy Frank Les Nancy Sam Tony Violet



Output: Alex Cathy Frank Les Nancy Sam Tony Violet

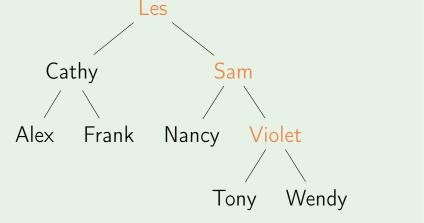


Output: Alex Cathy Frank Les Nancy Sam Tony Violet Wendy

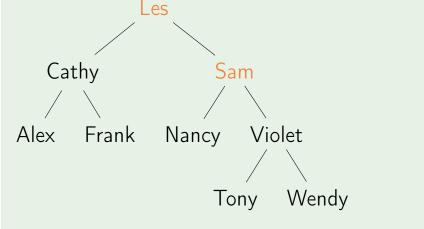


Output: Alex Cathy Frank Les Nancy Sam Tony Violet Wendy

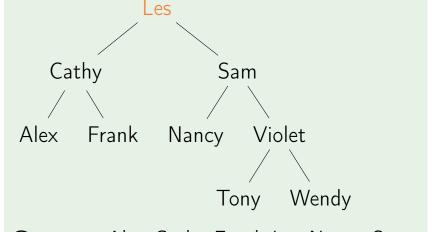
#### InOrderTraversal



#### InOrderTraversal



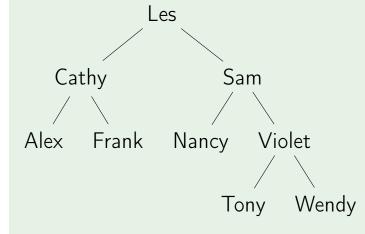
#### InOrderTraversal



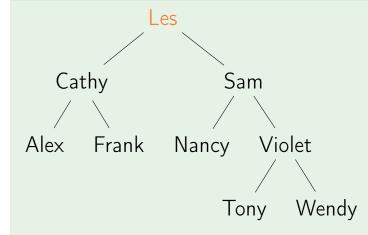
#### InOrderTraversal Les Sam Cathy Frank Nancy Violet Tony Wendy

#### Depth-first

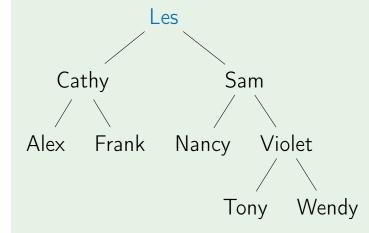
```
PreOrderTraversal(tree)
if tree = nil:
  return
Print(tree.key)
PreOrderTraversal(tree.left)
PreOrderTraversal(tree.right)
```



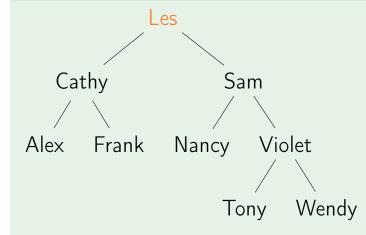
#### Output:



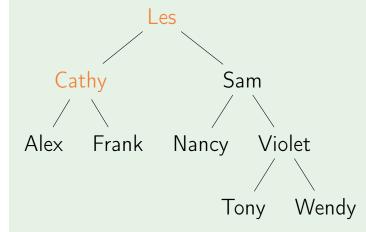
#### Output:



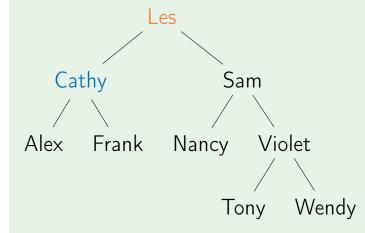
Output: Les



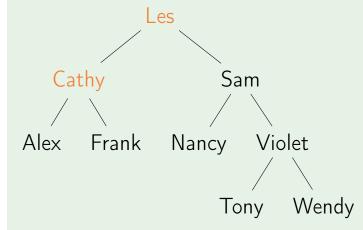
Output: Les



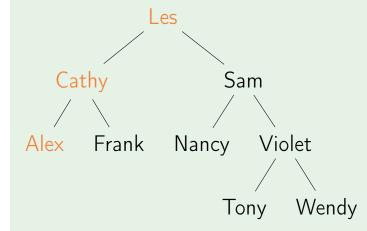
Output: Les



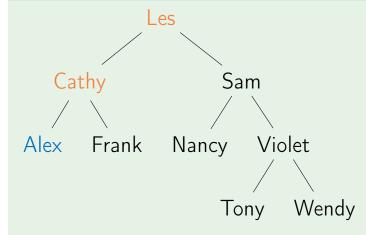
Output: Les Cathy

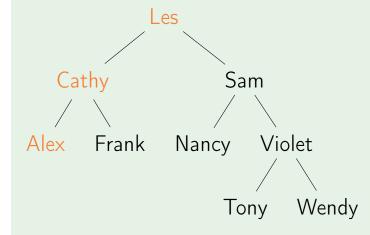


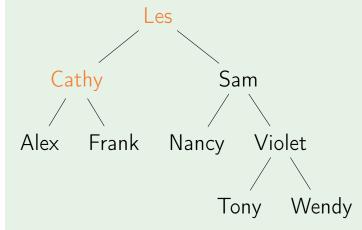
Output: Les Cathy

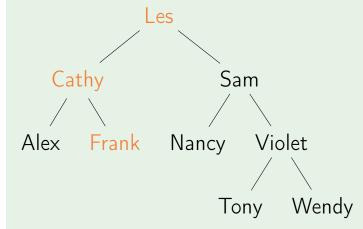


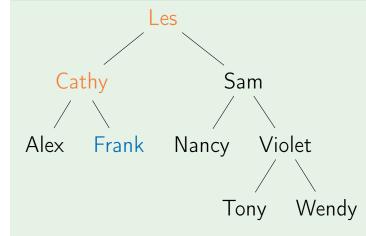
Output: Les Cathy

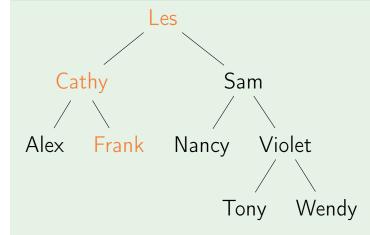


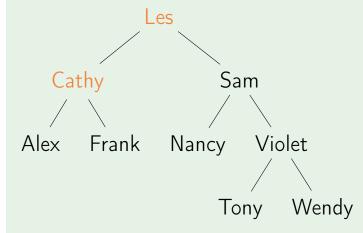


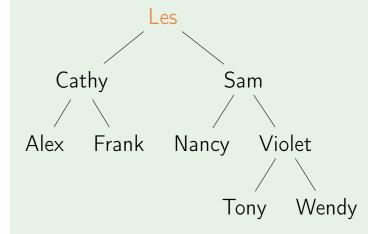


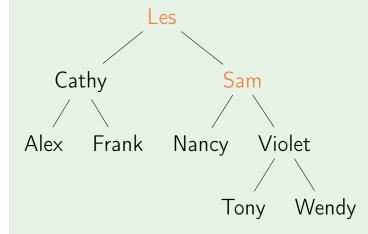


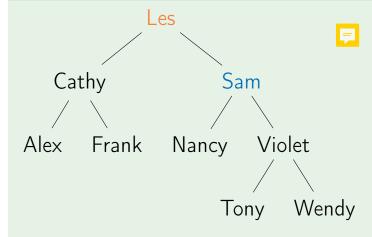


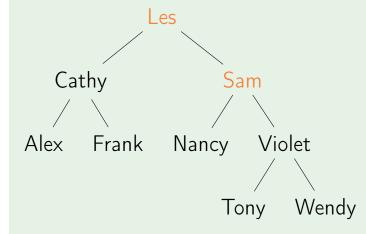


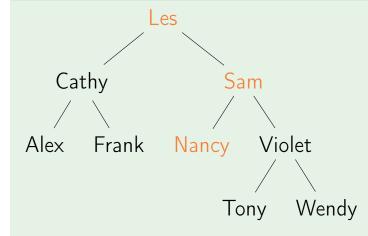


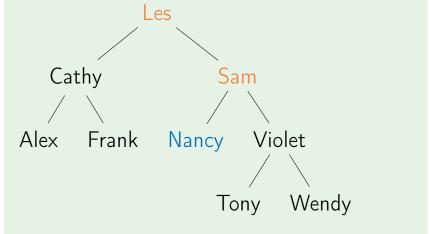


