

COMP 250

Lecture 20

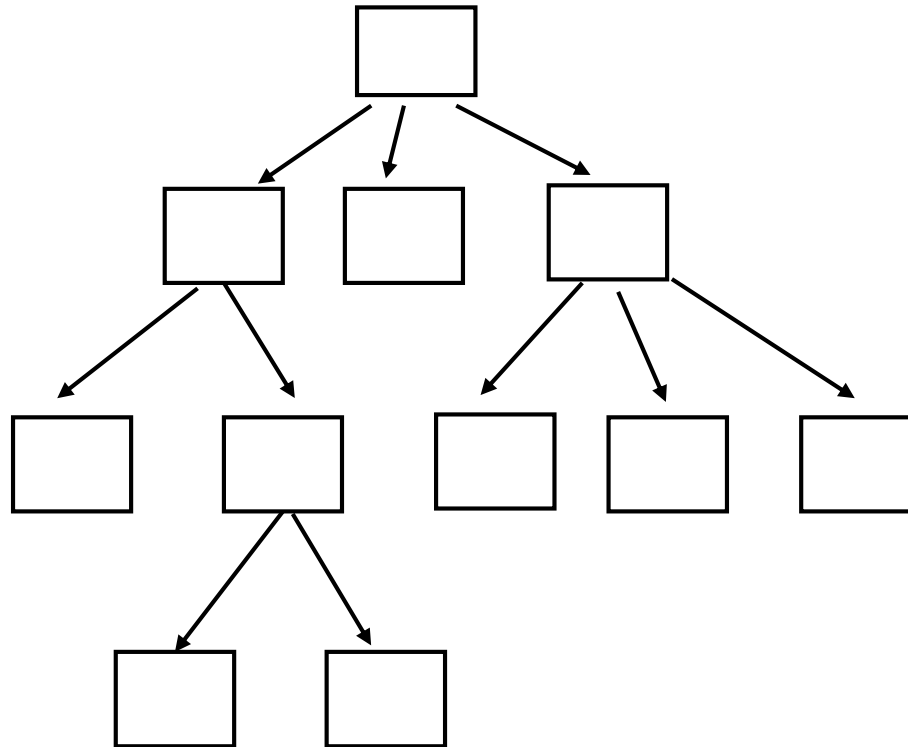
tree traversal

Oct. 25/26, 2017



# Tree Traversal

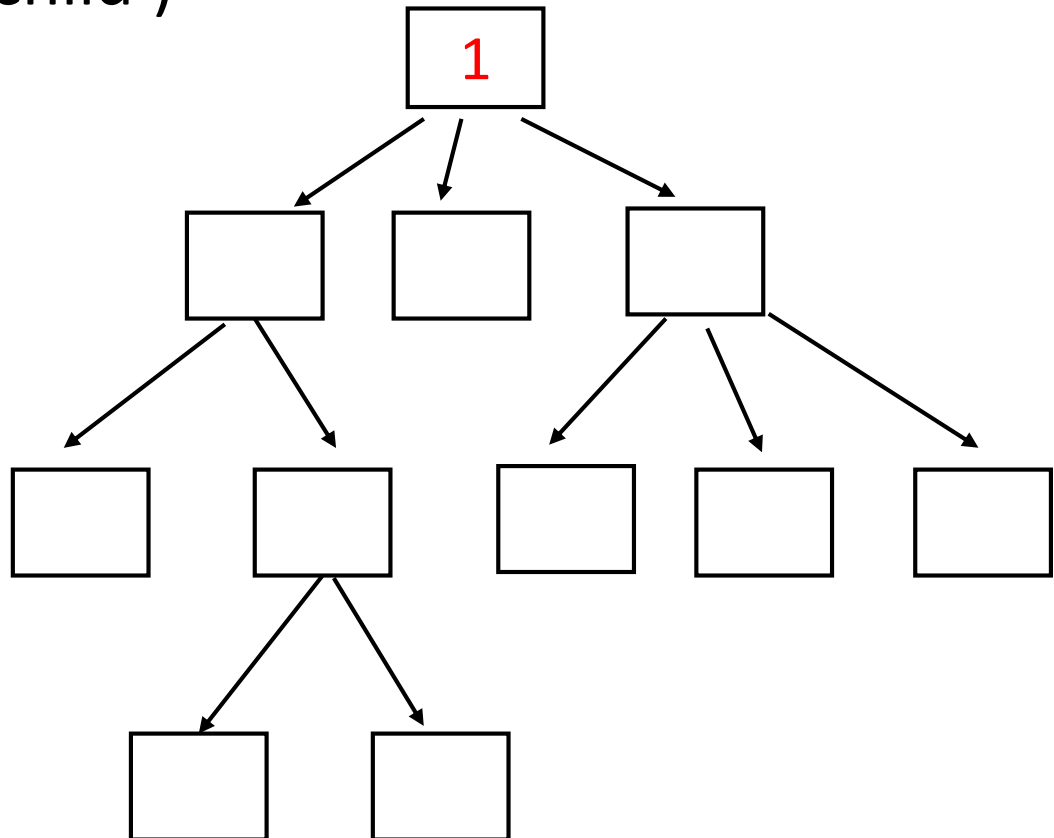
How to visit (enumerate, iterate through, traverse... ) all the nodes of a tree ?



```
depthfirst (root){  
    if (root is not empty){  
        visit root  
        for each child of root  
            depthfirst( child )  
    }  
}
```

//

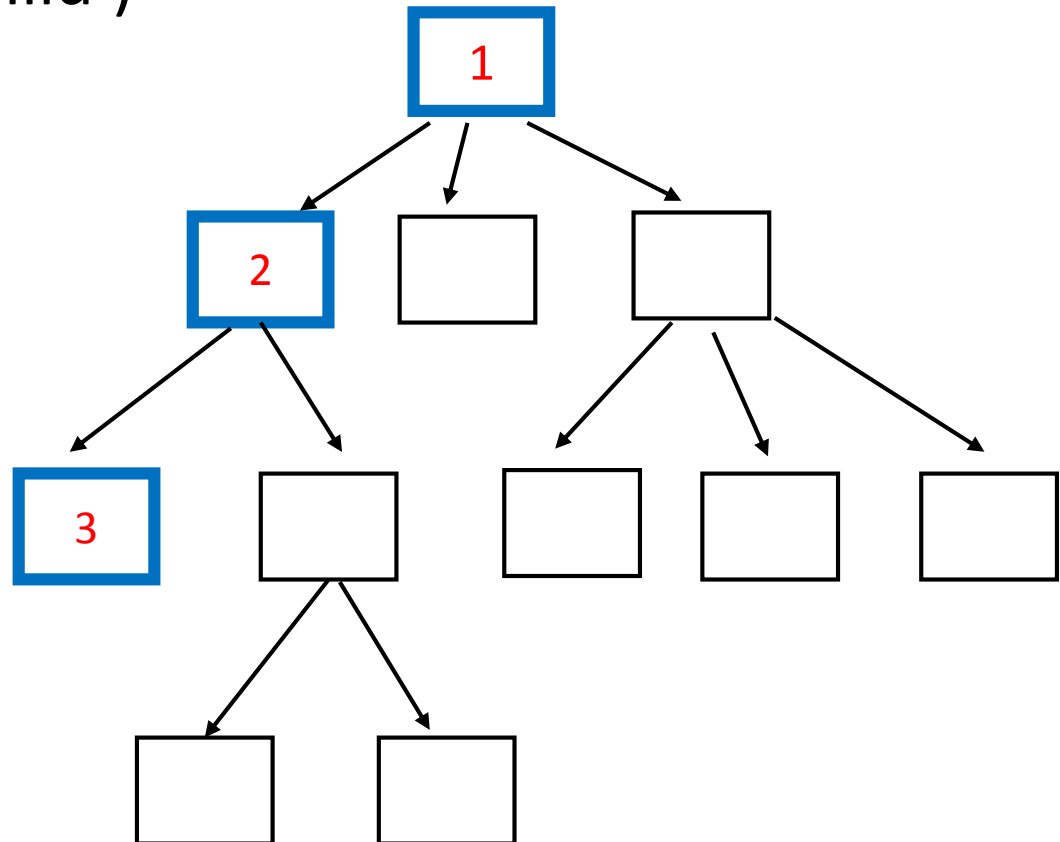
“preorder”



```
depthfirst (root){  
    if (root is not empty){  
        visit root  
        for each child of root  
            depthfirst( child )  
    }  
}
```

//

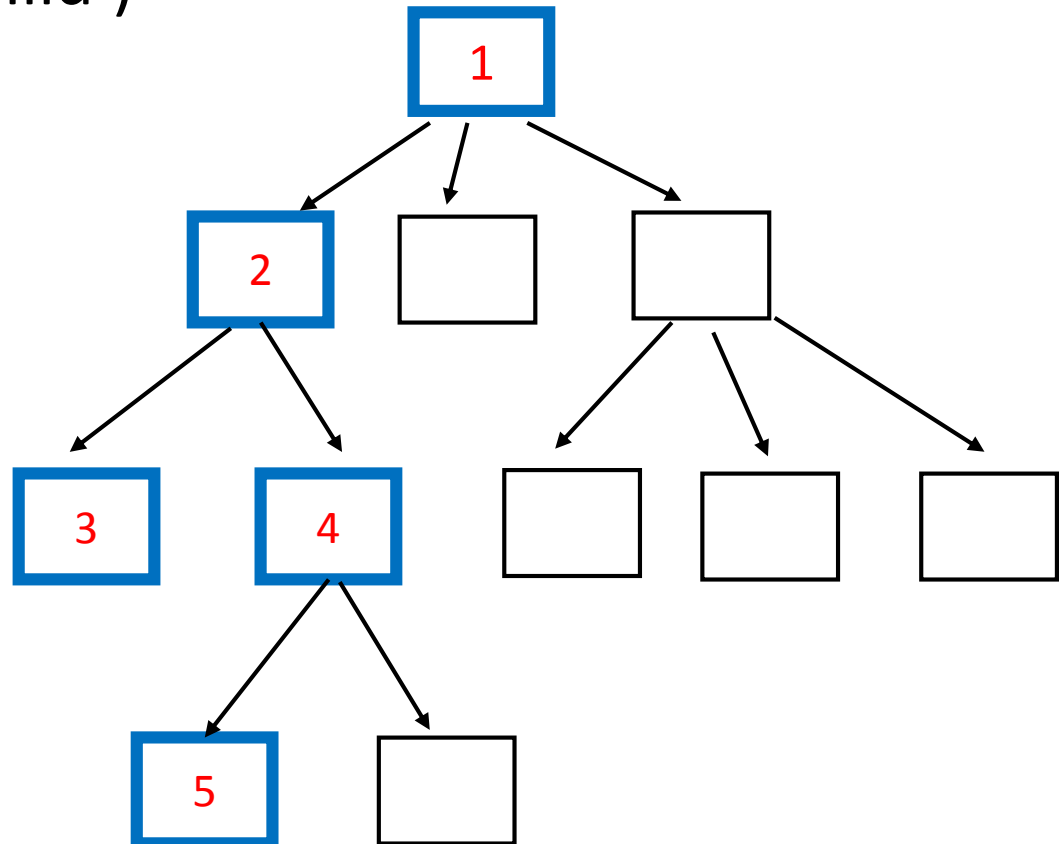
“preorder”



```
depthfirst (root){  
  if (root is not empty){  
    visit root  
    for each child of root  
      depthfirst( child )  
  }  
}
```

