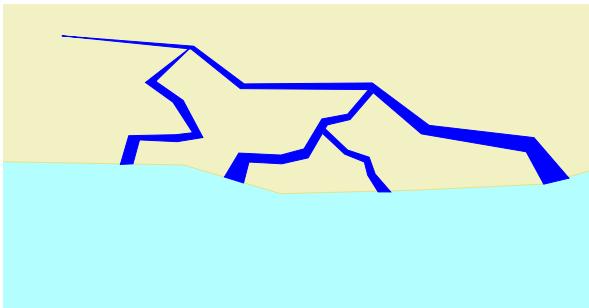


# TREES

- trees
- binary trees
- traversals of trees
- template method pattern
- data structures for trees

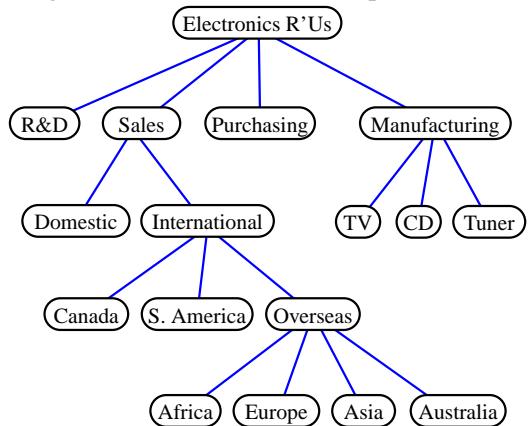


Trees

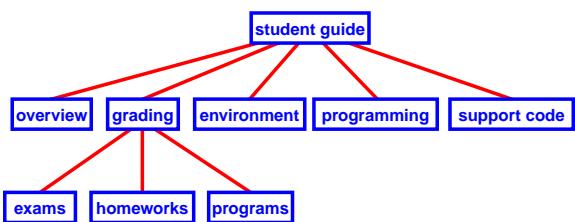
1

# Trees

- a **tree** represents a hierarchy
  - organization structure of a corporation



- table of contents of a book

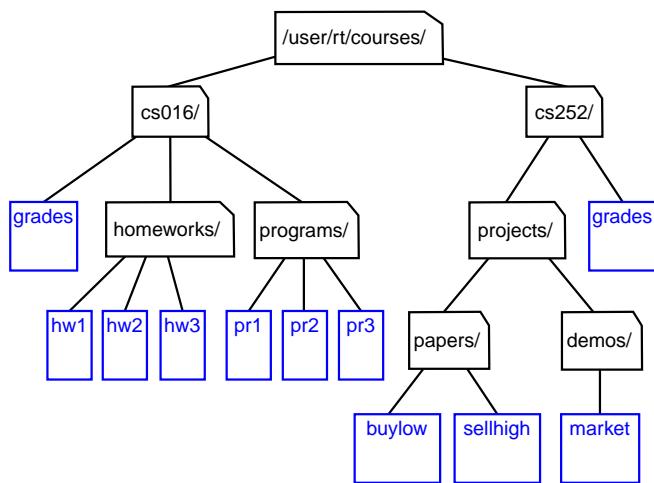


Trees

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## Another Example

- Unix or DOS/Windows file system

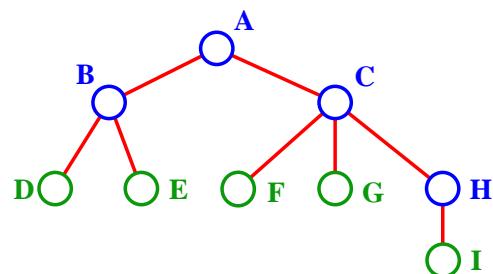


Trees

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## Terminology

- **A** is the **root** node.
- **B** is the **parent** of D and E.
- **C** is the **sibling** of B
- **D** and **E** are the **children** of B.
- **D, E, F, G, I** are **external nodes, or leaves**.
- **A, B, C, H** are **internal nodes**.
- The **depth (level)** of **E** is **2**
- The **height** of the tree is **3**.
- The **degree** of node **B** is **2**.



