

Tutorial 11 - 21.01.2020

Group 06 - Moritz Makowski

Trees

Today's Agenda

- Graphs
- (Binary) Trees
- **Exercise 11.1: Tree Attributes**
- Adjacency Matrix
- **Exercise 11.2: Adjacency Matrix**
- Tree Traversal
 - Depth-First-Search
 - Breadth-First-Search
- **Exercise 11.3/4: DFS/BFS on Paper**
- **Exercise 11.5/6: Implement DFS/BFS**

Introduction

Up until now we have only used **linear data structures**. Elements inside these data structures (C-Array, Linked List, Stack, Queue, ...) are always ordered sequentially in one dimension.

Today we will be covering another data structure which is not linear: **Trees**.

Prime usecases:

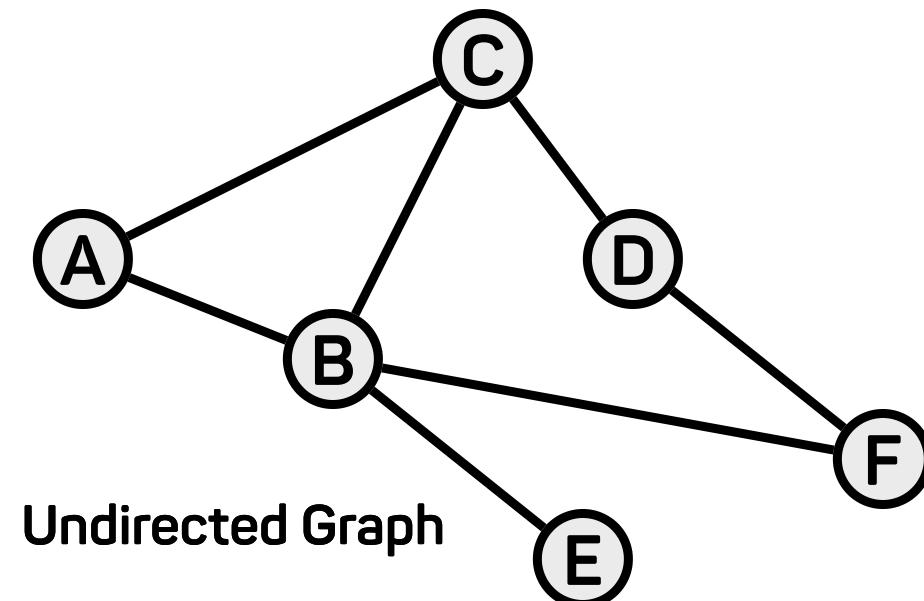
- Efficient searching
- Storing hierarchical data

Trees are a special form of directed graphs which are a special form of graphs.

Undirected Graphs

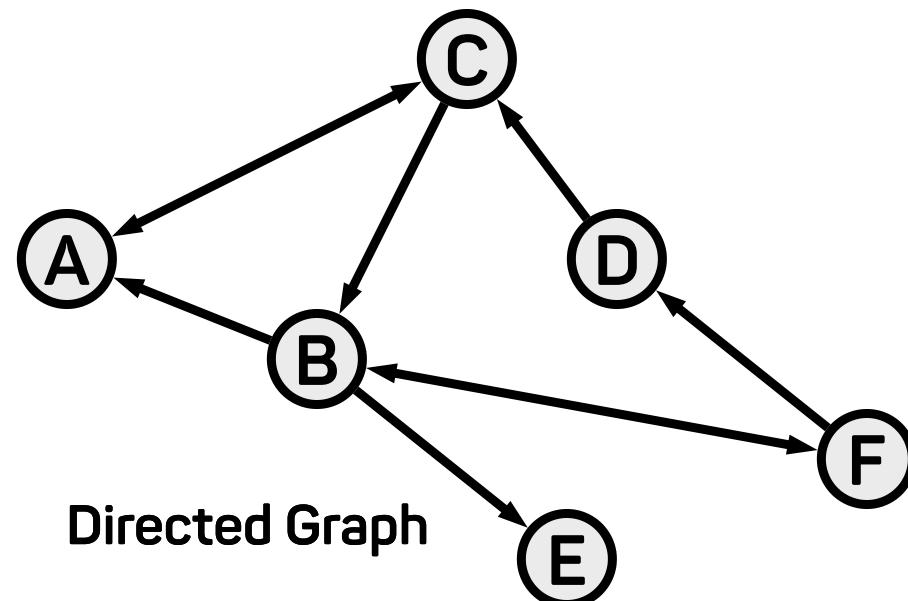
A graph is a data structure that consists of **nodes/vertices** (singular: **vertex**) which are selectively connected by **edges**.

In an **undirected graph** these edges do not have a particular direction. Vertices which are connected by an edge are also called **neighbors**.



Directed Graphs

In a **directed graph** these edges **do** have a particular direction.



Tree (Computer Science)

Trees in computer science ([https://en.wikipedia.org/wiki/Tree_\(data_structure\)](https://en.wikipedia.org/wiki/Tree_(data_structure))) are not to be confused with trees in graph theory.

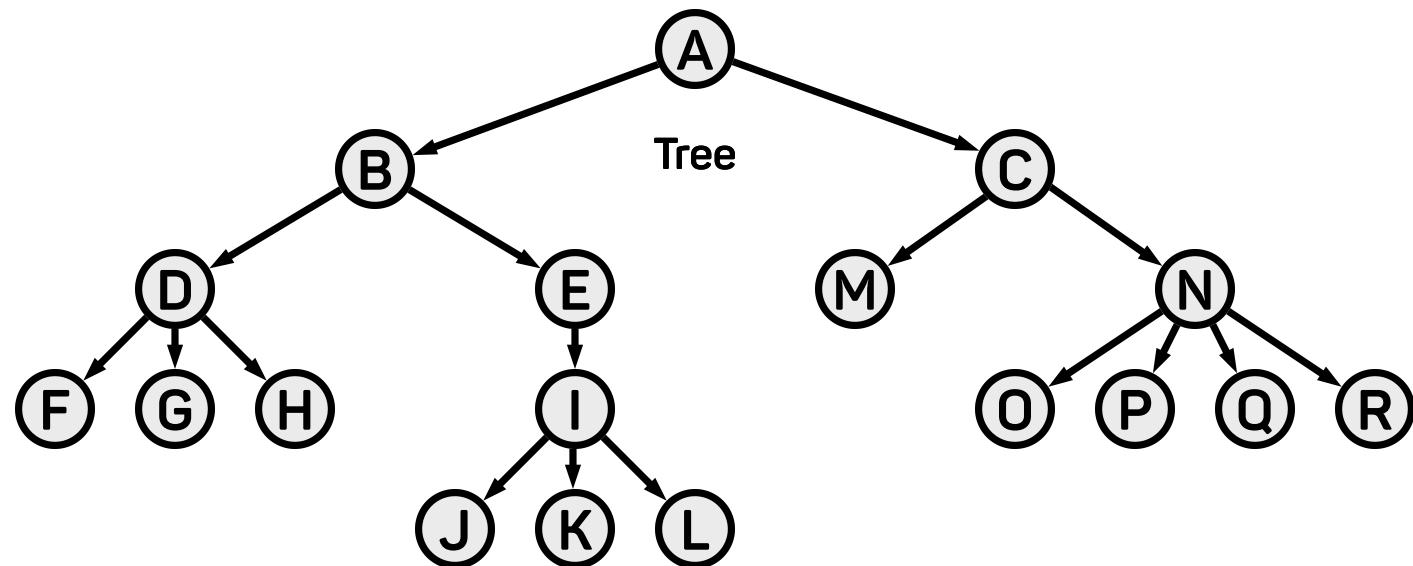
A tree is a **special form of a directed graph**, which is:

- **Asymmetric:** There are no two-way-edges and no self-edges (A->A)
- **Acyclic:** There are no loops - there is **at most one path*** between any two vertices
- **Connected:** There is **at least one path*** between any two vertices

*when ignoring edge-direction

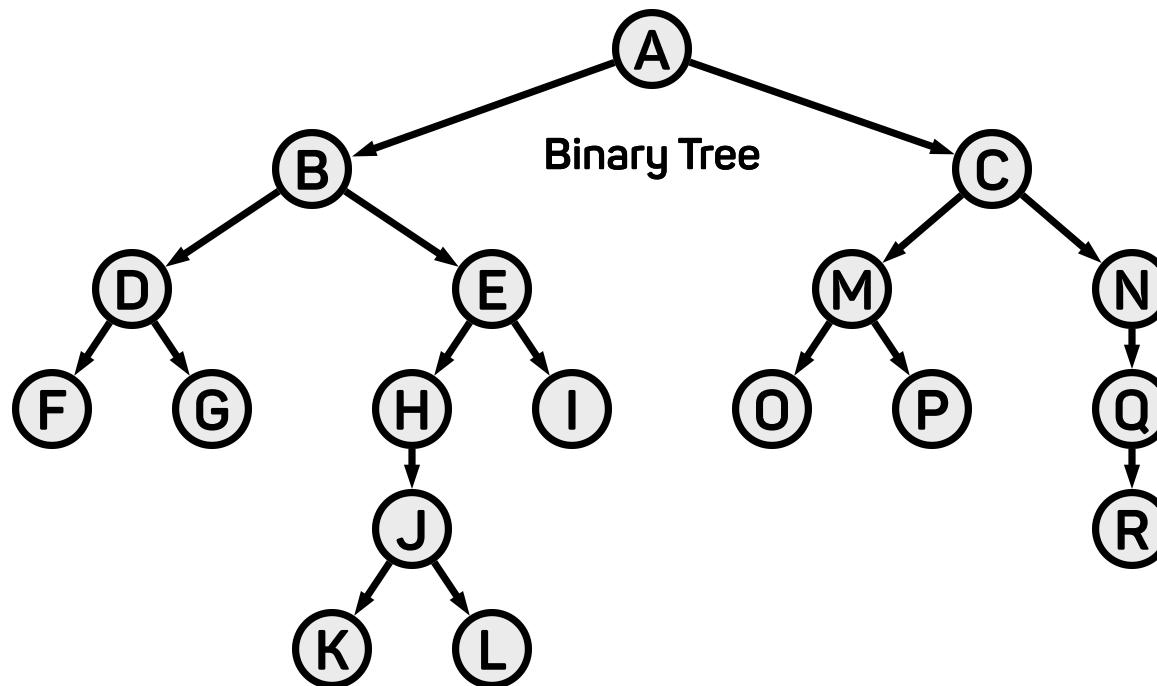
Tree

In general a tree can have as many branches as you want.