//

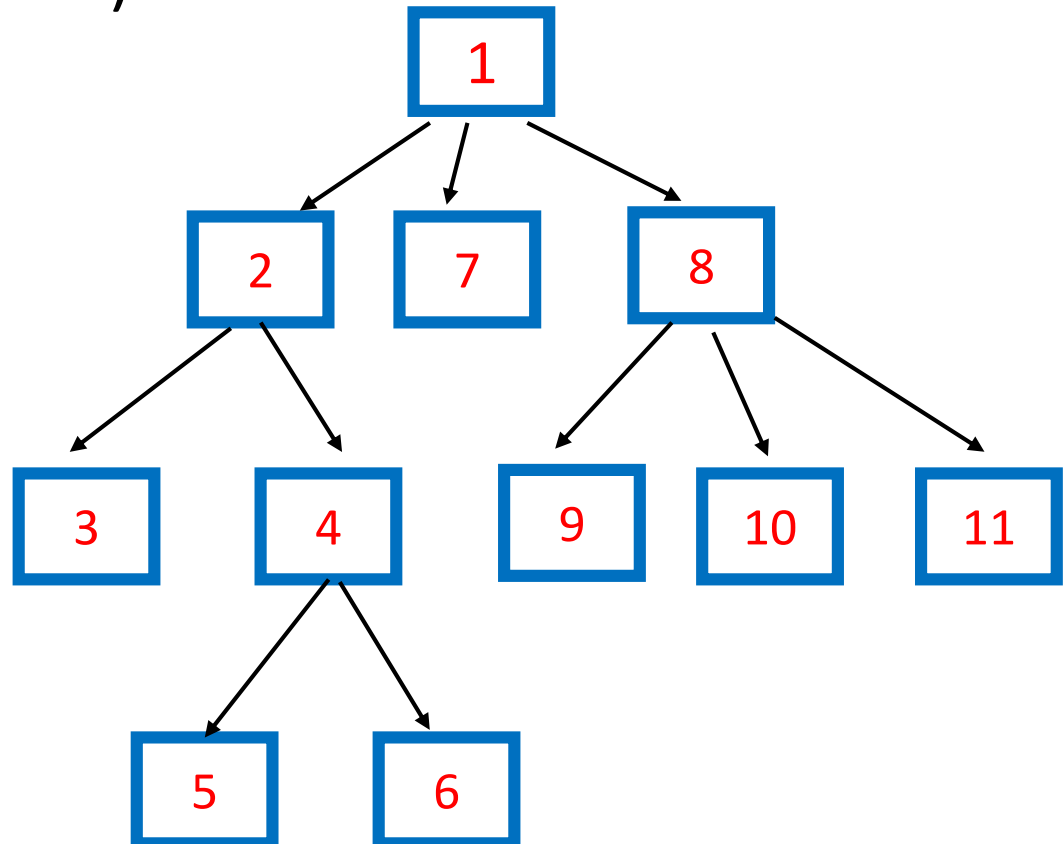
“preorder”



```
depthfirst (root){  
    if (root is not empty){  
        visit root  
        for each child of root  
            depthfirst( child )  
    }  
}
```

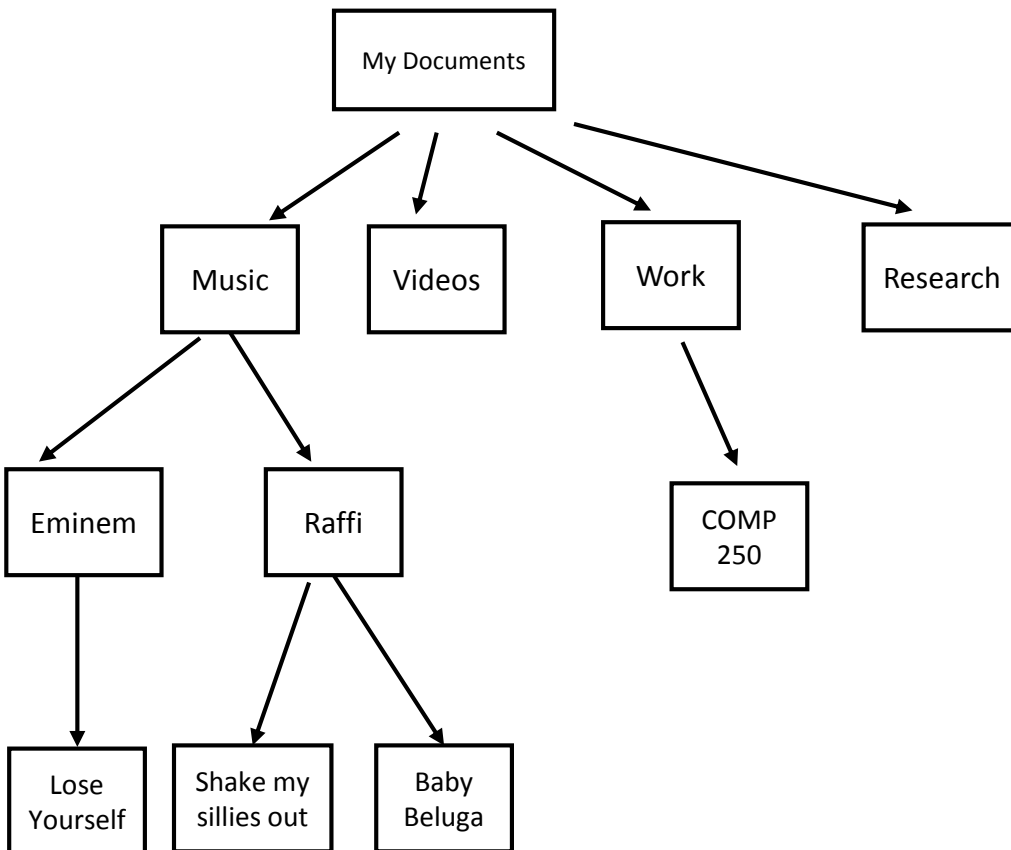
//

“preorder”



# Preorder Traversal

e.g. Printing a directory (visit = print)



Documents (directory)  
Music (directory)  
Eminem (directory)  
Lose Yourself (file)  
Raffi (directory)  
Shake My Sillies Out (file)  
Baby Beluga (file)  
Videos (directory)  
:  
Work (directory)  
COMP250 (directory)  
:  
Research (directory)  
:



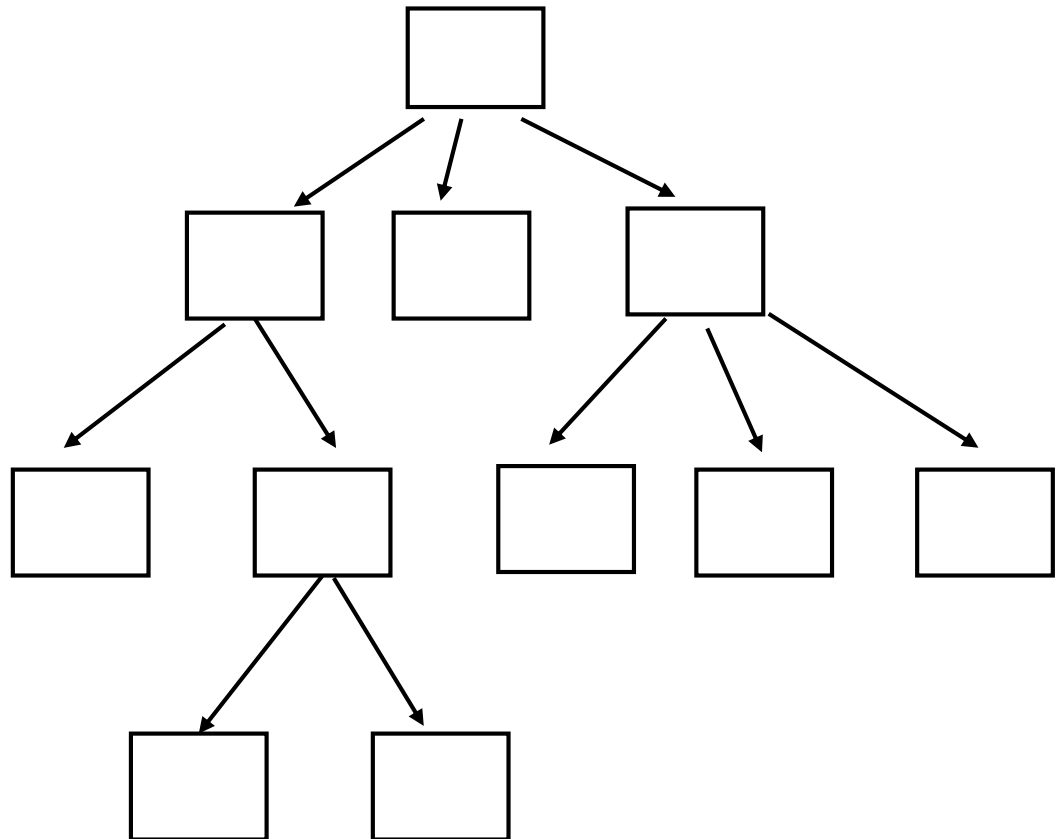
“Visit” implies that you do something at that node.

Analogy: you aren't visiting London UK if you just fly through Heathrow.

```
depthfirst (root){  
    if (root is not empty){  
        for each child of root  
            depthfirst( child )  
        visit root  
    }  
}
```

//

“postorder”



Q: Which node  
is visited first?

```
depthfirst (root){
```

```
//
```

“postorder”

```
  if (root is not empty){
```

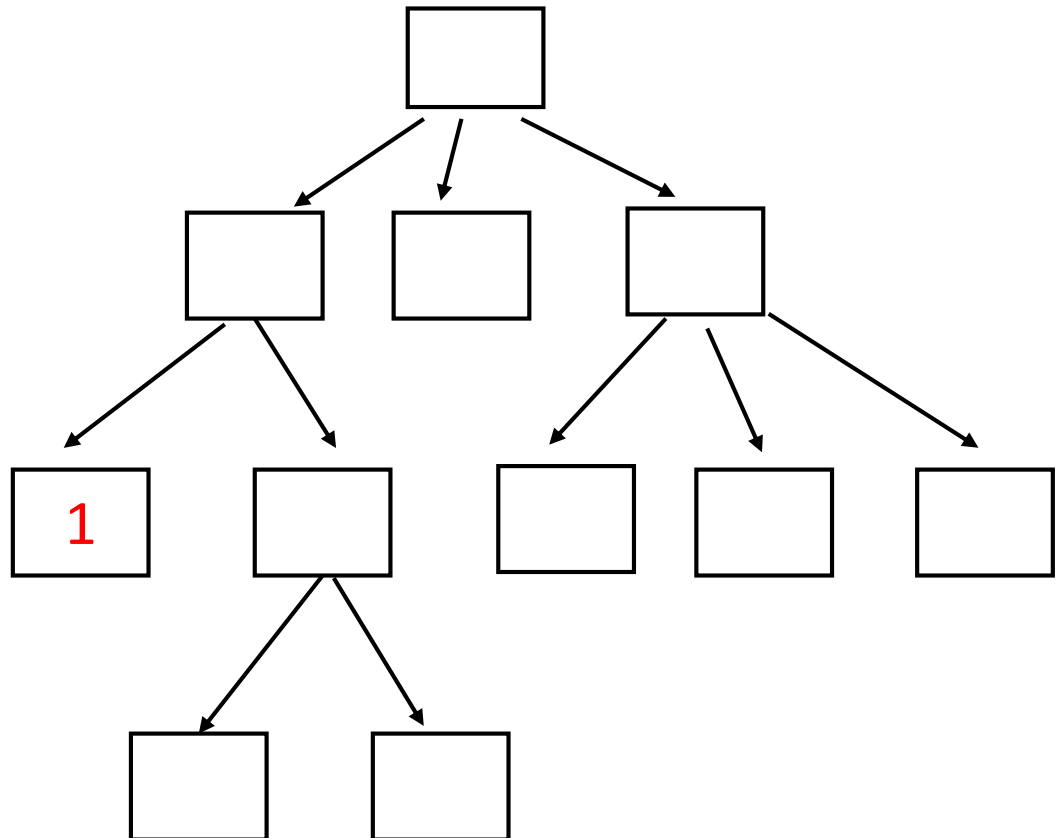
```
    for each child of root
```

```
      depthfirst( child )
```

```
    visit root
```

