04-630
Data Structures and Algorithms for Engineers

Lecture 10: Trees

Agenda

Trees I

- Types of trees
- Binary Tree ADT
- Binary Search Tree
- Height Balanced Trees
  - AVL Trees
  - Red-Black Trees
- Optimal Code Trees
- Huffman's Algorithm

TREE PRELIMINARIES

Trees

- Trees are everywhere

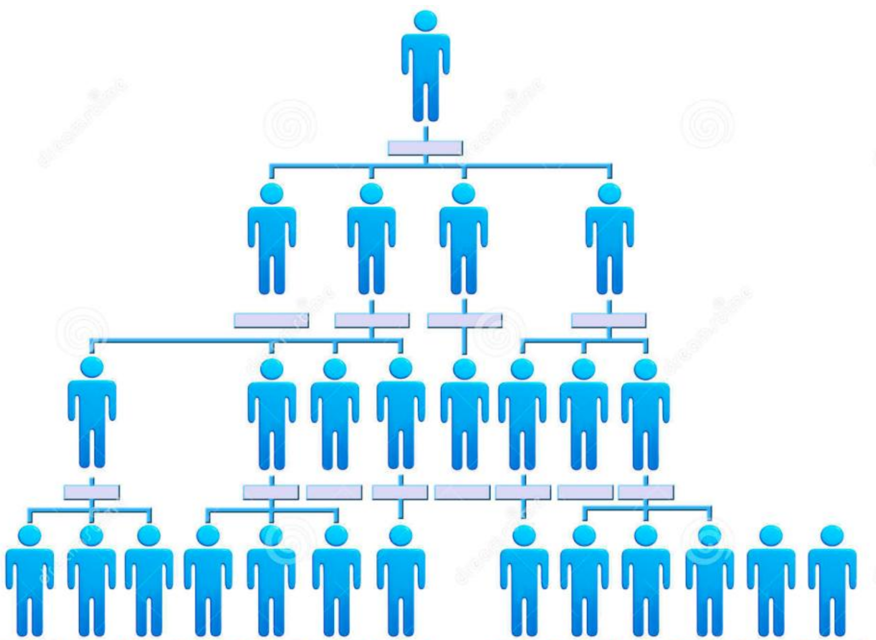
- Hierarchical method of structuring data

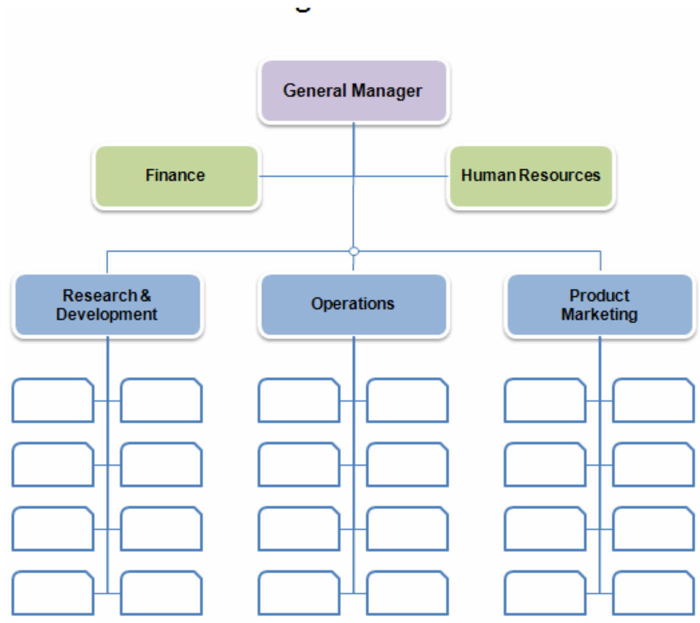
- Uses of trees:

  – genealogical tree
  – organizational tree
  – expression tree
  – binary search tree
  – decision tree

Uses of Trees

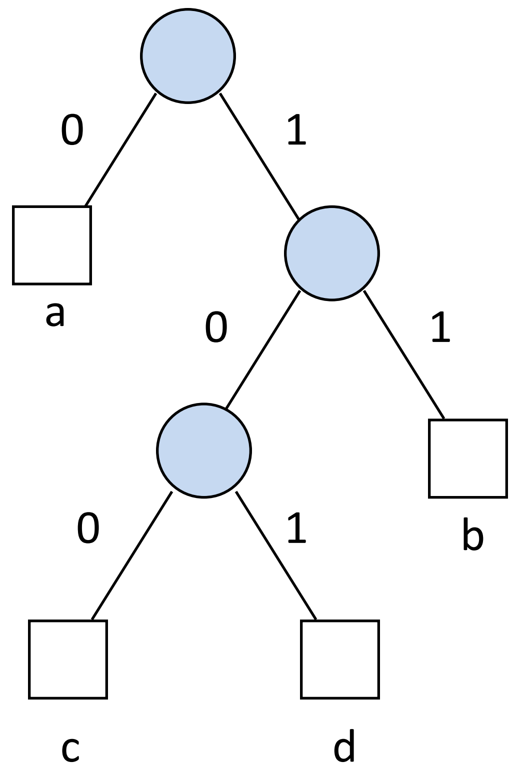
Organization Tree





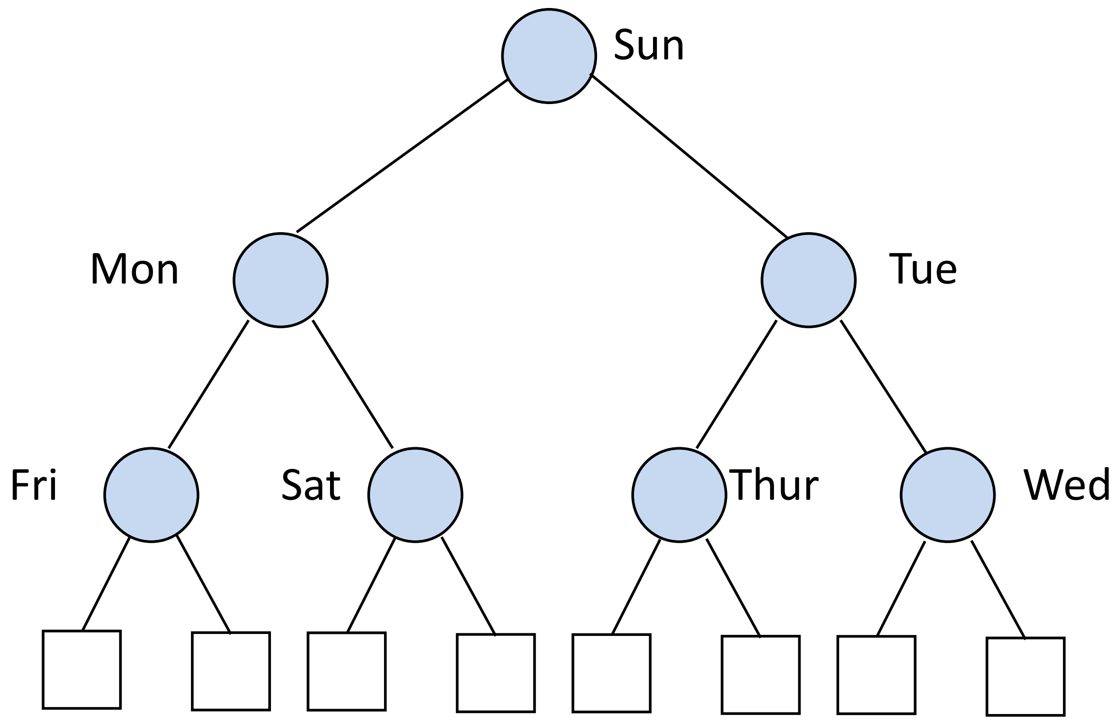
Uses of Trees

Code Tree



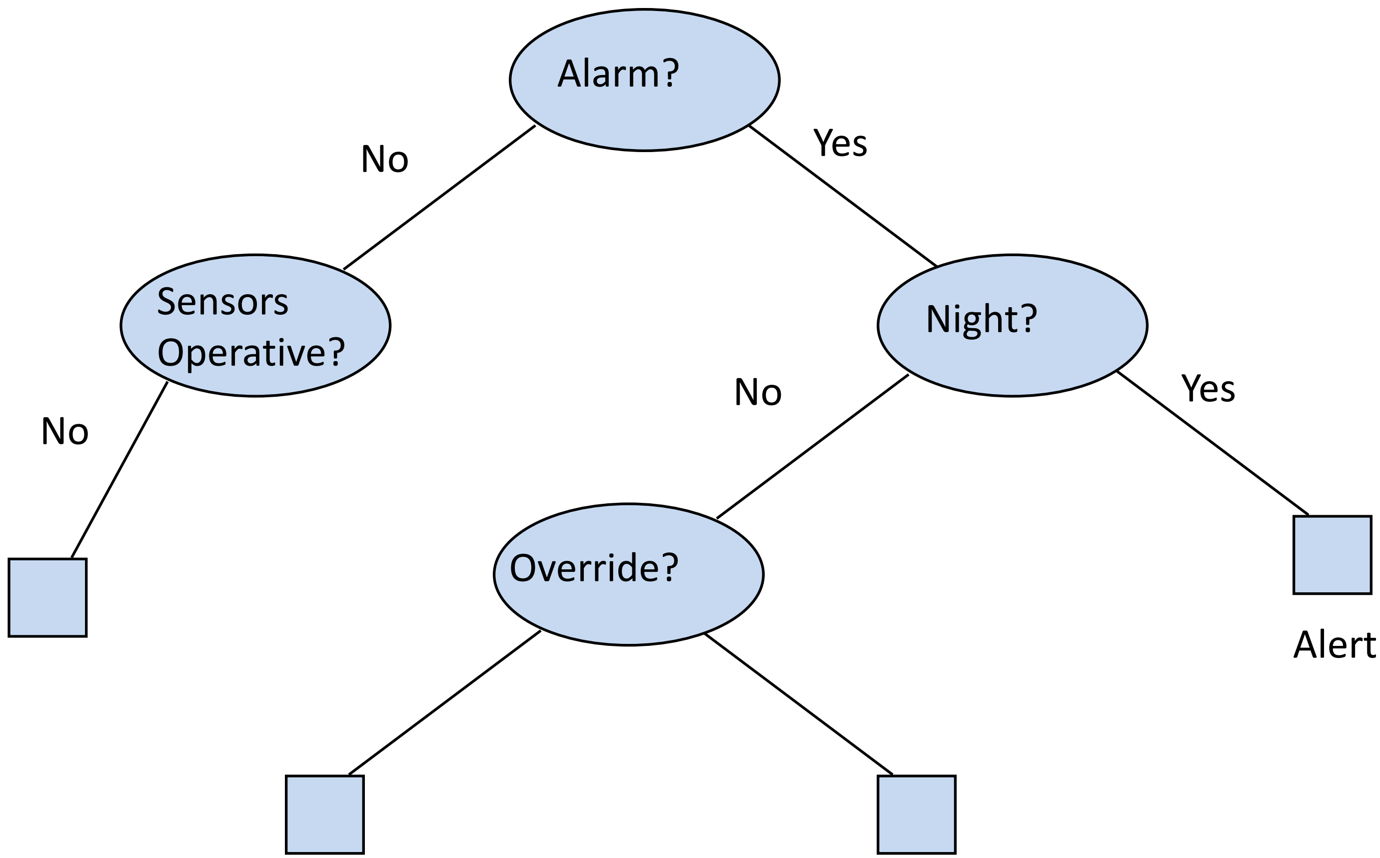
Uses of Trees

Binary Seach Tree



Uses of Trees

Decision Tree



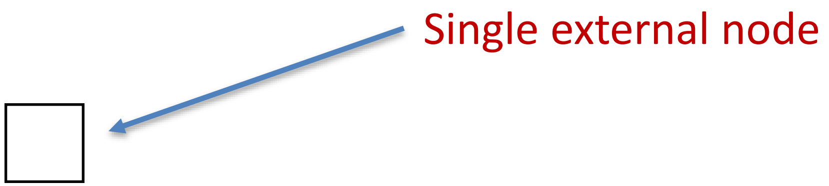
Trees

- Fundamentals
- Traversals
- Display
- Representation
- Abstract Data Type (ADT) approach
- Emphasis on binary tree
- Also multi-way trees, forests, orchards

Tree Definitions

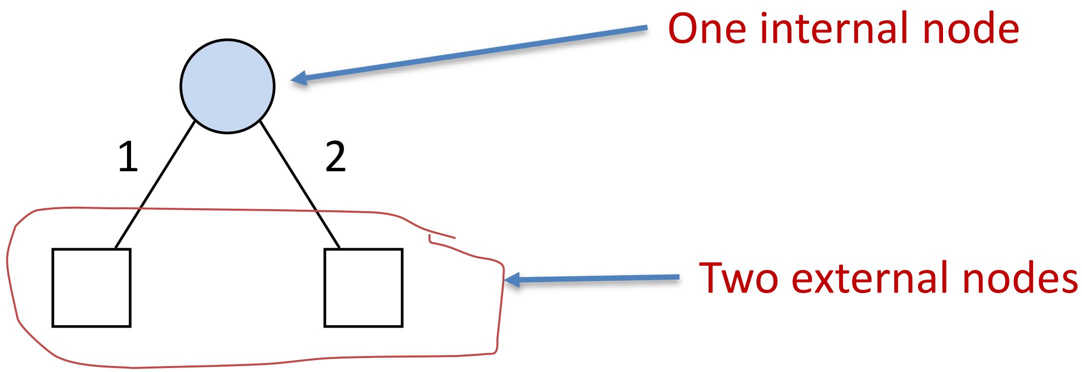
- A binary tree T of n nodes, $n \geq 0$,
  - either is empty, if $n = 0$
  - or consists of a root node u and two binary trees $u(1)$ and $u(2)$ of n_1 and n_2 nodes, respectively, such that $n = 1 + n_1 + n_2$
- We say that $u(1)$ is the first or left subtree of T, and $u(2)$ is the second or right subtree of T

