Trees

Data Structures and Algorithms for Computational Linguistics III (ISCL-BA-07)

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University of Tübingen Seminar für Sprachwissenschaft

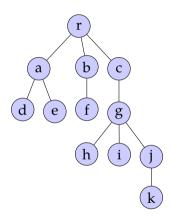
Winter Semester 2021/22

Why study trees

- A tree is a, hierarchical, non-linear data structure useful in many algorithms
- We have already resorted to descriptions using trees (e.g., recursion trace)
- A tree is a *graph* with certain properties
- It is also very common in (computational) linguistics:
 - Parse trees: representing syntactic structure of sentences
 - Language trees: representing the historical relations between languages
 - Decision trees: a well-known algorithm for machine learning, also used for many NLP problems

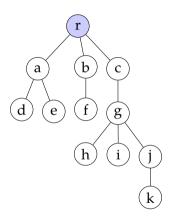
Definitions

- A tree is a set of nodes organized hierarchically with the following properties:
 - If a tree is non-empty, it has a special node root
 - Except the root node, every node in the tree has a unique parent (all nodes except the root are children of another node)
- Alternatively, we can define a tree recursively:
 - The empty set of nodes is a tree
 - Otherwise a tree contains a root with sub-trees as its children



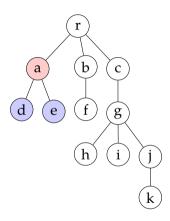
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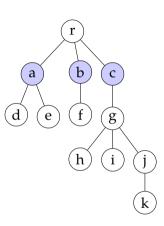


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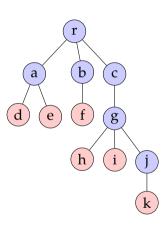
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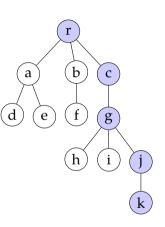
- The nodes with the same parent are called siblings
- The nodes with children are called internal nodes
- The nodes without children are the leaf nodes
- A path is a sequence of connected nodes
- Any node in the path from the root to a particular node is its ancestors
- A node is the descendant of its ancestors
- The subtree is a tree rooted by a non-root node
- The depth of a node is the number of edges from root
- The height of a node is the number of edges from the deepest descendant
- The height of a tree is the height of its root



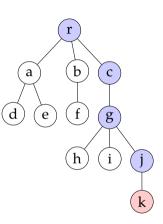
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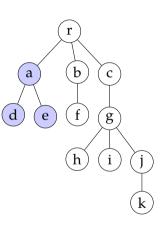
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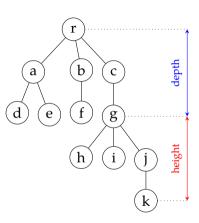
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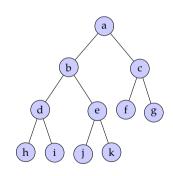
Ordered trees

- A tree is ordered if there is an ordering between siblings. Typical examples include:
 - A tree representing a document (e.g., HTML) structure
 - Parse trees
 - (maybe) a family tree
- In many cases order is not important
 - Class hierarchy in a object-oriented program
 - The tree representing files in a computer

Binary trees

even more definitions

- Binary trees, where nodes can have at most two children, have many applications
- Binary trees have a natural order, each child is either a left child or a right child
- A binary tree is *proper*, or *full* if every node has either two children or none
- In a *complete* binary tree, every level except possibly the last, is completely filled, and all nodes at the last level is at the left
- A perfect binary tree is a full binary tree whose leaf nodes have the same depth

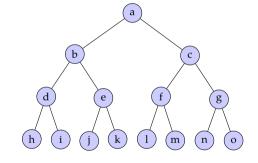


Some properties of binary trees

For a binary tree with n_{ℓ} leaf, n_i internal, n nodes and with height h

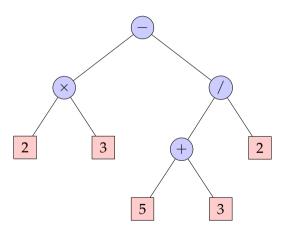
•
$$h+1 \le n \le 2^{h+1}-1$$

- $1 \le n_{\ell} \le 2^{h}$
- $h \le n_i \le 2^h 1$
- $log(n+1) 1 \le h \le n-1$
- For any proper binary tree, $n_{\ell} = n_i + 1$