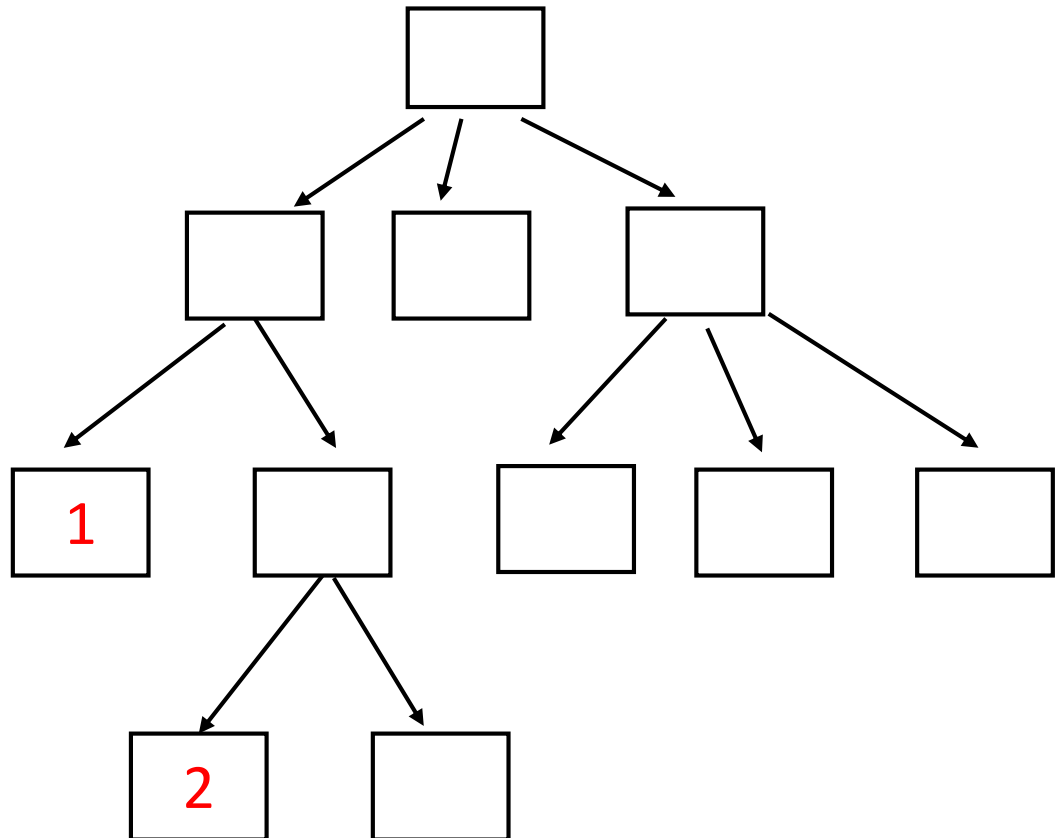
```
  }
```

```
}
```

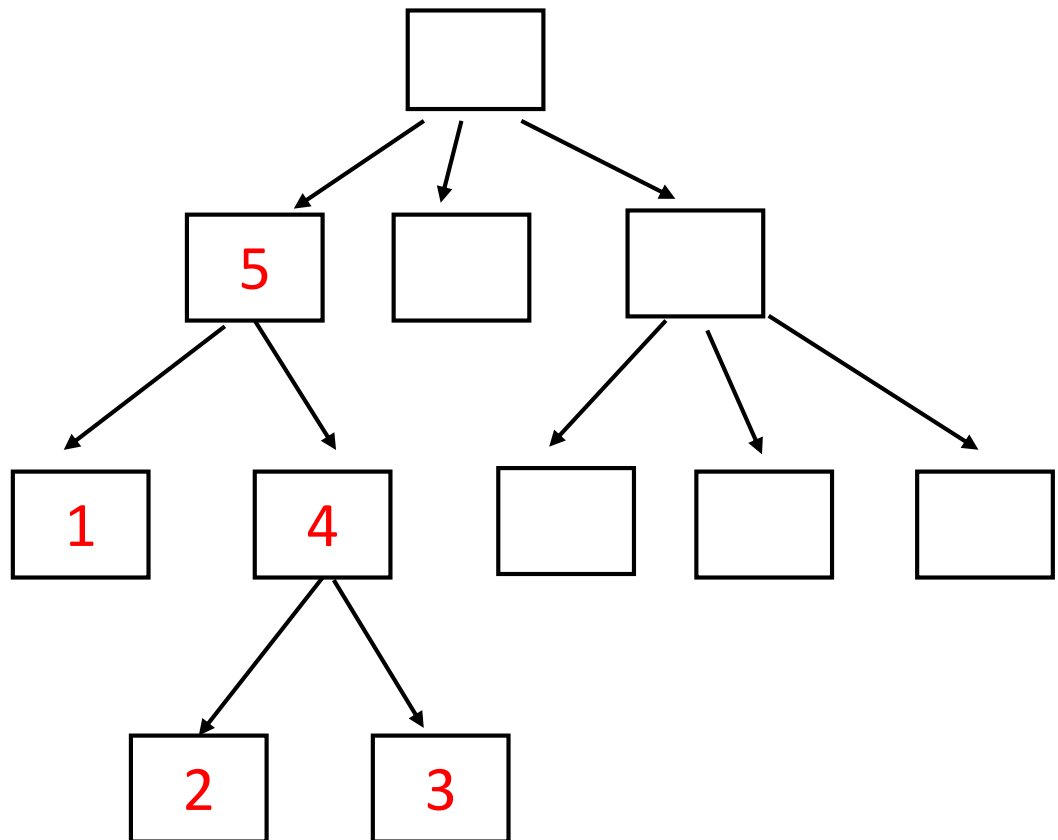


```
depthfirst (root){  
  if (root is not empty){  
    for each child of root  
      depthfirst( child )  
    visit root  
  }  
}
```

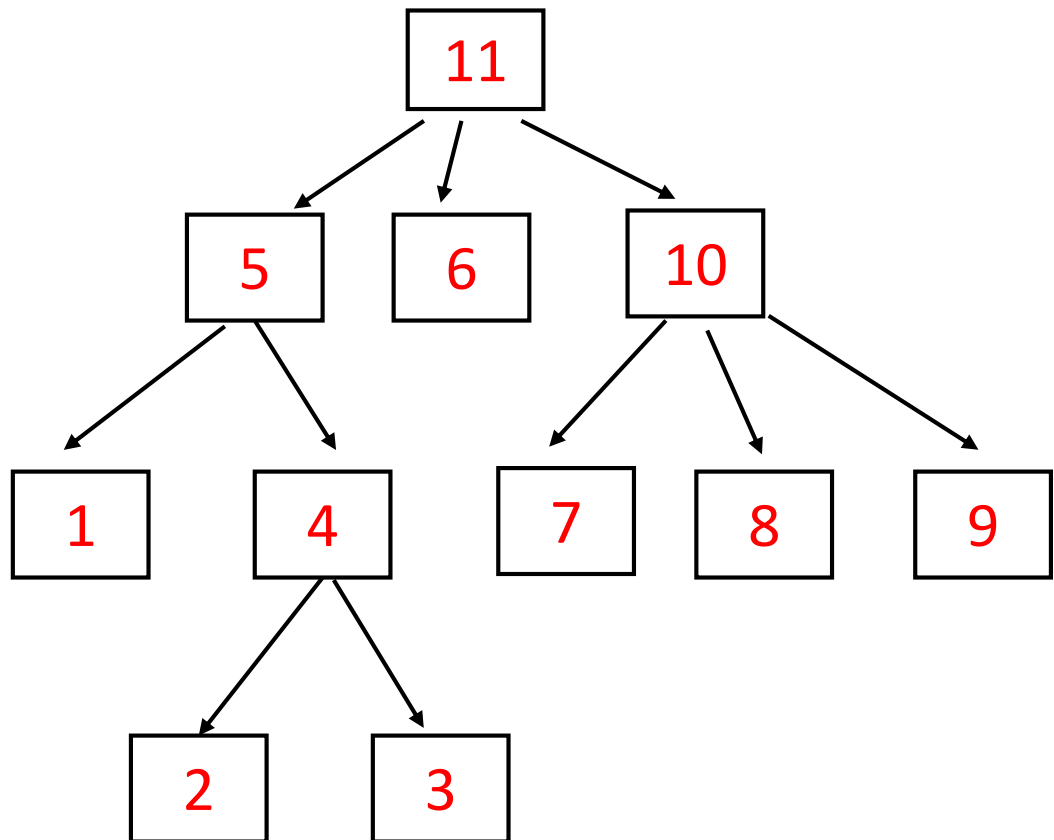
// “postorder”



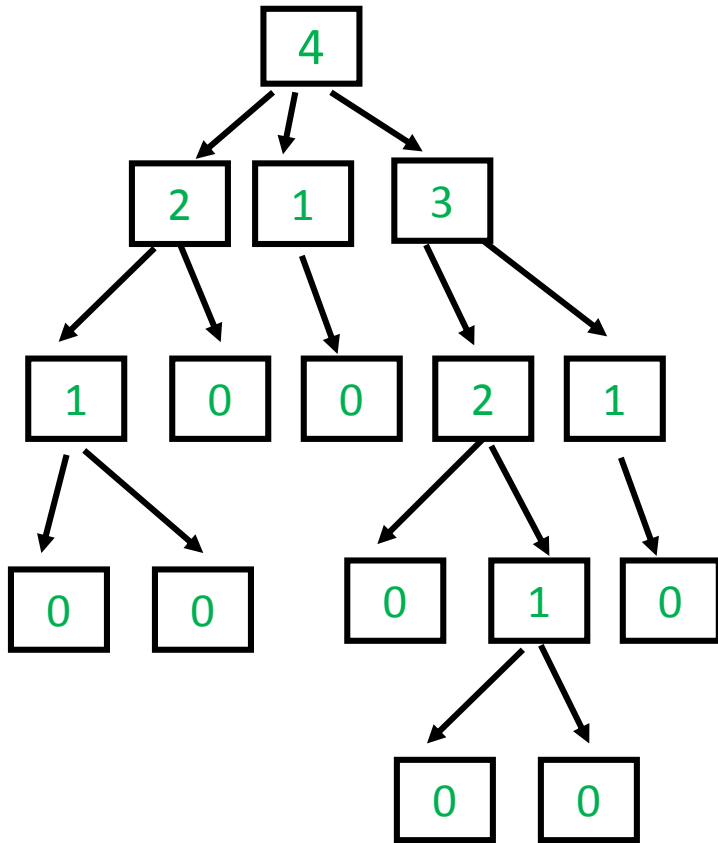
```
depthfirst (root){  
    // "postorder"  
    if (root is not empty){  
        for each child of root  
            depthfirst( child )  
        visit root  
    }  
}
```



```
depthfirst (root){           //      “postorder”  
    if (root is not empty){  
        for each child of root  
            depthfirst( child )  
        visit root  
    }  
}
```



Example 1 postorder: recall last lecture



```
height(v){  
    if (v is a leaf)  
        return 0  
    else{  
        h = 0  
        for each child w of v  
            h = max(h, height(w))  
        return 1 + h  
    }  
}
```

visit = return value of height

Example 2 Postorder: What is the total number of bytes in all files in a directory?

