



# Tree Structures and Tree Traversals

Readings - Chapter 8



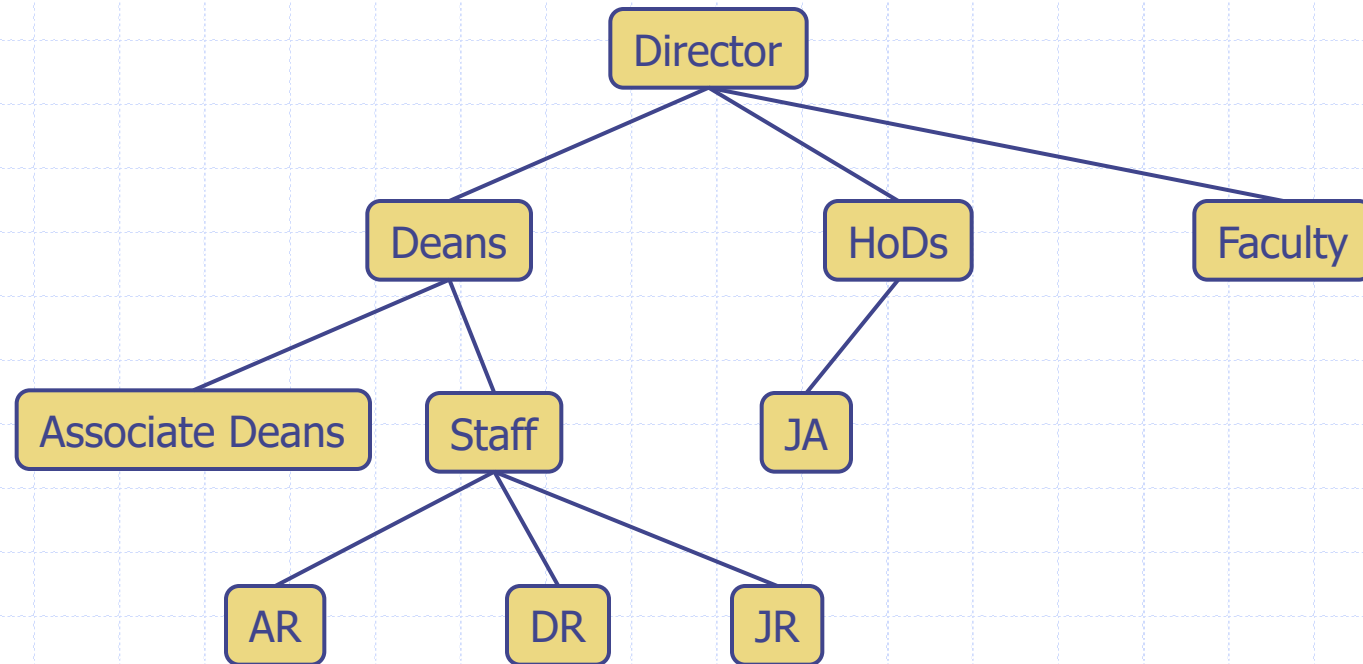
# Trees

- ❑ Abstract model of a hierarchical structure
- ❑ A tree consists of nodes with a parent-child relation



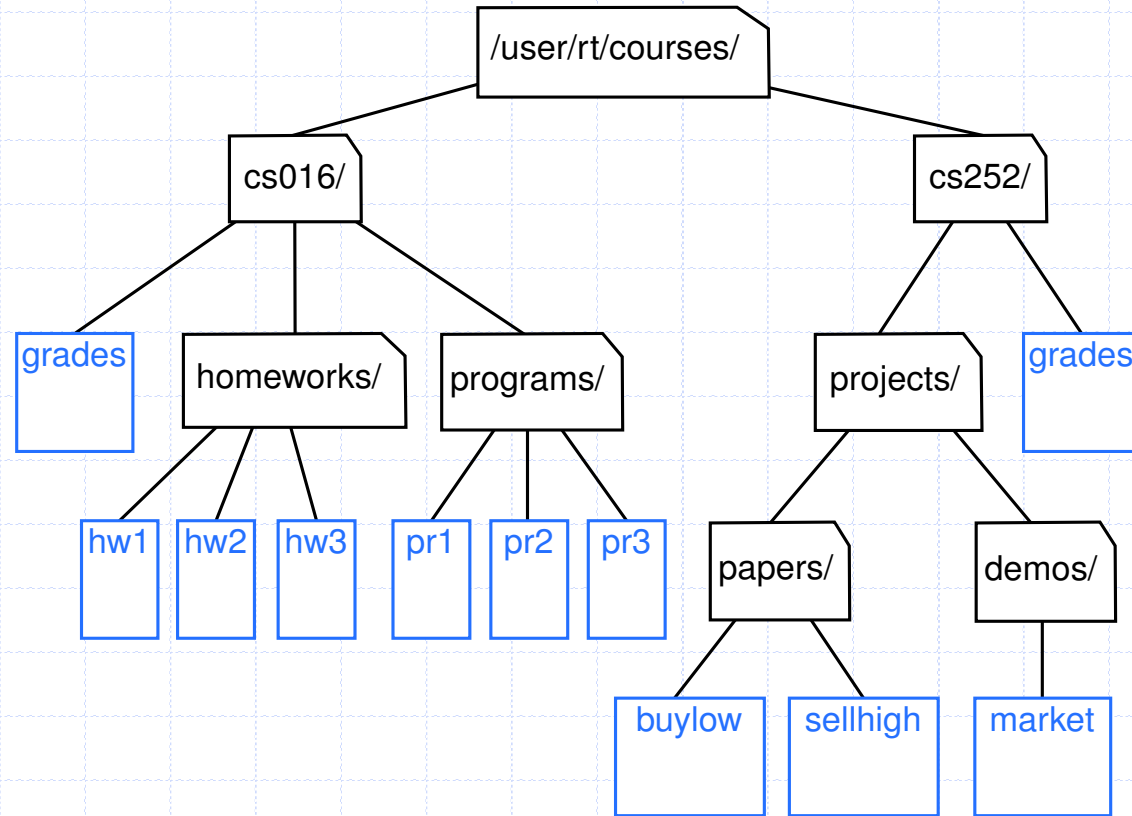
google images

# Trees - Examples



organization structure of a corporation

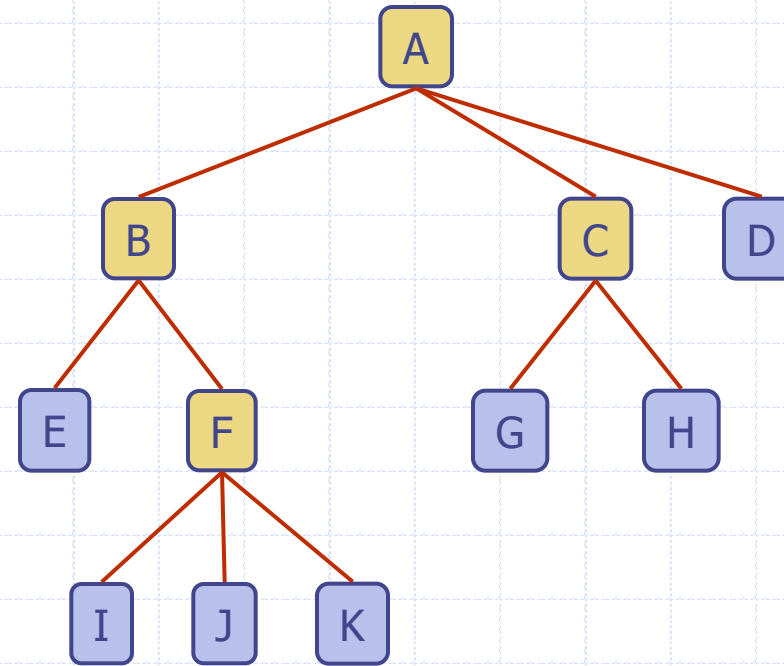
# Trees - Examples (2)



Portion of a file system

# Trees - Terminology

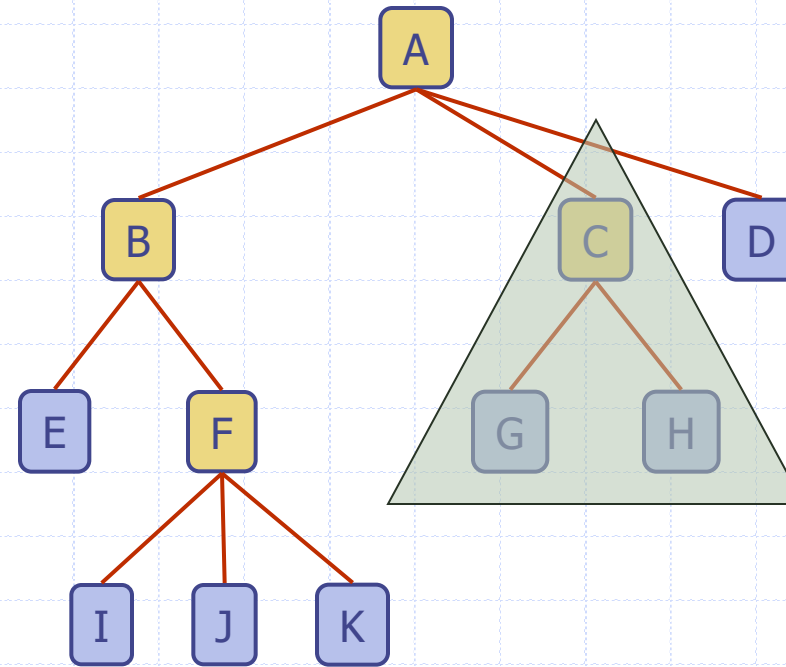
- ❑  $A$  is the *root* node
- ❑  $B$  is *parent* of  $E$  and  $F$
- ❑  $A$  is *ancestor* of  $E$  and  $F$
- ❑  $E$  and  $F$  are *descendants* of  $A$
- ❑  $C$  is the *sibling* of  $B$
- ❑  $E$  and  $F$  are *children* of  $B$
- ❑  $E, I, J, K, G, H,$  and  $D$  are *leaves*
- ❑  $A, B, C,$  and  $F$  are *internal nodes*



# Trees - Terminology (2)

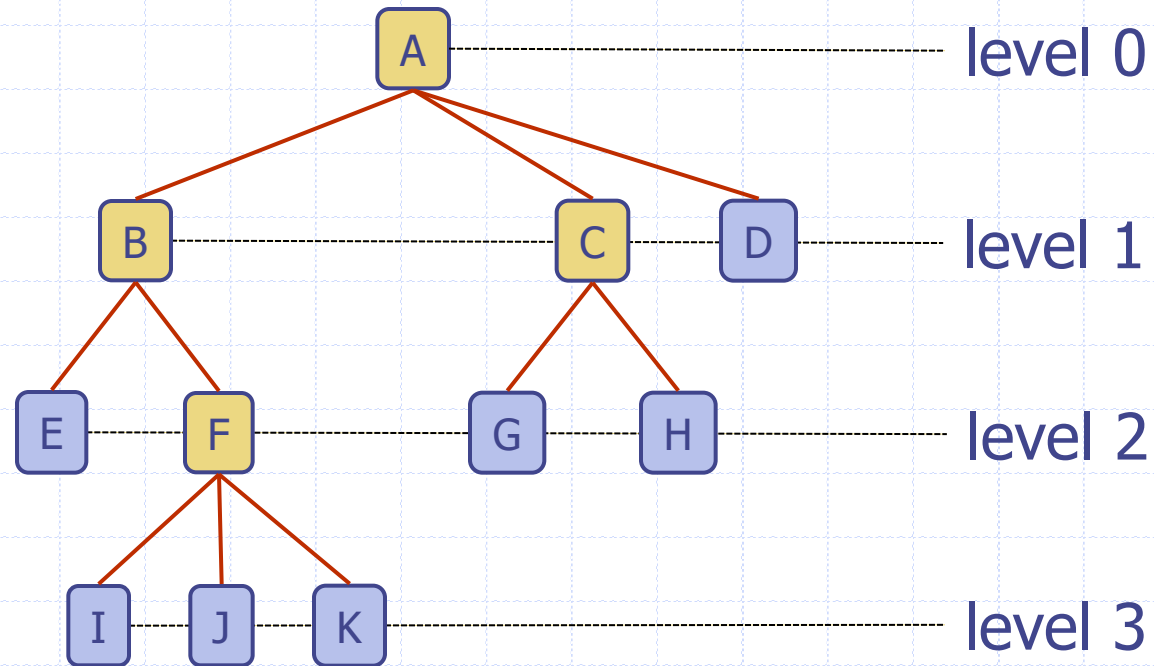
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- ❑ *Subtree*: tree consisting of node and its descendants



# Trees - Terminology (3)

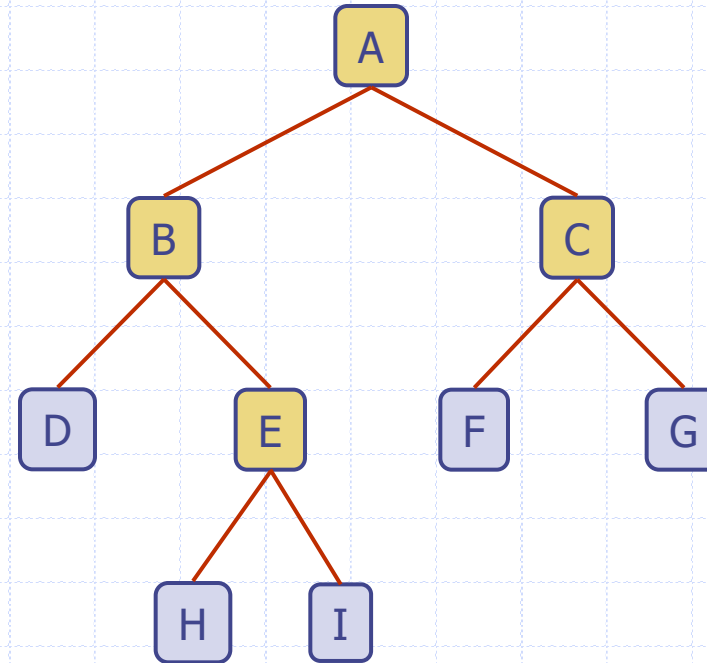
- The *depth (level)* of *E* is 2
- The *height* of the tree is 3
- The *degree* of node *F* is 3



Tree Structures

# Binary Trees

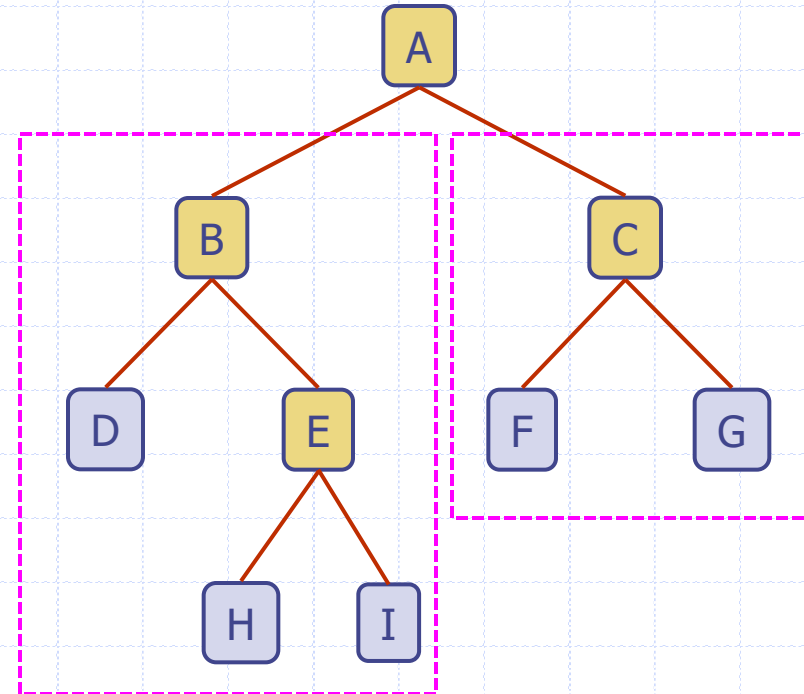
- An **ordered tree** is one in which the children of each node are ordered
- **Binary tree:** ordered tree with all nodes having at most 2 children
  - left child and right child





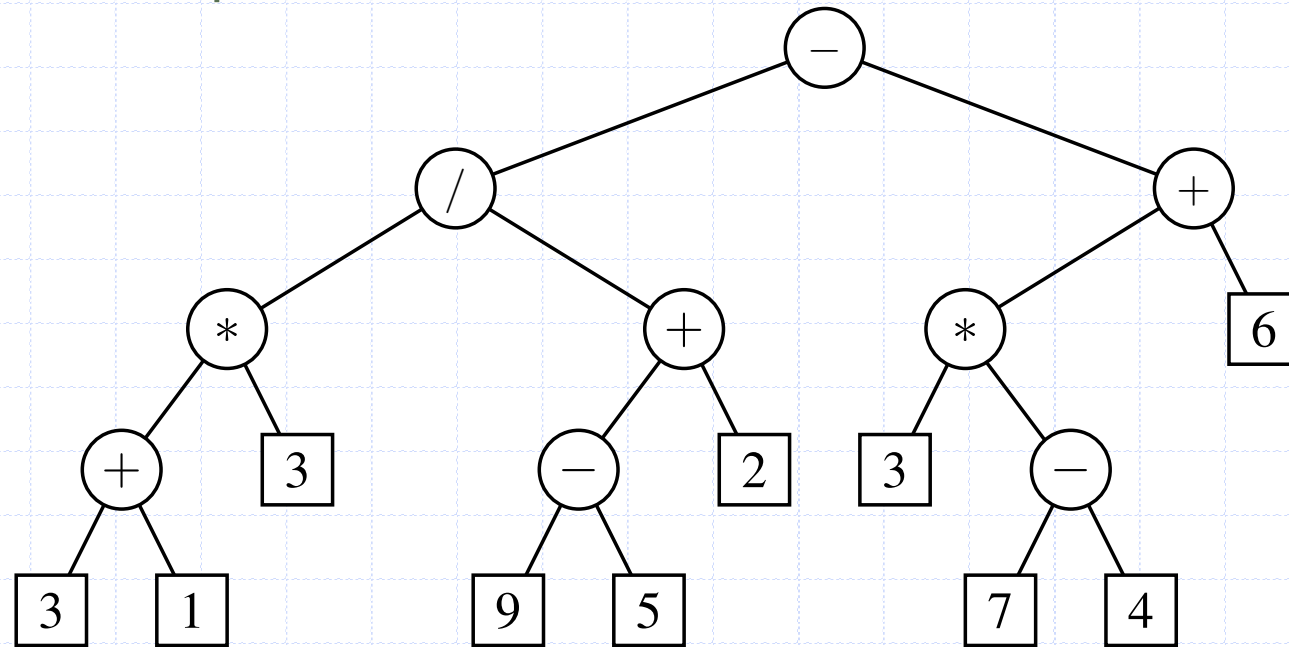
# Binary Trees

- Recursive definition of binary tree
  - either a leaf or
  - an internal node (the root) and one/two binary trees (left subtree and/or right subtree)