Binary Tree

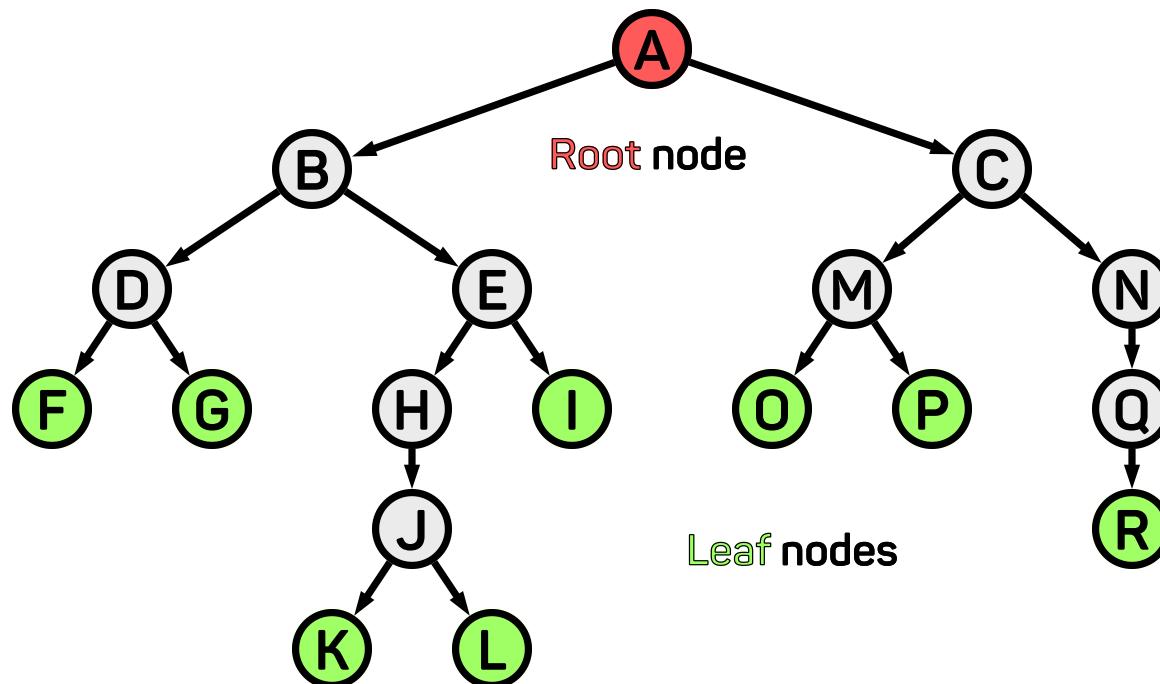
A **binary tree** is tree, where each vertex is limited to two outgoing branches.



Binary Tree

Root = A vertex with no incoming edges

Leaf = A vertex with no outgoing edges

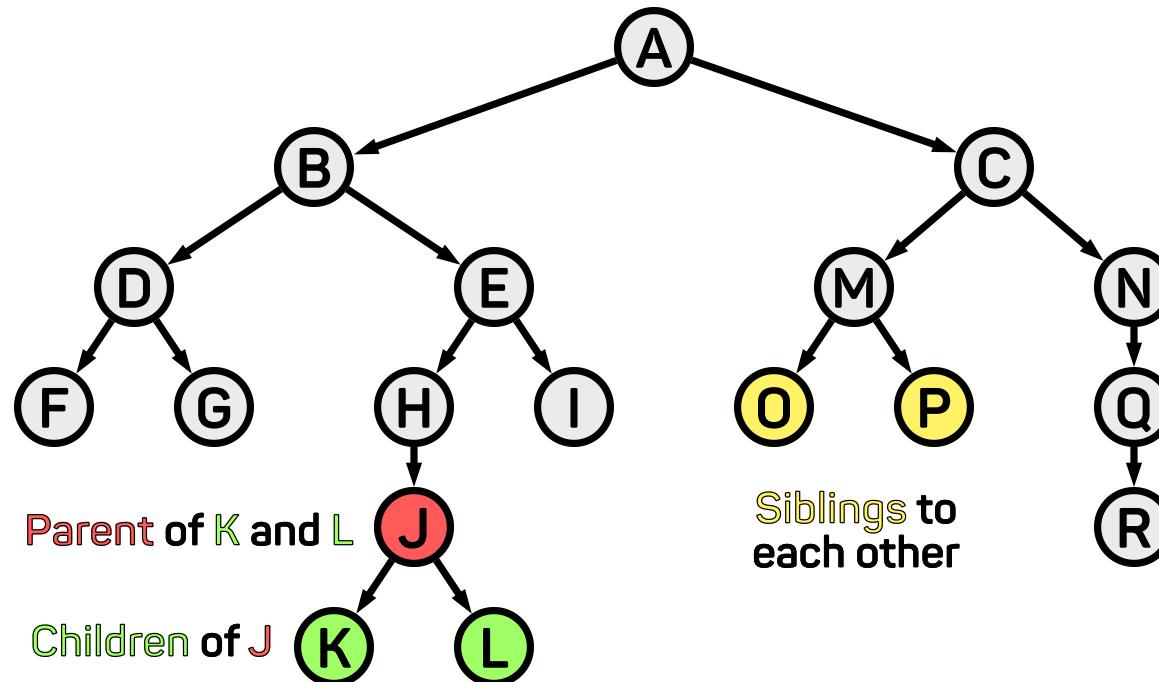


Binary Tree

Parent = The vertex from which a vertex has an incoming edge

Child/Children = The vertex/vertices to which a vertex has an outgoing edge

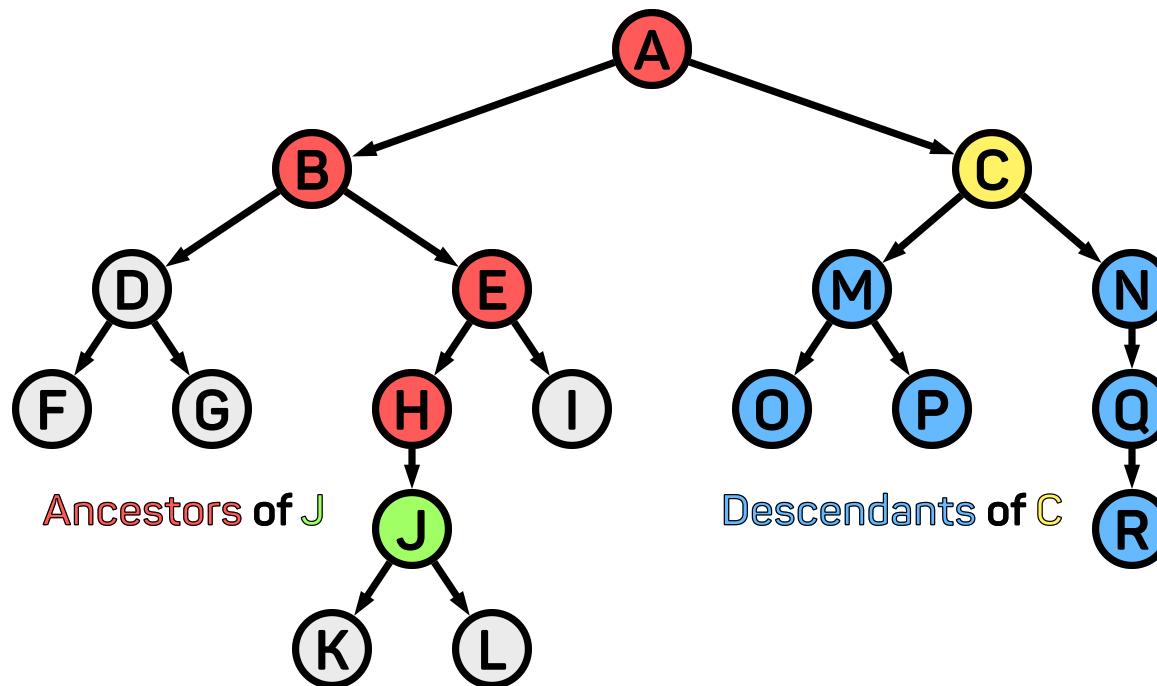
Siblings = Two vertices with the same parent



Binary Tree

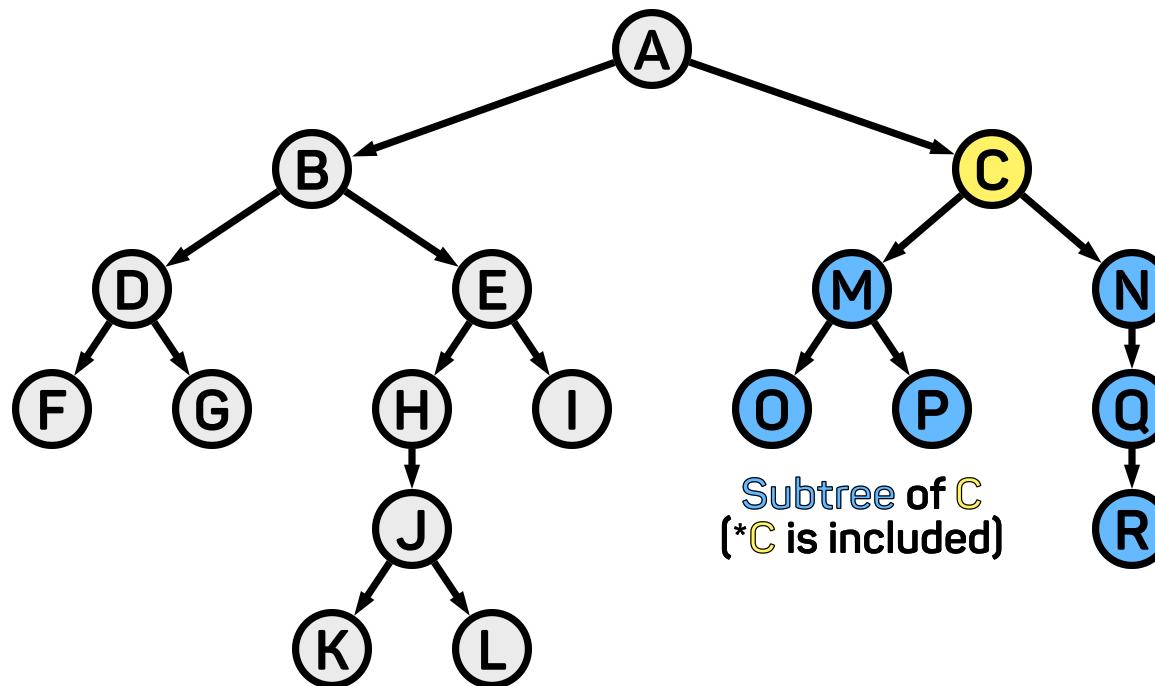
Ancestor = All vertices on the path from a given vertex to the tree root

Descendants = All vertices on any path from a given vertex to any leaf (included)



