# Algoritmi e Strutture Dati

## Alberi

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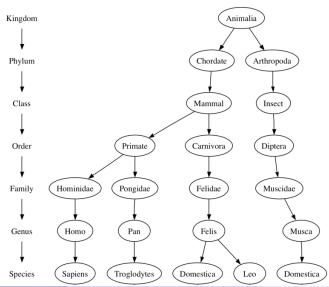
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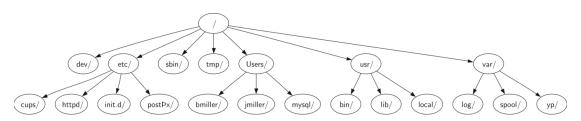
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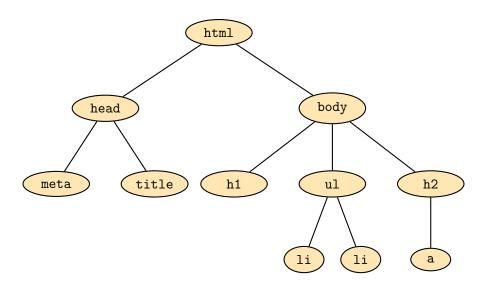
## Sommario

- Introduzione
  - $\bullet$ Esempi
  - Definizioni
- 2 Alberi binari
  - Introduzione
  - Implementazione
  - Visite
- 3 Alberi generici
  - Visite
  - Implementazione





```
<html>
   <head>
       <meta http-equiv="Content-Type" content="text/html"/>
       <title>simple</title>
   </head>
   <body>
       <h1>A simple web page</h1>
       ul>
            List item one
            List item two
       \langle h2 \rangle
            <a href="http://www.google.com">Google</a>
       </h2>
   </body>
</html>
```



## Albero radicato – Definizione 1

## Albero radicato (Rooted tree)

Un albero consiste di un insieme di nodi e un insieme di archi orientati che connettono coppie di nodi, con le seguenti proprietà:

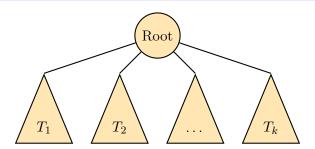
- Un nodo dell'albero è designato come nodo radice;
- $\bullet$  Ogni nodo n, a parte la radice, ha esattamente un arco entrante;
- Esiste un cammino unico dalla radice ad ogni nodo;
- L'albero è connesso.

# Albero radicato – Definizione 2 (Ricorsiva)

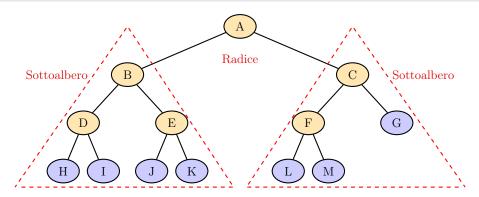
## Albero radicato (Rooted tree)

Un albero è dato da:

- un insieme vuoto, oppure
- un nodo radice e zero o più sottoalberi, ognuno dei quali è un albero; la radice è connessa alla radice di ogni sottoalbero con un arco orientato.



# Terminologia



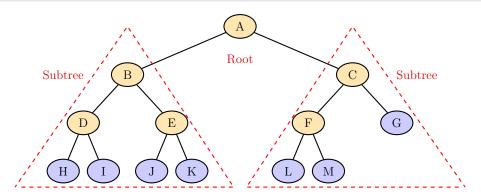
- A è la radice
- B, C sono radici dei sottoalberi
- $\bullet$  D, E sono fratelli

 $\bullet$  D, E sono figli di B

• B è il padre di D, E

- I nodi viola sono foglie
- Gli altri nodi sono nodi interni

# Terminology (English)



- A is the tree root
- B, C are roots of their subtrees
- D, E are siblings

- D, E are children of B
- B is the parent of D, E
- Purple nodes are leaves

• The other nodes are internal nodes

# Terminologia

## Profondità nodi (Depth)

La lunghezza del cammino semplice dalla radice al nodo (misurato in numero di archi)

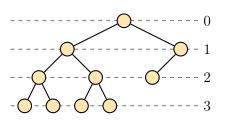
## Livello (Level)

L'insieme di nodi alla stessa profondità

## Altezza albero (Height)

La profondità massima della sue foglie

### Livello



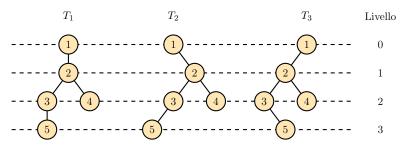
Altezza di questo albero = 3

## Albero binario

### Albero binario

Un albero binario è un albero radicato in cui ogni nodo ha al massimo due figli, identificati come figlio sinistro e figlio destro.

