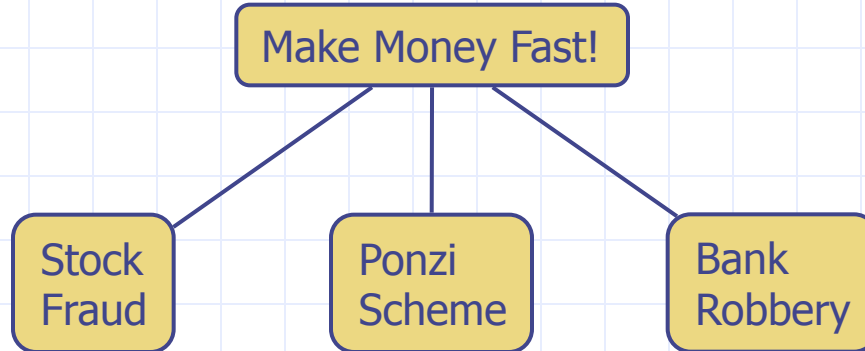


# Trees



# Trees

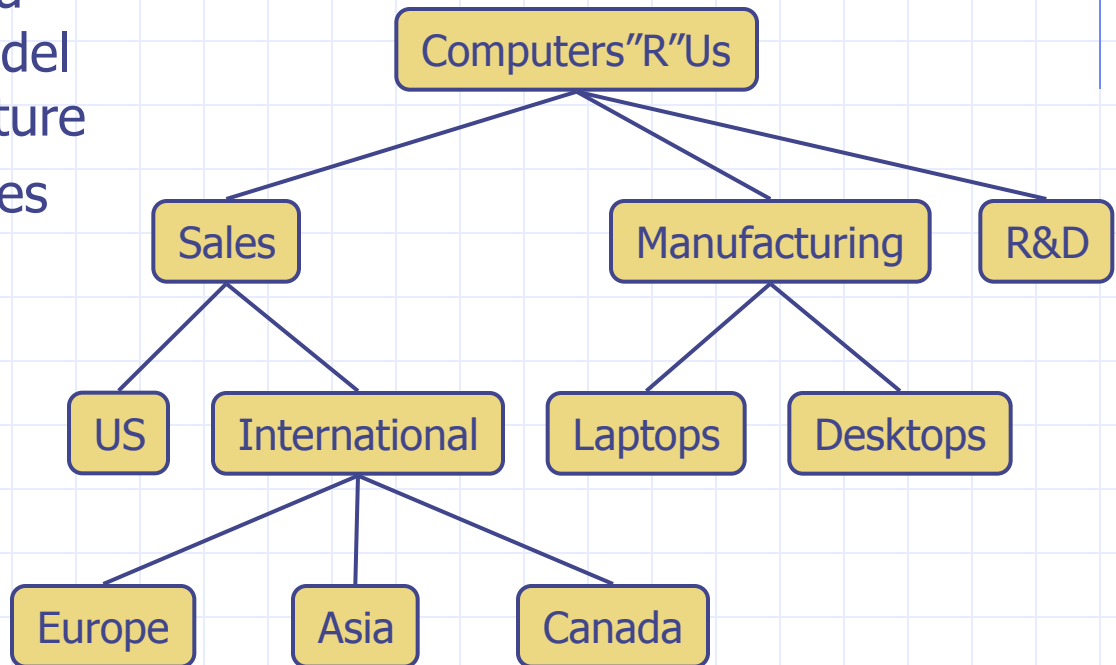
- ❑ Abstract model of a hierarchical structure
- ❑ A tree consists of nodes with a parent-child relation



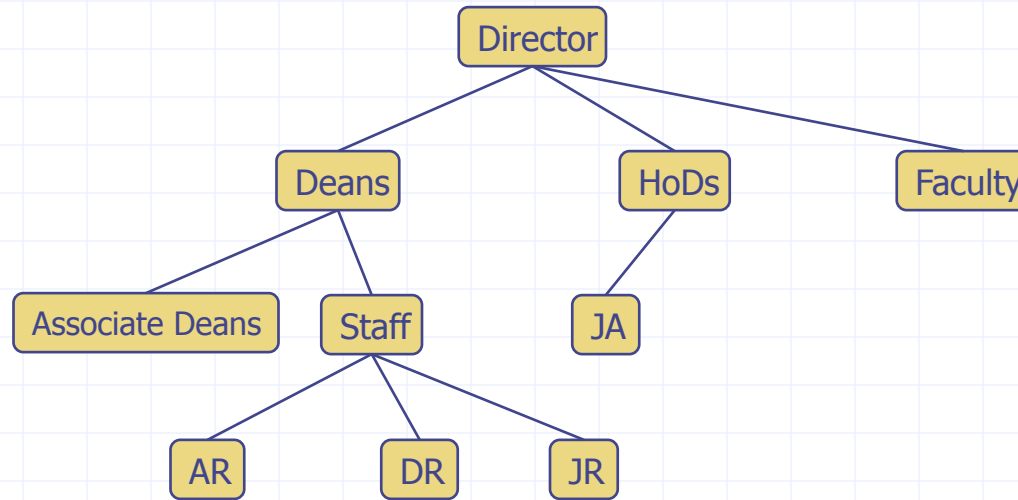
google images

# What is a Tree

- ❑ In computer science, a tree is an abstract model of a hierarchical structure
- ❑ A tree consists of nodes with a parent-child relation
- ❑ Applications:
  - Organization charts
  - File systems
  - Programming environments