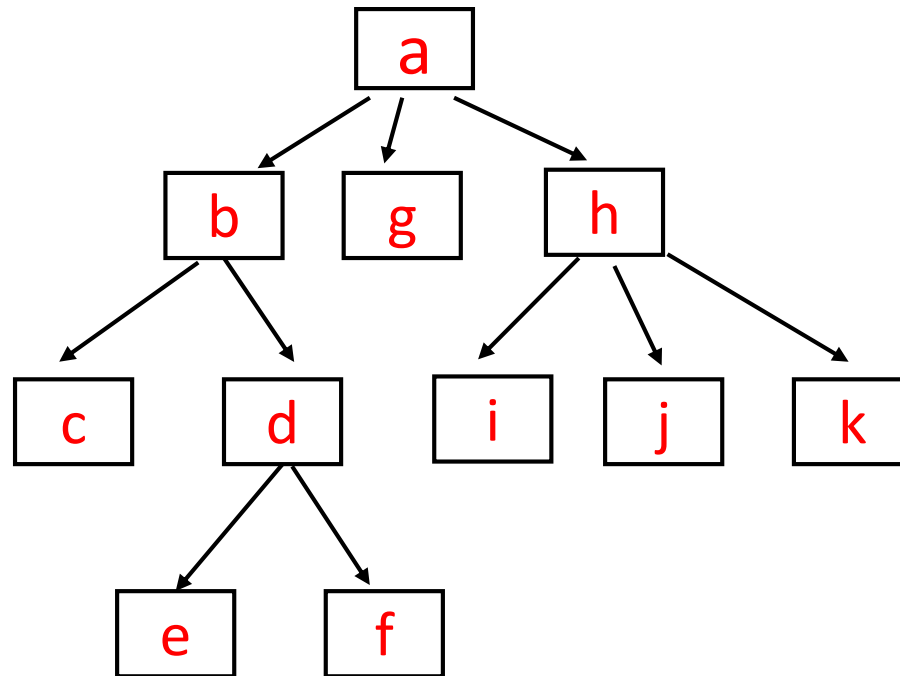


```
numBytes(root){  
    if root is a leaf  
        return number of bytes at root  
    else {  
        sum = 0  
        for each child of root{  
            sum += numBytes(child)  
        }  
        return sum  
    }  
}
```

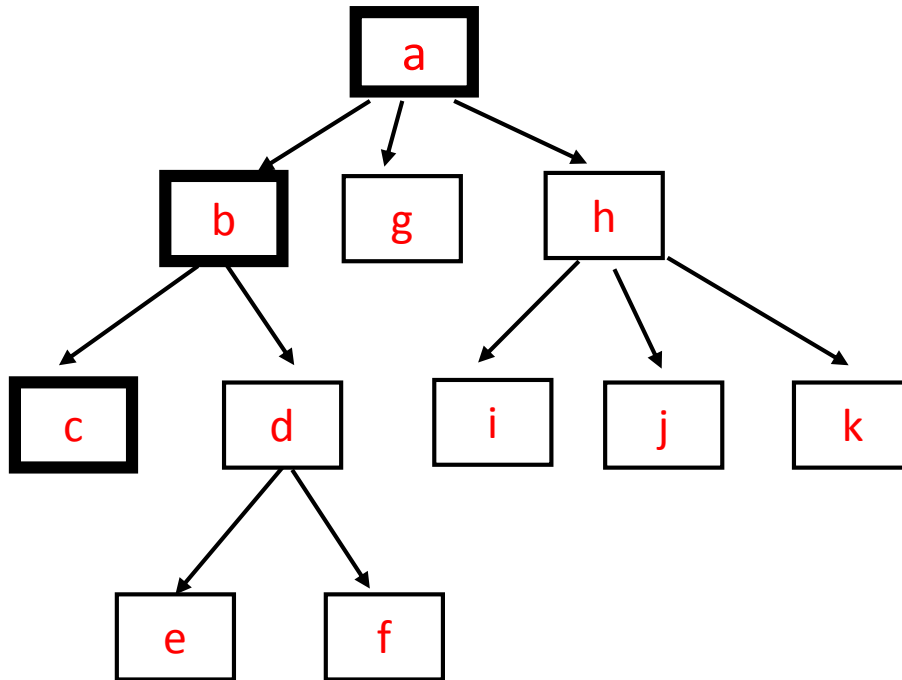
By 'visit' here, we mean determining the number of bytes for a node, e.g. If we were to store 'sum' at the node.

NOTE: Same call sequence occurs for preorder vs postorder.

Letter order corresponds to `depthfirst()` call order

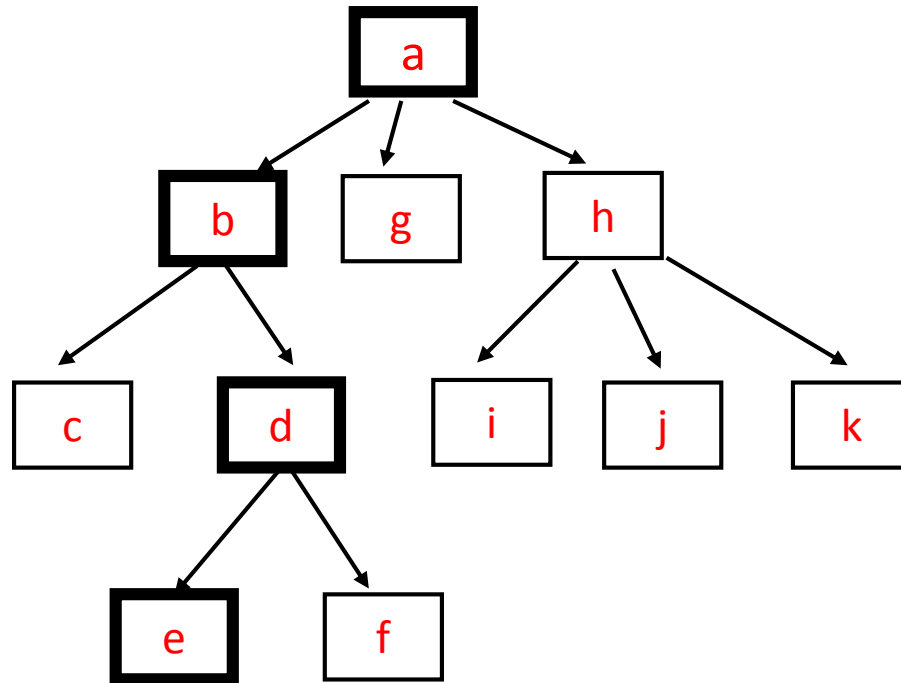


# Call stack for `depthfirst()`



c  
b b  
a a a

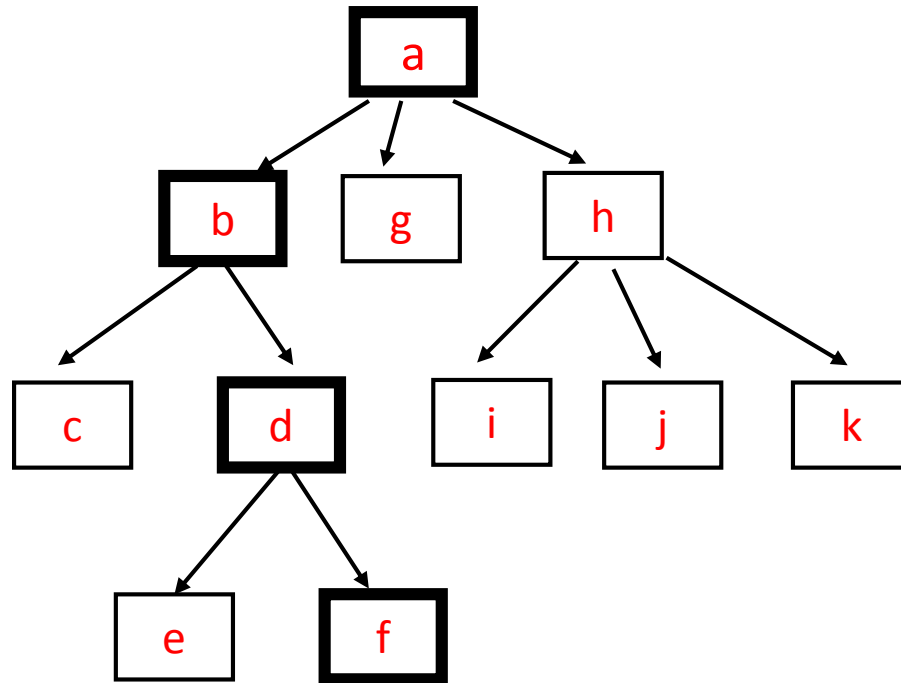
# Call stack for `depthfirst()`



a a a a a a  
b b b b b  
c d d  
e



# Call stack for `depthfirst()`



				e		f	
		c		d	d	d	d
	b	b	b	b	b	b	b
a	a	a	a	a	a	a	a

# Call stack for `depthfirst()`

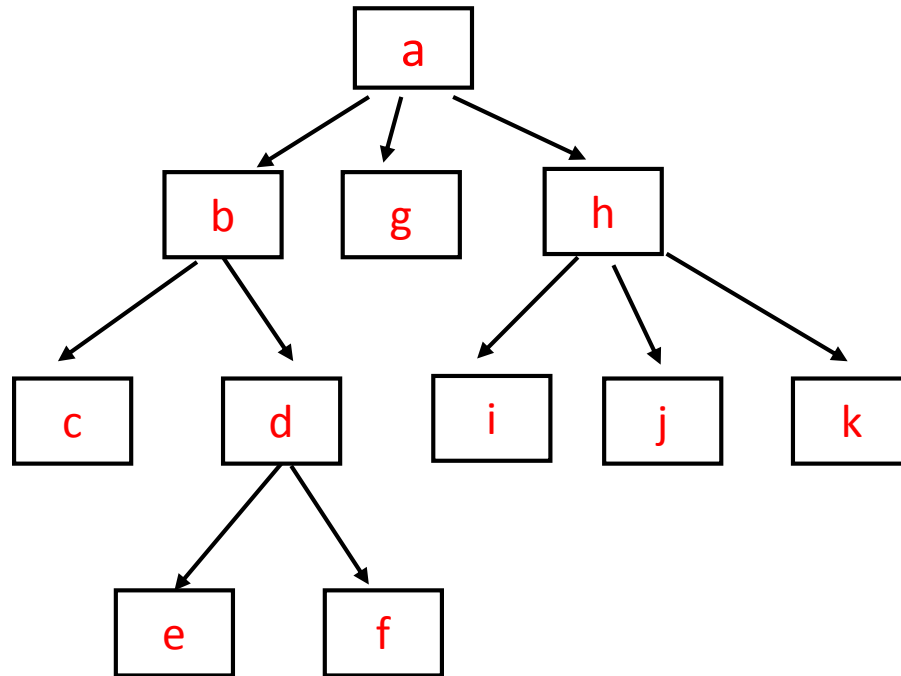


Diagram illustrating the call stack for a depth-first search (DFS) process, showing the sequence of nodes visited and the state of the call stack at each step. The sequence of nodes visited is: a, b, c, b, d, c, d, e, d, f, d, g, h, i, h, j, h, k, h, a. The call stack state at each step is shown below the sequence of nodes, with the root node 'a' at the bottom and the current node at the top.

