# Lecture 34 Expression Tree Multiway Trees

December 07, 2021 Tuesday

#### POLISH NOTATION

- One of the applications of binary trees is an unambiguous representation of arithmetical, relational, or logical expressions.
- In the early 1920s, a Polish logician, Jan Lukasiewicz (pronounced: wook-a-sie-vich)
- A special notation for propositional logic that allows us to eliminate all parentheses from formulas, called **Polish Notation**.

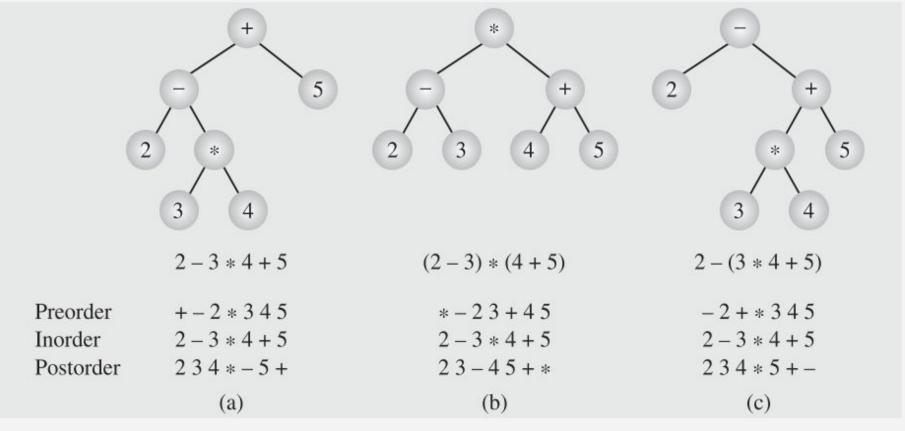
#### POLISH NOTATION

- However, the polish notation resulted in less readable formulas than the parenthesized originals and were not used widely.
- If avoiding ambiguity is the only goal, then these symbols can be omitted at the cost of changing the order of symbols used in the formulas.

# POLISH NOTATION | EXAMPLE

- $2-3\times4+5$ 
  - Figure (A)
- $(2-3) \times (4+5)$ 
  - Figure (B)
- $2 (3 \times 4 + 5)$ 
  - Figure (C)

## **EXPRESSION TREE**



#### PREFIX TO EXPRESSION TREE

- 1. Read one symbol at a time from the prefix expression.
- 2. Check if the symbol is an operand or operator.
- 3. If the symbol is an operand, create a single node tree and return it.
- 4. If the symbol is an operator, create a new node
  - a. Create left Subtree
  - b. Create right subtree
- 5. Return the pointer to the root of the tree.

## INFIX TO EXPRESSION TREE

- 1. Create two Stacks, **CharStack** & **NodeStack**. Read one symbol at a time from the infix expression.
- 2. Check if the symbol is an operand or operator.
  - a. If the symbol is an operand, push it onto NodeStack.
  - b. If the symbol is an operator or opening brace, and the top of CharStack has lower precedence push it onto CharStack.
    - i. If ')' closing brace comes pop the CharStack and make it root.
      - 1. Pop two the NodeStack twice and make these children of the root.
      - 2. Until you visit the '(' in CharStack.
    - ii. Push the root onto NodeStack.

# POSTFIX TO EXPRESSION TREE

- 1. Read one symbol at a time from the postfix expression.
- 2. Check if the symbol is an operand or operator.
- 3. If the symbol is an operand, create a one node tree and push a pointer onto a stack
- 4. If the symbol is an operator, pop two pointers from the stack namely T1 & T2 and form a new tree with root as the operator, T1 & T2 as a left and right child
- 5. A pointer to this new tree is pushed onto the stack