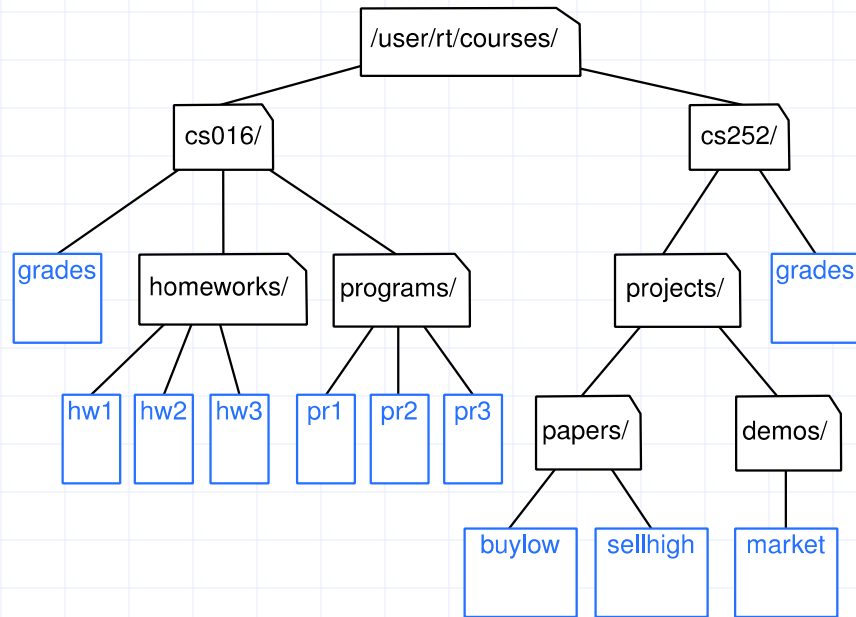


# Trees - Examples



organization structure of a corporation

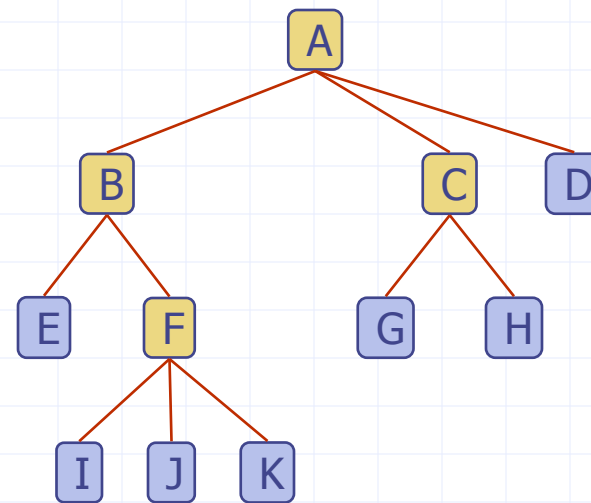
# Trees - Examples (2)



Portion of a file system

# Trees - Terminology

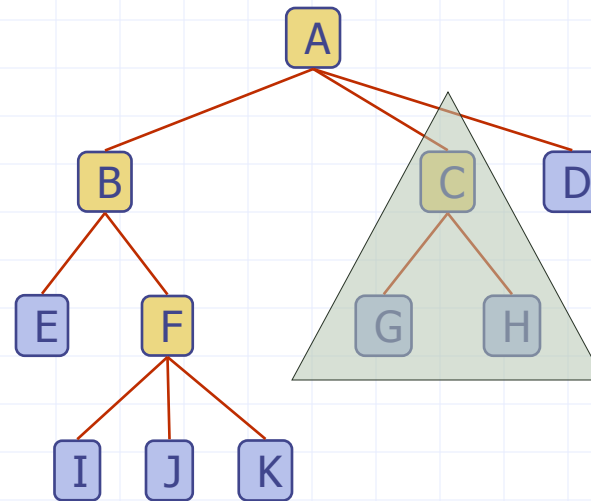
- ❑ A is the **root** node
- ❑ B is **parent** of E and F
- ❑ A is **ancestor** of E and F
- ❑ E and F are **descendants** of A
- ❑ C is the **sibling** of B
- ❑ E and F are **children** of B
- ❑ E, I, J, K, G, H, and D are **leaves**
- ❑ A, B, C, and F are **internal nodes**



# Trees - Terminology (2)

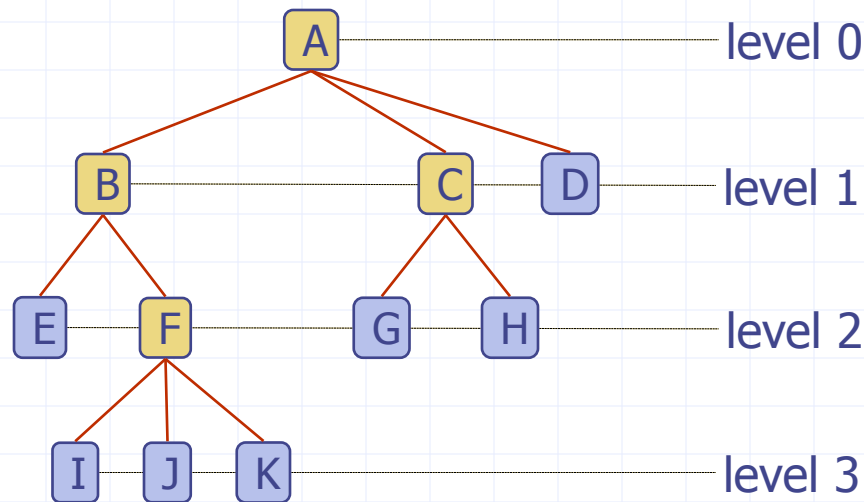
- A is the **root** node
- B is **parent** of E and F
- A is **ancestor** of E and F
- E and F are **descendants** of A
- C is the **sibling** of B
- E and F are **children** of B
- E, I, J, K, G, H, and D are **leaves**
- A, B, C, and F are **internal nodes**

- **Subtree**: tree consisting of node and its descendants



# Trees - Terminology (3)

- ❑ The **depth (level)** of E is 2
- ❑ The **height** of the tree is 3
- ❑ The **degree** of node F is 3



Tree Structures



# Tree ADT

- We use positions to abstract nodes
- Generic methods:
  - Integer `len()`
  - Boolean `is_empty()`
  - Iterator `positions()`
  - Iterator `iter()`
- Accessor methods:
  - position `root()`
  - position `parent(p)`
  - Iterator `children(p)`
  - Integer `num_children(p)`

