

CSE221

Binary Trees

Fall 2021

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Acknowledgment: The content of this file is based on the slides of the textbook as well as the slides provided in former lectures at UNIST.

Outline

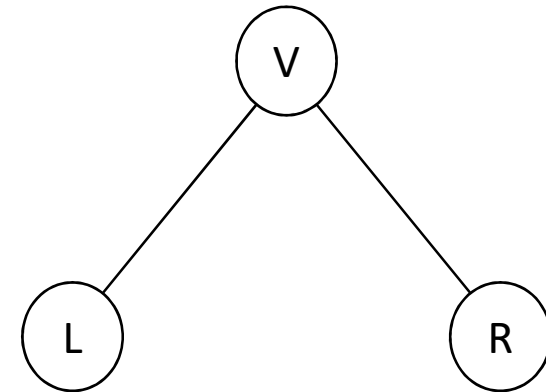
- Binary tree traversal
- Counting binary trees
- Threaded binary trees

Binary Tree Traversal

- Each node is visited only once
- When a node is visited, some operation (e.g., printout) is performed on it
- After traversal, all nodes in the tree are visited in a linear order and only once

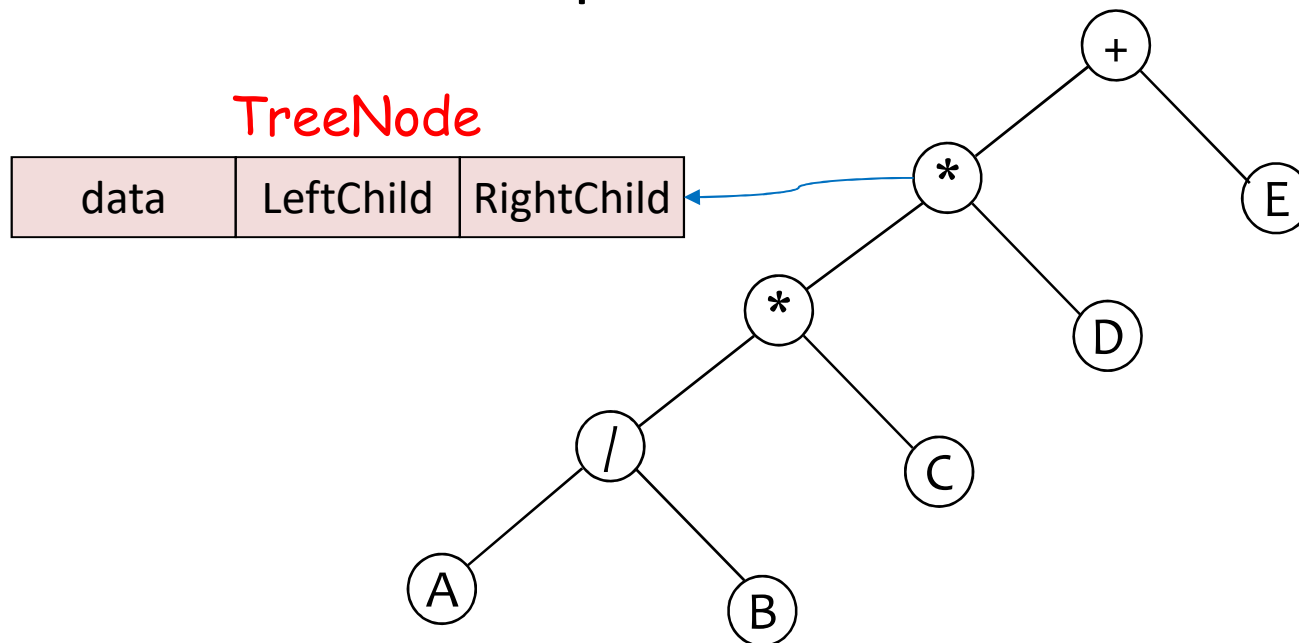
Binary Tree Traversal

- On a node
 - L : moving to left child node
 - V : visiting current node
 - R : moving to right child node
- Available traversal order
 - LVR, LRV, VLR, VRL, RVL, RLV
- Traverse left before right
 - LV**R** : inorder
 - V**LR : preorder
 - LR**V** : postorder



Binary Tree Traversal

- Binary tree with arithmetic expression
 - Internal nodes: operators
 - Leaf nodes: operands

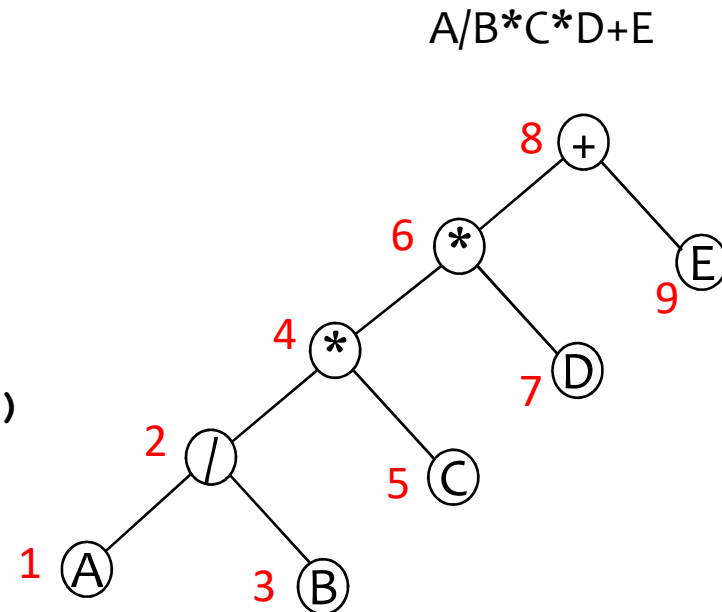


Inorder Traversal

- LVR

```
void Tree::inorder()  
{  
    inorder(root);  
}
```

```
void Tree::inorder(TreeNode *CurrentNode)  
{  
    if (CurrentNode) {  
        inorder(CurrentNode->LeftChild);  
        cout << CurrentNode->data;  
        inorder(CurrentNode->RightChild);  
    }  
}
```



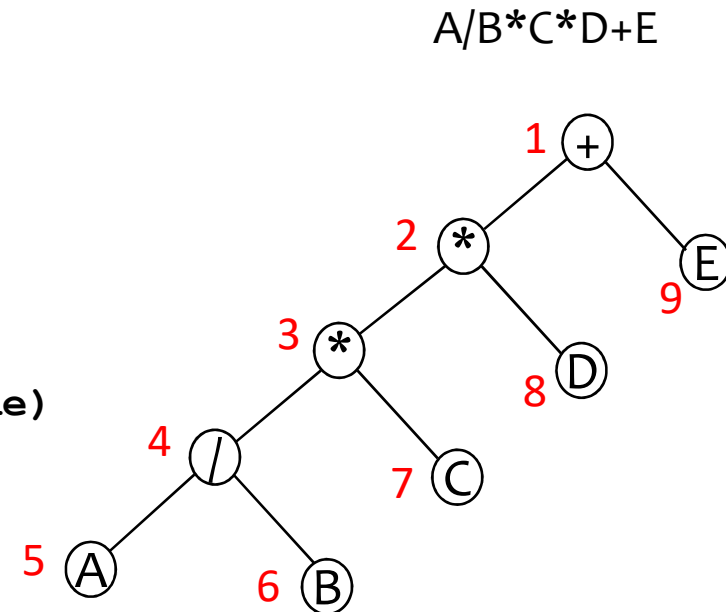
Output : A/B*C*D+E
(infix notation)