Binary Tree

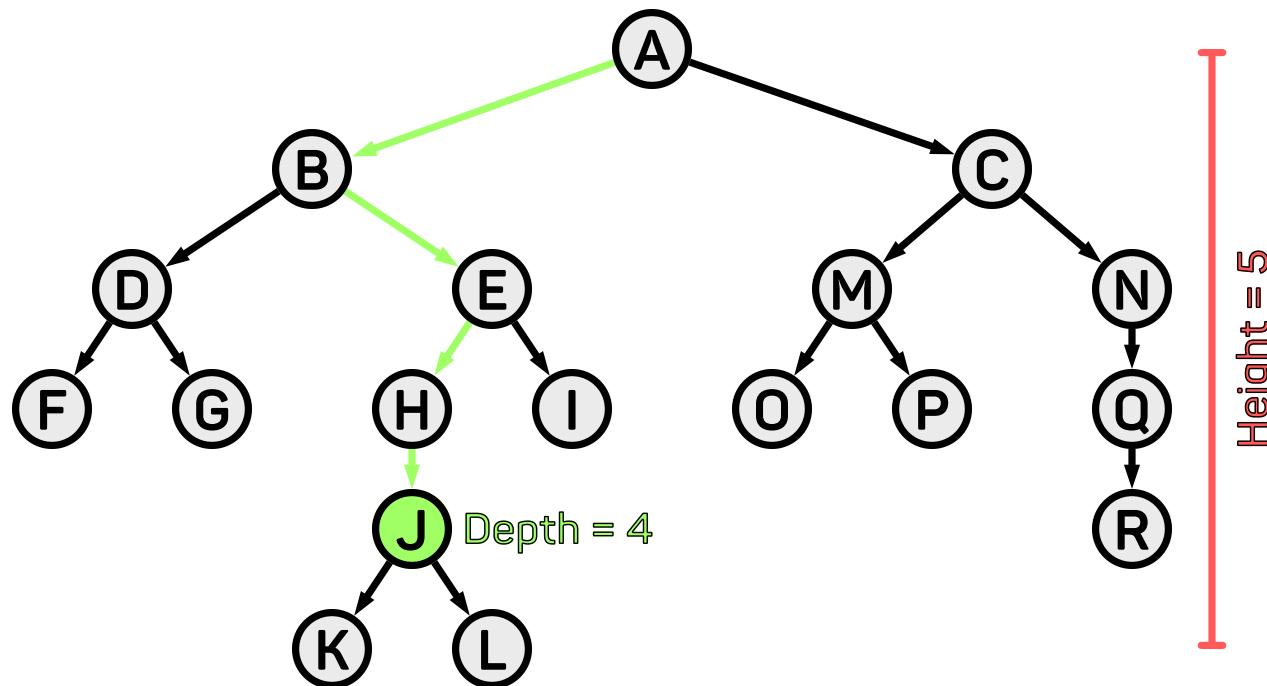
Subtree = A tree formed by a vertex and all its descendants



Binary Tree

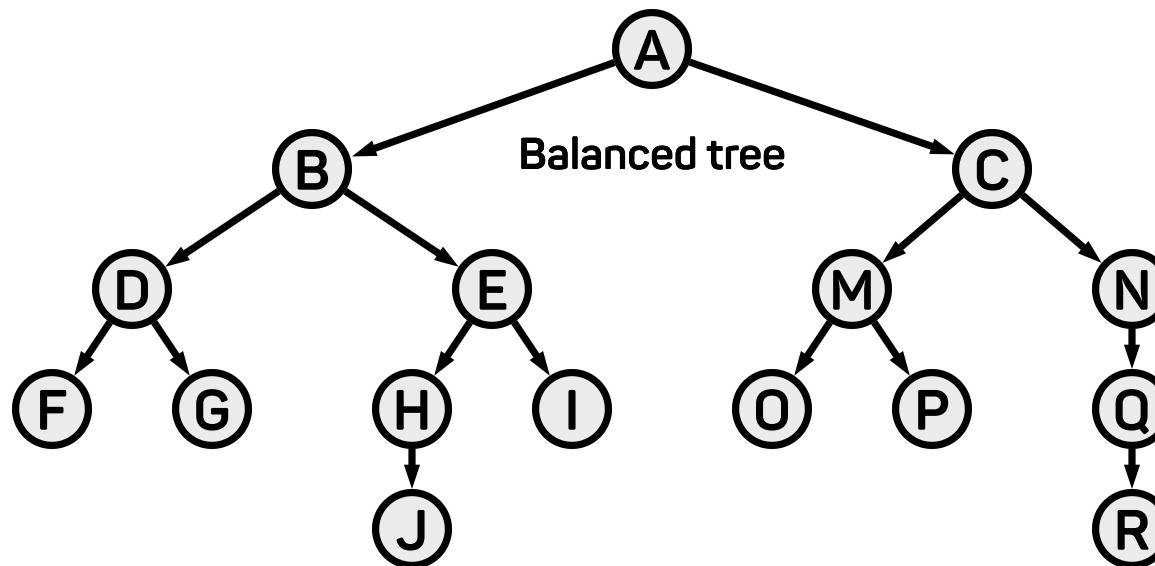
Depth of a Vertex = The length of the path from a vertex to the tree root

Height of a Tree = The length of the longest path from the root to any leaf



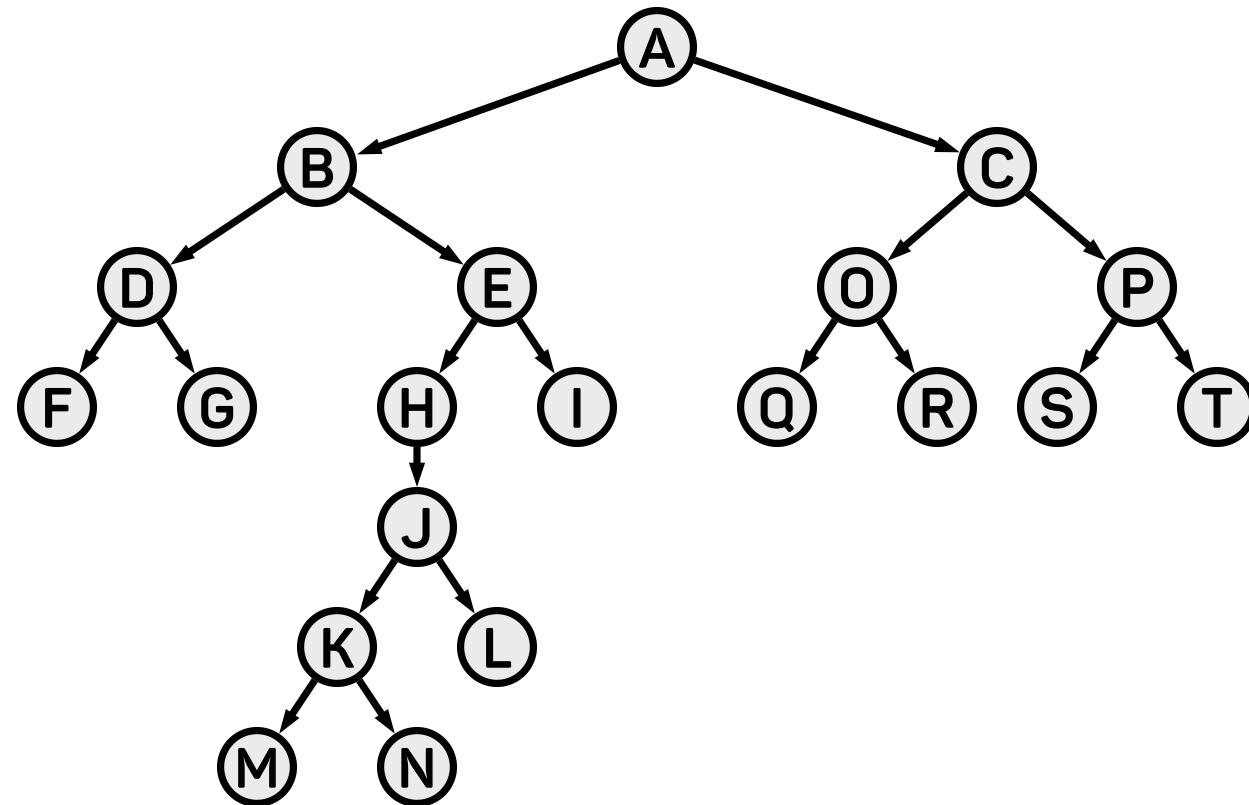
Binary Tree

Balanced Tree = A tree for which the length of the shortest path and the length of the longest path differ by no more than one



Exercise 11.1: Tree Attributes

Given the following tree:



Label/answer the following:

- (a) Root
- (b) Leaves
- (c) Parent of E
- (d) Children of E
- (e) Subtree of E
- (f) Descendants of E
- (g) Ancestors of E
- (h) Tree height
- (i) Depth of E
- (j) Siblings of E
- (k) Is the tree balanced?

Adjacency Matrix

You can store any graph (directed or undirected) - and therefore also trees - in a 2D-matrix called an **adjacency matrix**.

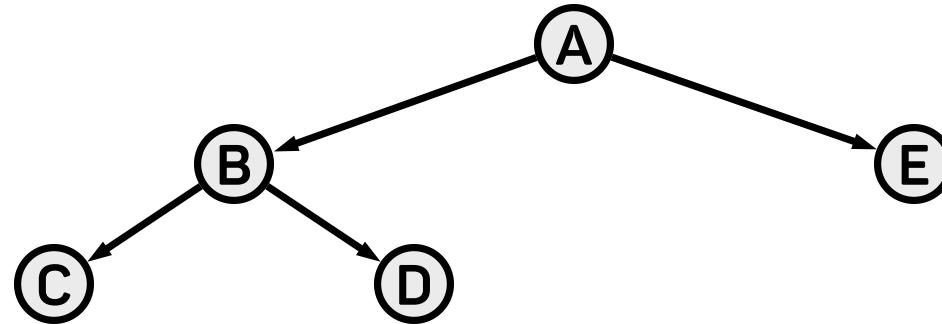
Row index = i

Column index = j

A 1 in Cell i, j represents an edge from node i to node j .

All the other entries are 0 and can be left empty when writing the matrix down.

Adjacency Matrix - Example



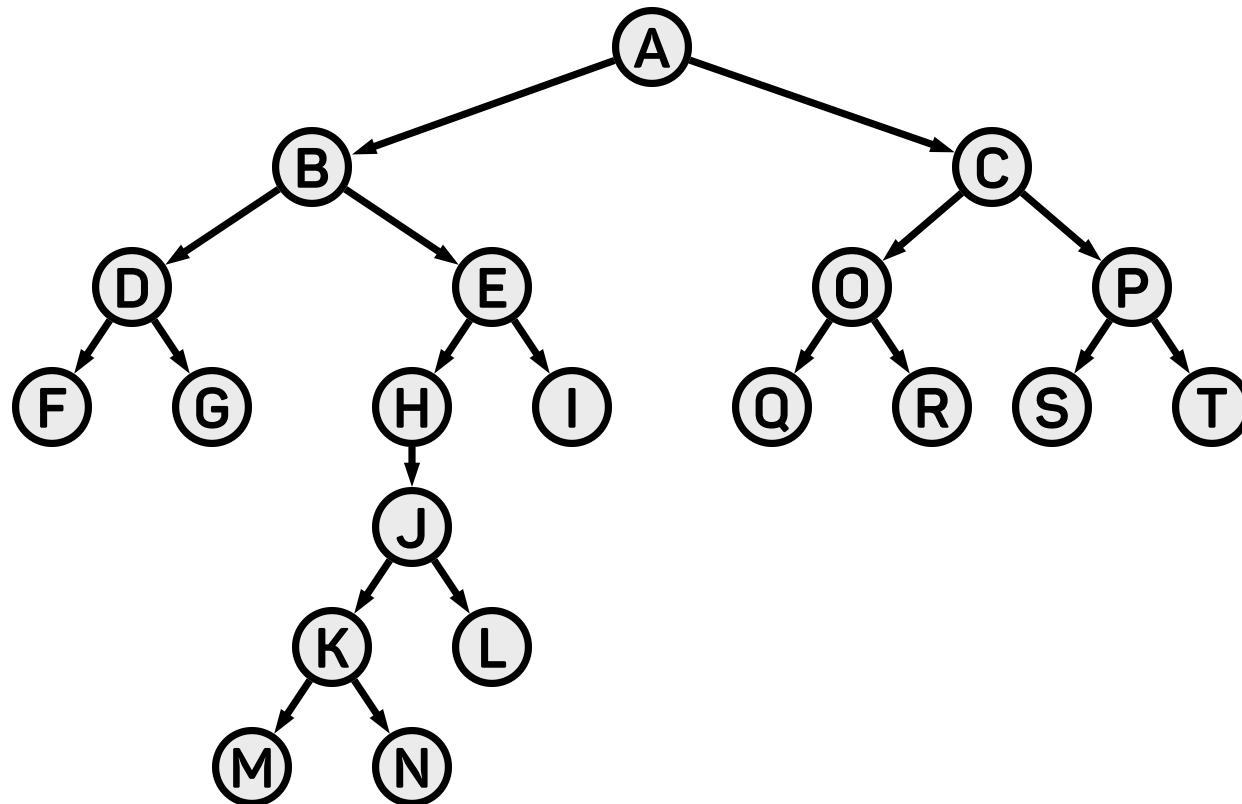
Column = j 

Row = i 

	A	B	C	D	E
A		1			1
B			1	1	
C					
D					
E					

Exercise 11.2: Adjacency Matrix

Given the following tree:



Draw the related adjacency matrix:

Column = j

$1 = \text{"Edge from node i to node j"}$

Row = i

Solution:

Column = j

$1 = \text{"Edge from node i to node j"}$

Row = i

All rows belonging to **leaves** are empty.

All columns belonging to **roots** are empty.

The diagonal is also empty because a tree (in CS) does not have **self-edges**.

Tree Traversal

Traversing a Tree = Going through a tree by visiting every vertex and possibly executing some function on this vertex

Example: Printing out the value of each vertex.

Two approaches:

- **Depth-first** search/traversal (DFS)
- **Breadth-first** search/traversal (BFS)

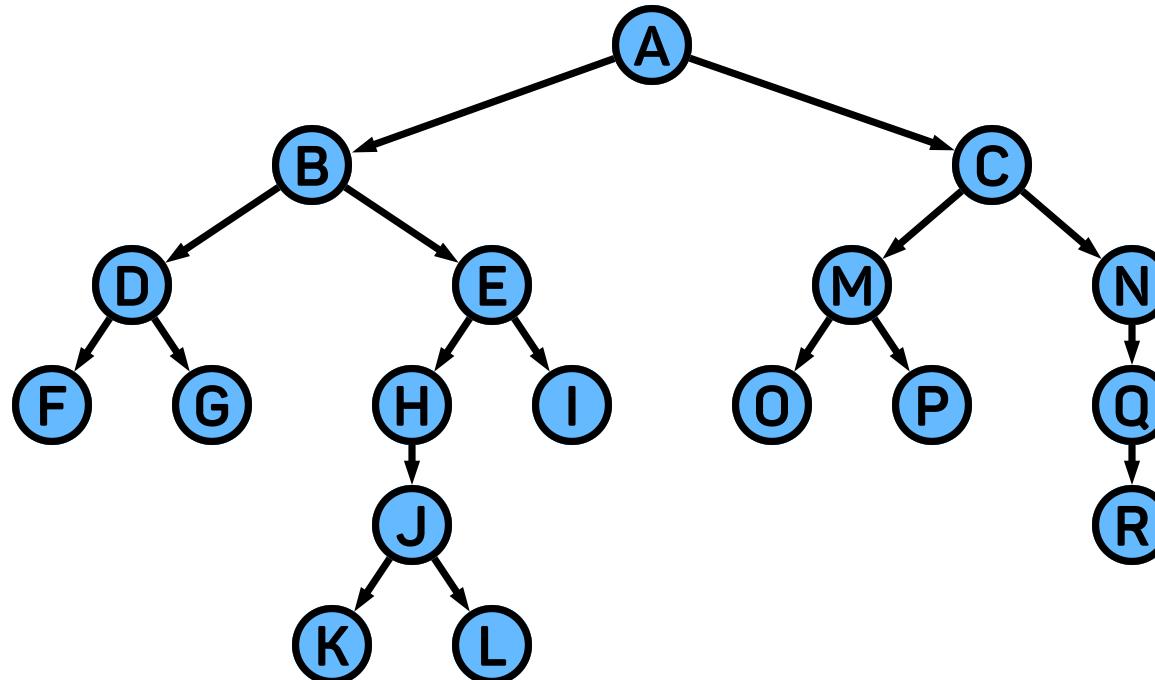
Depth-First Search/Traversal (DFS)

With DFS you explore downwards of a child first before exploring its siblings.

This definition is recursive, so to traverse a tree, you can traverse both of its childrens subtrees independently. If again these children have subtrees as well you "go deeper" and explore these deeper subtrees first before visiting the other siblings.

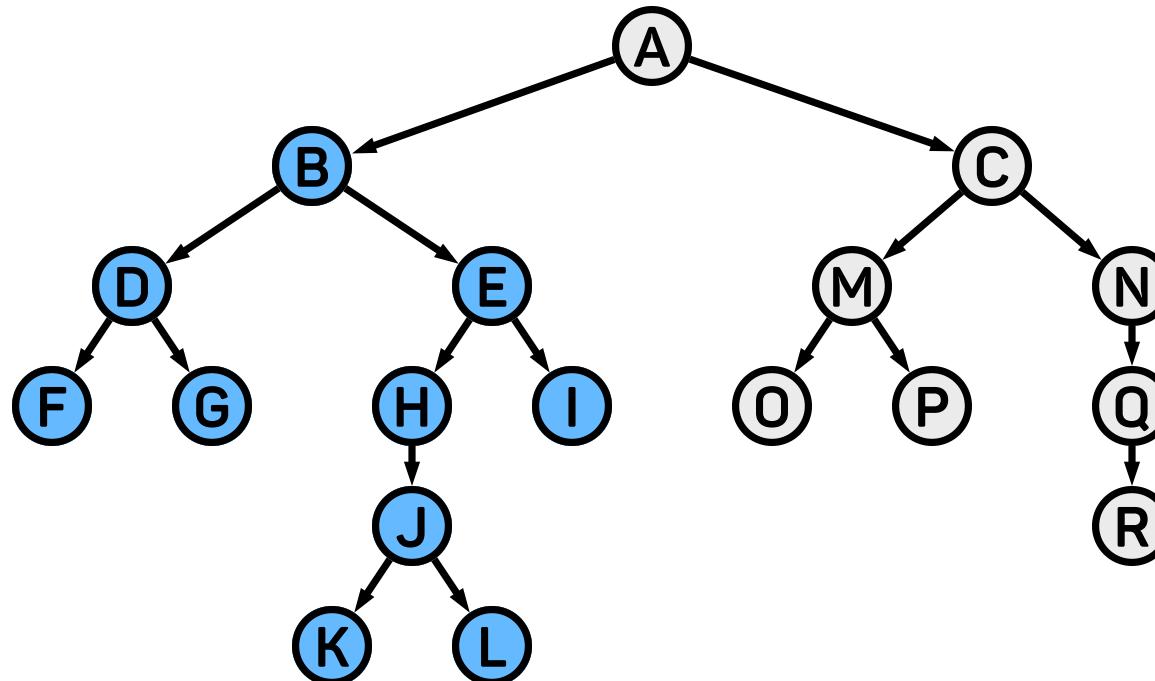
DFS - "Going Deep"

Let's say you want to traverse a full tree with the root A.



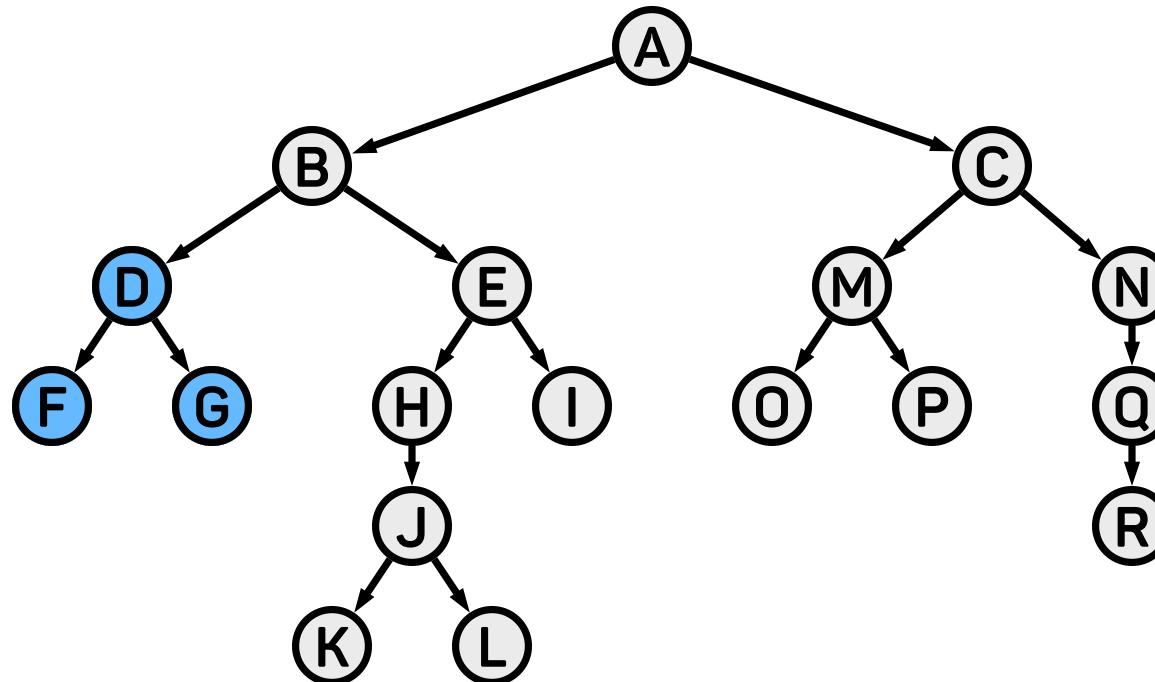
DFS - "Going Deep"

Therefore you have to traverse the subtree's of A: Starting with B's subtree.



