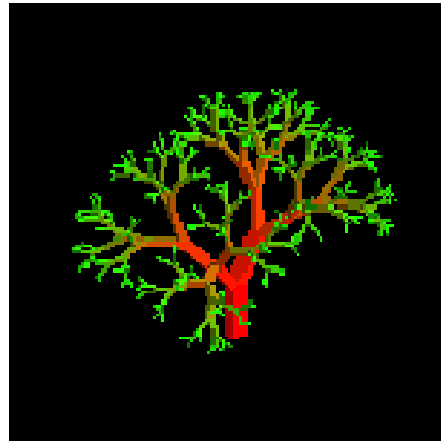
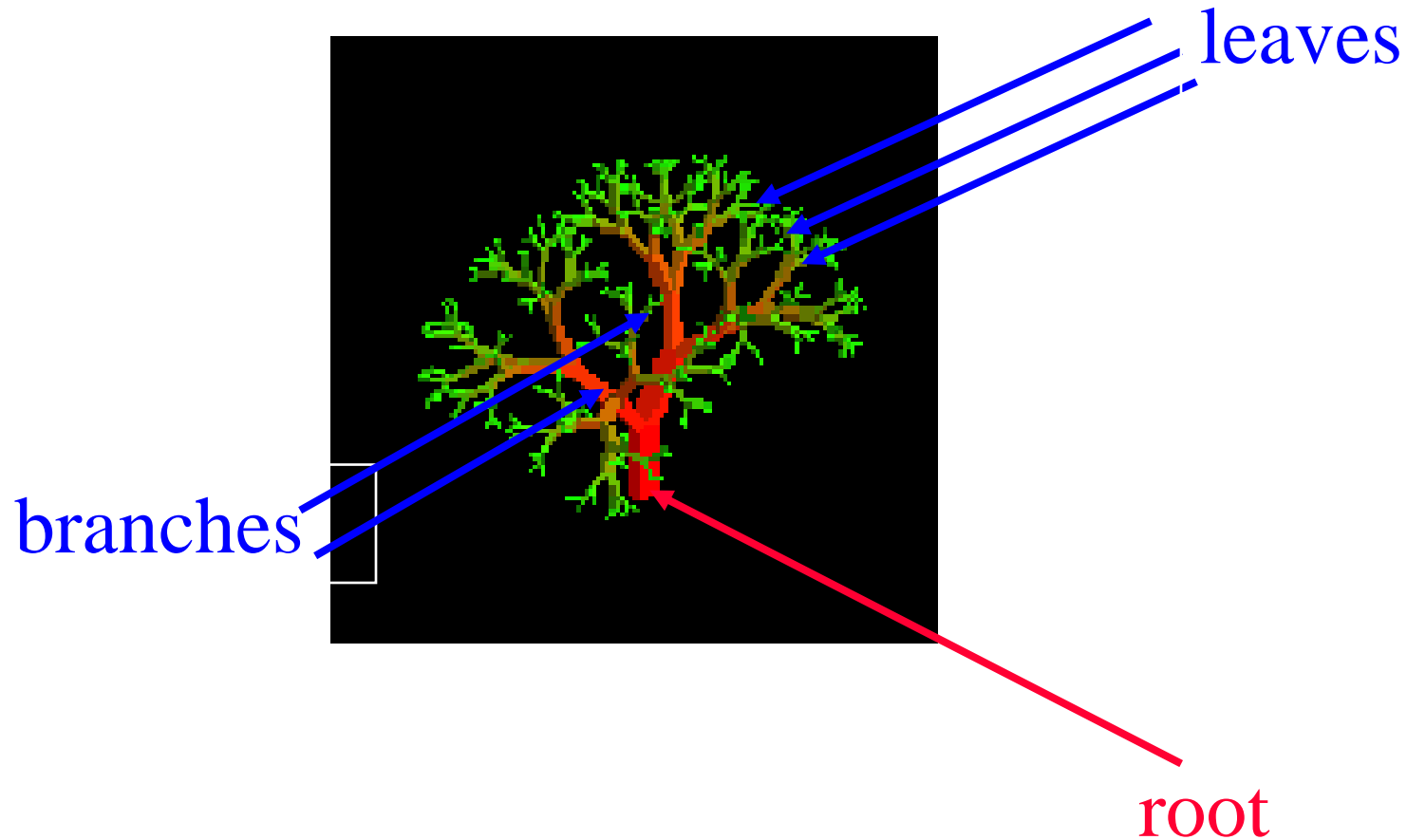


