

# **The Tree Data Structure**

**Weiss Book Chapter 4.1**

**Byoungyoung Lee**

**<https://compsec.snu.ac.kr>**

**byoungyoung@snu.ac.kr**

# Outline

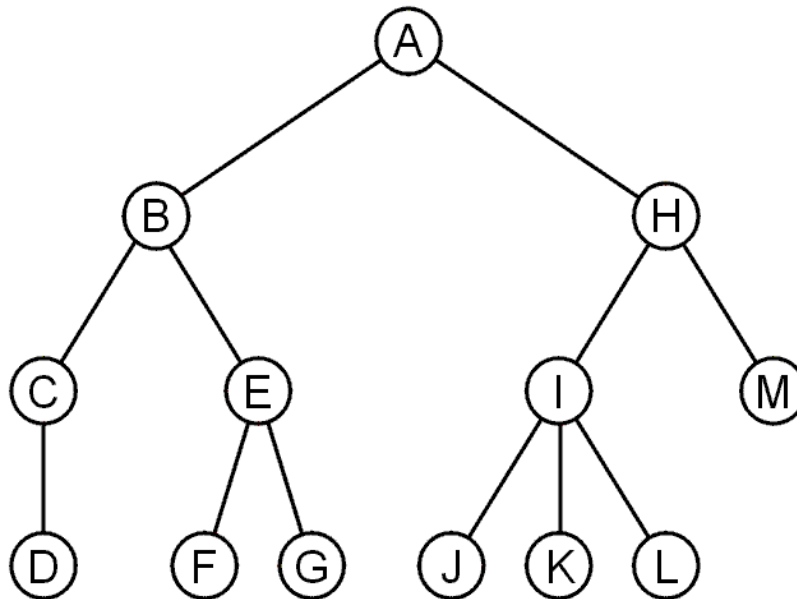
In this topic, we will cover:

- Definition of a tree data structure and its components
- Concepts of:
  - Root, internal, and leaf nodes
  - Parents, children, and siblings
  - Paths, path length, height, and depth
  - Ancestors and descendants
  - Ordered and unordered trees
  - Subtrees
- Examples
  - XHTML and CSS

# Trees

A rooted tree data structure stores information in *nodes*

- There is a first node, or *root*
- Each node has multiple references to successors



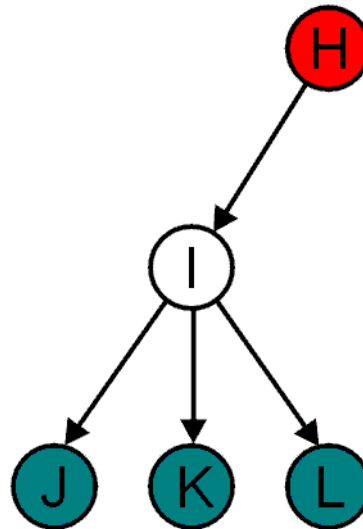
# Terminology

All nodes will have zero or more child nodes or **children**

- I has three children: J, K and L

For all nodes other than the root node, there is one **parent node**

- H is the parent I



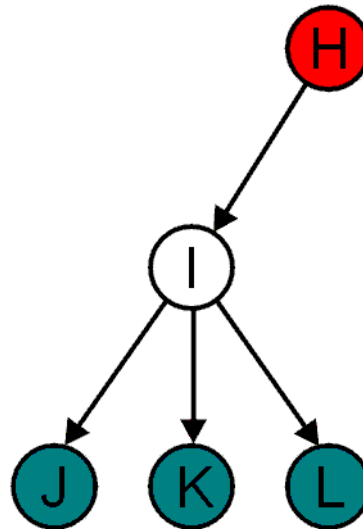
# Terminology: Degree

The *degree* of a node is defined as the number of its children:

