

# CSC 1052 – Algorithms & Data Structures II: Trees

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# CATS Reports

- Now available online!
  - Go to MyNova -> eLearn -> Course Evaluations
- Take 10 minutes
- Will not be visible to me until after grades are submitted
- Help me improve the course!



# Recap

- Lists maintain a linear ordering of objects
- Lists can be used like previous data structures but more flexibly
- Iterator objects allow for simple iteration through list elements
- Lists can be used for a wide range of applications
  - Example: card deck
  - Consider: anywhere an array could be used without null gaps in entries

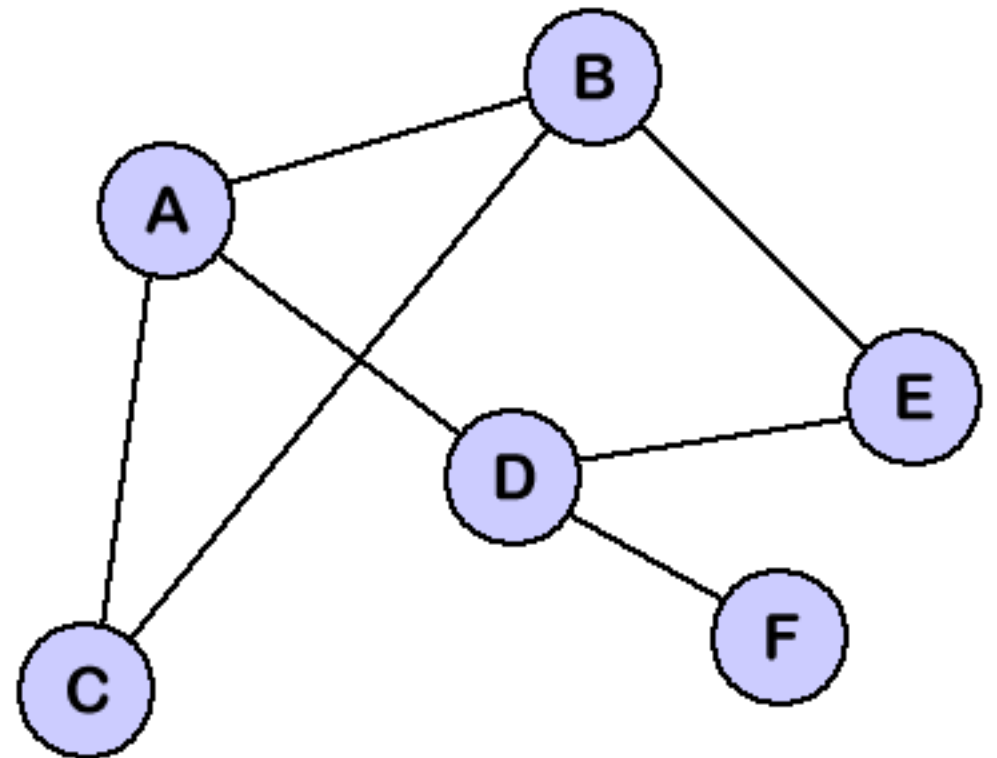
# Binary Search Trees

- A new take on the collection ADT
- Recall: what were the advantages of the SortedArrayCollection?
- Recall: what were the advantages of the LinkedCollection
- Goal: Construct a linked data structure that allows for faster searching



# Graphs

- Two sets: vertices (nodes) and edges (links)
- Trees: a subset of graphs that:
  - Have no cycles
  - Every node has one parent
  - Subtrees are disjoint
- Differs from previous constructions in that it *is nonlinear*



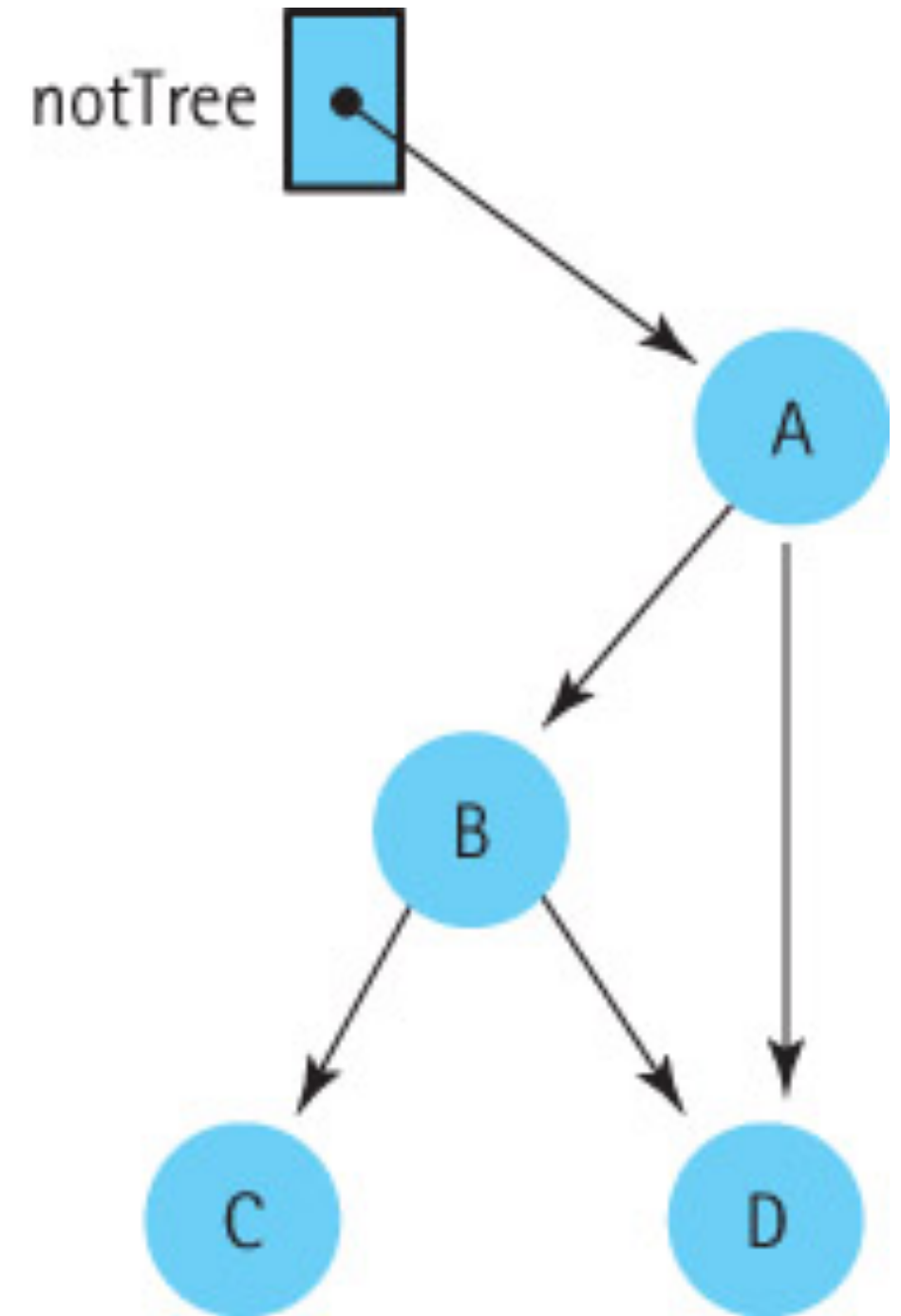
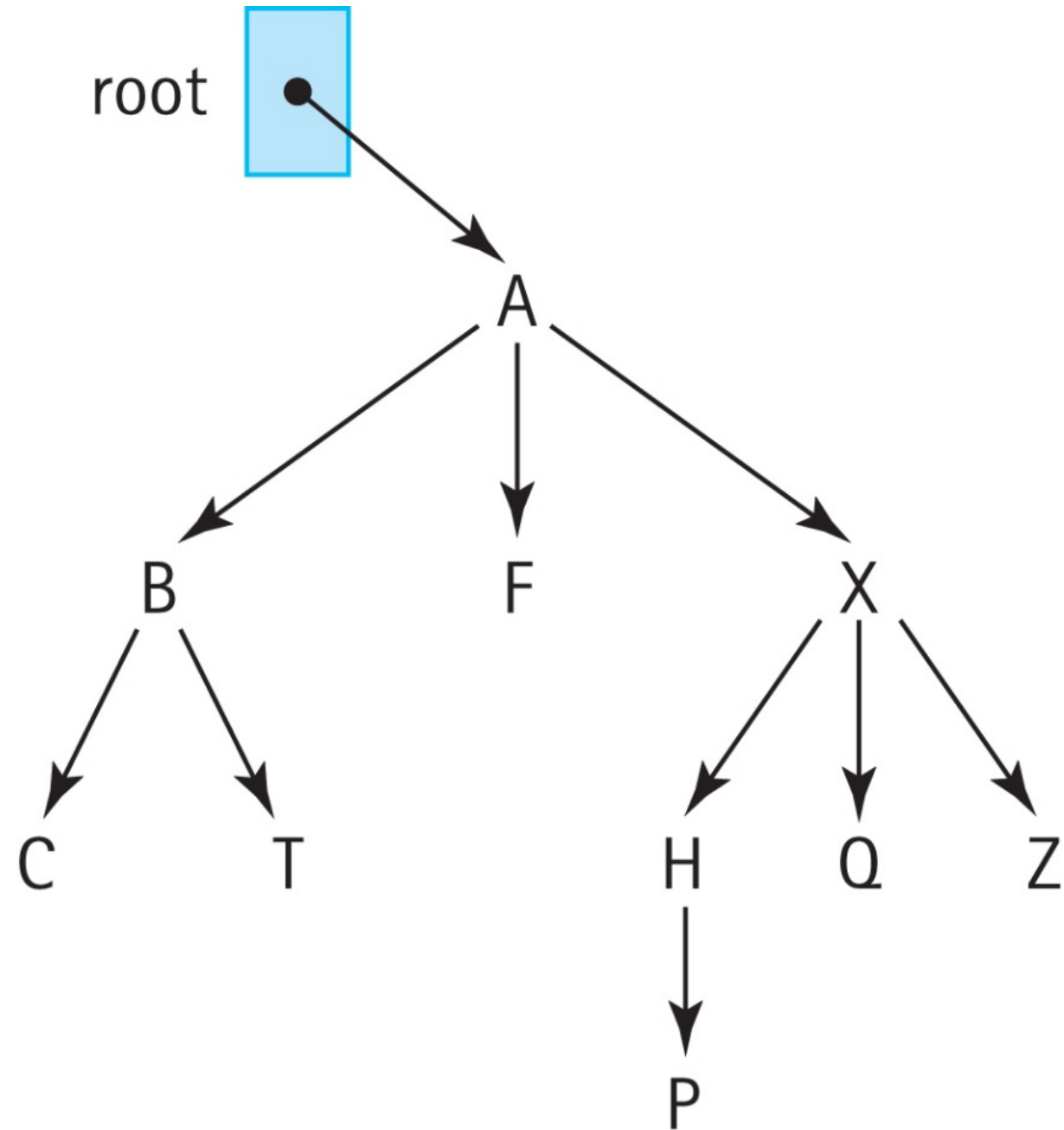
# Terminology