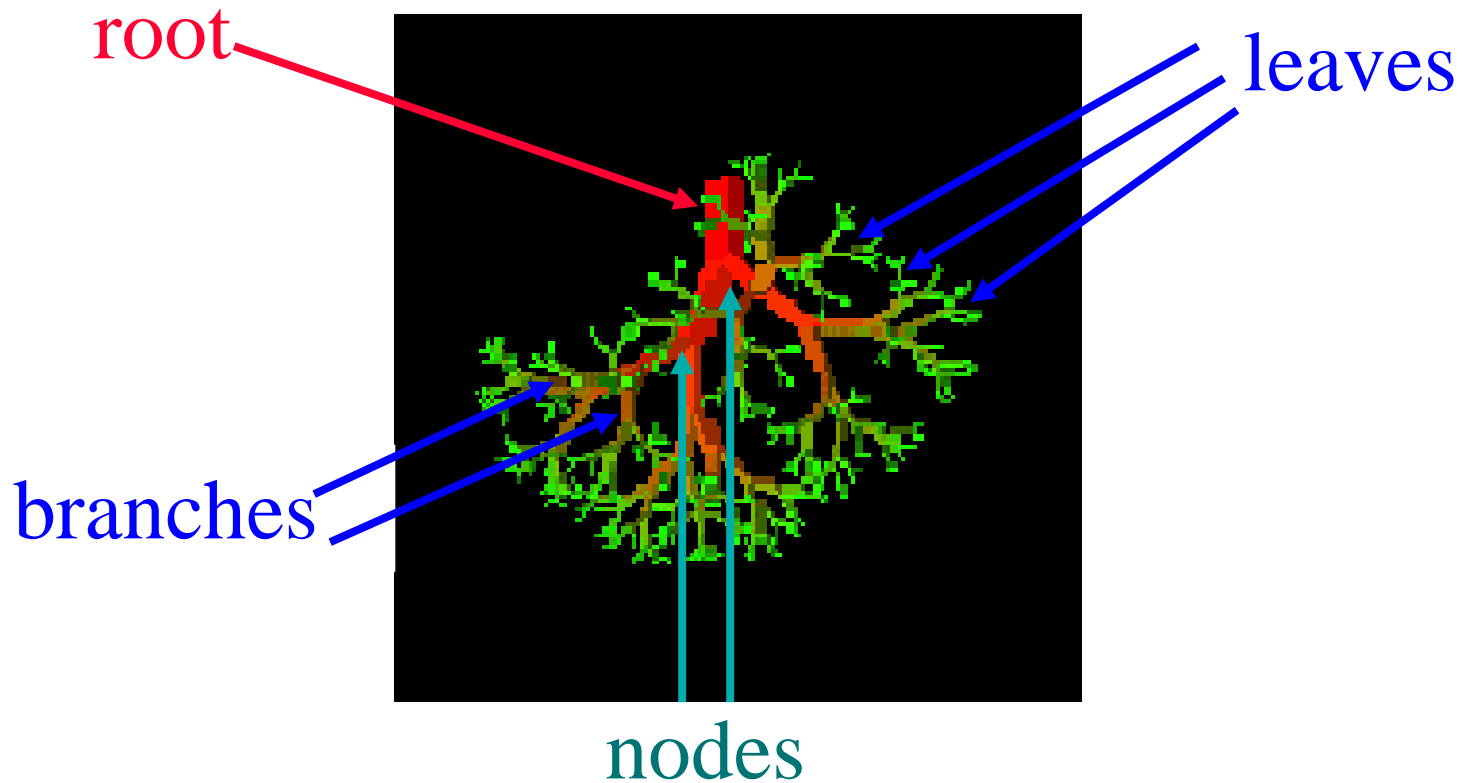
# Trees



# Nature Lover's View Of A Tree



# Computer Scientist's View



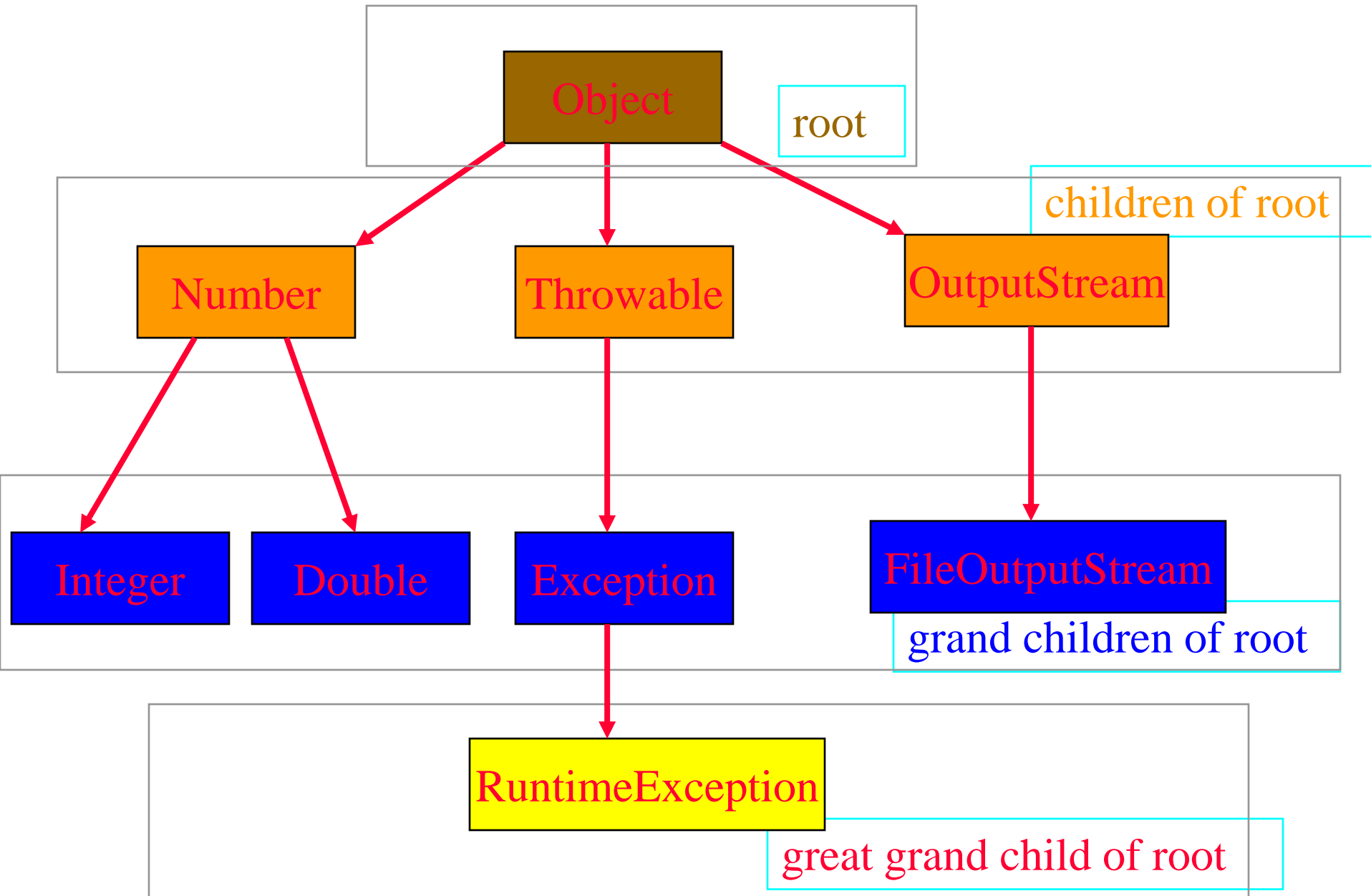
# Linear Lists And Trees

- Linear lists are useful for serially ordered data.
  - $(e_0, e_1, e_2, \dots, e_{n-1})$
  - Days of week.
  - Months in a year.
  - Students in this class.
- Trees are useful for hierarchically ordered data.
  - Employees of a corporation.
    - President, vice presidents, managers, and so on.
  - Java's classes.
    - Object is at the top of the hierarchy.
    - Subclasses of Object are next, and so on.

# Hierarchical Data And Trees

- The element at the top of the hierarchy is the **root**.
- Elements next in the hierarchy are the **children** of the root.
- Elements next in the hierarchy are the **grandchildren** of the root, and so on.
- Elements that have no children are **leaves**.