# Example of Binary Trees - Arithmetic Expression Tree

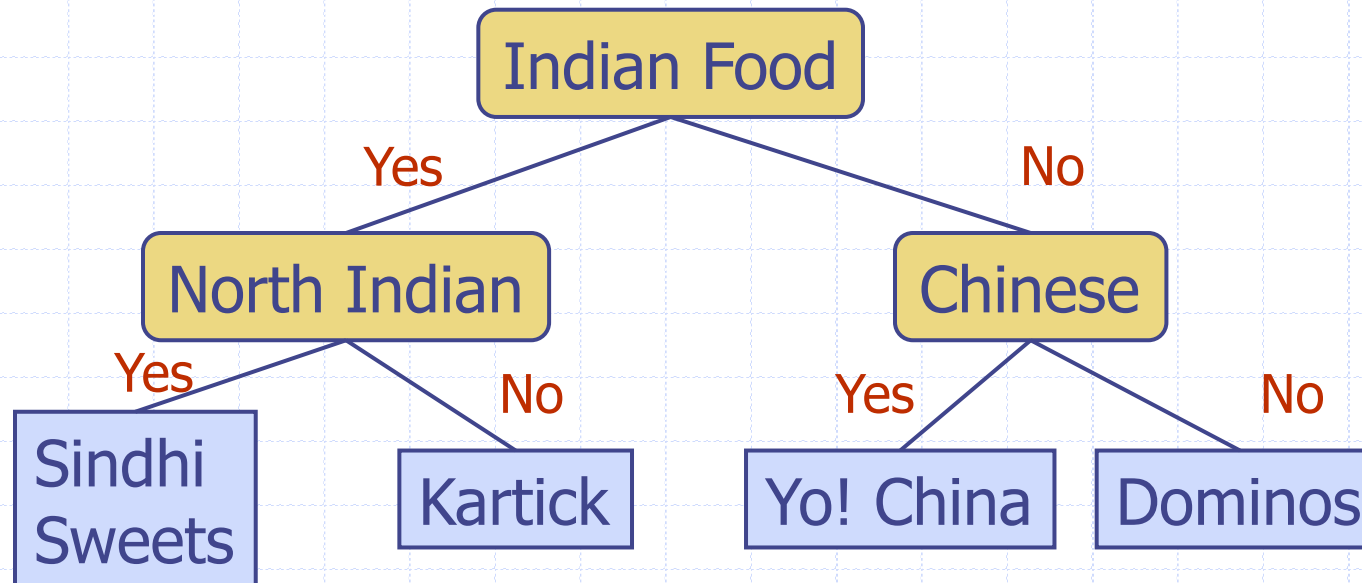
- Binary tree associated with an arithmetic expression
  - internal nodes: operators
  - external nodes: operands



$$(((3 + 1) * 3) / ((9 - 5) + 2)) - ((3 * (7 - 4)) + 6))$$

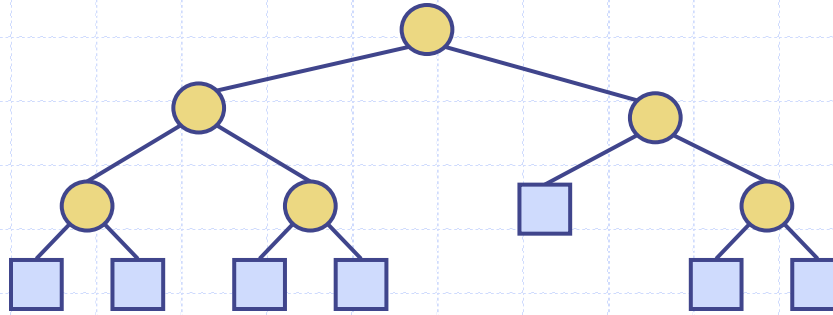
# Example of Binary Trees - Decision Tree

- ❑ Binary tree associated with a decision process
  - internal nodes: questions with yes/no answer
  - external nodes: decisions
- ❑ Example: dining decision

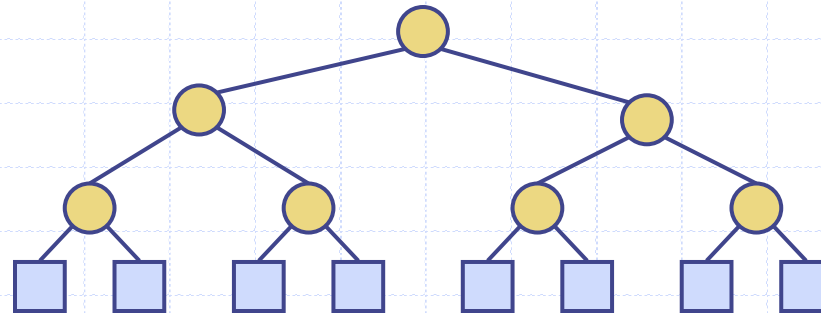


# Proper, Full, Complete Binary Trees

- Proper/Full - Every node has either zero or two children

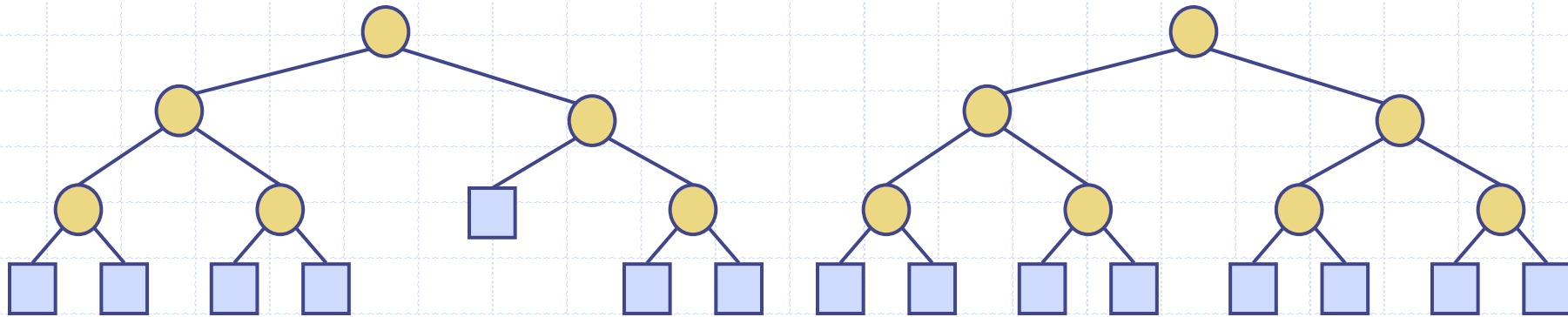


- Complete - every level except possibly the last is completely filled and all leaf nodes are as left as possible.



# Binary tree from a complete binary tree

- A binary tree can be obtained from appropriate complete binary tree by pruning.



# Properties of a Binary Tree

## □ Notations

- $n$  - number of nodes
- $n_E$  - number of leaves (external nodes)
- $n_I$  - number of internal nodes
- $h$  - height of the tree

□  $h+1 \leq n \leq 2^{h+1} - 1$

□  $1 \leq n_E \leq 2^h$

□  $h \leq n_I \leq 2^h - 1$

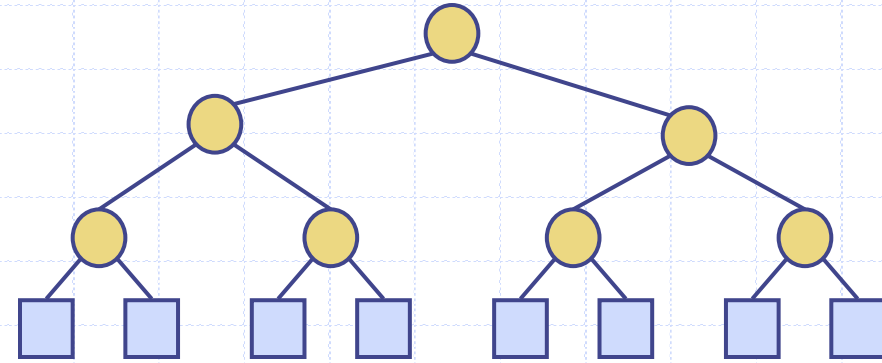
□  $\log(n+1) - 1 \leq h \leq n-1$

# Properties of Binary Trees (2)

- $n_E \leq n_I + 1$
- proof by induction on  $n_I$ 
  - Tree with 1 node has a leaf but no internal node
  - Assume  $n_E \leq n_I + 1$  for tree with  $k-1$  internal nodes
  - A tree with  $k$  internal nodes has  $k_1$  internal nodes in the left subtree and  $k-k_1-1$  internal nodes in the right subtree
  - By induction  $n_E \leq (k_1+1) + (k-k_1-1+1) = k+1$

# Complete Binary Tree

- level  $i$  has  $2^i$  nodes
- In a tree of height  $h$ 
  - leaves are at level  $h$
  - $n_E = 2^h$
  - $n_I = 1 + 2 + 2^2 + \dots + 2^{h-1} = 2^h - 1$
  - $n_I = n_E - 1$
  - $n = 2^{h+1} - 1$
- In a tree of  $n$  nodes
  - $n_E$  is  $(n+1)/2$
  - $h = \log_2 (n_E)$





# Tree ADT

- We use positions to abstract nodes
- Generic methods:
  - Integer `len()`
  - Boolean `is_empty()`
  - Iterator `positions()`
  - Iterator `iter()`
- Accessor methods:
  - position `root()`
  - position `parent(p)`
  - Iterator `children(p)`
  - Integer `num_children(p)`

- ◆ Query methods:
  - Boolean `is_leaf(p)`
  - Boolean `is_root(p)`
- ◆ Update method:
  - element `replace(p, o)`
- ◆ Additional update methods may be defined by data structures implementing the Tree ADT

# Abstract Tree Class in Python

```
1 class Tree:
2     """ Abstract base class representing a tree structure. """
3
4     #----- nested Position class -----
5     class Position:
6         """ An abstraction representing the location of a single element. """
7
8         def element(self):
9             """ Return the element stored at this Position. """
10            raise NotImplementedError('must be implemented by subclass')
11
12        def __eq__(self, other):
13            """ Return True if other Position represents the same location. """
14            raise NotImplementedError('must be implemented by subclass')
15
16        def __ne__(self, other):
17            """ Return True if other does not represent the same location. """
18            return not (self == other) # opposite of __eq__
19
```

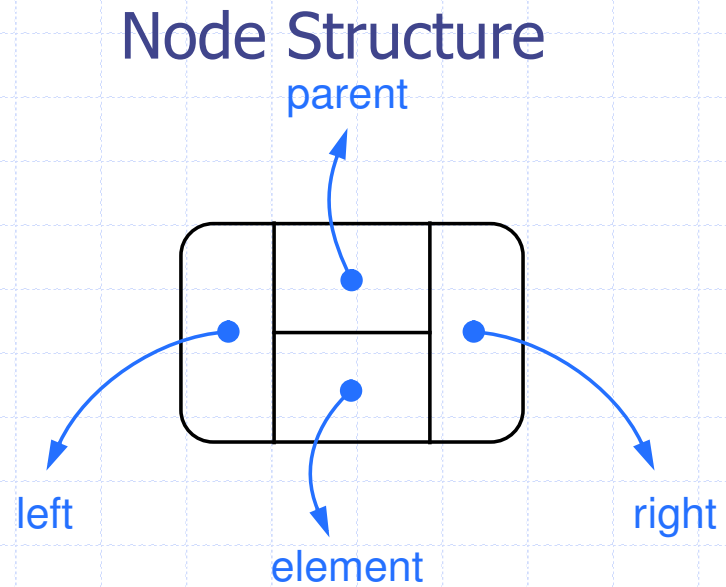
```
20 # ----- abstract methods that concrete subclass must support -----
21 def root(self):
22     """ Return Position representing the tree's root (or None if empty). """
23     raise NotImplementedError('must be implemented by subclass')
24
25 def parent(self, p):
26     """ Return Position representing p's parent (or None if p is root). """
27     raise NotImplementedError('must be implemented by subclass')
28
29 def num_children(self, p):
30     """ Return the number of children that Position p has. """
31     raise NotImplementedError('must be implemented by subclass')
32
33 def children(self, p):
34     """ Generate an iteration of Positions representing p's children. """
35     raise NotImplementedError('must be implemented by subclass')
36
37 def __len__(self):
38     """ Return the total number of elements in the tree. """
39     raise NotImplementedError('must be implemented by subclass')

```

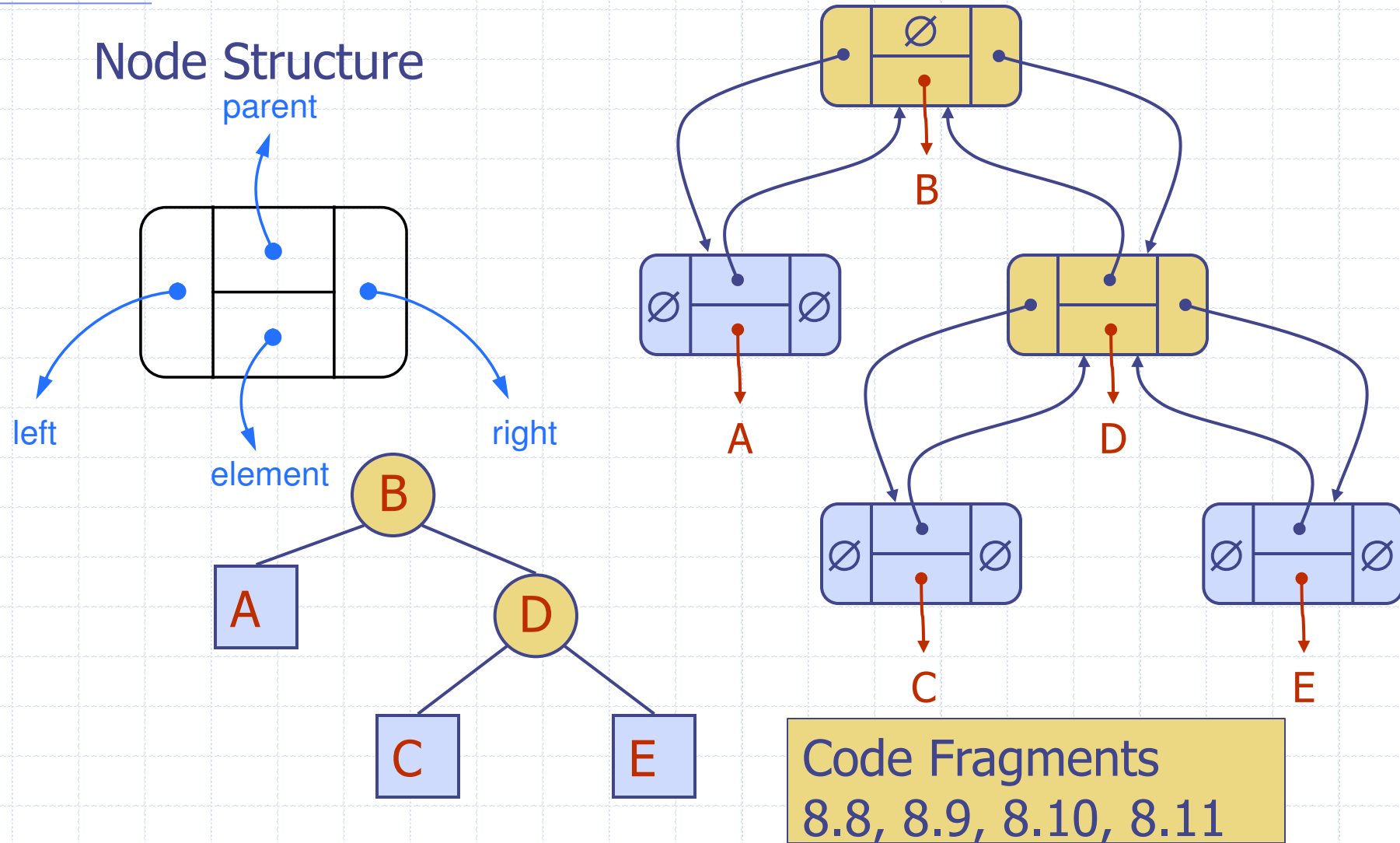
```
40 # ----- concrete methods implemented in this class -----
41 def is_root(self, p):
42     """ Return True if Position p represents the root of the tree. """
43     return self.root() == p
44
45 def is_leaf(self, p):
46     """ Return True if Position p does not have any children. """
47     return self.num_children(p) == 0
48
49 def is_empty(self):
50     """ Return True if the tree is empty. """
51     return len(self) == 0