## ◆ Query methods:

- Boolean `is_leaf(p)`
- Boolean `is_root(p)`

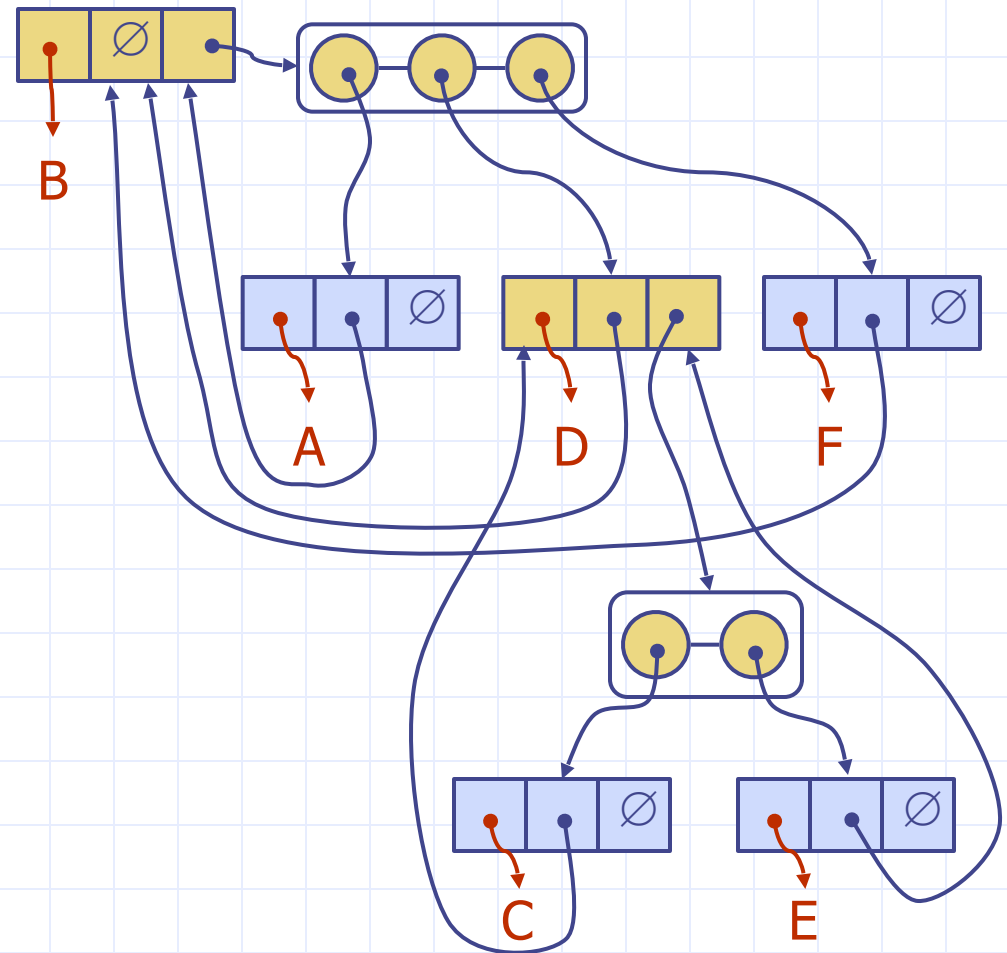
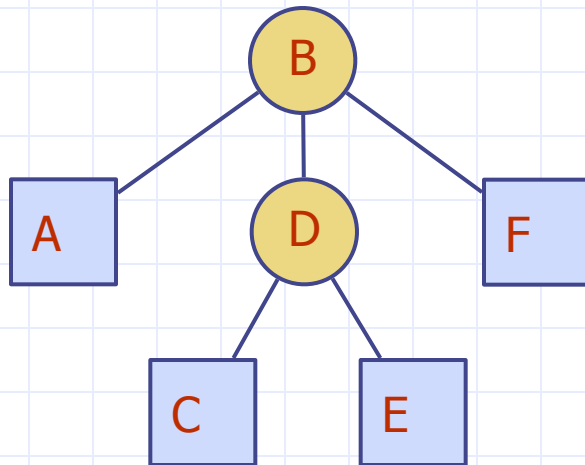
## ◆ Update method:

- element `replace(p, o)`

## ◆ Additional update methods may be defined by data structures implementing the Tree ADT

# Linked Structure for Trees

- A node is represented by an object storing
  - Element
  - Parent node
  - Sequence of children nodes
- Node objects implement the Position ADT



# Abstract Tree Class in Python

```
1 class Tree:
2     """Abstract base class representing a tree structure."""
3
4     #----- nested Position class -----
5     class Position:
6         """An abstraction representing the location of a single element."""
7
8         def element(self):
9             """Return the element stored at this Position."""
10            raise NotImplementedError('must be implemented by subclass')
11
12        def __eq__(self, other):
13            """Return True if other Position represents the same location."""
14            raise NotImplementedError('must be implemented by subclass')
15
16        def __ne__(self, other):
17            """Return True if other does not represent the same location."""
18            return not (self == other)          # opposite of __eq__
19
```

```
20 # ----- abstract methods that concrete subclass must support -----
21 def root(self):
22     """Return Position representing the tree's root (or None if empty)."""
23     raise NotImplementedError('must be implemented by subclass')
24
25 def parent(self, p):
26     """Return Position representing p's parent (or None if p is root)."""
27     raise NotImplementedError('must be implemented by subclass')
28
29 def num_children(self, p):
30     """Return the number of children that Position p has."""
31     raise NotImplementedError('must be implemented by subclass')
32
33 def children(self, p):
34     """Generate an iteration of Positions representing p's children."""
35     raise NotImplementedError('must be implemented by subclass')
36
37 def __len__(self):
38     """Return the total number of elements in the tree."""
39     raise NotImplementedError('must be implemented by subclass')

```

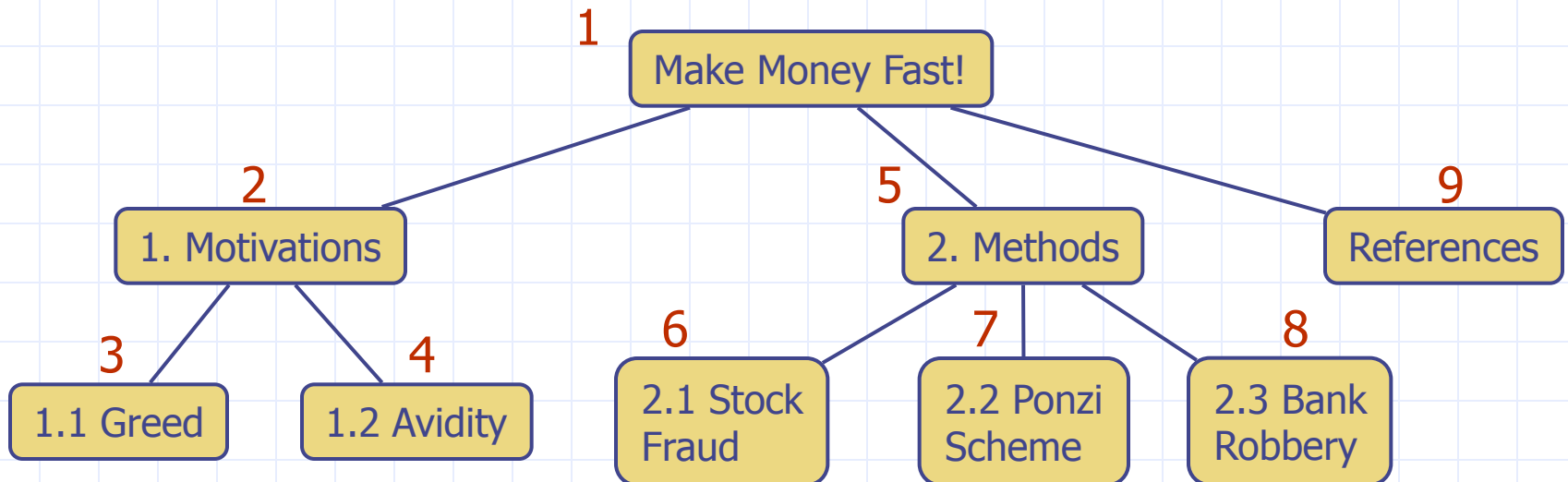
```
40 # ----- concrete methods implemented in this class -----
41 def is_root(self, p):
42     """Return True if Position p represents the root of the tree."""
43     return self.root() == p
44
45 def is_leaf(self, p):
46     """Return True if Position p does not have any children."""
47     return self.num_children(p) == 0
48
49 def is_empty(self):
50     """Return True if the tree is empty."""
51     return len(self) == 0