Binary Tree



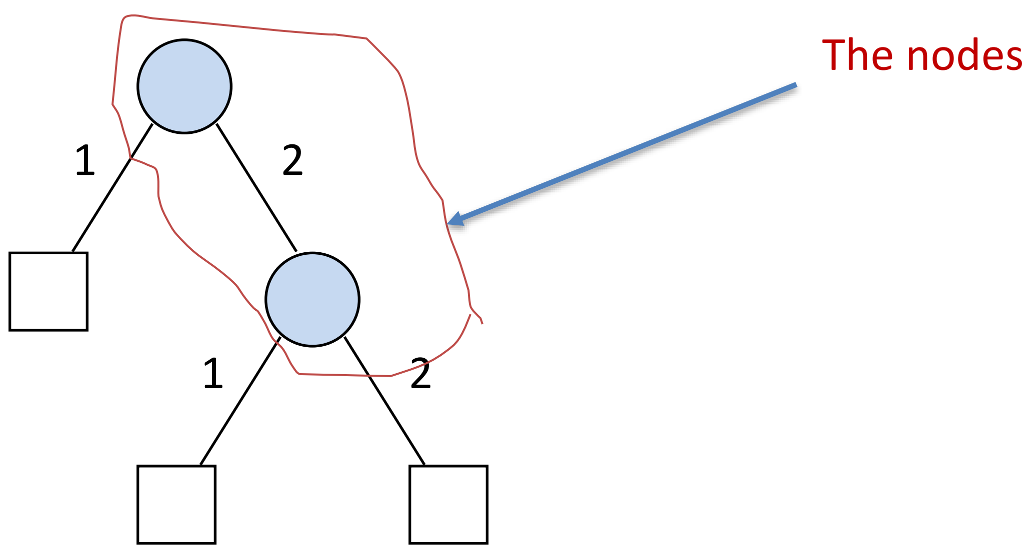
Binary Tree of zero nodes

Binary Tree



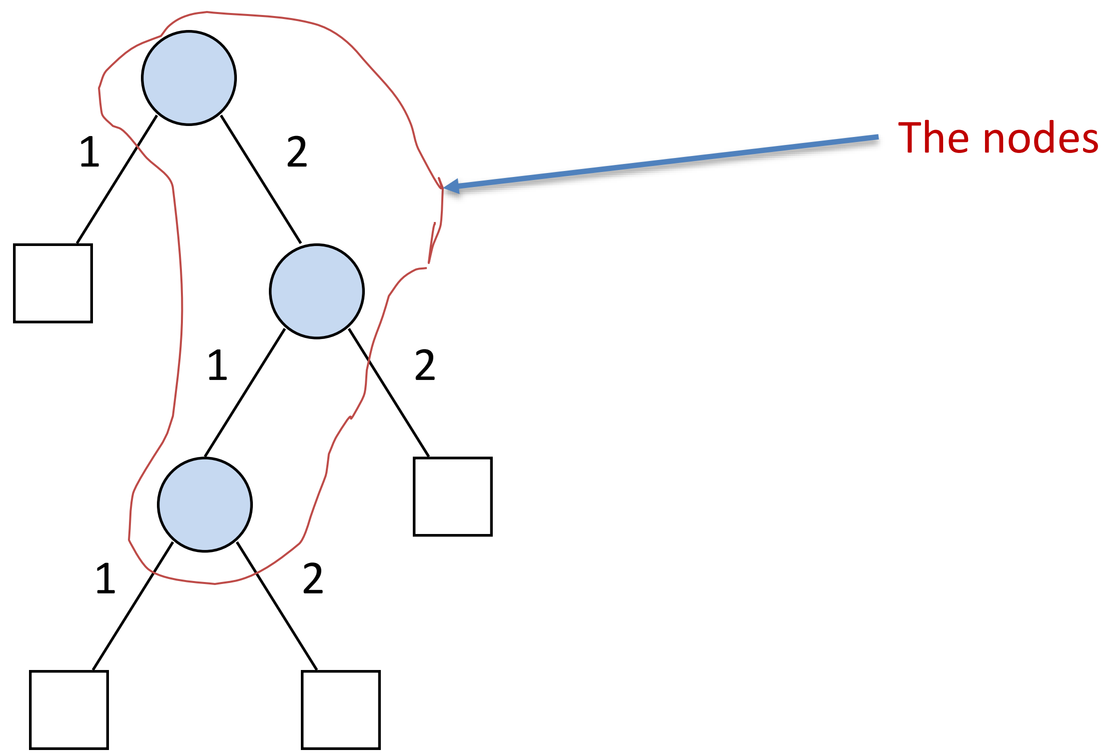
Binary Tree of 1 node

Binary Tree



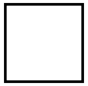
Binary Tree of 2 nodes

Binary Tree

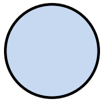


Binary Tree of 3 nodes

Binary Tree



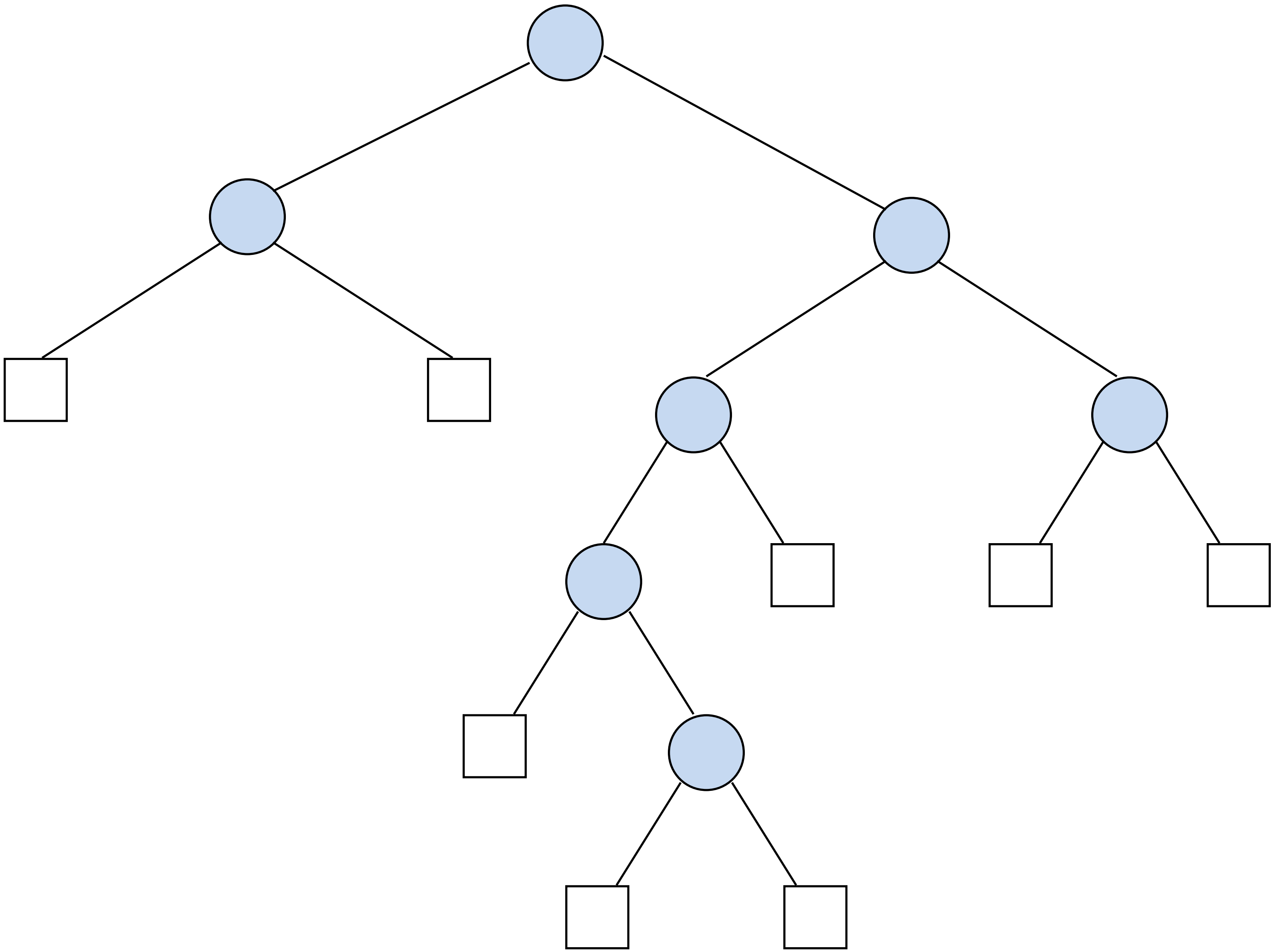
External nodes - have no subtrees



Internal nodes - always have two subtrees

Binary Tree Terminology

- Let T be a binary tree with root u
- Let v be any node in T
- If v is the root of either $u(1)$ or $u(2)$, then we say u is the parent of v and that v is the child of u
- If w is also a child of u, and w is distinct from v, we say that v and w are siblings

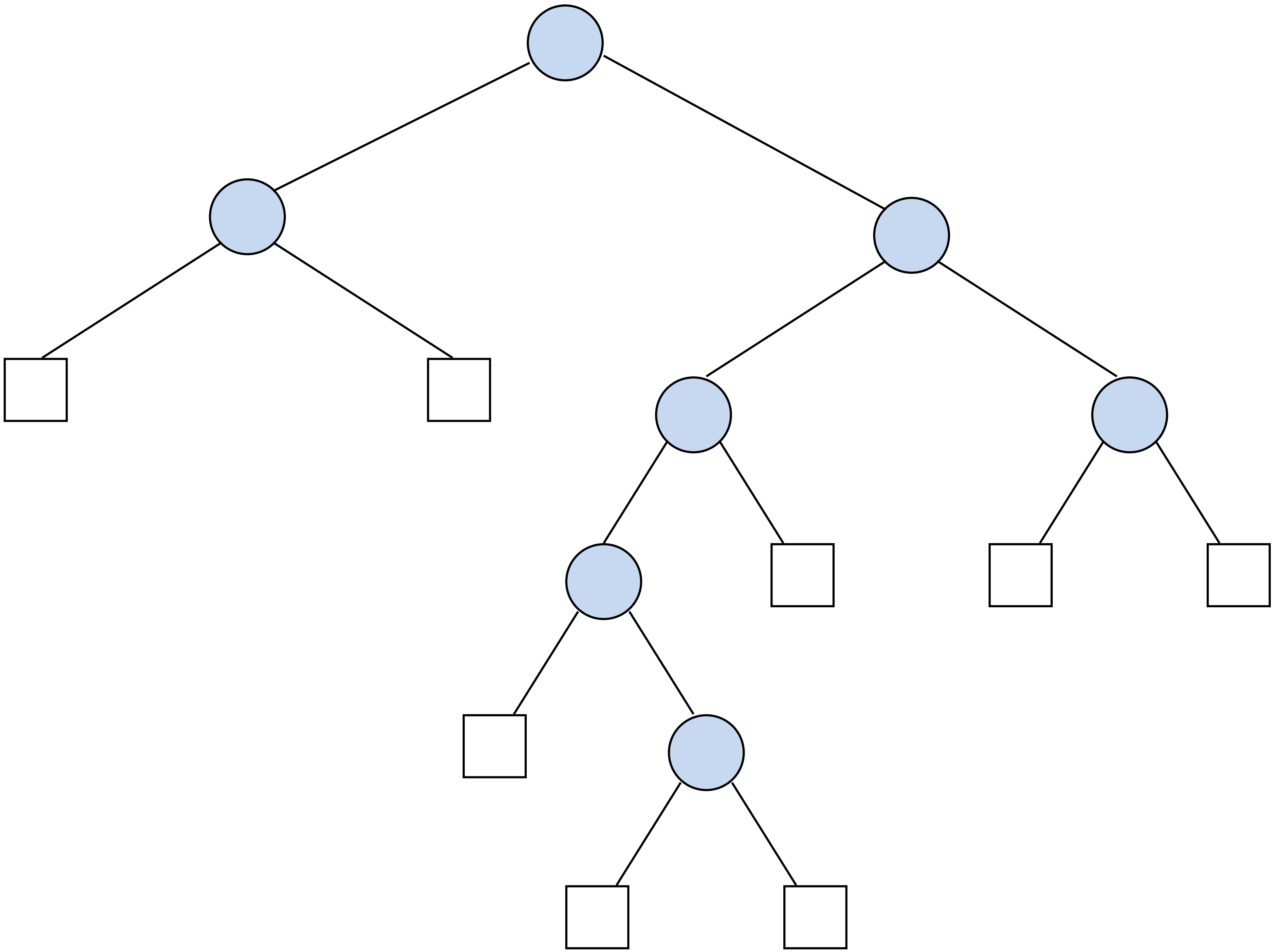


Binary Tree Terminology

- If v is the root of $u(i)$

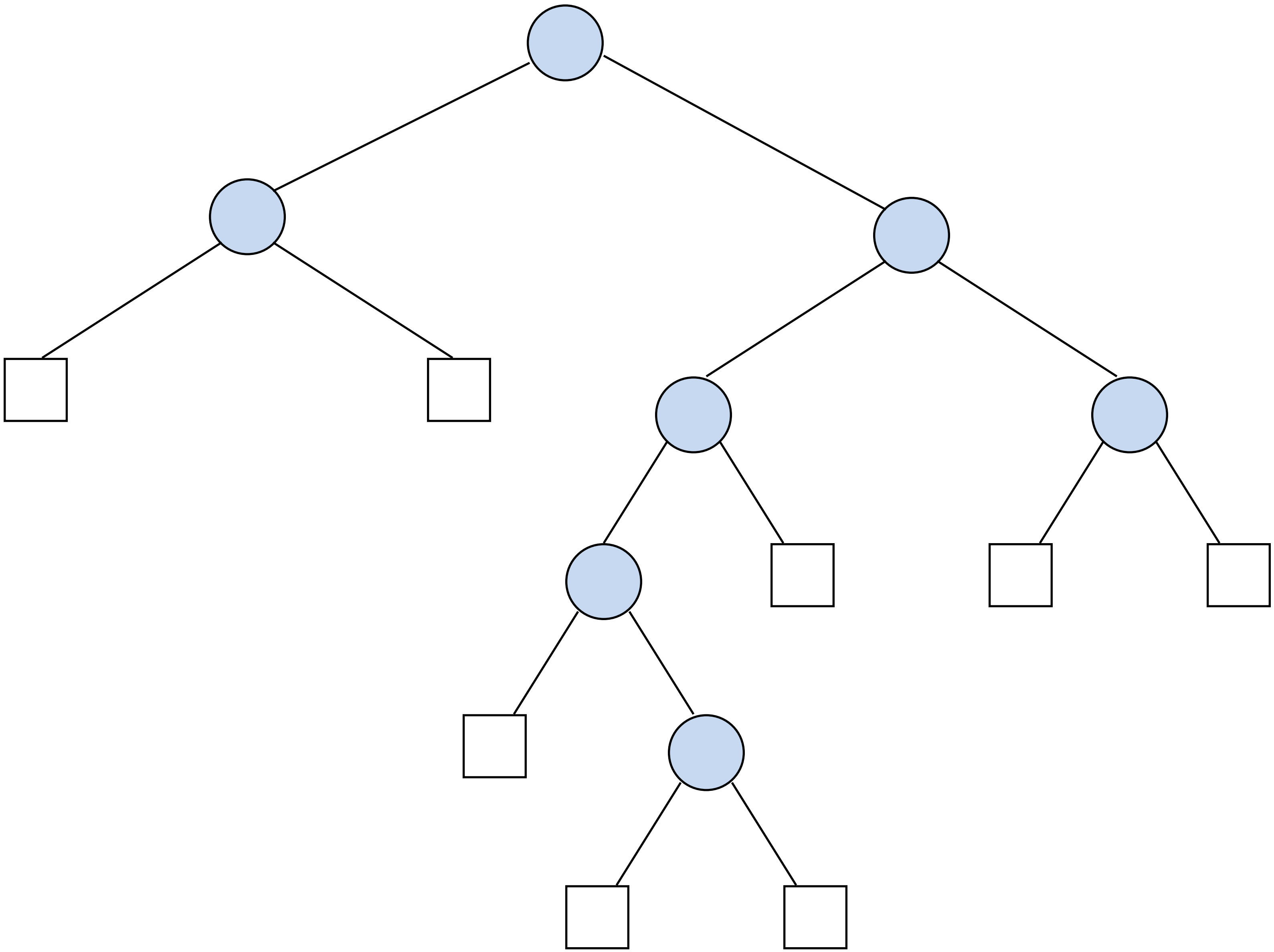
- then v is the i^{th} child of u;
  $u(1)$ is the left child and $u(2)$ is the right child

- Also have grandparents and grandchildren



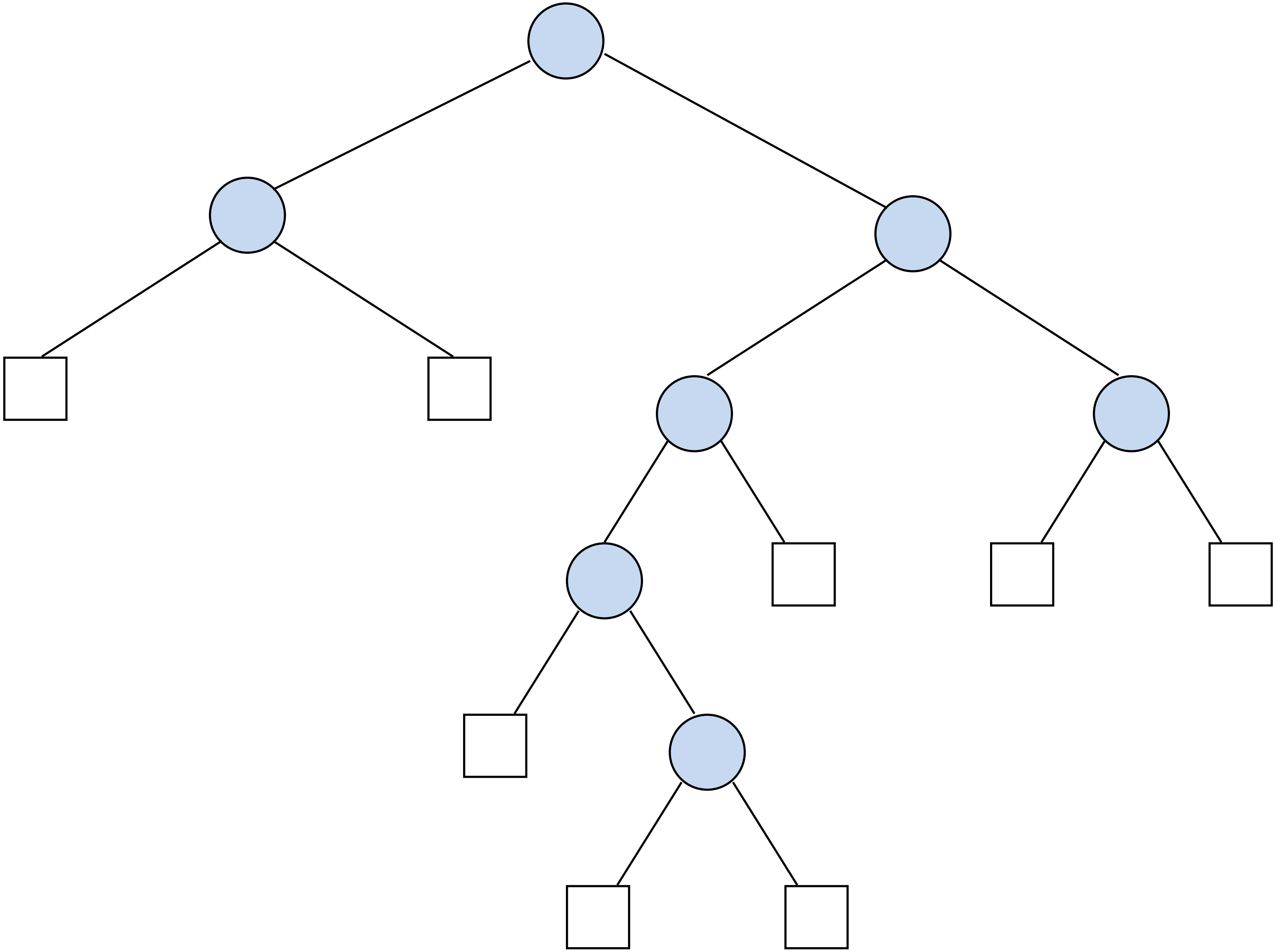
Binary Tree Terminology

- Given a binary tree T of n nodes, $n \geq 0$
- then v is a descendent of u if either
  - v is equal to u
    or
  - v is a child of some node w and w is a descendant of u
- We write $v \; desc_T \; u$
- v is a proper descendent of u if v is a descendant of u and $v \neq u$



Binary Tree Terminology

- Given a binary tree T of n nodes, $n \geq 0$
- then v is a left descendent of u if either
  - v is equal to u
    or
  - v is a left child of some node w and w is a left descendant of u
- We write $v\ ldesc_T\ u$
- Similarly we have $v\ rdesc_T\ u$