```

# Linked Structure for Binary Trees

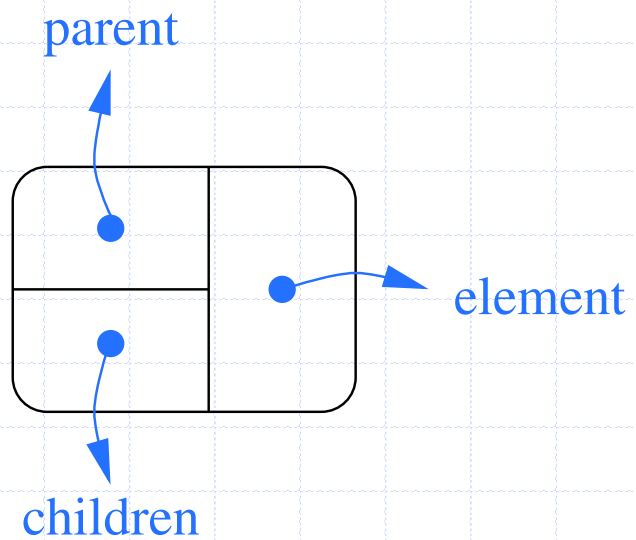


# Linked Structure for Binary Trees



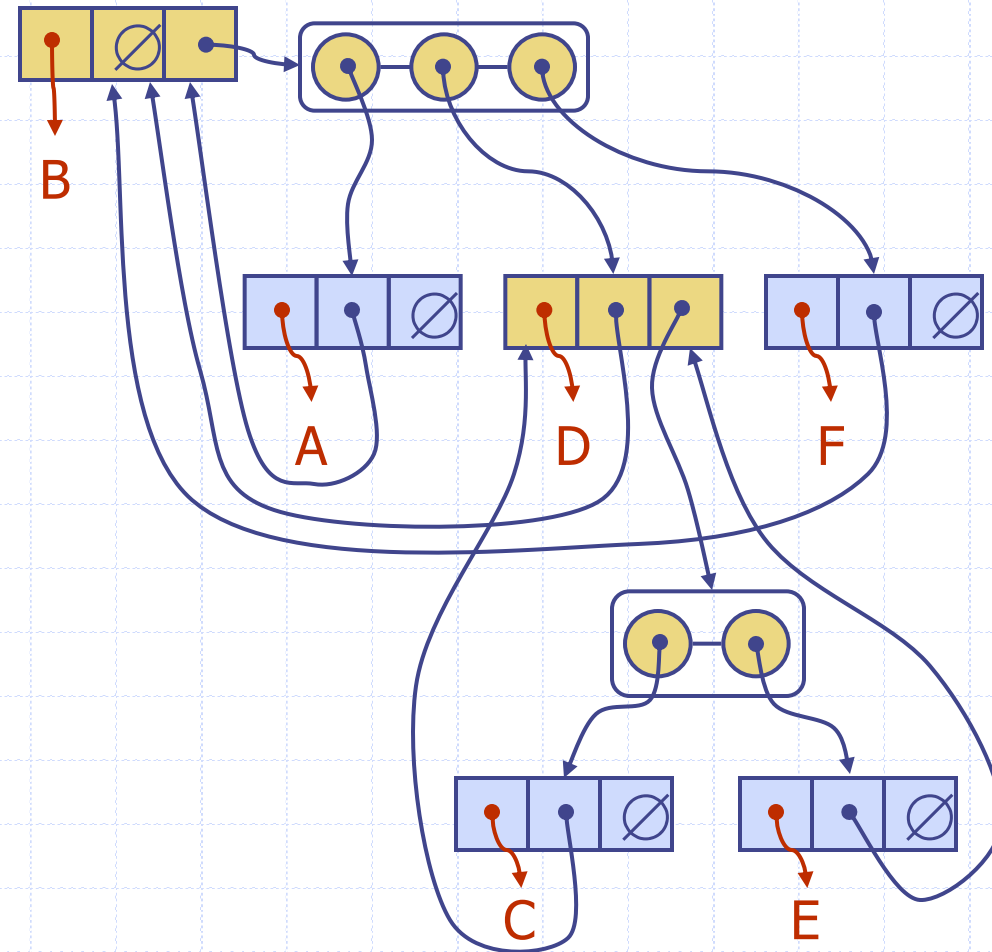
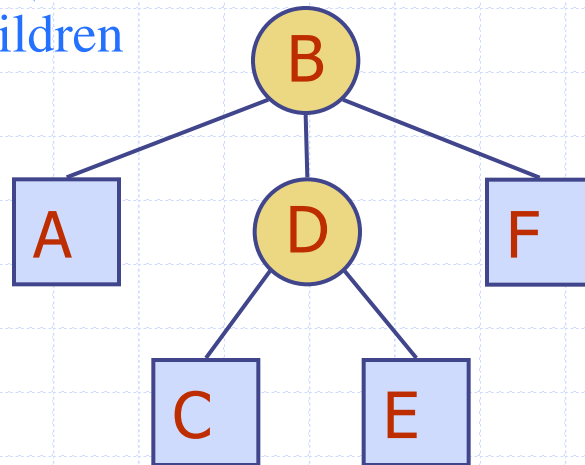
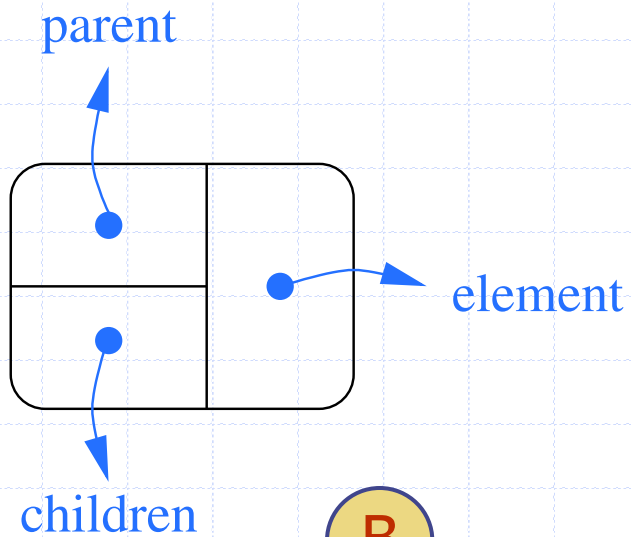
# Linked Structure for General Trees

## Node Structure



# Linked Structure for General Trees

## Node Structure



# Computing Depth

- $p$  be a position within the tree  $T$
- calculate  $\text{depth}(p)$

```
def depth(self, p):  
    """Return the number of levels separating Position p  
    from the root."""  
    if self.is_root(p):  
        return 0  
    else:  
        return 1 + self.depth(self.parent(p))
```

# Computing Height

```
def _height1(self): # works, but  $O(n^2)$  worst-case time
    """Return the height of the tree."""
    return max(self.depth(p) for p in self.positions() if
self.is_leaf(p))
```

Analysis:

$O(n + \sum_{p \in L} (d_p + 1))$  is  $O(n^2)$



# Computing Height

```
def _height2(self, p): # time is linear in size of subtree
    """Return the height of the subtree rooted at Position
    p."""
    if self.is_leaf(p):
        return 0
    else:
        return 1 + max(self._height2(c) for c in self.children(p))
```

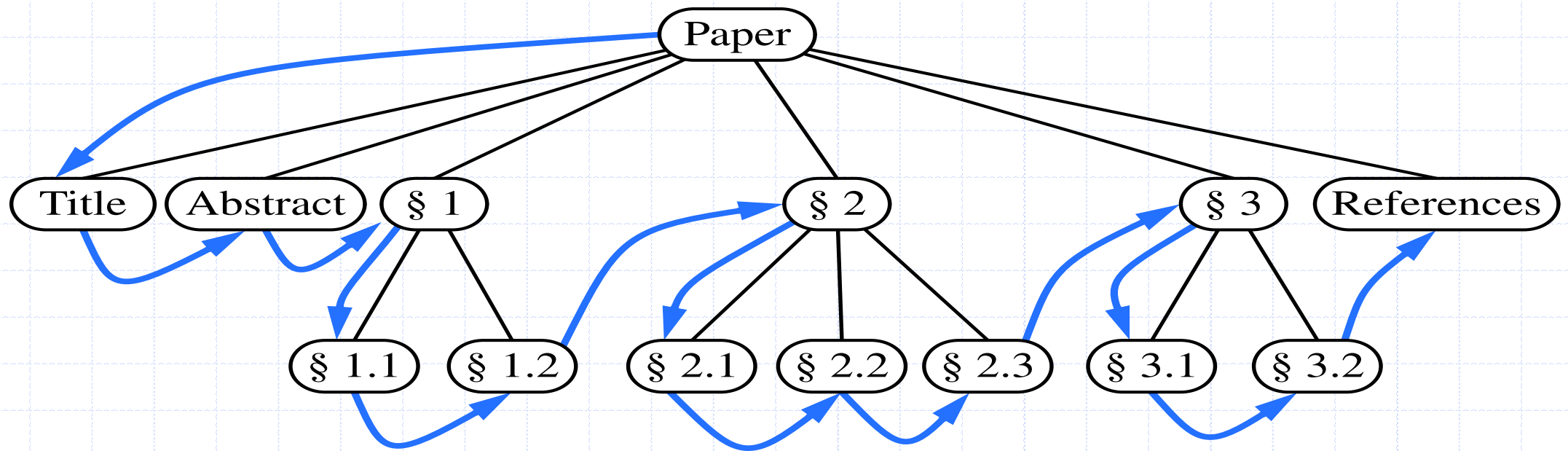
Analysis

$O(\sum_p (c_p + 1))$  is  $O(n)$

# Tree Traversals

- Systematic way of visiting all nodes in a tree in a specified order
  - preorder - processes each node before processing its children
  - postorder - processes each node after processing its children

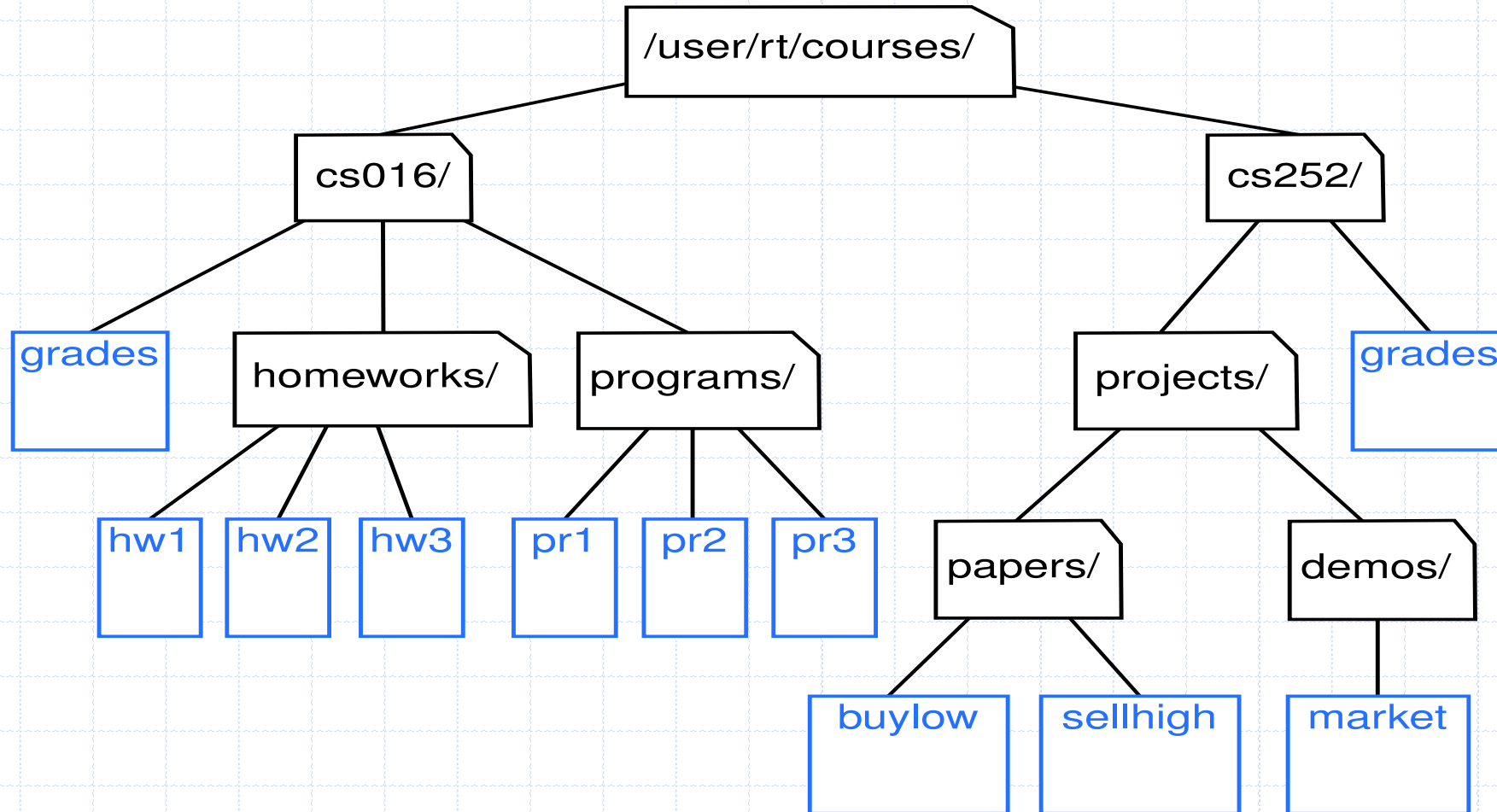
# Preorder Traversal



# Preorder Traversal - Algorithm

- Algorithm preorder(p)
  - perform the “visit” action for position p
  - for each child c in children(p) do
    - ◆ preorder(c)
- Example:
  - reading a document from beginning to end

# Postorder Traversal



# Postorder Traversal - Algorithm

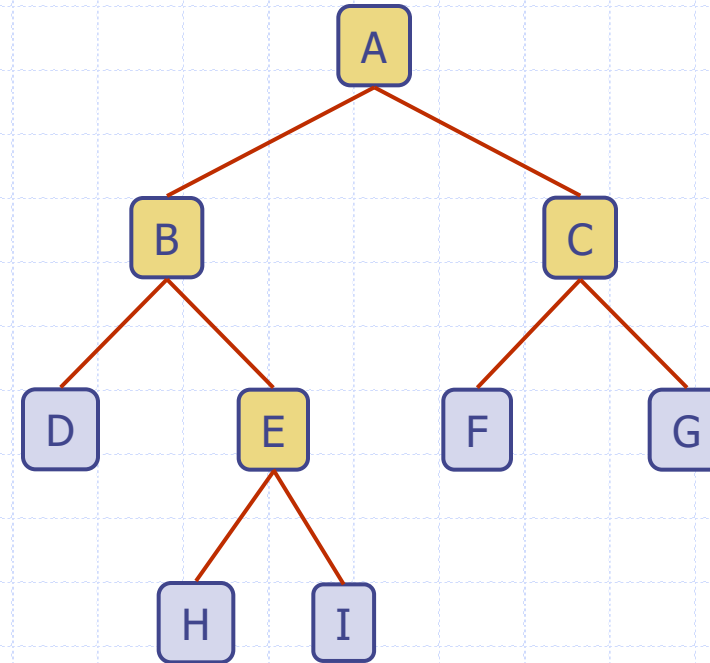
- Algorithm `postorder(p)`
  - for each child `c` in `children(p)` do
    - ◆ `postorder(c)`
  - perform the “visit” action for position `p`
- Example
  - `du` - disk usage command in Unix

# Traversals of Binary Trees

- preorder(v)
  - visit(v)
  - preorder(v.leftchild())
  - preorder(v.rightchild())
- postorder(v)
  - postorder(v.leftchild())
  - postorder(v.rightchild())
  - visit(v)

# More Example of Traversals

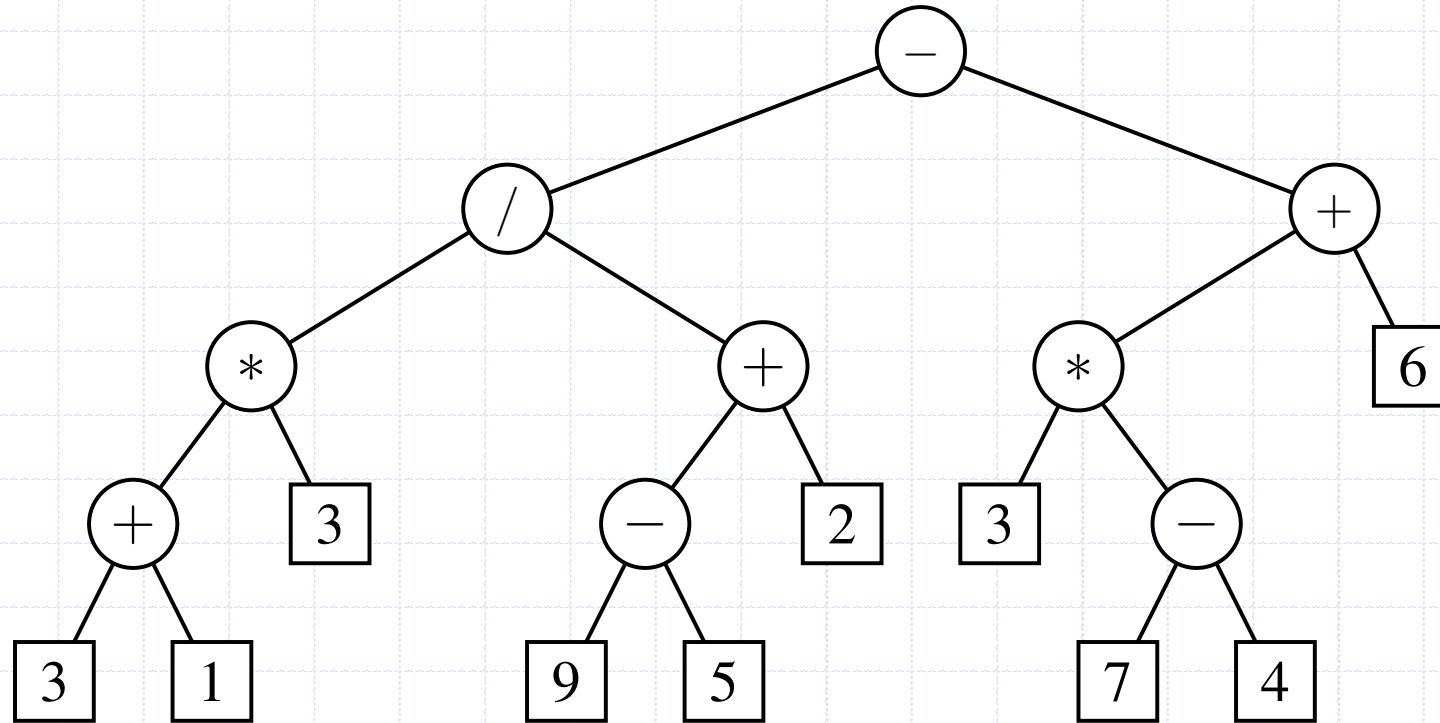
- Visit - printing the data in the node
- Preorder traversal
  - a b d e h i c f g
- Postorder traversal
  - d h i e b f g c a