- Root
- Parent
- Child
- Sibling
- Leaf
- Subtree
- Descendants
- Ancestors



"This is gobbledegook. I asked for mumbo-jumbo."

# Example Tree





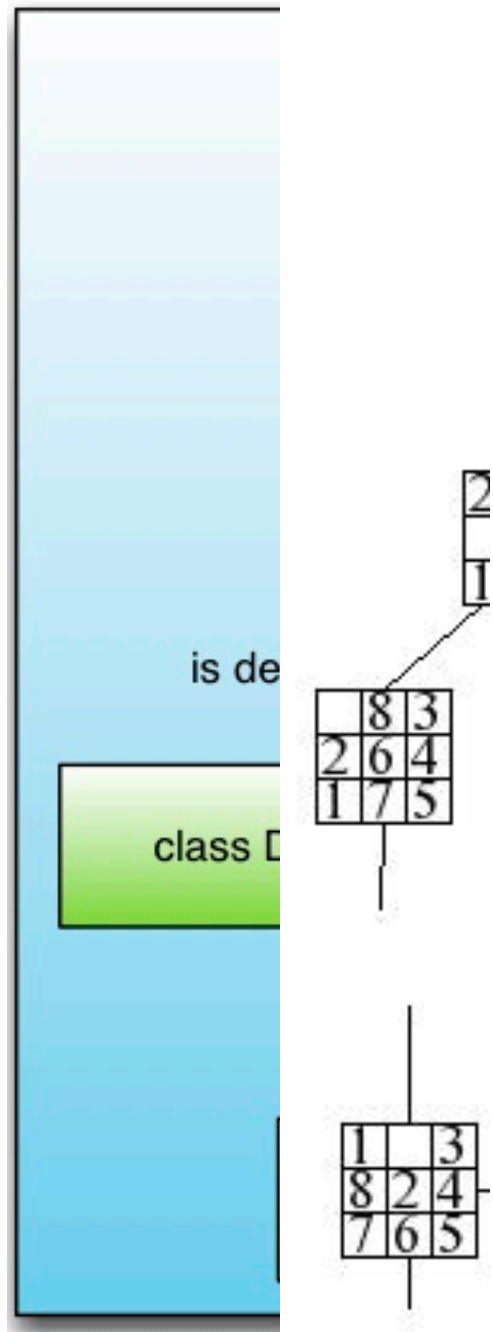
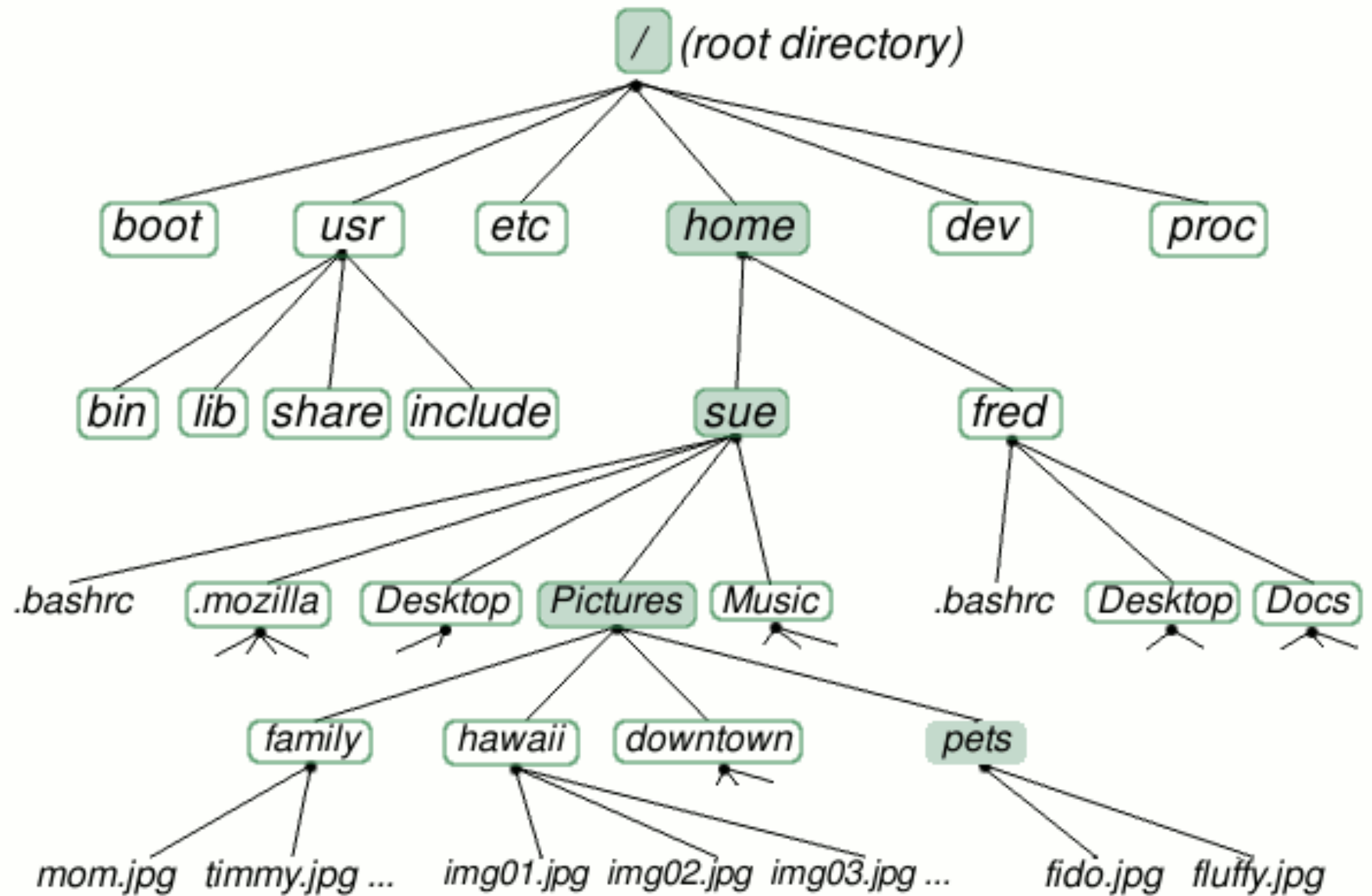
# Why trees?