```

# Preorder Traversal

- A traversal visits the nodes of a tree in a systematic manner
- In a preorder traversal, a node is visited before its descendants
- Application: print a structured document

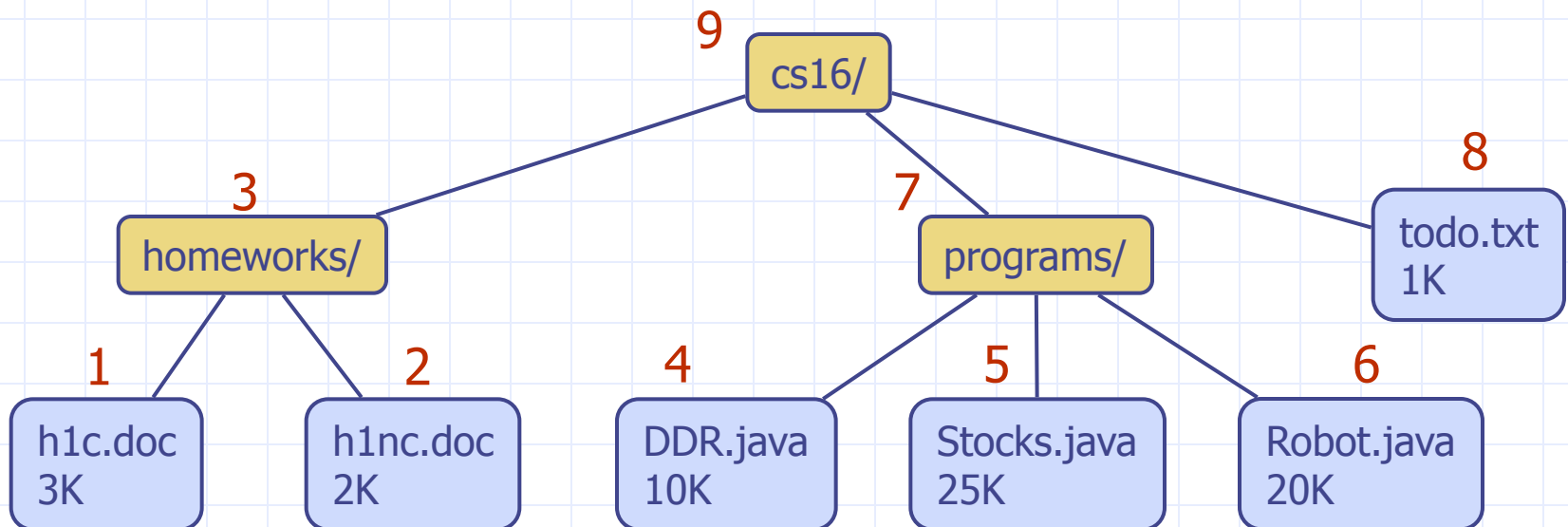
```
Algorithm preOrder(v)  
  visit(v)  
  for each child w of v  
    preorder(w)
```



# Postorder Traversal

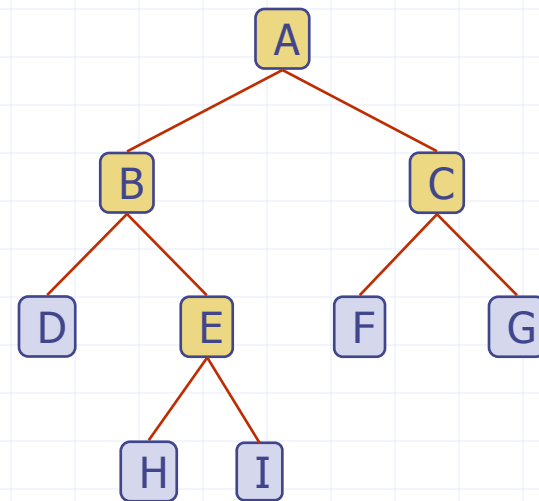
- In a postorder traversal, a node is visited after its descendants
- Application: compute space used by files in a directory and its subdirectories

```
Algorithm postOrder(v)  
  for each child w of v  
    postOrder(w)  
  visit(v)
```



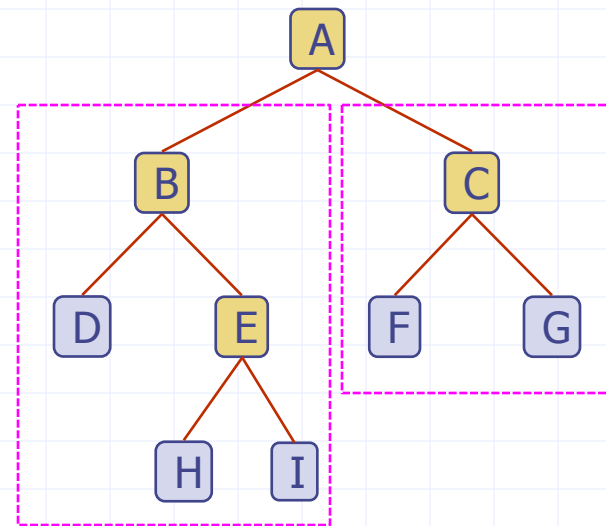
# Binary Trees

- An **ordered tree** is one in which the children of each node are ordered
- **Binary tree**: ordered tree with all nodes having at most 2 children
  - left child and right child



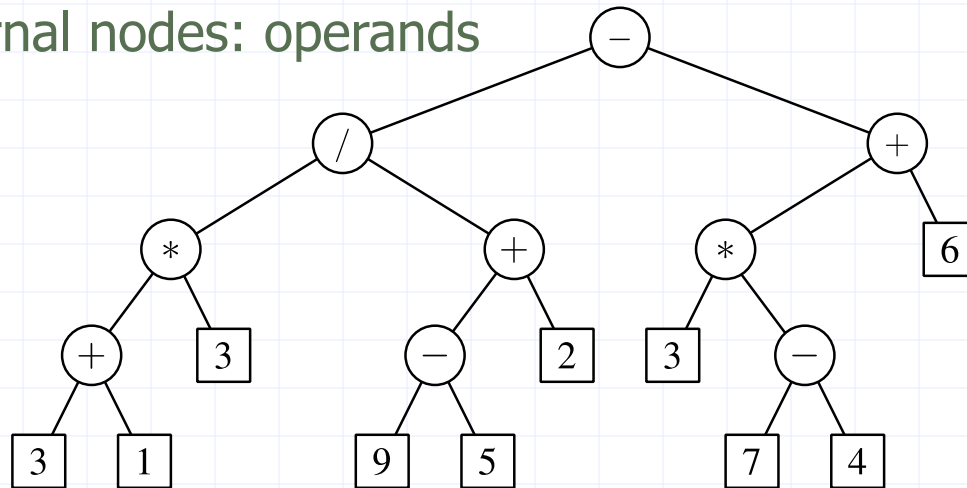
# Binary Trees

- ❑ Recursive definition of binary tree
  - either a leaf or
  - an internal node (the root) and one/two binary trees (left subtree and/or right subtree)