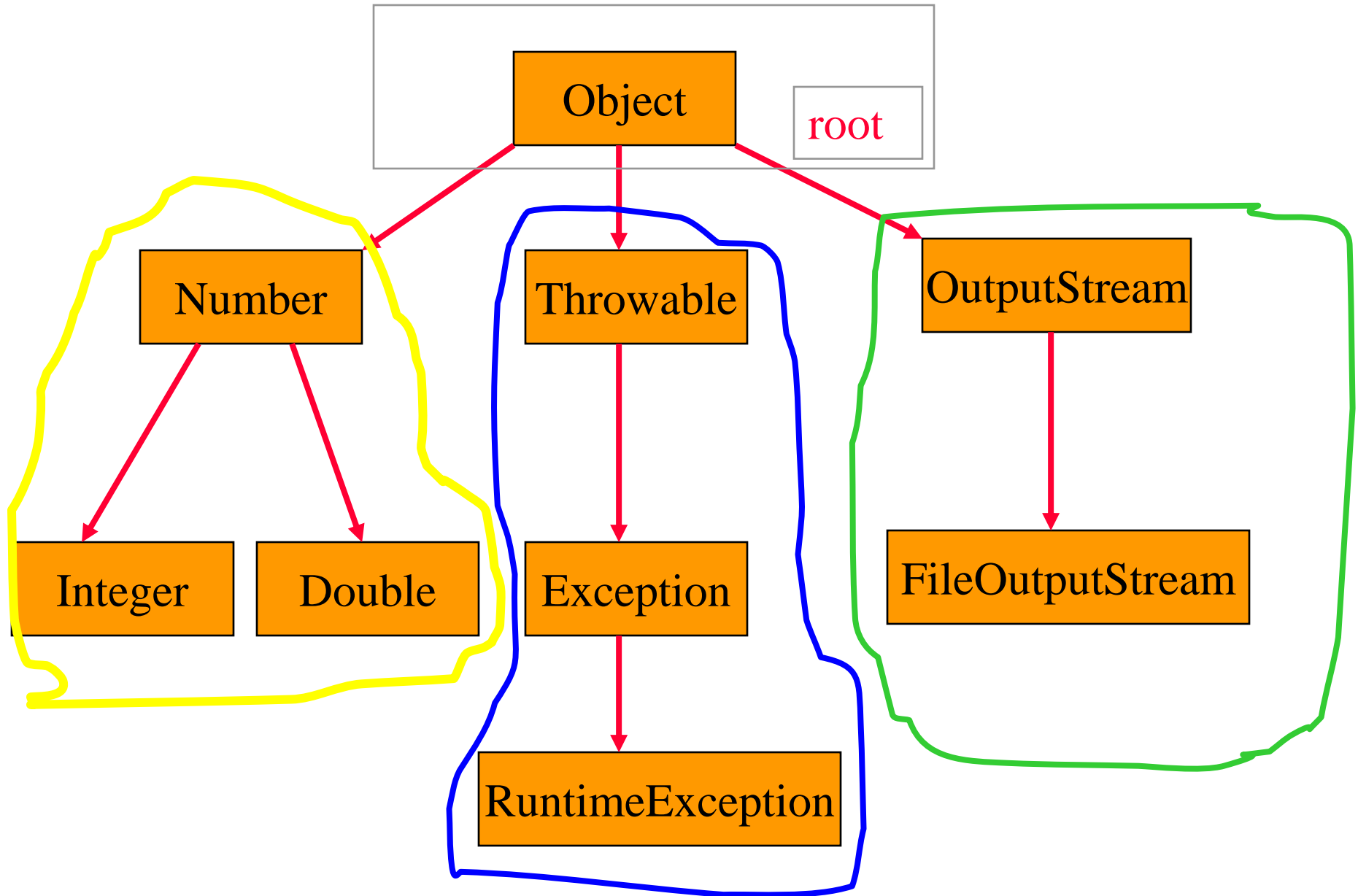
# Java's Classes



# Definition

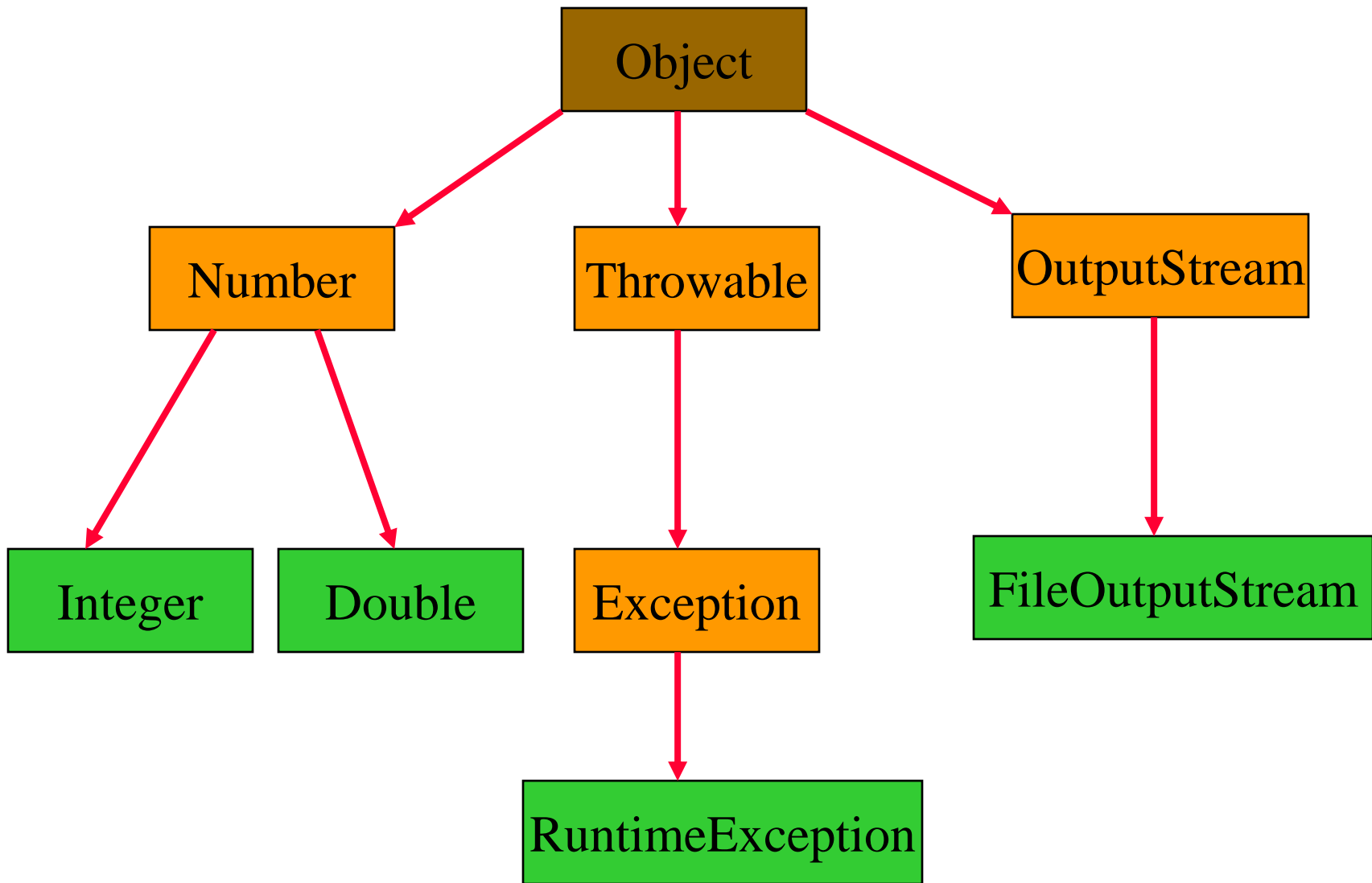
- A tree  $t$  is a finite nonempty set of elements.
- One of these elements is called the root.
- The remaining elements, if any, are partitioned into trees, which are called the subtrees of  $t$ .