$$\text{deg}(I) = 3$$

Nodes with the same parent are *siblings*

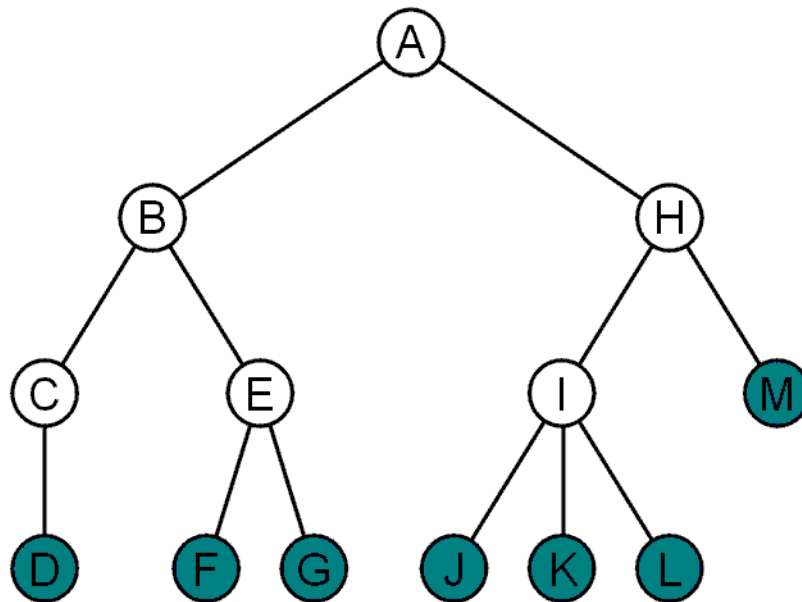
- J, K, and L are siblings



# Terminology: Nodes

Nodes with degree zero are also called *leaf nodes*

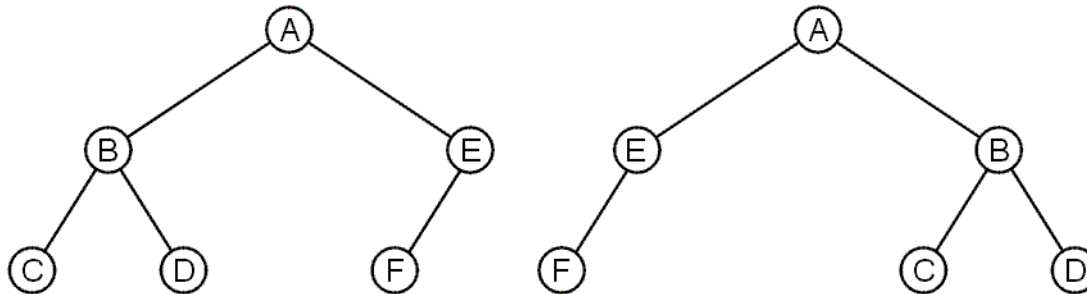
All other nodes are said to be *internal nodes (or non-leaf nodes)*, that is, they are internal to the tree



# Terminology: Ordered Trees

These trees are equal if the order of the children is ignored

- *unordered trees*

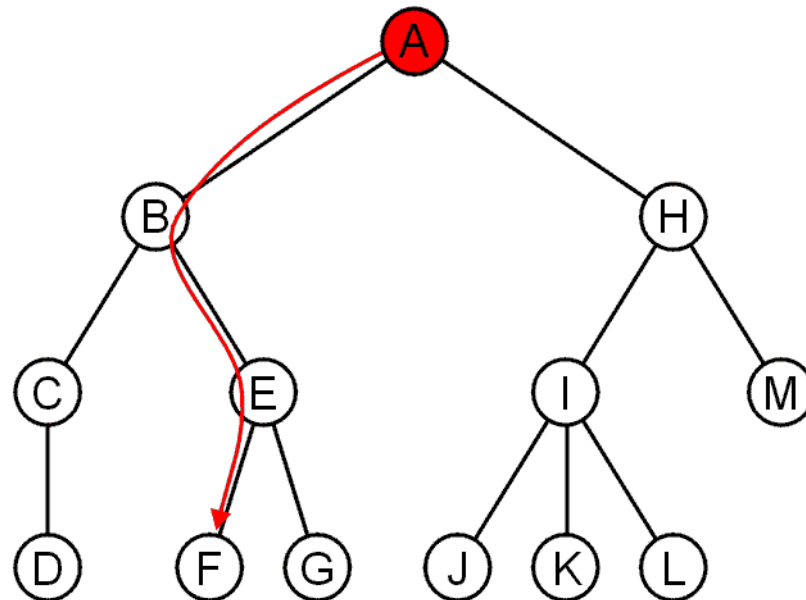


They are different if order is relevant (*ordered trees*)

- We will usually examine ordered trees (linear orders)

# Terminology: Root

The shape of a rooted tree gives a natural flow from the *root node*, or just *root*





