



## Lecture 10 – UNIT 23

# Abstract Data Types

抽象資料型態

# Outlines

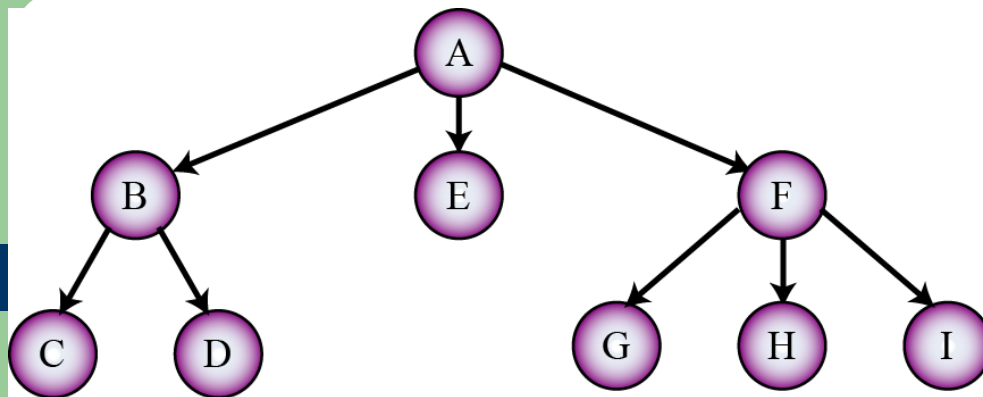
- 10.1 Background
- 10.2 Stacks
- 10.3 Queues
- 10.4 General linear lists
- 10.5 Trees
- 10.6 Binary trees
- 10.7 Binary search trees
- 10.8 Graphs

*10.5*

# Trees

# Trees

- A **tree** consists of a finite set of elements, called **nodes** (or **vertices**, 結點) and a finite set of directed **lines**, called **arcs**, that connect pairs of the nodes.
- We can divided the vertices in a tree into three categories: the **root** (根結點), **leaves** (葉子) and the **internal nodes** (分支結點或非終端結點).



A: root  
 B and F: internal nodes  
 C, D, E, G, H, and I: leaves

Nodes

**Figure 10.20** Tree representation

**Table 10.1** Number of incoming and outgoing arcs

<i>Type of node</i>	<i>Incoming arc</i>	<i>Outgoing arc</i>
root	0	0 or more
leaf	1	0
internal	1	1 or more

# Subtree (子樹)

- Each node in a tree may have a **subtree**.
- The subtree of each node includes one of its children(孩子) and all descendants(子孫) of that child. Figure 10.21 shows all subtrees for the tree in Figure 10.20.