# Subtrees

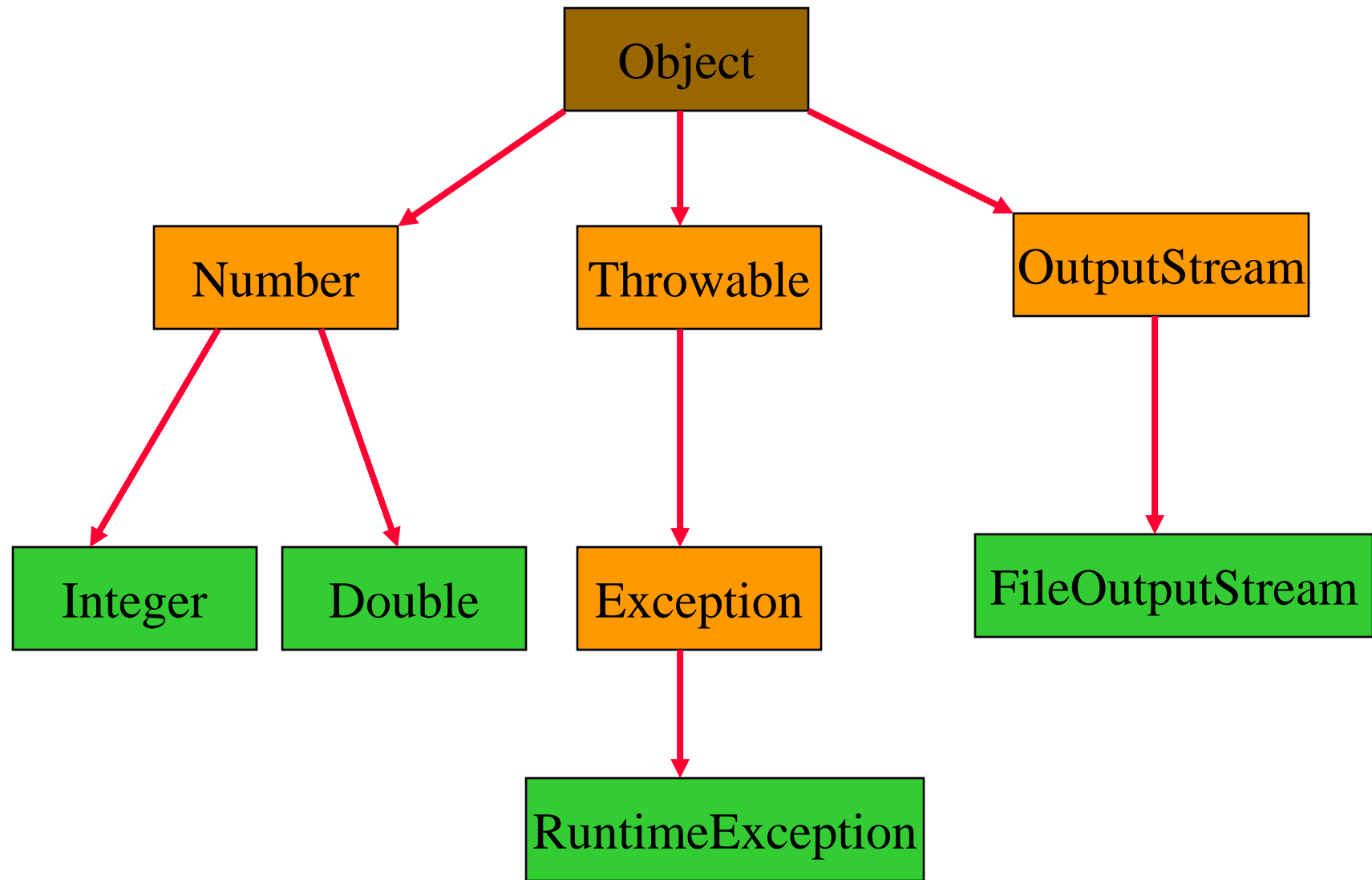




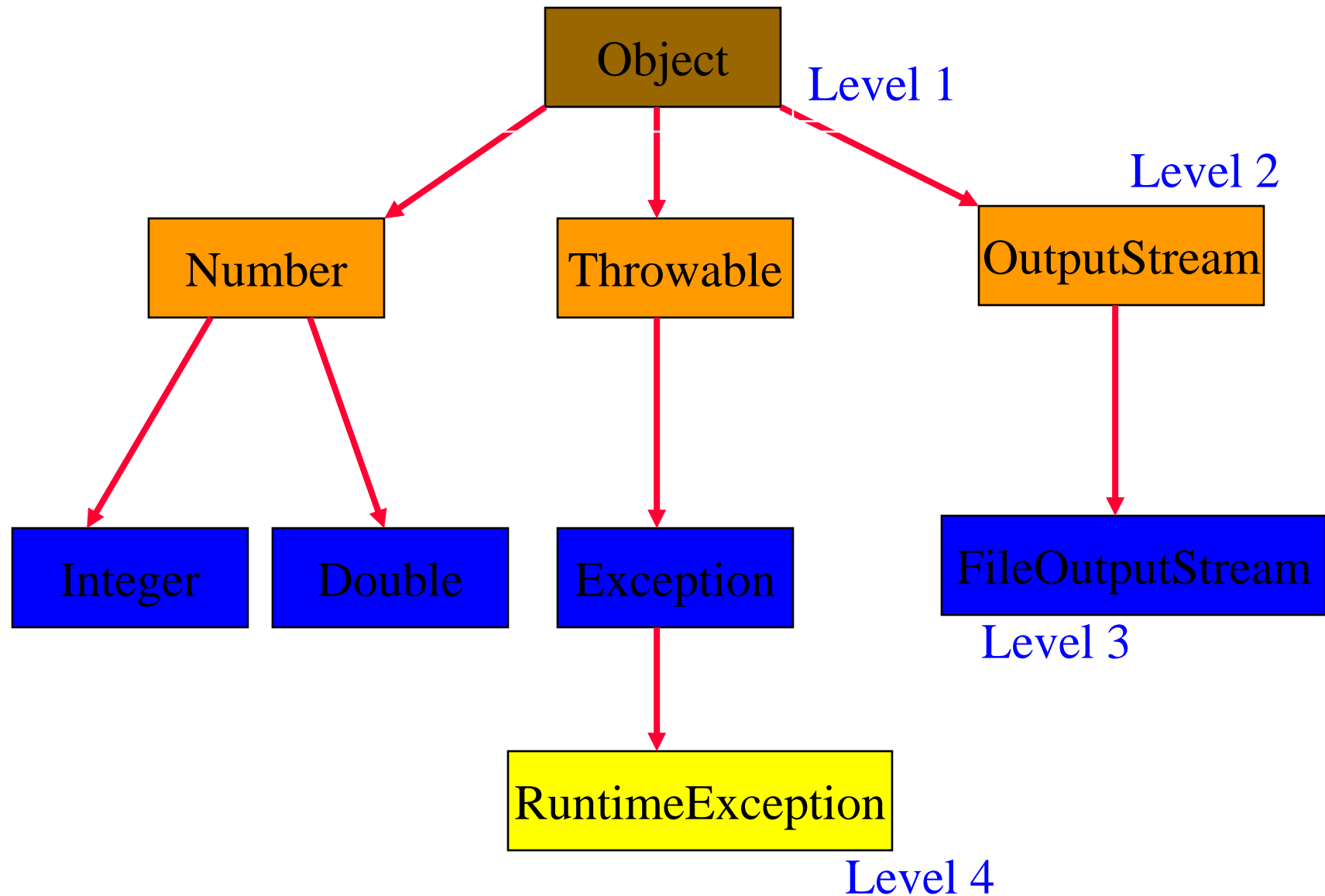
# Leaves



# Parent, Grandparent, Siblings, Ancestors, Descendants