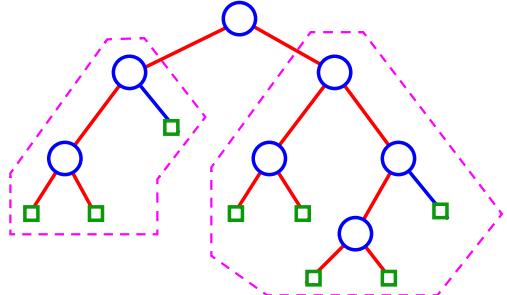
**Property:** (# edges) = (#nodes) - 1

Trees

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## Binary Trees

- **Ordered tree:** the children of each node are ordered.
- **Binary tree:** ordered tree with all internal nodes of **degree 2**.
- Recursive definition of binary tree:
- A **binary tree** is either
  - an **external node (leaf)**, or
  - an **internal node (the root)** and two binary trees (**left subtree** and **right subtree**)

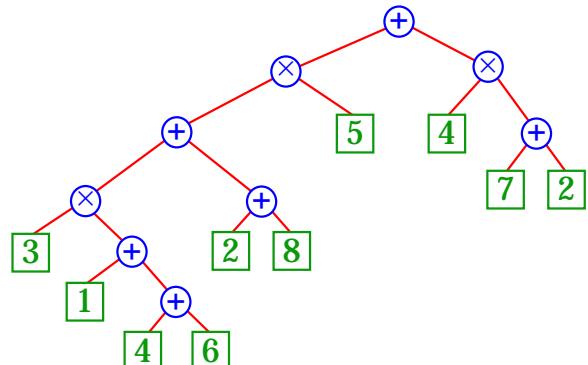


Trees

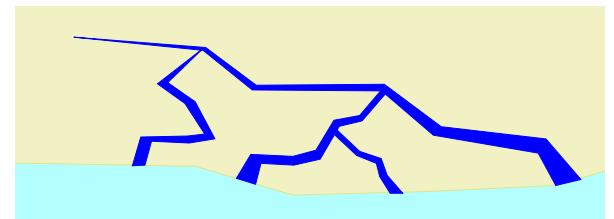
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## Examples of Binary Trees

- arithmetic expression



- river



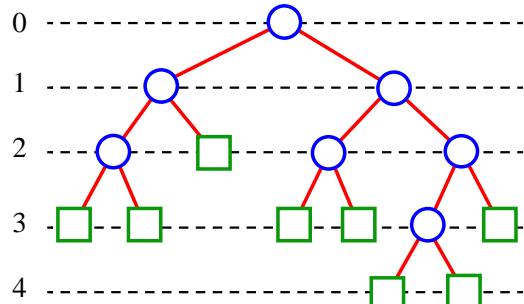
Trees

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## Properties of Binary Trees

- (# external nodes) = (# internal nodes) + 1
- (# nodes at level i)  $\leq 2^i$
- (# external nodes)  $\leq 2^{(\text{height})}$
- (height)  $\geq \log_2 (\# \text{ external nodes})$
- (height)  $\geq \log_2 (\# \text{ nodes}) - 1$
- (height)  $\leq (\# \text{ internal nodes}) = ((\# \text{ nodes}) - 1)/2$

Level

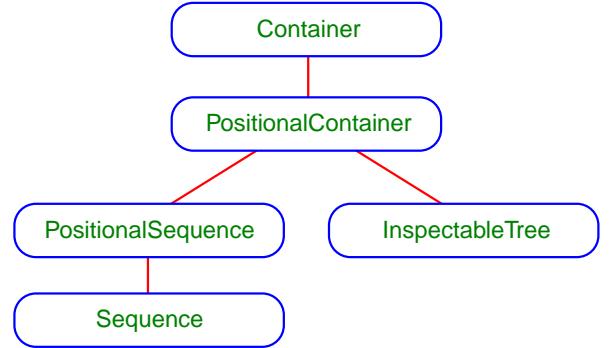


Trees

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## The Tree ADT

- the nodes of a tree are viewed as **positions**
- generic container methods
  - `size()`, `isEmpty()`, `elements()`, `newContainer()`
- positional container methods
  - `positions()`, `replace(p,e)`, `swap(p,q)`
- query methods
  - `isRoot(p)`, `isInternal(p)`, `isExternal(p)`
- accessor methods
  - `root()`, `parent(p)`, `children(p)`, `siblings(p)`
- update methods (application specific)

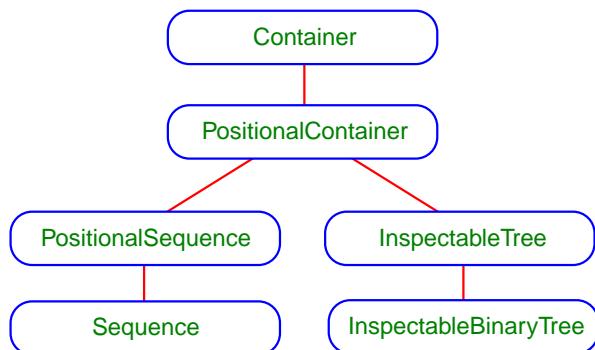


Trees

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## The Binary Tree ADT

- extends the tree ADT
- accessor methods
  - `leftChild(p)`, `rightChild(p)`, `sibling(p)`
- update methods
  - `expandExternal(p)`, `removeAboveExternal(p)`
  - other application specific methods
- interface hierarchy of positional containers