# Terminology: Path

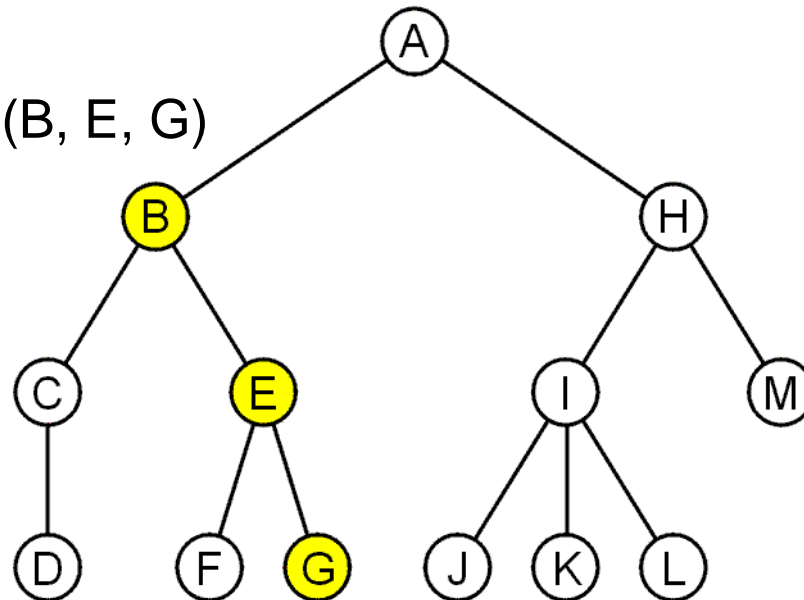
A **path** is a sequence of nodes

$$(a_0, a_1, \dots, a_n)$$

where  $a_{k+1}$  is a child of  $a_k$  is

The length of this path is  $n$

*E.g.*, the path (B, E, G)  
has length 2

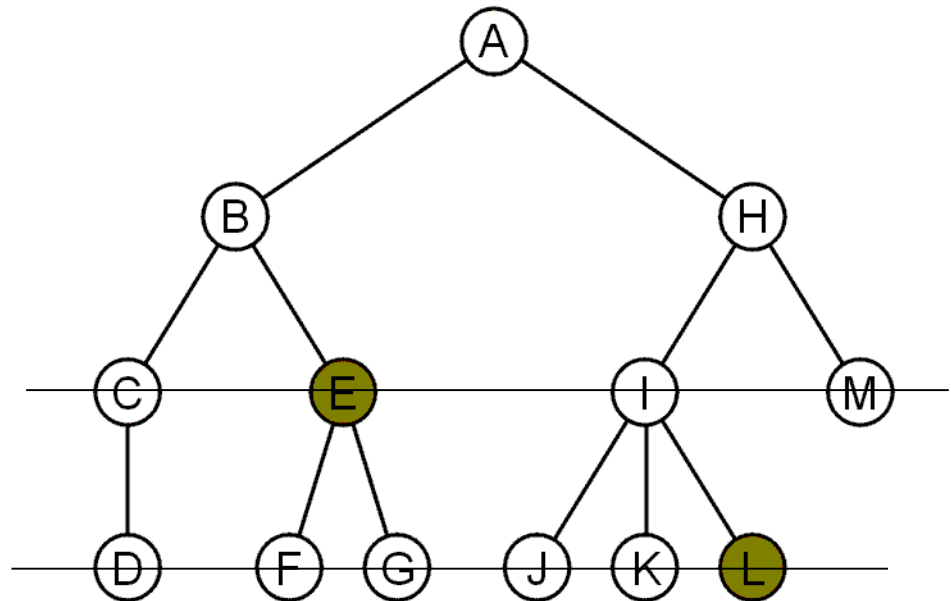


# Terminology: Depth

There exists a unique path from the root node to any non-root node

The length of this path is the *depth* of the node, e.g.,

- E has depth 2
- L has depth 3



# Terminology: Height

The *height* of a tree is defined as **the maximum depth** of any node within the tree

The height of a tree with one node is 0

- Just the root node

For convenience, we define the height of the empty tree to be  $-1$

# Terminology: Ancestor/Descendent

If a path exists from node  $a$  to node  $b$ :

- $a$  is an **ancestor** (**parent**) of  $b$
- $b$  is a **descendent** (**child**) of  $a$

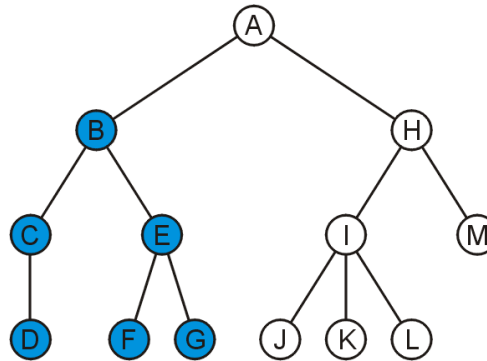
Thus, a node is both an ancestor and a descendant of itself

- We can add the adjective *strict* to exclude equality:  $a$  is a *strict descendant* of  $b$  if  $a$  is a descendant of  $b$  but  $a \neq b$

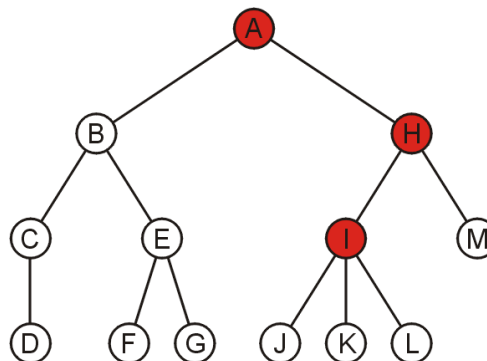
The root node is an ancestor of all nodes

# Terminology: Ancestor/Descendent

The descendants of node B are B, C, D, E, F, and G:

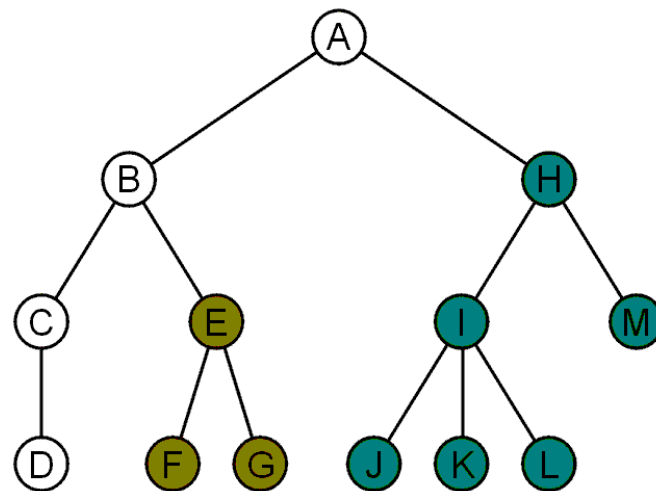


The ancestors of node I are I, H, and A:



# Terminology: Subtree

Given any node  $a$  within a tree with root  $r$ , the collection of  $a$  and all of its descendants is said to be a **subtree** of the tree with root  $a$