Node	Call Stack
a	a
b	a, b
c	a, b, c
b	a, b
d	a, b, d
c	a, b
d	a, b, d
e	a, b, d, e
d	a, b, d
f	a, b, d, f
d	a, b, d
g	a, b, d, g
h	a, b, d, g, h
i	a, b, d, g, h, i
h	a, b, d, g, h
j	a, b, d, g, h, j
h	a, b, d, g, h
k	a, b, d, g, h, k
h	a, b, d, g, h
a	a

# Tree traversal

## Recursive

- depth first (pre- versus post-order)


## Non-Recursive

- using a stack
- using a queue

```
treeTraversalUsingStack(root){  
    initialize empty stack s  
    s.push(root)
```

```
}
```



```
treeTraversalUsingStack(root){  
    initialize empty stack s  
    s.push(root)  
    while s is not empty {  
        cur = s.pop()  
        visit cur  
          
    }  
}
```

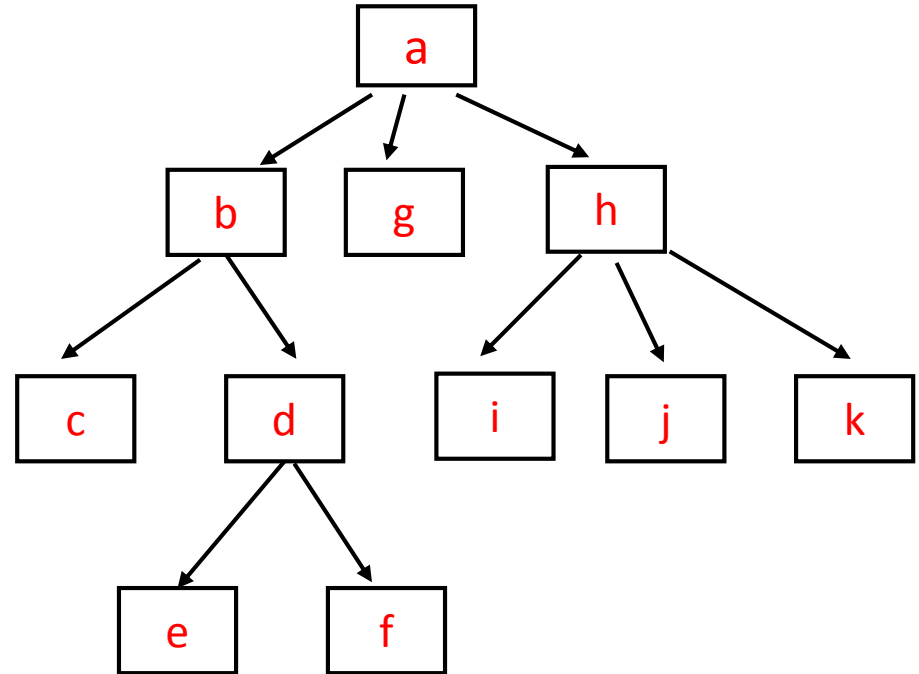
```
treeTraversalUsingStack(root){  
    initialize empty stack s  
    s.push(root)  
    while s is not empty {  
        cur = s.pop()  
        visit cur  
        for each child of cur  
            s.push(child)  
    }  
}
```

What is the order of nodes visited ?

```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

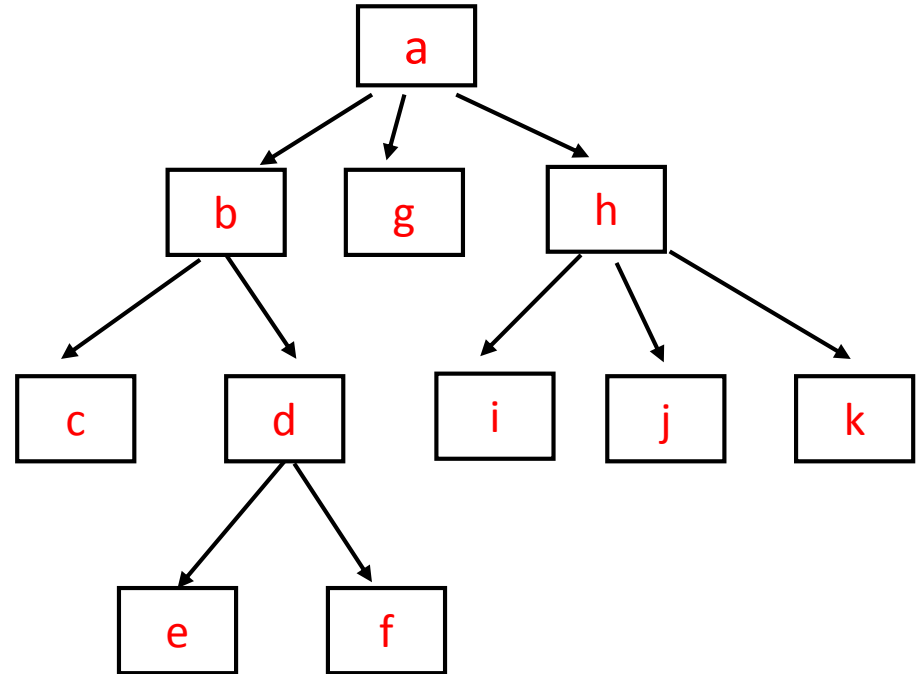
```



```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

```

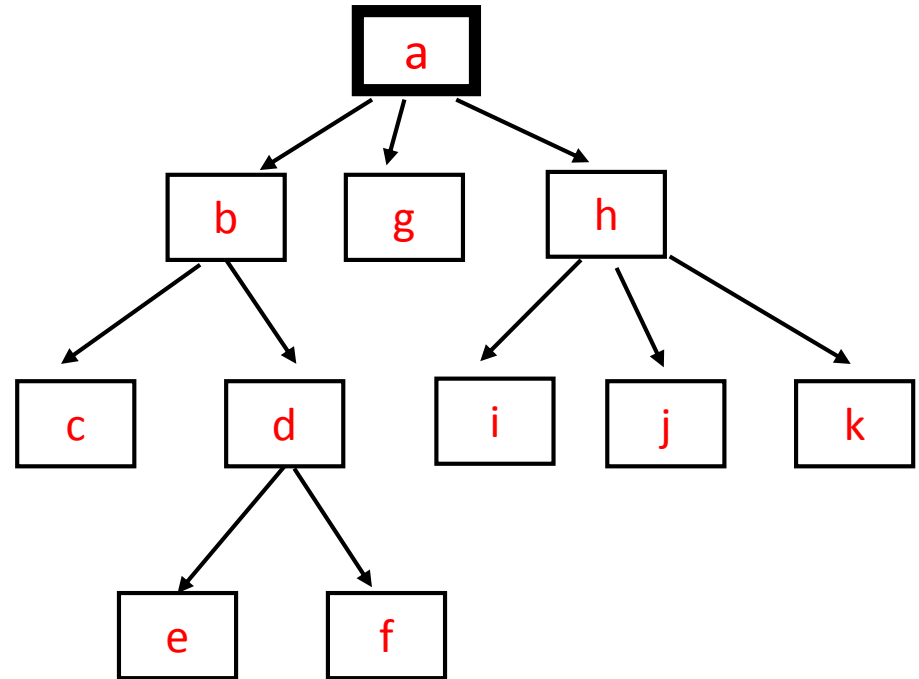


a \_

```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

```

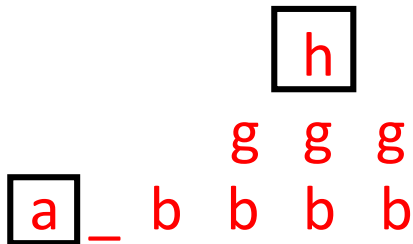
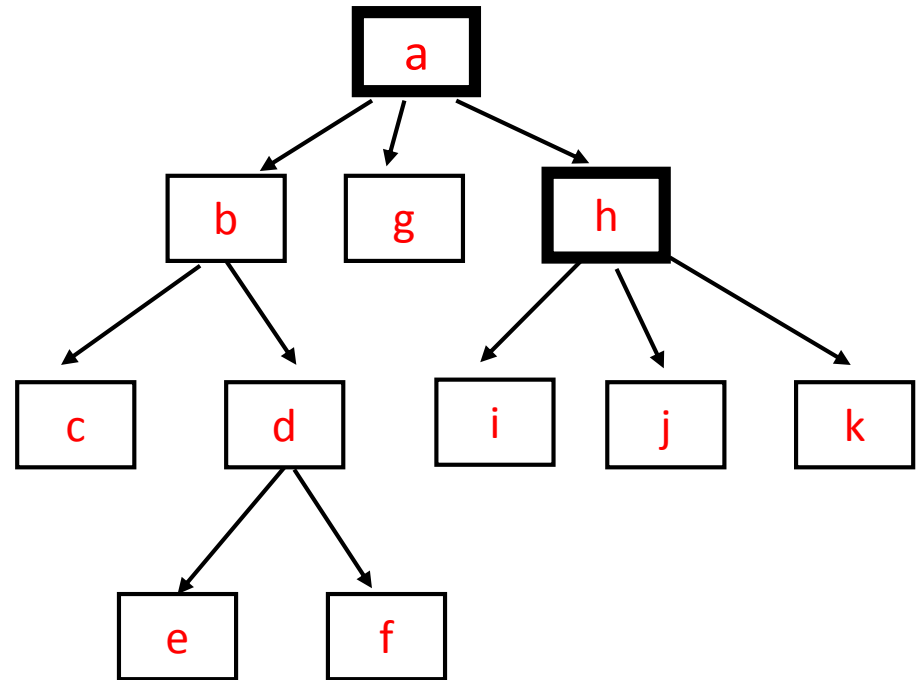


a \_ b g g h  
 b b b

```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

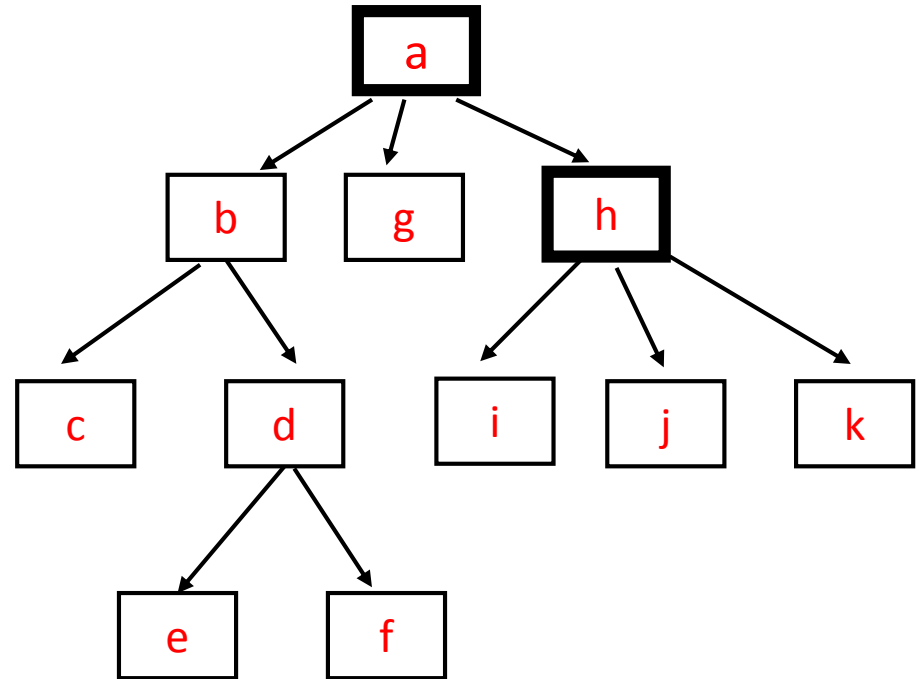
```



```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