# Subtree (continued)

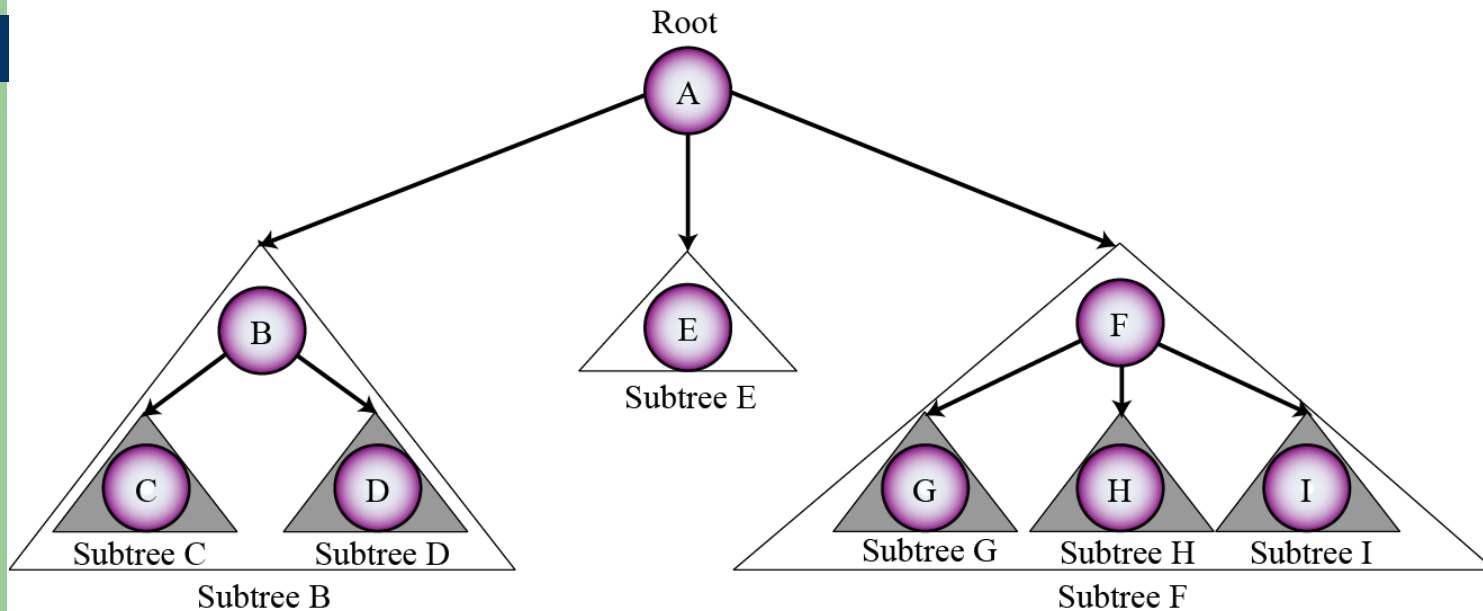


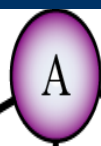
Figure 10.21 Subtrees

# 常用術語

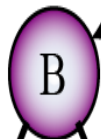
- 度 (degree)  
indegree, outdegree (degree)
- 兄弟 (siblings), 堂兄弟
- 祖先 (ancestor)
- 層次 (level), root (level 1), level 2, ...
- 深度 (depth): 樹的最大層數
- 有序樹 (ordered tree)
- 森林 (forest)



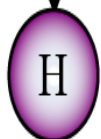
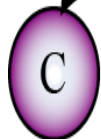
第一層



第二層



第三層



A: root  
B and F: internal nodes  
C, D, E, G, H, and I: leaves

Nodes

G, H, I 為兄弟

此樹深度為3

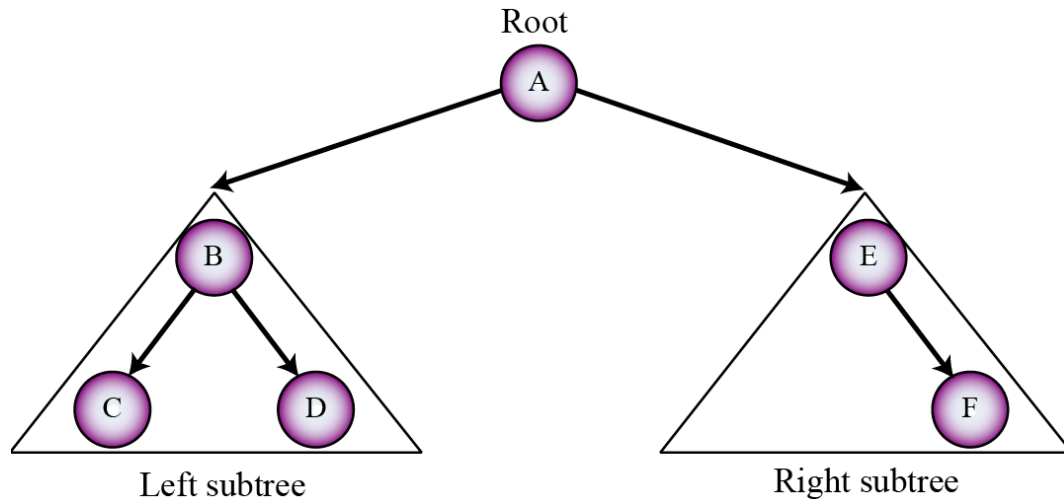
D 與G, H, I 互為堂兄弟

*10.6*

# Binary Trees

# Binary Tree

- A binary tree is a tree in which no node can have more than two subtrees. In other words, a node can have zero, one or two subtrees.