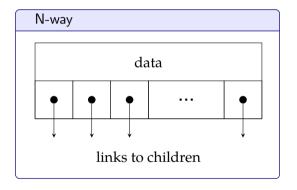
Binary tree example: expression trees

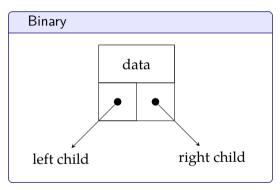
 $2 \times 3 + (5+3)/2$



Implementation of trees

general case: linked data structures

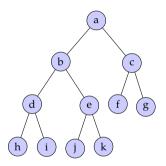


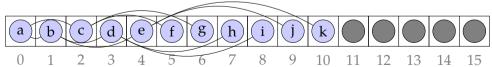


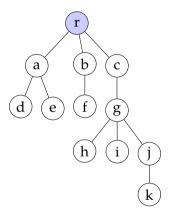
Implementation of trees

array implementation of binary trees

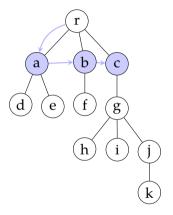
- Binary trees can also be implemented with arrays:
 - the root node is stored at index 0
 - the left child of the node at index i is stored at 2i + 1
 - the right child of the node at index i is stored at 2i + 2
 - the parent of the node at index i is at index $\lfloor (i-1)/2 \rfloor$
- If the binary tree is complete, this representation does not waste (much) space



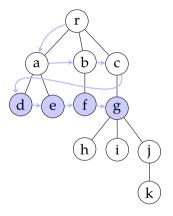


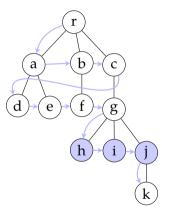


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def breadth_first(root):
    queue = []
    queue.append(root)
    while queue:
        node = queue.pop(0)
        # process the node
        print(node.data)
        for child in node.children:
            queue.append(child)
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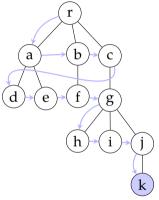


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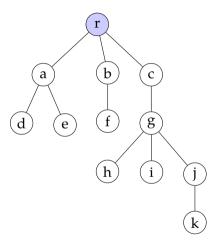


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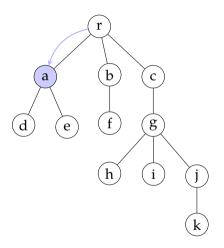