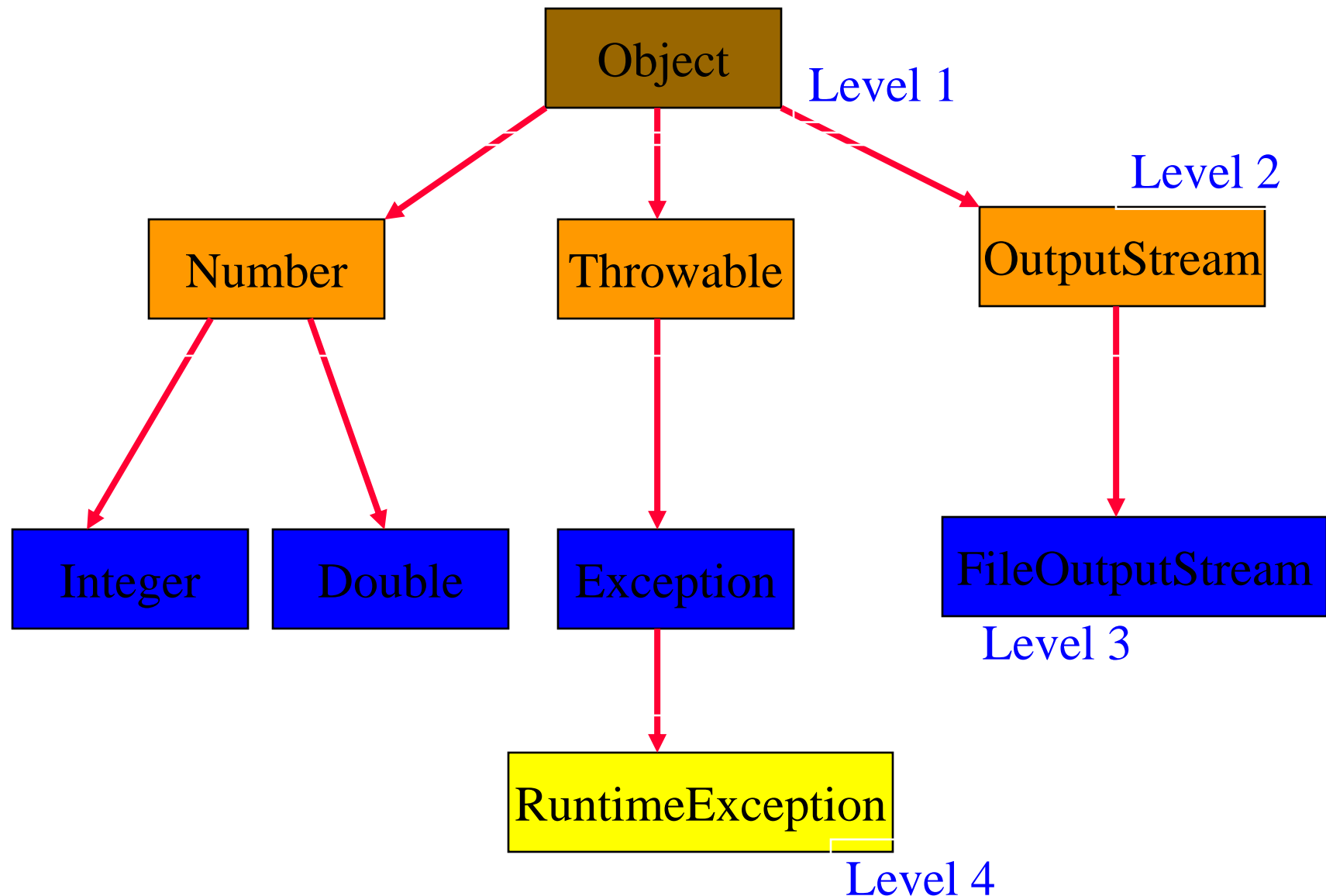
# Levels



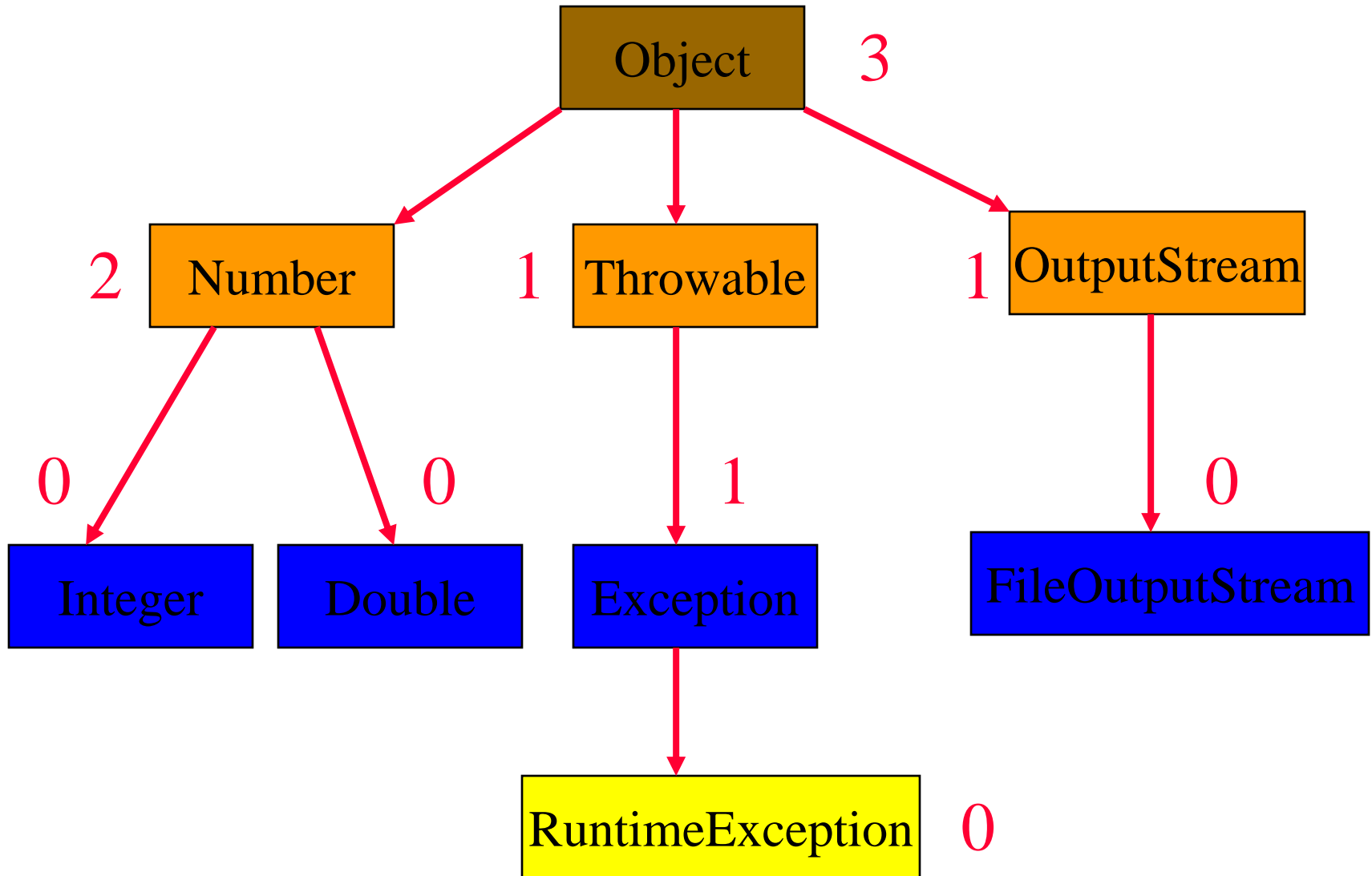
# Caution

- Some texts start level numbers at 0 rather than at 1.
- Root is at level 0.
- Its children are at level 1.
- The grand children of the root are at level 2.
- And so on.
- We consider root at level 1.