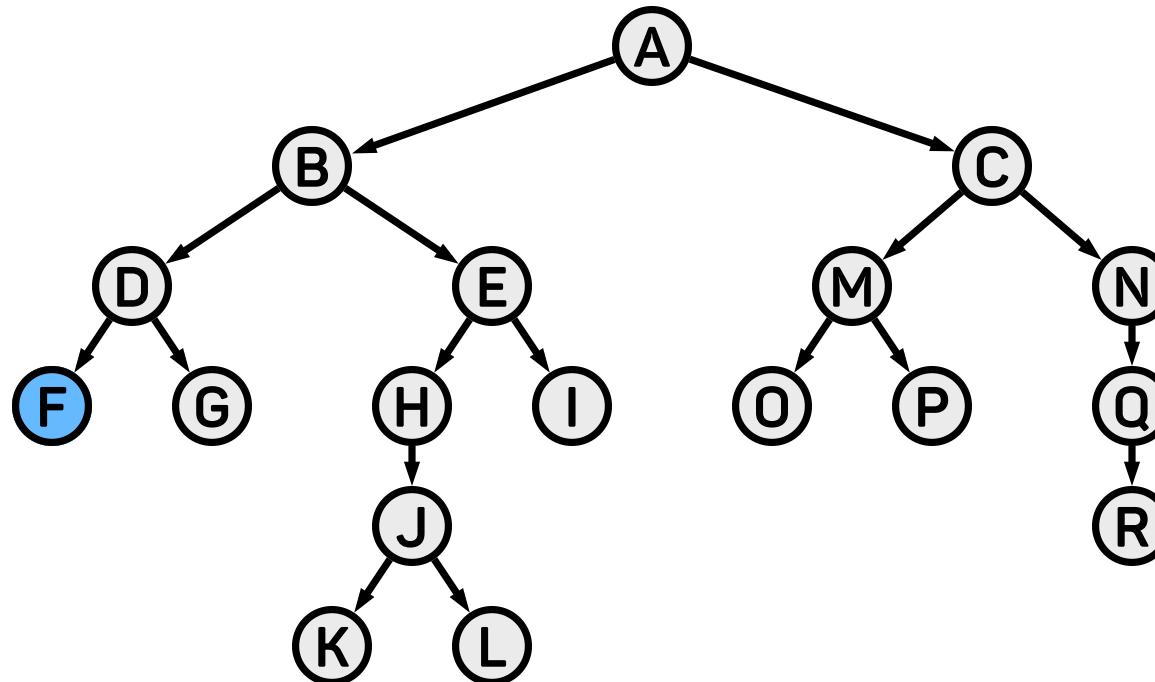
DFS - "Going Deep"

Therefore you have to traverse the subtree's of B: Starting with D's subtree.



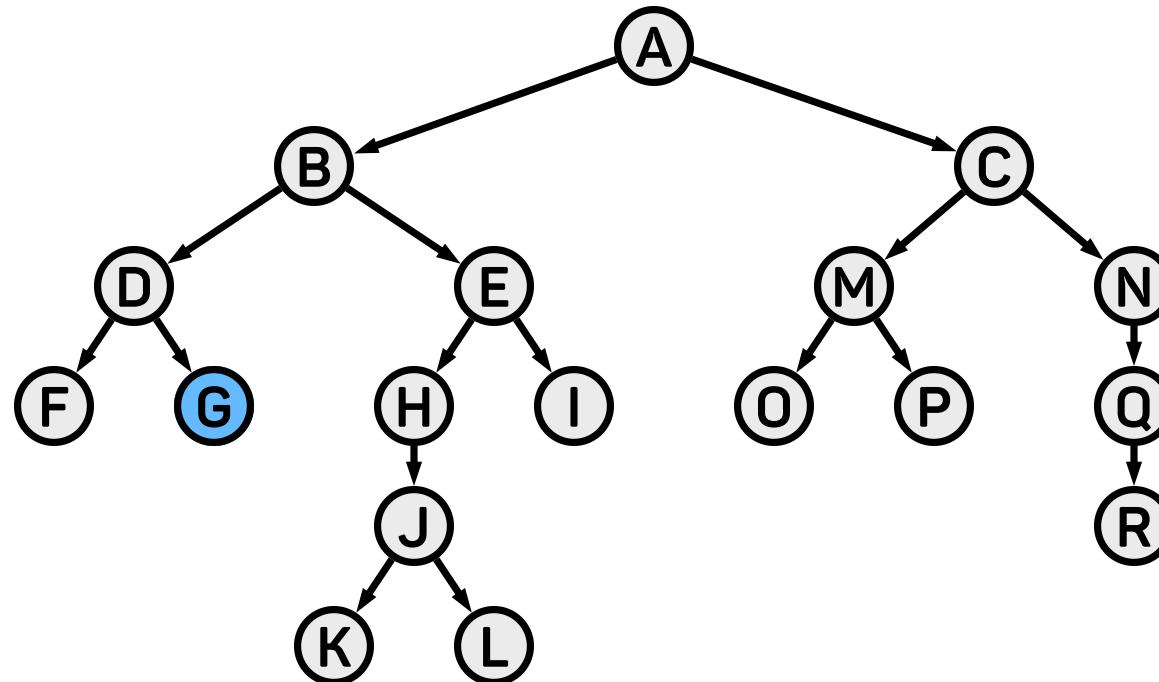
DFS - "Going Deep"

Therefore you have to traverse the subtree's of D: Starting with F's subtree.



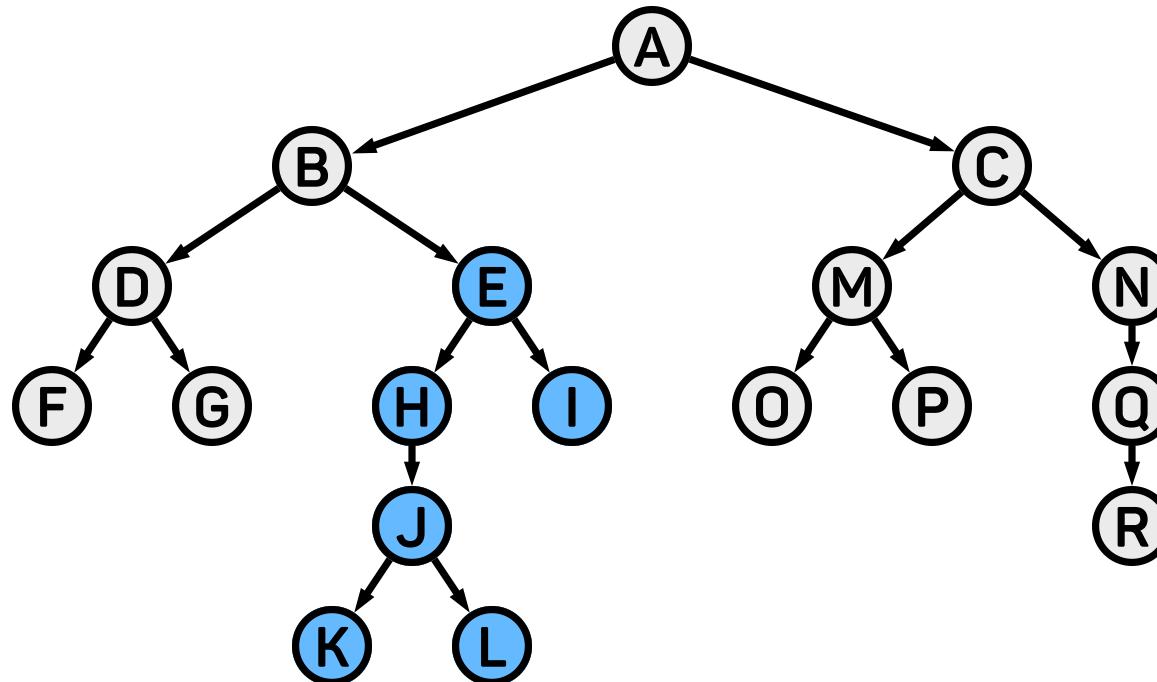
DFS - "Going Deep"

Once you have fully traversed a subtree you go back to the previous node with a not-fully-traversed subtree. Next subtree: G.



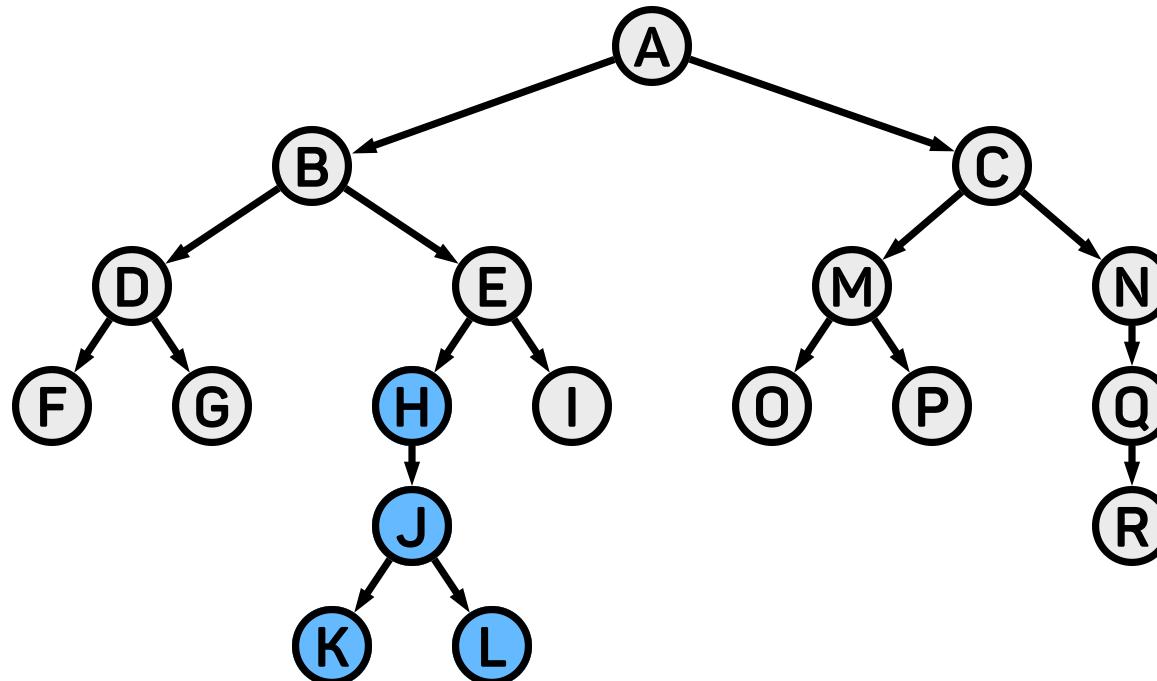
DFS - "Going Deep"

Once you have fully traversed a subtree you go back to the previous node with a not-fully-traversed subtree. Next subtree: E.



DFS - "Going Deep"

Now you have to go deep again and traverse the subtree's of E: Starting with H's subtree.



... and so on ...

Traversal Orders

To traverse a tree we perform the following actions:

- Visiting the current node
- Traversing the left subtree
- Traversing the right subtree

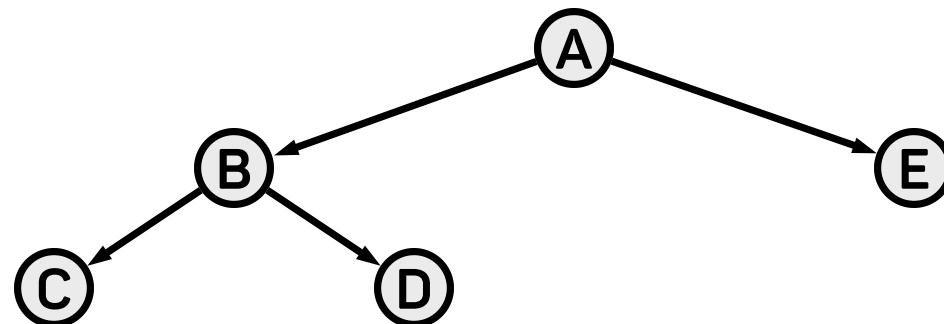
The order we perform these action is called **traversal order**.