- Conveniently represents hierarchies
- Conveniently represents decision making
- Allows for faster search!





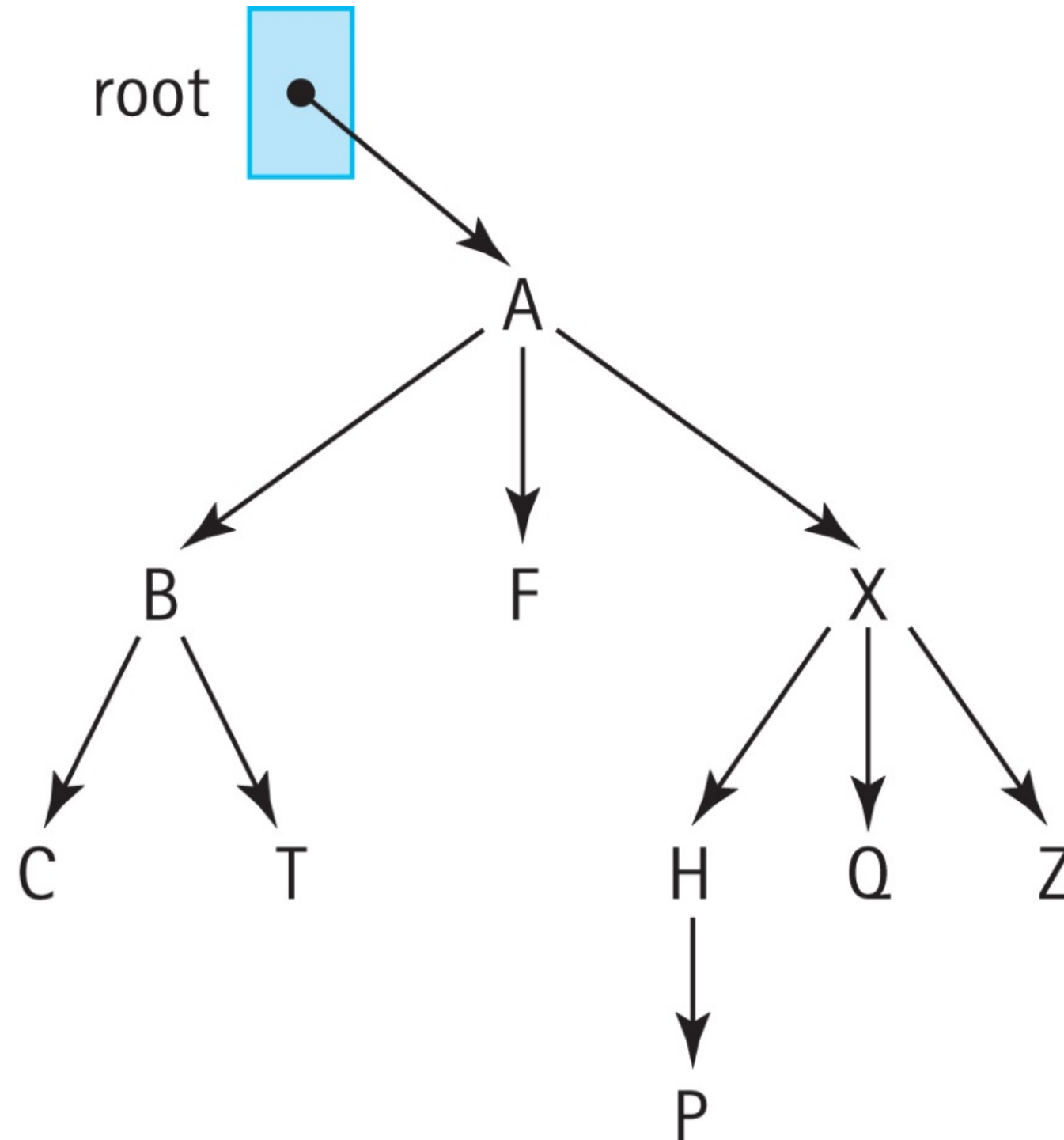
# Example Trees



# Traversals

- Given data stored in a tree, we often need to process the data as a whole
  - Print out the elements
  - Modify or sum values
  - Locate particular values
- For any graph, there are two traversal methods:
  - Breadth first
  - Depth first