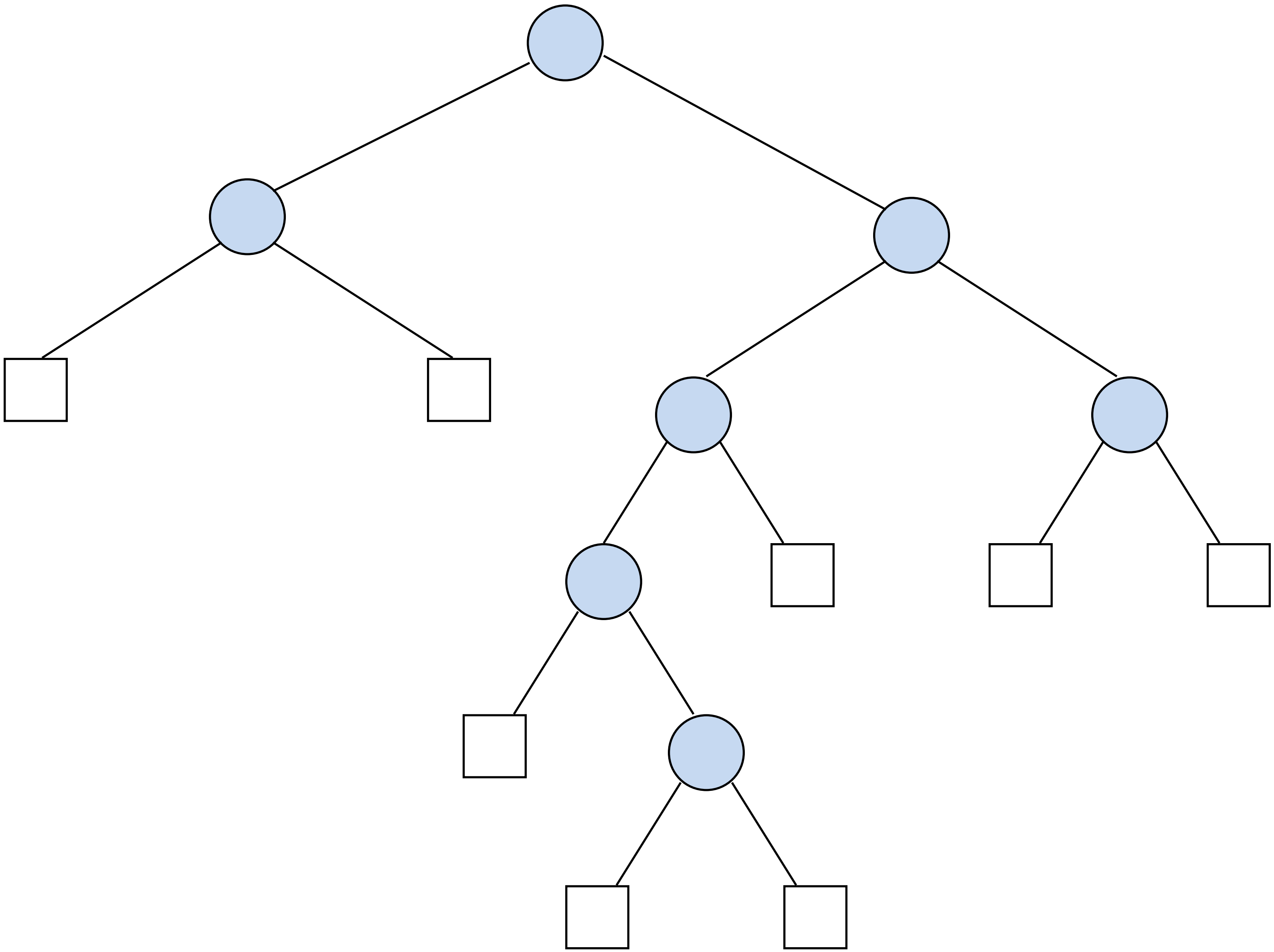


Binary Tree Terminology

- $left_T$ relates nodes across a binary tree rather than up and down a binary tree

- Given two nodes u and v in a binary tree T, we say that v is to the left of u if there is a new node w in T such that v is a left descendant of w and u is a right descendant of w

- We denote this relation by $left_T$ and write $v \; left_T \; u$

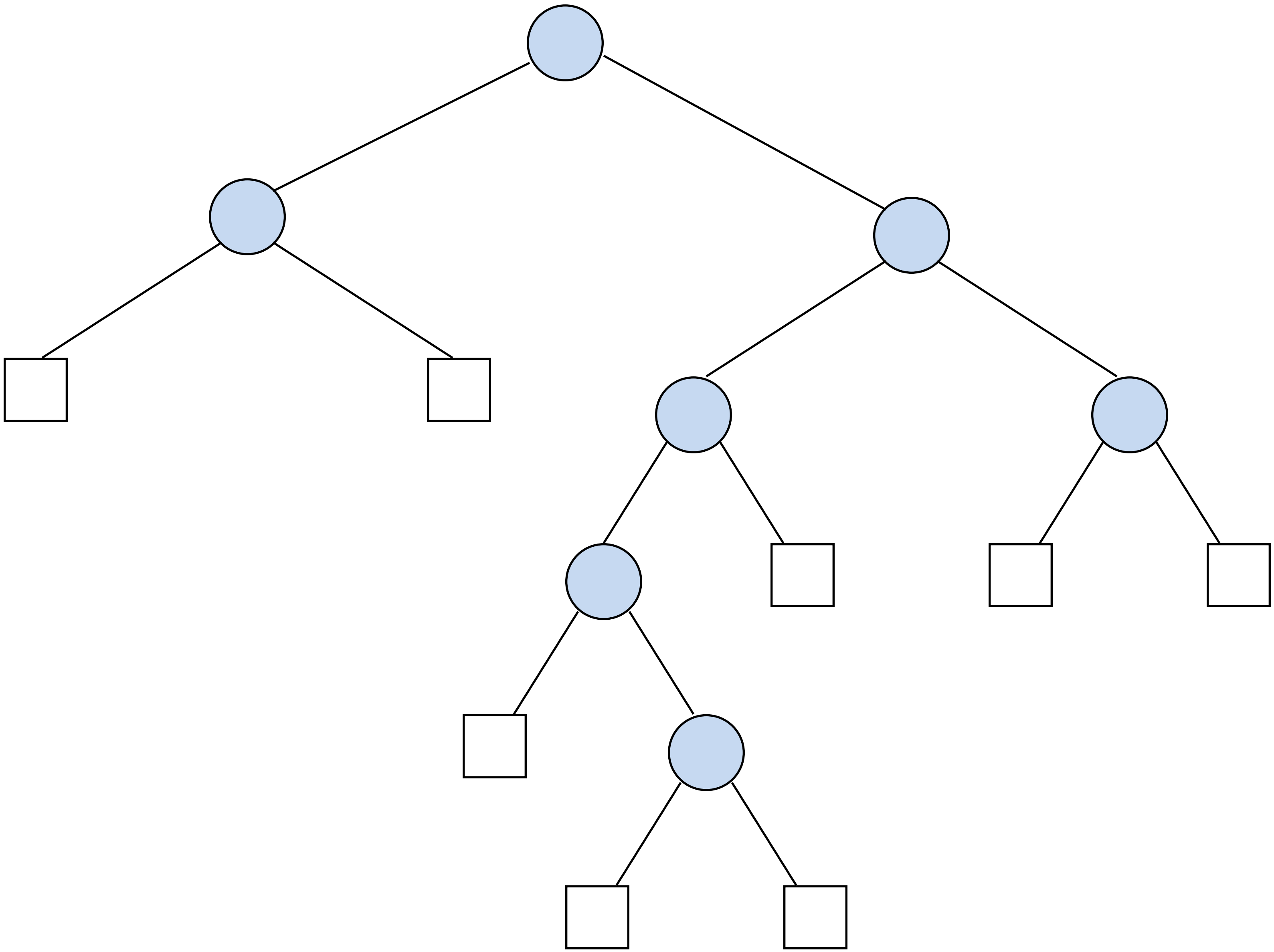


Binary Tree Terminology

- The external nodes of a tree define its frontier
- We can count the number of nodes in a binary tree in three ways:
  - Number of internal nodes
  - Number of external nodes
  - Number of internal and external nodes
- The number of internal nodes is the size of the tree

Binary Tree Terminology

- Let T be a binary tree of size n , $n \geq 0,$
- Then, the number of external nodes of T is $n + 1$



Binary Tree Terminology

- The height of T is defined recursively as

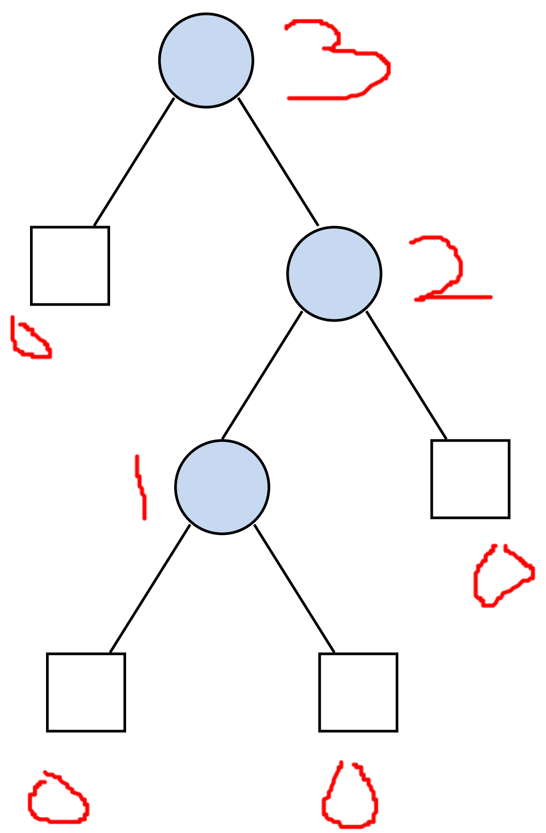
  0 if T is empty and

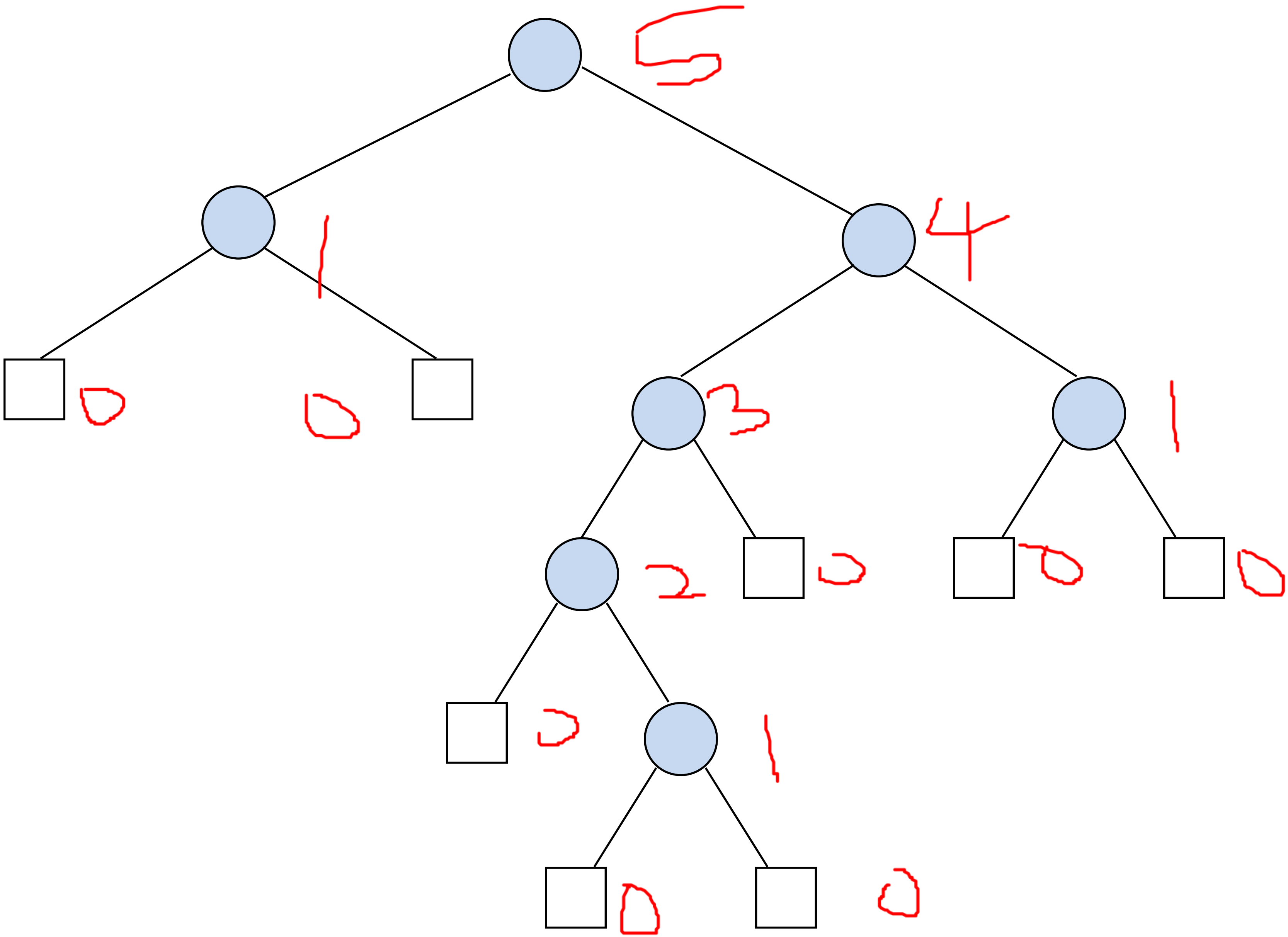
  $1 + max(height(T_1), height(T_2))$ otherwise,
  where T_1 and T_2 are the subtrees of the root

- The height of a tree is the length of a longest chain of descendants

Binary Tree Terminology

- Height Numbering
  - Number all external nodes 0
  - Number each internal node to be one more than the maximum of the numbers of its children
  - Then the number of the root is the height of T
- The height of a node u in T is the height of the subtree rooted at u

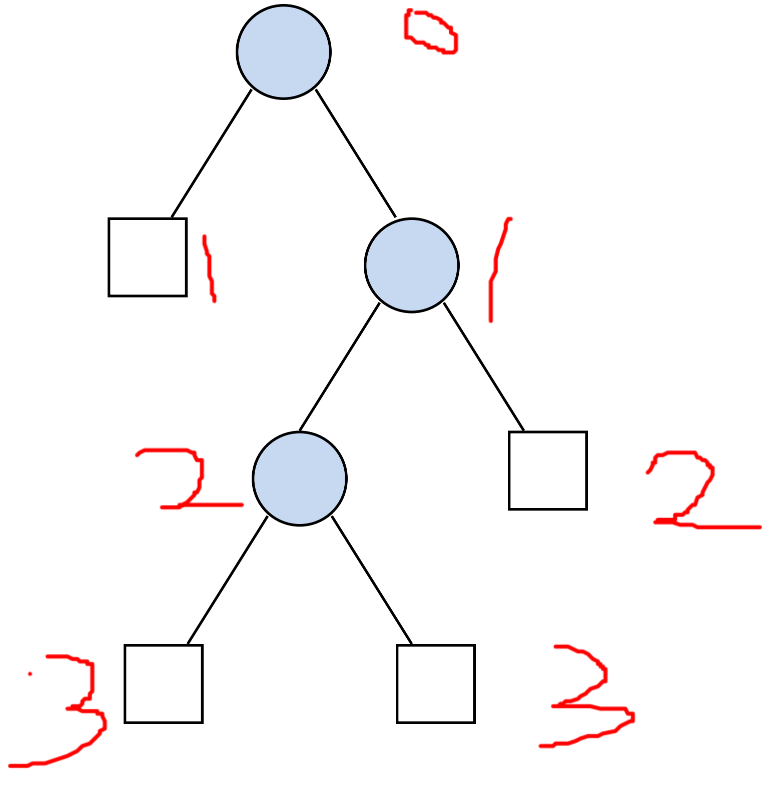

3
2
0
1
0
0
0

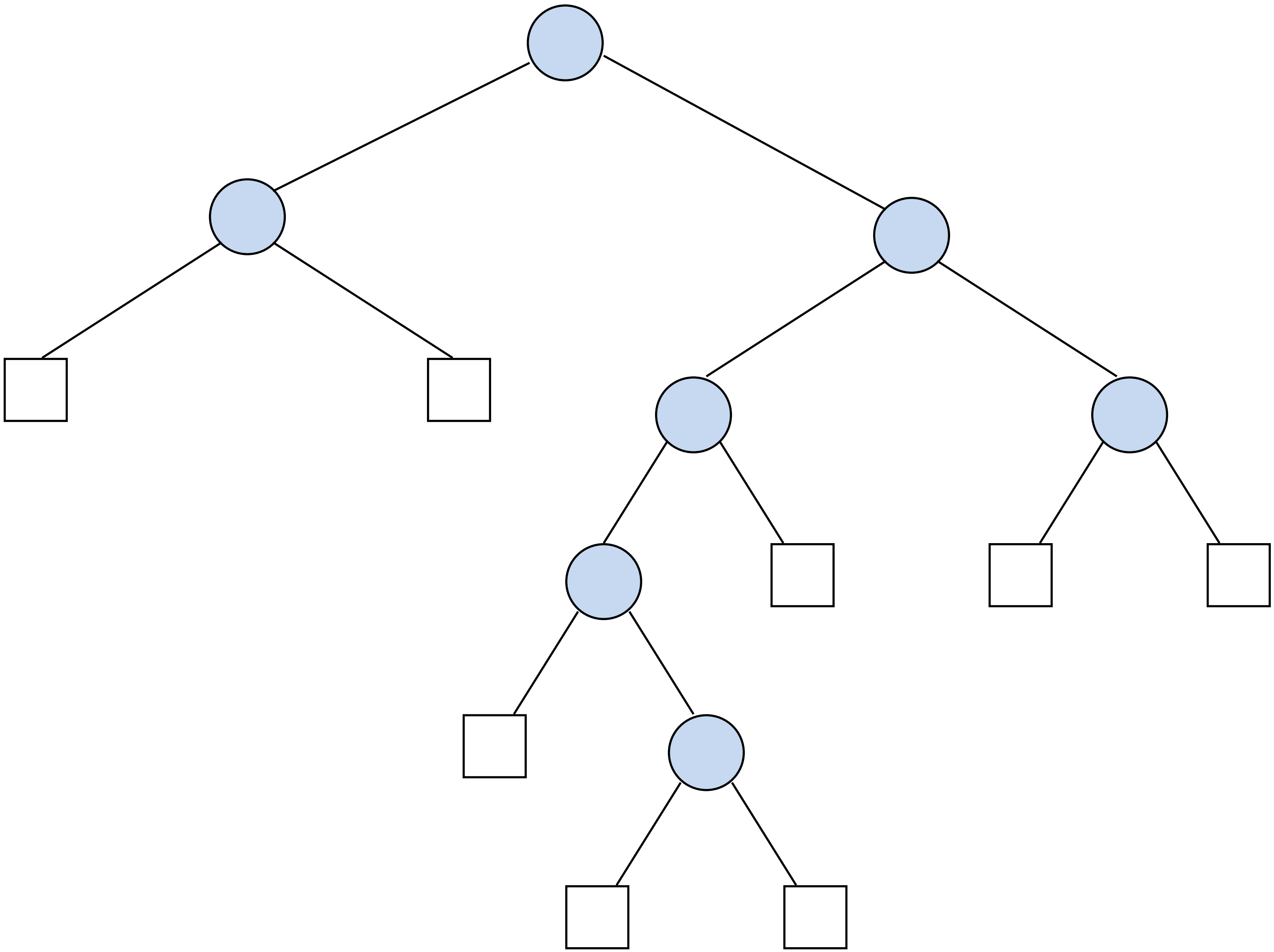

5
1
4
0
0
3
1
2
0
0
0
0
1
0
0

Binary Tree Terminology

Levels of nodes

- The level of a node in a binary tree is computed as follows
- Number the root node 0
- Number every other node to be 1 more than its parent
- Then the number of a node v is that node's level
- The level of v is the number of branches on the path from the root to v

