

Chapter 10: Elementary Data Structures

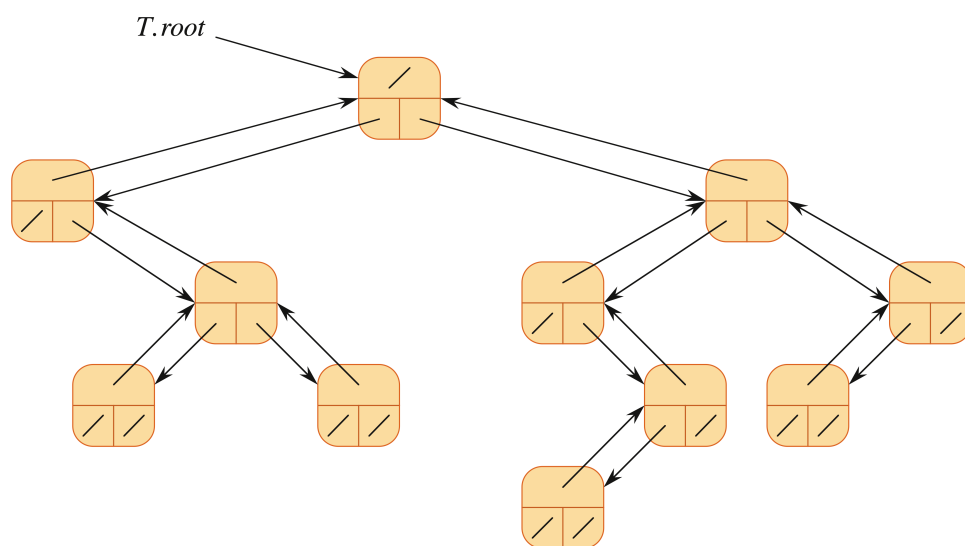
Section 10.3: Representing Rooted Trees

- Trees are composed by tree nodes.
- Each tree node has a key field and some other pointer fields pointing to other nodes. Number of pointer fields in a tree node may be different for different types of trees.
- A tree T has an attribute $T.root$: a pointer to the root of the tree.

Binary Trees

For each node x , there are 3 pointer fields and one data field

- $x.p$ is a pointer to x 's parent.
- $x.left$ is a pointer to x 's left child.
- $x.right$ is a pointer to x 's right child.
- $x.data$ is a pointer to x 's satellite data



```

public class BinaryTree<T> {
    private Node<T> root;

    public class Node<S> {
        private Node<S> parent;
        private Node<S> left;
        private Node<S> right;
        private S data; //arbitrary data

        //...
    }
    //...
}

```

Rooted Tree with Bounded Branches

We can represent a general tree that has a bounded number of branches by using an array of pointers. Let the bound be r (also known as the **degree**). A node in such a tree will have the following fields:

- $x.p$ is a pointer to x 's parent.
- $x.child[1:r]$ is a pointer to x 's children, up to r of them.
- $x.data$ is a pointer to x 's satellite data

In general, this would be space inefficient as most of the child pointers will be NIL. But it provides an easy and fast way to access the i child of any node.

Assume that the array of child pointers starts at 0. We will denote r using the variable `degree` in the code below.

```

public class ArbitraryTree<T> {
    private Node<T> root;
    private int degree;

    public Tree(int degree) {
        this.degree = degree;
    }

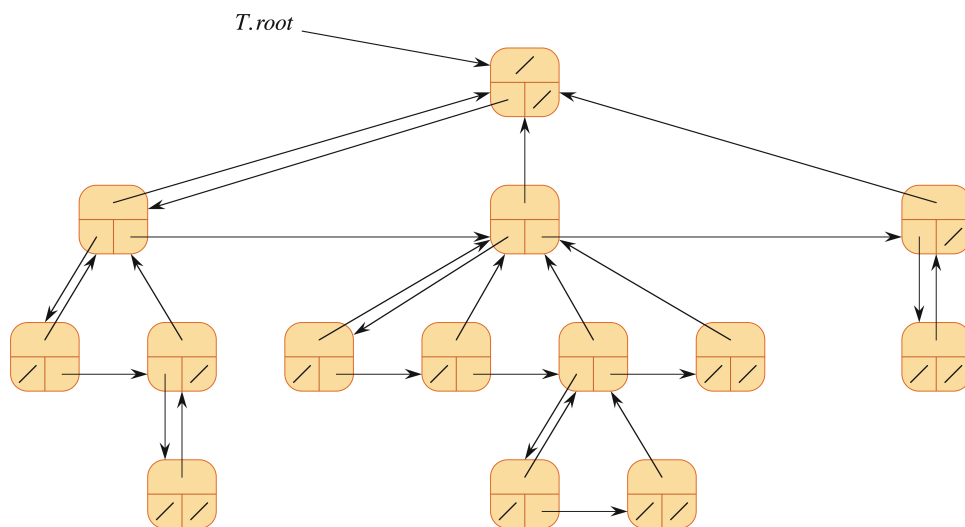
    public class Node<S> {
        private Node<S> parent;
        private Node<S> child[degree];
        private S data; //arbitrary data

        //...
    }
    //...
}

```

Rooted Trees with Unbounded Branches

- Each node can have any number of children.
- Using **left-child, right-sibling representation** allows us to represent an arbitrary tree using only three pointers per node.
- Three pointer fields for each node x .
 - $x.p$ is a pointer to x 's parent.
 - $x.left$ is a pointer to x 's left-most child.
 - $x.right$ is a pointer to the sibling of x immediately to the right.



- **Recommended Exercises:** 10.3-1, 10.3-2, 10.3-4.