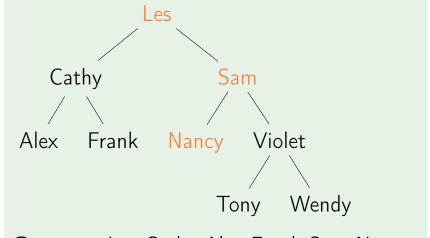


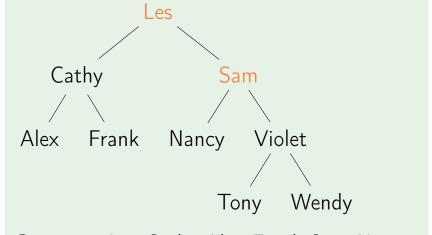


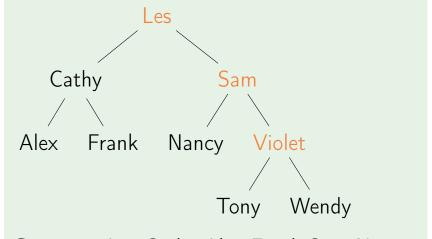


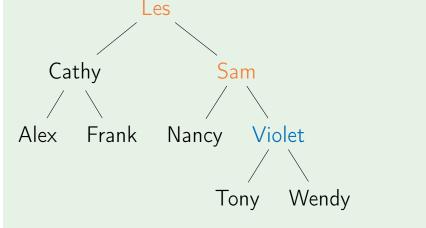


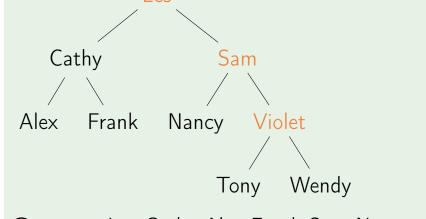




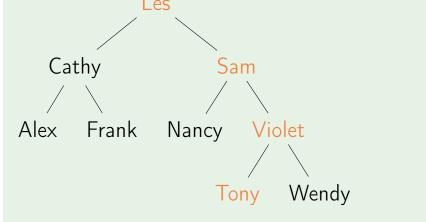




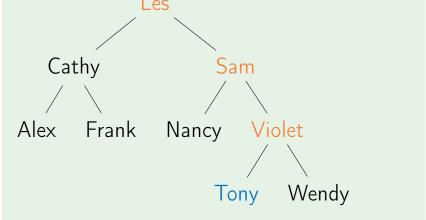




# PreOrderTraversal Les



# PreOrderTraversal Les



Output: Les Cathy Alex Frank Sam Nancy Violet Tony

### PreOrderTraversal Les Cathy Frank Nancy

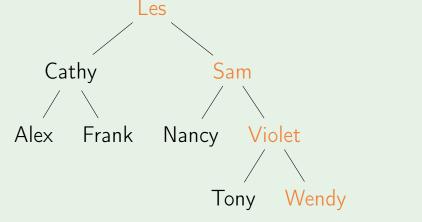
Output: Les Cathy Alex Frank Sam Nancy Violet Tony

Tony Wendy

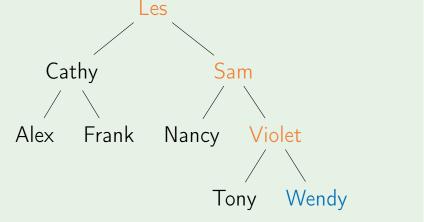
# PreOrderTraversal Les Cathy Sam Alex Frank Nancy Violet

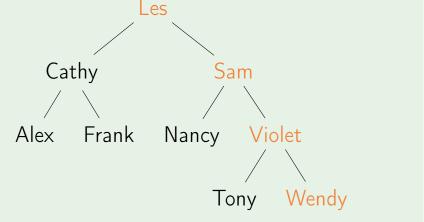
Output: Les Cathy Alex Frank Sam Nancy Violet Tony