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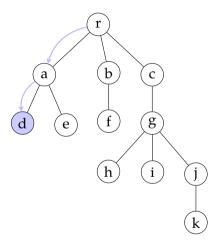
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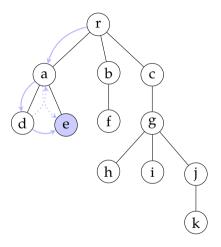
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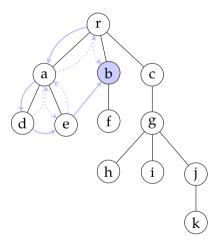
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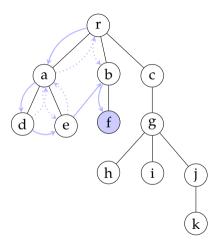
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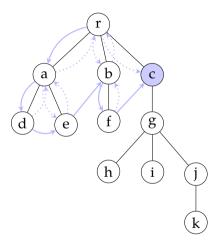
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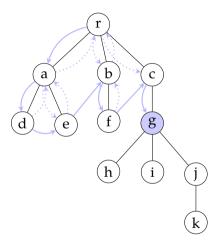
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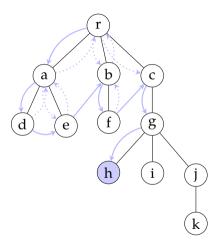
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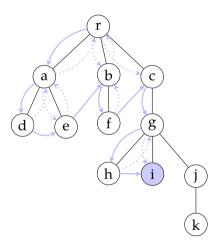
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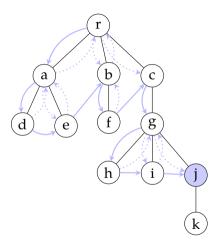
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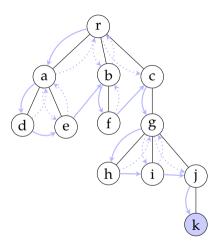
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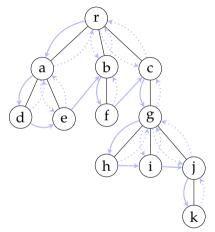
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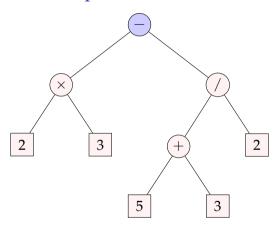
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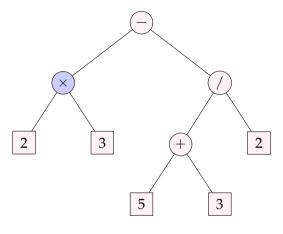


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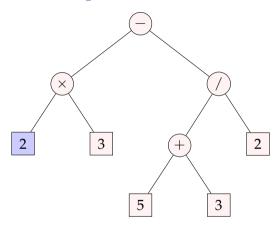
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def pre_order(node):
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Example: pre-order in an expression tree

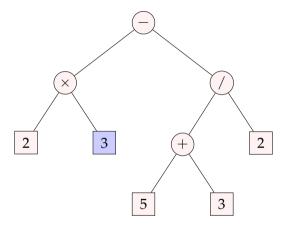




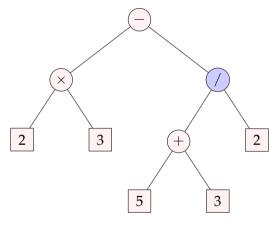
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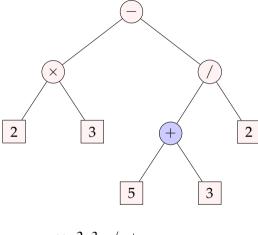
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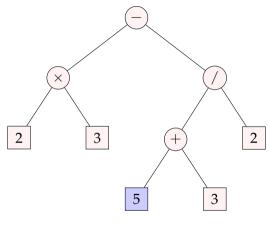
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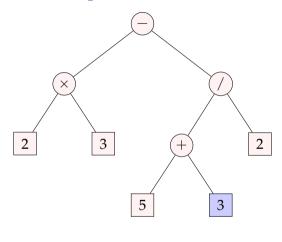
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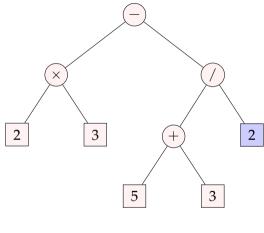
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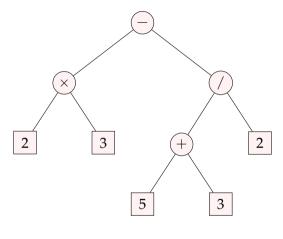
 $- \times 23 / + 5$