There are three possible traversal orders:

- **Preorder** traversal
- **In-order** traversal
- **Postorder** traversal

Preorder Traversal

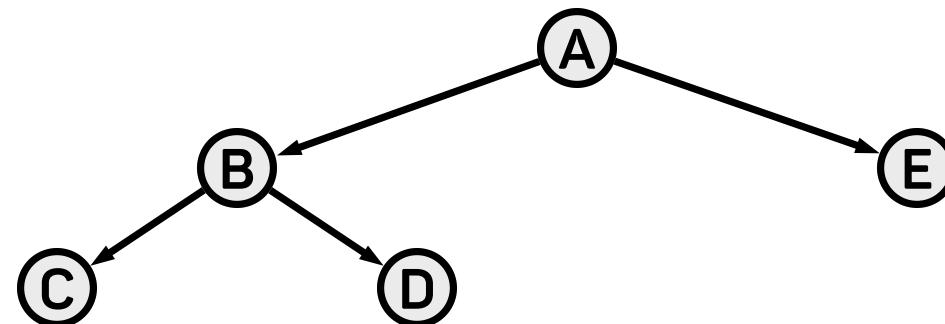
1. Current Vertex
2. Left Subtree
3. Right Subtree



Print Result: _ _ _ _ _

Preorder Traversal

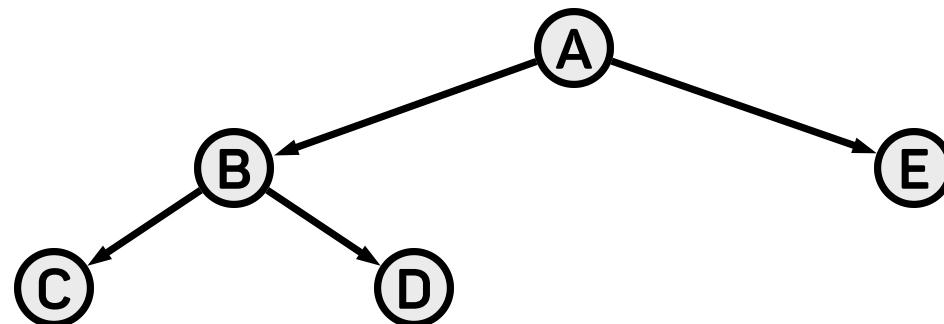
1. Current Vertex
2. Left Subtree
3. Right Subtree



Print Result: A B C D E

In-Order Traversal

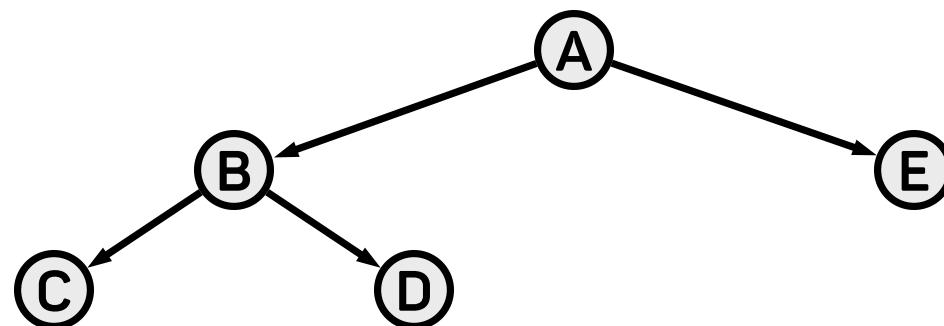
1. Left Subtree
2. Current Vertex
3. Right Subtree



Print Result: _ _ _ _ _

In-Order Traversal

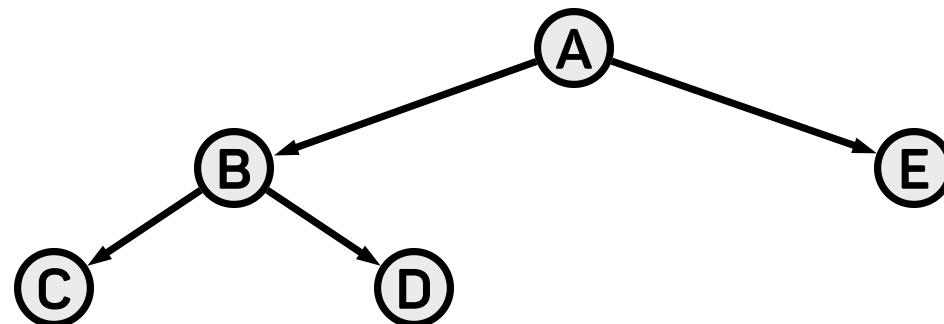
1. Left Subtree
2. Current Vertex
3. Right Subtree



Print Result: C B D A E

Postorder Traversal

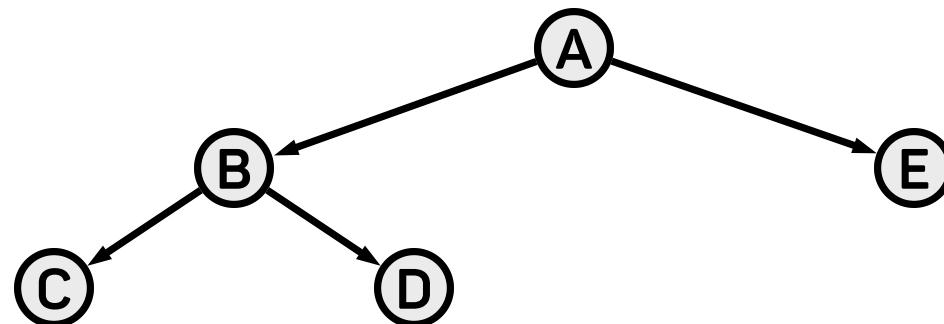
1. Left Subtree
2. Right Subtree
3. Current Vertex



Print Result: _ _ _ _ _

Postorder Traversal

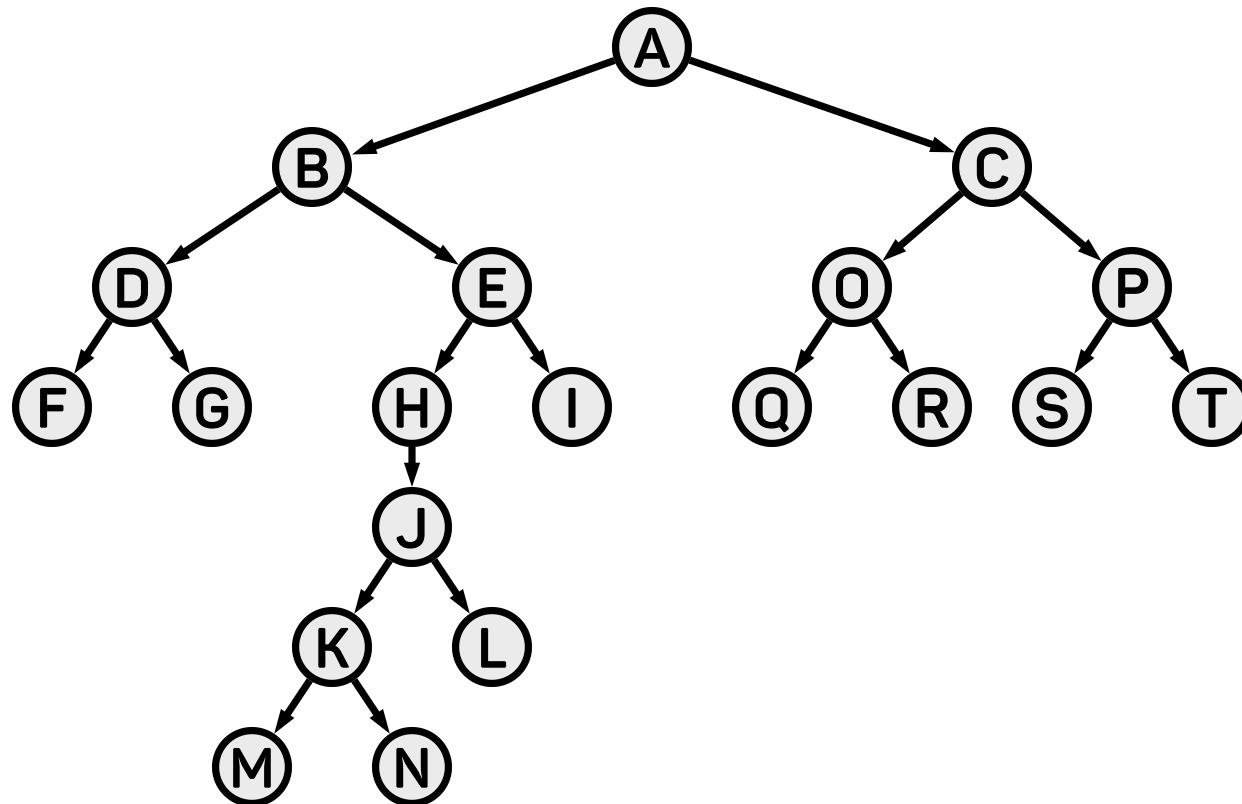
1. Left Subtree
2. Right Subtree
3. Current Vertex



Print Result: C D B E A

Exercise 11.3: Depth-First-Search on Paper

Given the following tree:



- (a)** Do a preorder depth-first traversal on paper
- (b)** Do a in-order depth-first traversal on paper
- (c)** Do a postorder depth-first traversal on paper

Breadth-First Search/Traversal (BFS)

BFS is the opposite of DFS - obviously.

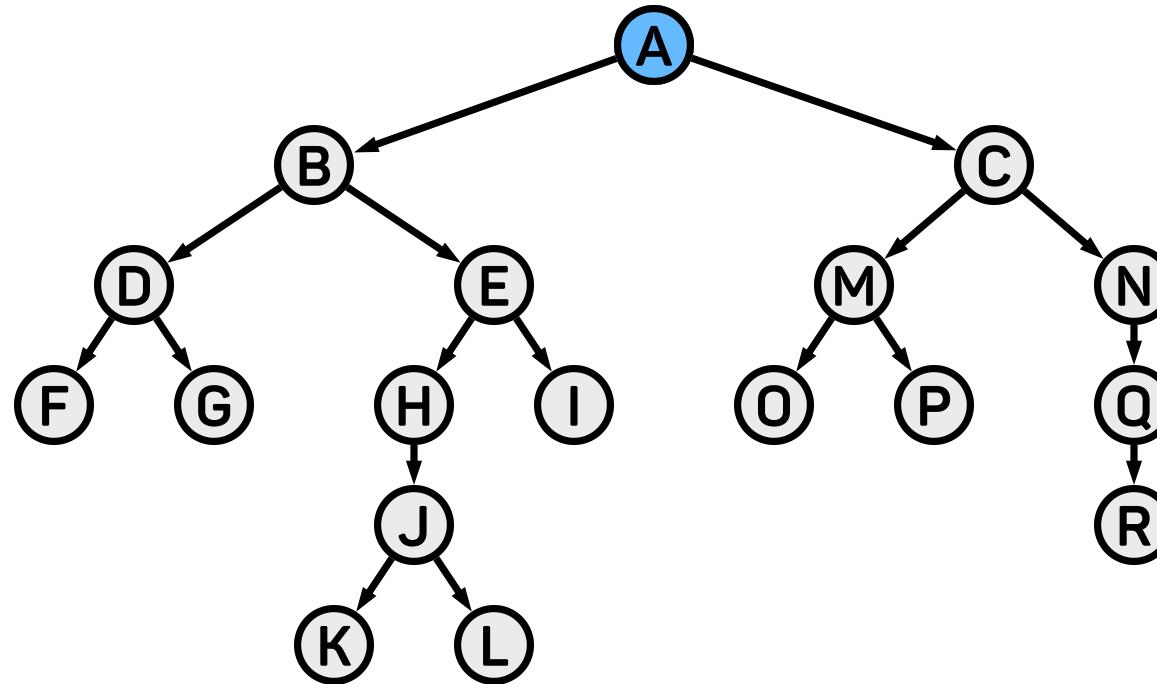
We first explore all child vertices of a given vertex and then go "to the next level" and explore vertices on this level.