# Example: XHTML and CSS

The XML of XHTML has a tree structure

Cascading Style Sheets (CSS) use the tree structure to modify the display of HTML

# Example: XHTML and CSS

Consider the following XHTML document

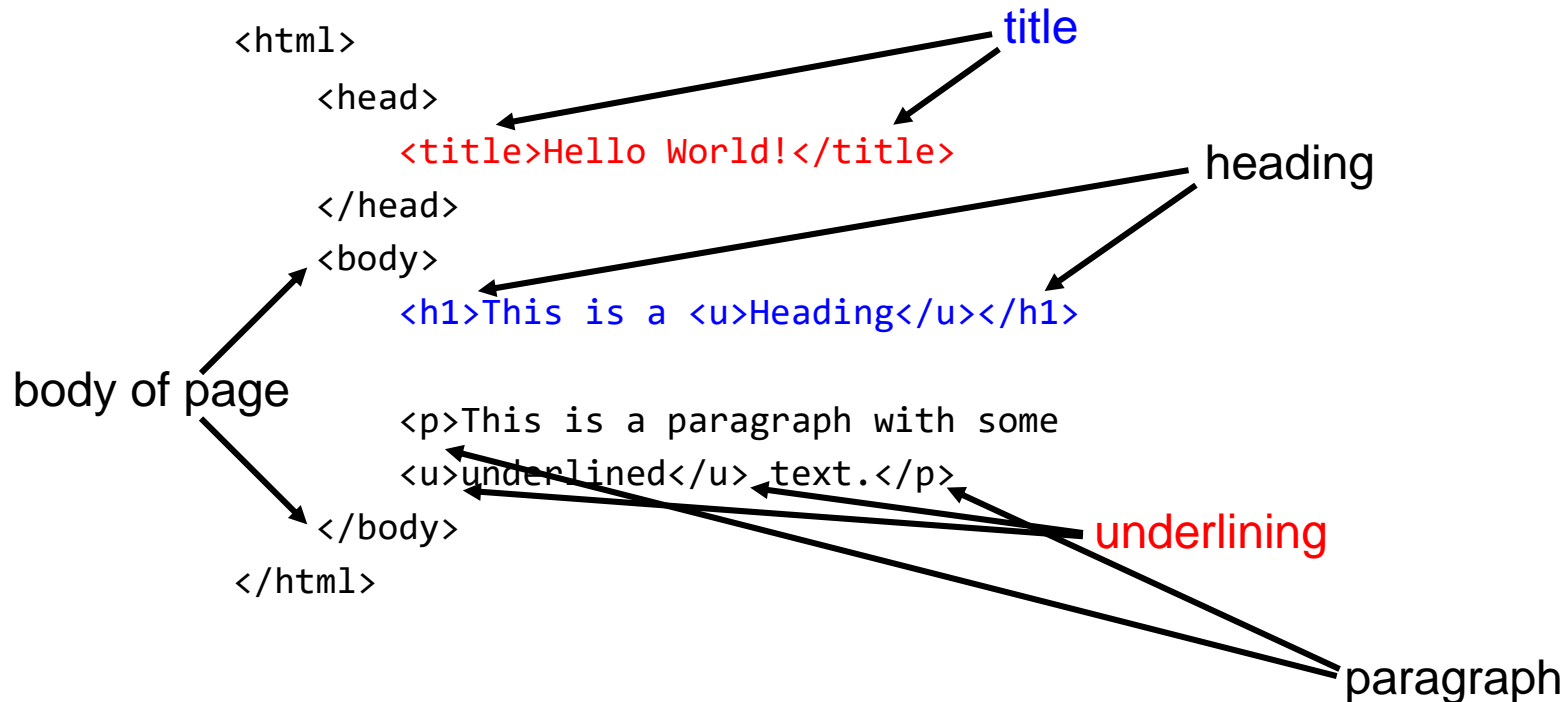
```
<html>
  <head>
    <title>Hello World!</title>
  </head>
  <body>
    <h1>This is a <u>Heading</u></h1>

    <p>This is a paragraph with some
    <u>underlined</u> text.</p>
  </body>
</html>
```