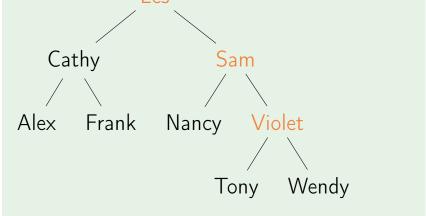
Tony Wendy



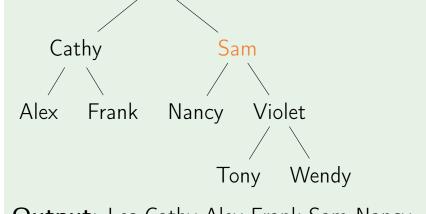
Output: Les Cathy Alex Frank Sam Nancy Violet Tony

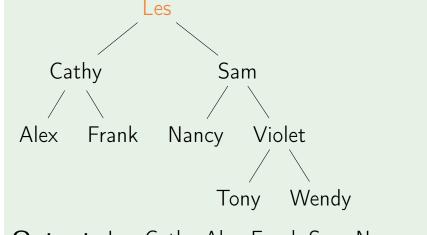






# PreOrderTraversal Les Cathy Sam





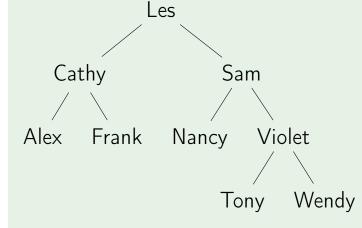
#### PreOrderTraversal Les Cathy Frank Nancy Violet Tony Wendy

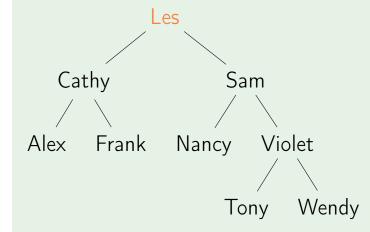
#### Depth-first

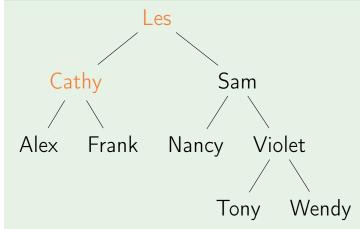
```
PostOrderTraversal(tree)

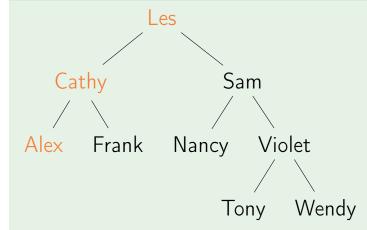
if tree = nil:
    return
PostOrderTraversal(tree.left)
PostOrderTraversal(tree.right)
```

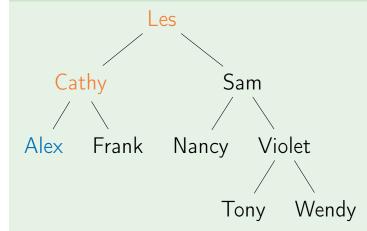
Print(tree.key)