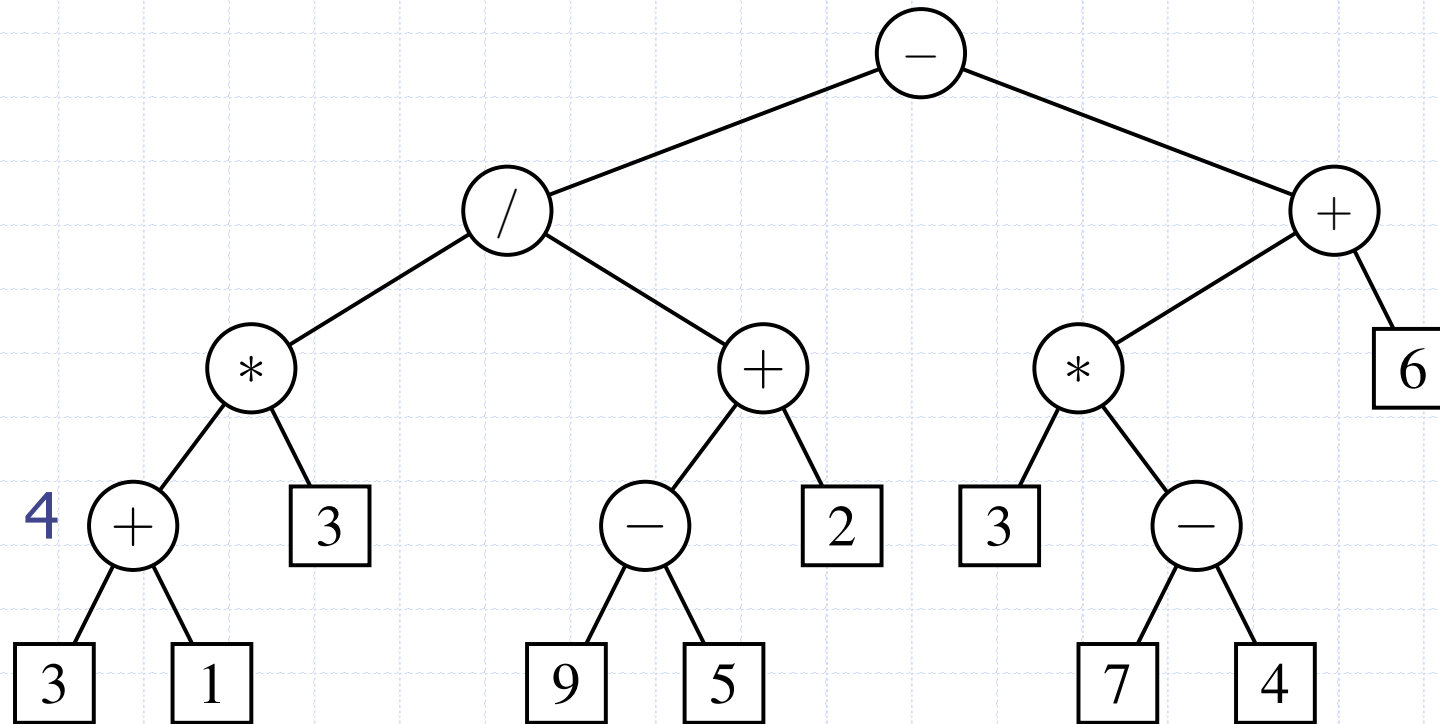
# Application of Postorder Traversal

## □ Evaluating Arithmetic Expressions



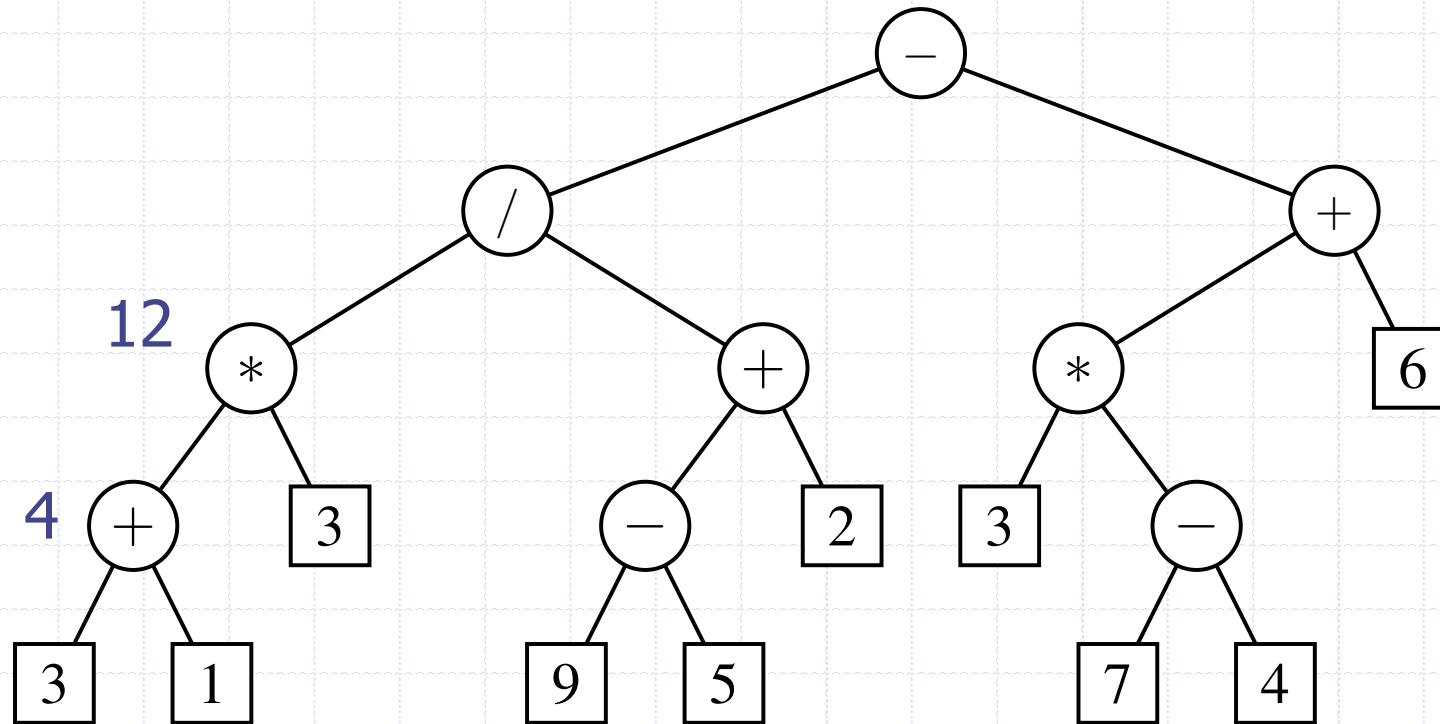
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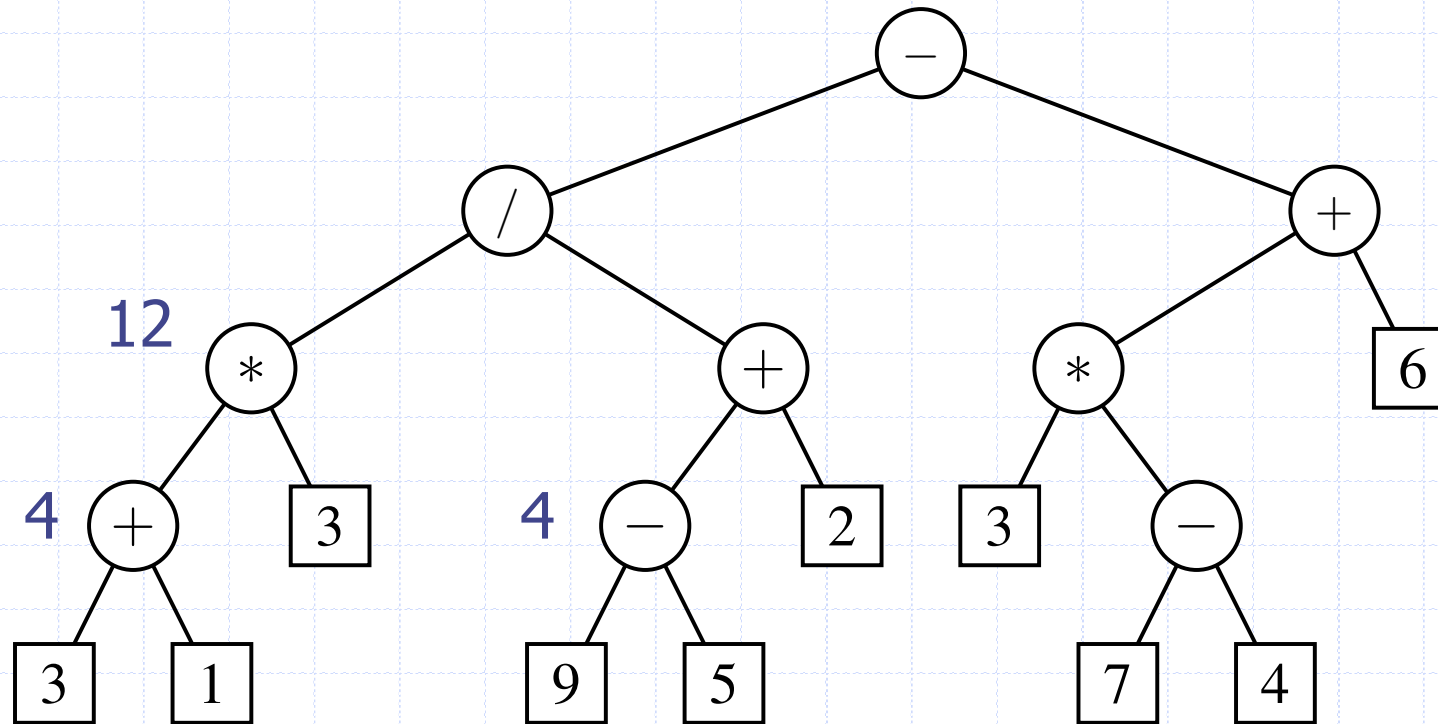
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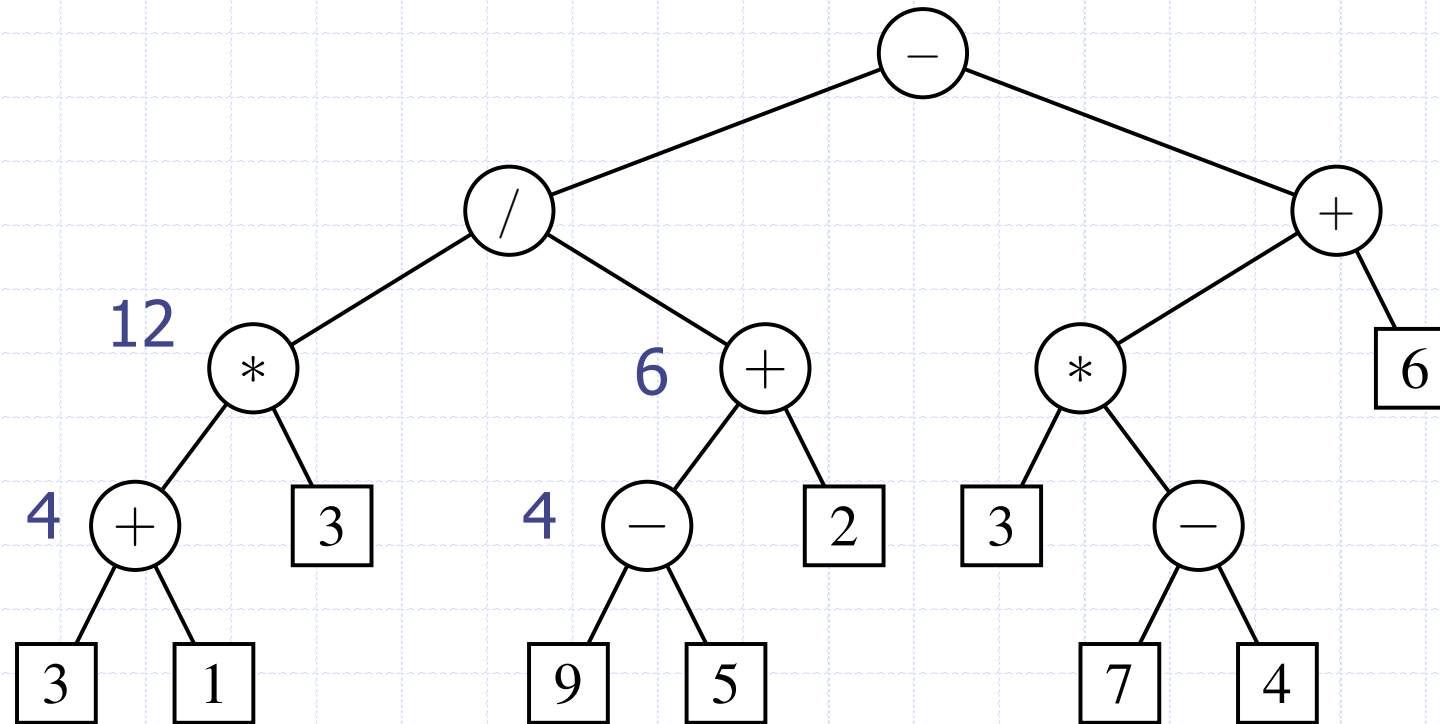
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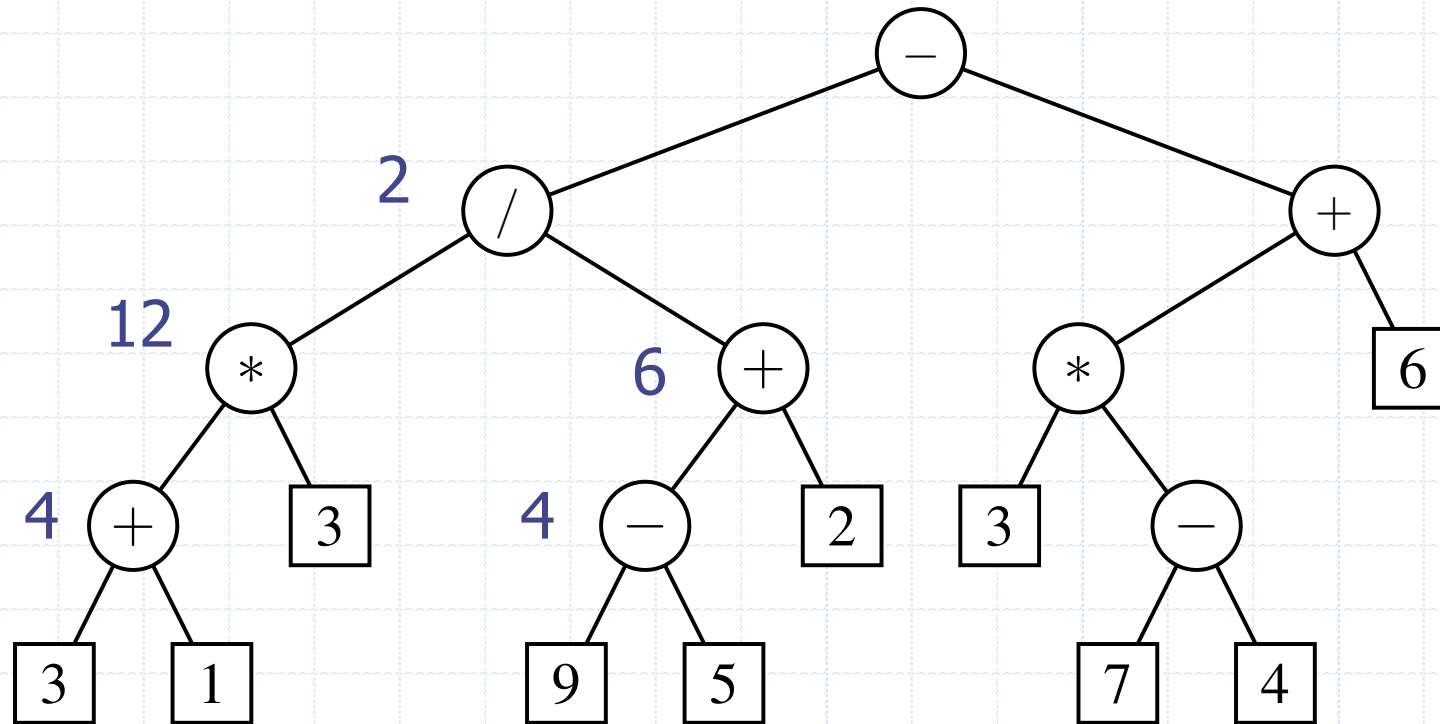
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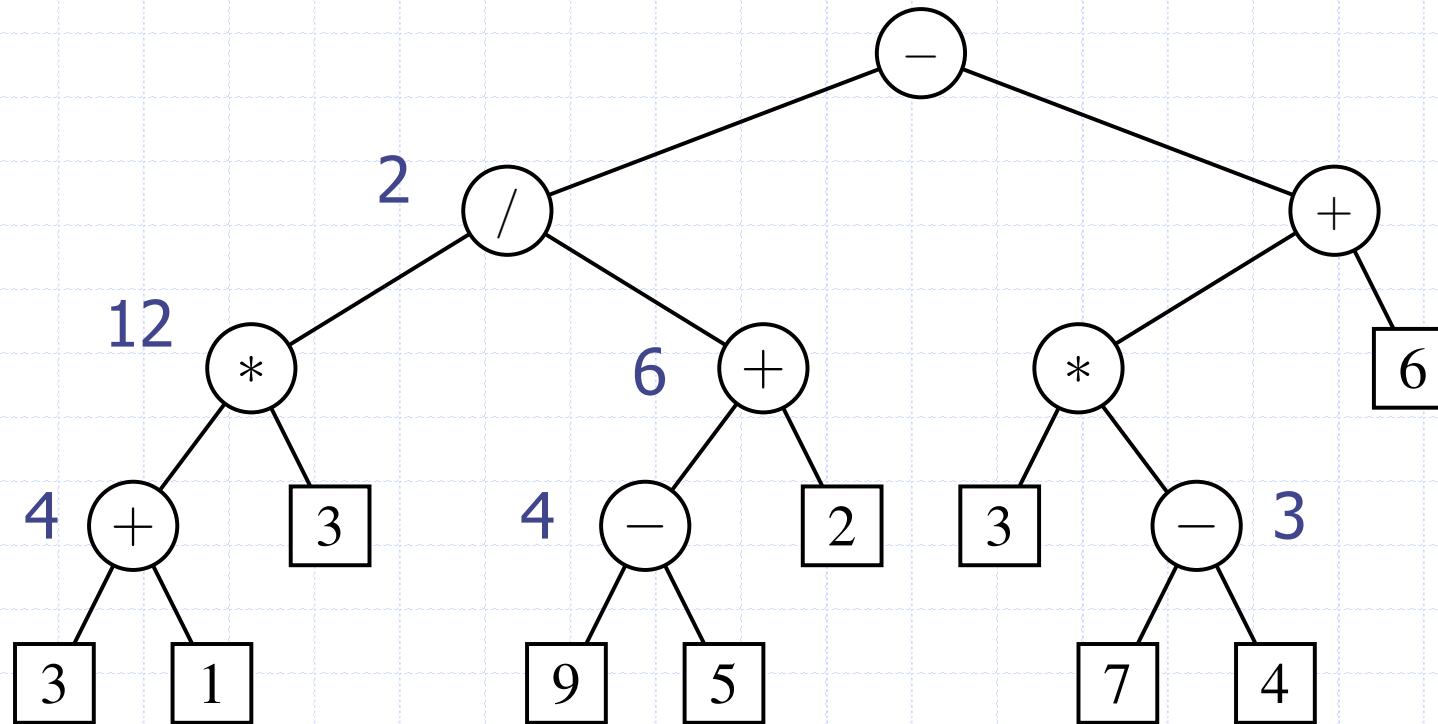
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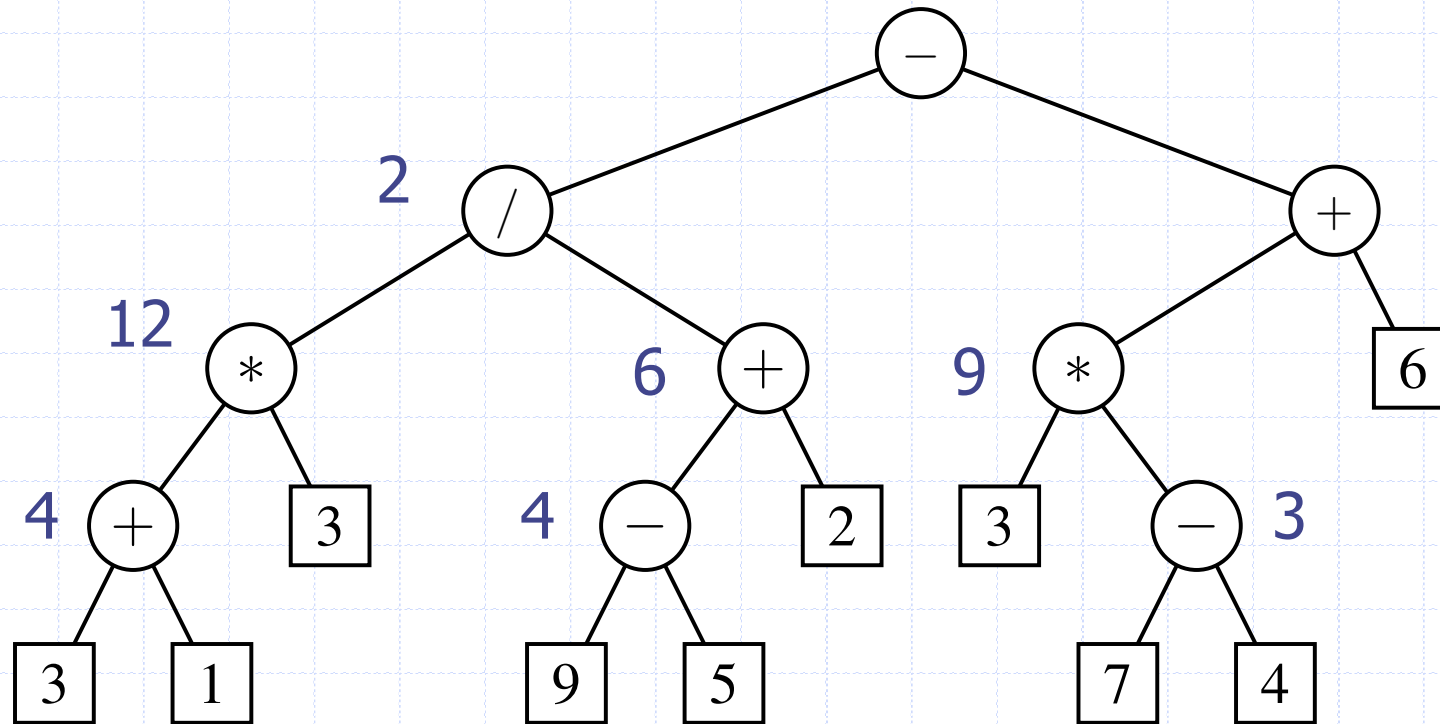
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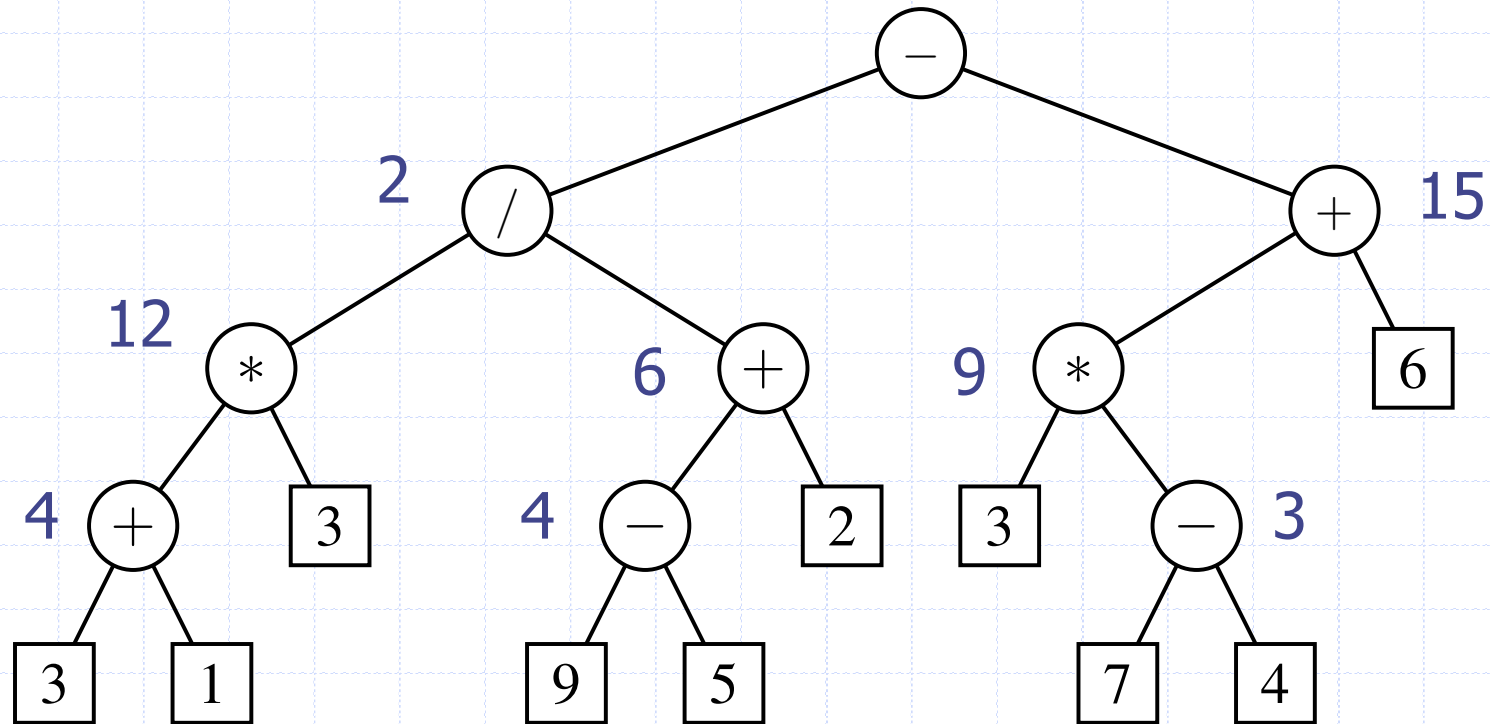
## □ Evaluating Arithmetic Expressions