Example:

1. Printing out the names of your mothers parents
2. Printing out the names of your mother and her brothers/sisters
3. Printing out your name and the names of all of your cousins (only from your mothers family)

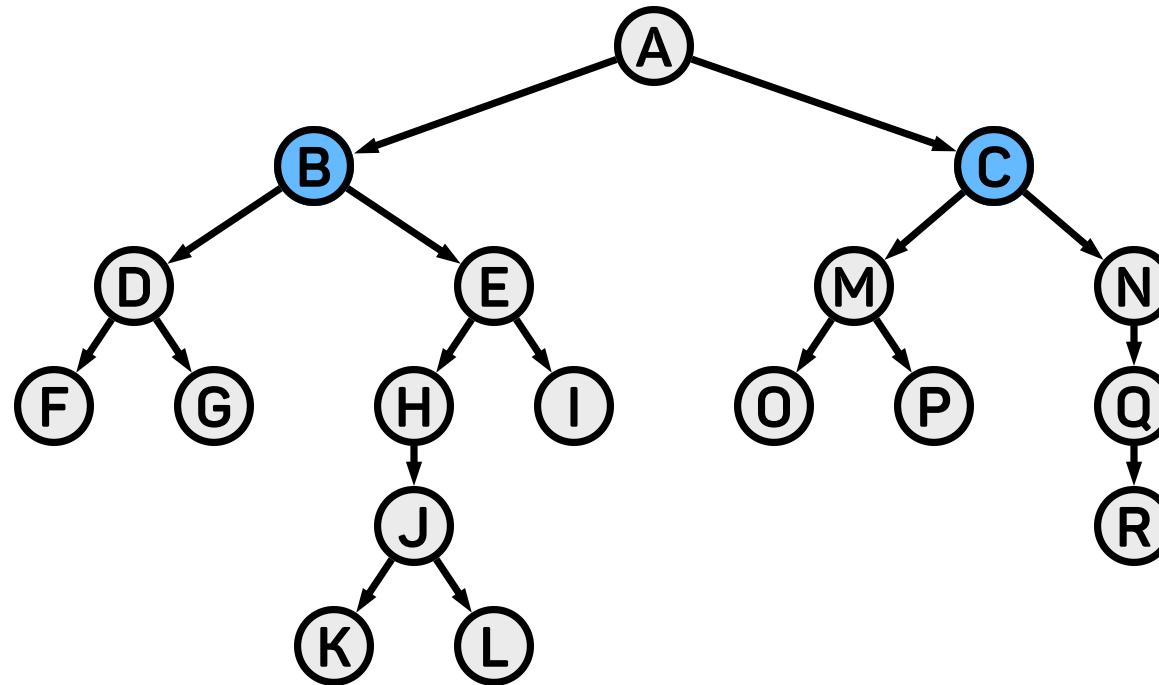
BFS - "Level by Level"

Start at the root A.



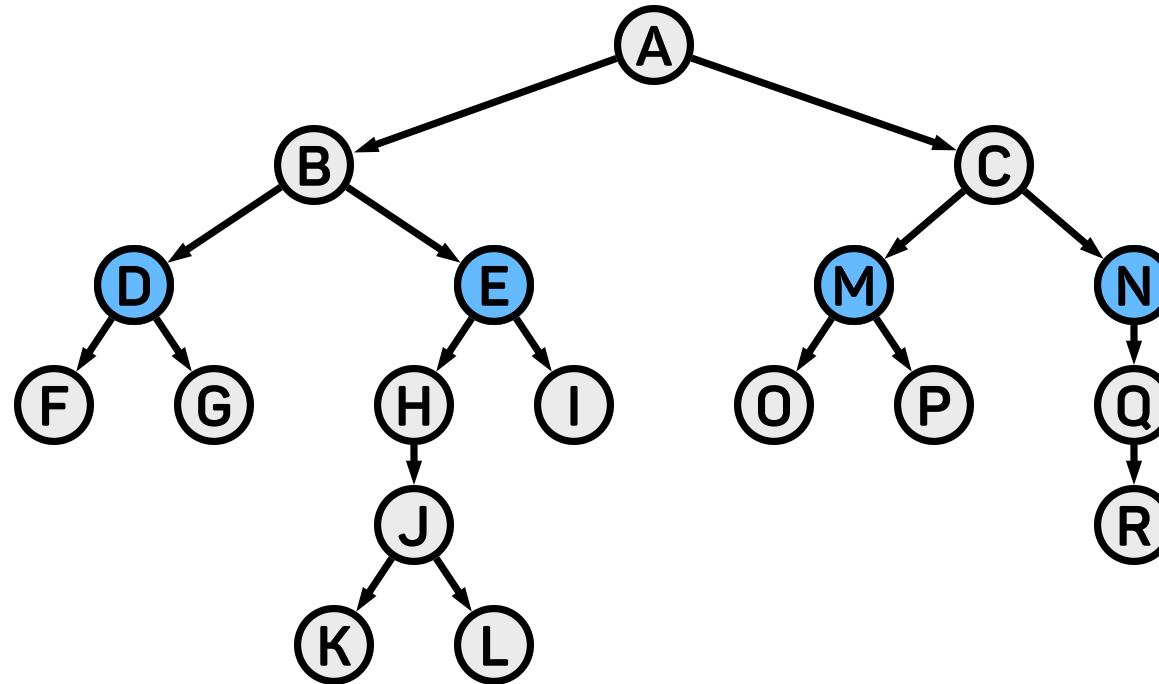
BFS - "Level by Level"

Then visit all vertices with depth 1.



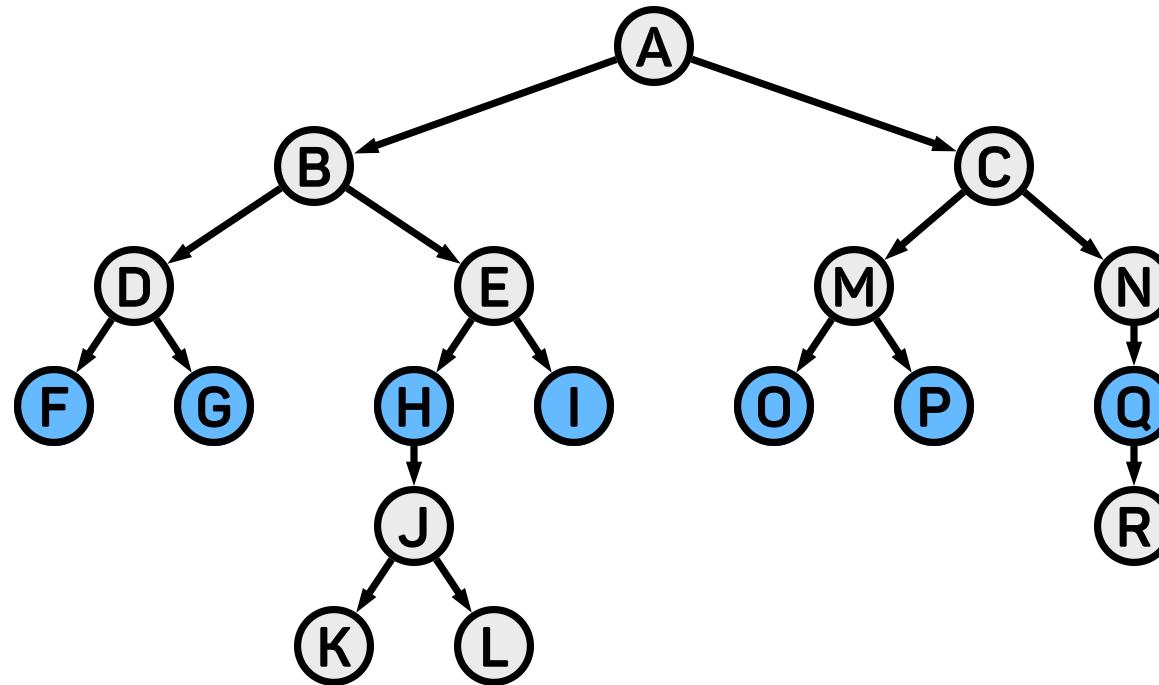
BFS - "Level by Level"

Then visit all vertices with depth 2.



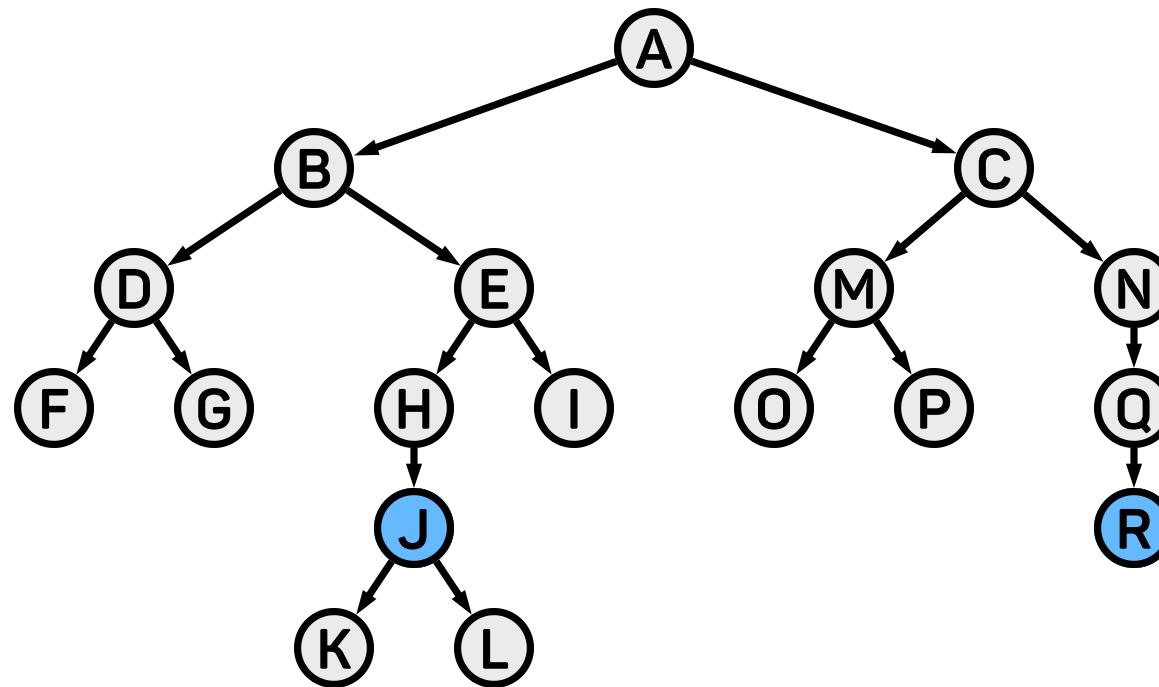
BFS - "Level by Level"

Then visit all vertices with depth 3.