Nota: Due alberi T e U che hanno gli stessi nodi, gli stessi figli per ogni nodo e la stessa radice, sono distinti qualora un nodo u sia designato come figlio sinistro di v in T e come figlio destro di v in U.



# Specifica (Albero binario)

### Tree

% Costruisce un nuovo nodo, contenente v, senza figli o genitori

 $\mathsf{Tree}(\mathsf{ITEM}\ v)$ 

% Legge il valore memorizzato nel nodo

ITEM read()

% Modifica il valore memorizzato nel nodo

 $\mathsf{write}(\mathsf{ITEM}\ v)$ 

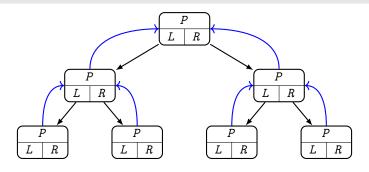
%Restituisce il padre, oppure **nil** se questo nodo è radice

TREE parent()

# Specifica (Albero binario)

```
Tree
% Restituisce il figlio sinistro (destro) di questo nodo; restituisce nil se assente
Tree left()
TREE right()
\% Inserisce il sottoalbero radicato in t come figlio sinistro (destro) di questo nodo
insertLeft(TREE t)
insertRight(TREE t)
% Distrugge (ricorsivamente) il figlio sinistro (destro) di questo nodo
deleteLeft()
deleteRight()
```

## Memorizzare un albero binario



## Campi memorizzati nei nodi

- parent: reference al nodo padre
- *left*: reference al figlio sinistro
- right: reference al figlio destro

# Implementazione

### Tree

### Tree(ITEM v)

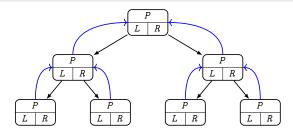
```
TREE t = new TREE t.parent = nil t.left = t.right = nil t.value = v return t
```

### insertLeft(TREE T)

```
if left == nil then
T.parent = this
left = T
```

### insertRight(TREE T)

```
if right == nil then
T.parent = this
right = T
```



# Implementazione

#### Tree

```
 \begin{array}{c|c} \textbf{deleteLeft()} \\ \textbf{if} & left \neq \textbf{nil then} \\ & left. \texttt{deleteLeft()} \\ & left. \texttt{deleteRight()} \\ & \textbf{delete} & left \\ & left = \textbf{nil} \end{array}
```

### deleteRight()

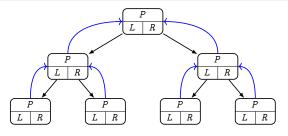
```
if right \neq nil then

right.deleteLeft()

right.deleteRight()

delete right

right = nil
```



### Visite di alberi

### Visita di un albero / ricerca

Una strategia per analizzare (visitare) tutti i nodi di un albero.

## Visità in profondità Depth-First Search (DFS)

- Per visitare un albero, si visita ricorsivamente ognuno dei suoi sottoalberi
- Tre varianti: pre/in/post visita (pre/in/post order)
- Richiede uno stack

## Visita in ampiezza Breadth First Search (BFS)

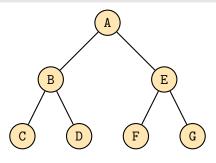
- Ogni livello dell'albero viene visitato, uno dopo l'altro
- Si parte dalla radice
- Richiede una queue

# Depth-First Search

## dfs(Tree t)

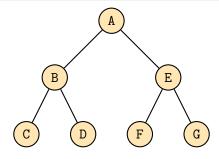
 $\mathbf{print} t$ 

```
if t≠ nil then
  % pre-order visit of t
  print t
  dfs(t.left())
  % in-order visit of t
  print t
  dfs(t.right())
  % post-order visit of t
```



## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

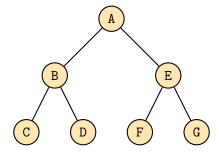
```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```



Sequence: A Stack: A

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

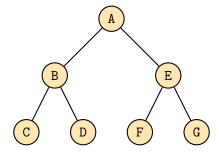


Sequence: A B

Stack: A B

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

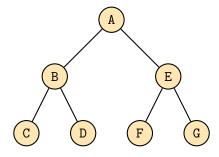


Sequence: A B C

Stack: A B C

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

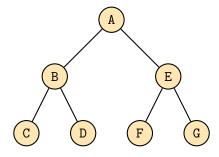


Sequence: A B C

Stack: A B

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

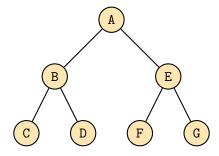


Sequence: A B C D

Stack: A B D

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

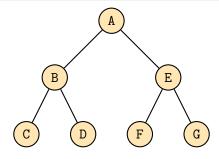


Sequence: A B C D

Stack: A B

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

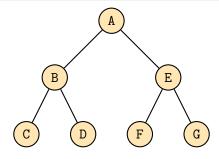


Sequence:  $A \ B \ C \ D$ 

Stack: A

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

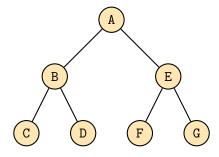


Sequence: A B C D E

Stack: A E

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

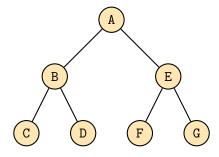


Sequence: A B C D E F

Stack: A E F

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

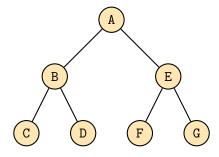


Sequence: A B C D E F

Stack: A E

```
\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}
```

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
    \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

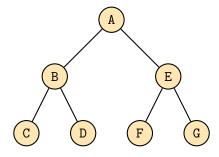


Sequence: A B C D E F G

Stack: A E G

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```

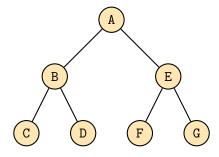


Sequence: A B C D E F G

Stack: A E

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
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     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
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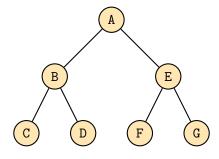


Sequence: A B C D E F G

Stack: A

## $\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}$

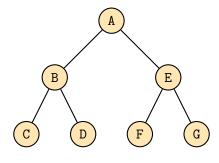
```
if t \neq \text{nil then}
     \% pre-order visit of t
     print t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print}\ t
     dfs(t.right())
    \frac{\%}{\%} post-order visit of t
     \frac{\mathbf{print}}{t}
```



Sequence: A B C D E F G Stack:

```
dfs(TREE t)
```

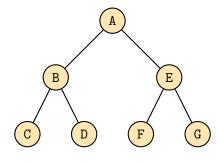
```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```



Sequence: Stack: A

```
dfs(TREE t)
```

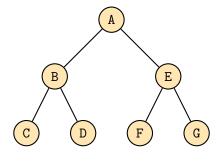
```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```



Sequence: Stack: A B

```
dfs(TREE t)
```

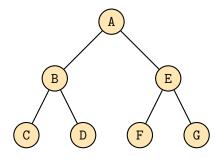
```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```



