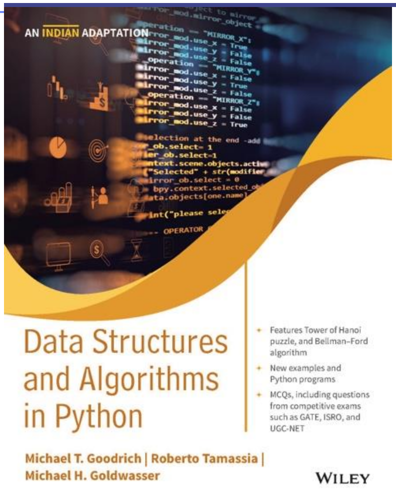


Data Structures and Algorithms in Python

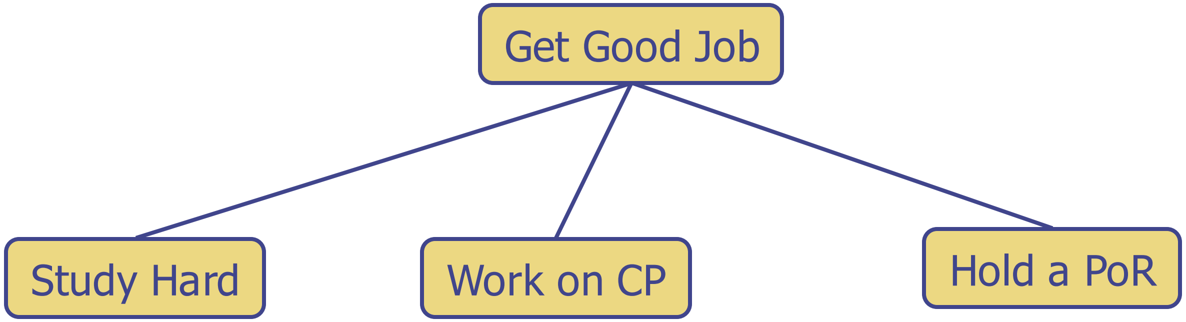
Michael T. Goodrich/ Roberto Tamassia/ Michael H. Goldwasser

Adapted by Subhrakanta Panda

Chapter 9

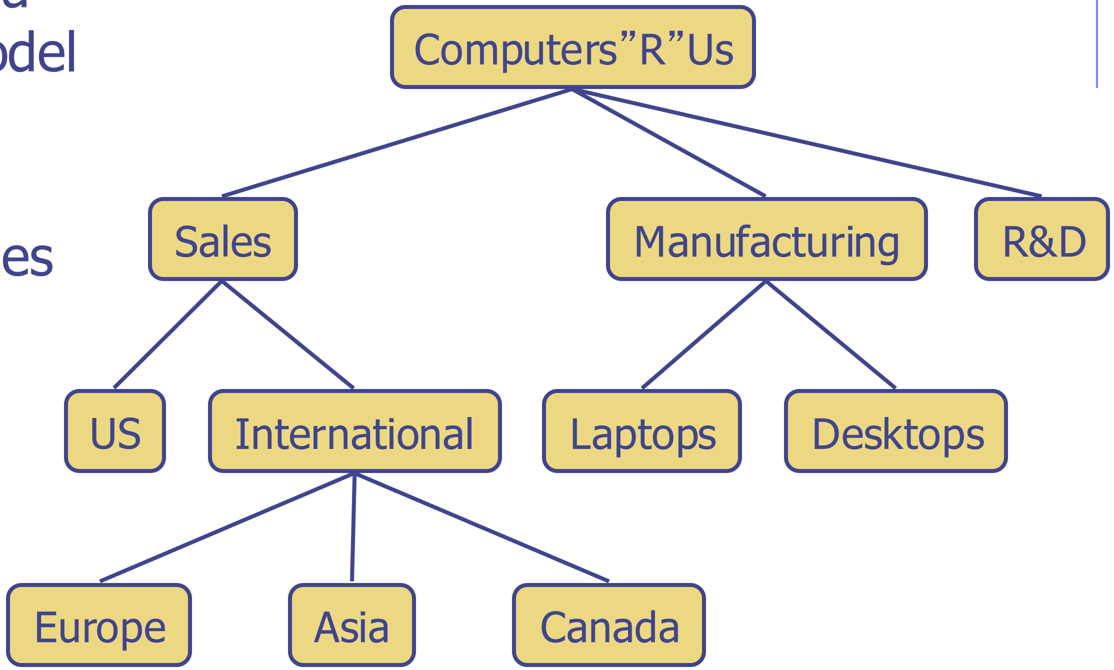
Trees

Trees



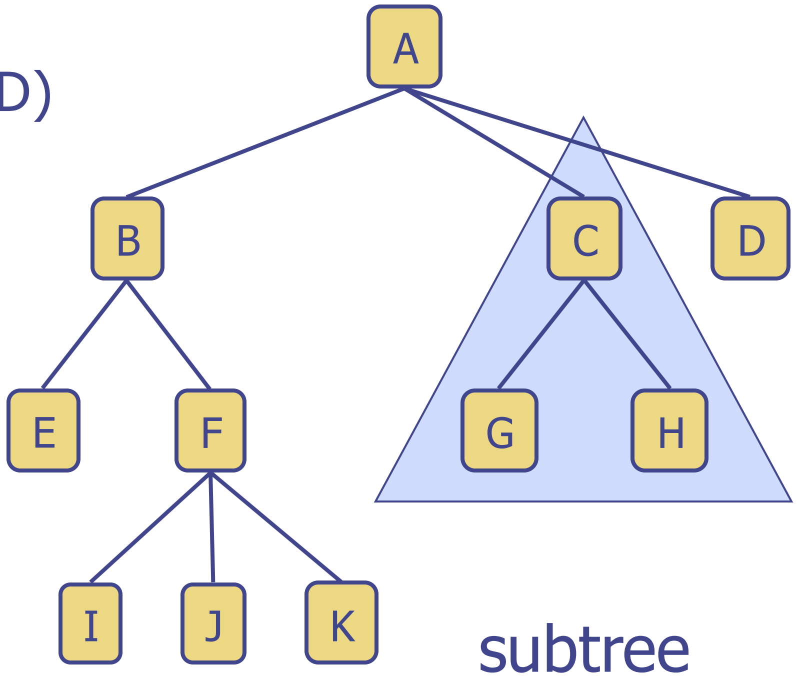
What is a Tree

- 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



Tree Terminology

- Root: node without parent (A)
- Internal node: node with at least one child (A, B, C, F)
- External node (a.k.a. leaf): node without children (E, I, J, K, G, H, D)
- Ancestors of a node: parent, grandparent, grand-grandparent, etc.
- Depth of a node: number of ancestors
- Height of a tree: maximum depth of any node (3)
- Descendant of a node: child, grandchild, grand-grandchild, etc.