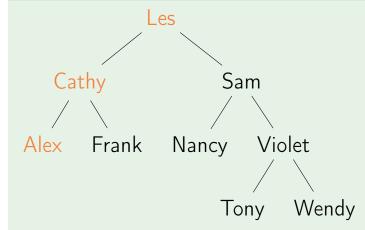


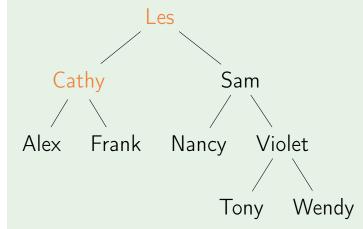


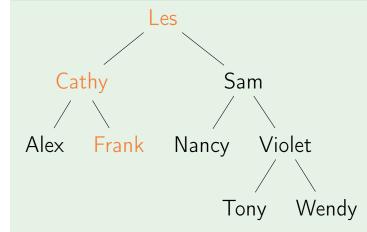


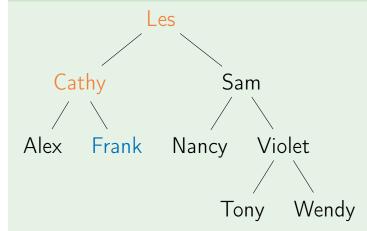




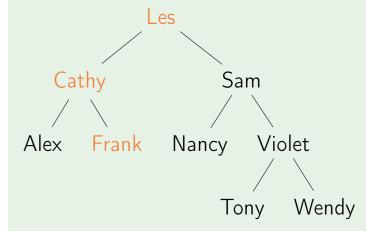




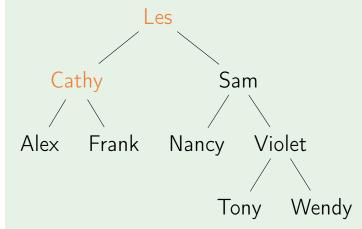




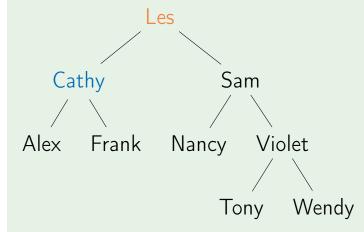
Output: Alex Frank

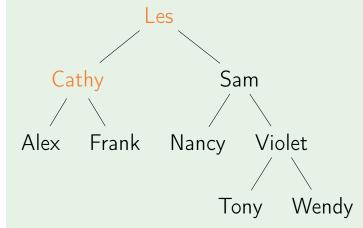


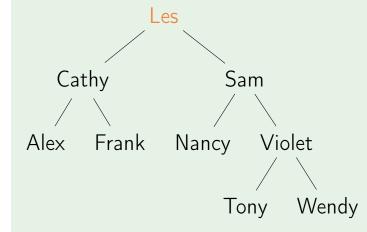
Output: Alex Frank

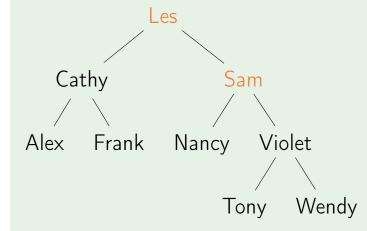


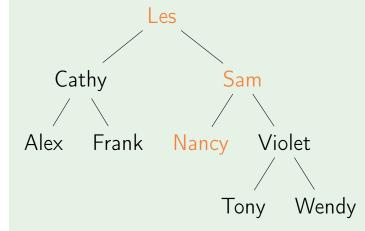
Output: Alex Frank

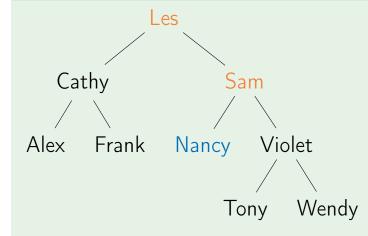


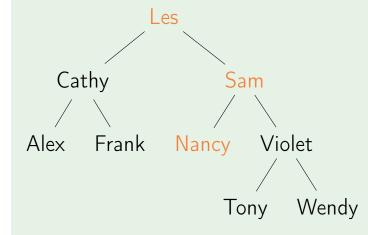


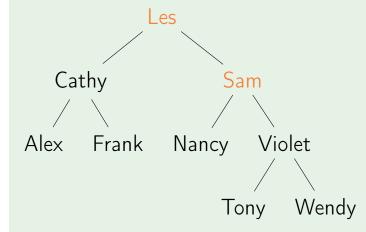


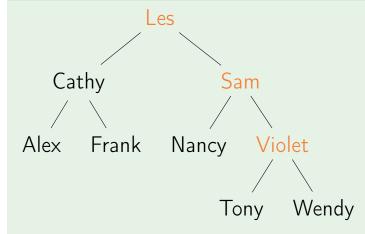


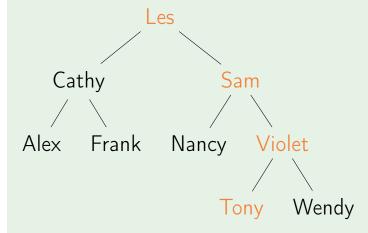


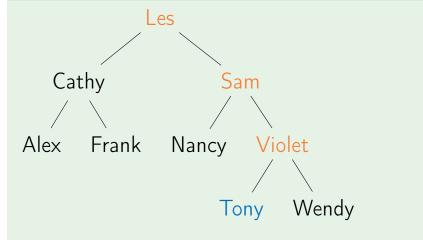


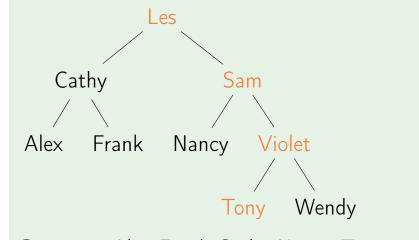


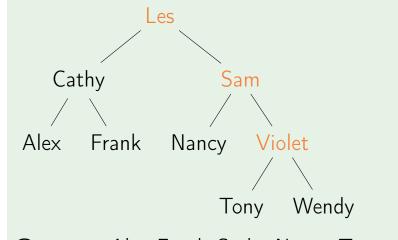


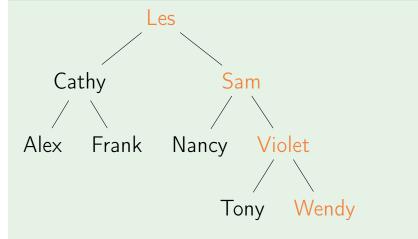




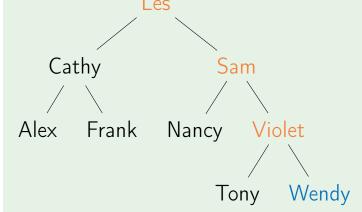