Sequence: C Stack: A B C

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

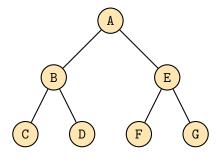


Sequence: C B

Stack: A B

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

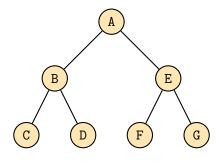


Sequence: C B D

Stack: A B D

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

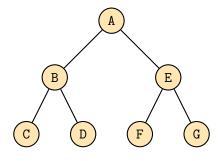


Sequence: C B D

Stack: A B

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

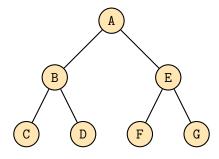


Sequence: C B D A

Stack: A

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

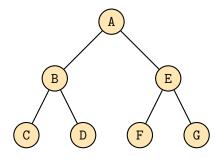


Sequence: C B D A

Stack: A E

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

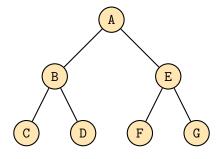


Sequence: C B D A F

Stack: A E F

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

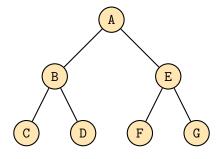


Sequence: C B D A F E

Stack: A E

### $\overline{\mathsf{dfs}}(\mathrm{TREE}\ t)$

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

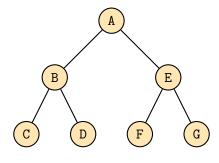


Sequence: C B D A F E G

Stack: A E G

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

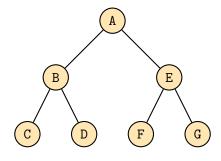


Sequence: C B D A F E G

Stack: A E

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```

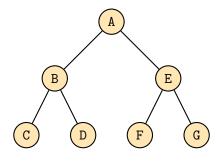


Sequence: C B D A F E G

Stack: A

### dfs(TREE t)

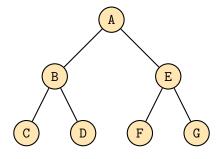
```
if t \neq \text{nil then}
    \% pre-order visit of t
     \mathbf{print}\ t
     dfs(t.left())
     % in-order visit of t
     \mathbf{print} t
     dfs(t.right())
     \% post-order visit of t
     \frac{\mathbf{print}}{t}
```



Sequence: C B D A F E G Stack:

```
dfs(Tree t)
```

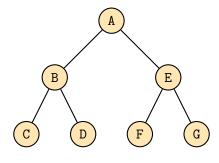
```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```



Sequence: Stack: A

```
dfs(Tree t)
```

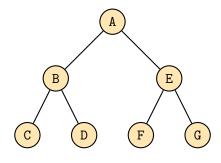
```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```



Sequence: Stack: A B

```
dfs(TREE t)
```

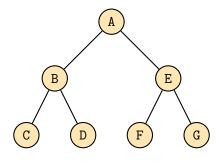
```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```



Sequence: C Stack: A B C

```
dfs(TREE t)
```

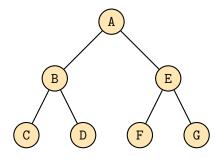
```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```



Sequence: C Stack: A B

```
dfs(TREE t)
```

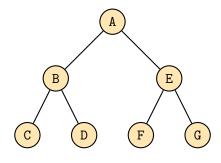
```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```



Sequence: C D Stack: A B D

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

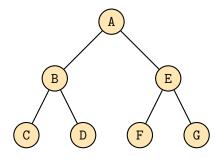


Sequence: C D B

Stack: A B

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

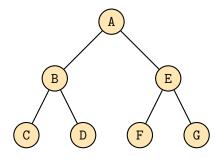


Sequence: C D B

Stack: A

```
\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

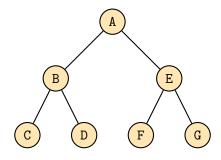


Sequence: C D B

Stack: A E

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

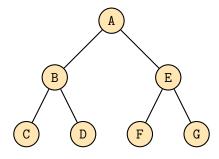


Sequence:  $C\ D\ B\ F$ 

Stack: A E F

```
dfs(TREE t)
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

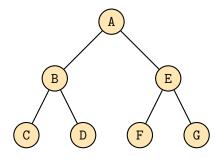


Sequence: C D B F

Stack: A E

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

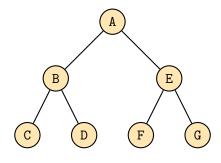


Sequence: C D B F G

Stack: A E G

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```

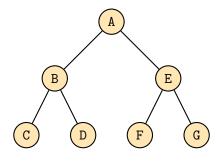


Sequence: C D B F G E

Stack: A E

### dfs(TREE t)

```
if t \neq \text{nil then}
    \% pre-order visit of t
    print t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
    \% post-order visit of t
    \mathbf{print} t
```

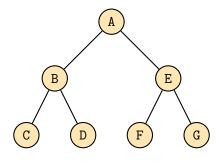


Sequence: C D B F G E A

Stack: A