# Example of Binary Trees - Arithmetic Expression Tree

- Binary tree associated with an arithmetic expression
  - internal nodes: operators
  - external nodes: operands

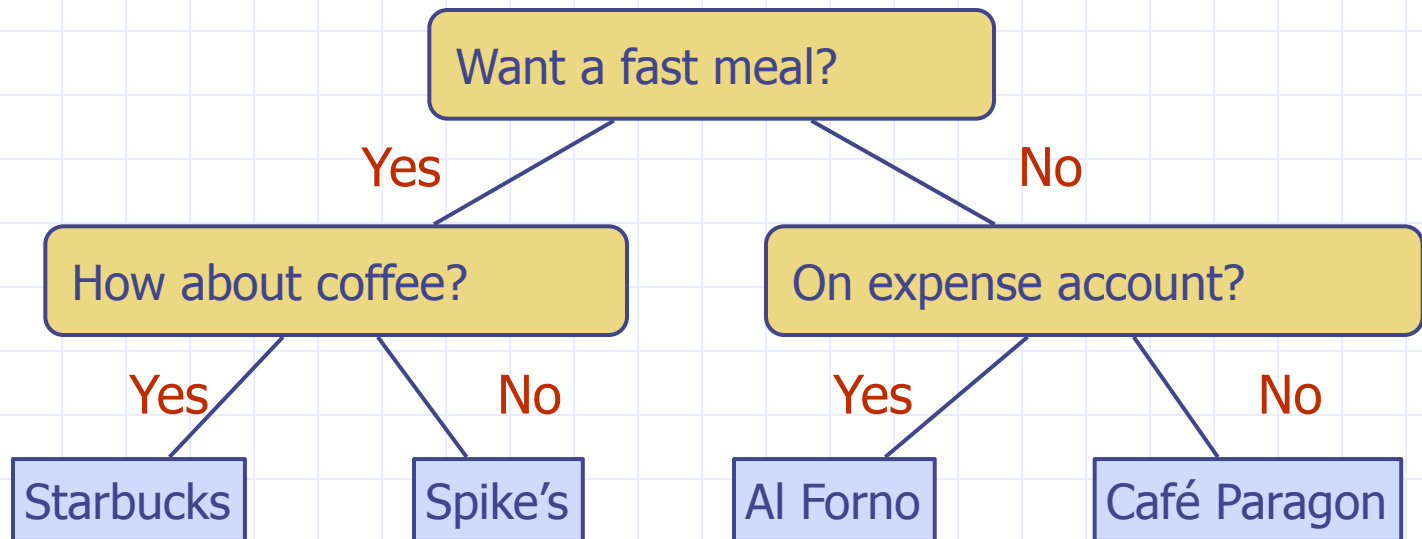


$$(((3 + 1) * 3) / (9 - 5) + 2) - ((3 * (7 - 4)) + 6)$$



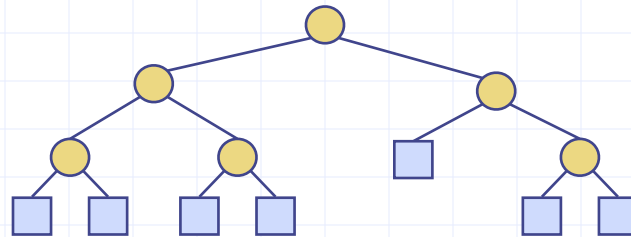
# Decision Tree

- ❑ Binary tree associated with a decision process
  - internal nodes: questions with yes/no answer
  - external nodes: decisions
- ❑ Example: dining decision

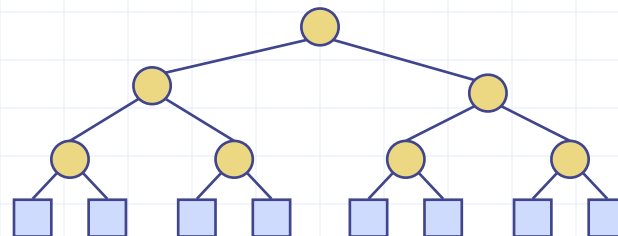


# Proper, Full, Complete Binary Trees

- Proper/Full - Every node has either zero or two children



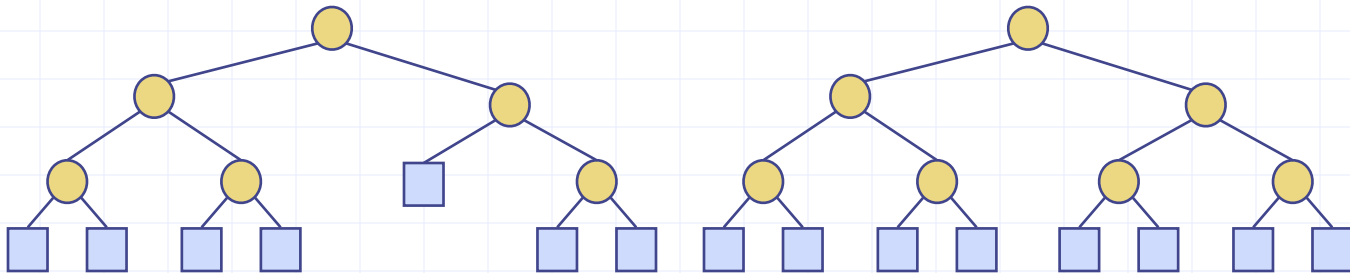
- Complete - every level except possibly the last is completely filled and all leaf nodes are as left as possible.



Tree Structures

# Binary tree from a complete binary tree

- A binary tree can be obtained from appropriate complete binary tree by pruning.