- Subtree: tree consisting of a node and its descendants



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

Abstract Tree Class in Python

```python
class Tree:
  """Abstract base class representing a tree structure."""

  #------------------------------- nested Position class -------------------------------
  class Position:
    """An abstraction representing the location of a single element."""

    def element(self):
      """Return the element stored at this Position."""
      raise NotImplementedError('must be implemented by subclass')

    def __eq__(self, other):
      """Return True if other Position represents the same location."""
      raise NotImplementedError('must be implemented by subclass')

    def __ne__(self, other):
      """Return True if other does not represent the same location."""
      return not (self == other)            # opposite of __eq__

```

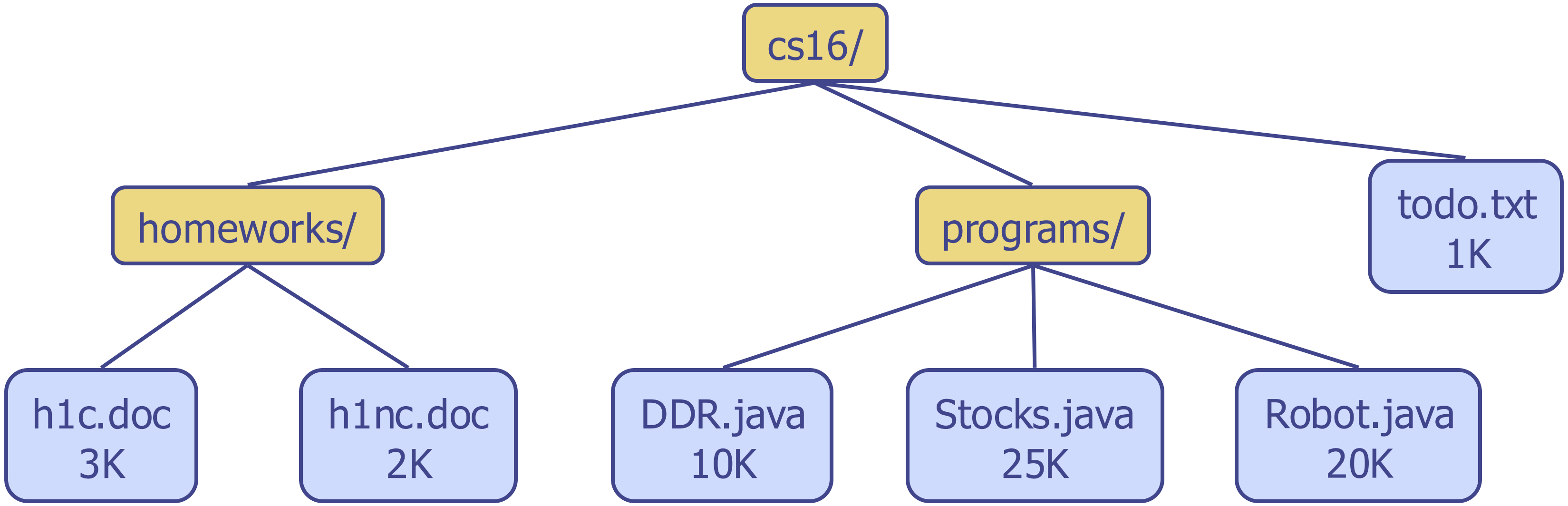
```python
  # ---------- abstract methods that concrete subclass must support ----------
  def root(self):
    """Return Position representing the tree's root (or None if empty)."""