```
\overline{\mathsf{dfs}(\mathrm{TREE}\ t)}
```

```
if t \neq \text{nil then}
    \% pre-order visit of t
    \mathbf{print}\ t
    dfs(t.left())
    % in-order visit of t
    \mathbf{print}\ t
    dfs(t.right())
     \% post-order visit of t
     \mathbf{print} t
```



Sequence: C D B F G E A Stack:

# Esempi di applicazione

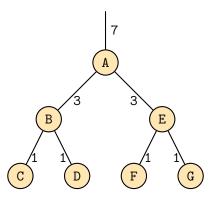
#### Contare nodi – Post-visita

```
\frac{\text{int count}(\text{TREE }T)}{\text{if }T == \text{nil then}}
```

return 0

else

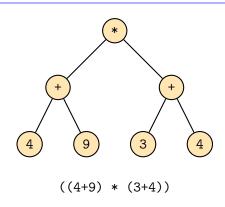
$$C_{\ell} = \operatorname{count}(T.\operatorname{left}())$$
  
 $C_r = \operatorname{count}(T.\operatorname{right}())$   
return  $C_{\ell} + C_r + 1$ 



# Esempi di applicazione

#### Stampare espressioni – In-visita

```
int printExp(TREE T)
if T.left() == nil  and T.right == nil
 then
    \mathbf{print}\ T.\mathsf{read}()
else
    print "("
    printExp(T.left())
    \mathbf{print}\ T.\mathsf{read}()
    printExp(T.right())
    print ")"
```



### Costo computazionale

Il costo di una visita di un albero contenente n nodi è  $\Theta(n)$ , in quanto ogni nodo viene visitato al massimo una volta.

# Specifica (Albero generico)

#### Tree

% Costruisce un nuovo nodo, contenente v,senza figli o genitori

 $\mathsf{Tree}(\mathsf{ITEM}\ v)$ 

% Legge il valore memorizzato nel nodo

ITEM read()

% Modifica il valore memorizzato nel nodo

 $\mathsf{write}(\mathsf{ITEM}\ v)$ 

%Restituisce il padre, oppure **nil** se questo nodo è radice

Tree parent()

# Specifica (Albero generico)

#### Tree

```
% Restituisce il primo figlio, oppure nil se questo nodo è una foglia TREE leftmostChild()
```

% Restituisce il prossimo fratello, oppure **nil** se assente TREE rightSibling()

- % Inserisce il sotto albero t come primo nodo di questo nodo insert Child(TREE t)
- % Inserisce il sotto albero t come prossimo fratello di questo nodo <code>insertSibling(Tree t)</code>
- % Distruggi l'albero radicato identificato dal primo figlio  ${\sf deleteChild}()$
- % Distruggi l'albero radicato identificato dal prossimo fratello  ${\sf deleteSibling}()$

# Esempio: Class Node (Java 8)

```
package org.w3c.dom;
public interface Node {
  /** The parent of this node. */
  public Node getParentNode();
  /** The first child of this node. */
  public Node getFirstChild()
  /** The node immediately following this node. */
  public Node getNextSibling()
  /** Inserts the node newChild before the existing child node refChild. */
  public Node insertBefore(Node newChild, Node refChild)
  /** Adds the node newChild to the end of the list of children of this node. */
  public Node appendChild(Node newChild)
  /** Removes the child node indicated by oldChild from the list of children. */
  public Node removeChild(Node oldChild)
  [...]
```

# Depth-First Search

#### dfs(TREE t)

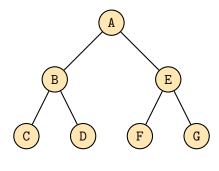
#### if $t \neq \text{nil then}$

% pre-order visit of node t print t

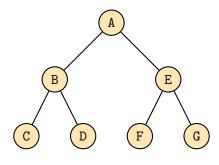
Tree u = t.leftmostChild() **while**  $u \neq$ **nil do** | dfs(u)

 $u = u.\mathsf{rightSibling}()$ 

% post-order visit of node t print t

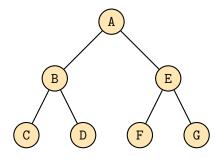


```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



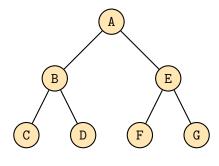
Sequence: Queue: A

```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



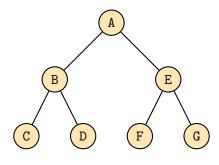
Sequence: A Queue: B E