Preorder Traversal

- VLR

```
void Tree::preorder()  
{  
    preorder(root);  
}
```

```
void Tree::preorder(TreeNode *CurrentNode)  
{  
    if (CurrentNode) {  
        cout << CurrentNode->data;  
        preorder(CurrentNode->LeftChild);  
        preorder(CurrentNode->RightChild);  
    }  
}
```



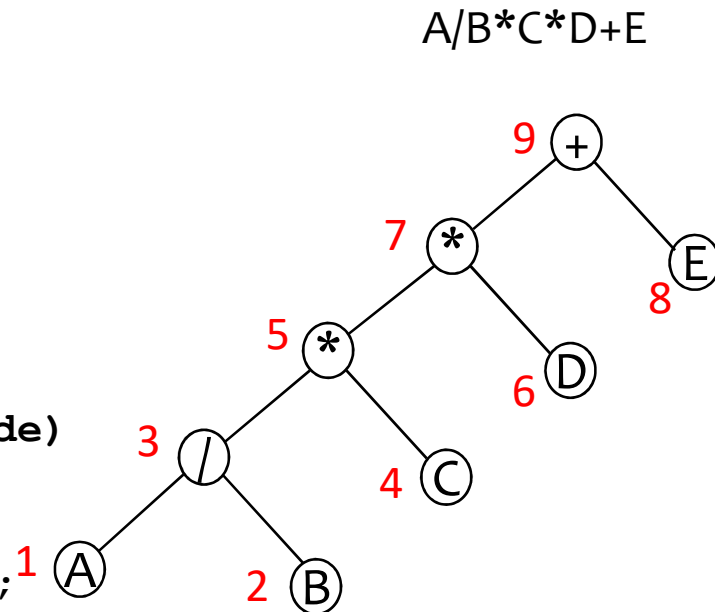
Output : +**/ABCDE
(prefix notation)

Postorder Traversal

- LR**V**

```
void Tree::postorder()  
{  
    postorder(root);  
}
```

```
void Tree::postorder(TreeNode *CurrentNode)  
{  
    if (CurrentNode) {  
        postorder(CurrentNode->LeftChild);  
        postorder(CurrentNode->RightChild);  
        cout << CurrentNode->data;  
    }  
}
```



Output : AB/C*D*E+
(postfix notation)

Non-recursive Inorder Traversal

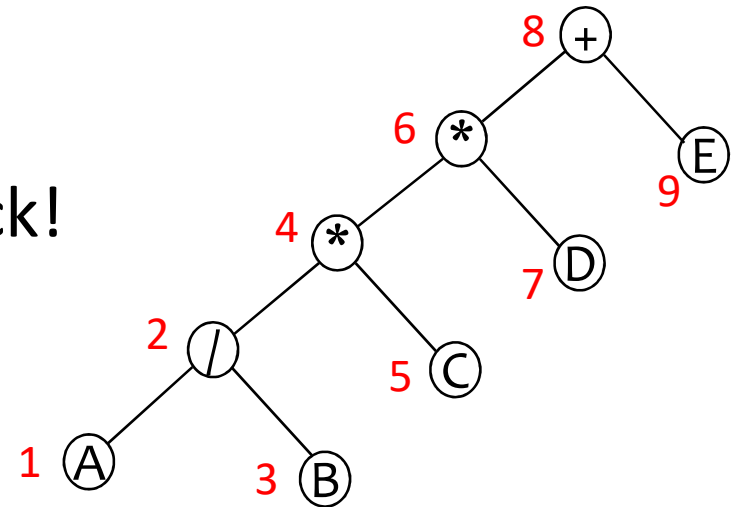
- Use a stack

– Recursion **implicitly** uses a stack!

```
void Tree::NonrecInorder()
{
    Stack<TreeNode*> s;
    TreeNode *CurrentNode = root;
    while(1) {
        // move down left child
        while(CurrentNode) {
            s.Push(CurrentNode);
            CurrentNode = CurrentNode->LeftChild;
        }

        if (s.IsEmpty()) return;

        CurrentNode = s.Top();
        s.Pop();
        Visit(CurrentNode);
        CurrentNode = CurrentNode->RightChild;
    }
}
```



Building Expression Tree

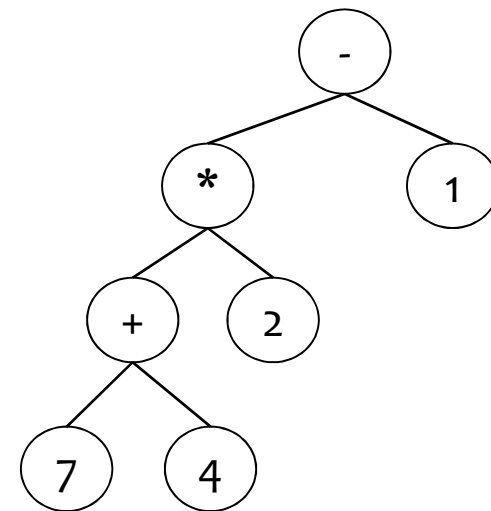
- Overall procedure



$(7 + 4) * 2 - 1$

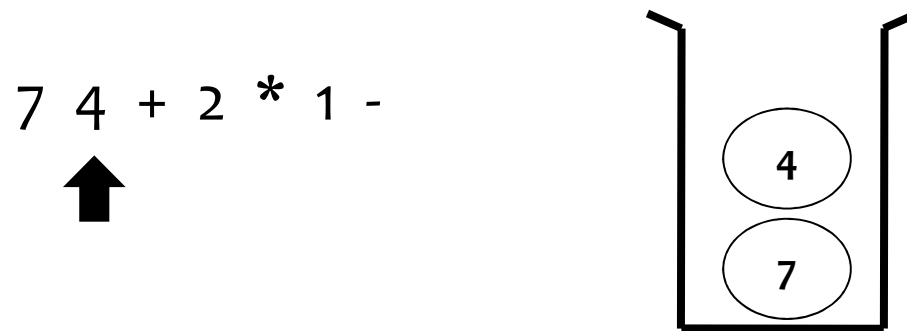
$7\ 4\ +\ 2\ *\ 1\ -$

- Infix notation \rightarrow postfix notation
 - Use a stack (see lecture note 4)
- Postfix notation \rightarrow expression tree
 - Build a tree incrementally using a stack