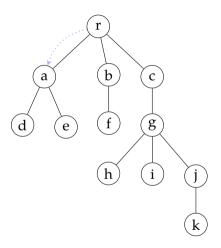
$$- \times 23 / + 53$$



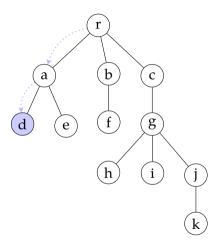
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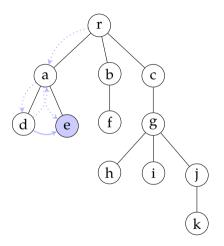
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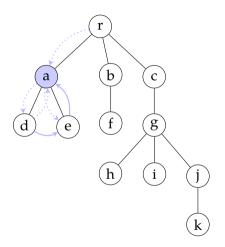
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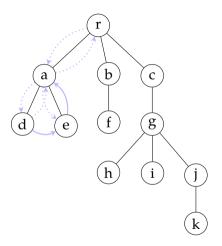
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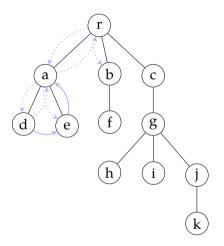
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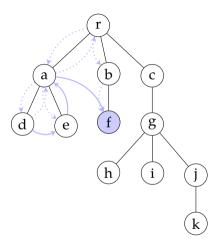
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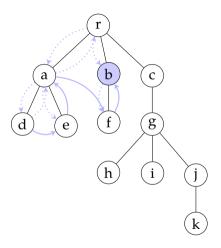
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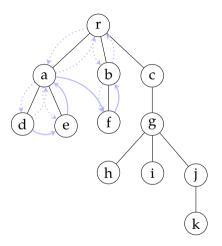
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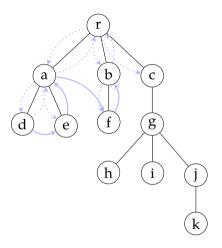
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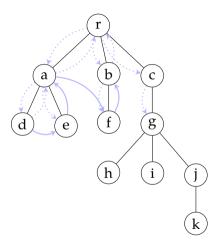
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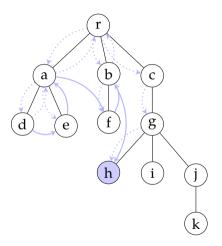
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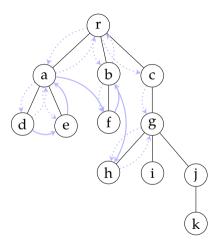
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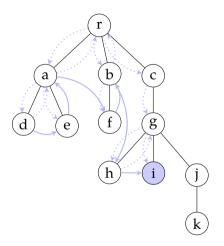
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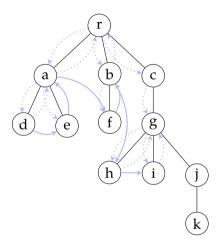
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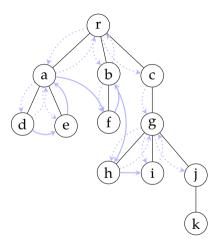
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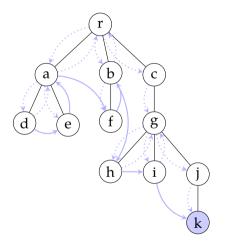
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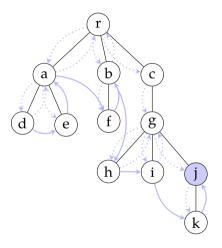
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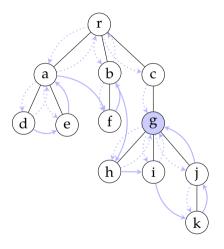
```
def post_order(node):
   for child in node.children:
     post_order(child)
# process the node
print(node.data)
```



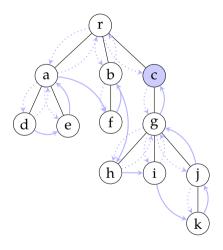
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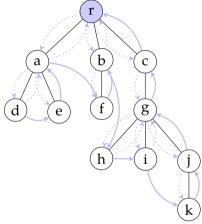
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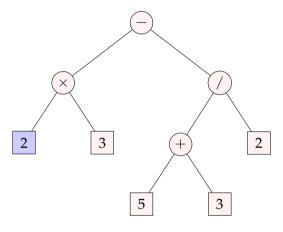