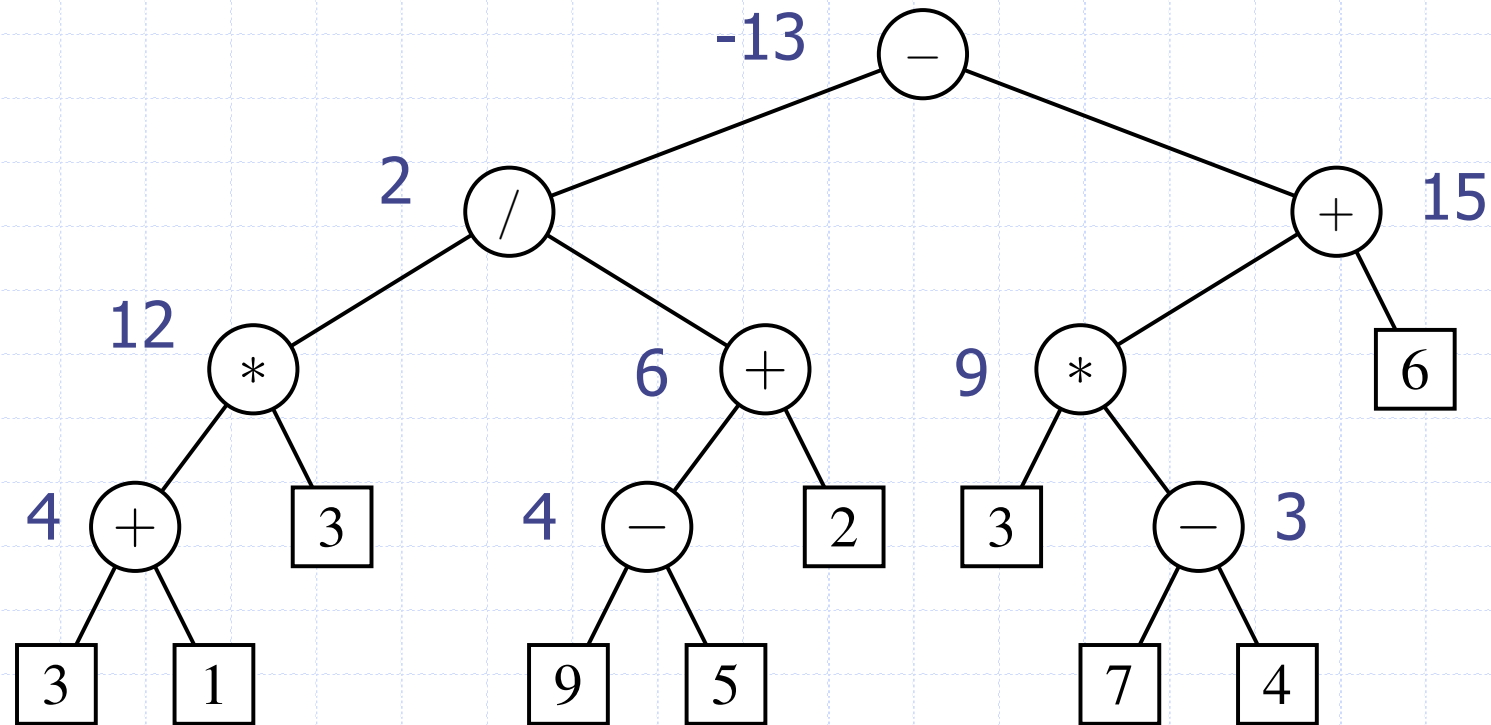
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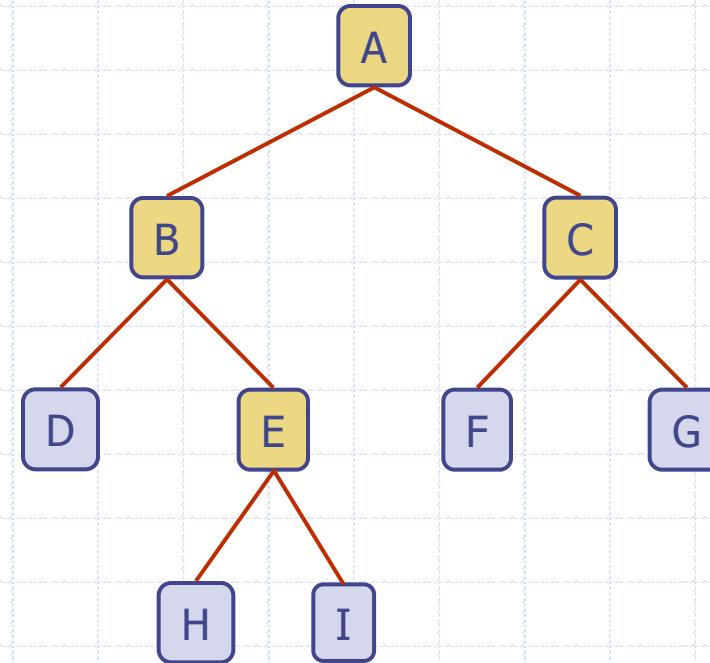
# Inorder traversals

- Visit the node between the visit to the left and right subtree
- Algorithm `inorder(p)`
  - If `p` has a left child `lc` then
    - ◆ `inorder(lc)`
  - perform “visit” action for position `p`
  - If `p` has a right child `rc` then
    - ◆ `inorder(rc)`

# Example - Inorder Traversal

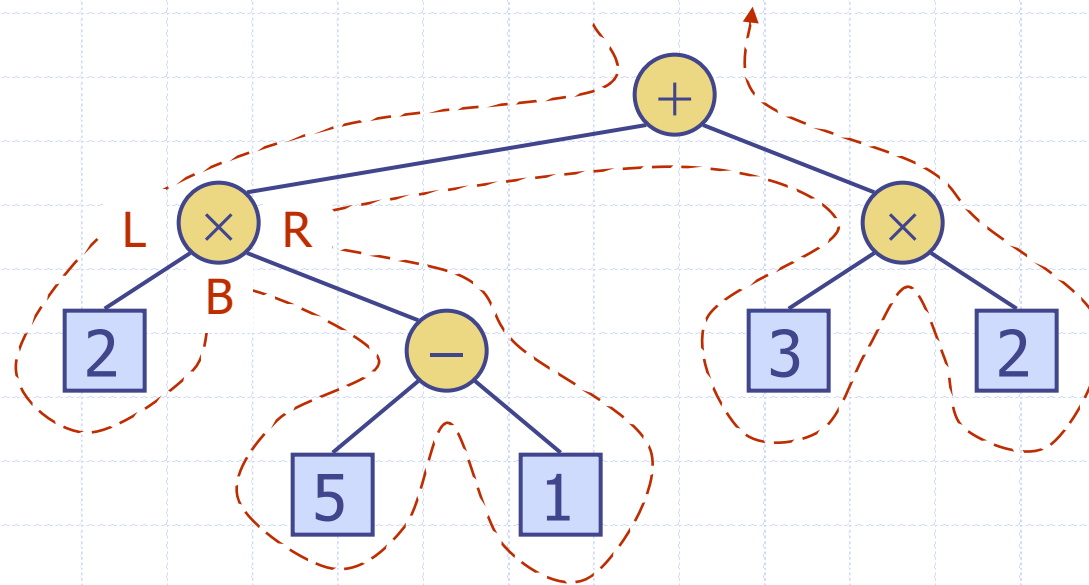
- Inorder

- d b h e i a f c g



# Euler Tour Traversal

- Generic traversal of a binary tree
- Includes as special cases the preorder, postorder and inorder traversals
- Walk around the tree and visit each node three times:
  - on the left (preorder)
  - from below (inorder)
  - on the right (postorder)



# Building Tree from Preorder Traversal

- Given the preorder traversal, can we uniquely determine the binary tree?

Preorder

a b d e h i c f g

# Building Tree from Postorder Traversal

- Given the postorder traversal, can we uniquely determine the binary tree?