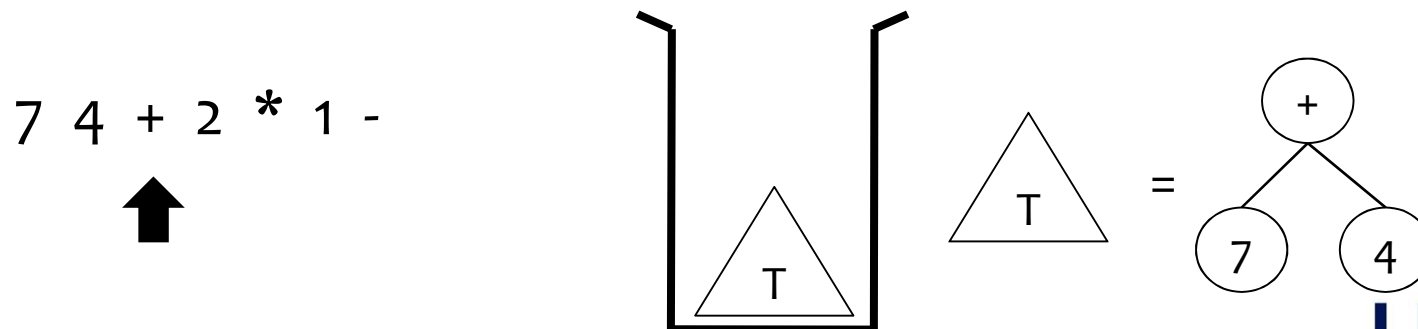


Building Expression Tree

- Push nodes of operands until finding an operator

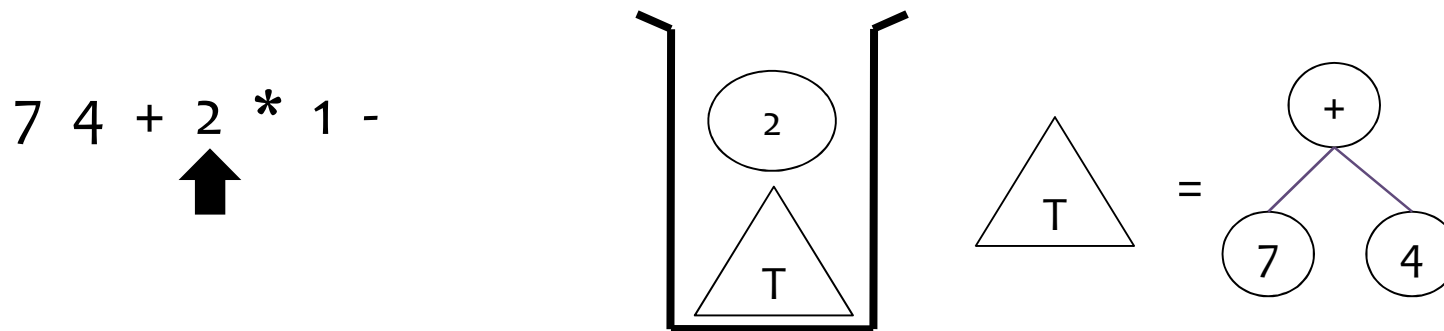


- Pop two nodes and push a partial expression tree

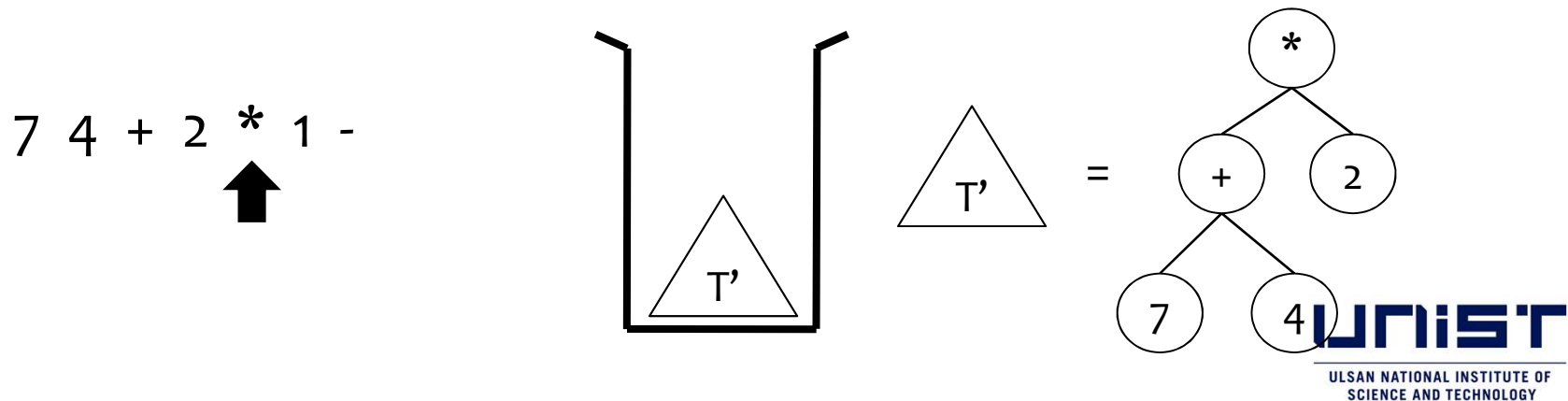


Building Expression Tree

- Push nodes of operands until finding an operator

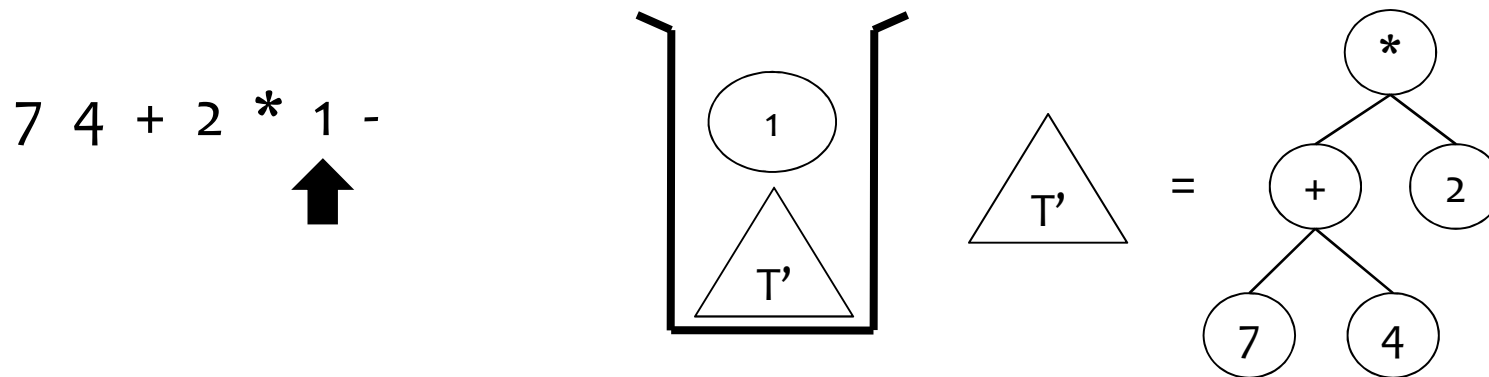


- Pop two nodes and push a partial expression tree