```



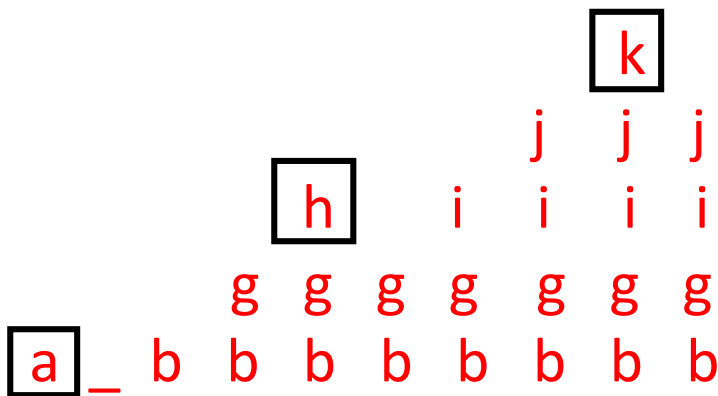
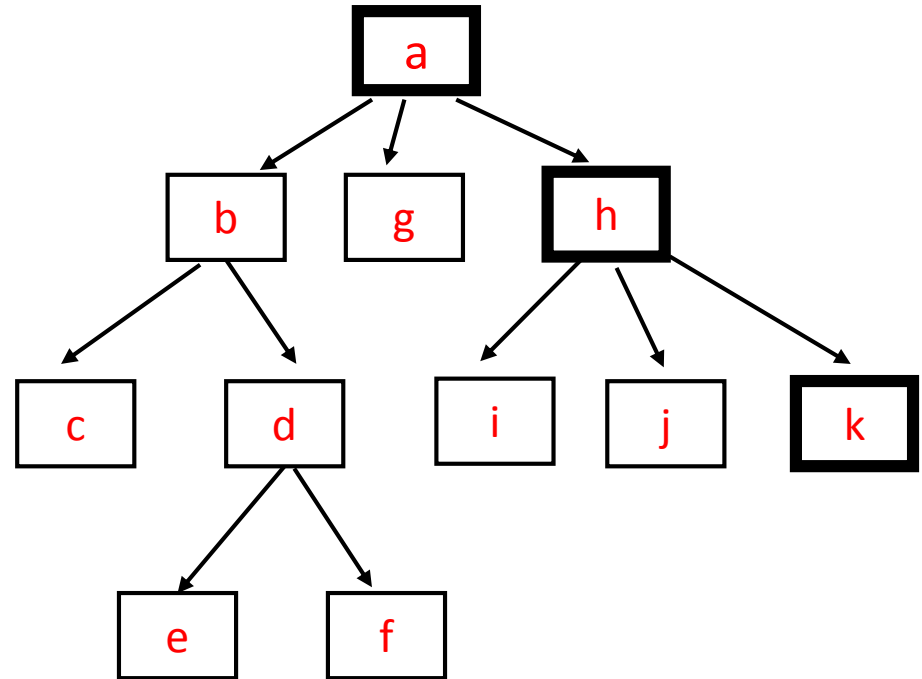
a \_ b b b b b b  
   g g g g g g  
   h i i i j j k



```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

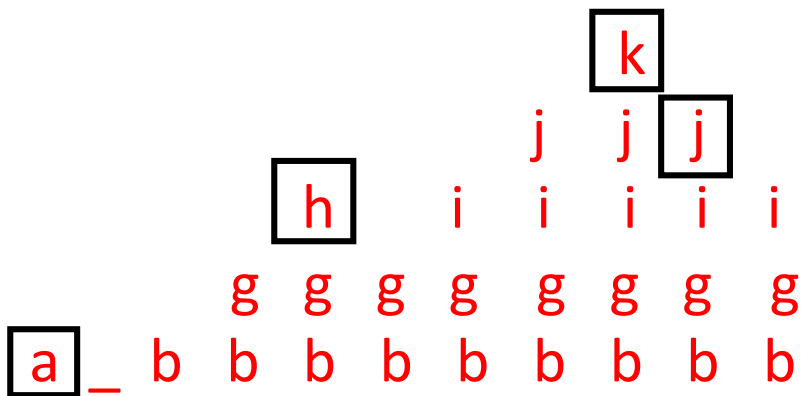
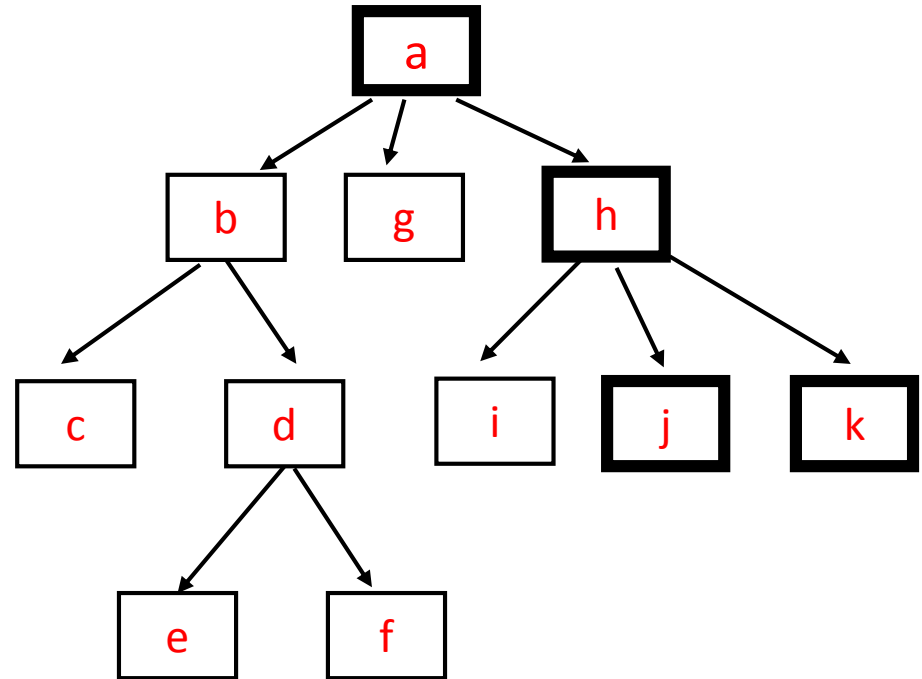
```



```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

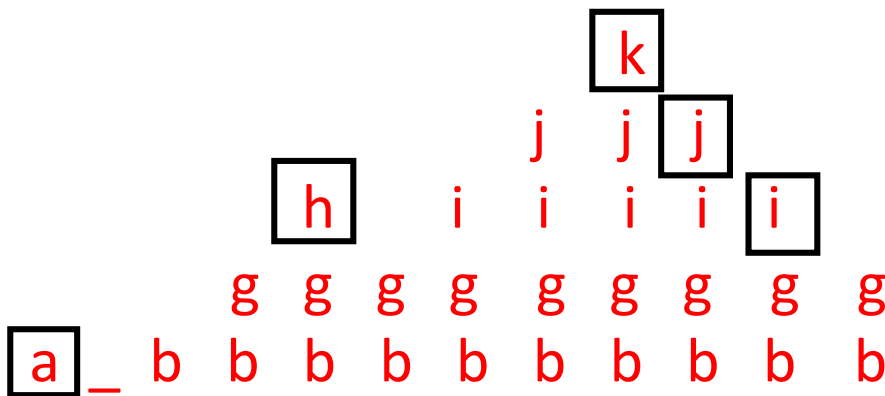
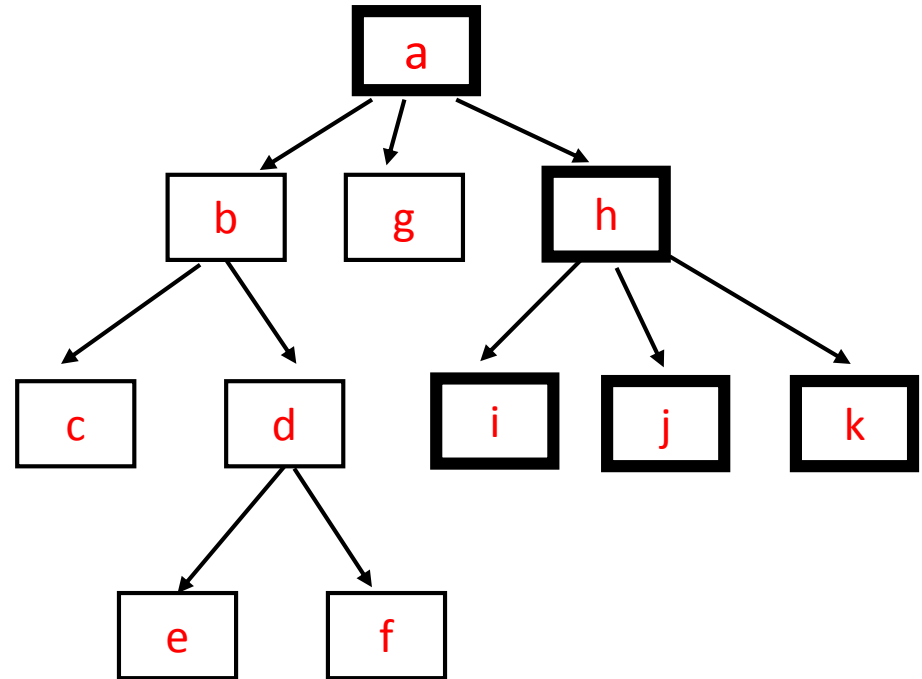
```



```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

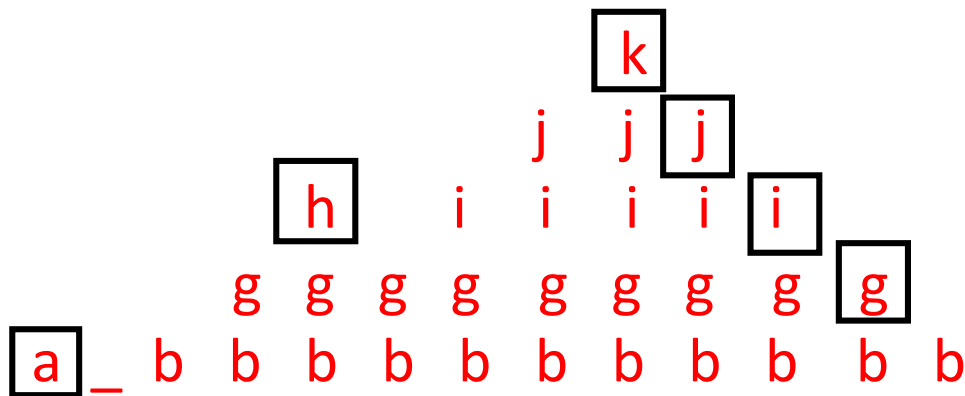
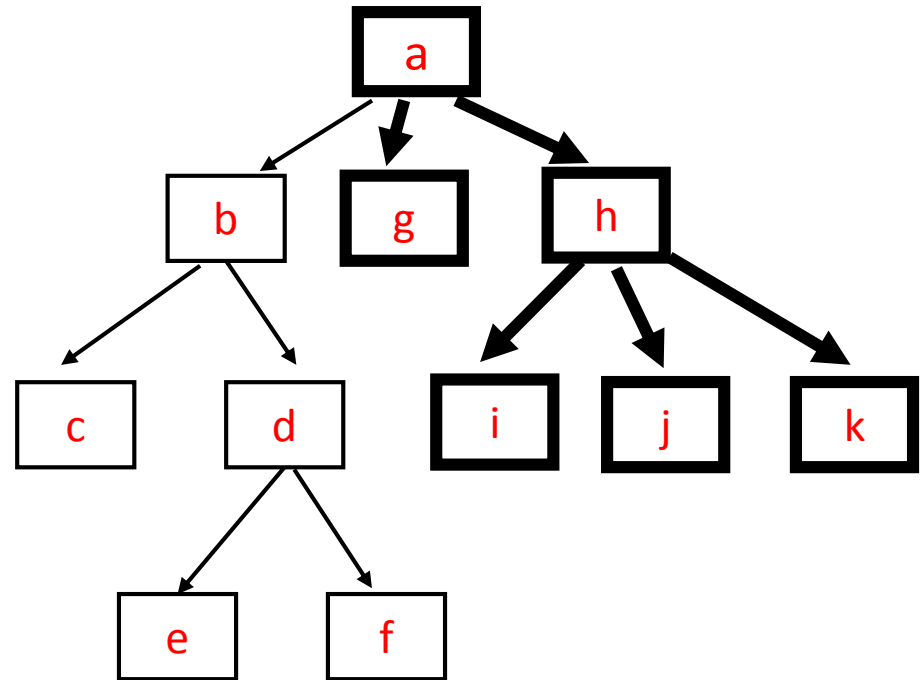
```



```

treeTraversalUsingStack(root){
  initialize empty stack s
  s.push(root)
  while s is not empty {
    cur = s.pop()
    visit cur
    for each child of cur
      s.push(child)
  }
}