Postorder

d h i e b f g c a

# Building Tree from Pre- and In- Order Traversals

- Given the preorder and inorder traversals of a binary tree we can uniquely determine the tree

Preorder

a b d e h i c f g

Inorder

d b h e i a f c g



# Building Tree from Pre- and In- Order Traversals

- Given the preorder and inorder traversals of a binary tree we can uniquely determine the tree

Preorder

a b d e h i c f g

Inorder

d b h e i a f c g

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Preorder

a b d e h i c f g  
c f g

Inorder

d b h e i a f c g  
f c g

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Inorder

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# Building Tree from Pre- and In- Order Traversals

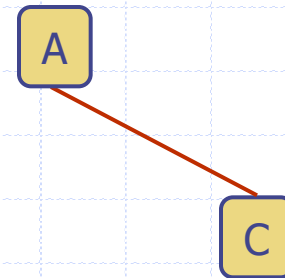
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Preorder

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Inorder

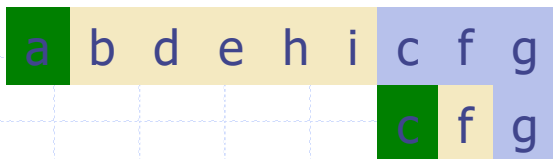
d b h e i a f c g  
f c g



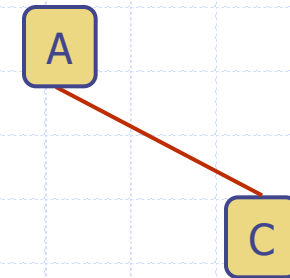
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# Building Tree from Pre- and In- Order Traversals

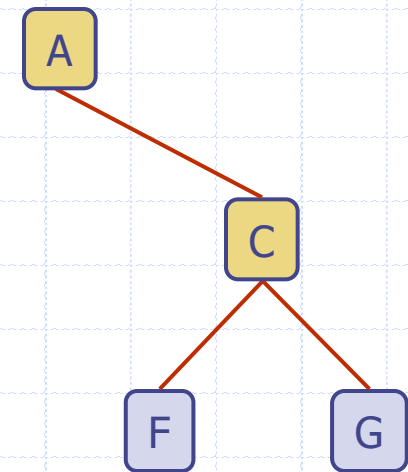
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c f g

Inorder

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f c g



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Preorder

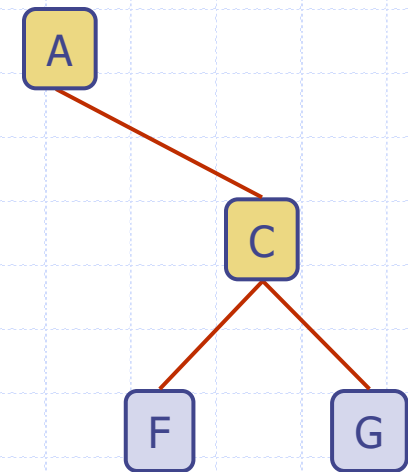
a	b	d	e	h	i	c	f	g
						c	f	g

b d e h i

Inorder

d	b	h	e	i	a	f	c	g
						f	c	g

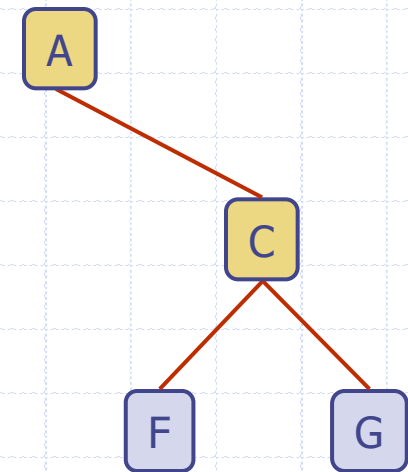
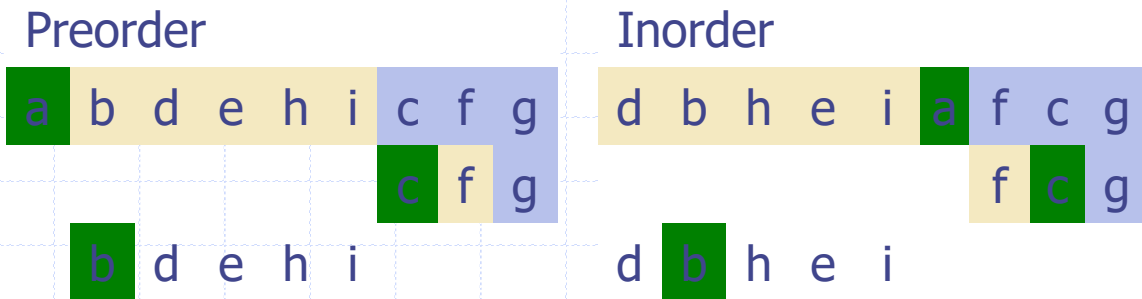
d b h e i





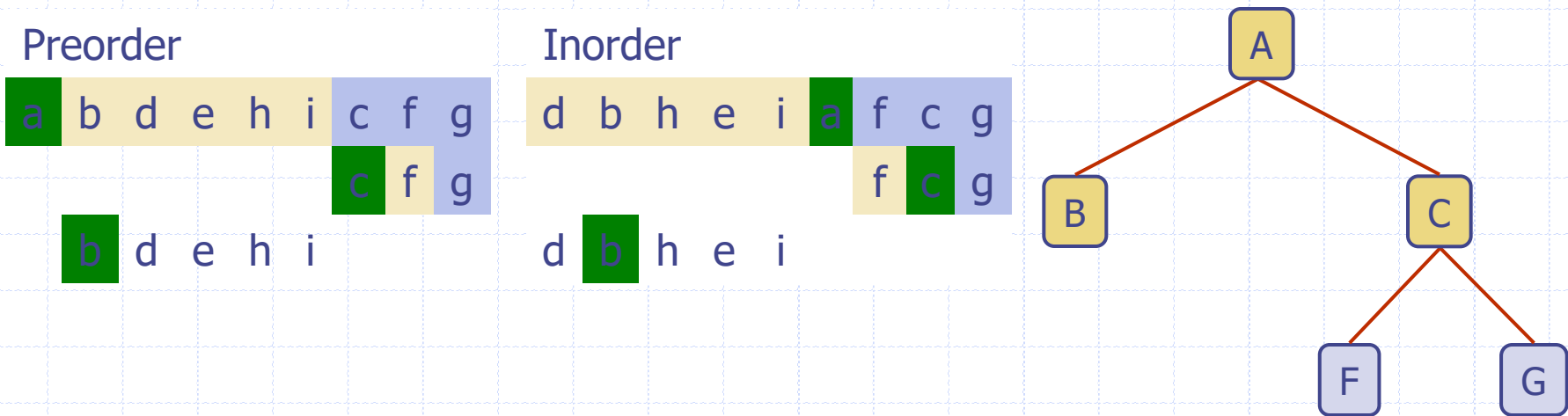
# Building Tree from Pre- and In- Order Traversals

- Given the preorder and inorder traversals of a binary tree we can uniquely determine the tree



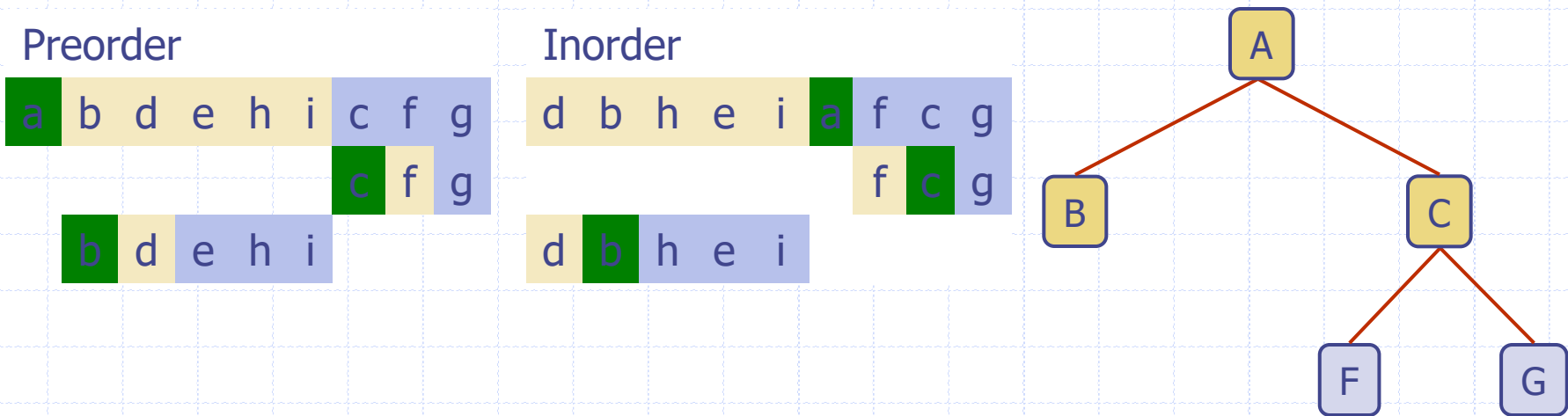
# Building Tree from Pre- and In- Order Traversals

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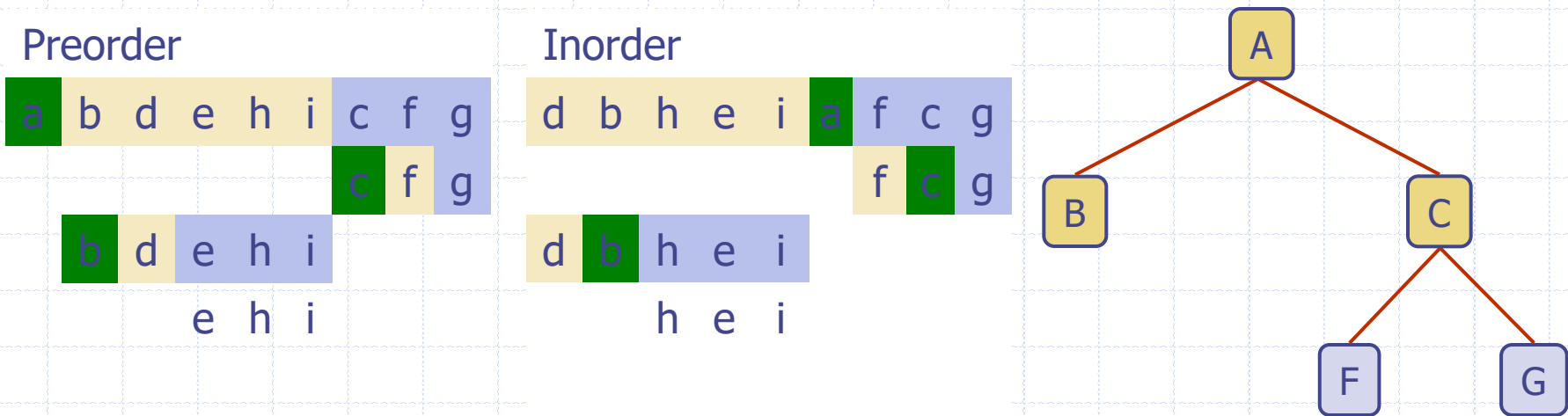
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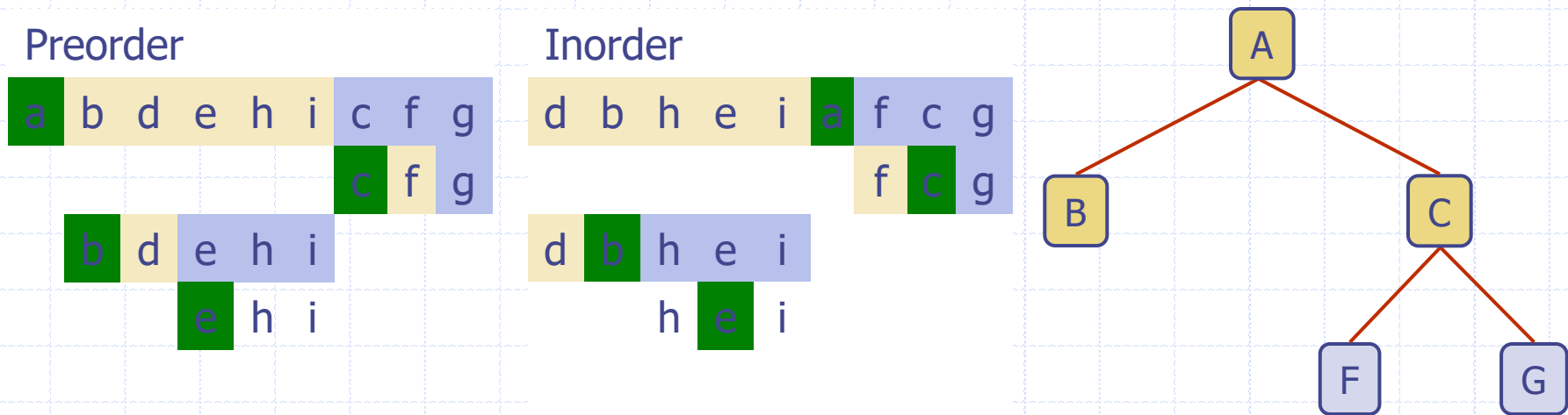
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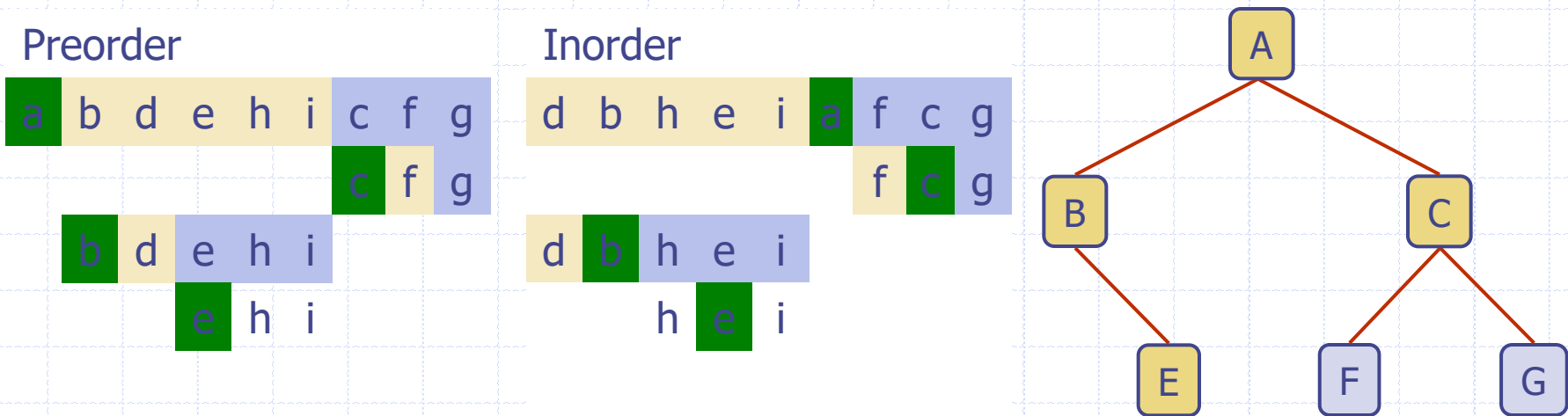
# Building Tree from Pre- and In- Order Traversals

- Given the preorder and inorder traversals of a binary tree we can uniquely determine the tree