# Example: XHTML and CSS

Consider the following XHTML document

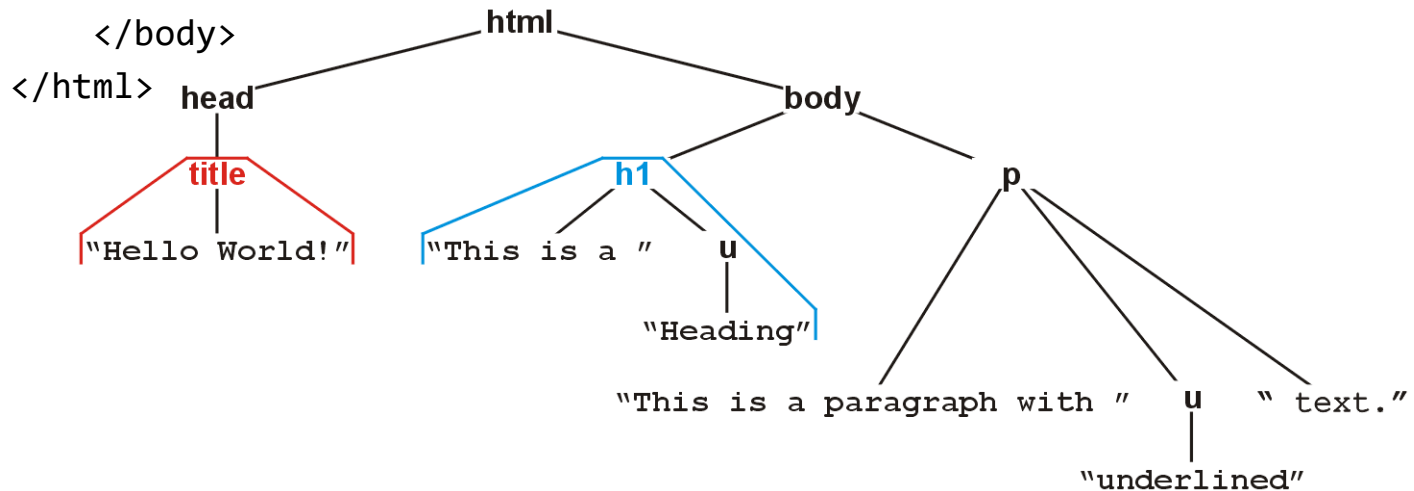


# Example: XHTML and CSS

The nested tags define a tree rooted at the HTML tag

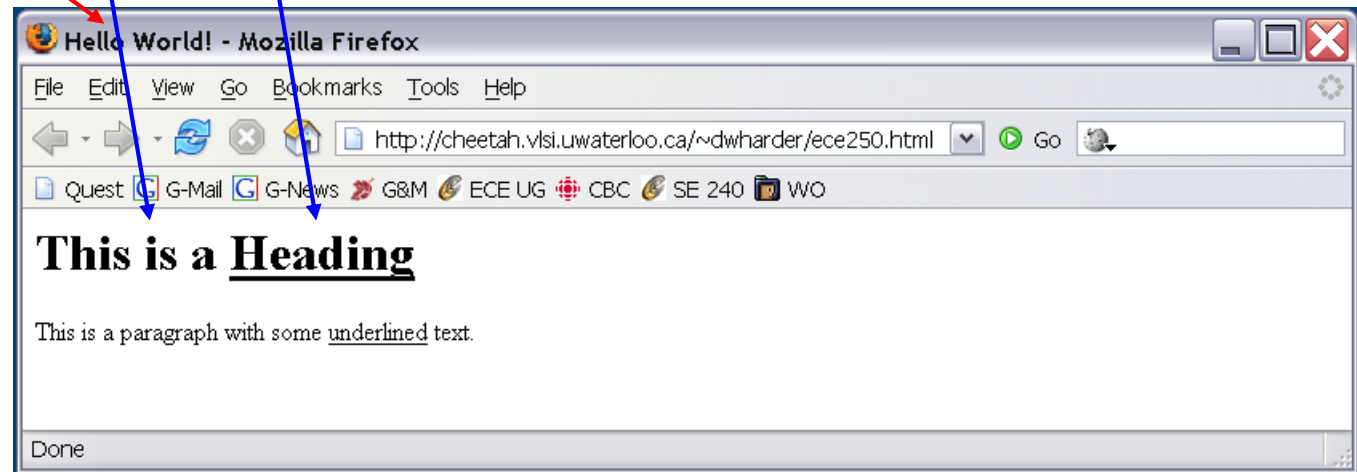
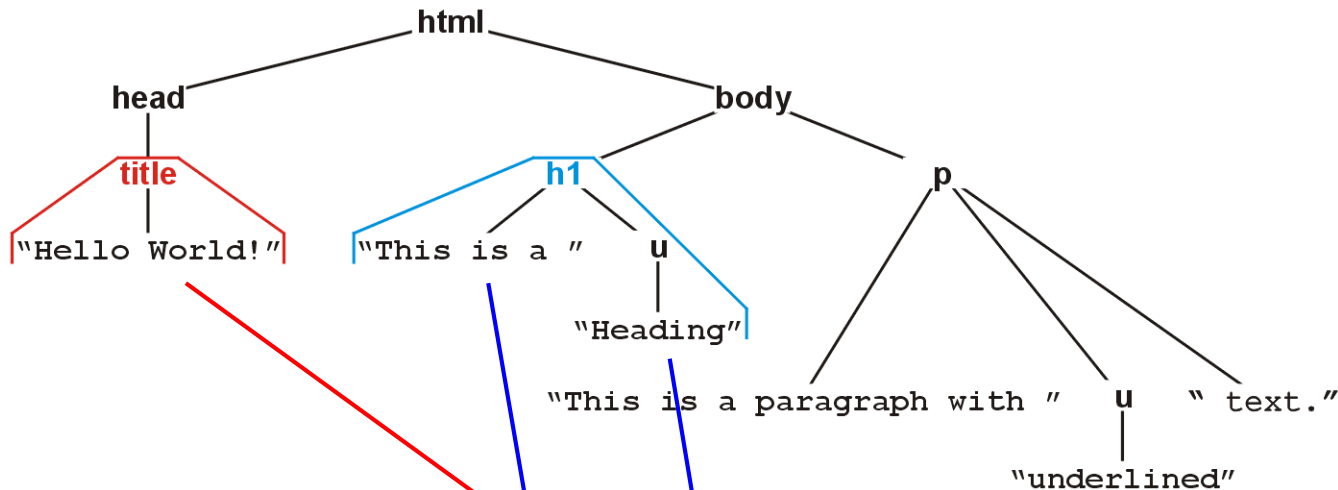
```
<html>
  <head>
    <title>Hello World!</title>
  </head>
  <body>
    <h1>This is a <u>Heading</u></h1>

    <p>This is a paragraph with some
    <u>underlined</u> text.</p>
  </body>
</html>
```