# Breadth vs Depth

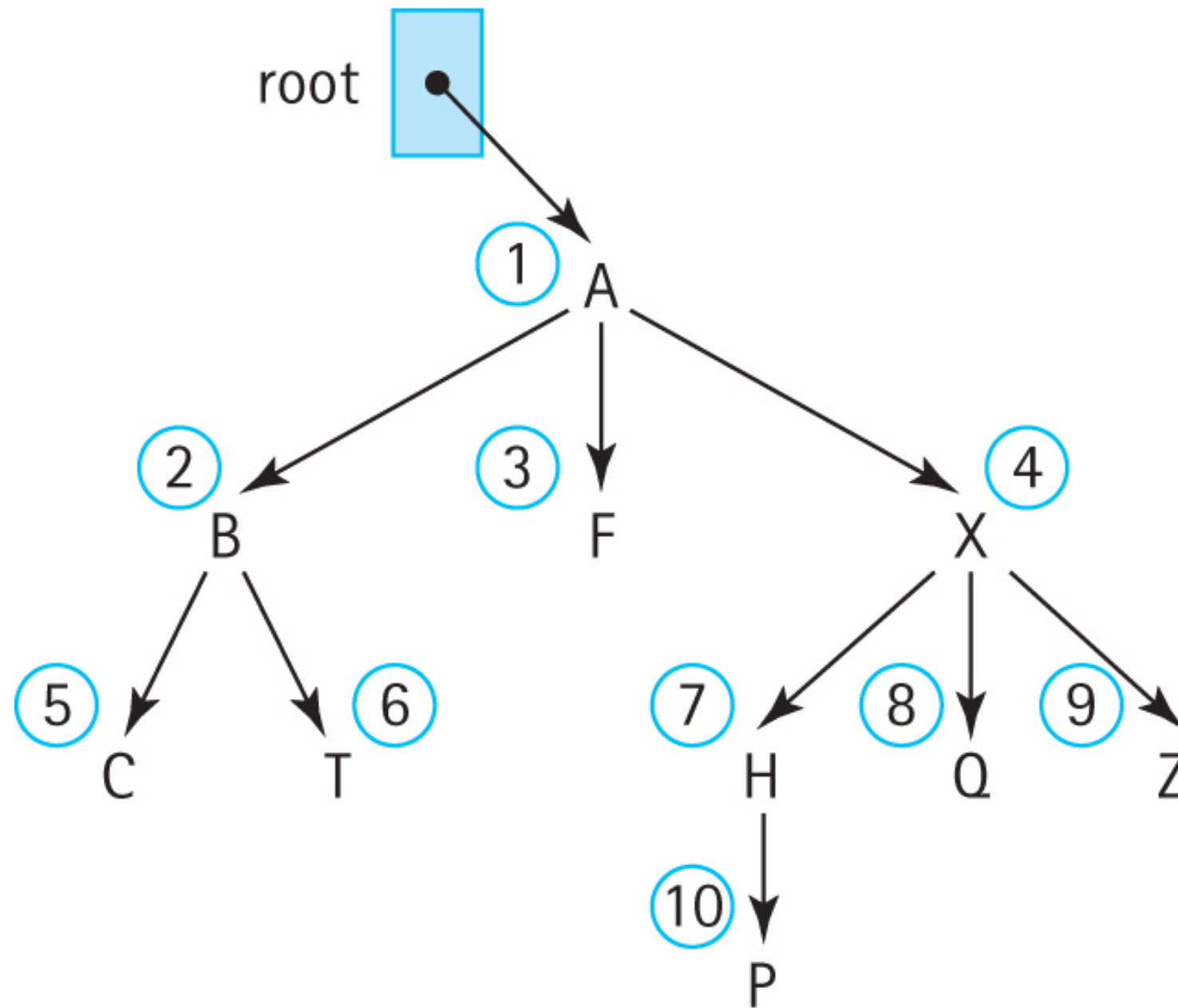


# Breadth-First

- Process the root node
- Process all of the root's children
- In order, process each of the root's grandchildren
- After processing the root, add the children to an ordered data structure and process in that order
  - What ordered ADT?



# BFS Illustration



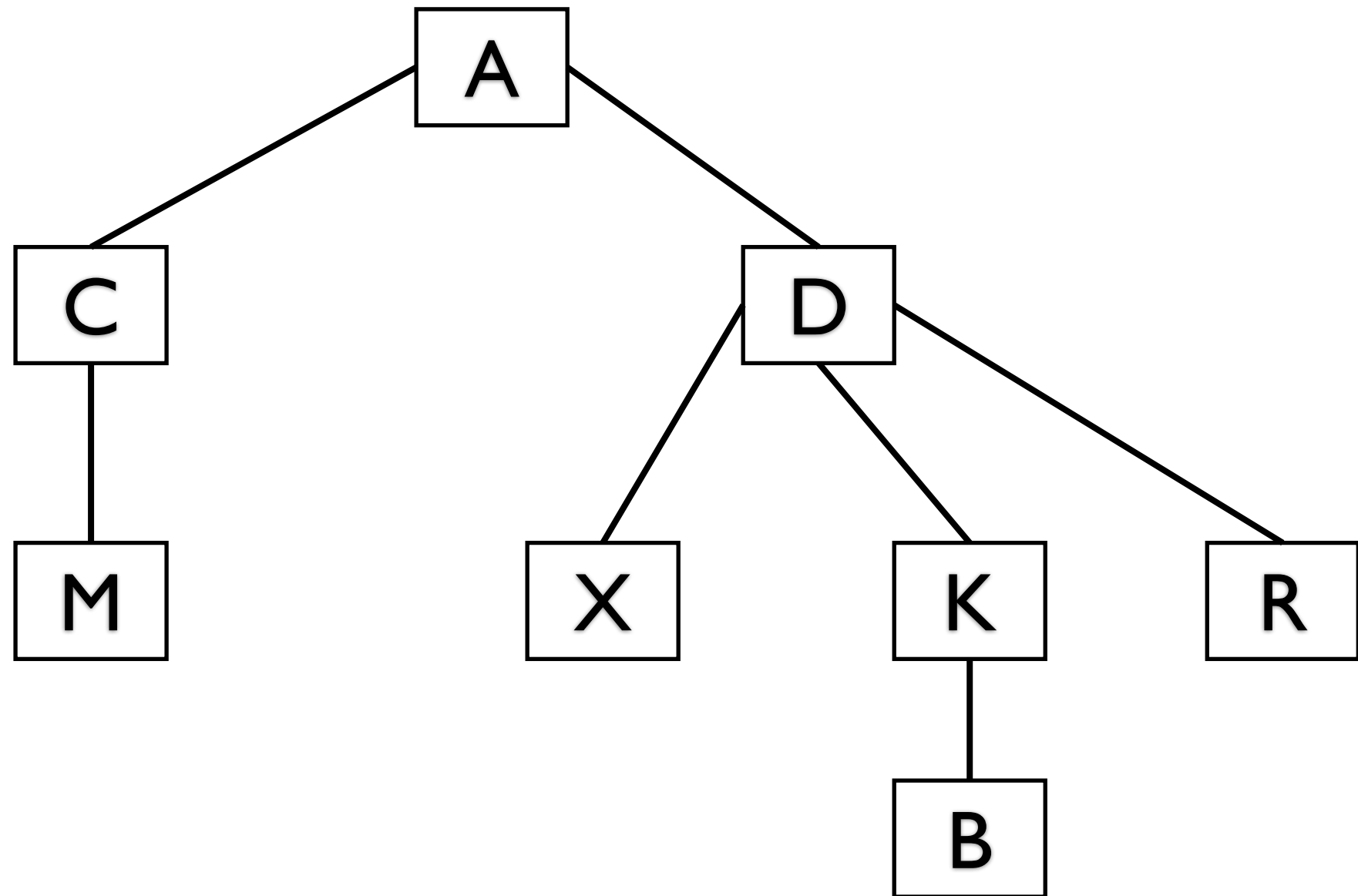
# BFS Code

## **Breadth-First Traversal(root)**

```
Instantiate a queue of nodes
if (root is not null)
{
    queue.enqueue(root)
    while (!queue.isEmpty())
    {
        node = queue.dequeue()
        Visit node
        Enqueue the children of node
            (from left to right) into queue
    }
}
```