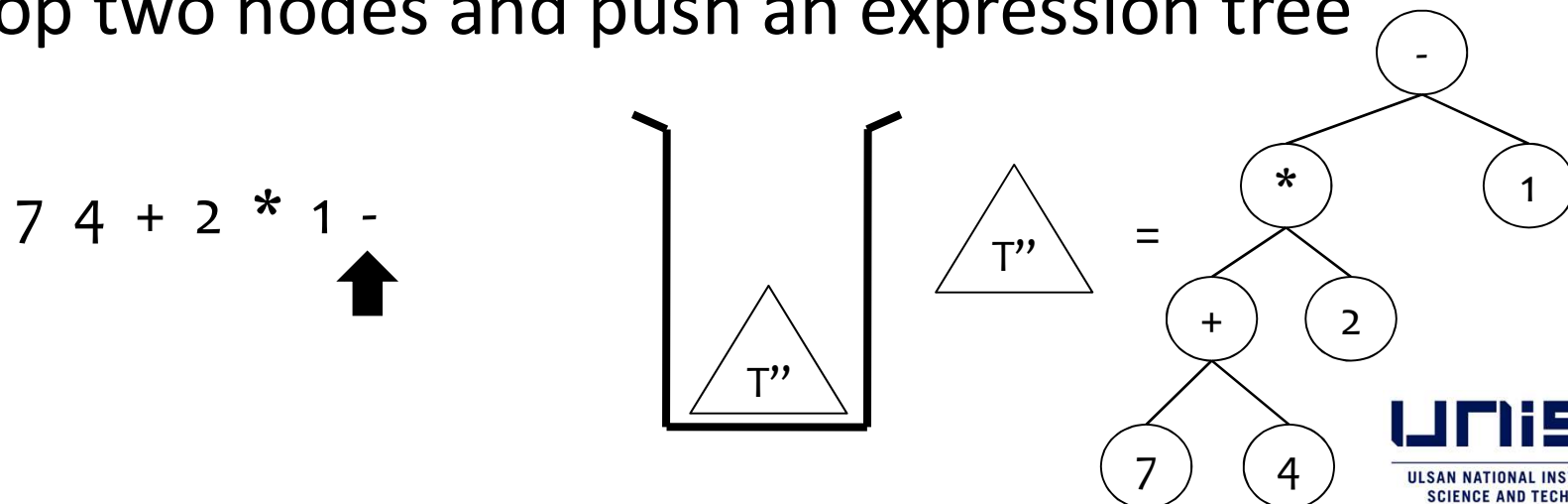


Building Expression Tree

- Push nodes of operands until finding an operator

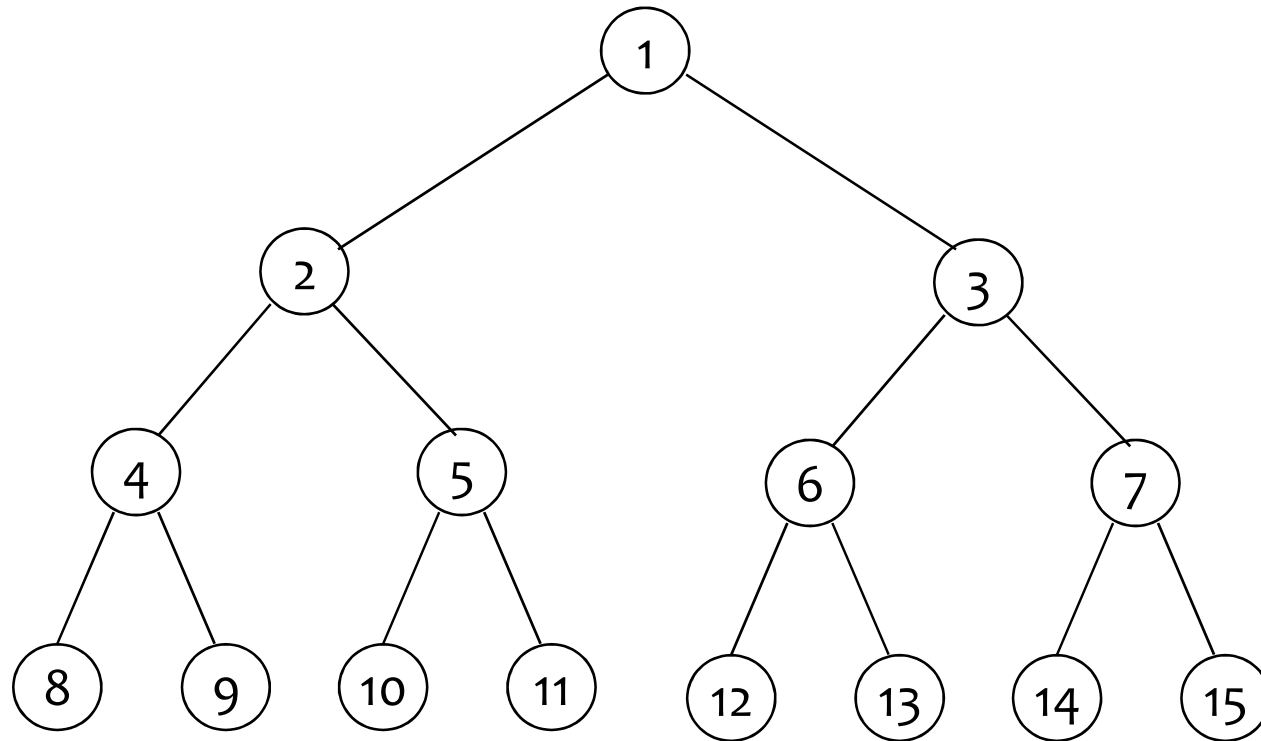


- Pop two nodes and push an expression tree



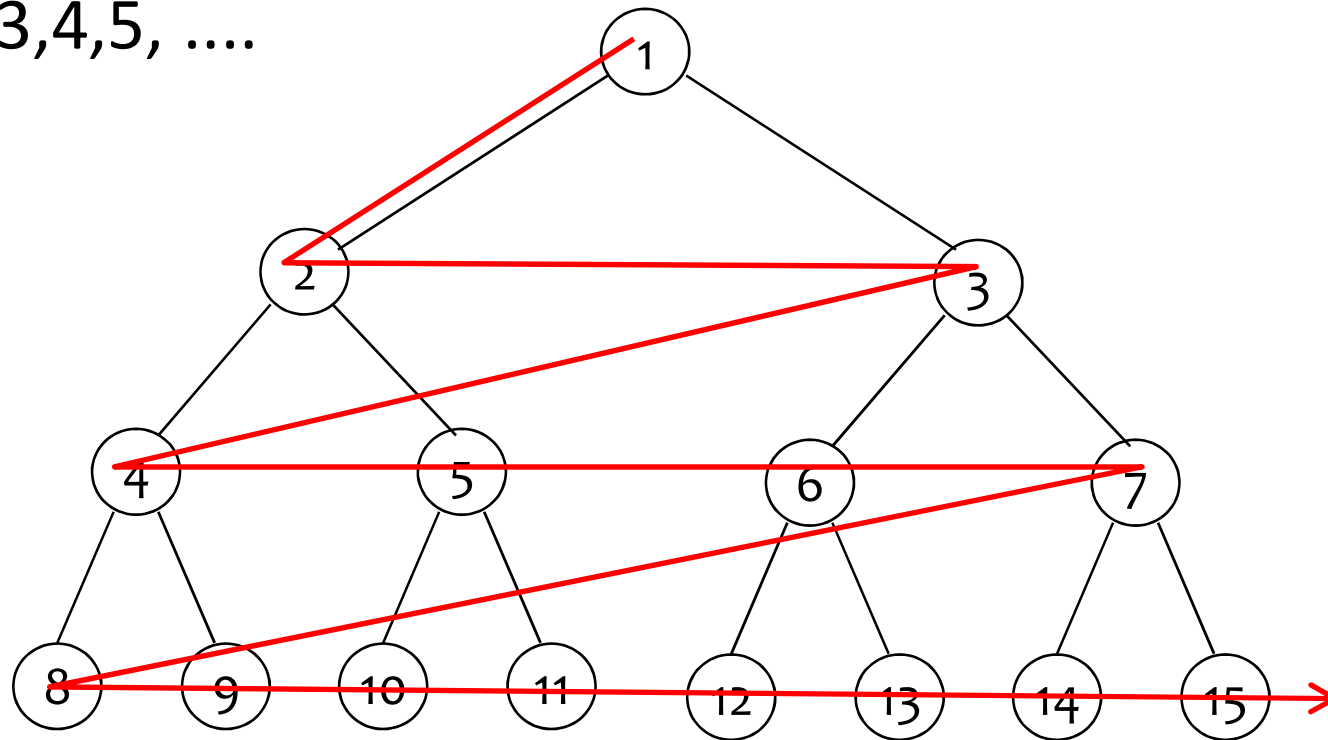
Level-order Traversal

- Traverse index order



Level-order Traversal

- Traverse index order
-1,2,3,4,5,



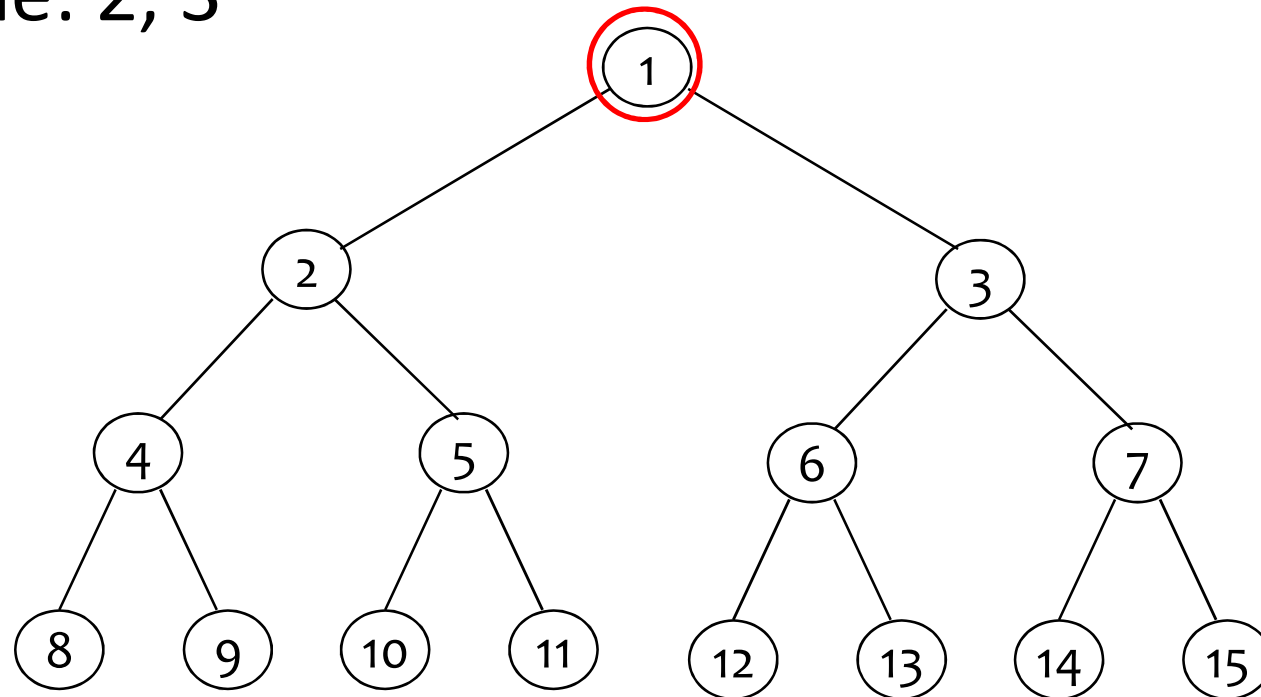
Level-order Traversal

- Using a queue
 - Visit current node, push two children (left, right)

```
void Tree::LevelOrder()
{
    Queue<TreeNode*> q;
    TreeNode *CurrentNode = root;
    while(CurrentNode) {
        Visit(currentNode);
        if (CurrentNode->LeftChild)
            q.push(CurrentNode->LeftChild);
        if (CurrentNode->RightChild)
            q.push(CurrentNode->RightChild);
        if(q.IsEmpty()) return;
        CurrentNode = q.Front();
        q.Pop();
    }
}
```