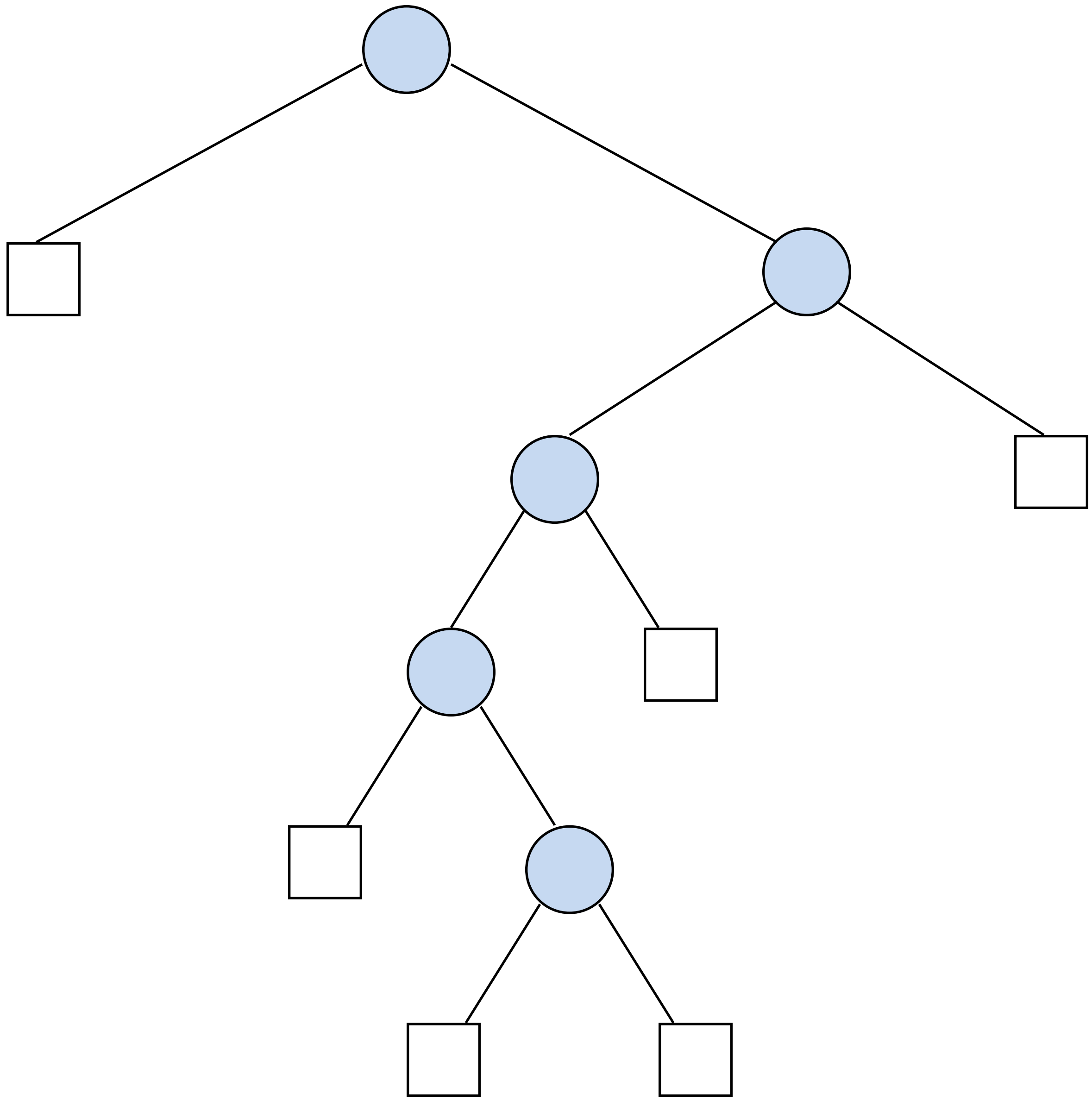

0
1
1
2
2
3
3



Binary Tree Terminology

Skinny Trees

– every internal node has at most one internal child

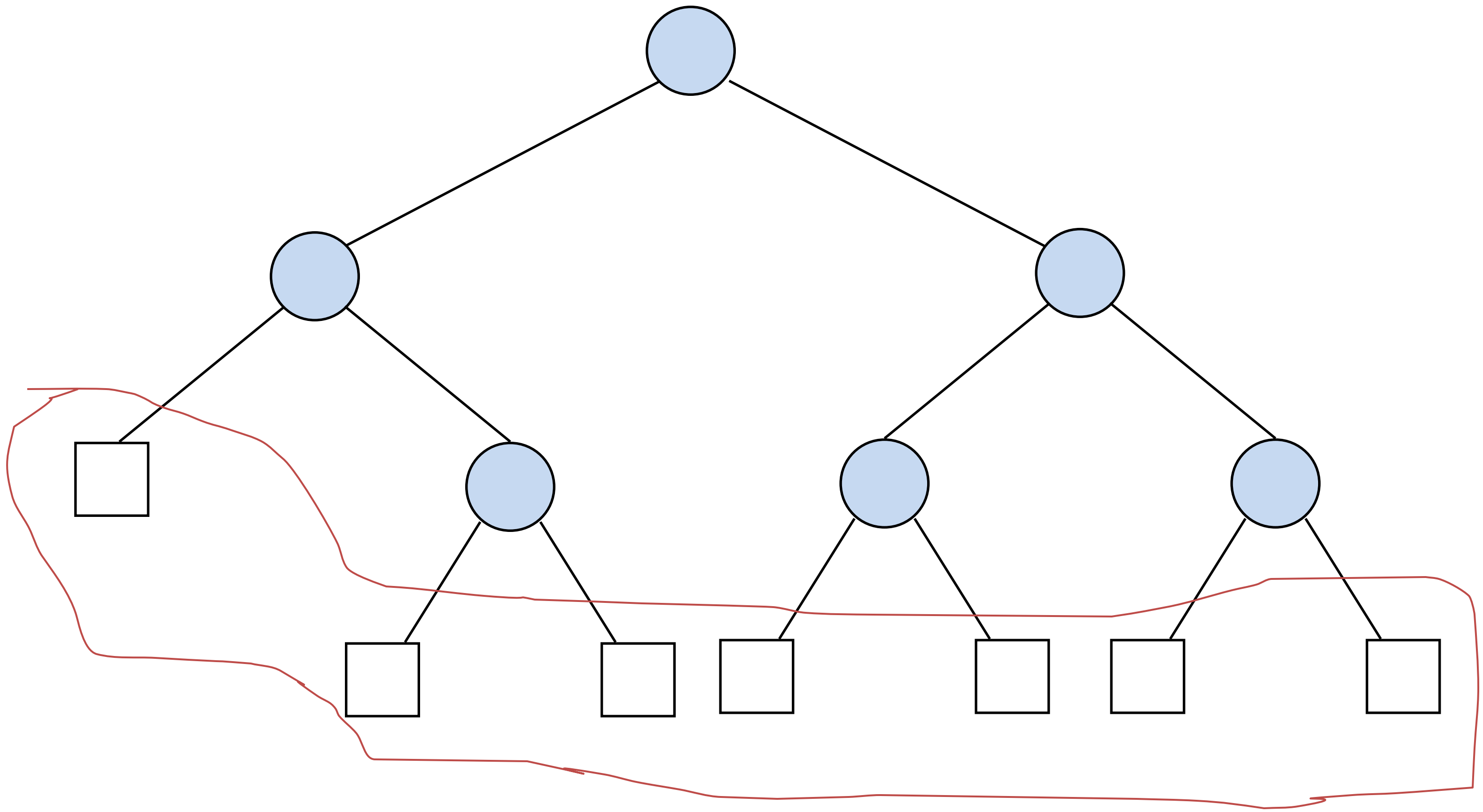


Binary Tree Terminology

Complete Binary Trees (Fat Trees)

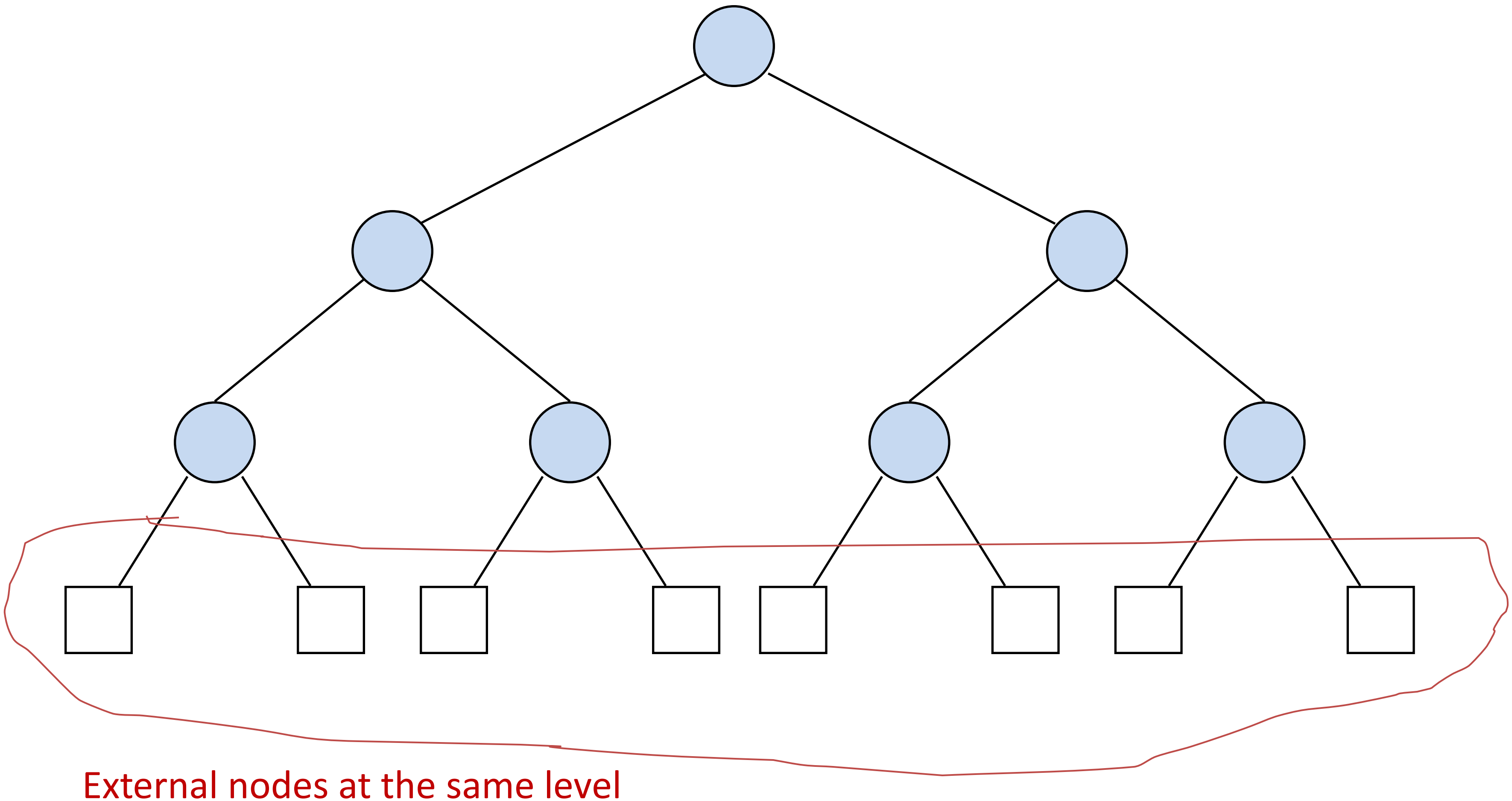
- the external nodes appear on at most two adjacent levels
- Perfect Trees: complete trees having all their external nodes on one level
- Left-complete Trees: the internal nodes on the lowest level is in the leftmost possible position
- Skinny trees are the highest possible trees
- Complete trees are the lowest possible trees

Complete Tree



External nodes on at most two adjacent levels

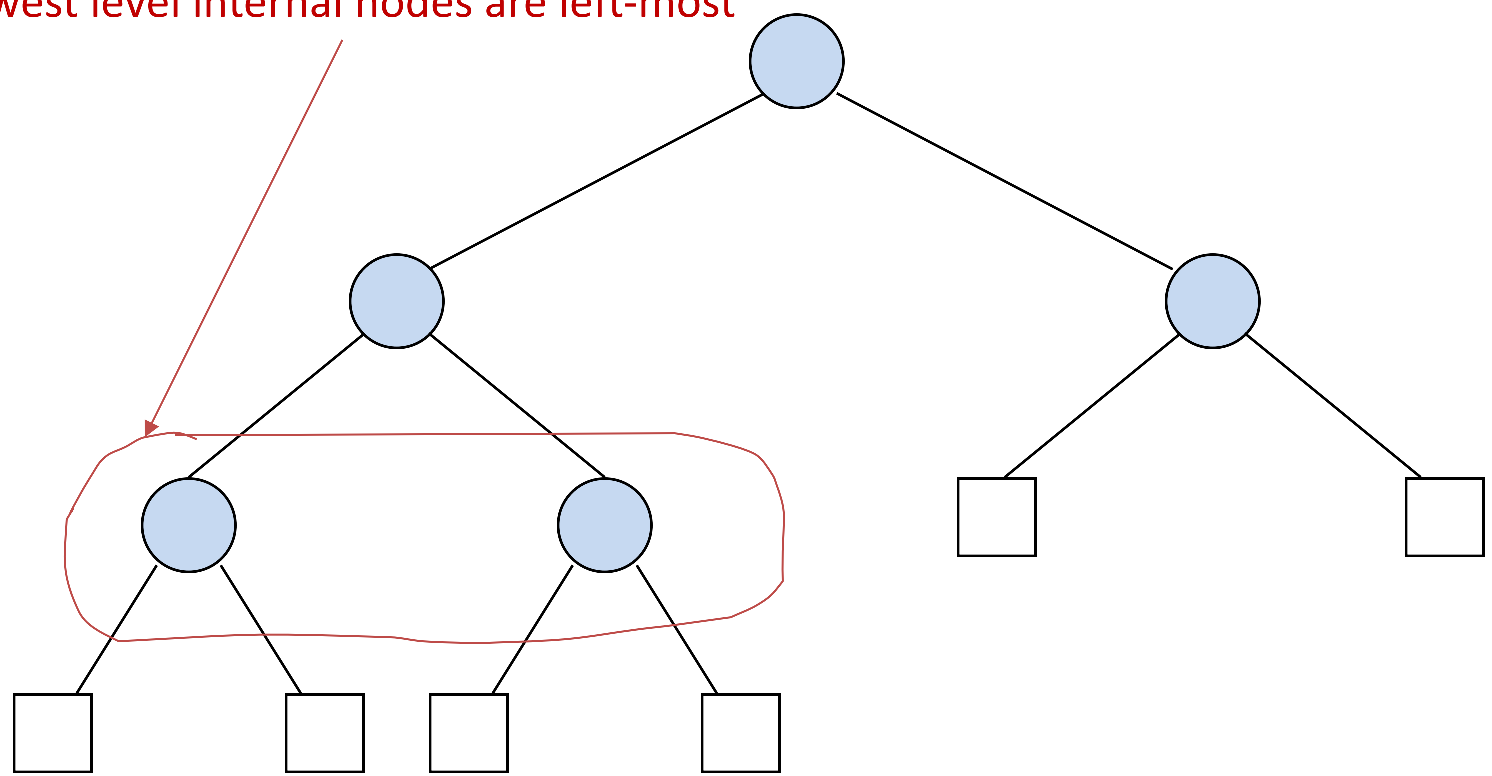
Perfect Tree



External nodes at the same level

Left-Complete Tree

Lowest level internal nodes are left-most



Binary Tree Terminology

- A binary tree of height $h \geq 0$ has size at least h

$h \leq n \leq 2^h - 1$

- A binary tree of height at most $h \geq 0$ has size at most $2^h - 1$

- A binary tree of size $n \geq 0$ has height at most n

- A binary tree of size $n \geq 0$ has height at least $\lceil \log (n+1) \rceil$

$\log(n+1) \leq h \leq n$

Multiway Trees

Multiway trees are defined in a similar way to binary trees, except that the degree
(the maximum number of children)
is no longer restricted to the value 2