# Example: XHTML and CSS

Web browsers render this tree as a web page



## Example: XHTML and CSS

XML tags `<tag>...</tag>` must be nested

For example, to get the following effect:

1 2 3 4 5 6 7 8 9

you may use

`<u>1 2 3 <b>4 5 6</b></u><b> 7 8 9</b>`

You may not use:

`<u>1 2 3 <b>4 5 6</u> 7 8 9</b>`

## Example: XHTML and CSS

Cascading Style Sheets (CSS) make use of this tree structure to describe how HTML should be displayed

- For example:

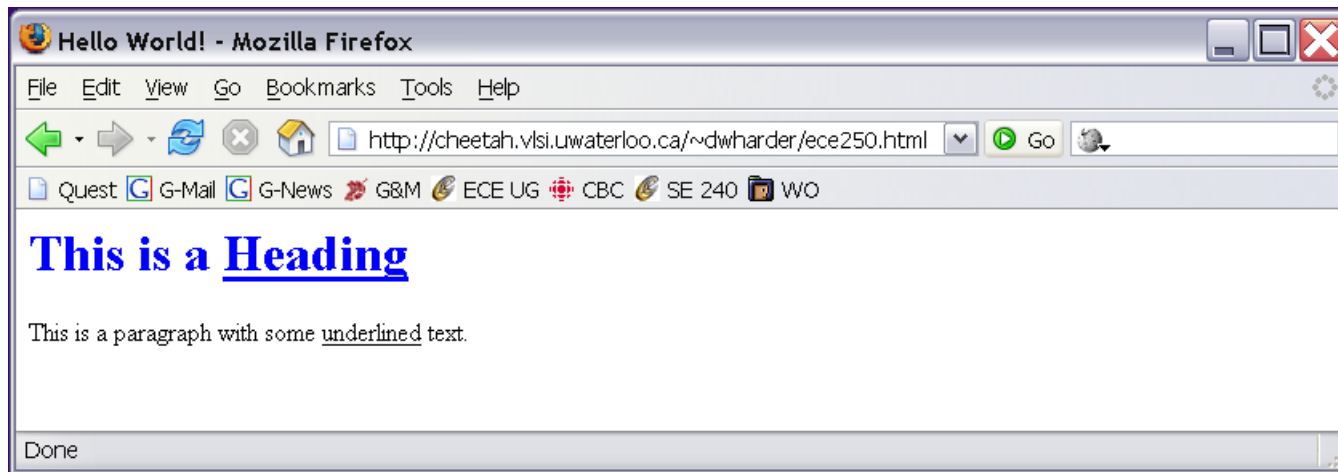
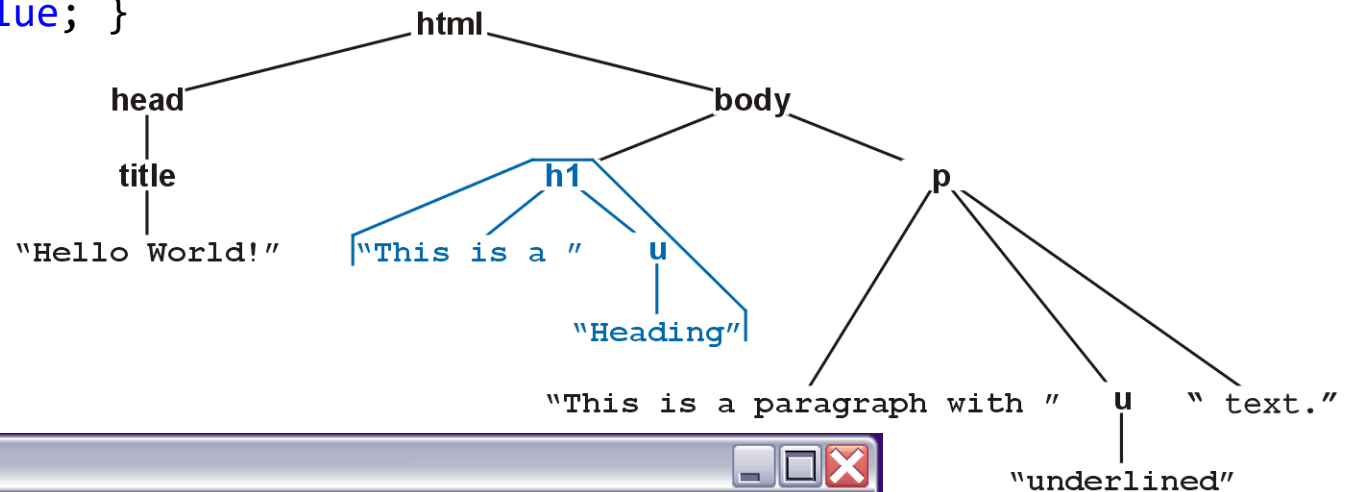
```
<style type="text/css">  
  h1 { color:blue; }  
</style>
```

indicates all text/decorations descendant from an **h1** header should be blue

# Example: XHTML and CSS

For example, this style renders as follows:

```
<style type="text/css">
  h1 { color:blue; }
</style>
```