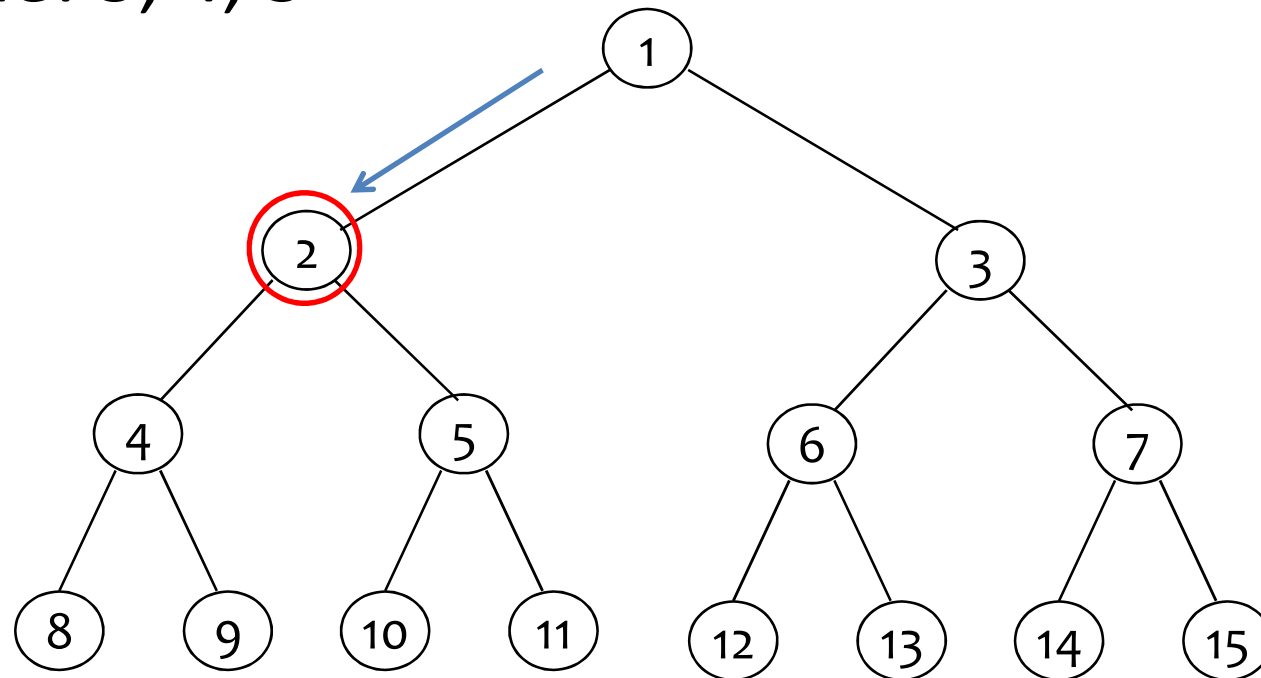

Level-order Traversal

- Visit: 1
- Queue: 2, 3



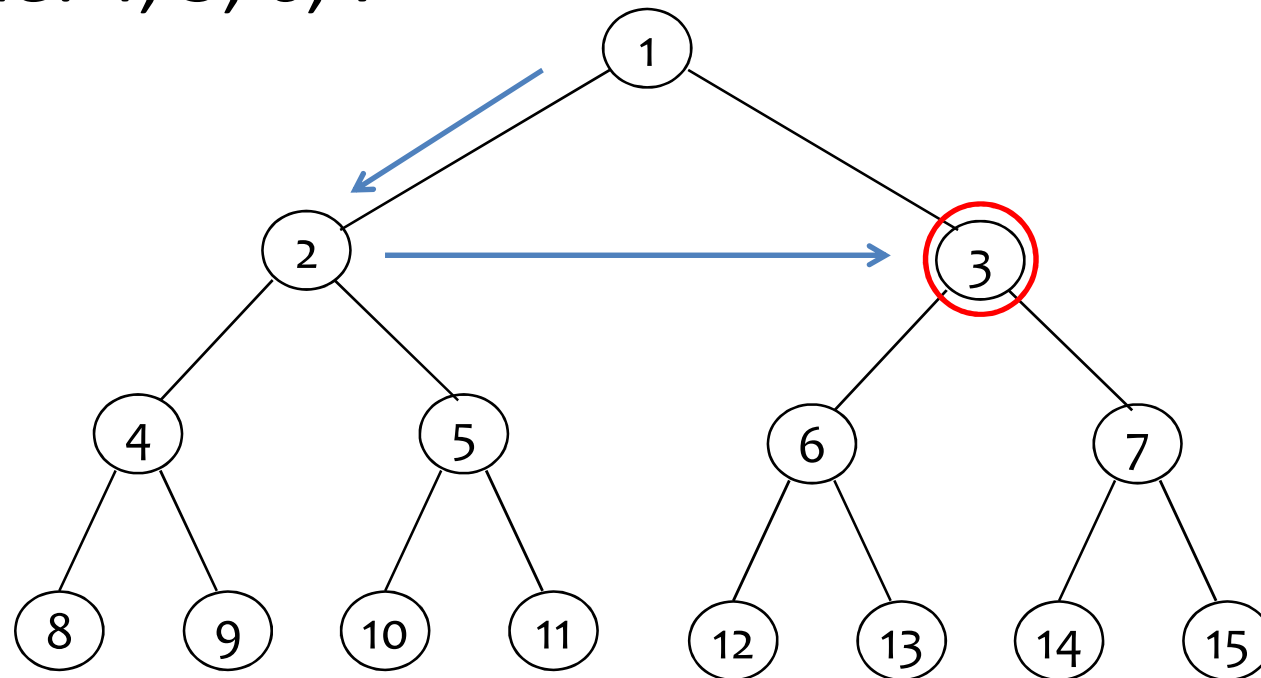
Level-order Traversal

- Visit: 1, 2 (pop)
- Queue: 3, 4, 5



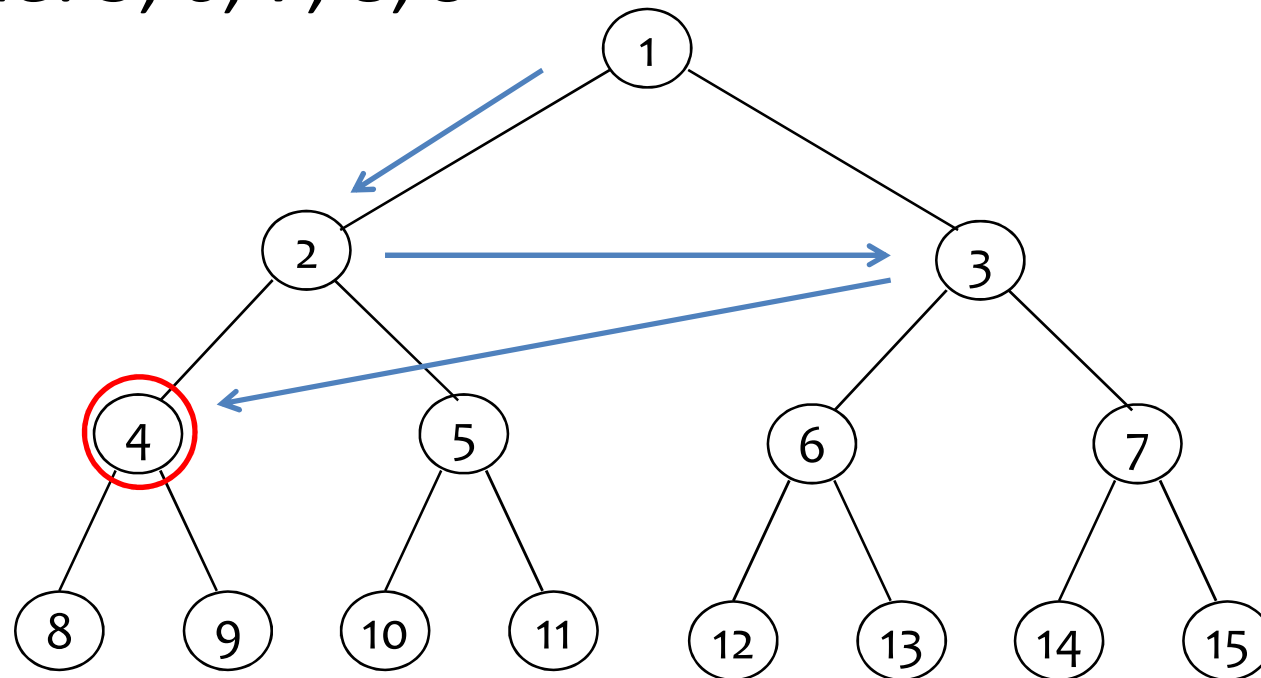
Level-order Traversal

- Visit: 1, 2, 3 (pop)
- Queue: 4, 5, 6, 7



Level-order Traversal

- Visit: 1, 2, 3, 4 (pop)
- Queue: 5, 6, 7, 8, 9



Testing Equality

```
// Driver
bool operator==(const Tree& s, Tree& t)
{
    return equal(s.root, t.root);
}

// Workhorse
bool equal(TreeNode *a, TreeNode *b)
{
    if ((!a) && (!b)) return true; // both a and b are null
    if (a && b
        && (a->data == b->data) // data is equal
        && equal(a->LeftChild, b->LeftChild) // left subtrees equal
        && equal(a->RightChild, b->RightChild)) // right subtrees equal