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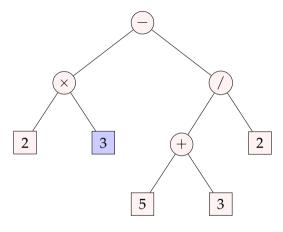


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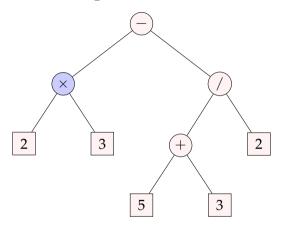
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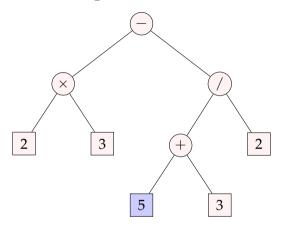
2



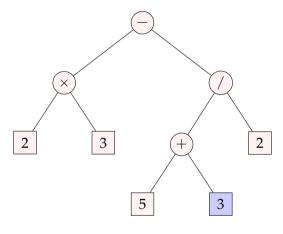
23



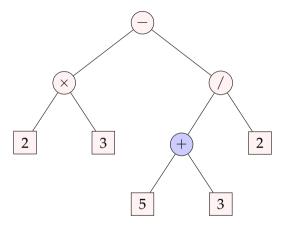
 $23 \times$



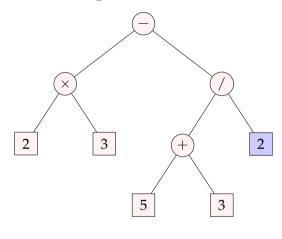
 23×5



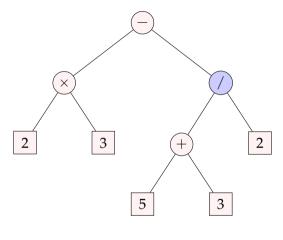
 23×53



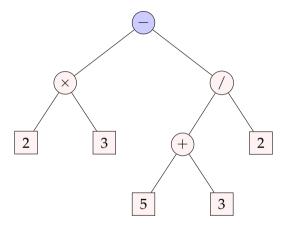
 $23 \times 53 +$



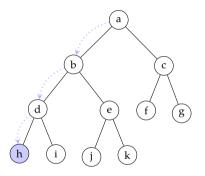
 $23 \times 53 + 2$



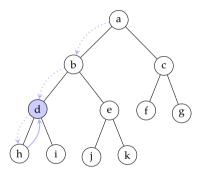
$$23 \times 53 + 2 /$$



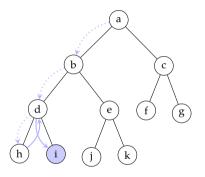
$$23 \times 53 + 2/-$$



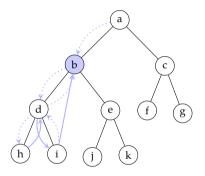
```
def in_order(node):
   in_order(node.left)
   # process the node
   print(node.data)
   in_order(node.right)
```



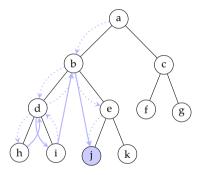
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   # process the node
   print(node.data)
   in_order(node.right)
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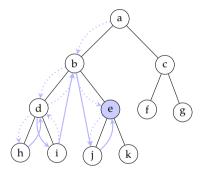
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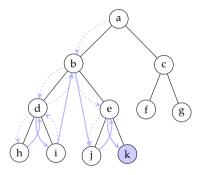
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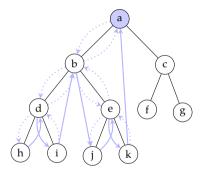
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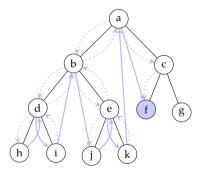
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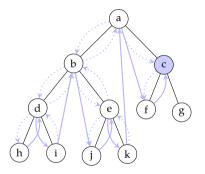
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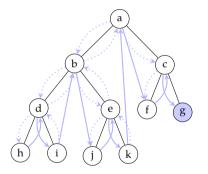
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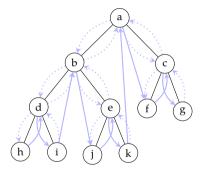
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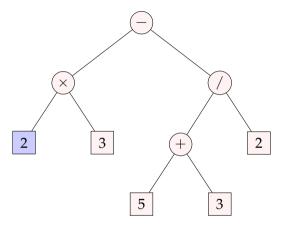