    raise NotImplementedError('must be implemented by subclass')

  def parent(self, p):
    """Return Position representing p's parent (or None if p is root)."""
    raise NotImplementedError('must be implemented by subclass')

  def num_children(self, p):
    """Return the number of children that Position p has."""
    raise NotImplementedError('must be implemented by subclass')

  def children(self, p):
    """Generate an iteration of Positions representing p's children."""
    raise NotImplementedError('must be implemented by subclass')

  def __len__(self):
    """Return the total number of elements in the tree."""
    raise NotImplementedError('must be implemented by subclass')
```

```python
  # ---------- concrete methods implemented in this class ----------
  def is_root(self, p):
    """Return True if Position p represents the root of the tree."""
    return self.root( ) == p

  def is_leaf(self, p):
    """Return True if Position p does not have any children."""
    return self.num_children(p) == 0

  def is_empty(self):
    """Return True if the tree is empty."""
    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)***



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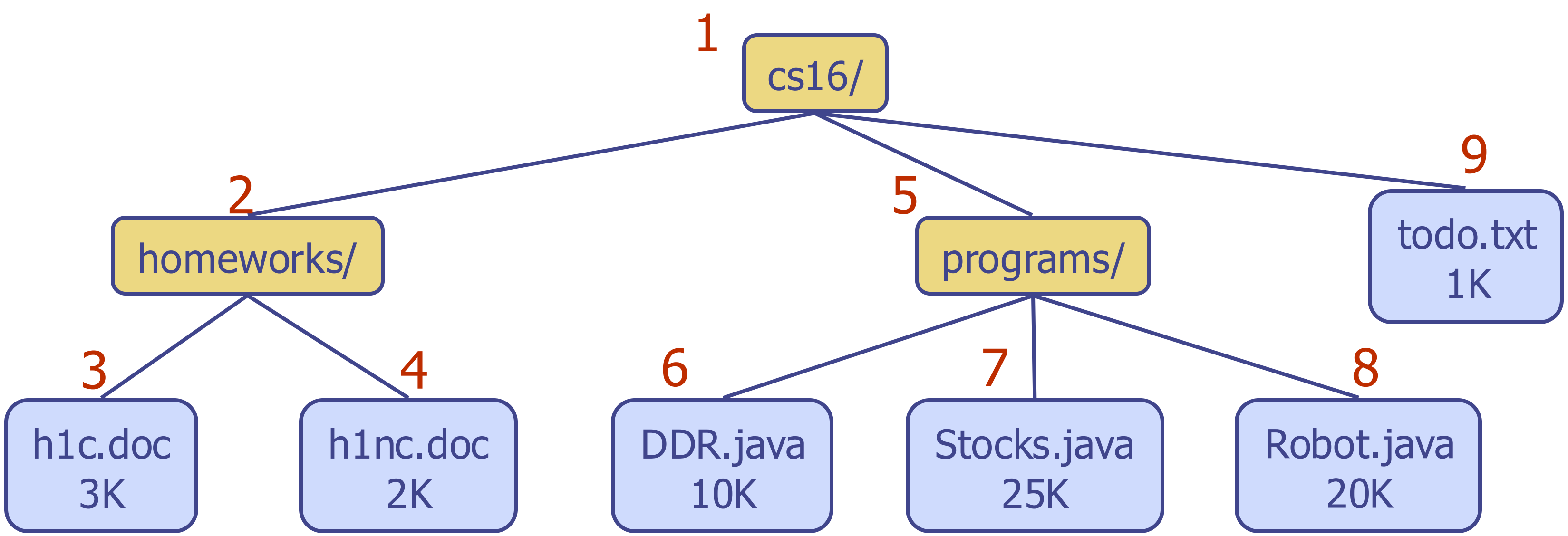

Preorder Traversal

- A traversal visits the nodes of a tree in a systematic manner
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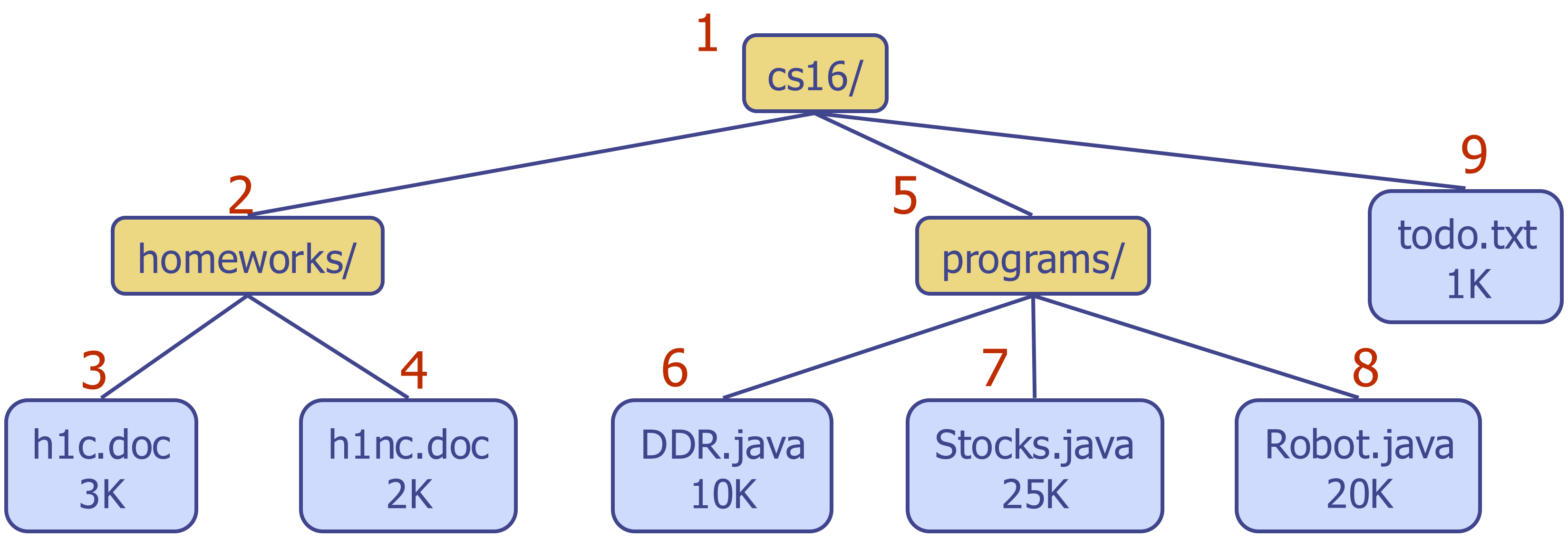
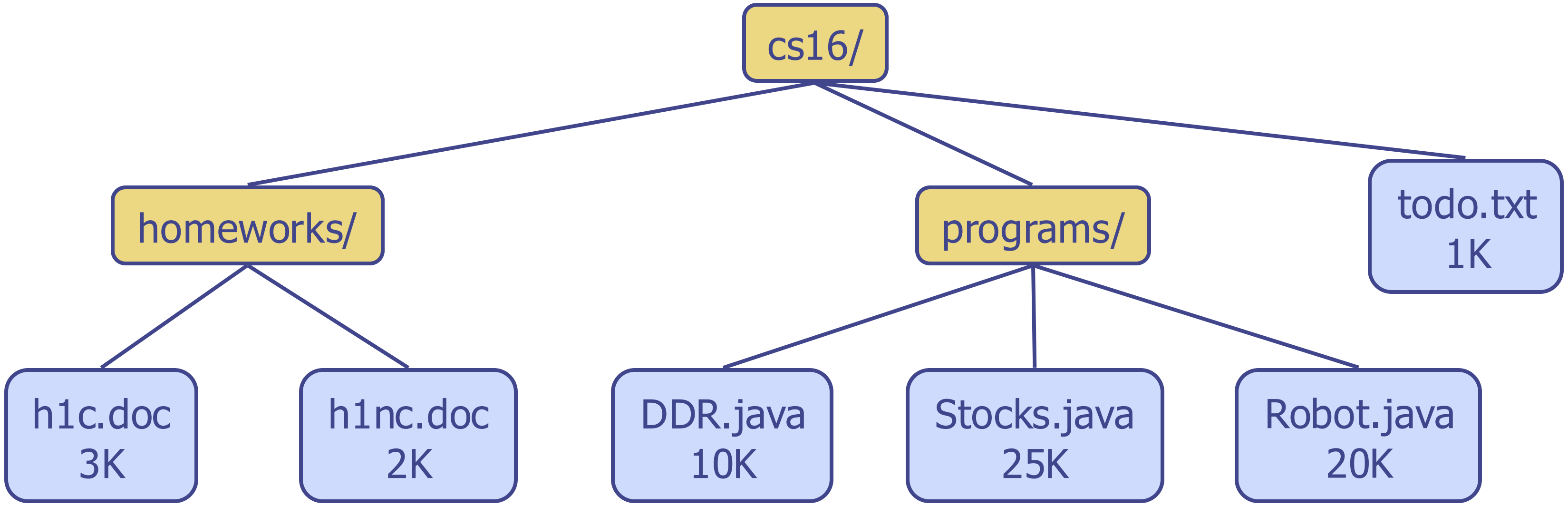
Algorithm *preOrder*(v)
    visit(v)
    for each child w of v
        preorder (w)



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*)



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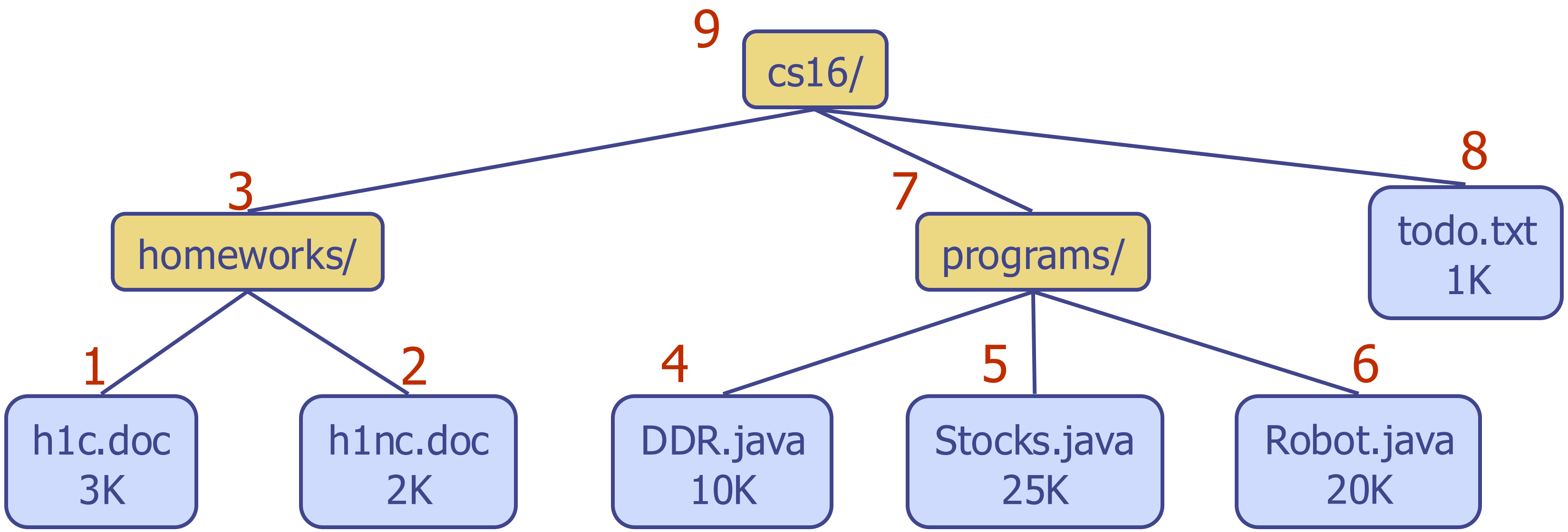
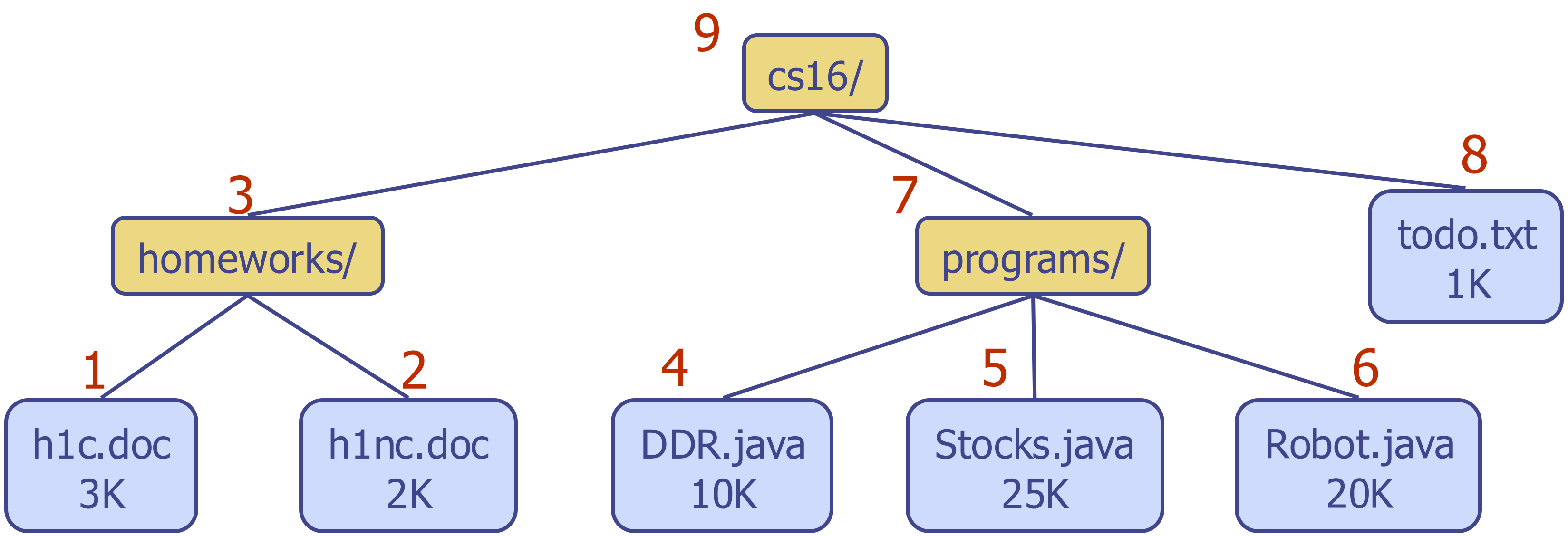


Postorder Traversal

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

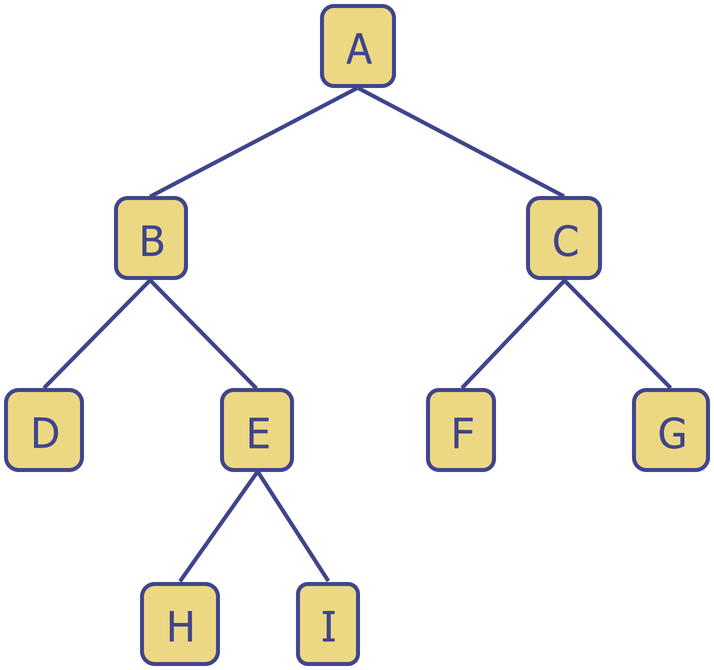
Algorithm *postOrder*(v)
    for each child w of v
        postOrder (w)
    visit(v)



Binary Trees

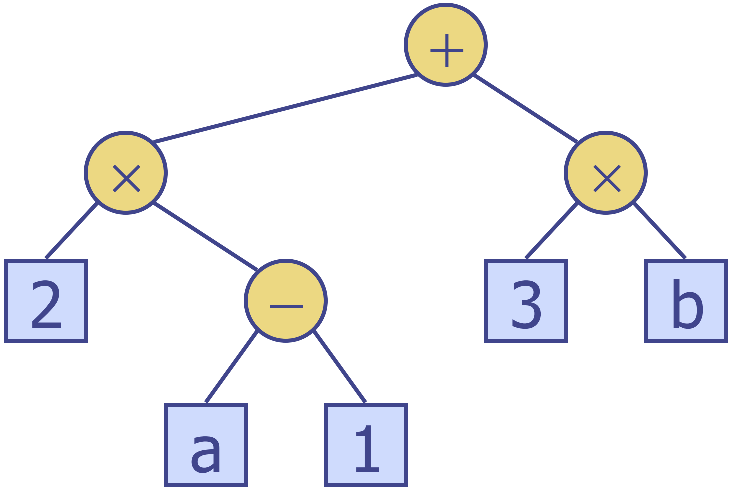
- A binary tree is a tree with the following properties:
  - Each internal node has at most two children (exactly two for proper binary trees)