Trees

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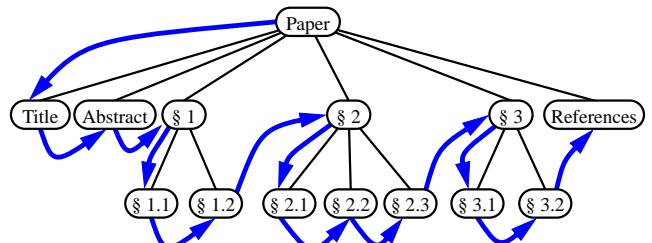
## Traversing Trees

- preorder traversal

```

Algorithm preOrder(v)
  "visit" node v
  for each child w of v do
    recursively perform preOrder(w)
  
```

- reading a document from beginning to end



Trees

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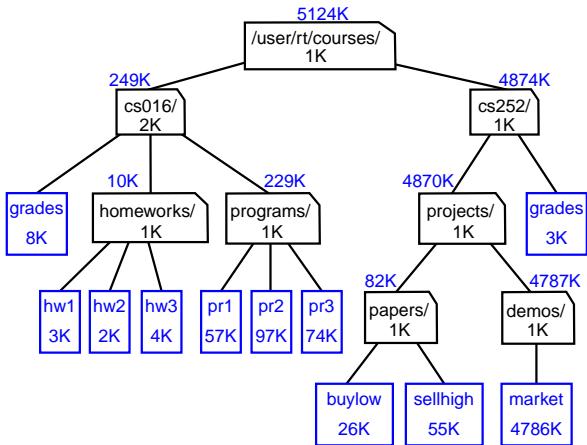
## Traversing Trees

- postorder traversal

```

Algorithm postOrder(v)
  for each child w of v do
    recursively perform postOrder(w)
  "visit" node v
  
```

- `du` (disk usage) command in Unix



Trees

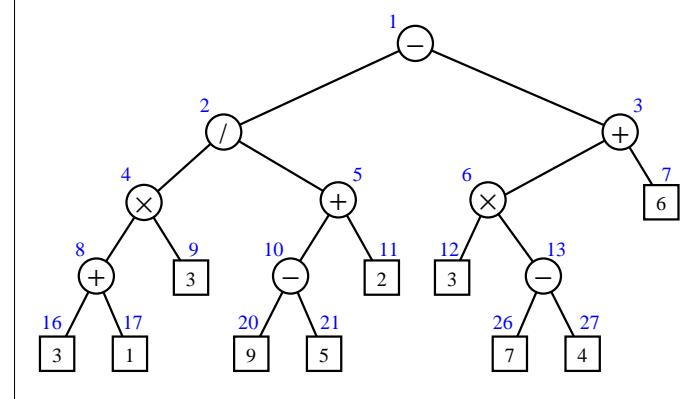
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## Evaluating Arithmetic Expressions

- specialization of a postorder traversal

```

Algorithm evaluateExpression(v)
  if v is an external node
    return the variable stored at v
  else
    let o be the operator stored at v
    x  $\leftarrow$  evaluateExpression(leftChild(v))
    y  $\leftarrow$  evaluateExpression(rightChild(v))
    return x o y
  
```

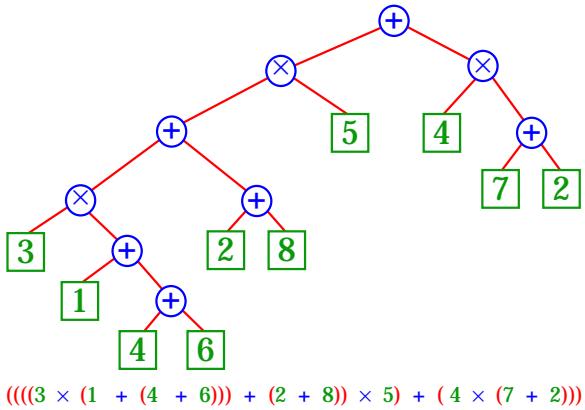


Trees

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## Traversing Trees

- inorder traversal of a binary tree
- Algorithm** inOrder(v)
- recursively perform inOrder(leftChild(v))
  - “visit” node v
  - recursively perform inOrder(rightChild(v))
- printing an arithmetic expression
  - specialization of an inorder traversal
  - print “(“ before traversing the left subtree
  - print “)” after traversing the right subtree