```



```
treeTraversalUsingStack(root){
```

```
initialize empty stack s
```

```
s.push(root)
```

```
while s is not empty {
```

```
cur = s.pop()
```

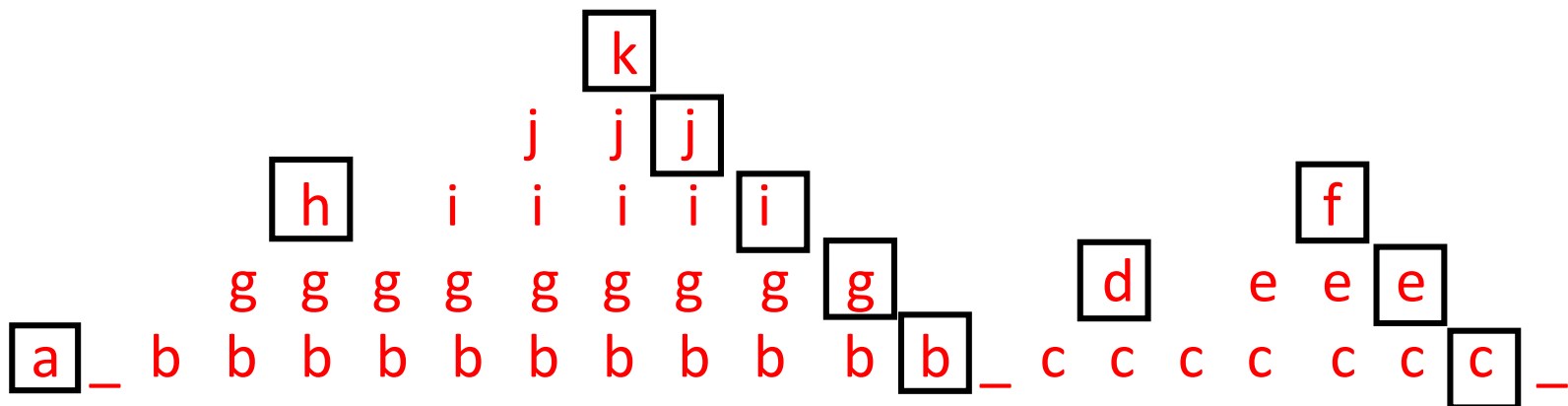
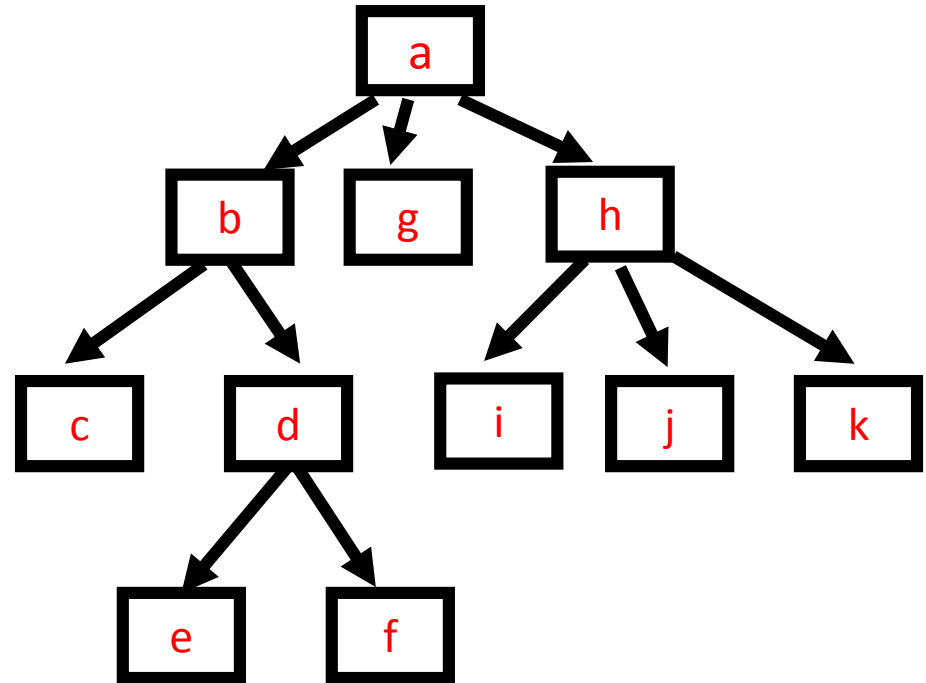
visit cur

```
for each child of cur
```

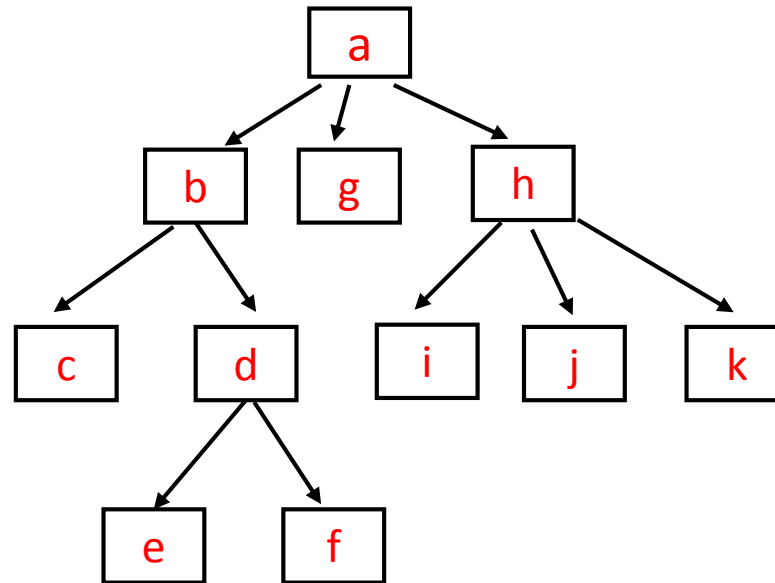
```
s.push(child)
```

}

}



Stack based method is depth first,  
but visits children from right to left



recursive


abcdefghijkl

non-recursive (stack)

ahkjigbdfec

# Pre- or post order?

```
treeTraversalUsingStack(root){  
  initialize empty stack s  
  s.push(root)  
  while s is not empty {  
    cur = s.pop()  
    visit cur  
    for each child of cur  
      s.push(child)  
    visit cur  
  }  
}
```



Moving the visit does  
not make it post order.  
Why not?

# What if we use a queue instead?

```
treeTraversalUsingStack(root){  
  initialize empty stack s  
  s.push(root)  
  while s is not empty {  
    cur = s.pop()  
    visit cur  
    for each child of cur  
      s.push(child)  
  }  
}
```

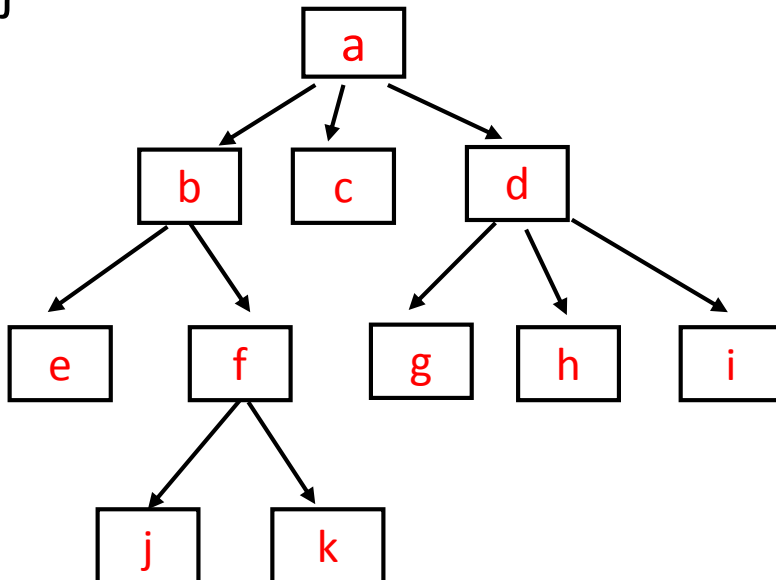
```
treeTraversalUsingQueue(root){  
  initialize empty queue q  
  q.enqueue(root)  
  while q is not empty {  
    cur = q.dequeue()  
    visit cur  
    for each child of cur  
      q.enqueue(child)  
  }  
}
```



```
treeTraversalUsingQueue(root){  
  initialize empty queue q  
  q.enqueue(root)  
  while q is not empty {  
    cur = q.dequeue()  
    visit cur  
    for each child of cur  
      q.enqueue(child)  
  }  
}
```

Queue state  
at start of the  
while loop

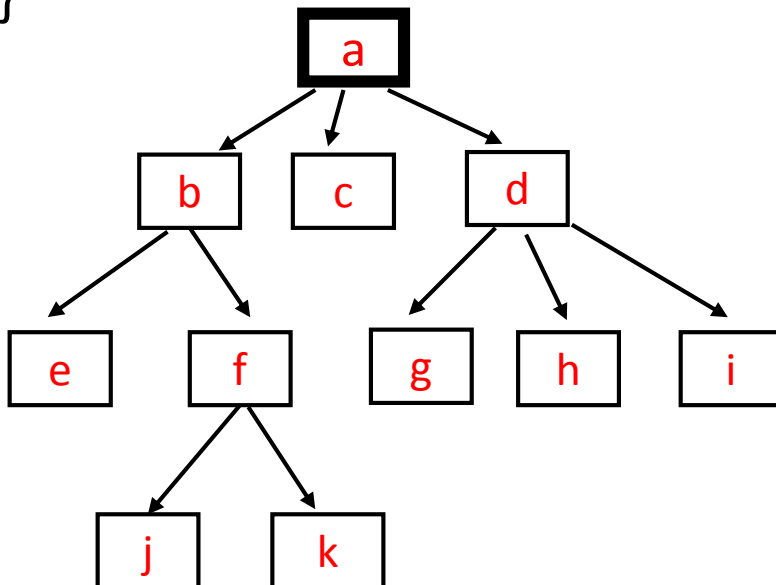
a



```

treeTraversalUsingQueue(root){
  initialize empty queue q
  q.enqueue(root)
  while q is not empty {
    cur = q.dequeue()
    visit cur
    for each child of cur
      q.enqueue(child)
  }
}

