

# Computer Science 102

## Data Structures and Algorithms

### **Introduction to Trees**

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# Road Map

- Introduction to trees
  - Terminology
- Binary trees
- Tree traversal

# Tree

- Tree defined recursively
- A tree is a collection of nodes. The collection can be empty; otherwise, a tree consists of a distinguished node  $r$ , called the root, and zero or more non-empty (sub) trees  $T_1, T_2, \dots, T_k$  each of whose roots are connected by a directed edge from  $r$ .
- A tree is a collection of  $N$  nodes, one of which is the root and  $N-1$  edges.

# Tree terminology

- The root of each subtree is said to be a **child** of  $r$  and  $r$  is said to be the **parent** of each subtree root.
- **Leaves**: nodes with no children (also known as external nodes)
- **Internal Nodes**: nodes with children
- **Siblings**: nodes with the same parent

# Tree terminology (continued)

- A **path** from node  $n_1$  to  $n_k$  is defined as a sequence of nodes  $n_1, n_2, \dots, n_k$  such that  $n_i$  is the parent of  $n_{i+1}$  for  $1 \leq i \leq k$ .
- The length of this path is the number of edges on the path namely  $k-1$ .
- The length of the path from a node to itself is 0.
- There is exactly one path from the root to each node in a tree.

# Tree terminology (continued)

- Depth (of node): the length of the unique path from the root to a node.
- Depth (of tree): The depth of a tree is equal to the depth of its deepest leaf.
- Height (of node): the length of the longest path from a node to a leaf.
  - All leaves have a height of 0
  - The height of the root is equal to the depth of the tree

# Tree Example

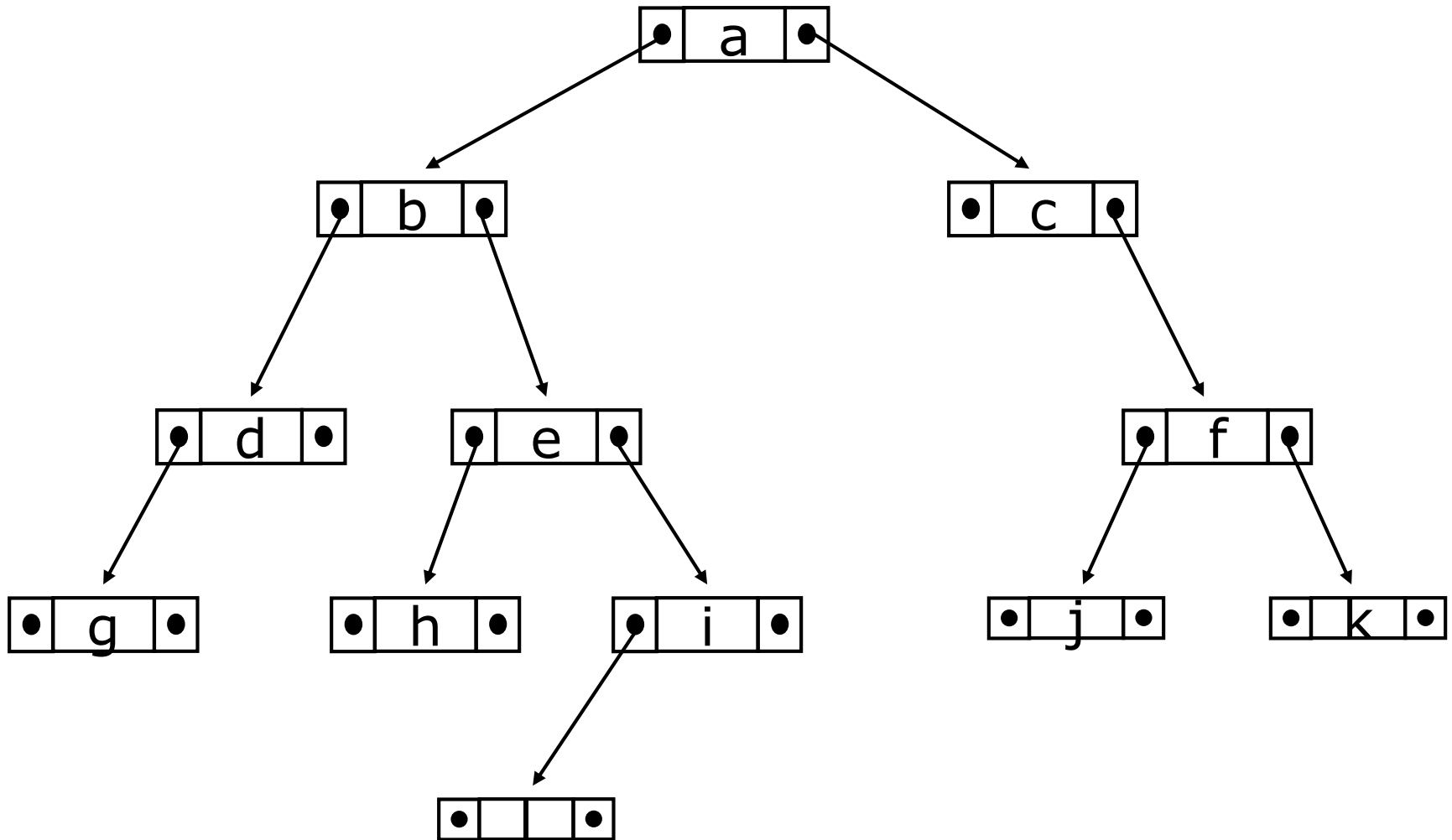
- On whiteboard

# Binary trees

- A binary tree is a tree in which no node can have more than two children.
- Each node has an element, a reference to a left child and a reference to a right child.