# Properties of Proper Binary Trees

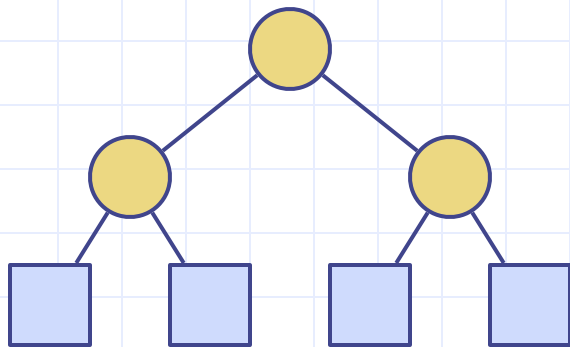
## □ Notation

$n$  number of nodes

$e$  number of  
external nodes

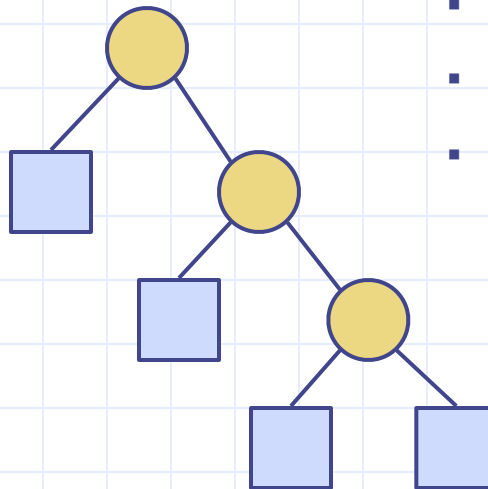
$i$  number of  
internal nodes

$h$  height



## ◆ Properties:

- $e = i + 1$
- $n = 2e - 1$
- $h \leq i$
- $h \leq (n - 1)/2$
- $e \leq 2^h$
- $h \geq \log_2 e$
- $h \geq \log_2 (n + 1) - 1$

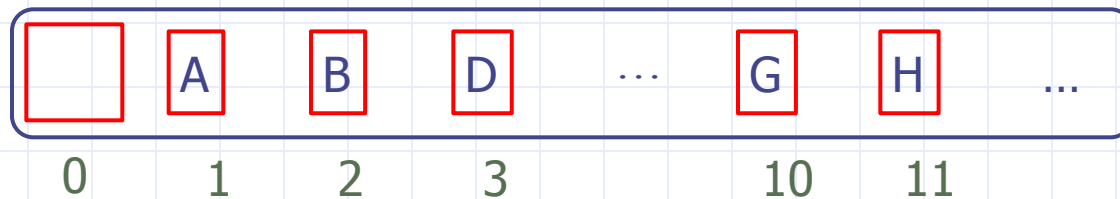


# BinaryTree ADT

- The BinaryTree ADT extends the Tree ADT, i.e., it inherits all the methods of the Tree ADT
- Additional methods:
  - position left(p)
  - position right(p)
  - position sibling(p)
- Update methods may be defined by data structures implementing the BinaryTree ADT

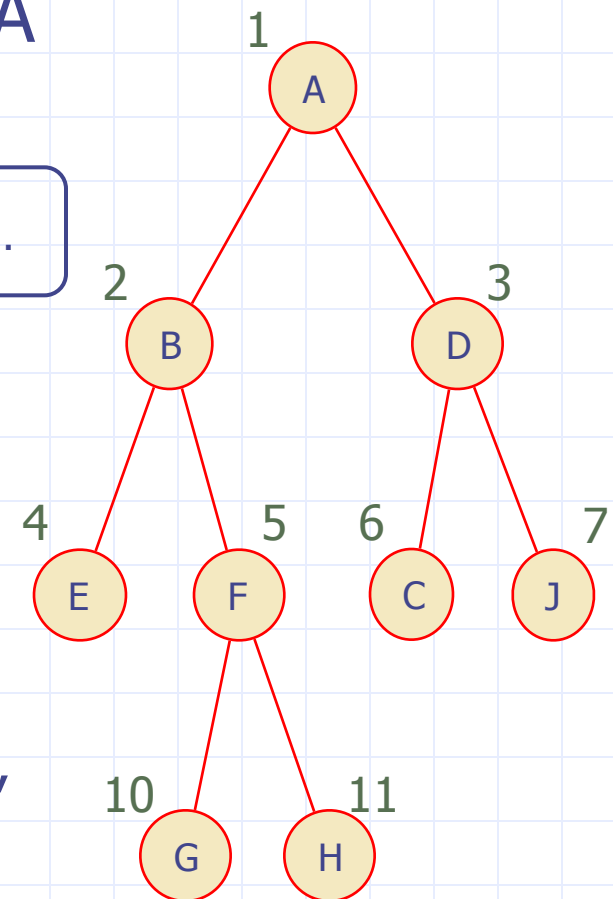
# Array-Based Representation of Binary Trees