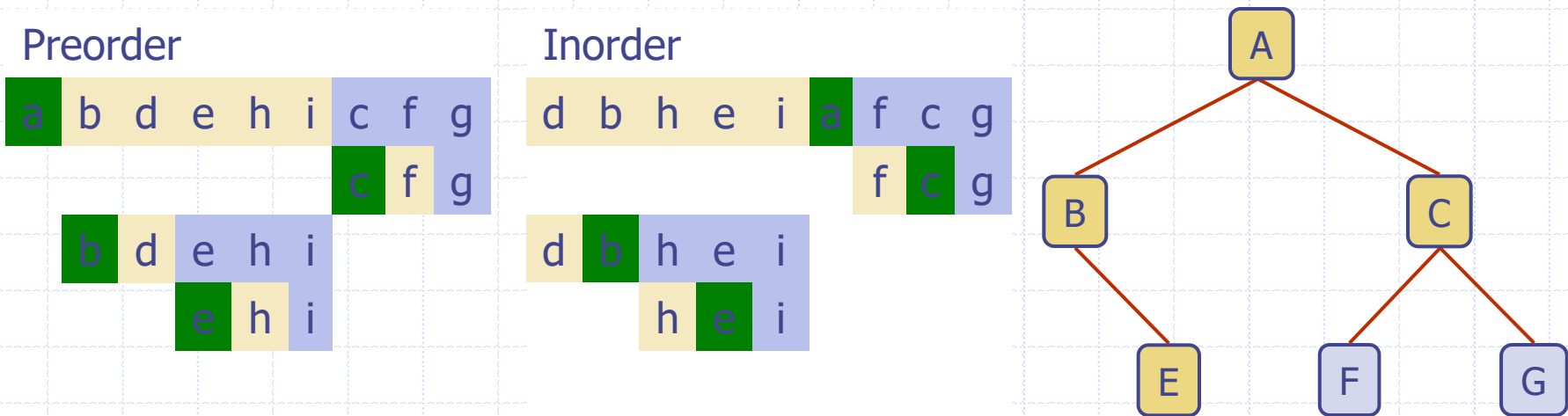
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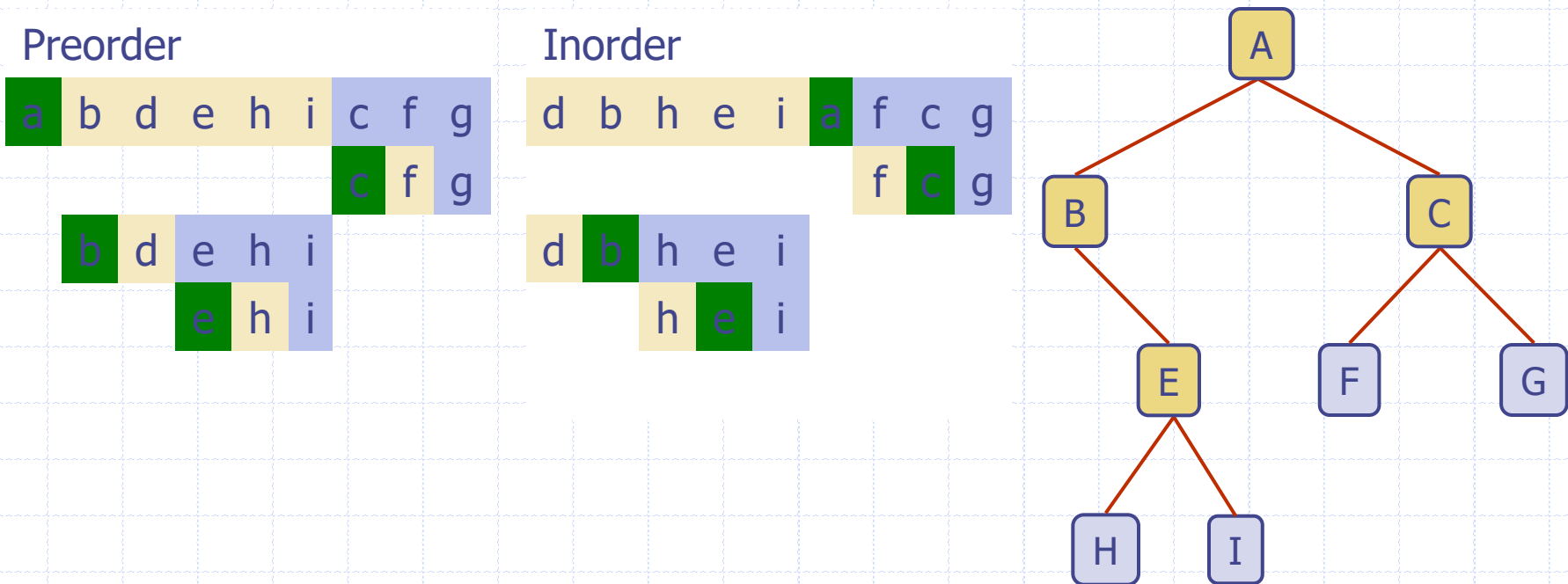
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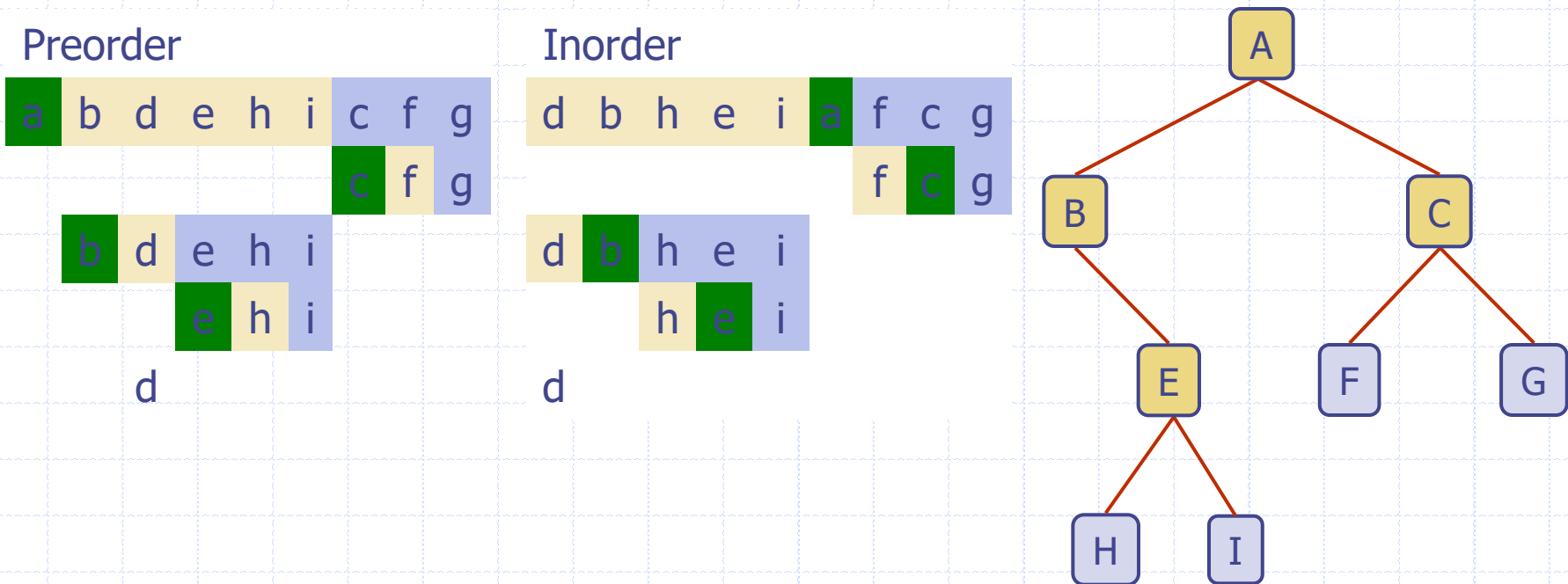
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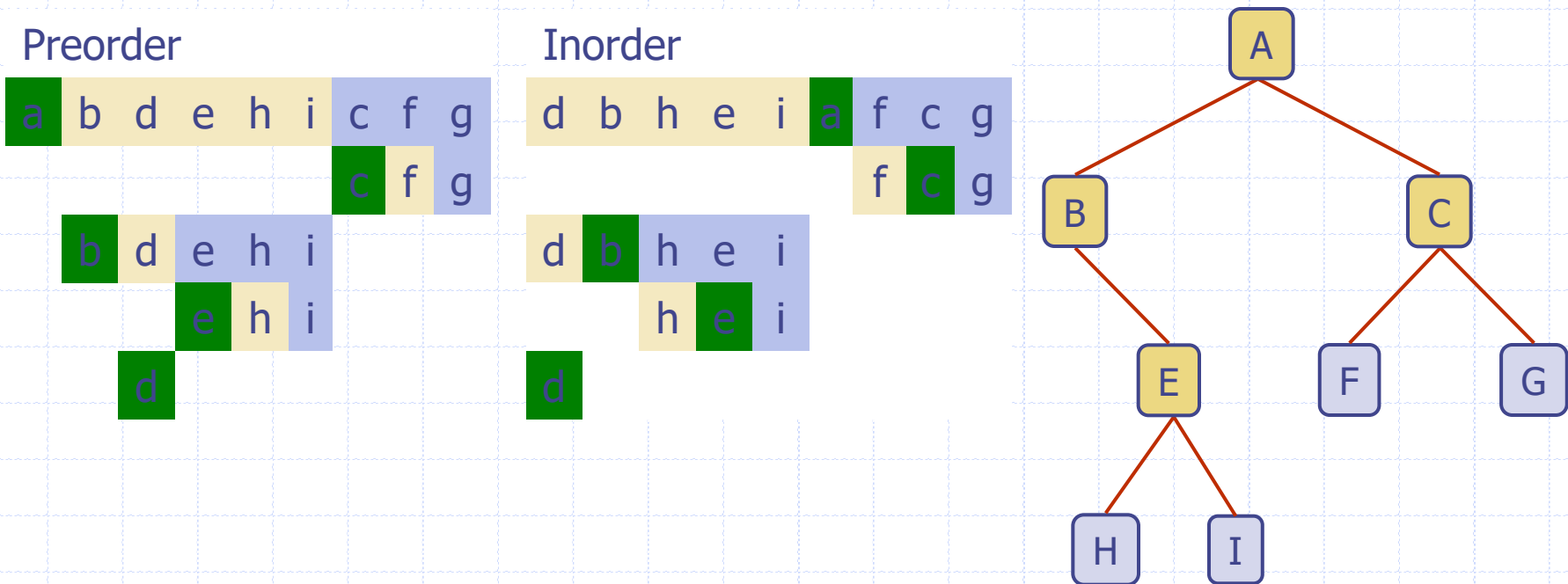
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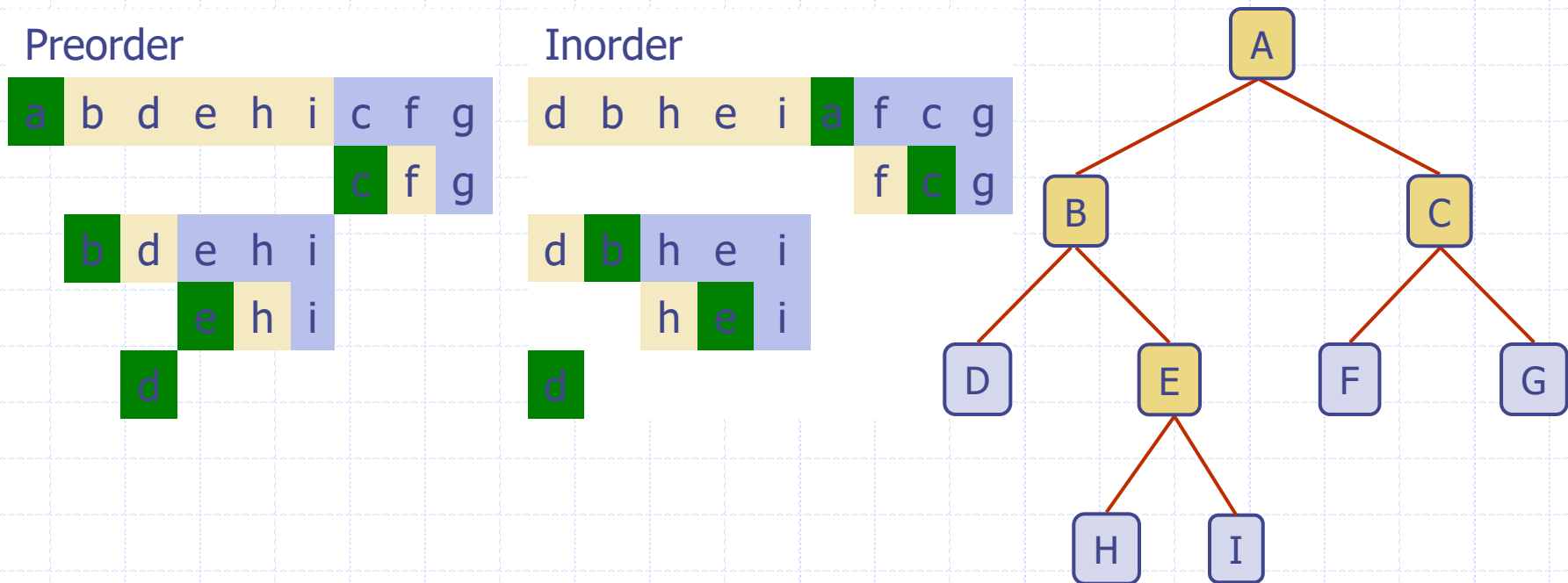
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# Building Tree from Pre- and In- Order Traversals

- Given the preorder and inorder traversals of a binary tree we can uniquely determine the tree



# Building Tree from Post- and In- Order Traversals

- Given the postorder and inorder traversals of a binary tree we can uniquely determine the tree
- The last node visited in the postorder traversal is the root of the binary tree

Postorder

d h i e b f g c a

Inorder

d b h e i a f c g

# Building Tree from Post- and In- Order Traversals

- Given the postorder and inorder traversals of a binary tree we can uniquely determine the tree
- The last node visited in the postorder traversal is the root of the binary tree

Postorder

d h i e b f g c

a

Inorder

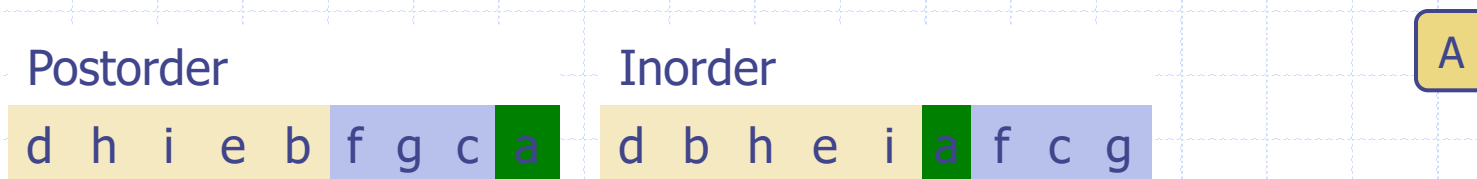
d b h e i a f c g

a

A

# Building Tree from Post- and In- Order Traversals

- Given the postorder and inorder traversals of a binary tree we can uniquely determine the tree
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# Building Tree from Post- and In- Order Traversals

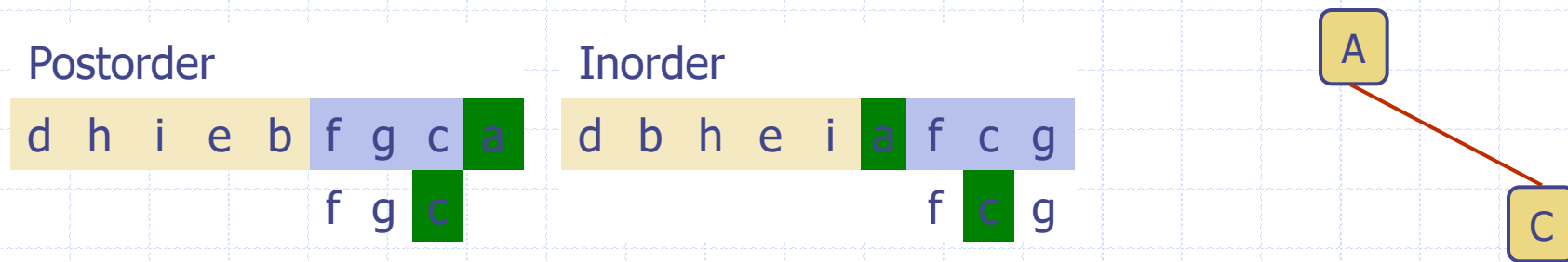
- Given the postorder and inorder traversals of a binary tree we can uniquely determine the tree
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Postorder		Inorder
d h i e b f g c a		d b h e i a f c g
	f g c	f c g

A

# Building Tree from Post- and In- Order Traversals

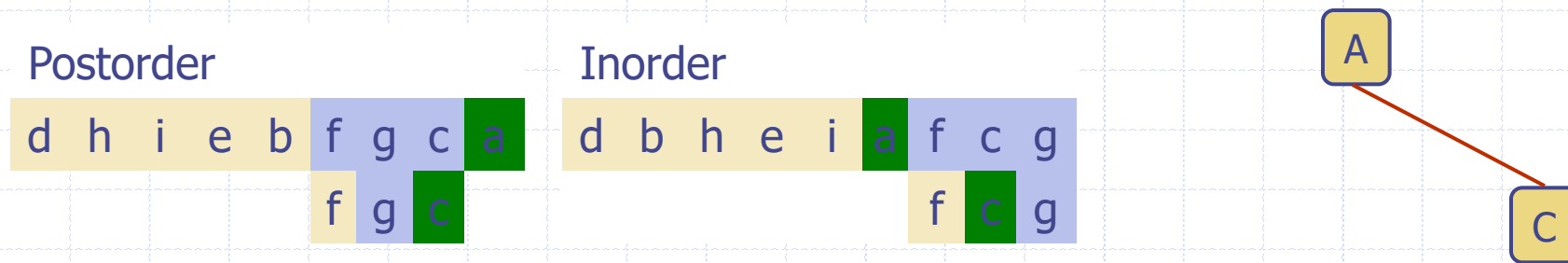
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# Building Tree from Post- and In- Order Traversals

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# Building Tree from Post- and In- Order Traversals

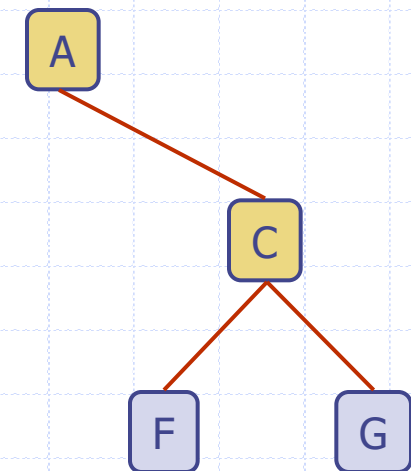
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Postorder

d	h	i	e	b	f	g	c	a
					f	g	c	

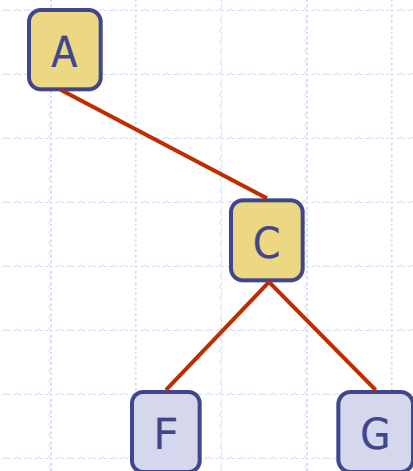
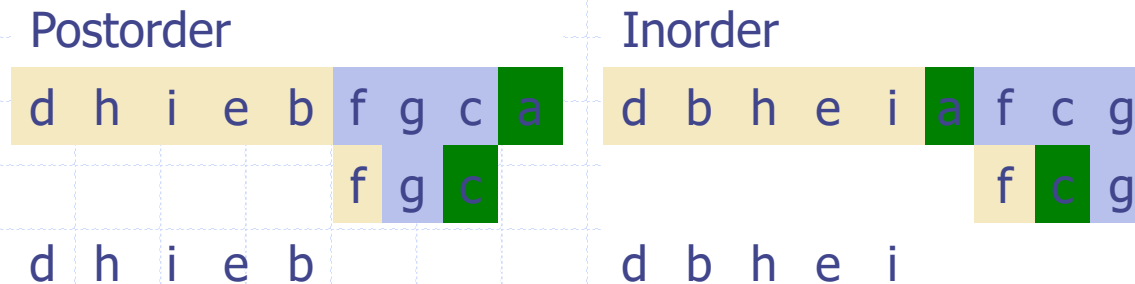
Inorder

d	b	h	e	i	a	f	c	g
					f	c	g	



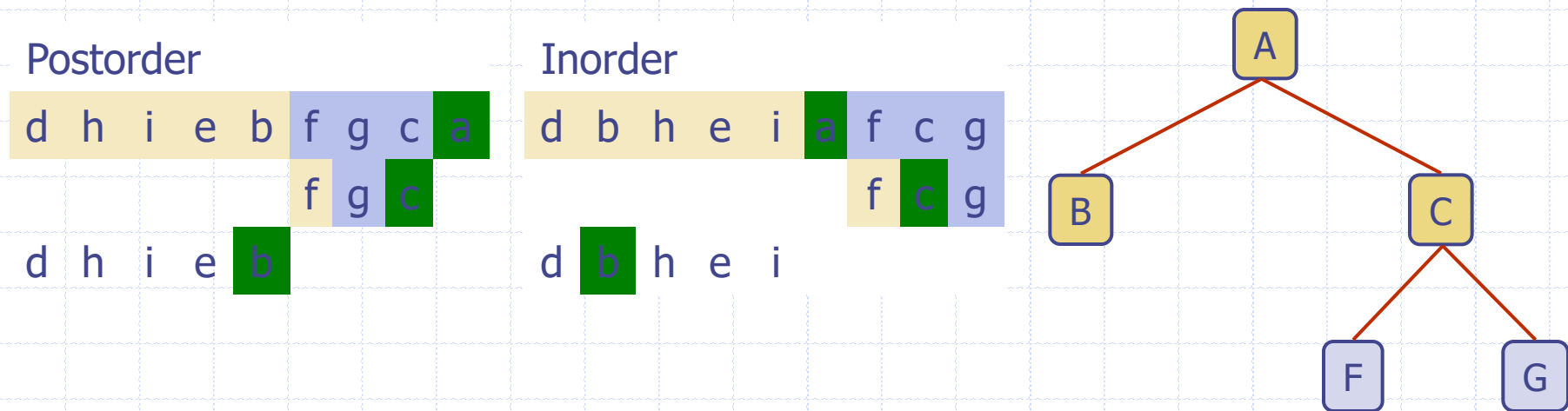
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- Given the postorder and inorder traversals of a binary tree we can uniquely determine the tree
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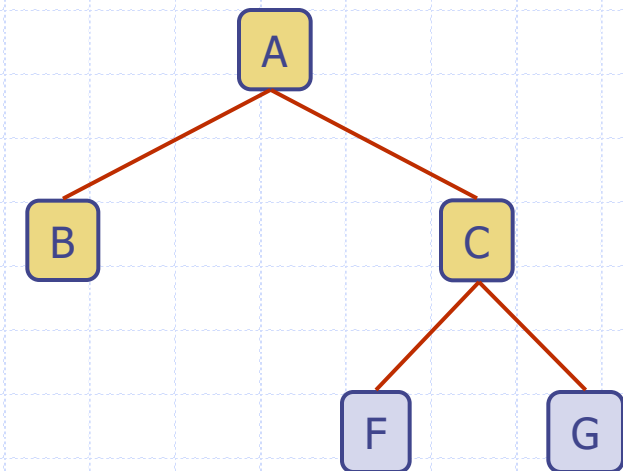
- Given the postorder and inorder traversals of a binary tree we can uniquely determine the tree
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Postorder

d	h	i	e	b	f	g	c	a
					f	g	c	
d	h	i	e	b				

Inorder

d	b	h	e	i	a	f	c	g
						f	c	g
d	b	h	e	i				



□ and so on..