# Picture of a binary tree



# Tree traversals

- A binary tree is defined recursively: it consists of a root, a left subtree, and a right subtree
- To traverse (or walk) the binary tree is to process each node in the binary tree exactly once
- Tree traversals are naturally recursive
- Since a binary tree has three “parts,” there are six possible ways to traverse the binary tree:
  - root, left, right
  - left, root, right
  - left, right, root
  - root, right, left
  - right, root, left
  - right, left, root

# Preorder traversal

- In preorder, the root is visited *first*
- Here's a preorder traversal to print out all the elements in the binary tree:

```
public void preorderPrint(BinaryTree bt)
{
    1    if (bt == null) return;
    2    System.out.println(bt.value);
    3    preorderPrint(bt.leftChild);
    4    preorderPrint(bt.rightChild);
}
```

# Inorder traversal

- In inorder, the root is visited *in the middle*
- Here's an inorder traversal to print out all the elements in the binary tree:

```
public void inorderPrint(BinaryTree bt)
{
    if (bt == null) return;
    inorderPrint(bt.leftChild);
    System.out.println(bt.value);
    inorderPrint(bt.rightChild);
}
```

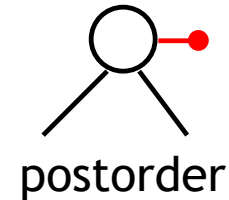
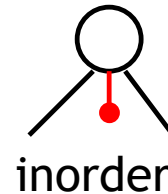
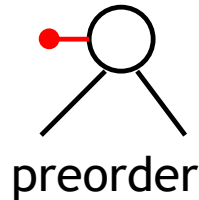
# Postorder traversal

- In postorder, the root is visited *last*
- Here's a postorder traversal to print out all the elements in the binary tree:

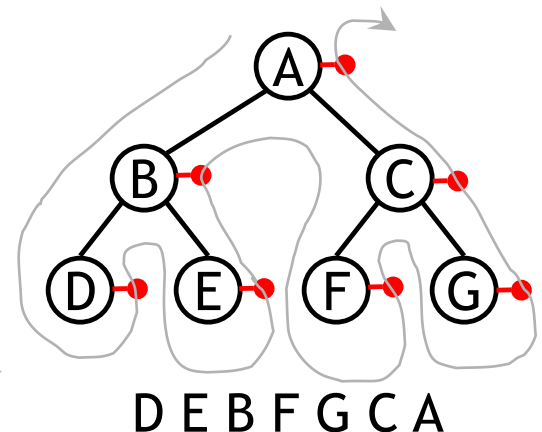
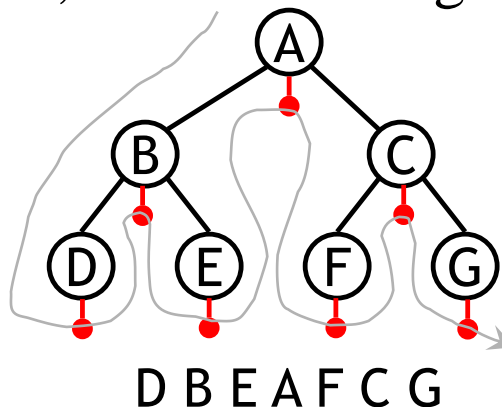
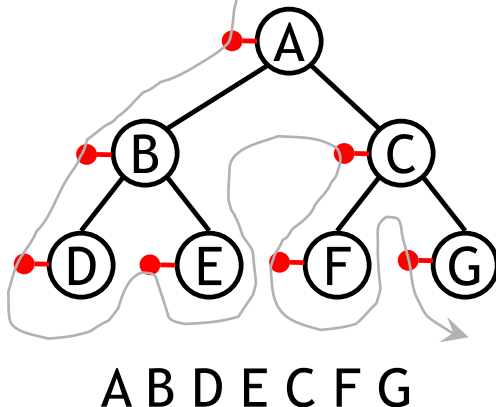
```
public void postorderPrint(BinaryTree  
bt) {  
    if (bt == null) return;  
    postorderPrint(bt.leftChild);  
    postorderPrint(bt.rightChild);  
    System.out.println(bt.value);  
}
```

# Tree traversals using “flags”

- The order in which the nodes are visited during a tree traversal can be easily determined by imagining there is a “flag” attached to each node, as follows:



- To traverse the tree, collect the flags:

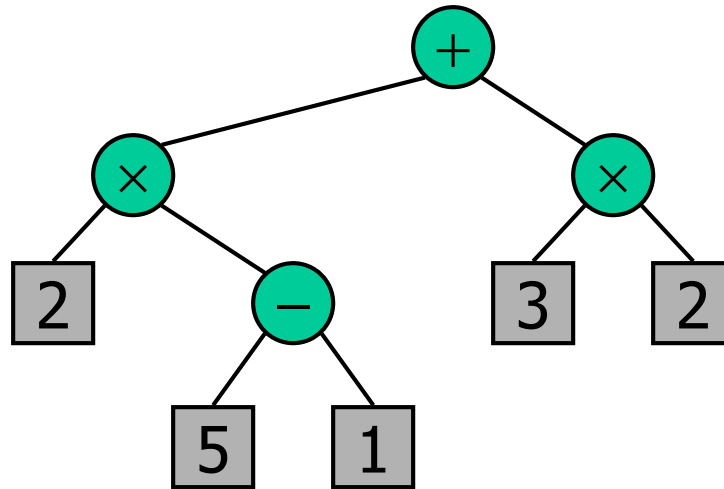


# Other traversals

- The other traversals are the reverse of these three standard ones
  - That is, the right subtree is traversed before the left subtree is traversed
- Reverse preorder: root, right subtree, left subtree
- Reverse inorder: right subtree, root, left subtree
- Reverse postorder: right subtree, left subtree, root

# Arithmetic Expression Tree

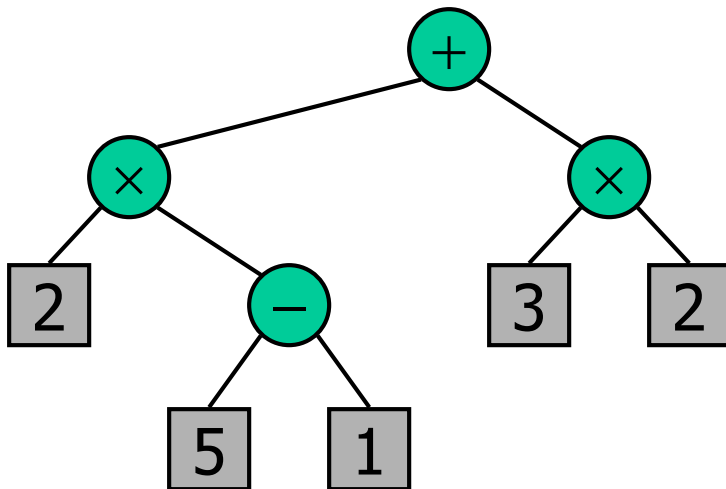
- Binary tree for an arithmetic expression
  - internal nodes: operators
  - leaves: operands
- Example: arithmetic expression tree for the expression  
 $((2 \times (5 - 1)) + (3 \times 2))$





# Print Arithmetic Expressions

- inorder traversal:
  - print “(“ before traversing left subtree
  - print operand or operator when visiting node
  - print “)” after traversing right subtree

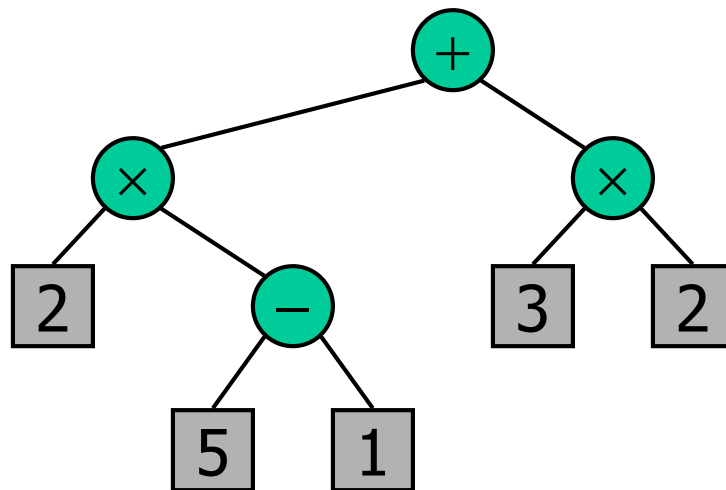


```
void printTree(t)
//binary operands only
    if (t.left != null)
        print("(");
        printTree (t.left);
    print(t.element );
    if (t.right != null)
        printTree (t.right);
    print (")");
```

$((2 \times (5 - 1)) + (3 \times 2))$

# Evaluate Arithmetic Expressions

- postorder traversal
  - Recursively evaluate subtrees
  - Apply the operator after subtrees are evaluated



```
int evaluate (t)
//binary operators only
if (t.left == null)
    //external node
    return t.element;
else //internal node
    x = evaluate (t.left);
    y = evaluate (t.right);
    let o be the operator
        t.element
    z = apply o to x and y
    return z;
```