**Figure 10.22** A binary tree

# Recursive definition of binary trees

- The following gives the recursive definition of a binary tree. Note that, based on this definition, a binary tree can have a root, but each subtree can also have a root.

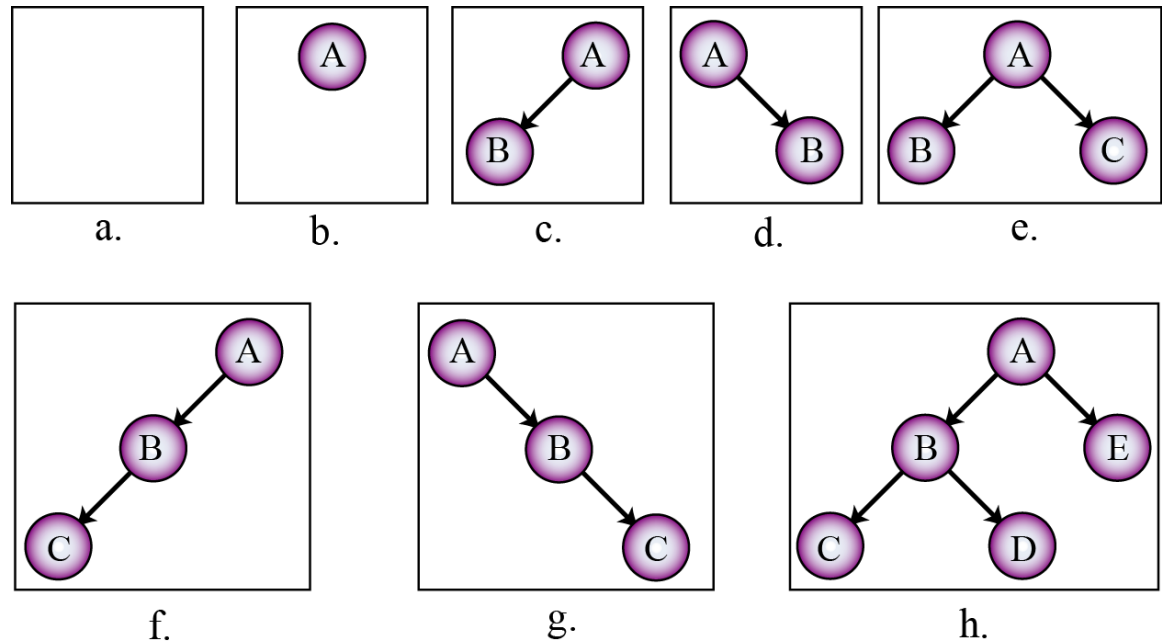
## *Binary tree*

### **Definition**

A binary tree is either empty or consists of a node, *root*, with two subtrees, in which each subtree is also a binary tree.

# Examples of binary trees

- The figure shows eight trees, the first of which is an empty binary tree (sometimes called a null binary tree).



**Figure 10.23** Examples of binary trees

# Full Binary Tree

- 除葉子結點外，每個結點都有兩個孩子
- 第一層1個結點(root), 第二層2個結點，第三層4個結點，...，第k層 $2^{k-1}$ 個結點
- 深度為K的full binary tree共有 $2^k - 1$ 個結點
- Complete binary tree(完全二叉樹)  
類似full binary tree，但最後一層未填滿葉子，只有左邊有部分葉子

## 思考一下

- 任何一棵binary tree，若葉子結點數為  $x$ ，  
outdegree(度)為2的結點數為  $y$

$$x = y + 1$$

Why?

$$x + y + m = 2y + m + 1$$

# Operations on binary trees

- The six most common operations defined for a binary tree are *tree* (creates an empty tree), *insert*, *delete*, *retrieve*, *empty* and *traversal*.
- The first five are complex and beyond the scope of this book. We discuss binary **tree traversal** in this section.