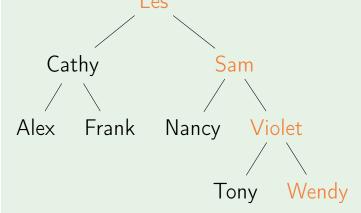




#### PostOrderTraversal Les



### PostOrderTraversal Les

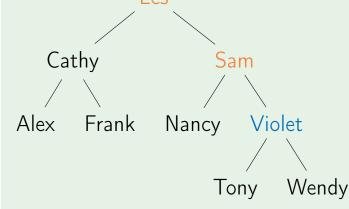


# PostOrderTraversal Les Cathy Sam Alex Frank Nancy Violet

Output: Alex Frank Cathy Nancy Tony Wendy

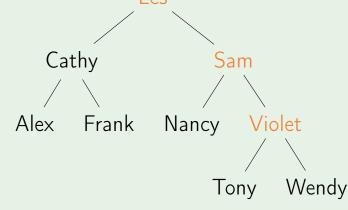
Tony Wendy

## PostOrderTraversal Les



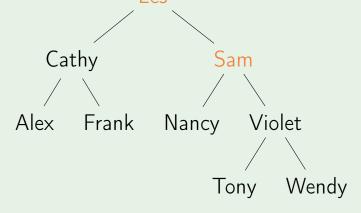
Output: Alex Frank Cathy Nancy Tony Wendy Violet

# PostOrderTraversal Les



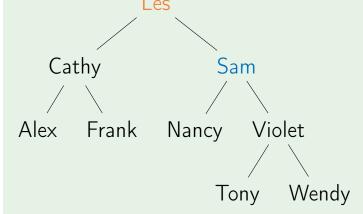
Output: Alex Frank Cathy Nancy Tony Wendy Violet

# PostOrderTraversal Les



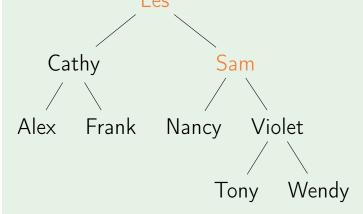
Output: Alex Frank Cathy Nancy Tony Wendy Violet

# PostOrderTraversal Les



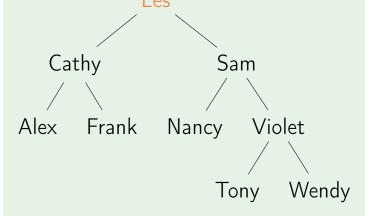
Output: Alex Frank Cathy Nancy Tony Wendy Violet Sam

# PostOrderTraversal Les



Output: Alex Frank Cathy Nancy Tony Wendy Violet Sam

#### PostOrderTraversal Les



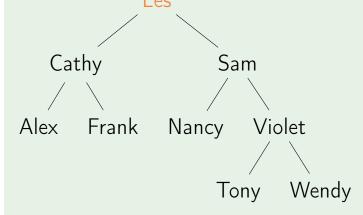
Output: Alex Frank Cathy Nancy Tony Wendy Violet Sam