  - The children of a node are an ordered pair
- We call the children of an internal node left child and right child
- Alternative recursive definition: a binary tree is either
  - a tree consisting of a single node, or
  - a tree whose root has an ordered pair of children, each of which is a binary tree

- Applications:
  - arithmetic expressions
  - decision processes
  - searching



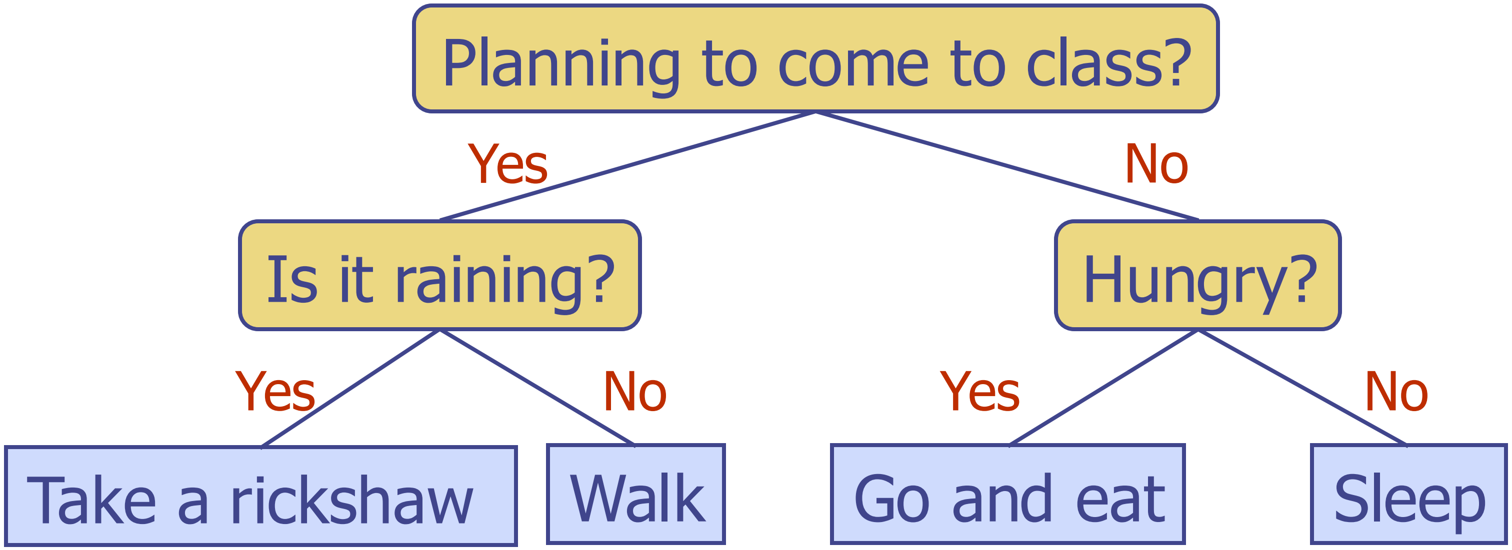
Arithmetic Expression Tree

- Binary tree associated with an arithmetic expression
  - internal nodes: operators
  - external nodes: operands
- Example: arithmetic expression tree for the expression $(2 \times (a - 1) + (3 \times b))$



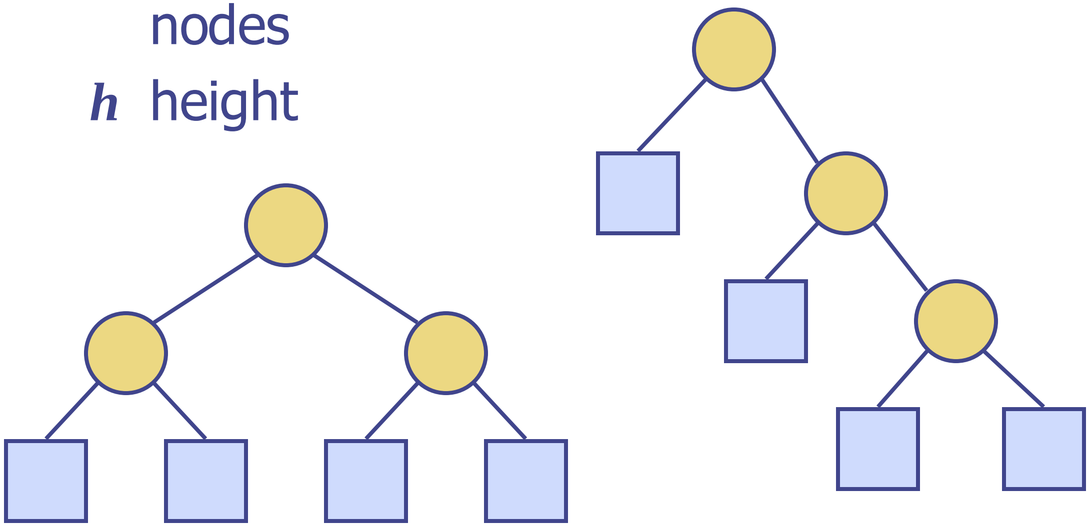
Decision Tree

- Binary tree associated with a decision process
  - internal nodes: questions with yes/no answer
  - external nodes: decisions
- Example: coming to class



Properties of Proper Binary Trees

- Notation
  - n number of nodes
  - e number of external nodes
  - i number of internal nodes
  - h height
- Properties:



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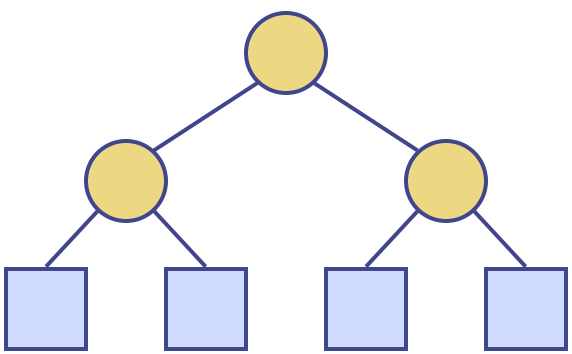
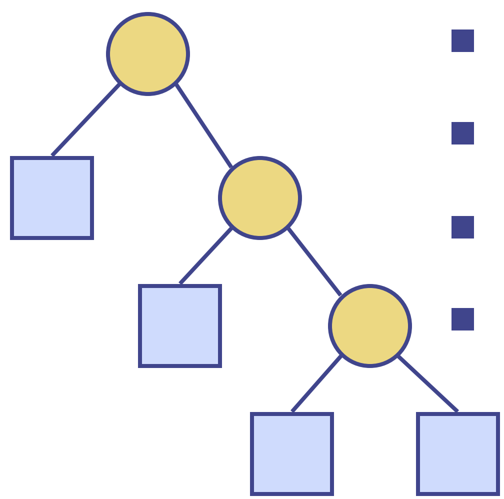




- Properties:
  - $e = i + 1$
  - $n = 2e - 1$
  - $h \leq i$
  - $h \leq (n - 1)/2$
  - $e \leq 2^h$
  - $h \geq \log_2 e$
  - $h \geq \log_2 (n + 1) - 1$

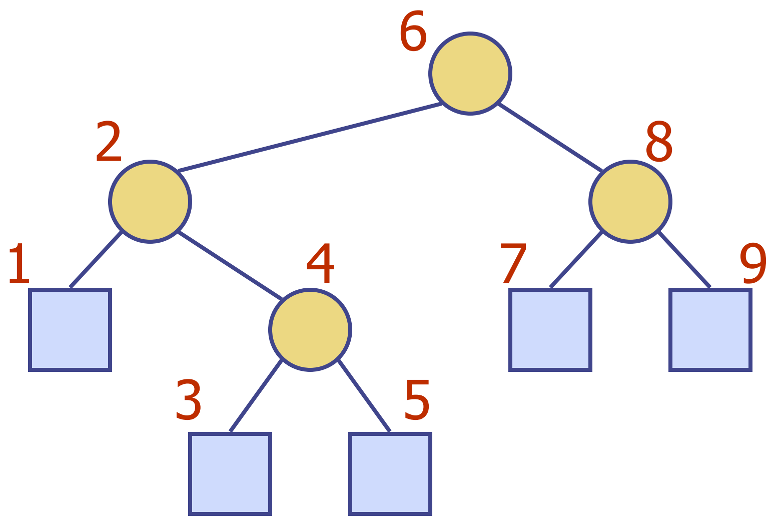
BinaryTree ADT

- 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

Inorder Traversal

- In an inorder traversal a node is visited after its left subtree and before its right subtree

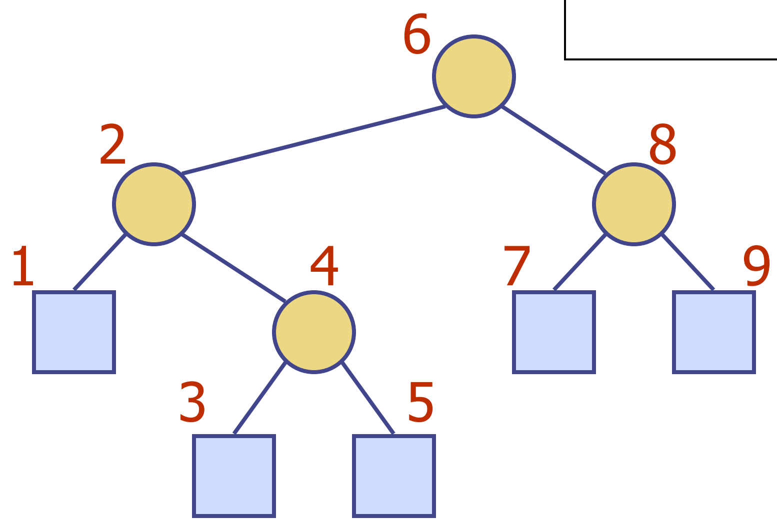
Algorithm ***inOrder***(v)



Inorder Traversal

- In an inorder traversal a node is visited after its left subtree and before its right subtree

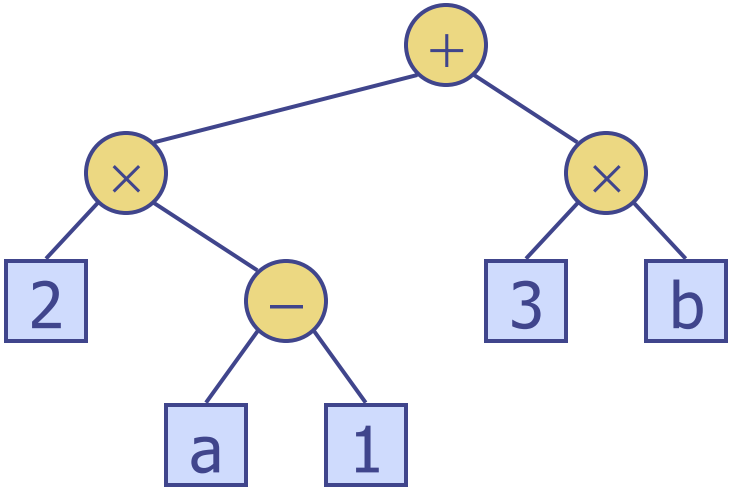
Algorithm *inOrder*(*v*)
  if *v* **has a left child**
    inOrder (*left* (*v*))
  visit(*v*)
  if *v* **has a right child**
    inOrder (*right* (*v*))



Print Arithmetic Expressions

- Specialization of an inorder traversal
  - print operand or operator when visiting node
  - print “(“ before traversing left subtree