        return true;
    return false;
}
```

The Satisfiability Problem

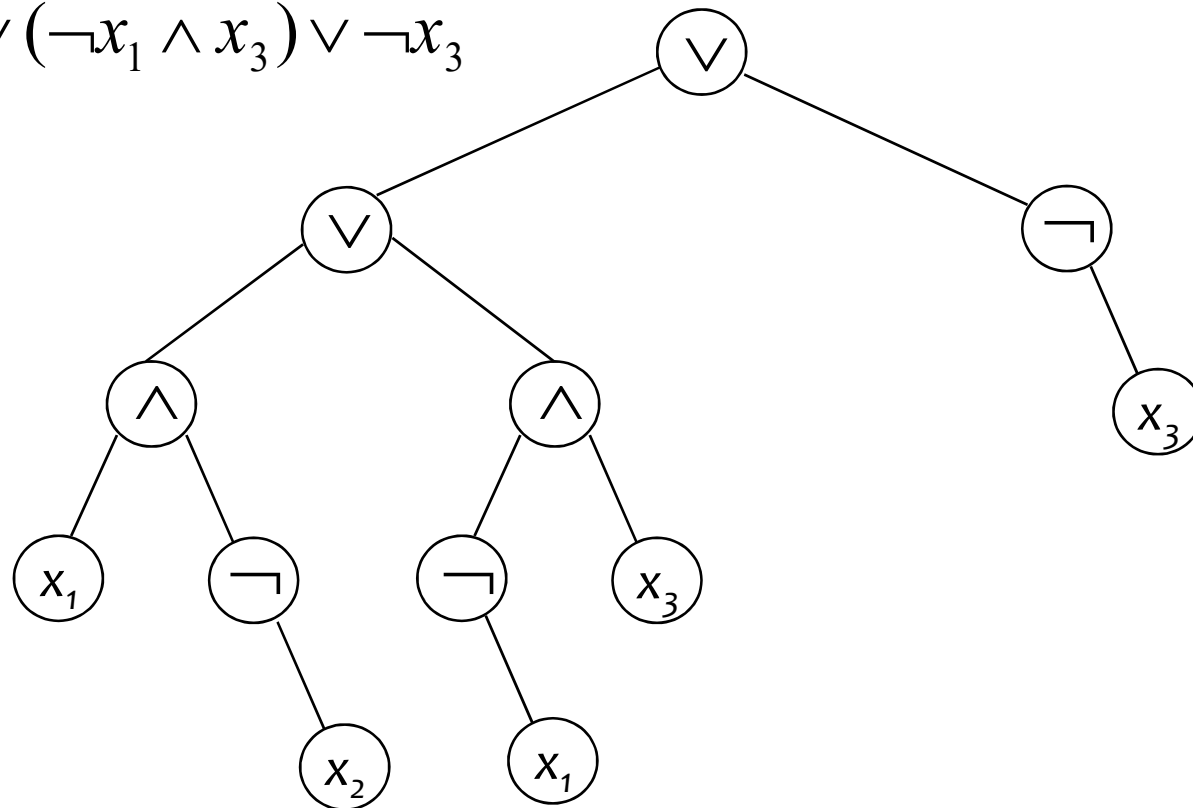
- Propositional calculus
 - Formulas defined by boolean variables x_1, x_2, \dots, x_n and operators \wedge (and), \vee (or), \neg (not)
- Satisfiability problem
 - Finding out values for the variables that result in the formula being *true*
 - *e.g.*, $x_1 \vee (x_2 \wedge \neg x_3)$ is true if
 - $x_1 = \text{false}$
 - $x_2 = \text{true}$
 - $x_3 = \text{false}$

Complexity?

The Satisfiability Problem

- Propositional formula in a binary tree

$$(x_1 \wedge \neg x_2) \vee (\neg x_1 \wedge x_3) \vee \neg x_3$$



The Satisfiability Problem

- Node structure

Leftchild	first	second	Rightchild
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—first: given values for formular