# PostOrderTraversal Les



Output: Alex Frank Cathy Nancy Tony Wendy Violet Sam Les

#### PostOrderTraversal Les



Output: Alex Frank Cathy Nancy Tony Wendy Violet Sam Les

### PostOrderTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Alex Frank Cathy Nancy Tony

Wendy Violet Sam Les

```
if tree = nil: return
Queue q
q.Enqueue(tree)
```

```
if tree = nil: return Queue \ q
q.Enqueue(tree)
while not \ q.Empty():
node \leftarrow q.Dequeue()
```

```
if tree = nil: return

Queue q
q.Enqueue(tree)

while not q.Empty():

node \leftarrow q.Dequeue()

Print(node)
```

```
if tree = nil: return
Queue q
q.Enqueue(tree)
while not q. Empty():
  node \leftarrow q.Dequeue()
  Print(node)
  if node.left \neq nil:
     q.Enqueue(node.left)
```

#### LevelTraversal(*tree*)

```
if tree = nil: return
Queue q
q.Enqueue(tree)
while not q. Empty():
  node \leftarrow q.Dequeue()
  Print(node)
  if node.left \neq nil:
     q.Enqueue(node.left)
  if node.right \neq nil:
```

q.Enqueue(node.right)

### LevelTraversal Les Sam Cathy Alex Frank Nancy Violet Tony Wendy Output: Queue: Les

### LevelTraversal Les Sam Cathy Nancy Alex Frank Violet Tony Wendy Output:

### LevelTraversal Les Sam Cathy Alex Frank Nancy Violet Tony Wendy Output: Les

### LevelTraversal Les Sam Cathy Alex Frank Nancy Violet Tony Wendy Output: Les

Queue: Cathy, Sam

### LevelTraversal Les Sam Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Queue: Sam

### LevelTraversal Les Cathy Sam Alex Frank Nancy Violet Tony Wendy Output: Les Cathy

Queue: Sam

### LevelTraversal Les Cathy Sam Alex Frank Nancy Violet Tony Wendy Output: Les Cathy

Queue: Sam, Alex, Frank

# LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy

Queue: Alex, Frank

# LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam

Queue: Alex, Frank

# Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam

Queue: Alex, Frank, Nancy, Violet

LevelTraversal

# LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam

Queue: Frank, Nancy, Violet

## LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex

Queue: Frank, Nancy, Violet

# LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex

Queue: Frank, Nancy, Violet

# LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex

Queue: Nancy, Violet

### LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank

Queue: Nancy, Violet

# LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank

Queue: Nancy, Violet

# LevelTraversal Les Cathy Alex Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank

Queue: Violet

### LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy

Queue: Violet

# LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy

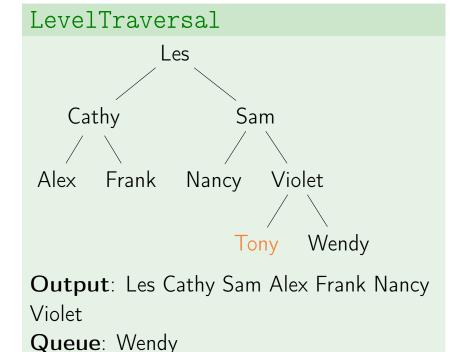
Queue: Violet

# LevelTraversal Les Cathy Nancy Frank Tony Wendy Output: Les Cathy Sam Alex Frank Nancy

### LevelTraversal Les Cathy Frank Nancy Tony Wendy Output: Les Cathy Sam Alex Frank Nancy **Violet**

### LevelTraversal Les Cathy Frank Nancy Tony Wendy Output: Les Cathy Sam Alex Frank Nancy **Violet**

Queue: Tony Wendy



## LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy Violet Tony

Queue: Wendy

## LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy Violet Tony

Queue: Wendy

### LevelTraversal Les Sam Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy Violet Tony

# LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy Violet Tony Wendy

# LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy Violet Tony Wendy

# LevelTraversal Les Cathy Frank Nancy Violet Tony Wendy Output: Les Cathy Sam Alex Frank Nancy Violet Tony Wendy

■ Trees are used for lots of different things.

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- Trees have a key and children.
- Tree walks: DFS (pre-order, in-order, post-order) and BFS.
- When working with a tree, recursive algorithms are common.
- In Computer Science, trees grow down!

### For Tree-traversal quiz