```



Queue state  
at start of the  
while loop

a  
b c d

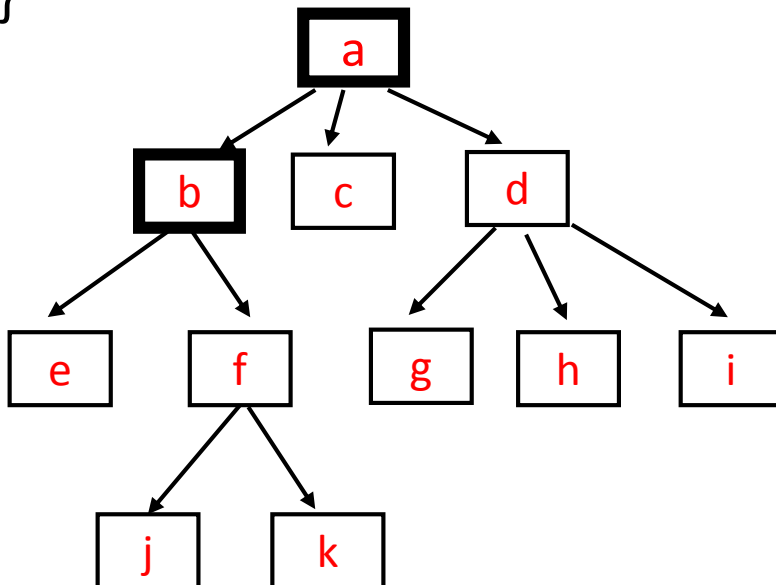


```

treeTraversalUsingQueue(root){
  initialize empty queue q
  q.enqueue(root)
  while q is not empty {
    cur = q.dequeue()
    visit cur
    for each child of cur
      q.enqueue(child)
  }
}

```

Queue state  
at start of the  
while loop



a  
b c d  
c d e f

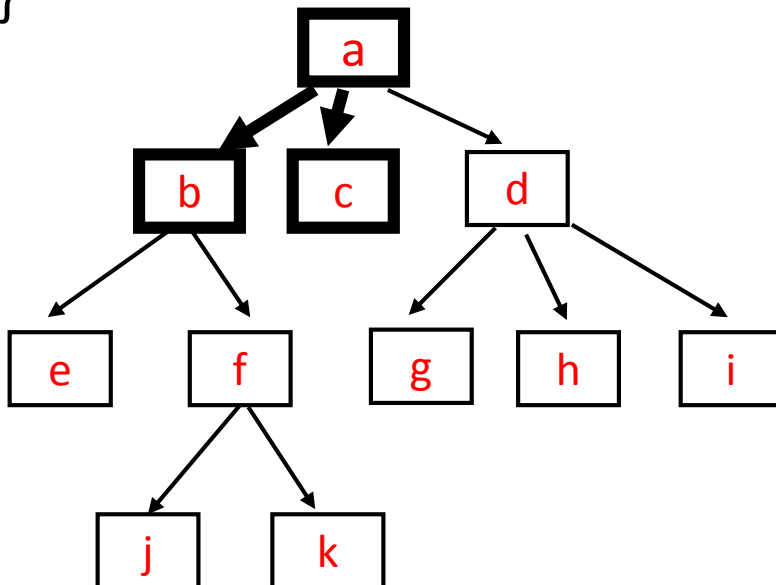


```

treeTraversalUsingQueue(root){
  initialize empty queue q
  q.enqueue(root)
  while q is not empty {
    cur = q.dequeue()
    visit cur
    for each child of cur
      q.enqueue(child)
  }
}

```

Queue state  
at start of the  
while loop



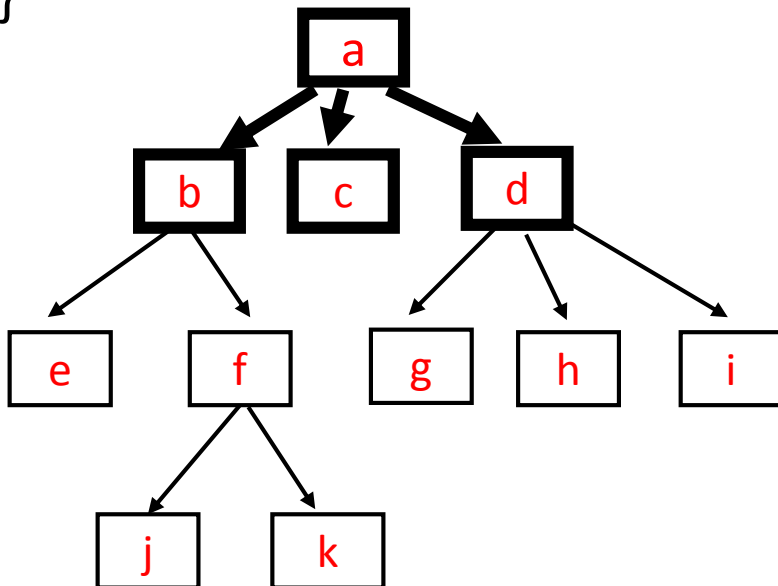
a  
b c d  
c d e f  
d e f



```

treeTraversalUsingQueue(root){
  initialize empty queue q
  q.enqueue(root)
  while q is not empty {
    cur = q.dequeue()
    visit cur
    for each child of cur
      q.enqueue(child)
  }
}

```



Queue state  
at start of the  
while loop

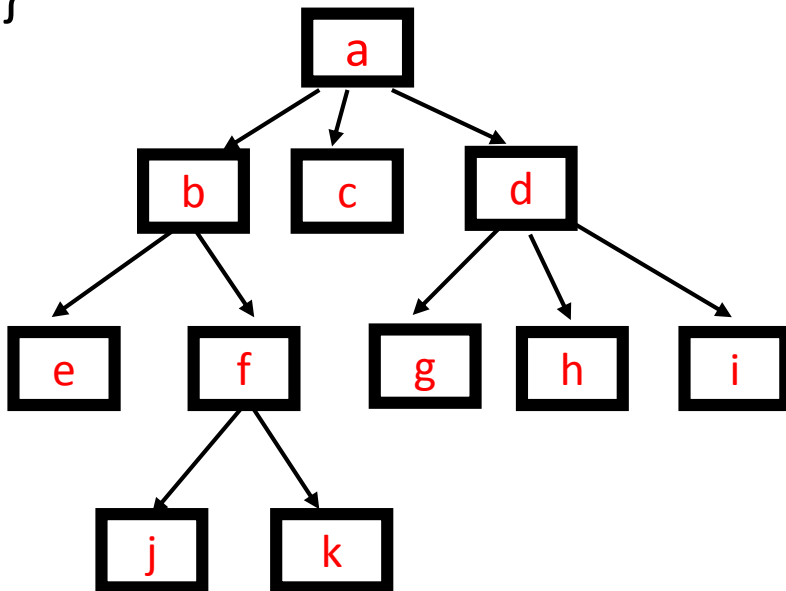
a  
b c d  
c d e f  
d e f  
e f g h i



```

treeTraversalUsingQueue(root){
  initialize empty queue q
  q.enqueue(root)
  while q is not empty {
    cur = q.dequeue()
    visit cur
    for each child of cur
      q.enqueue(child)
  }
}

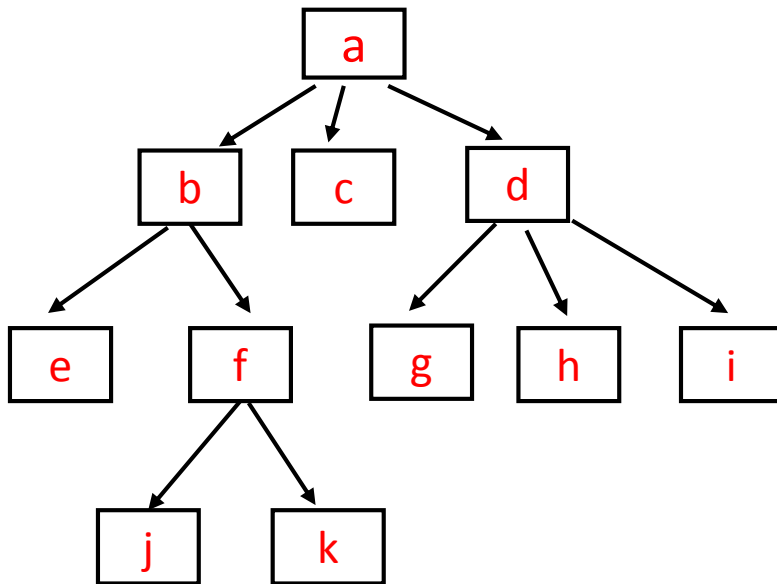
```



a  
 b c d  
 c d e f  
 d e f  
 e f g h i  
 f g h i  
 g h i j k  
 h i j k  
 i j k  
 j k  
 k

# breadth first traversal

for each level i  
visit all nodes at level i



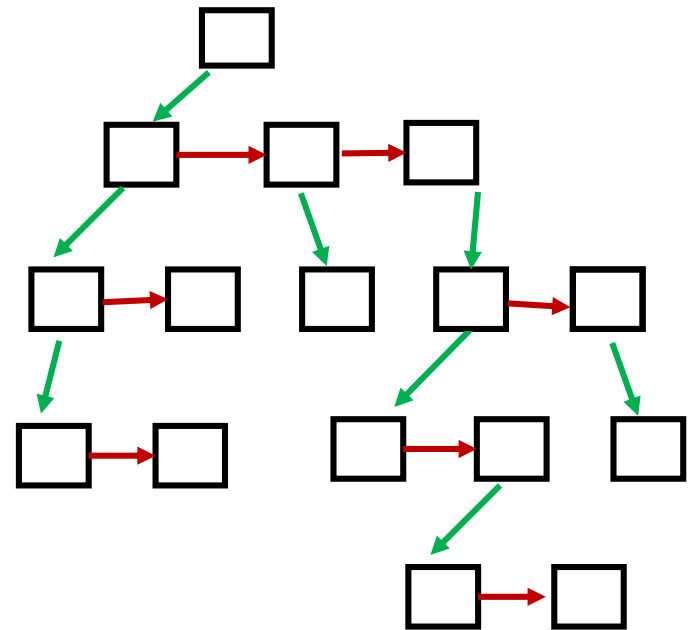
order visited: **abcdefghijkl**

# Implementation Details

Recall: 'first child, next sibling'

```
class TreeNode<T>{  
    T element;  
    TreeNode<T> firstChild;  
    TreeNode<T> nextSibling;  
    :  
    :  
}
```

```
class Tree<T>{  
    TreeNode<T> root;  
    :  
    :  
}
```





```
for each child{
```

```
    ...
```

```
}
```

means:

```
child = cur.firstChild
```

```
while (child != null){
```

```
    ....
```

```
    child = child.nextsibling
```

```
}
```