Multiway Trees

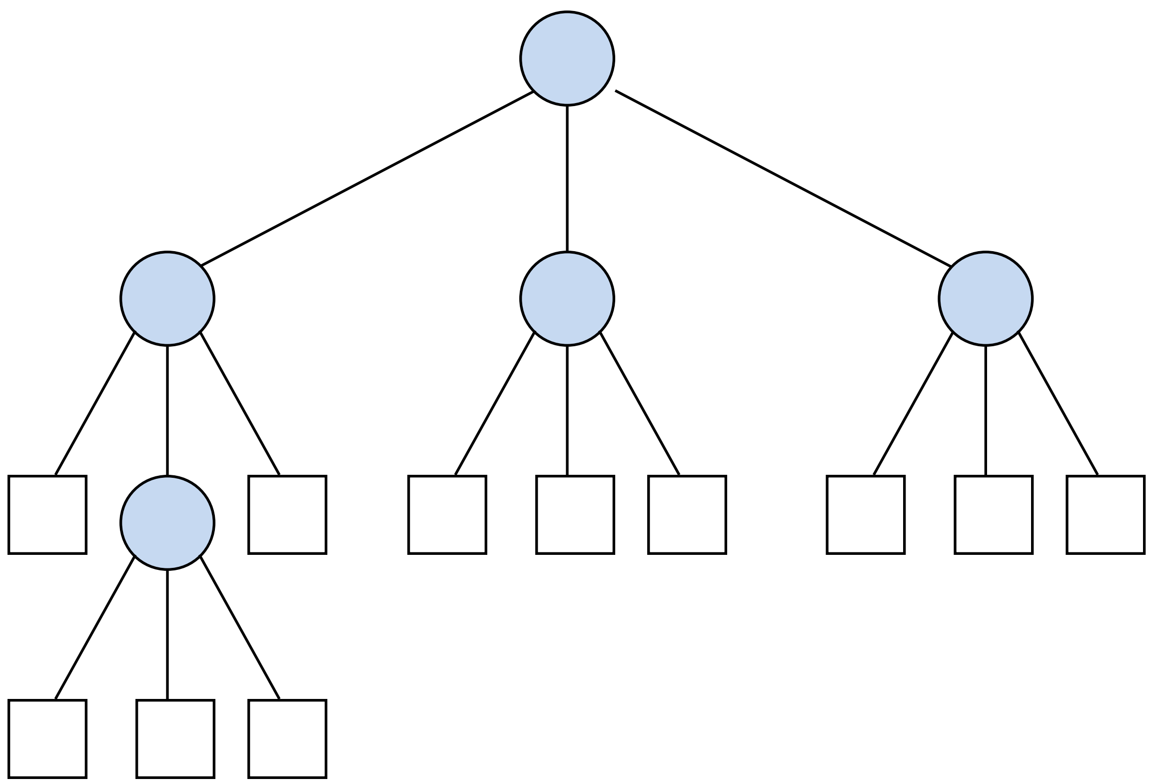
A multiway tree T of n internal nodes, $n \geq 0$,

- either is empty, if $n = 0$,
- or consists of
  - a root node u,
  - an integer $d_u \geq 1$, the degree of u,
  - and multiway trees $u(1)$ of n_1 nodes, ..., $u(d_u)$ of n_{d_u} nodes such that $n = 1 + n_1 + ... + n_{d_u}$

Multiway Trees

A multiway tree T is a d-ary tree,
for some $d > 0$,
if $d_u = d$, for all internal nodes u in T

d-ary Tree



Multiway Trees

- A multiway tree T is a (a, b)-tree,
  if $1 \leq \mathrm{a} \leq d_u \leq \mathrm{b}$, for all u in T

- Every binary tree is a $(2, 2)$-tree, and vice versa

BINARY TREE SPECIFICATION

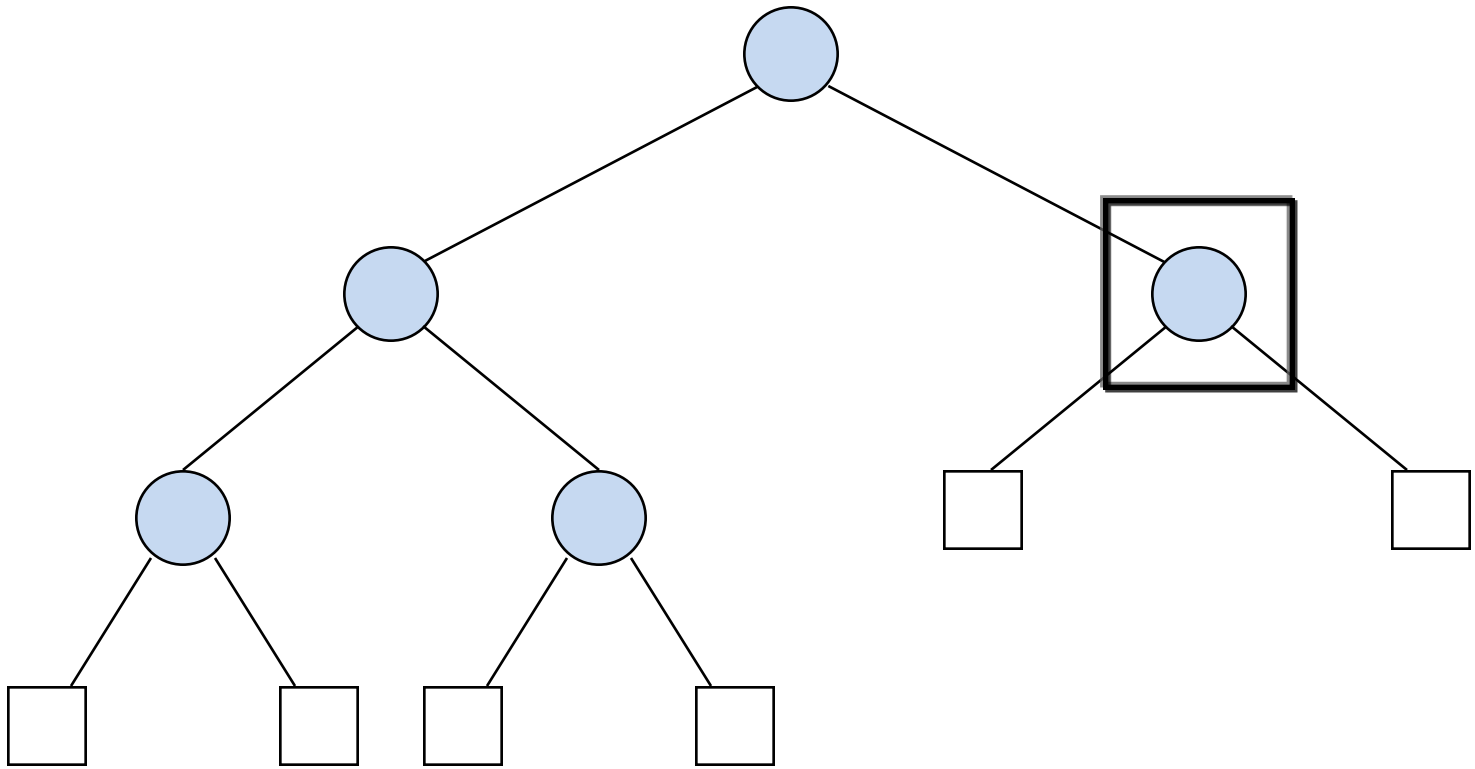
BINARY_TREE & TREE Specification

- So far, no values associated with the nodes of a tree
- Now we want to introduce an ADT called BINARY_TREE
  - Has value of type *elementtype*
  - Sometimes
    - has value of type *intelementtype* associated with the internal nodes
    - has value of type *extelementtype* associated with the external nodes
- These value don't have any effect on BINARY_TREE operations

BINARY_TREE & TREE Specification

- BINARY_TREE has explicit windows and window-manipulation operations
- A window allows us to ‘see’ the value in a node (and to gain access to it)
- Windows can be positioned over any internal or external node
- Windows can be moved from parent to child
- Windows can be moved from child to parent

Window



BINARY_TREE & TREE Specification

- Let BT denote the set of values of BINARY_TREE of *elementtype*
- Let E denote the set of values of type *elementtype*
- Let W denote the set of values of type *windowtype*
- Let B denote the set of Boolean values *true* and *false*

BINARY_TREE Operations

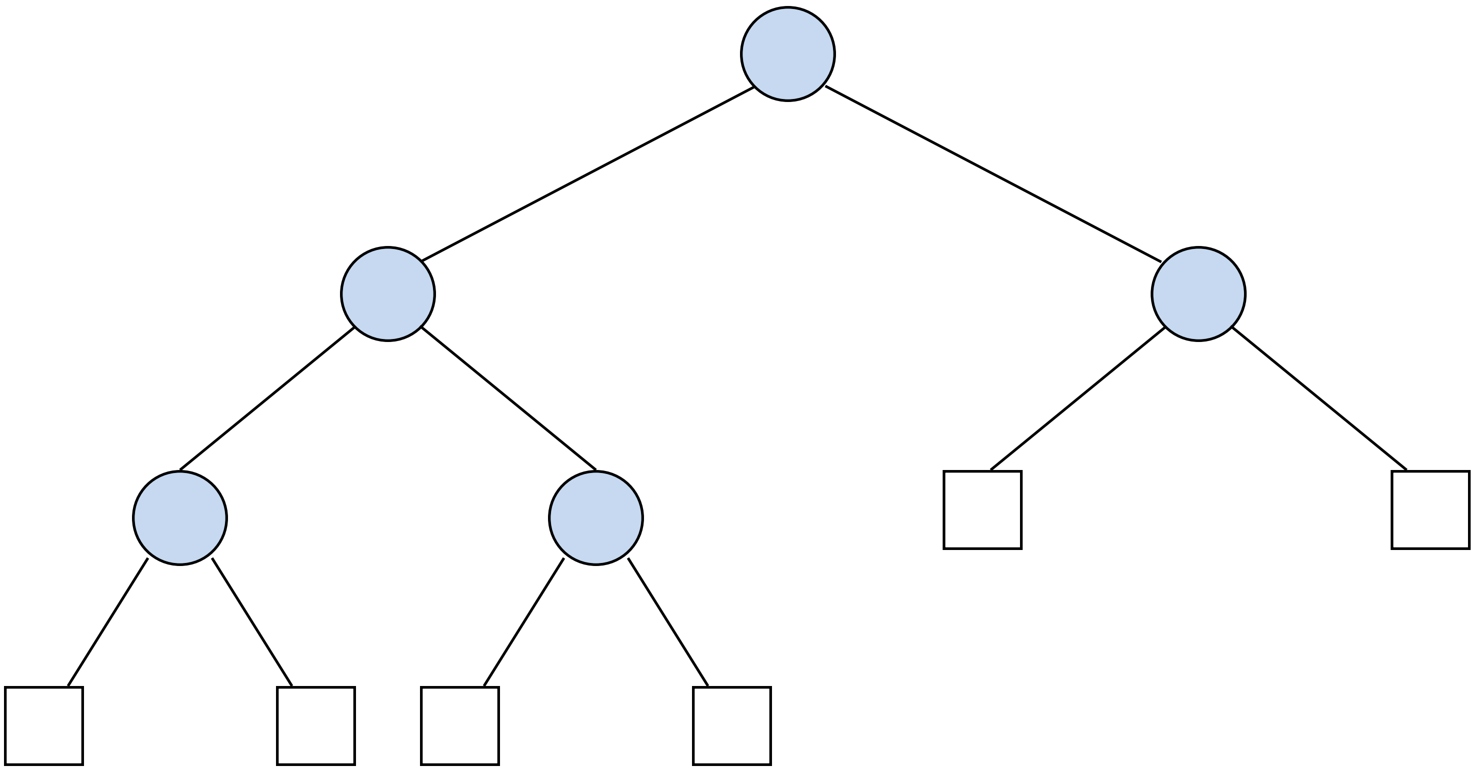
$Empty$: BT $\rightarrow$ BT :

The function $Empty(T)$ is an empty binary tree; if necessary, the tree is deleted

$IsEmpty$: BT $\rightarrow$ B :

The function value $IsEmpty(T)$ is $true$ if T is empty; otherwise it is false

Example



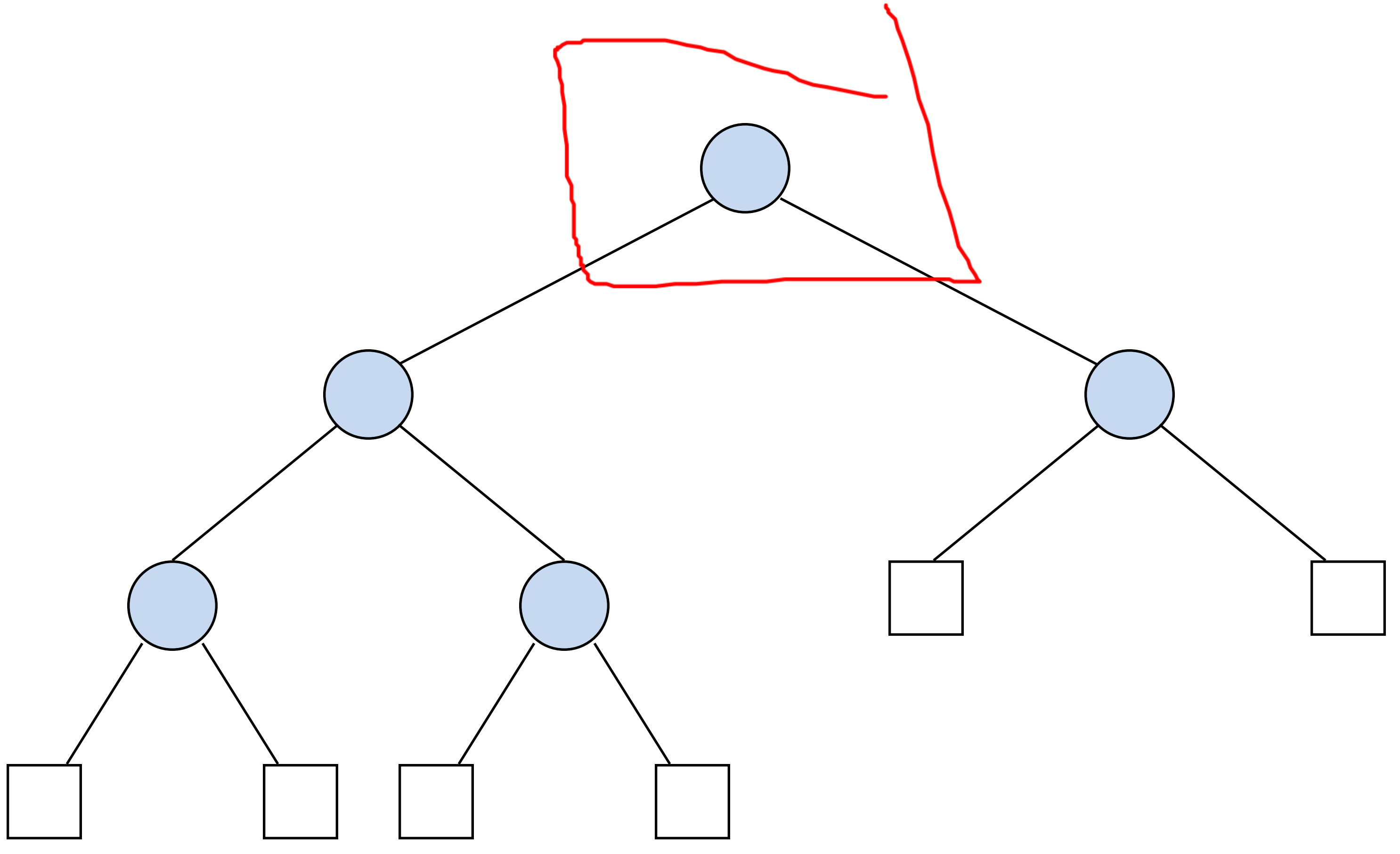
BINARY_TREE Operations

$Root$: BT $\rightarrow$ W :

The function value $Root(T)$ is the window position of *the single external node* if T is empty;

otherwise it is the window position of the *root of* T

Example



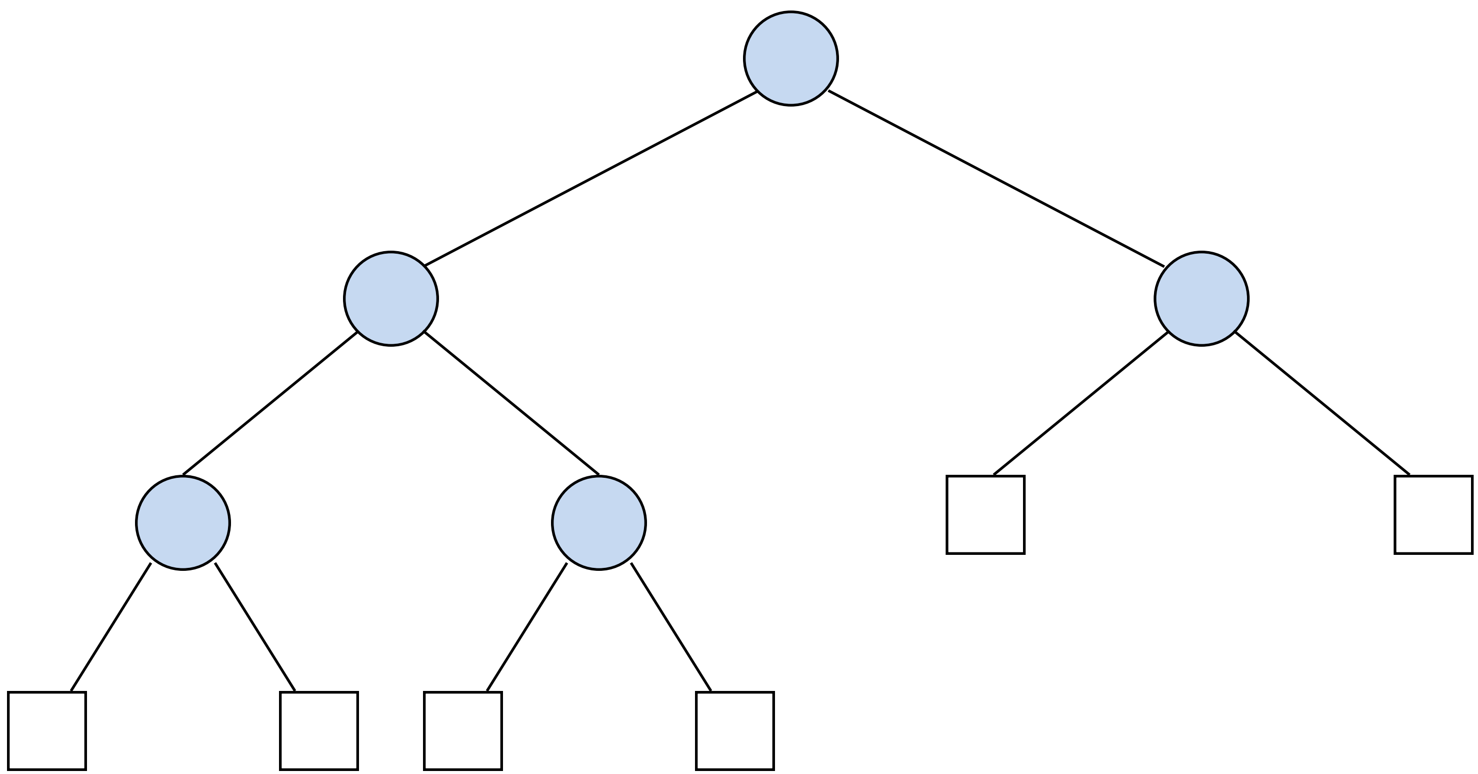
BINARY_TREE Operations

IsRoot: W x BT $\rightarrow$ B :