# Building Tree from Pre- and Post- Order Traversals

- Given the pre and postorder traversal of a binary tree, can we uniquely reconstruct the tree?

Preorder

a b d e h i c f g

Postorder

d h i e b f g c a

# Building Tree from Pre- and Post- Order Traversals

- Given the pre and postorder traversal of a binary tree, can we uniquely reconstruct the tree?

Preorder

a b d e h i c f g

Postorder

d h i e b f g c a

A

# Building Tree from Pre- and Post- Order Traversals

- Given the pre and postorder traversal of a binary tree, can we uniquely reconstruct the tree?

Preorder

a b d e h i c f g

Postorder

d h i e b f g c a

A



# Building Tree from Pre- and Post- Order Traversals

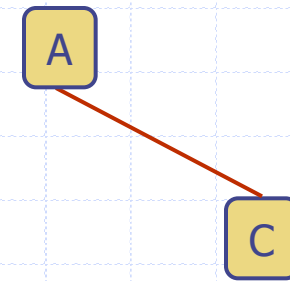
- Given the pre and postorder traversal of a binary tree, can we uniquely reconstruct the tree?

Preorder

a b d e h i c f g  
c f g

Postorder

d h i e b f g c a  
f g c



# Building Tree from Pre- and Post- Order Traversals

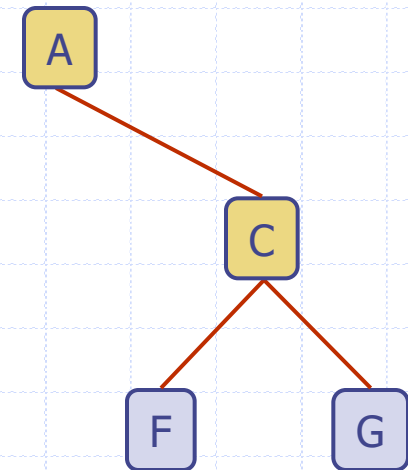
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Preorder

a b d e h i c f g  
c f g

Postorder

d h i e b f g c a  
f g c



# Building Tree from Pre- and Post- Order Traversals

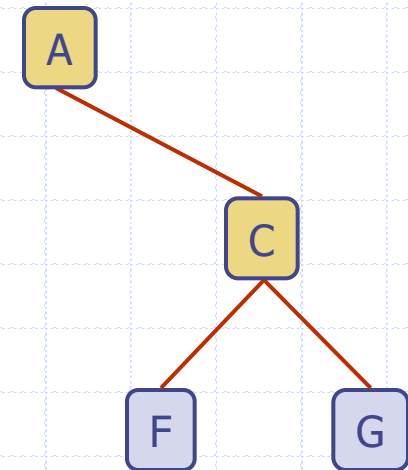
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Preorder

a b d e h i c f g  
c f g  
b d e h i

Postorder

d h i e b f g c a  
f g c  
d h i e b



# Building Tree from Pre- and Post- Order Traversals

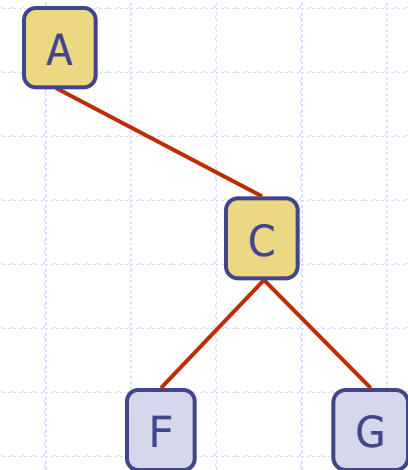
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Preorder

a b d e h i c f g  
c f g  
b d e h i

Postorder

d h i e b f g c a  
f g c  
d h i e b



# Building Tree from Pre- and Post- Order Traversals

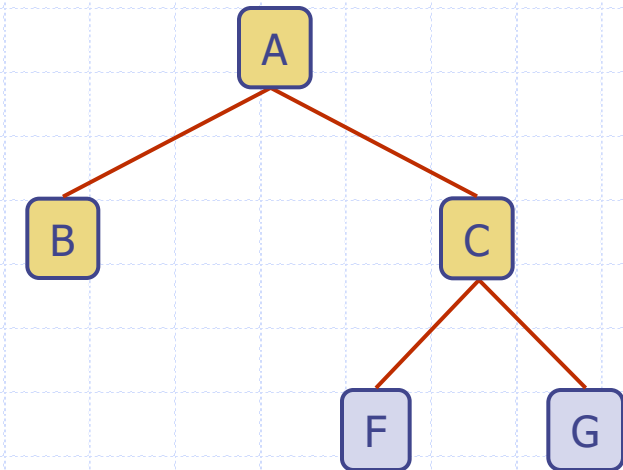
- Given the pre and postorder traversal of a binary tree, can we uniquely reconstruct the tree?

Preorder

a b d e h i c f g  
c f g  
b d e h i

Postorder

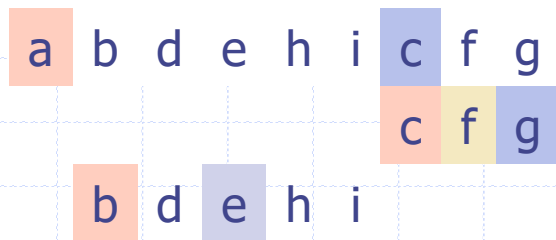
d h i e b f g c a  
f g c  
d h i e b



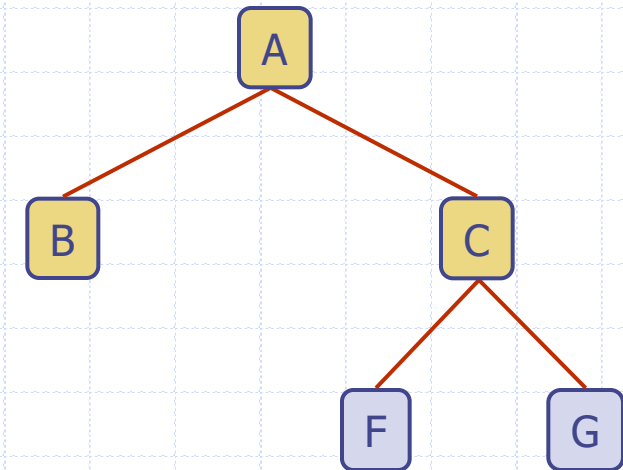
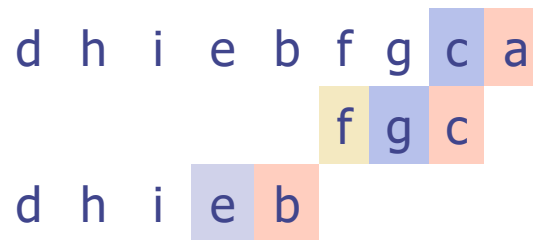
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Preorder



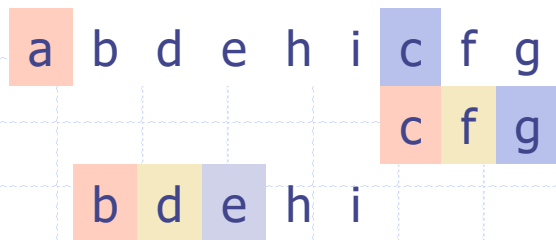
Postorder



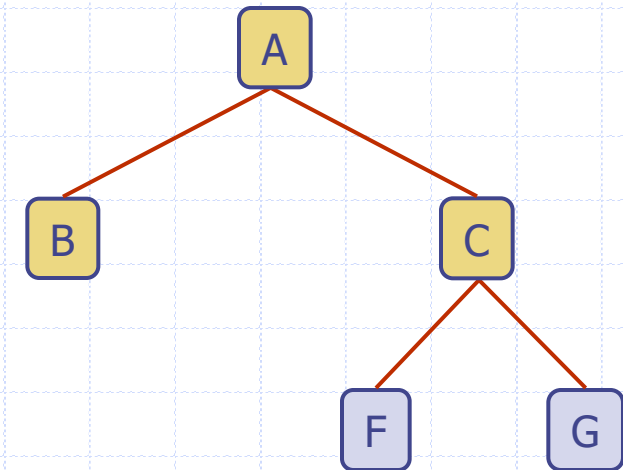
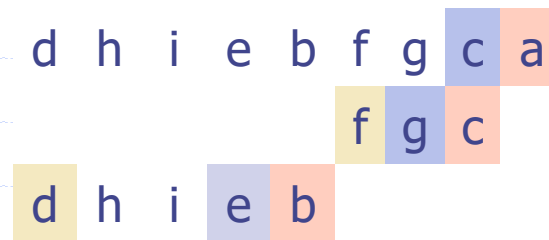
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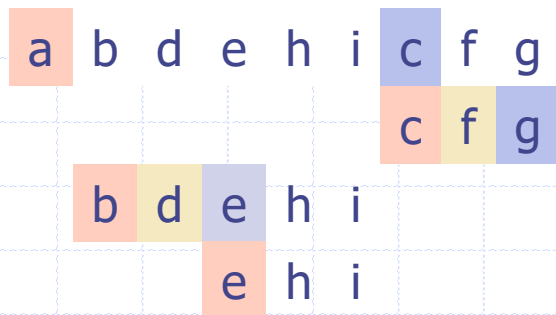
Postorder



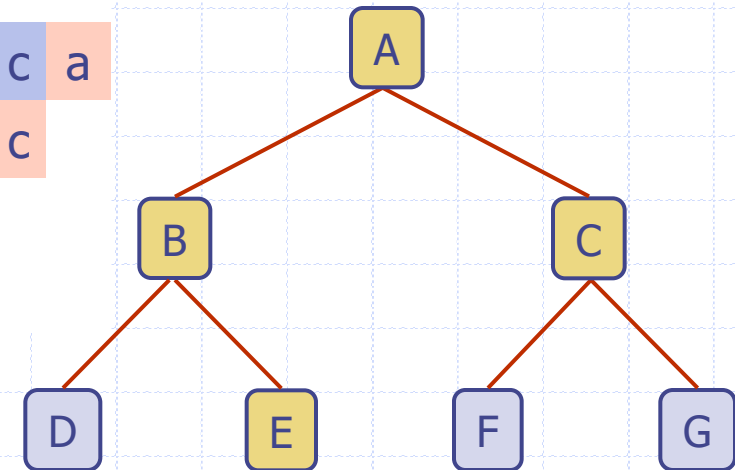
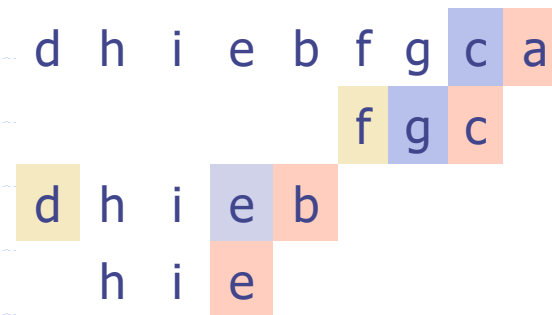
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Preorder



Postorder

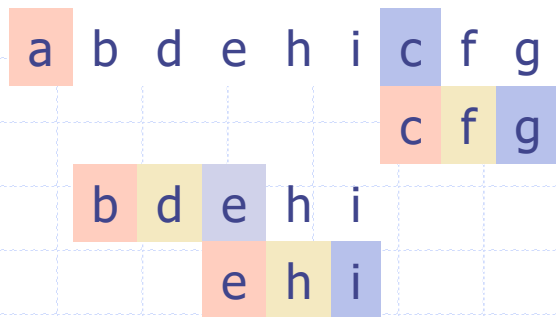




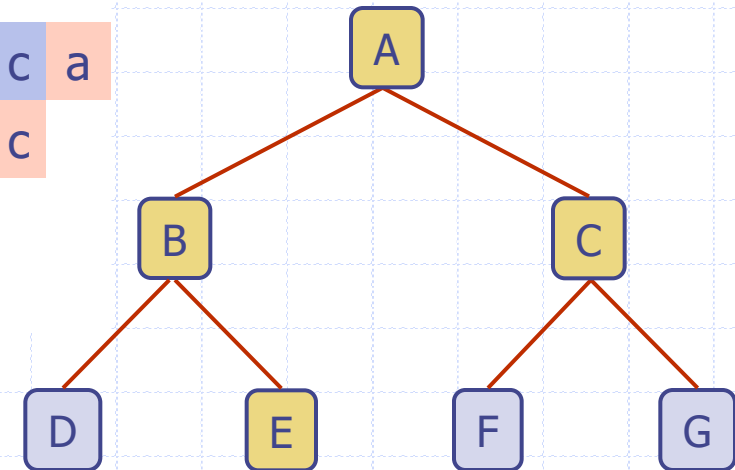
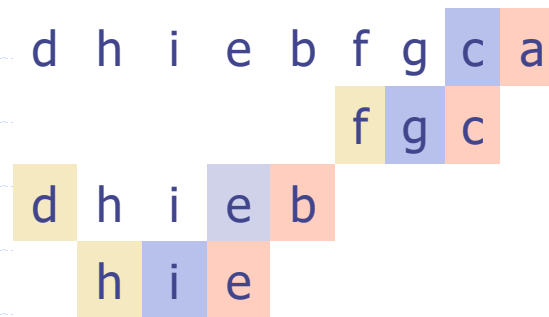
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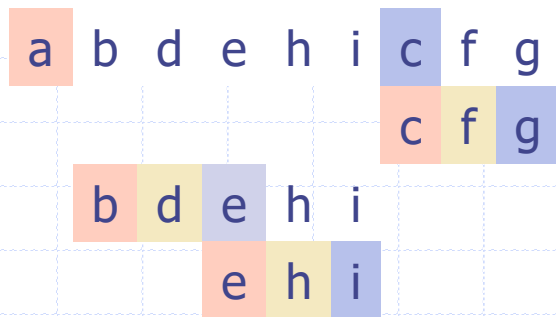
Postorder



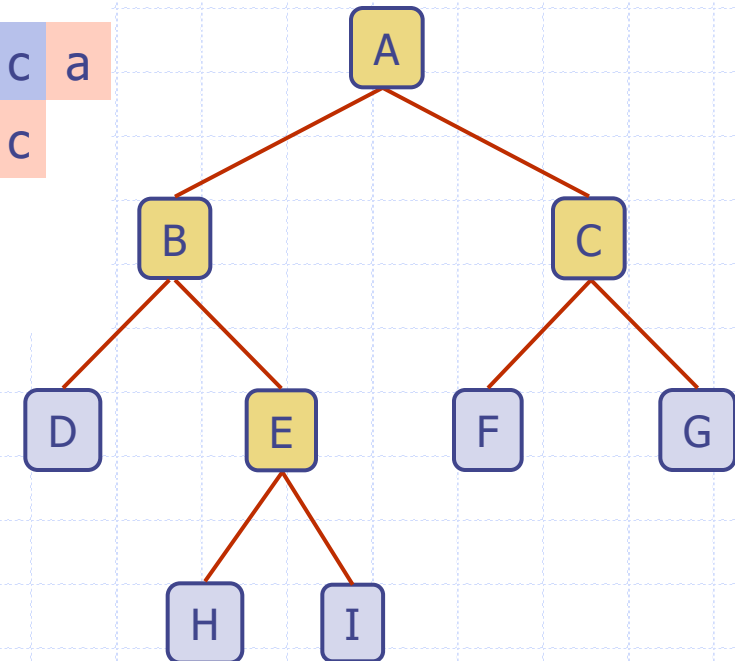
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Preorder



Postorder



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Preorder

a b e i c

Postorder

i e b c a

# Building Tree from Pre- and Post- Order Traversals

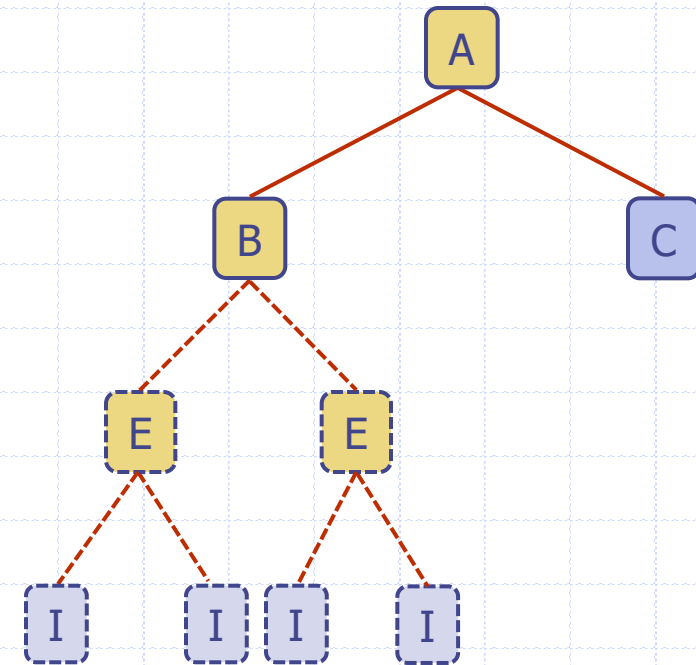
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Preorder

a b e i c

Postorder

i e b c a



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Preorder

a b e i c

Postorder

i e b c a

Only if the internal nodes in a binary tree have exactly two children