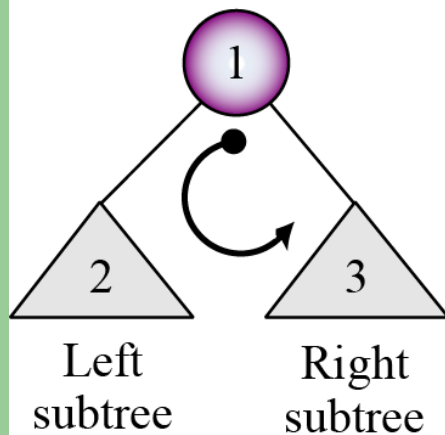
# Binary tree traversals

- A binary tree traversal requires that each node of the tree be processed once and only once in a predetermined sequence.
- The two general approaches to the traversal sequence are **depth-first** and **breadth-first** traversal.

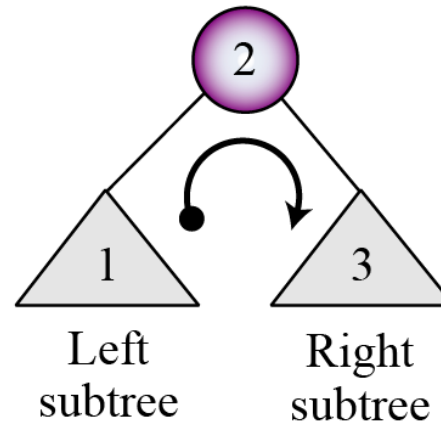
中左右

左中右

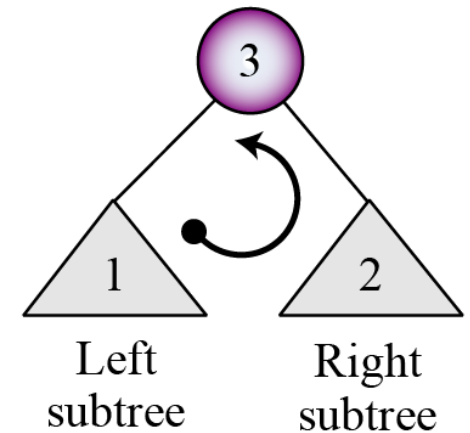
左右中



a. Preorder traversal



b. Inorder traversal

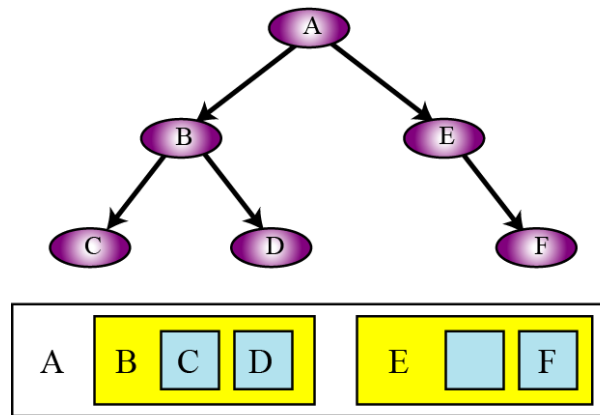


c. Postorder Ttraversal

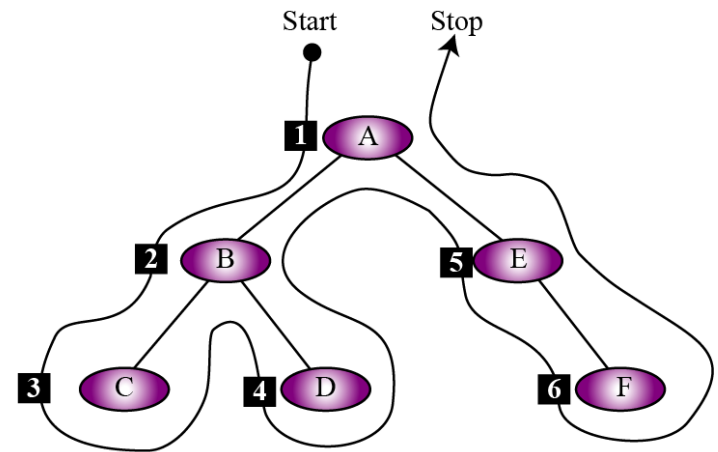
**Figure 10.24** Depth-first traversal of a binary tree

## Example 10.10

- Figure 10.25 shows how we visit each node in a tree using preorder traversal. The figure also shows the walking order.