The function value *IsRoot*(*w*, *T*) is *true* if the window *w* is over the root;

otherwise it is *false*

Example



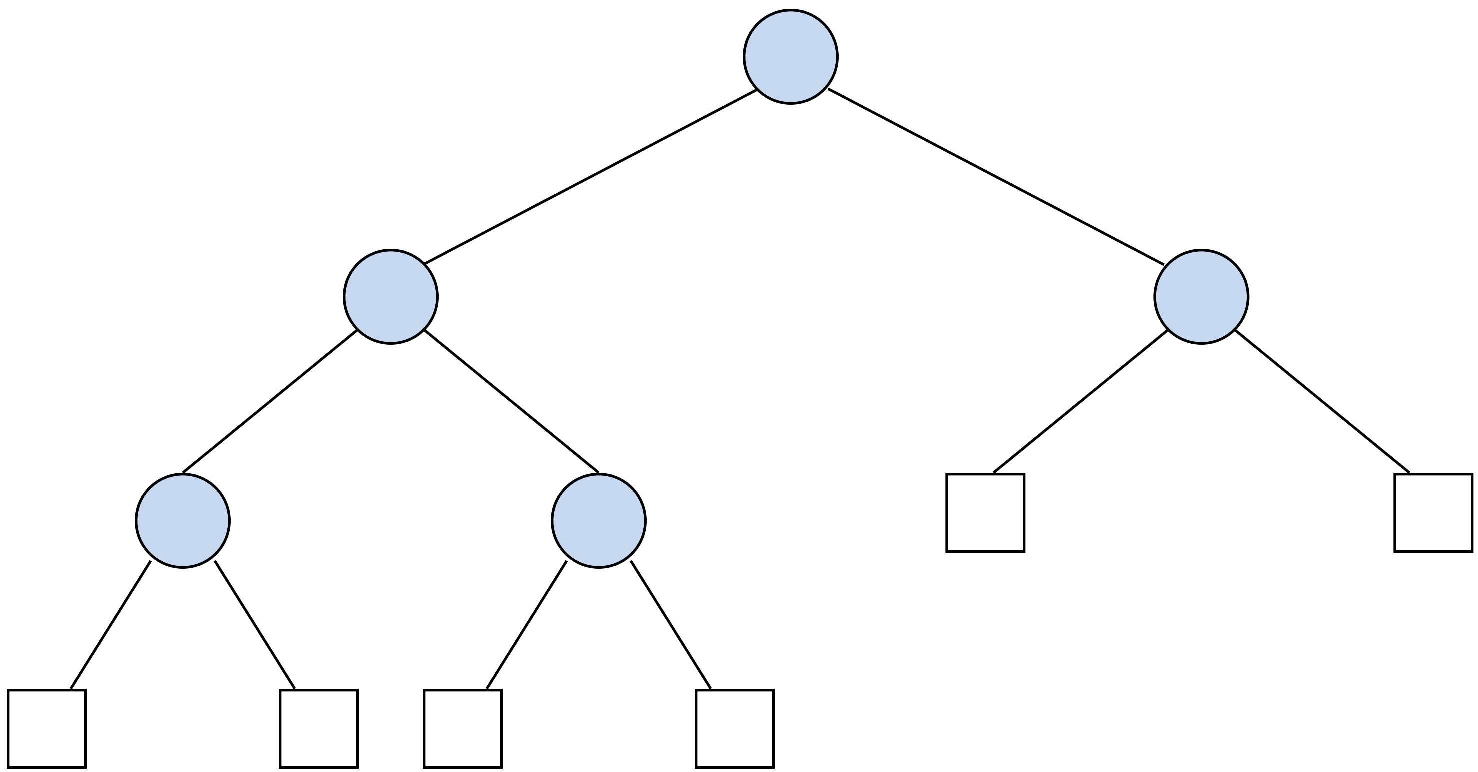
BINARY_TREE Operations

IsExternal: W x BT $\rightarrow$ B :

The function value *IsExternal*(*w*, *T*) is *true* if the window *w* is over an external node of *T*;

otherwise it is *false*

Example



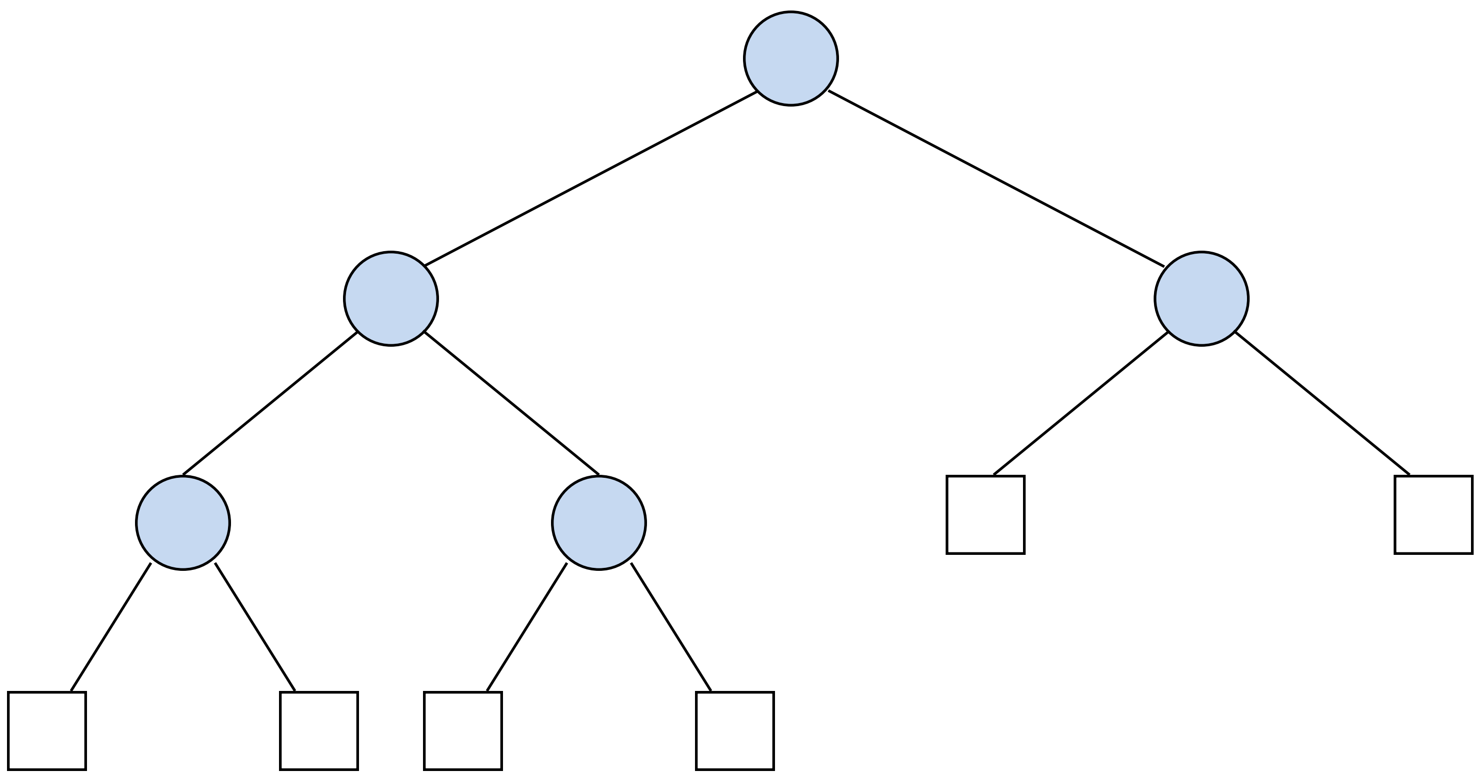
BINARY_TREE Operations

$Child$: N x W x BT $\rightarrow$ W :

The function value $Child(i, w, T)$ is undefined if the node in the window W is external
or
the node in w is internal and i is neither 1 nor 2;

otherwise it is the i^{th} child of the node in w

Example



BINARY_TREE Operations

Parent: W x BT $\rightarrow$ W :

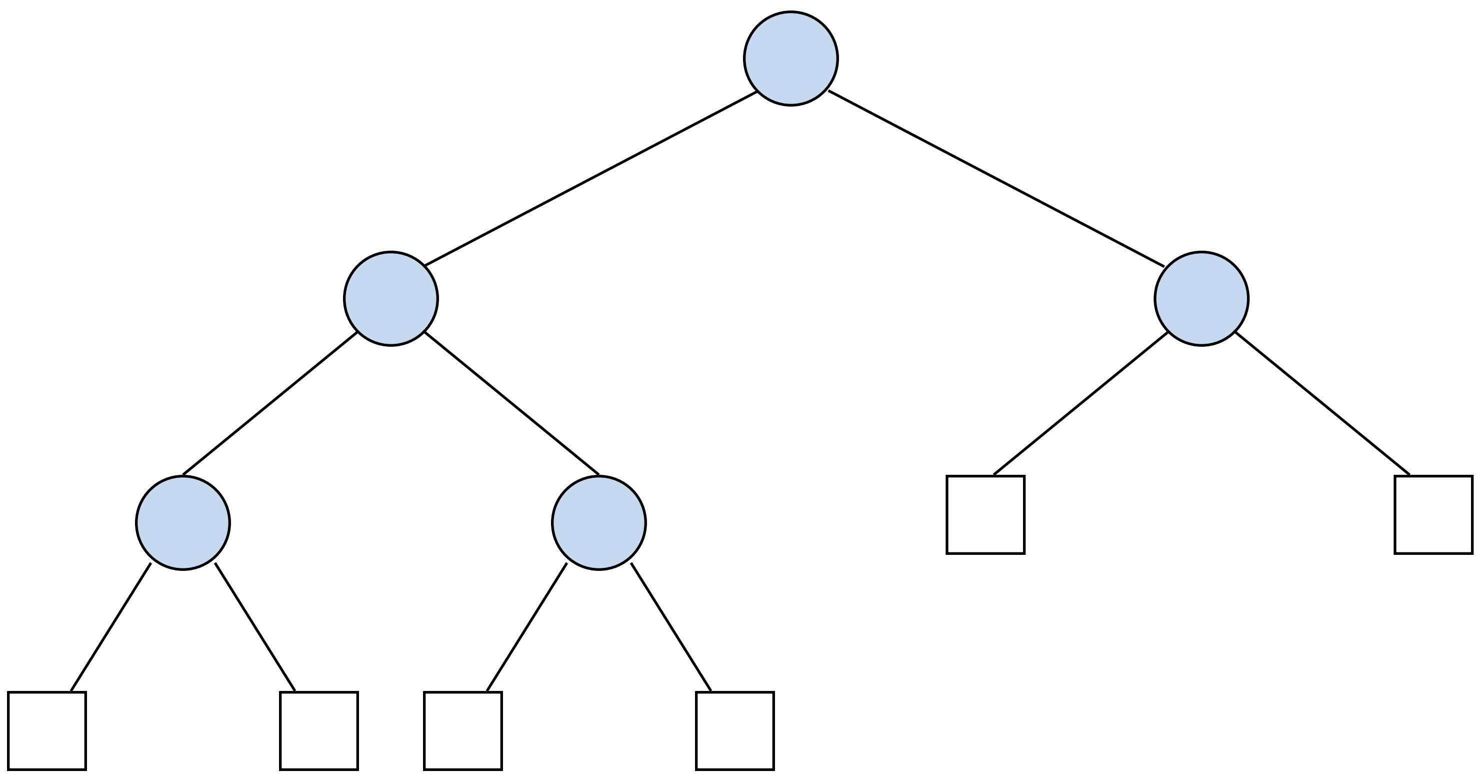
The function value $Parent(w, T)$ is undefined if T is empty

or

w is over the root of T;

otherwise it is the window position of the parent of the node in the window w

Example



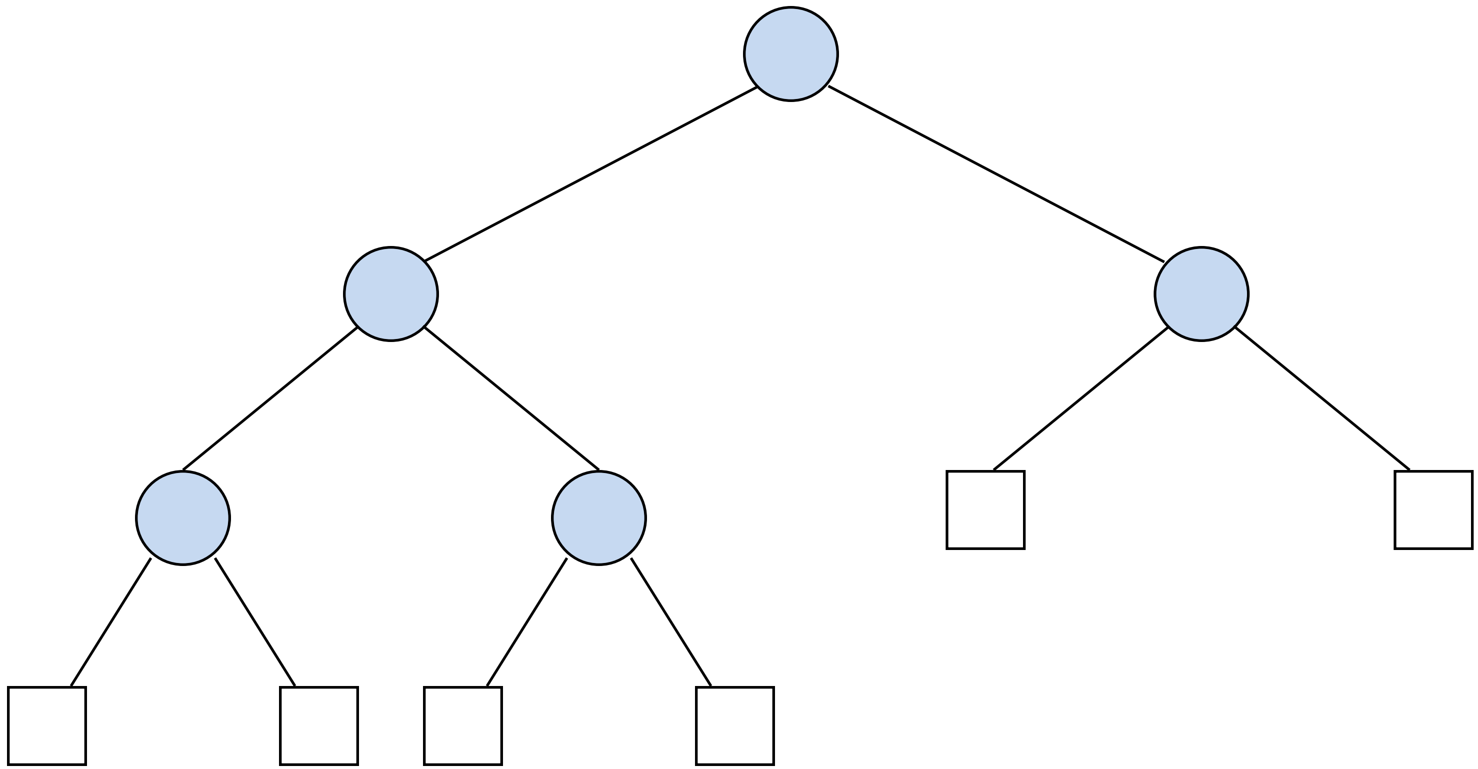
BINARY_TREE Operations

$Examine$: W x BT $\rightarrow I$:

The function value $Examine(w, T)$ is undefined if w is over an external node;

otherwise it is element at the internal node in the window w

Example



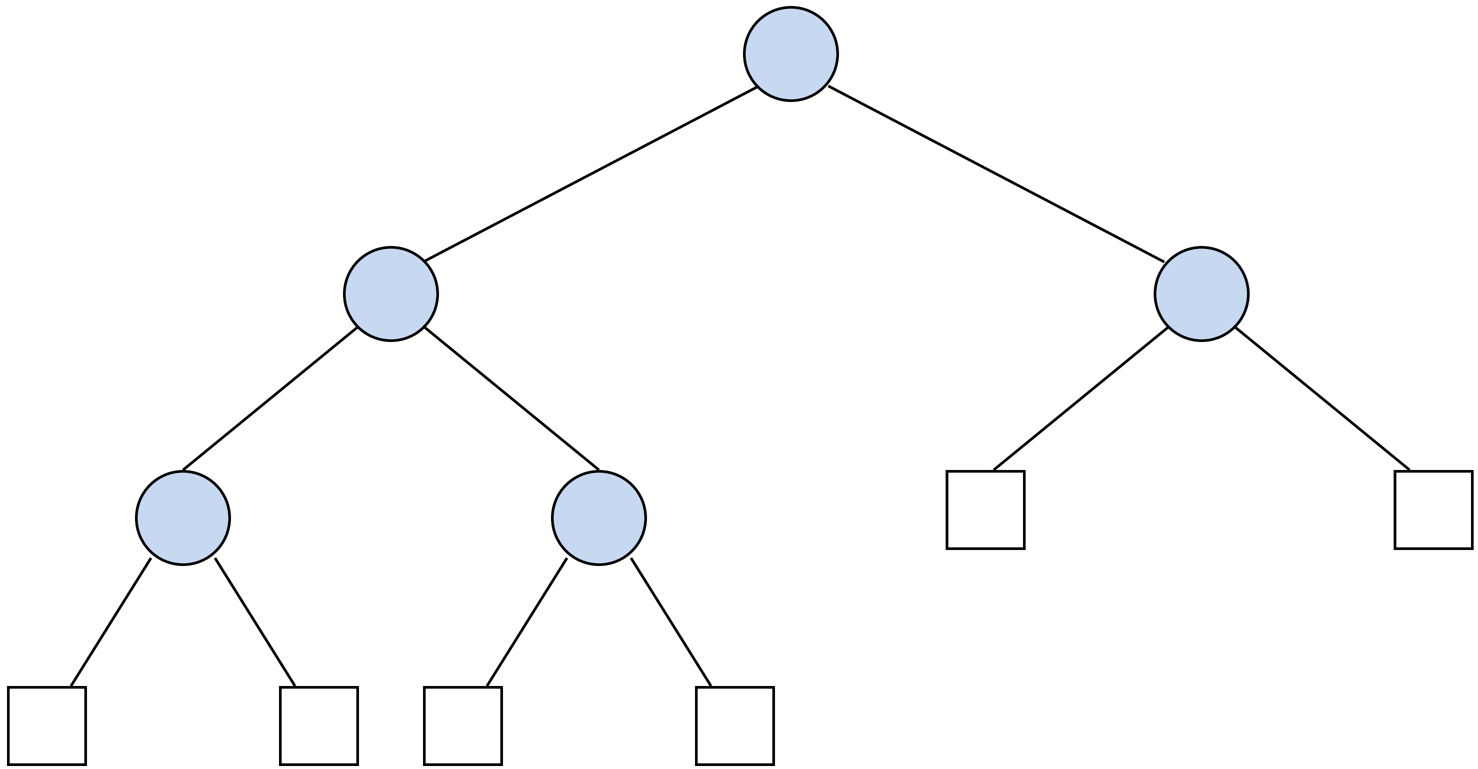
BINARY_TREE Operations

$Replace$: E x W x BT $\rightarrow$ BT :