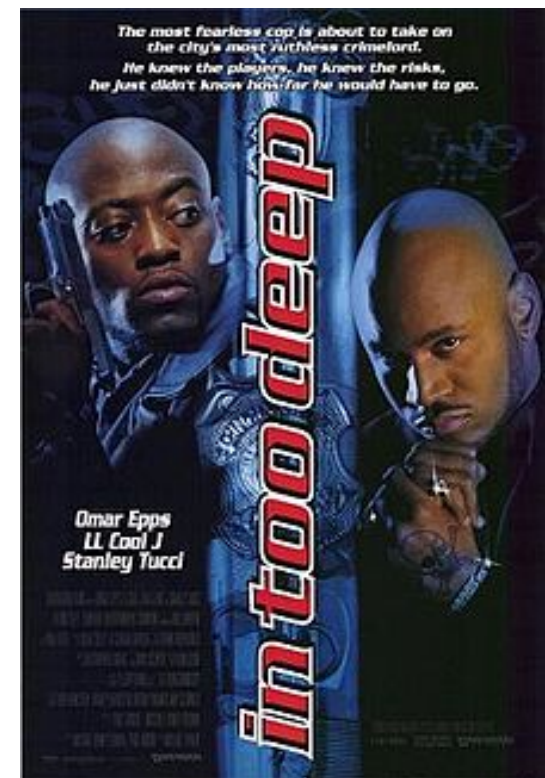


# Practice!

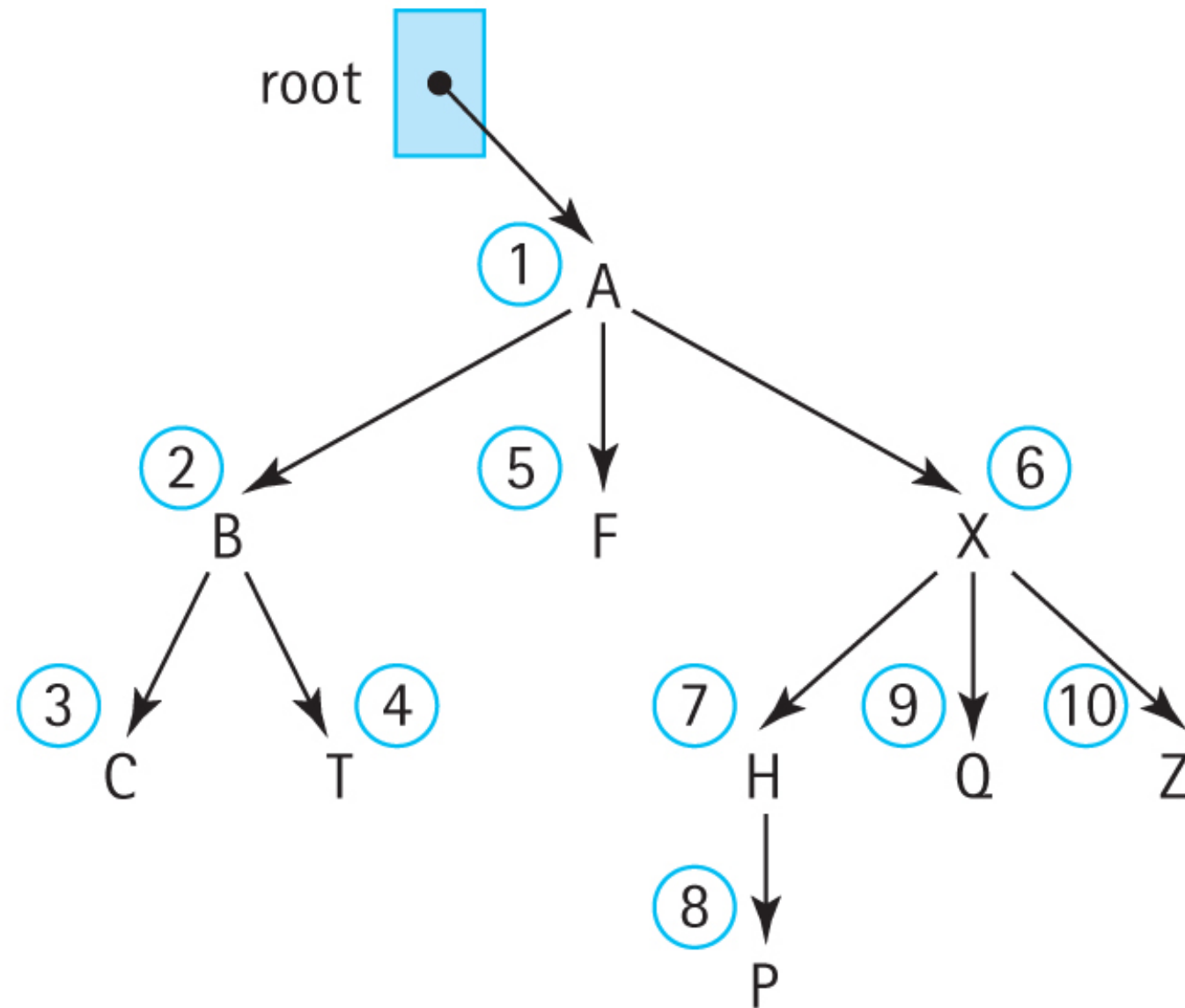


# Depth-First

- Process to the farthest node from the root on the *left*
- When we hit a leaf, backtrack
- Resume moving *away* as soon as a new path is found
- As we descend into the tree, store the nodes going down and backtrack in *reverse order*
  - What ordered ADT?