# Example: XHTML and CSS

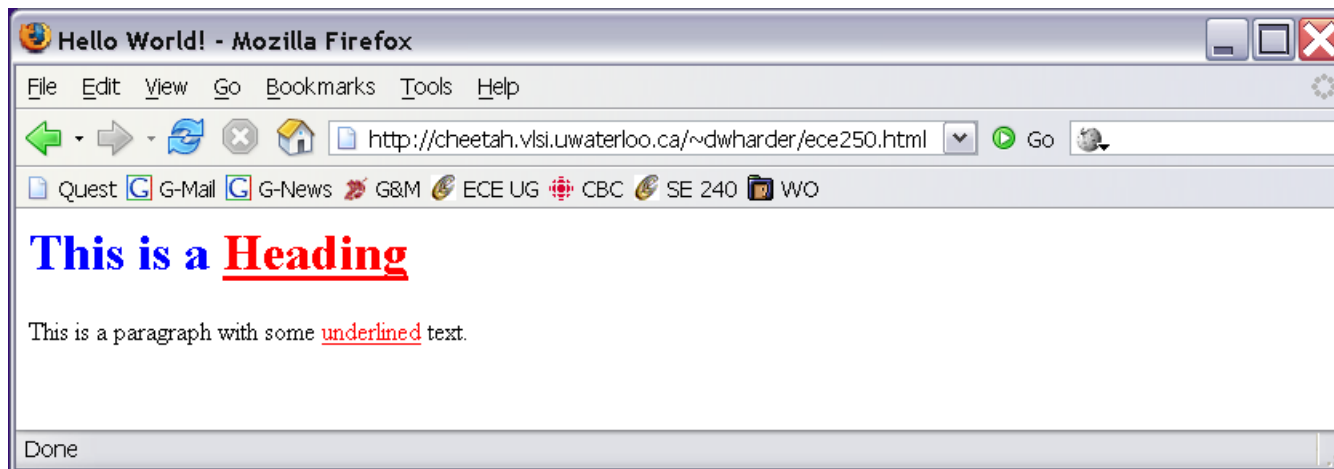
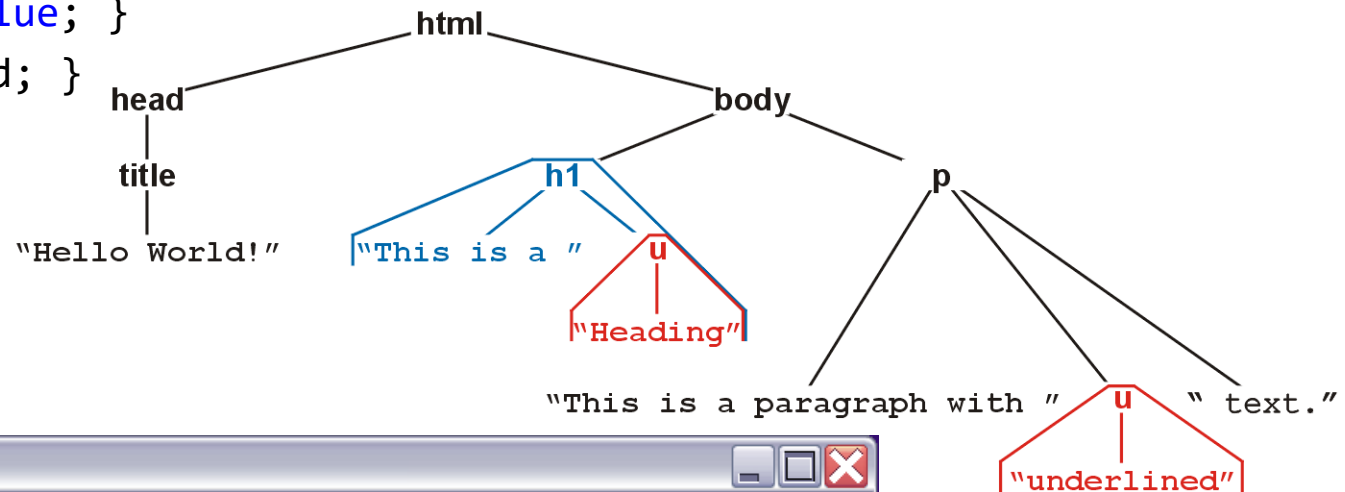
For example, this style renders as follows:

```
<style type="text/css">
```

```
  h1 { color:blue; }
```

```
  u { color:red; }
```

```
</style>
```



## Example: XHTML and CSS

Suppose you don't want underlined items in headers (h1) to be red

- More specifically, suppose you want any underlined text within paragraphs to be red

That is, you only want text marked as `<u>text</u>` to be underlined if it is a descendant of a `<p>` tag