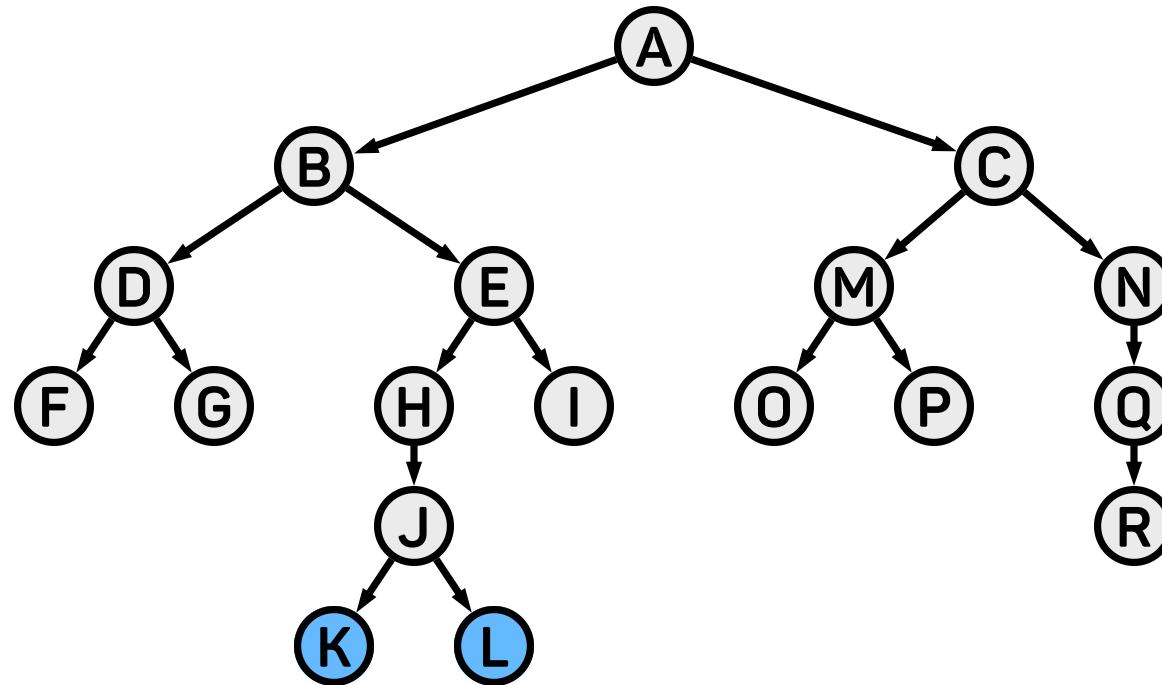
BFS - "Level by Level"

Then visit all vertices with depth 4.

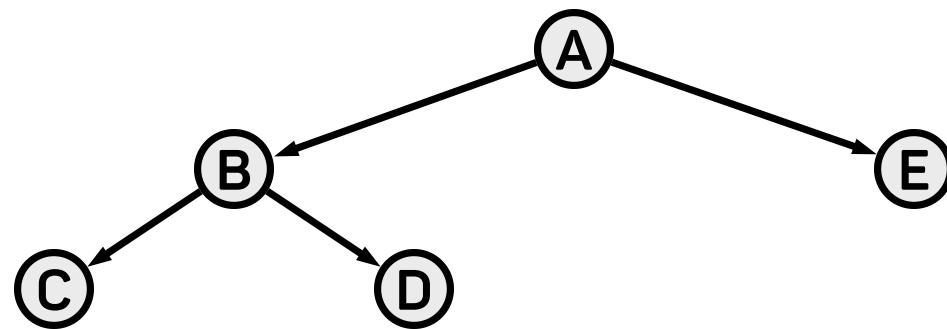


BFS - "Level by Level"

Then visit all vertices with depth 5.

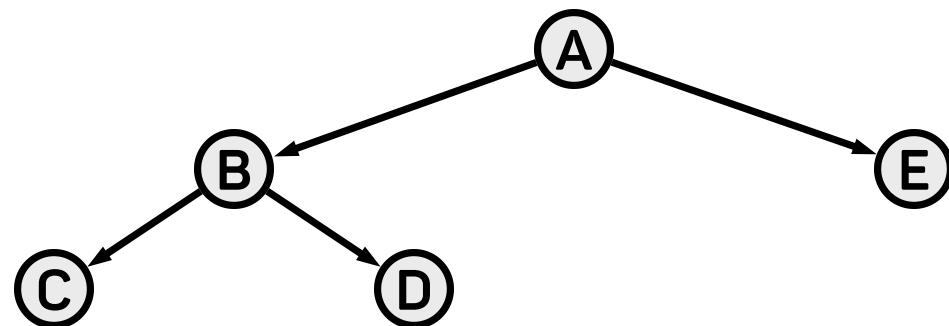


BFS - Example



Print Result: _____

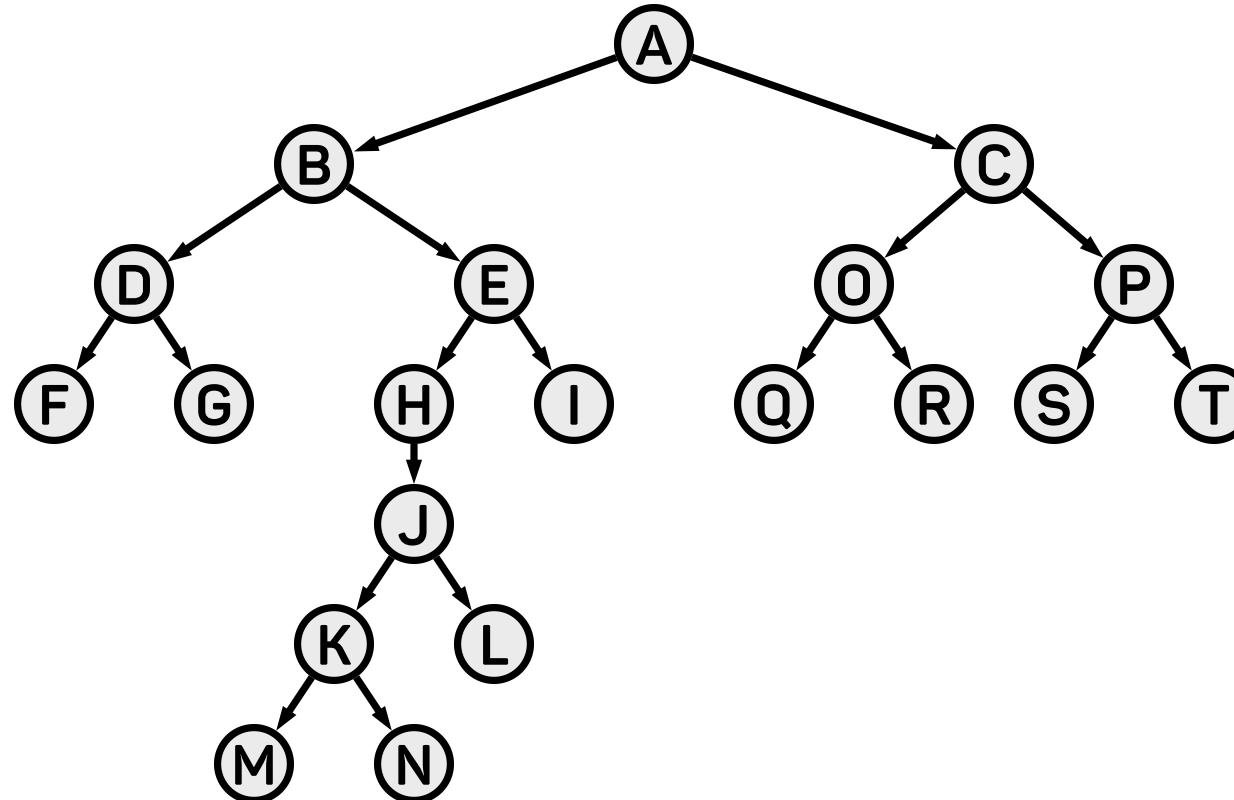
BFS - Example



Print Result: A B E C D

Exercise 11.4: Breadth-First-Search on Paper

Given the following tree:



Task: Do a breadth-first traversal on paper

Ok, now we can finally do some coding!

The given **char-tree** is realized with a struct for each node:

```
struct TreeNode {  
    char value;  
    struct TreeNode *left;  
    struct TreeNode *right;  
}
```

In our code all the logic to initialize and construct a **tree is already implemented**. If you are curious you can have a look at `tree.c`.

Inside the file `main.c` you can ignore this tree-initialization.

You are given a `struct TreeNode *root`, which is a pointer to the root node.

Each node contains its `value` (a single character) as well as two pointers to its left and right child node. If one of these pointers is a NULL-pointer (pointer value is `0`), it means that the respective subtree does not exist.

Exercise 11.5: Implement Depth-First-Traversal

(a) Implement preorder DFS inside `preorder_dfs_print(struct TreeNode *node)` , where each nodes value is printed out followed by a whitespace.

Implement your solution inside `boilerplate/dfs_boilerplate.c` .

I strongly encourage you to use recursion!

You have to **compile three C-files** `dfs_main.c` , `tree/tree.c` as well as
`boilerplate/ dfs_boilerplate.c` .

Exercise 11.6: Implement Breadth-First-Traversal

(a) Implement BFS recursively (calling the same function on subtrees until the subtree only consists of one vertex) inside `bfs_print(struct TreeNode *node)`

Implement your solution inside `boilerplate/bfs_boilerplate.c`.

With recursion you can think about passing the "depth left to go" to a function next to the node.

You have to **compile three C-files** `bfs_main.c` , `tree/tree.c` as well as
`boilerplate/ bfs_boilerplate.c` .

The following is just a proposal if you want to have a little bit more coding practice.

Additional Practice (optional)

You can think about functions for our tree that might be useful. Examples are: A function that returns the ...

- ... height of a given (sub-)tree
- ... depth of a given vertex with a given root
- ... total number of nodes in a given subtree
- ... average value of all nodes in a given subtree
- ... number of times a given value occurs in a given subtree

I have not implemented any solutions for these examples, but you can send me some if you're satisfied with yours ;)

See You Next Week!

All **code examples** and **exercise solutions** (available right after my tutorial) on GitHub.

<https://github.com/dostuffthatmatters/Engineering-Informatics-1-MSE-WS1920>.



Uploading my programming
assignment knowing it's full of errors,
but I have to submit something.



The garbage will do!

Aiming for Partial Credit