# DFS Illustration

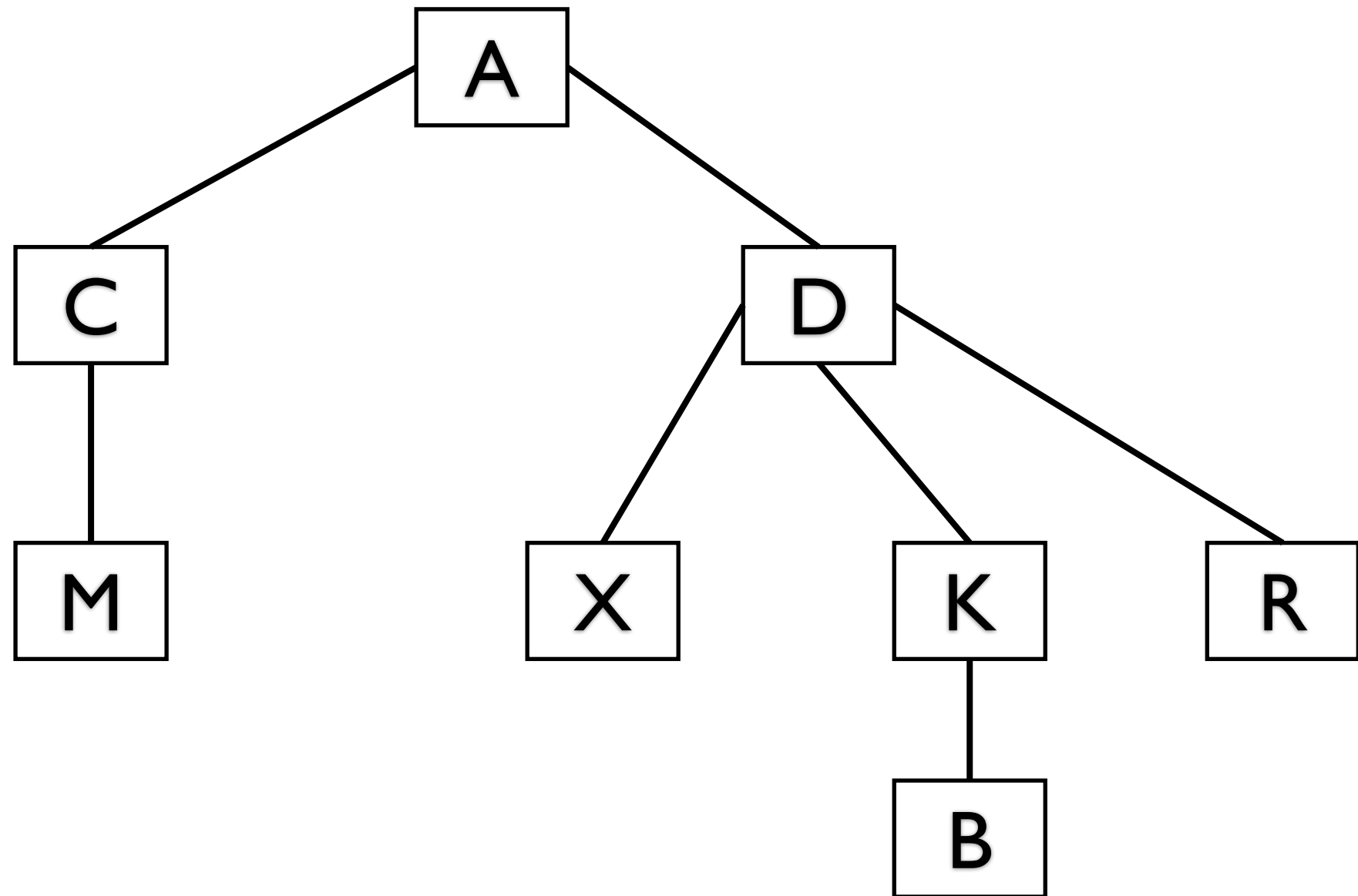


# DFS Code

## **Depth-First Traversal (root)**

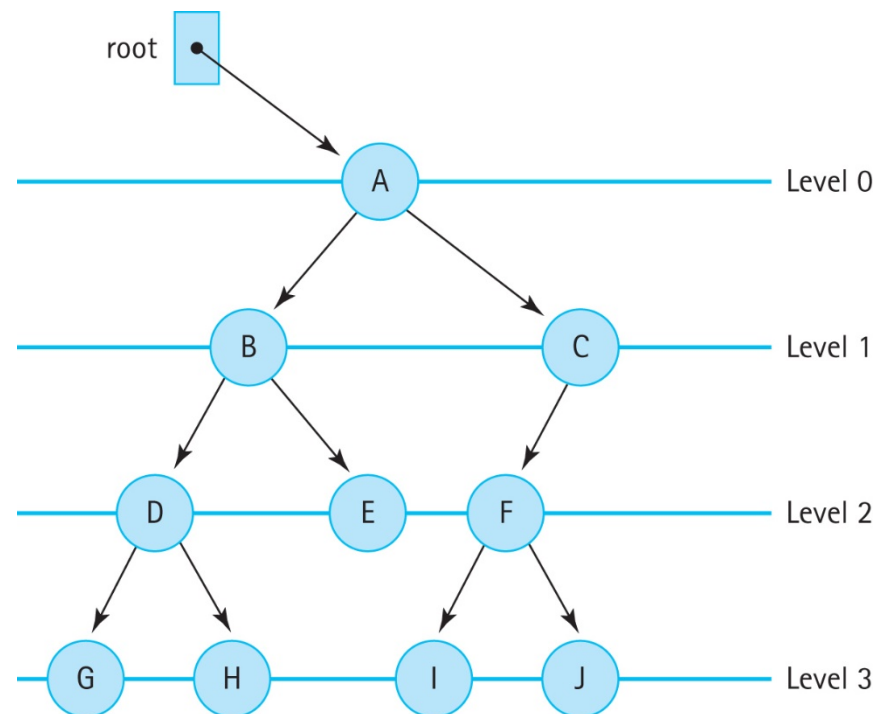
```
Instantiate a stack of nodes
if (root is not null)
{
    stack.push(root)
    while (!stack.isEmpty())
    {
        node = stack.top()
        stack.pop()
        Visit node
        Push the children of node
            (from right to left) onto queue
    }
}
```

# Practice!



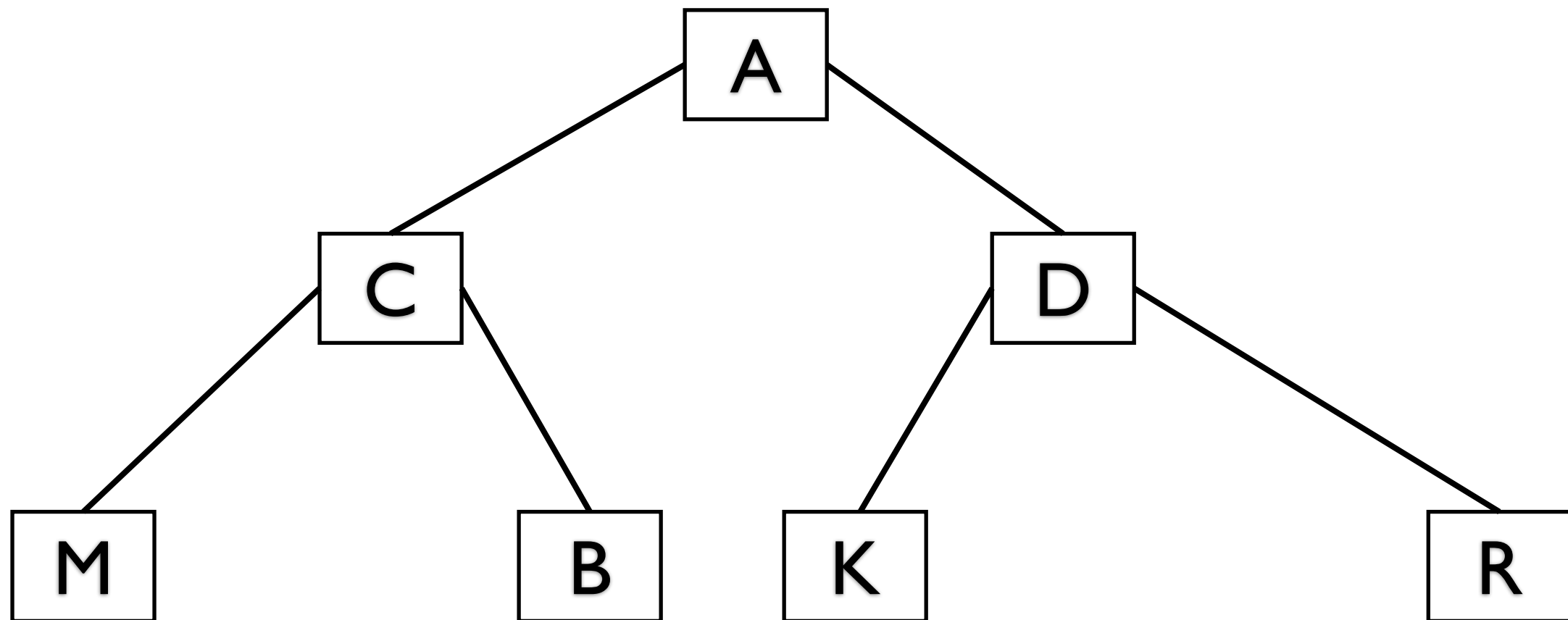
# Binary Trees

- A tree with an additional restriction:
  - Every node may have *at most* two children
- Allows the number of nodes at each level to double
- Doubling number of nodes (may) keep the tree shallow