The function value $Replace(e, w, T)$ is undefined if w is over an external node;

otherwise it is T, with the element at the internal node in w replaced by e

Example



BINARY_TREE Operations

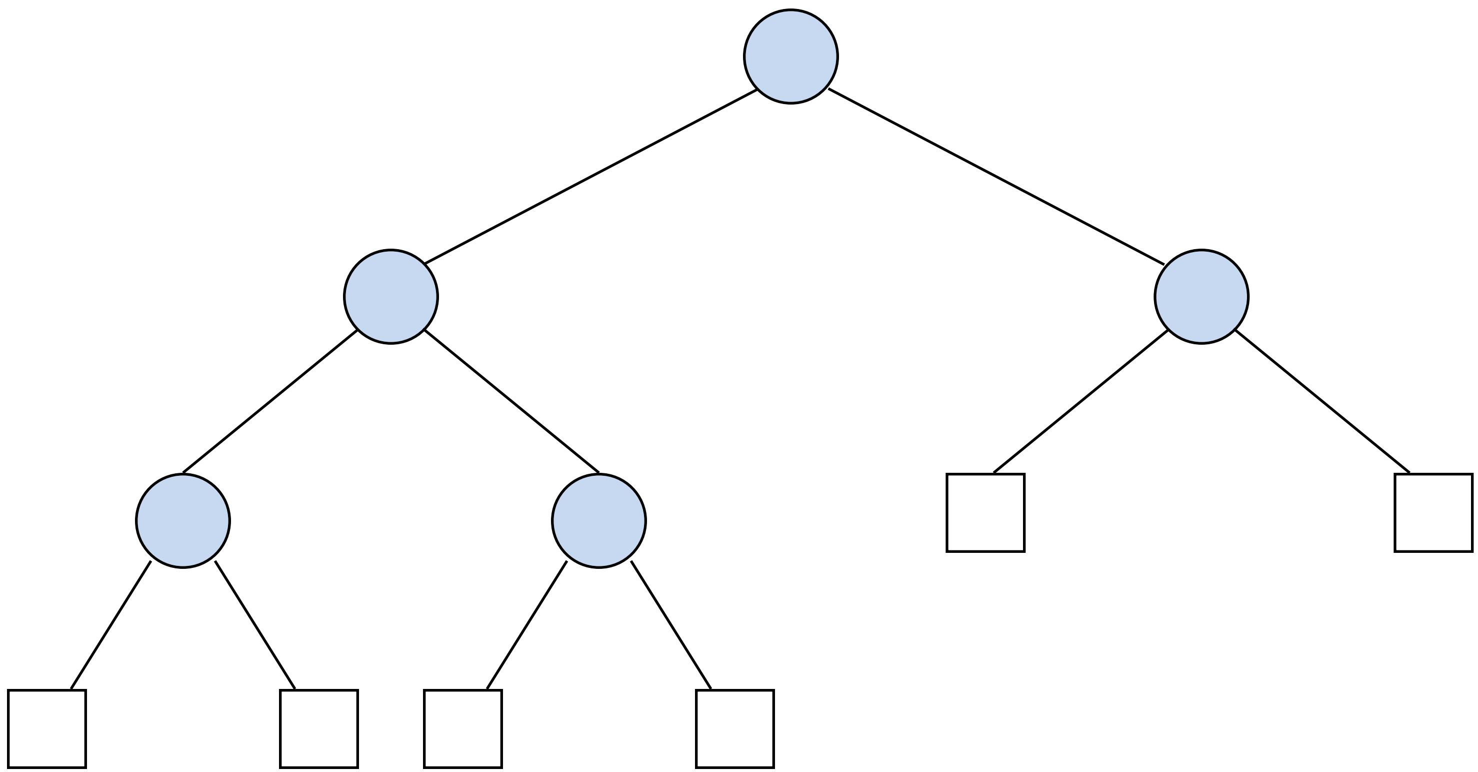
Insert: E x W x BT $\rightarrow$ W x BT :

The function value $Insert(e, w, T)$ is undefined if w is over an internal node;

otherwise it is T, with the external node in w replaced by a new internal node with two external children.

Furthermore, the new internal node is given the value e and the window is moved over the new internal node.

Example



BINARY_TREE Operations

$Delete$: W x BT $\rightarrow$ W x BT :

- The function value $Delete(w, T)$ is undefined if w is over an external node;

- If w is over a leaf node (both its children are external nodes), then the function value is T with the internal node to be deleted replaced by its left external node

BINARY_TREE Operations

$Delete$: W x BT $\rightarrow$ W x BT :

- If w is over an internal node with just one internal node child, then the function value is T with the internal node to be deleted replaced by its child (internal node)

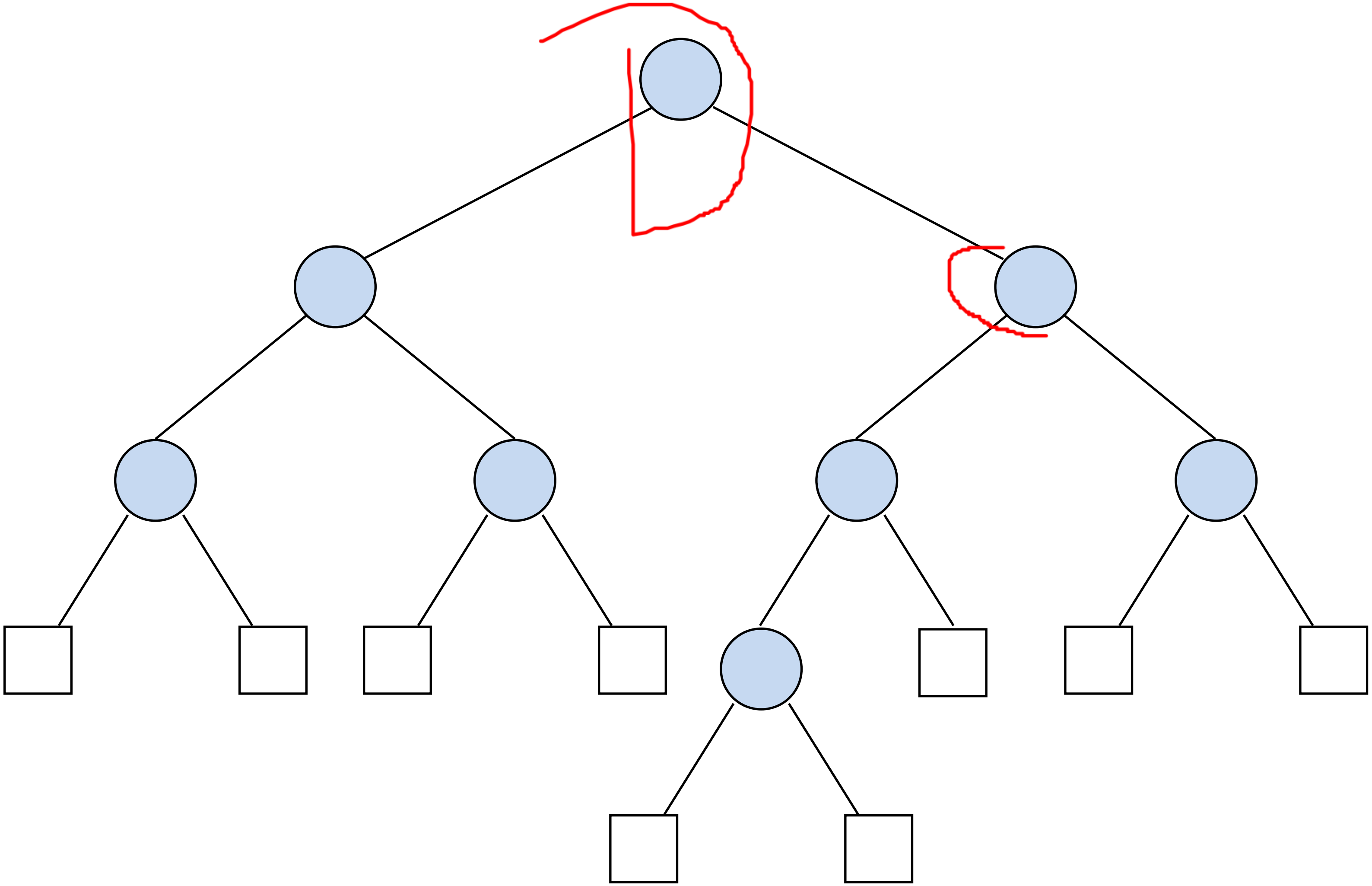
BINARY_TREE Operations

$Delete$: W x BT $\rightarrow$ W x BT :

- if w is over an internal node with two internal node children, then the function value is T with the internal node to be deleted replaced by the leftmost internal node descendent in its right sub-tree

- In all cases, the window is moved over the replacement node

Example



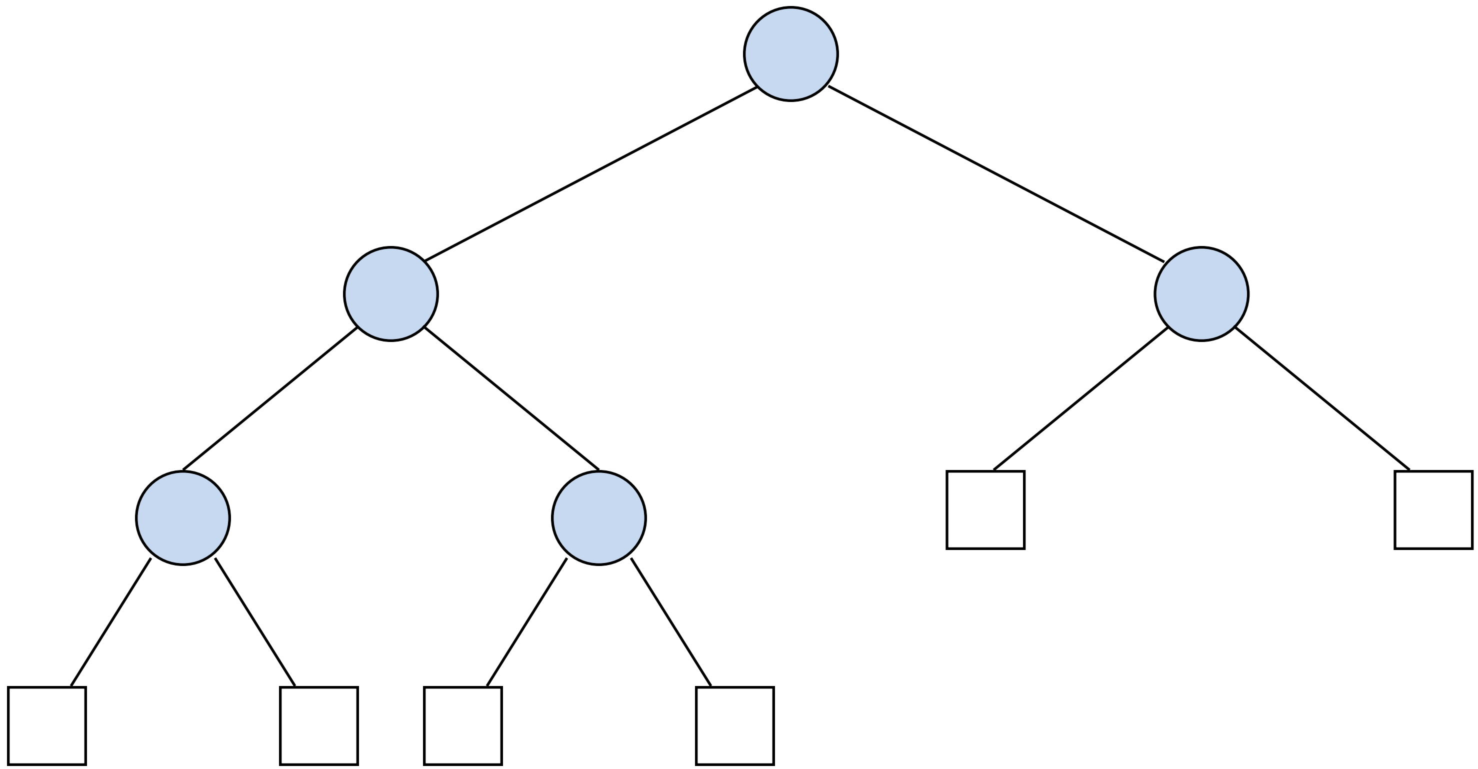
BINARY_TREE Operations

$Left$: W x BT $\rightarrow$ W :

The function value $Left(w, T)$ is undefined if w is over an external node;

otherwise it is the window position of the left (or first) child of the node w

Example



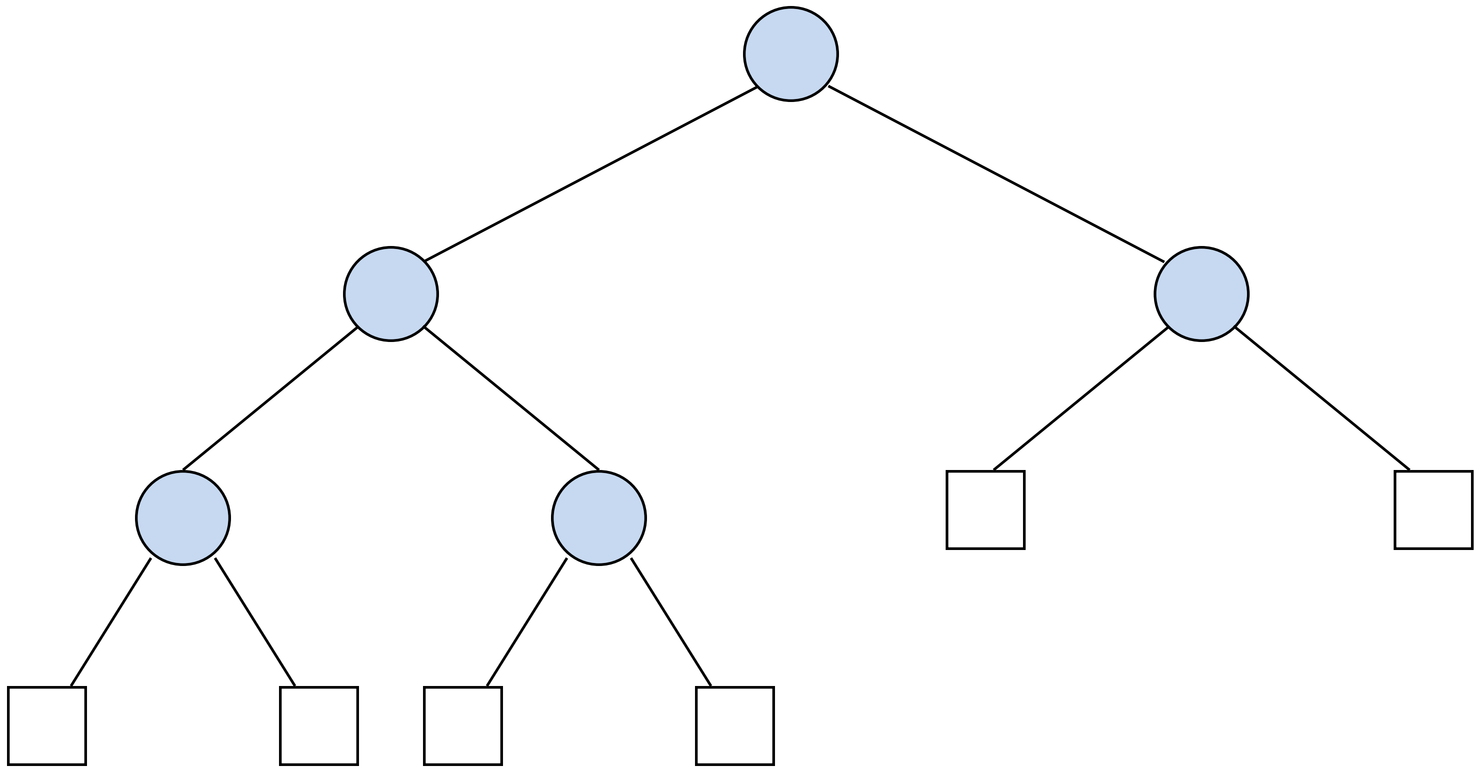
BINARY_TREE Operations

Right: W x BT $\rightarrow$ W :