  - print “)“ after traversing right subtree

Algorithm *printExpression*(*v*)



$((2 \times (a - 1)) + (3 \times b))$

Print Arithmetic Expressions

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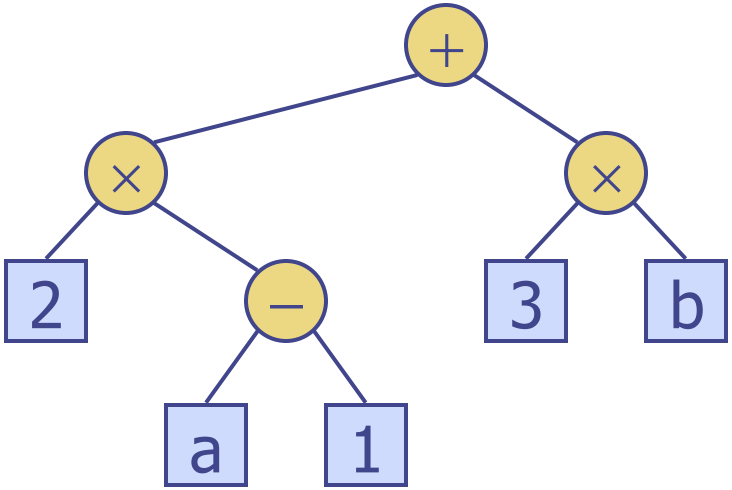
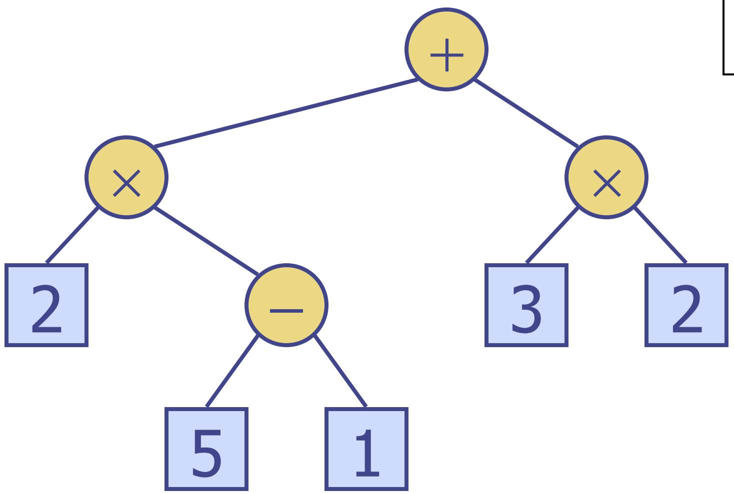


Algorithm *printExpression*(*v*)
  if *v* **has a left child**
    print(“(’ ’)
    inOrder (***left***(***v***))
  print(***v.element*** ())
  if *v* **has a right child**
    inOrder (***right***(***v***))
    print (“)’ ’)

$((2 \times (a - 1)) + (3 \times b))$

Evaluate Arithmetic Expressions

- Specialization of a postorder traversal
  - recursive method returning the value of a subtree
  - when visiting an internal node, combine the values of the subtrees

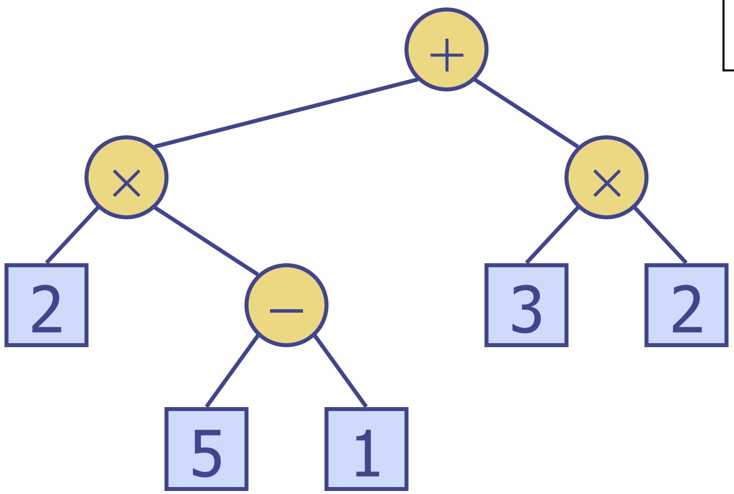


Algorithm *evalExpr*(*v*)
  if *is_leaf* (*v*)

  else

Evaluate Arithmetic Expressions

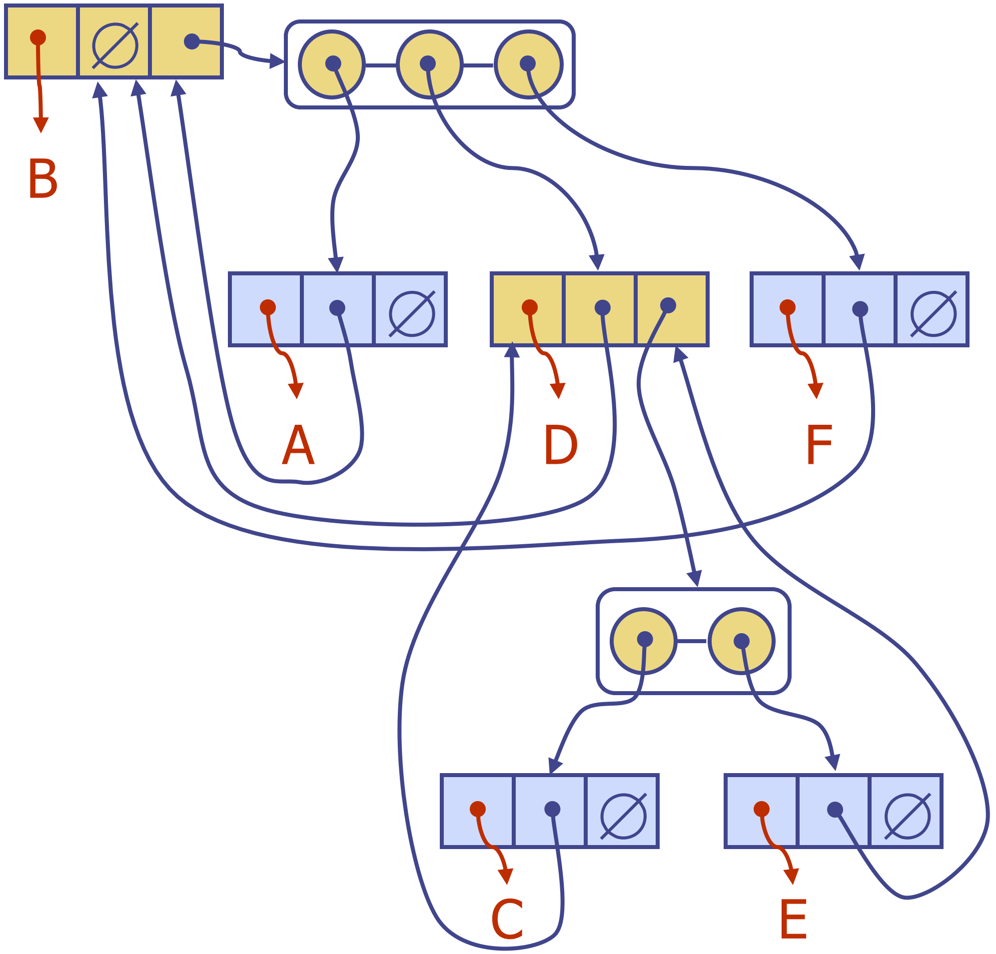
- Specialization of a postorder traversal
  - recursive method returning the value of a subtree
  - when visiting an internal node, combine the values of the subtrees