# A Binary Tree

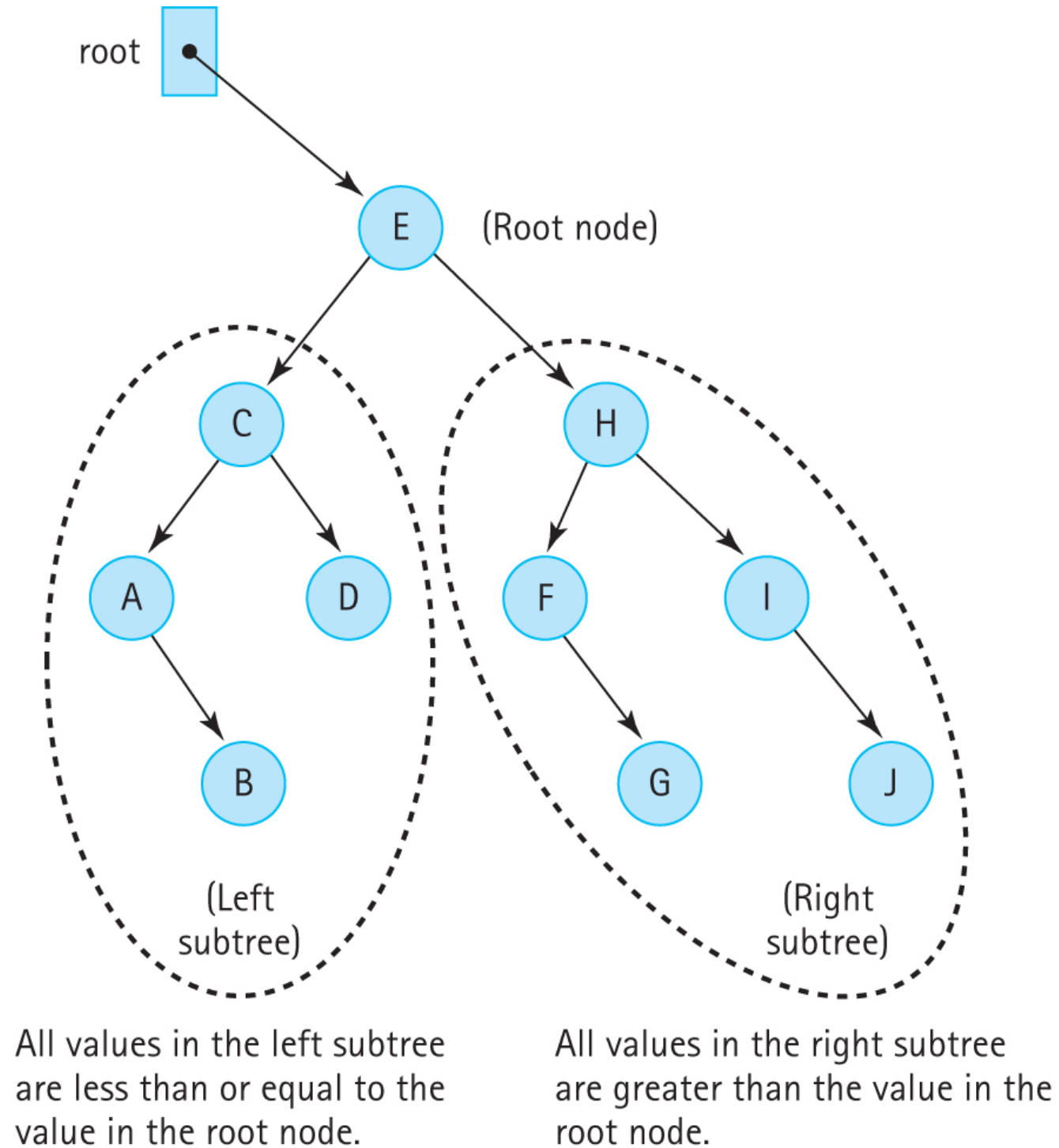


# Binary Search Trees

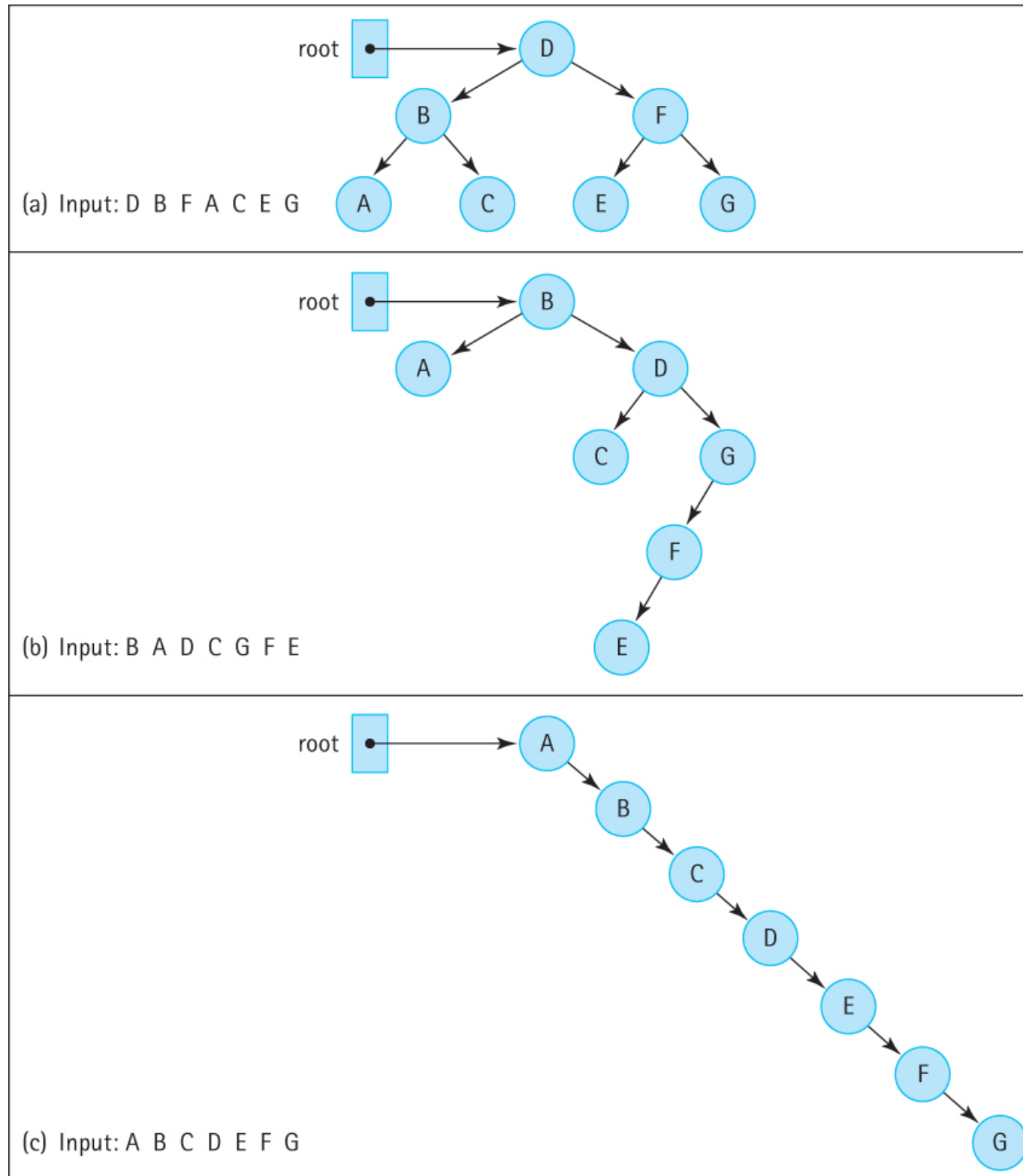
- Add another condition:
  - All nodes in the left subtree are less than the root
  - All nodes in the right subtree are greater than the root
- Allows Searching within the tree elements
- Assuming the tree is balanced and as shallow as possible, how long until you find the element?



# Example BST



# Balanced vs Unbalanced



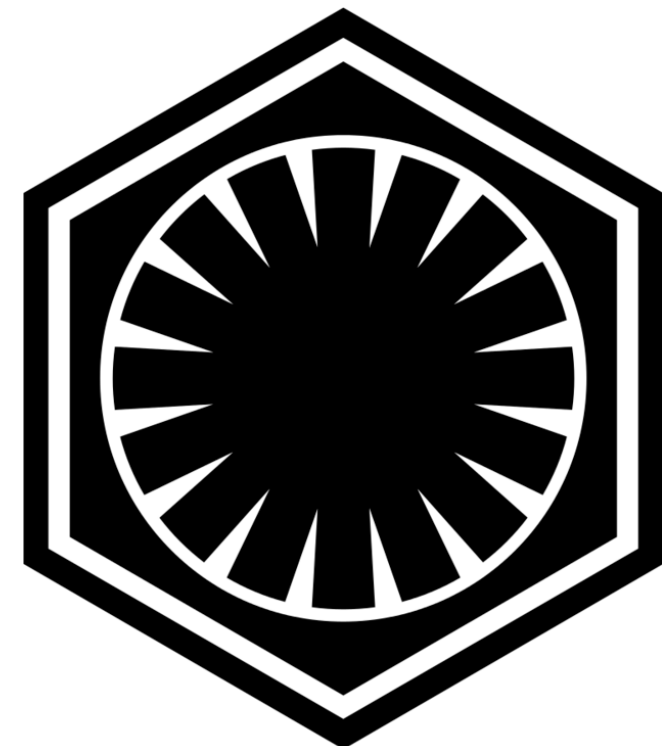
# Traversal Take 2

- Binary search trees allow three new traversal patterns
  - Preorder
  - Inorder
  - Postorder
- The order is determined by the ordering of processing left subtree, root, and right subtree