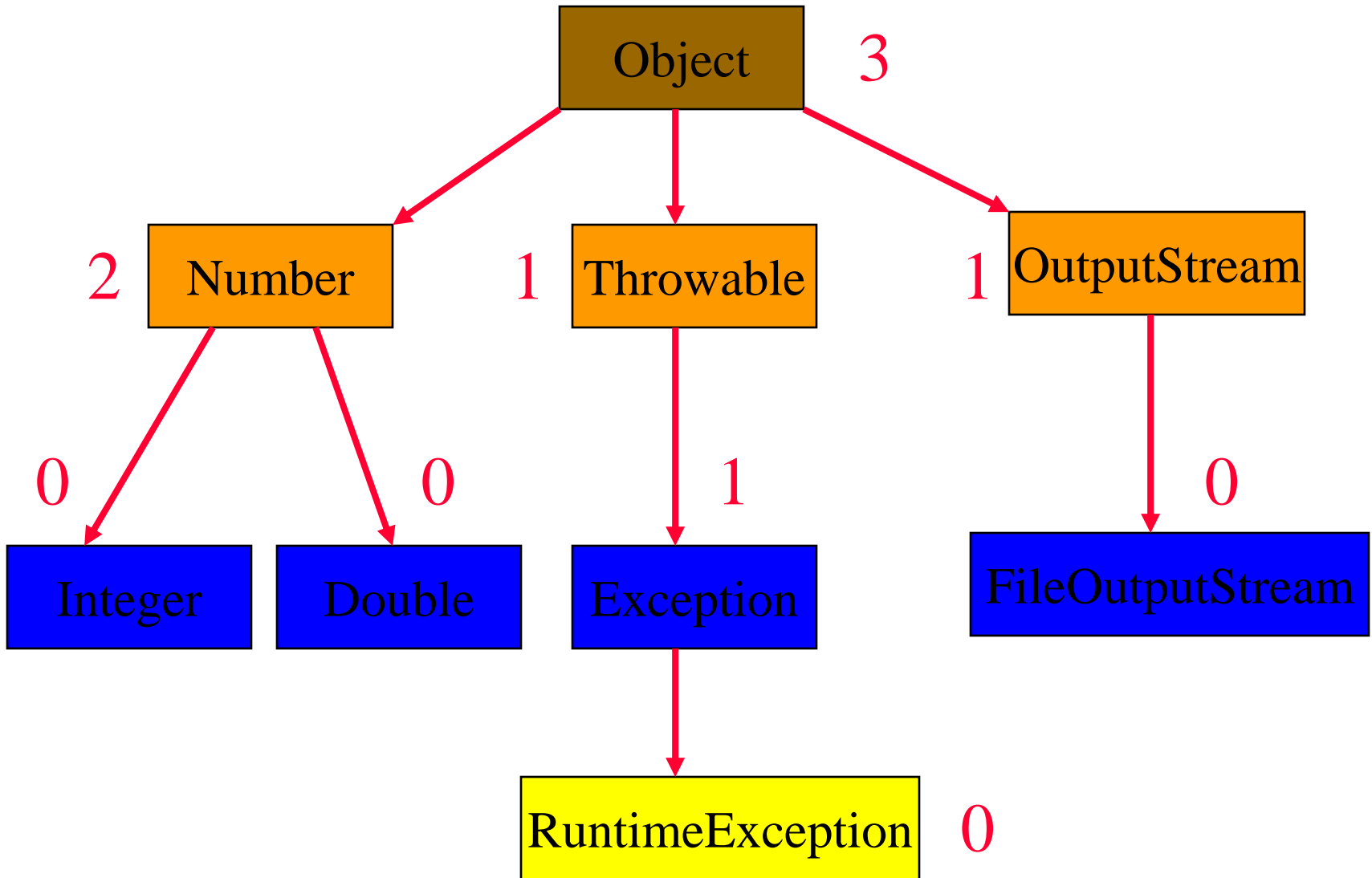
height = depth = number of levels



# Node degree = number of children



# Tree degree = max node degree



Degree of tree = 3.

# Binary tree

- Finite (possibly empty) collection of elements.
- A **nonempty** binary tree has a **root** element.
- The remaining elements (if any) are partitioned into **two** binary subtrees.
- These are called the **left** and **right** subtrees of the binary tree.



# Differences between a tree & a binary tree

- No node in a binary tree may have a degree more than 2, whereas there is no limit on the degree of a node in a tree.
- A binary tree may be empty; a tree cannot be empty.

# Differences between a tree & a binary tree

- The subtrees of a binary tree are ordered; those of a tree are not ordered.



- Are different when viewed as binary trees.
- Are the same when viewed as trees.

# Arithmetic expressions

- $(a + b) * (c + d) + e - f/g * h + 3.25$
- Expressions comprise three kinds of entities.
  - Operators (+, -, /, \*).
  - Operands (a, b, c, d, e, f, g, h, 3.25, (a + b), (c + d), etc.).
  - Delimiters ((, )).

# Operator degree

- Number of operands that the operator requires.
- Binary operator requires two operands.
  - $a + b$
  - $c / d$
  - $e - f$
- Unary operator requires one operand.
  - $+ g$
  - $- h$

# Infix form

- Normal way to write an expression.
- Binary operators come **in between** their left and right operands.
  - $a * b$
  - $a + b * c$
  - $a * b / c$
  - $(a + b) * (c + d) + e - f/g * h + 3.25$

# Operator priorities

- How do you figure out the operands of an operator?
  - $a + b * c$
  - $a * b + c / d$
- This is done by assigning operator priorities.
  - $\text{priority}(*) = \text{priority}(/) > \text{priority}(+) = \text{priority}(-)$
- When an operand lies between two operators, the operand associates with the operator that has higher priority.

# Tie breaker

- When an operand lies between two operators that have the same priority, the operand associates with the operator on the left.
  - $a + b - c$
  - $a * b / c / d$

# Delimiters

- Subexpression within delimiters is treated as a single operand

$$(a + b) * (c - d) / (e - f)$$



# Infix Expression Is Hard To Parse

- Need operator priorities, tie breaker, and delimiters.
- This makes computer evaluation more difficult than is necessary.
- **Postfix** and **prefix** expression forms do not rely on operator priorities, a tie breaker, or delimiters.
- So it is easier for a computer to evaluate expressions that are in these forms.

# Postfix Form

- The postfix form of a variable or constant is the same as its infix form.
  - $a, b, 3.25$
- The relative order of operands is the same in infix and postfix forms.
- Operators come immediately **after** the postfix form of their operands.
  - Infix =  $a + b$
  - Postfix =  $ab+$

# Postfix Examples

- Infix =  $a + b * c$ 
  - Postfix =  $a b c * +$
- Infix =  $a * b + c$ 
  - Postfix =  $a b * c +$
- Infix =  $(a + b) * (c - d) / (e + f)$ 
  - Postfix =  $a b + c d - * e f + /$

# Unary Operators

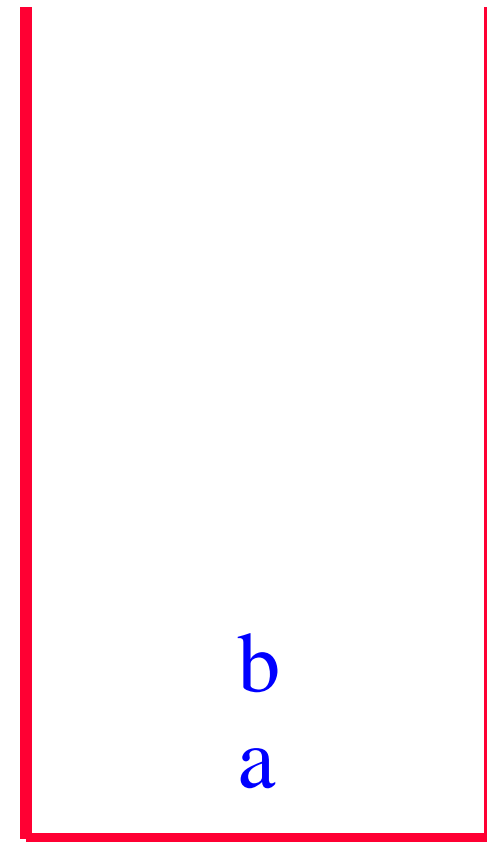
- Replace with new symbols.
  - $+ a \Rightarrow a @$
  - $+ a + b \Rightarrow a @ b +$
  - $- a \Rightarrow a ?$
  - $- a - b \Rightarrow a ? b -$

# Postfix Evaluation

- Scan postfix expression from left to right pushing **operands** on to a stack.
- When an **operator** is encountered, pop as many operands as this operator needs; evaluate the operator; push the result on to the stack.
- This works because, in postfix, operators come immediately after their operands.