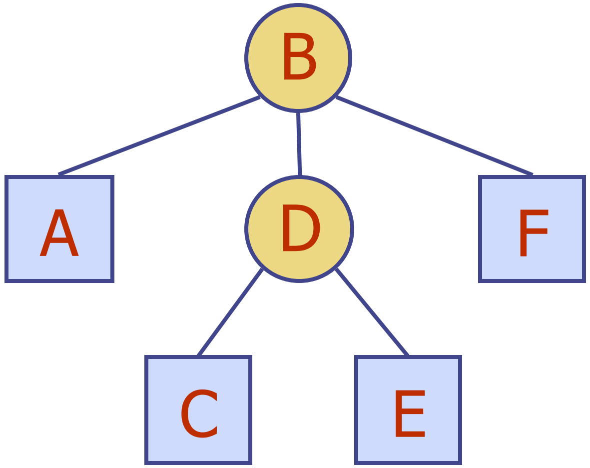


Algorithm *evalExpr*(v)
  if *is_leaf* (v)
    return *v.element* ()
  else
    $x \leftarrow$ *evalExpr*(*left* (v))
    $y \leftarrow$ *evalExpr*(*right* (v))
    $\Diamond \leftarrow$ operator stored at v
    return $x \Diamond y$

Linked Structure for Trees

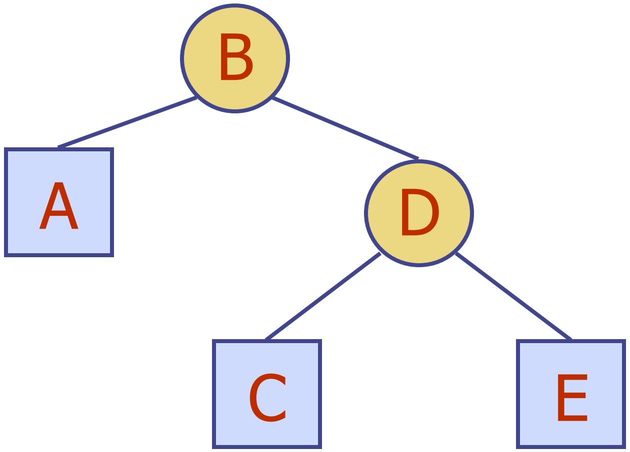
- A node is represented by an object storing
  - Element
  - Parent node
  - Sequence of children nodes
- Node objects implement the Position ADT

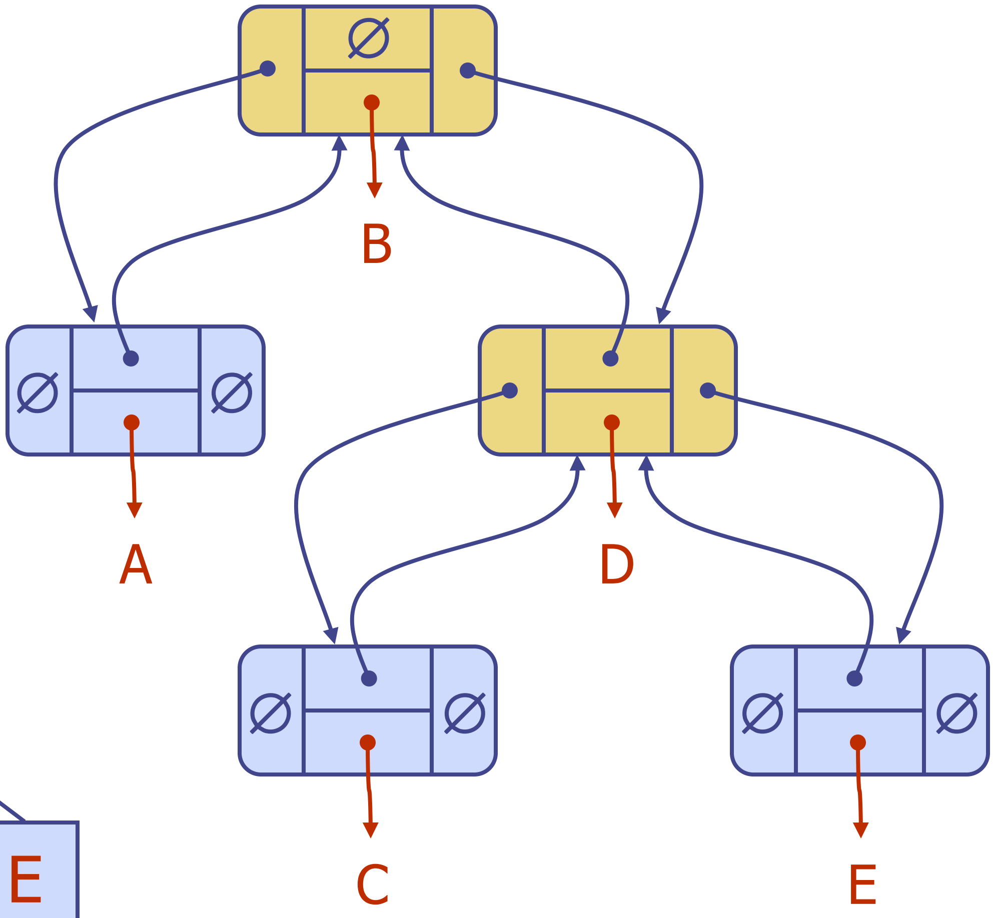




Linked Structure for Binary Trees

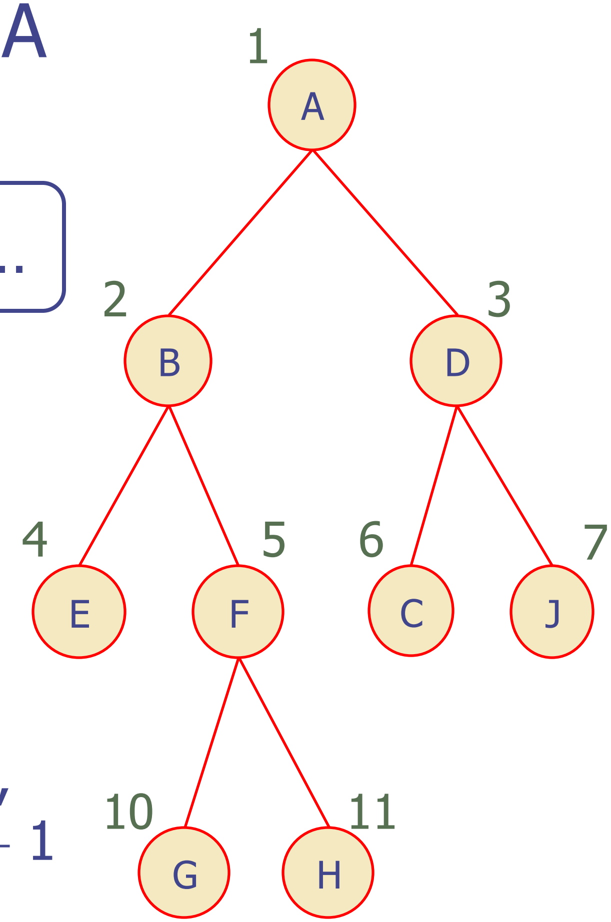
- A node is represented by an object storing
  - Element
  - Parent node
  - Left child node
  - Right child node
- Node objects implement the Position ADT





Array-Based Representation of Binary Trees

- Nodes are stored in an array A



- Node v is stored at A[rank(v)]
  - rank(root) = 1
  - if node is the left child of parent(node),
    rank(node) = 2 · rank(parent(node))
  - if node is the right child of parent(node),
    rank(node) = 2· rank(parent(node)) + 1