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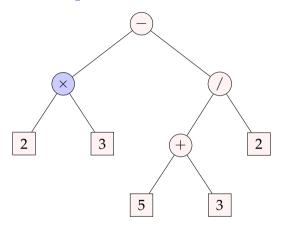


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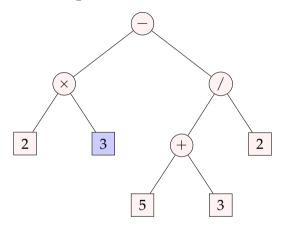
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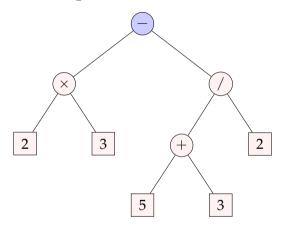
2



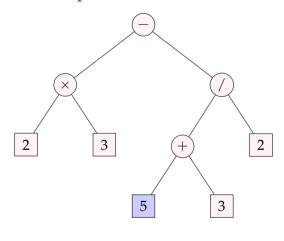
 $2 \times$



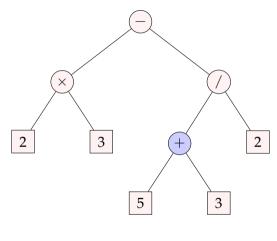
 2×3



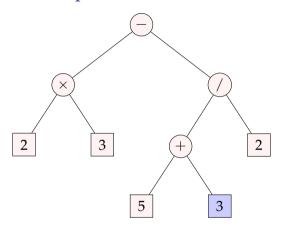
 2×3 –



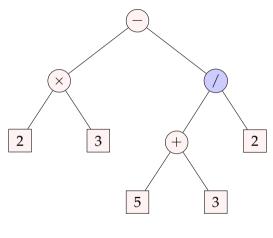
$$2 \times 3 - 5$$



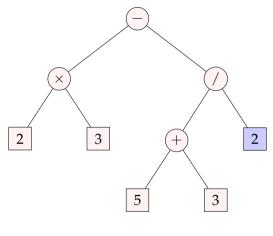
$$2 \times 3 - 5 +$$



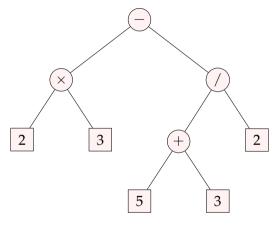
$$2 \times 3 - 5 + 3$$



$$2 \times 3 - 5 + 3$$



$$2 \times 3$$
 - $5+3$ / 2



$$((2 \times 3) - ((5 + 3) / 2))$$

Summary

- Trees are hierarchical data structures useful in many applications
- We will often return to trees and properties of trees in the rest of the course
- Reading on trees: Goodrich, Tamassia, and Goldwasser (2013, chapter 8), and optionally the chapter on *search trees* (Goodrich, Tamassia, and Goldwasser 2013, ch. 11)

Next:

- Heaps and priority queues
- Reading: Reading: Goodrich, Tamassia, and Goldwasser (2013, chapter 9)

Acknowledgments, credits, references



Goodrich, Michael T., Roberto Tamassia, and Michael H. Goldwasser (2013). Data Structures and Algorithms in Python. John Wiley & Sons, Incorporated. ISBN: 9781118476734.

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