- Nodes are stored in an array A

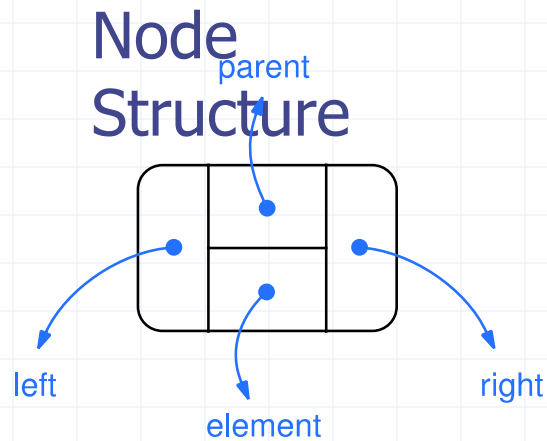


- Node v is stored at  $A[\text{rank}(v)]$

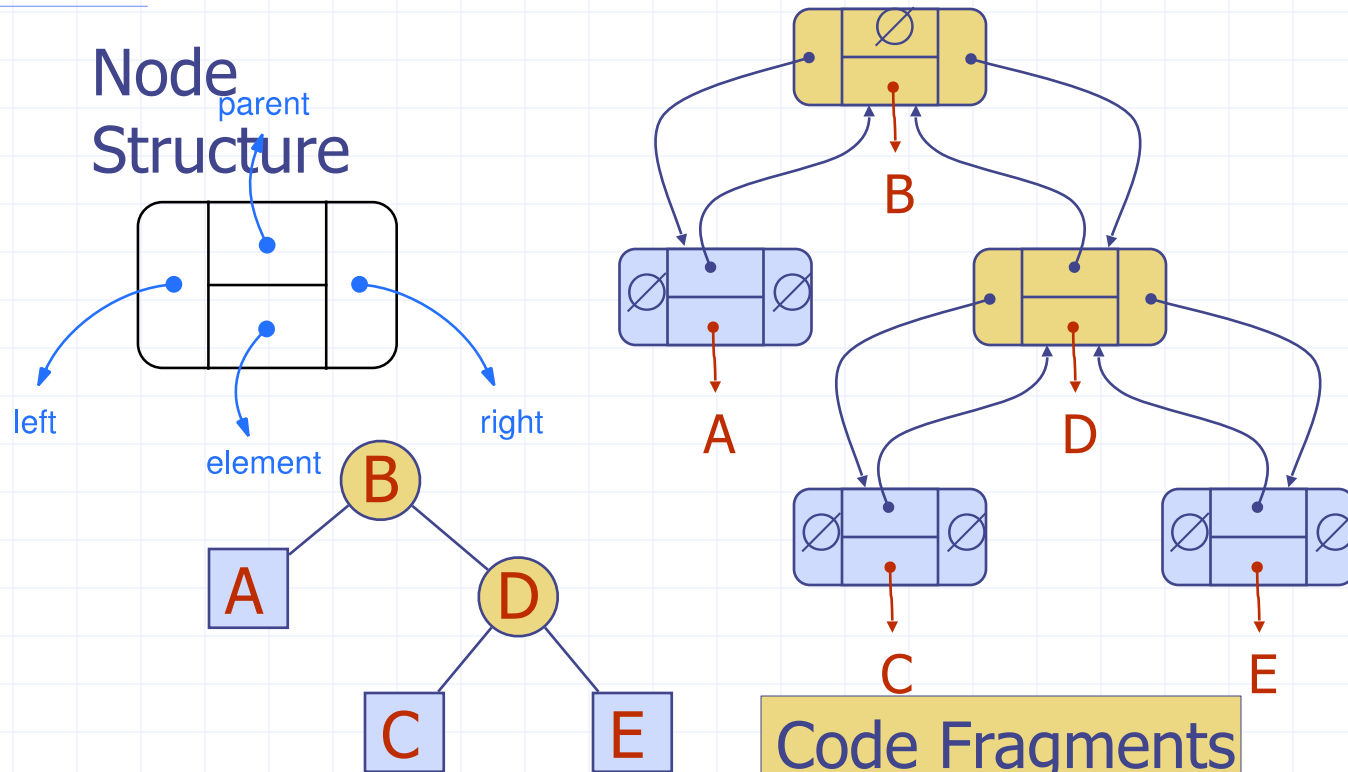
- $\text{rank}(\text{root}) = 1$
- if node is the left child of  $\text{parent}(\text{node})$ ,  
 $\text{rank}(\text{node}) = 2 \cdot \text{rank}(\text{parent}(\text{node}))$
- if node is the right child of  $\text{parent}(\text{node})$ ,  
 $\text{rank}(\text{node}) = 2 \cdot \text{rank}(\text{parent}(\text{node})) + 1$



# Linked Structure for Binary Trees



# Linked Structure for Binary Trees



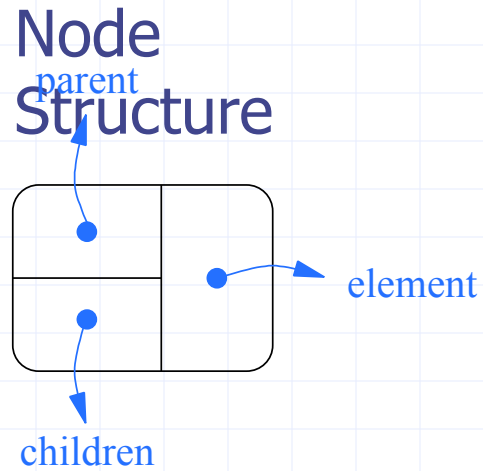
Tree Structures

Code Fragments

8.8, 8.9, 8.10, 8.11

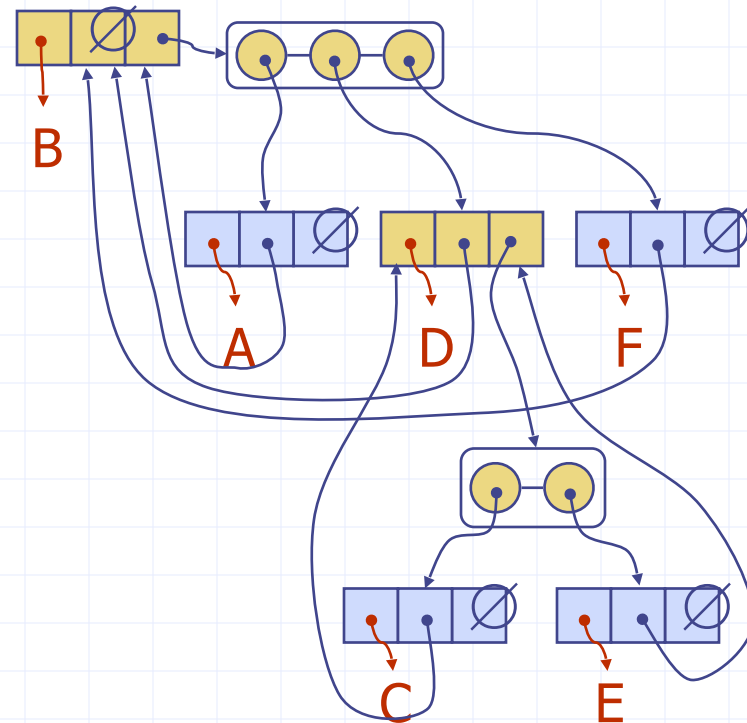
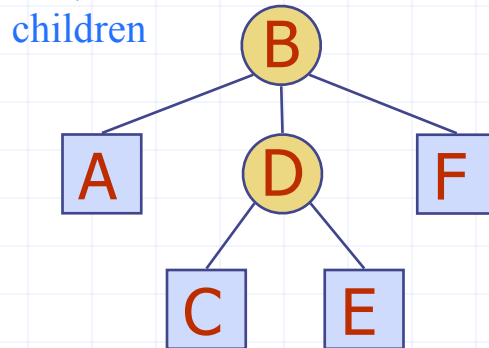
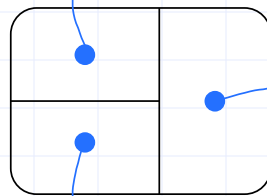


# Linked Structure for General Trees



# Linked Structure for General Trees

Node  
Structure



Tree Structures

# Computing Depth

- $p$  be a position within the tree  $T$
- calculate `depth(p)`

```
def depth(self, p):  
    """Return the number of levels separating  
    Position p from the root."""  
    if self.is_root(p):  
        return 0  
    else:  
        return 1 +  
self.depth(self.parent(p))
```

# Computing Height

```
def _height2(self, p): # time is linear in size of subtree
    """Return the height of the subtree rooted at Position p."""
    if self.is_leaf(p):
        return 0
    else:
        return 1 + max(self._height2(c) for c in self.children(p))
```