```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



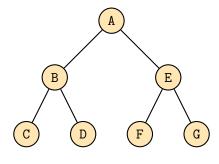
Sequence: A B Queue: E C D

```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



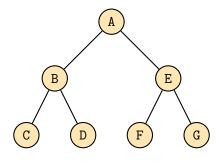
Sequence: A B E Queue: C D F G

```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



Sequence: A B E C Queue: D F G

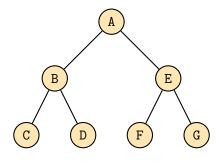
```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



Sequence: A B E C D

Queue: F G

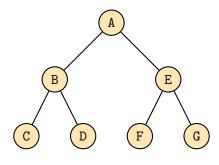
```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



Sequence: A B E C D F

Queue: G

```
bfs(Tree t)
QUEUE Q = Queue()
Q.enqueue(t)
while not Q.isEmpty() do
   TREE u = Q.\mathsf{dequeue}()
   \% visita per livelli nodo u
   print u
   u = u.leftmostChild()
   while u \neq \text{nil do}
       Q.enqueue(u)
       u = u.rightSibling()
```



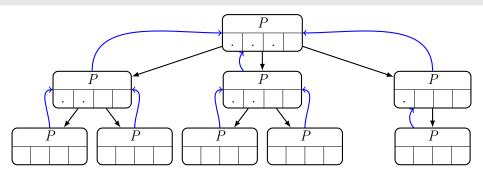
Sequence: A B E C D F G Queue:

### Memorizzazione

Esistono diversi modi per memorizzare un albero, più o meno indicati a seconda del numero massimo e medio di figli presenti.

- Realizzazione con vettore dei figli
- Realizzazione primo figlio, prossimo fratello
- Realizzazione con vettore dei padri

### Realizzazione con vettore dei figli

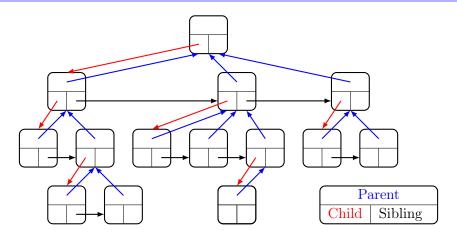


#### Campi memorizzati nei nodi

- parent: reference al nodo padre
- Vettore dei figli: a seconda del numero di figli, può comportare una discreta quantità di spazio sprecato

# Realizzazione basata su Primo figlio, prossimo fratello

Implementato come una lista di fratelli



# Implementazione

```
TREE
Tree parent
                                                                                          % Reference al padre
Tree child
                                                                                    % Reference al primo figlio
                                                                               % Reference al prossimo fratello
Tree sibling
ITEM value
                                                                               % Valore memorizzato nel nodo
Tree(ITEM v)
                                                                                        % Crea un nuovo nodo
   Tree t = new Tree
   t.value = v
   t.parent = t.child = t.sibling = nil
   return t
insertChild(TREE t)
   t.parent = self
   t.sibling = child
                                                                    \% Inserisce t prima dell'attuale primo figlio
   child = t
insertSibling(TREE t)
   t.parent = parent
   t.sibling = sibling
                                                               \% Inserisce t prima dell'attuale prossimo fratello
   sibling = t
```

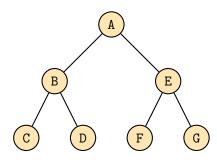
# Implementazione

```
TREE
deleteChild()
   Tree newChild = child.rightSibling()
   delete(child)
   child = newChild
deleteSibling()
   Tree newBrother = sibling.rightSibling()
   delete(sibling)
   sibling = newBrother
delete(TREE t)
   Tree u = t.leftmostChild()
   while u \neq \text{nil do}
       Tree next = u.rightSibling()
      delete(u)
      u = next
   delete t
```

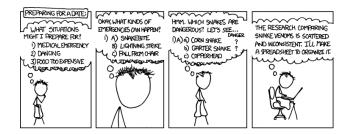
### Realizzazione con vettore dei padri

L'albero è rappresentato da un vettore i cui elementi contengono il valore associato al nodo e l'indice della posizione del padre nel vettore.

1	A	0
2	В	1
3	Е	1
4	С	2
5	D	2
6	F	3
7	G	3



# DFS (https://xkcd.com/)





I REALLY NEED TO STOP USING DEPTH-FIRST SEARCHES.