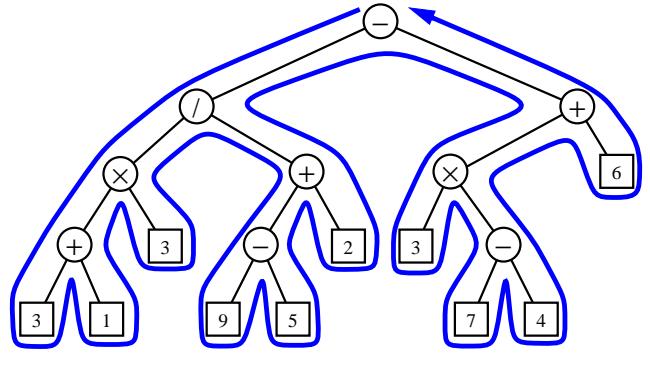


Trees

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## Euler Tour Traversal

- generic traversal of a binary tree
- the preorder, inorder, and postorder traversals are special cases of the Euler tour traversal
- “walk around” the tree and visit each node three times:
  - on the left
  - from below
  - on the right



Trees

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## Template Method Pattern

- generic computation mechanism that can be specialized by redefining certain steps
- implemented by means of an abstract Java class with methods that can be redefined by its subclasses

```
public abstract class BinaryTreeTraversal {

    protected BinaryTree tree;

    ...

    protected Object traverseNode(Position p) {
        TraversalResult r = initResult();
        if (tree.isExternal(p)) {
            external(p, r);
        } else {
            left(p, r);
            r.leftResult = traverseNode(tree.leftChild(p));
            below(p, r);
            r.rightResult = traverseNode(tree.rightChild(p));
            right(p, r);
        }
        return result(r);
    }
}
```

Trees

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## Specializing the Generic Binary Tree Traversal

- printing an arithmetic expression
- ```
public class PrintExpressionTraversal
    extends BinaryTreeTraversal {

    ...
}

protected void external(Position p, TraversalResult r) {
    System.out.print(p.element());
}

protected void left(Position p, TraversalResult r) {
    System.out.print("(");
}

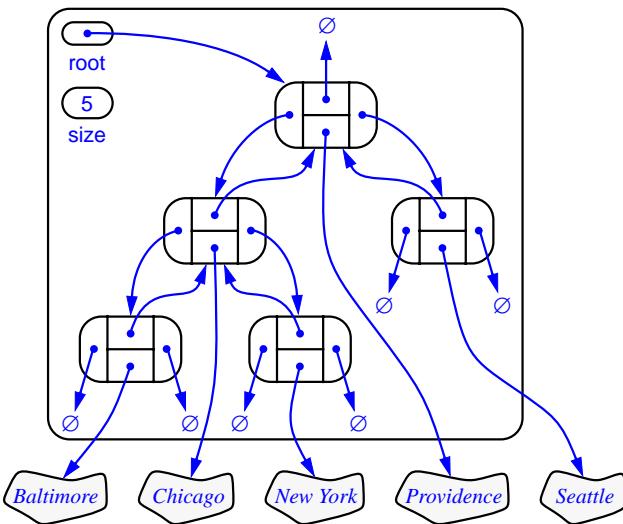
protected void below(Position p, TraversalResult r) {
    System.out.print(p.element());
}

protected void right(Position p, TraversalResult r) {
    System.out.print(")");
}
}
```

Trees

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## Linked Data Structure for Binary Trees

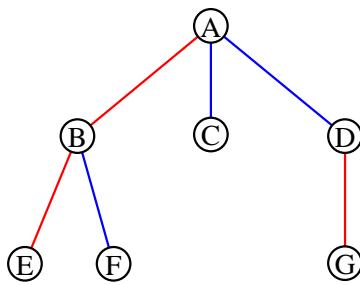


Trees

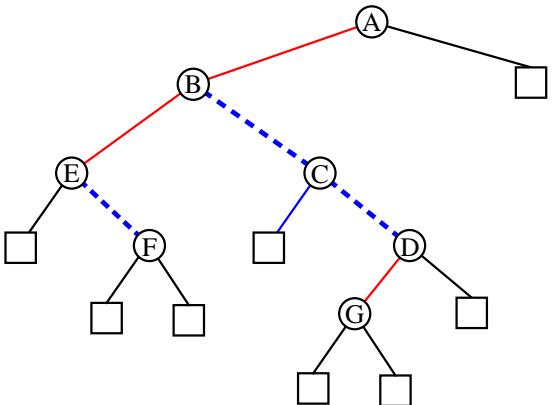
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## Representing General Trees

- tree T



- binary tree T' representing T



Trees

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