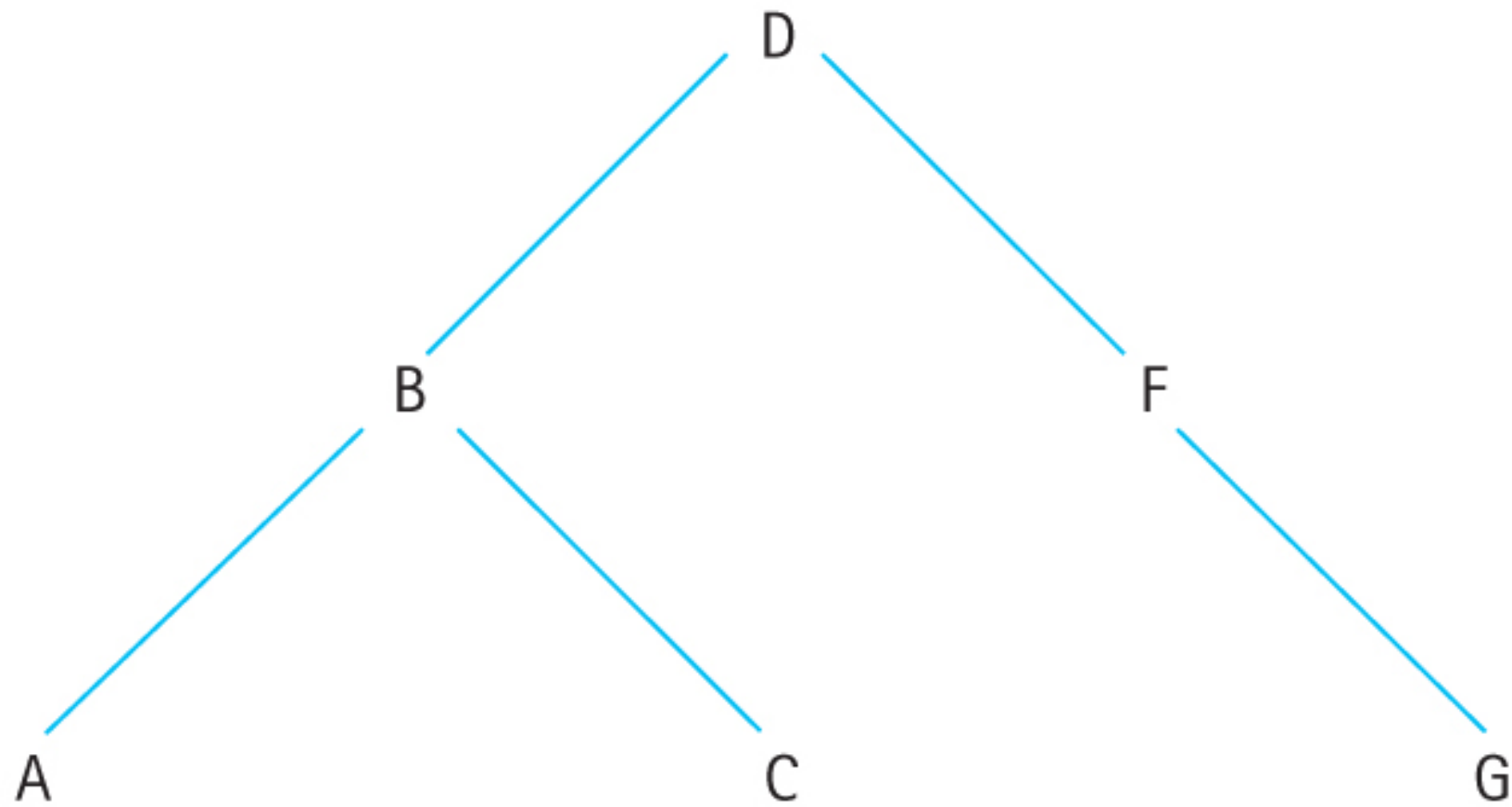
# Ordering

- Preorder: visit the root first
  - Then left, right subtrees
- Inorder: visit the root second
  - Left subtree first, right third
- Postorder: visit the root last
  - Left and right subtrees first

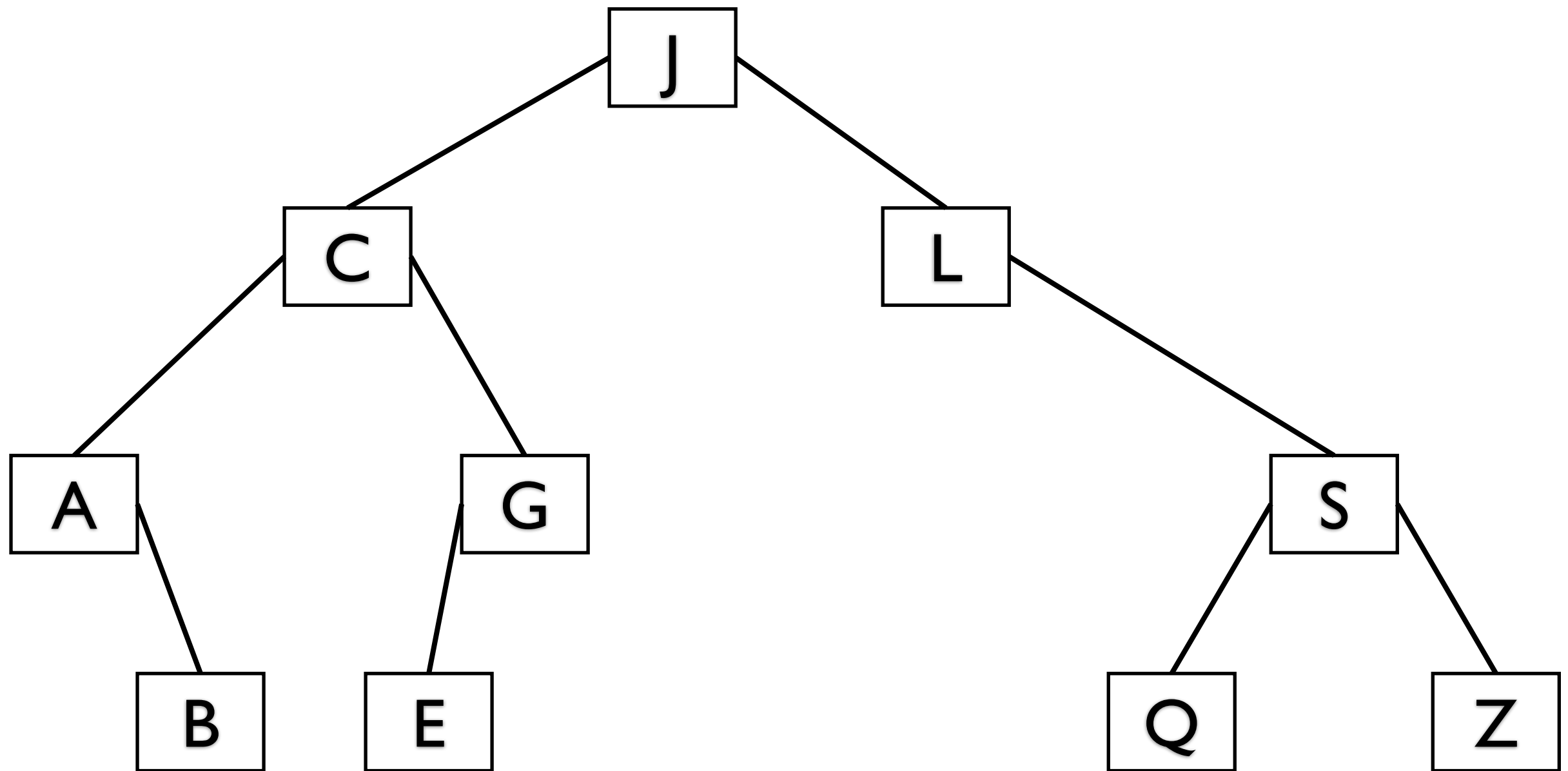




# Traversals



# Practice



# Recap

- Graphs represent structured data in a nonlinear fashion
  - Composed of nodes and links between the nodes
- Trees allow for storage of hierarchical data
  - Traversal in breadth-first or depth-first
- Binary Search Trees allow for a binary search to be embedded in the tree structure
  - Traversal in preorder, inorder, or postorder

# Next Time...

- Dale, Joyce, Weems Chapter 7.3-5
  - Remember, you need to read it BEFORE you come to class!
- Check the course webpage for practice problems
- Peer Tutors
  - <http://www.csc.villanova.edu/help/>