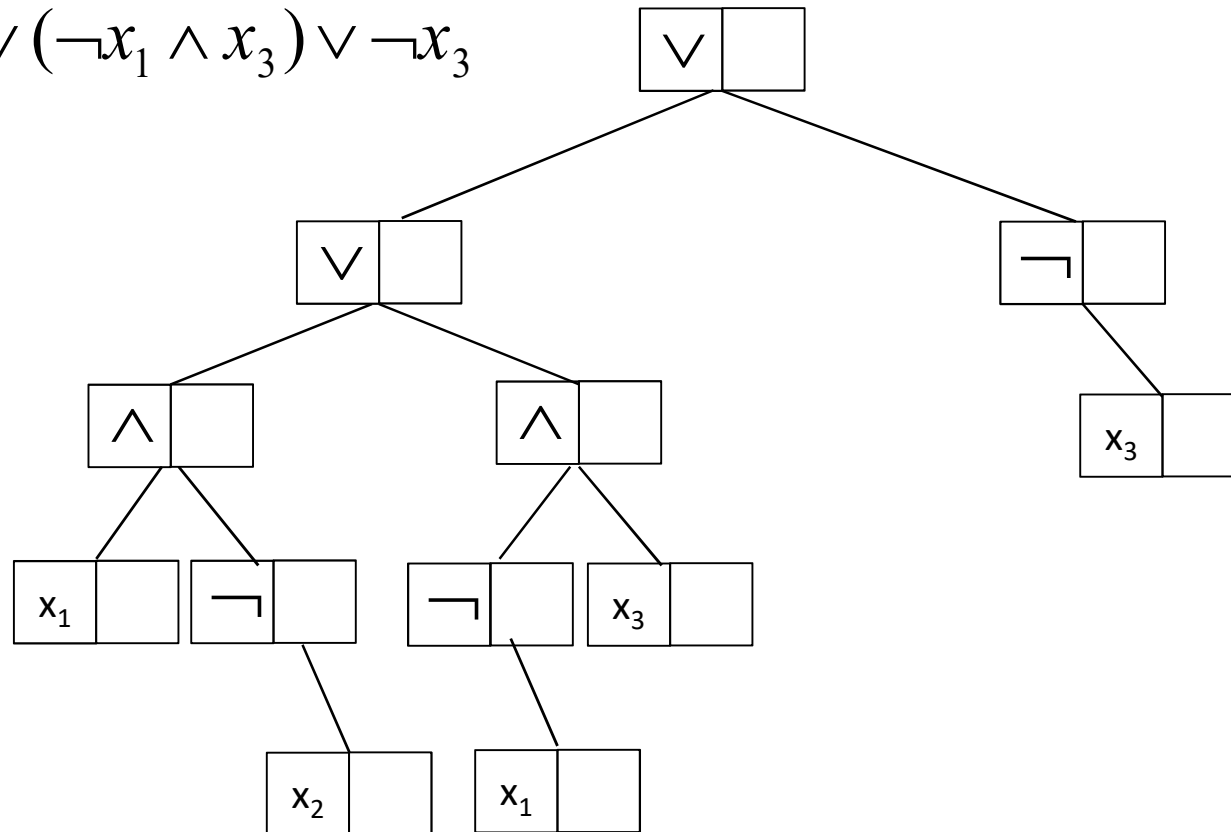
- Operators(\wedge , \vee , \neg), True/False values

—second

- True/False values after evaluation

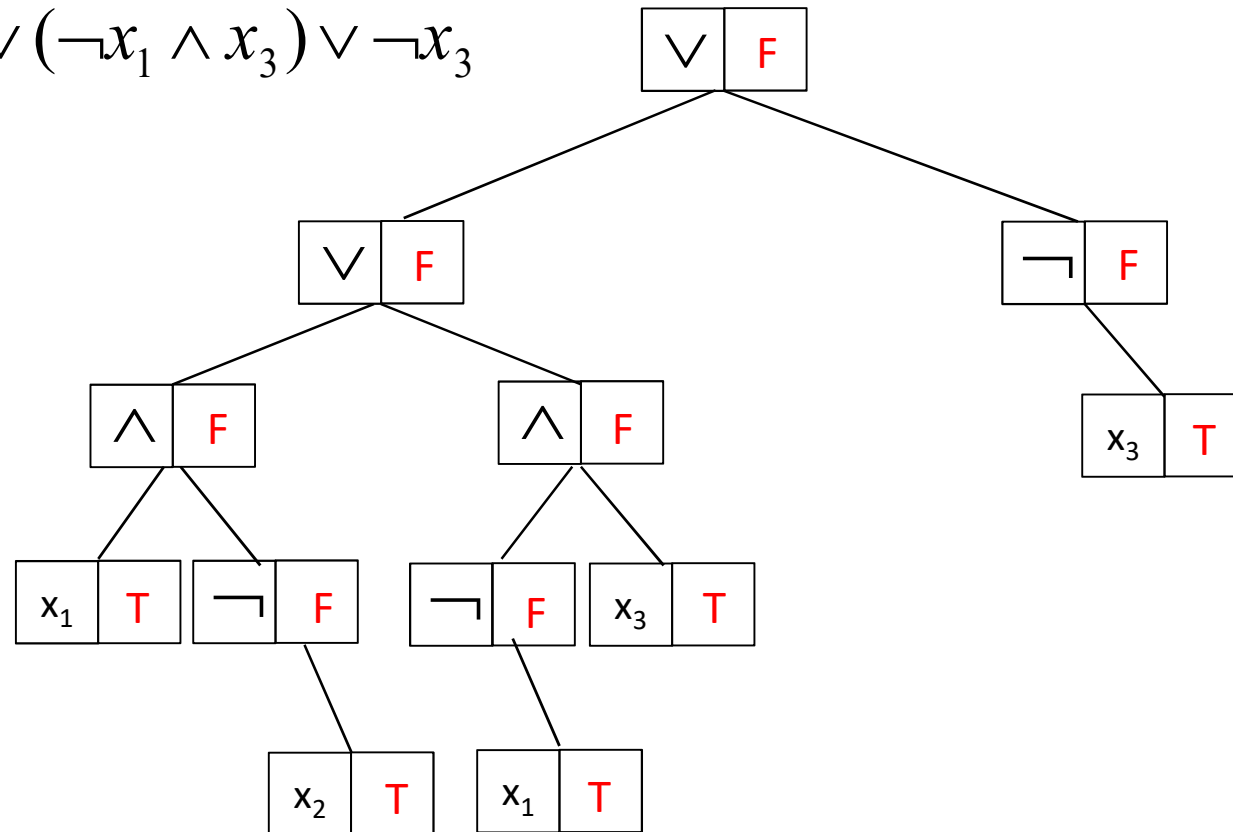
The Satisfiability Problem

$$(x_1 \wedge \neg x_2) \vee (\neg x_1 \wedge x_3) \vee \neg x_3$$



Example

$$(x_1 \wedge \neg x_2) \vee (\neg x_1 \wedge x_3) \vee \neg x_3$$



The Satisfiability Problem

- Algorithm

```
for each of  $2^n$  possible truth value combinations for the n variables
{
    replace data.first by the values in the current combination;
    evaluate the formula by traversing the tree in postorder;
    if (root.data.second) why?
    {
        cout << combination;
        return;
    }
}
cout << "no satisfiable combination";
```

The Satisfiability Problem

- Evaluate propositional formula

```
void SatTree::PostOrderEval() { // Driver
    PostOrderEval(root);
}

void SatTree::PostOrderEval(SatNode *s) // Workhorse
{
    if (s) {
        PostOrderEval(s->LeftChild);
        PostOrderEval(s->RightChild); // postorder - left & right subtrees are evaluated
        switch(s->data.first) {
            case Not: s->data.second = !s->RightChild->data.second; break;
            case And: s->data.second =
                s->RightChild->data.second && s->LeftChild->data.second;
                break;
            case Or: s->data.second =
                s->RightChild->data.second || s->LeftChild->data.second;
                break;
            case True: s->data.second = TRUE; break;
            case False: s->data.second = FALSE;
        }
    }
}
```