# Postfix Evaluation

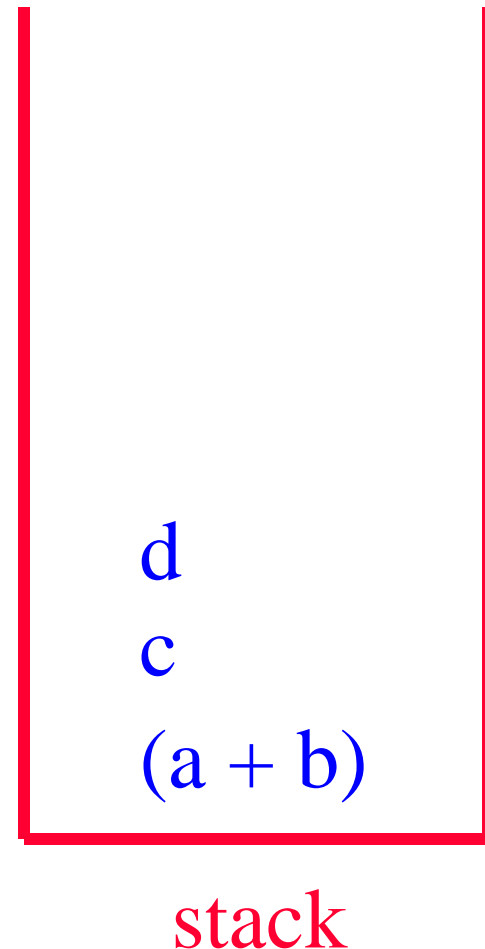
- $(a + b) * (c - d) / (e + f)$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$



stack

# Postfix Evaluation

- $(a + b) * (c - d) / (e + f)$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$
- $a\ b +\ c\ d -\ *\ e\ f +\ /$



# Postfix Evaluation

- $(a + b) * (c - d) / (e + f)$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$

$(c - d)$

$(a + b)$

stack



# Postfix Evaluation

- $(a + b) * (c - d) / (e + f)$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$

f

e

$(a + b) * (c - d)$

stack

# Postfix Evaluation

- $(a + b) * (c - d) / (e + f)$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$
- $a \ b \ + \ c \ d \ - \ * \ e \ f \ + \ /$

$(e + f)$

$(a + b) * (c - d)$

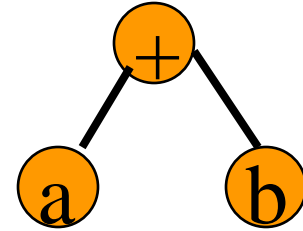
stack

# Prefix Form

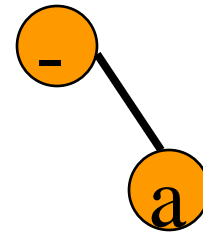
- The prefix form of a variable or constant is the same as its infix form.
  - $a, b, 3.25$
- The relative order of operands is the same in infix and prefix forms.
- Operators come immediately **before** the prefix form of their operands.
  - Infix =  $a + b$
  - Postfix =  $ab+$
  - Prefix =  $+ab$

# Binary Tree Form

- $a + b$

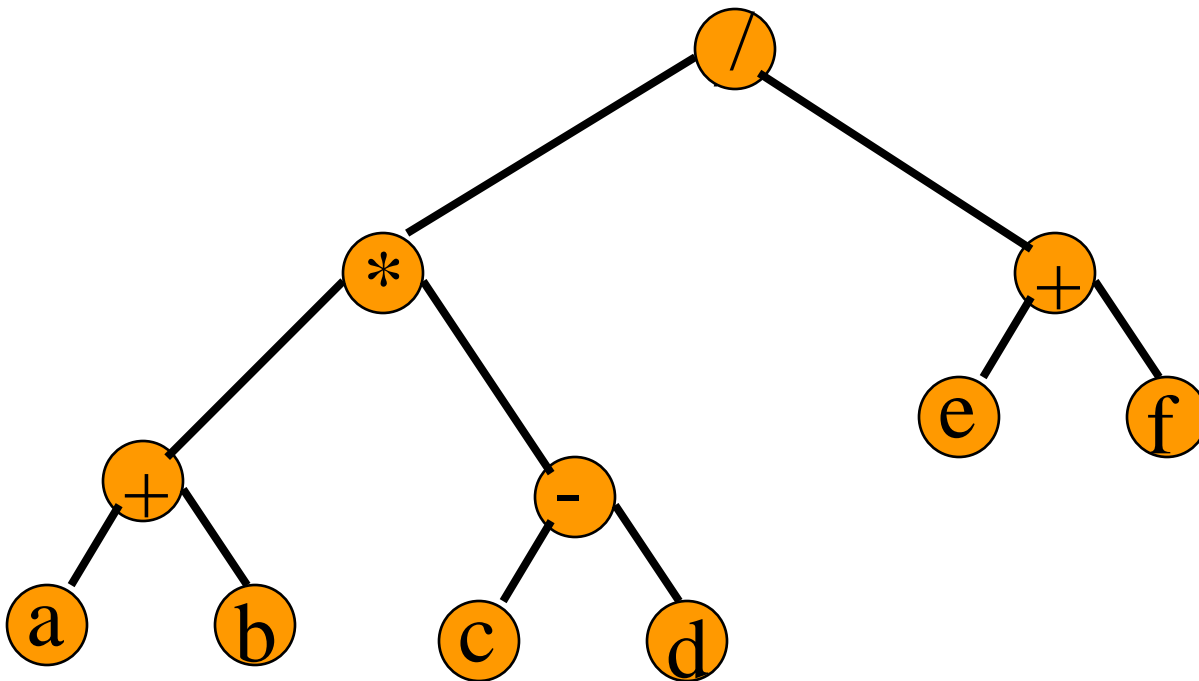


- $- a$



# Binary Tree Form

- $(a + b) * (c - d) / (e + f)$



# Merits Of Binary Tree Form

- Left and right operands are easy to visualize.
- Code optimization algorithms work with the binary tree form of an expression.
- Simple recursive evaluation of expression.