The function value $Right(w, T)$ is undefined if w is over an external node;

otherwise it is the window position of the right (or second) child of the node w

Example

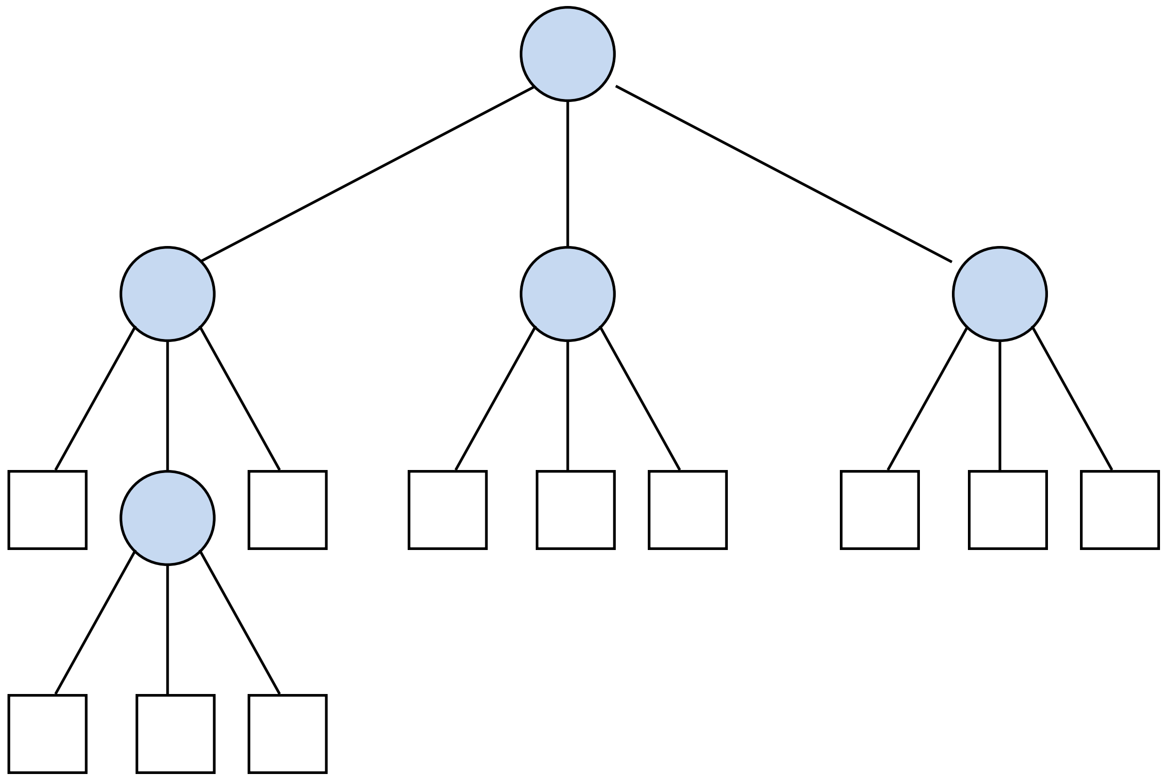


TREE Operations

$Degree$: W x T $\rightarrow$ *I* :

The function value $Degree(w, T)$ is the degree of the node in the window w

d-ary Tree



TREE Operations

$Child$: N x W x T $\rightarrow$ W :

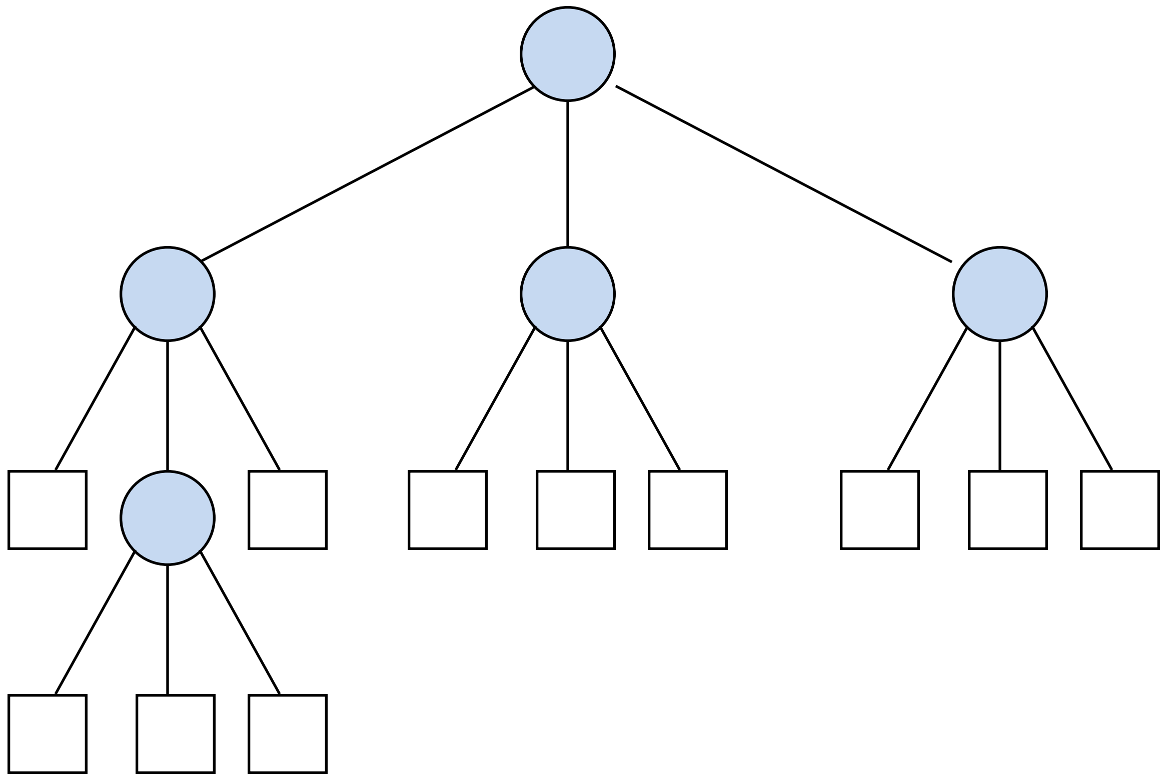
The function value $Child(i, w, T)$ is undefined if the node in the window w is external

or

if the node in w is internal and i is outside the range $1..d$, where *d* is the degree of the node;

otherwise it is the i^{th} child of the node in w

d-ary Tree



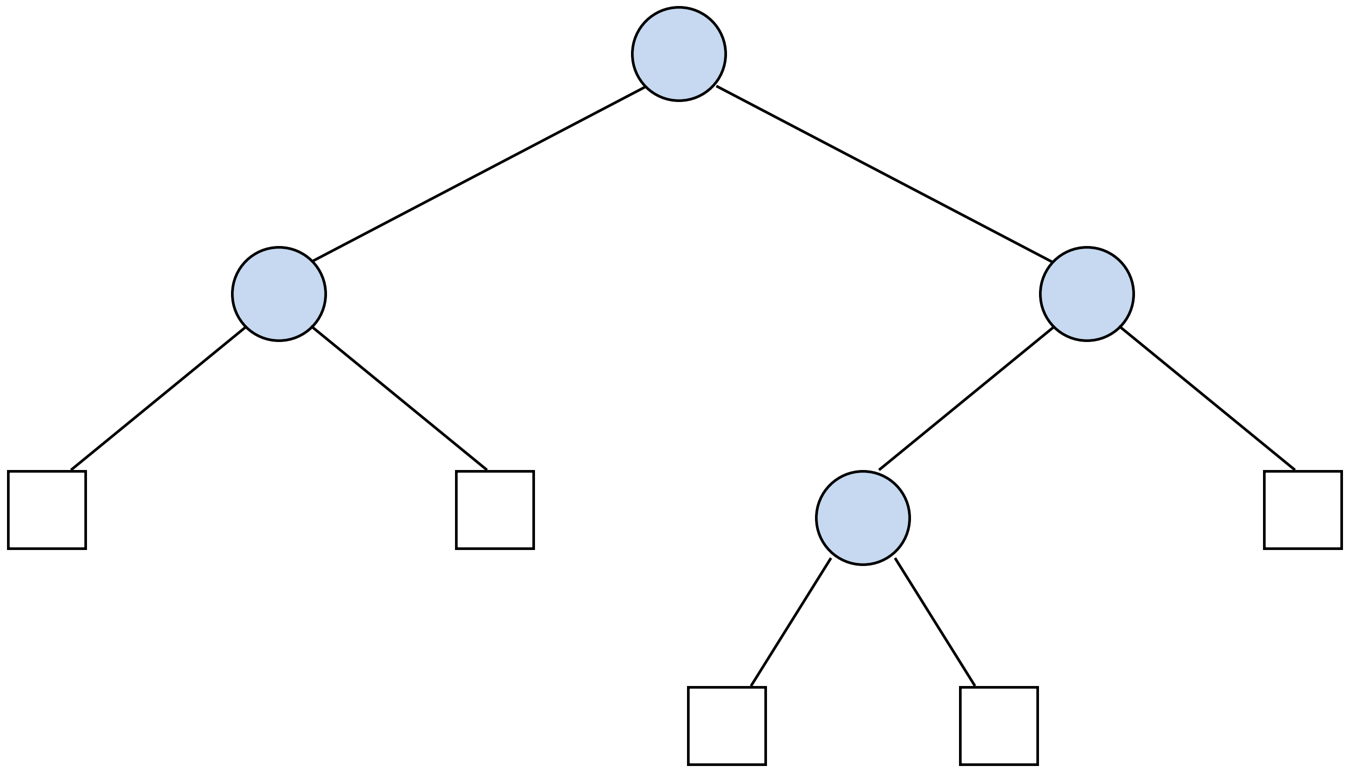
BINARY_TREE Representation

```
/* pointer implementation of BINARY_TREE ADT */

#include <stdio.h>
#include <math.h>
#include <string.h>

#define FALSE 0
#define TRUE 1

typedef struct {
           int number;
           char *string;
        } ELEMENT_TYPE;
```

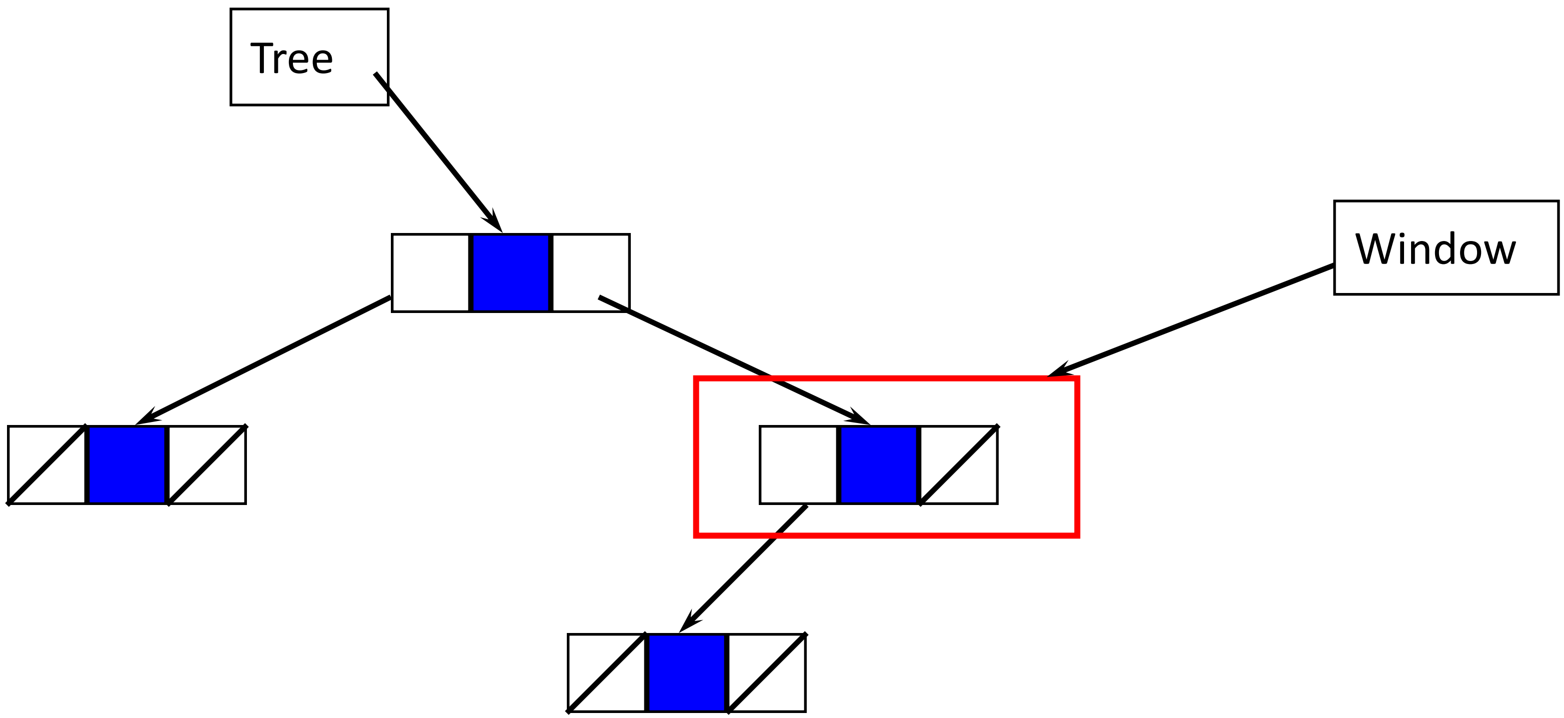
BINARY_TREE Representation

```
typedef struct node *NODE_TYPE;

typedef struct node{
           ELEMENT_TYPE element;
           NODE_TYPE left, right;
        } NODE;

typedef NODE_TYPE BINARY_TREE_TYPE;
typedef NODE_TYPE WINDOW_TYPE;
```

BINARY_TREE Representation



BINARY_TREE Representation



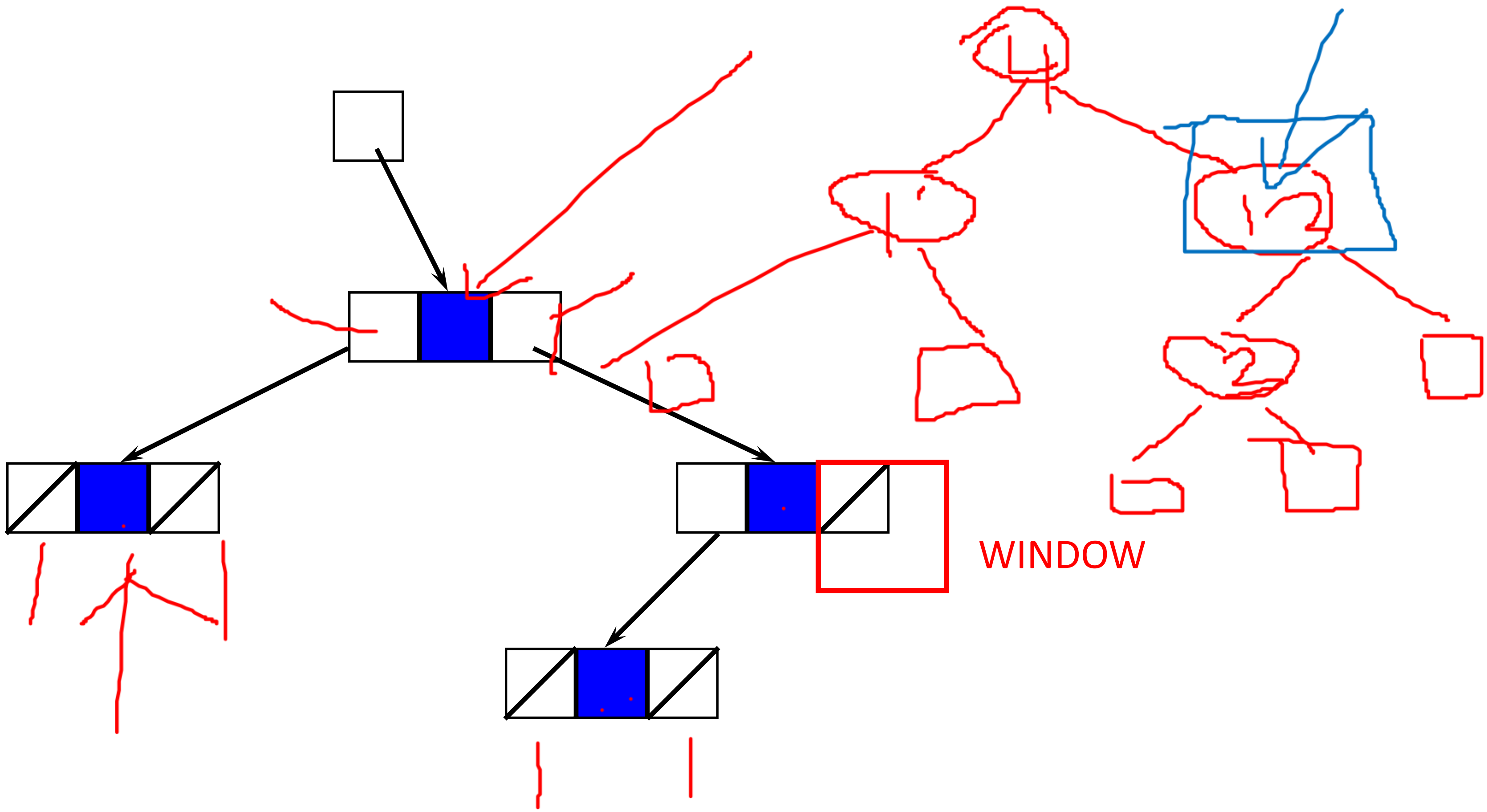
BINARY_TREE Representation

- This implementation assumes that we are going to represent external nodes as NULL links

- For many ADT operations, we need to know if the window is over an internal or an external node

  – we are over an external node if the window is NULL

BINARY_TREE Representation



BINARY_TREE Representations

Whenever we insert an internal node

(remember we can only do this if the window is over an external node)

we simply make its two children NULL

Acknowledgement

- Adopted and Adapted from Material by:
- David Vernon: www.vernon.eu