# Example: XHTML and CSS

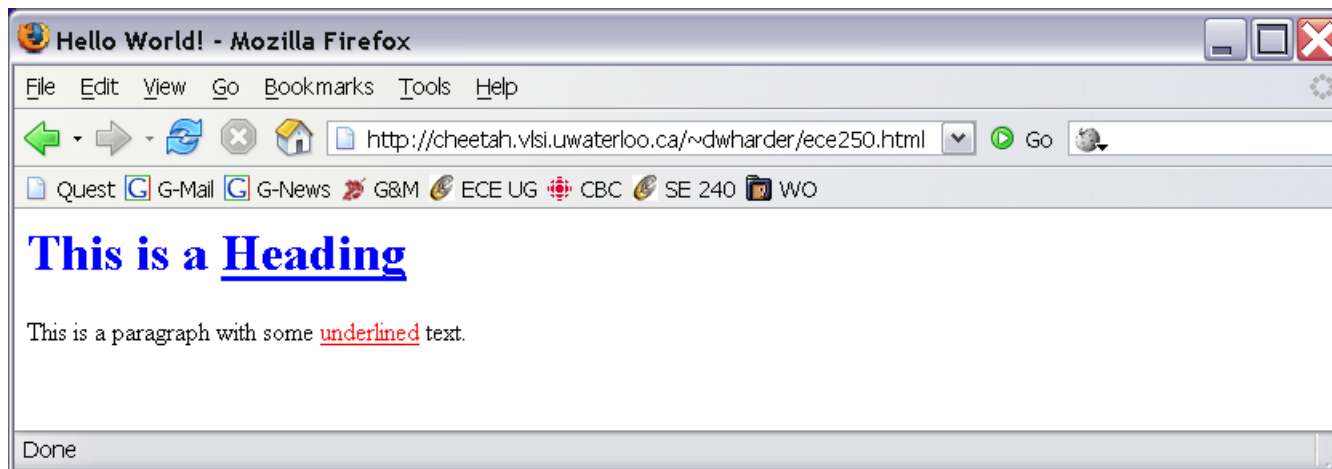
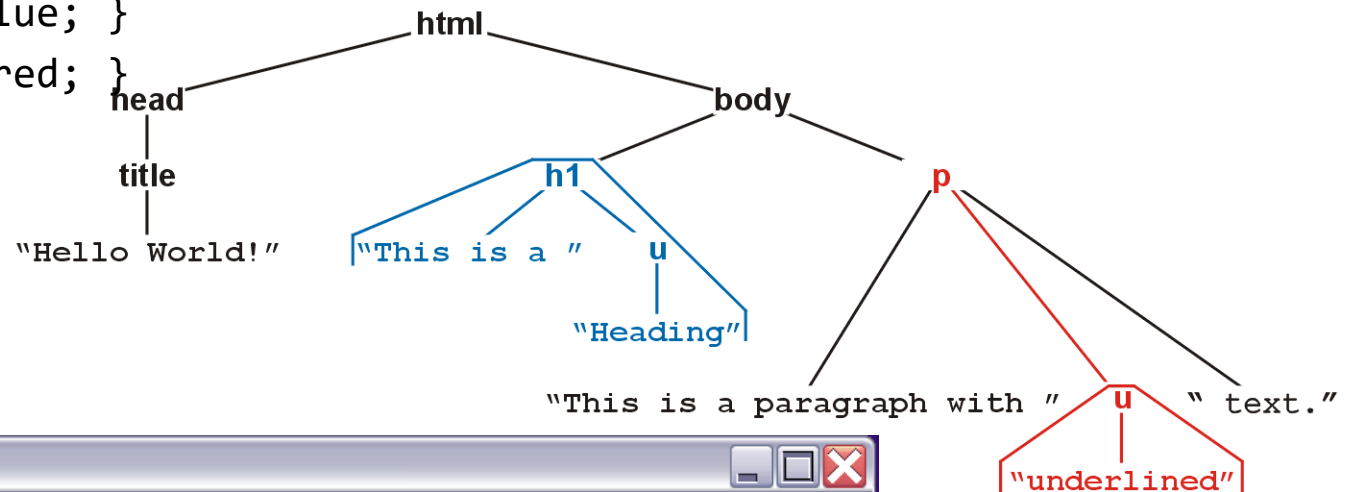
For example, this style renders as follows:

```
<style type="text/css">
```

```
  h1 { color:blue; }
```

```
  p u { color:red; }
```

```
</style>
```



# Example: XHTML and CSS

You can read the second style

```
<style type="text/css">  
  h1 { color:blue; }  
  p u { color:red; }  
</style>
```

as saying “text/decorations descendant from the underlining tag (<u>) which itself is a descendant of a paragraph tag should be coloured red”

# Summary

In this topic, we have:

- Introduced the terminology used for the tree data structure
- Discussed various terms which may be used to describe the properties of a tree, including:
  - root node, leaf node
  - parent node, children, and siblings
  - ordered trees
  - paths, depth, and height
  - ancestors, descendants, and subtrees
- We looked at XHTML and CSS

# References

- [1] Donald E. Knuth, *The Art of Computer Programming, Volume 1: Fundamental Algorithms*, 3<sup>rd</sup> Ed., Addison Wesley, 1997, §2.2.1, p.238.