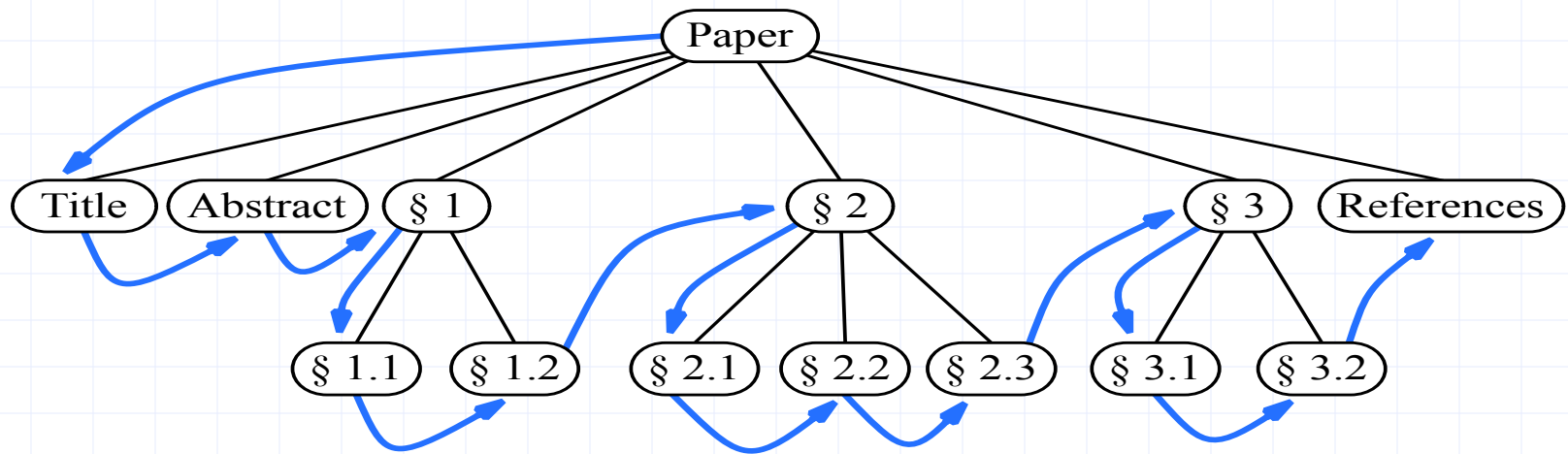
Analysis

$O(\sum_p (c_p + 1))$  is  $O(n)$

# Tree Traversals

- Systematic way of visiting all nodes in a tree in a specified order
  - preorder - processes each node before processing its children
  - postorder - processes each node after processing its children

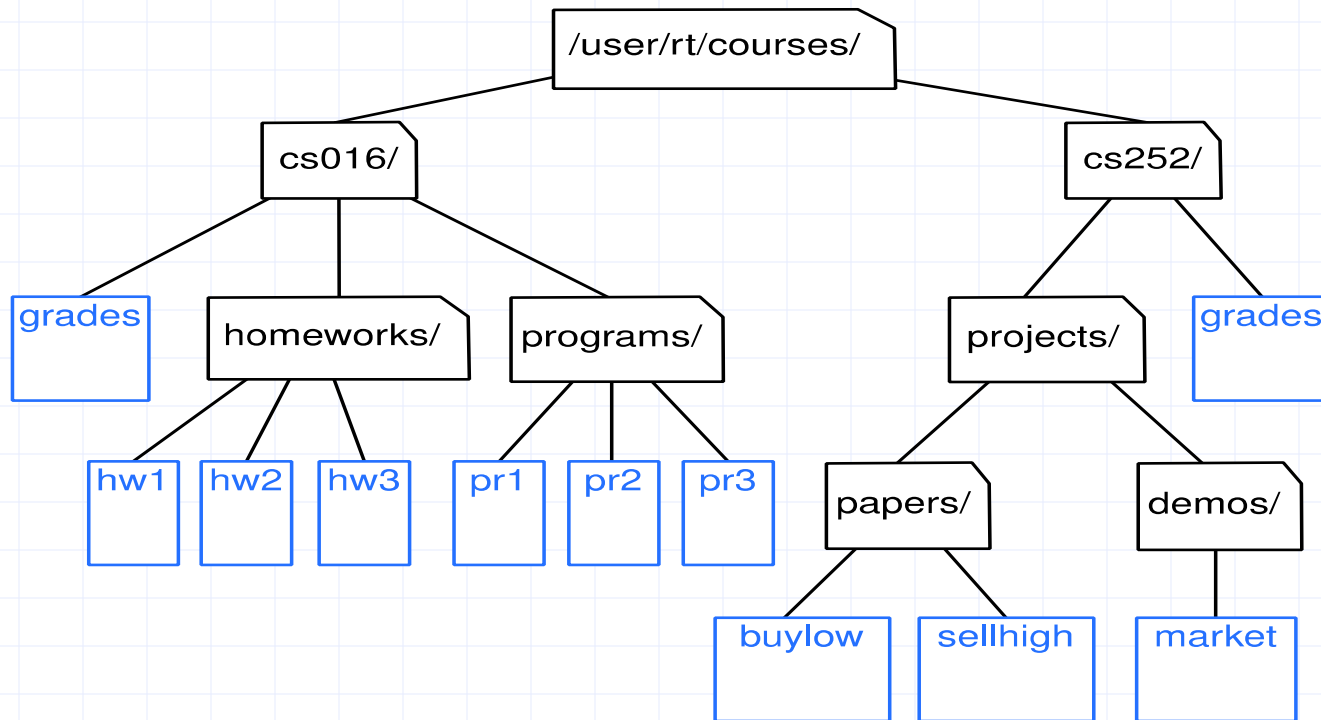
# Preorder Traversal



# Preorder Traversal - Algorithm

- ❑ Algorithm preorder(p)
  - perform the “visit” action for position p
  - for each child c in children(p) do
    - ◆ preorder(c)
- ❑ Example:
  - reading a document from beginning to end

# Postorder Traversal





# Postorder Traversal - Algorithm

- ❑ Algorithm `postorder(p)`
  - for each child `c` in `children(p)` do
    - ◆ `postorder(c)`
  - perform the “visit” action for position `p`
- ❑ Example
  - `du` - disk usage command in Unix

# Traversals of Binary Trees

- preorder(v)
  - visit(v)
  - preorder(v.leftchild())
  - preorder(v.rightchild())
- postorder(v)
  - postorder(v.leftchild())
  - postorder(v.rightchild())
  - visit(v)

# More Example of Traversals

- Visit - printing the data in the node
- Preorder traversal
  - a b d e h i c f g
- Postorder traversal
  - d h i e b f g c a