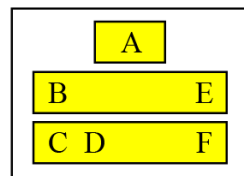
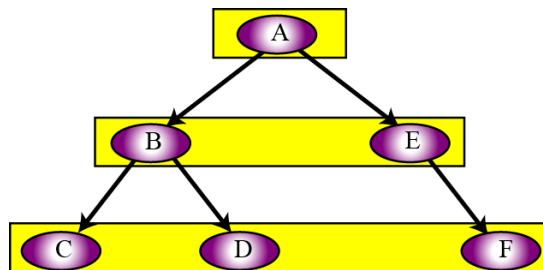
a. Processing order



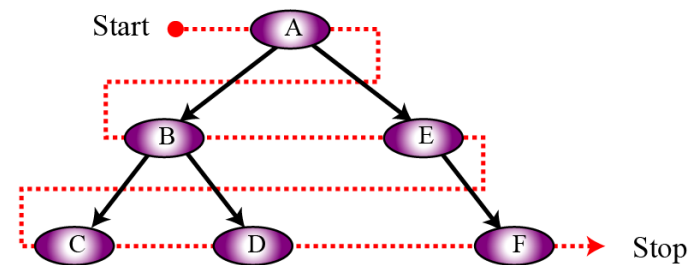
b. "Walking" order

## Example 10.11

- Figure 10.26 shows how we visit each node in a tree using breadth-first traversal. The figure also shows the walking order.



a. Processing order



b. "Walking" order

Figure 10.26 Example 10.11

# Binary tree applications

- Binary trees have many applications in computer science. In this section we mention only two of them: Huffman coding and expression trees.
- **Huffman coding**
  - Huffman coding is a compression technique that uses binary trees to generate a variable length binary code from a string of symbols.

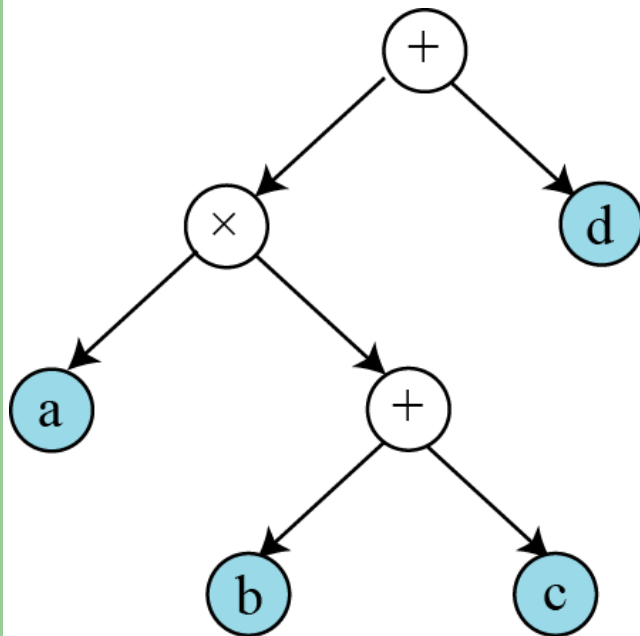
# Expression trees

- An arithmetic expression can be represented in three different formats: **infix**, **postfix** and **prefix**.
  - In an infix notation, the operator comes between the two operands.
  - In postfix notation, the operator comes after its two operands.
  - In prefix notation it comes before the two operands. These formats are shown below for addition of two operands A and B.

**Prefix:** + A B

**Infix:** A + B

**Postfix:** A B +



Expression tree

$+ \times a + b c d$  Prefix notation

$a \times (b + c) + d$  Infix notation

$a b c + \times d +$  Postfix notation