

## Set 06: Trees

CS240: Data Structures and Data Management

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## Outline

### Simple Tree ADT

Definitions

Binary Trees

### Tree Encodings

Separating structure from content

Structural Encodings

### Binary Representation of Ordinal Trees (and vice-versa)

The Theory

Exercise

Operations

## Tree ADT

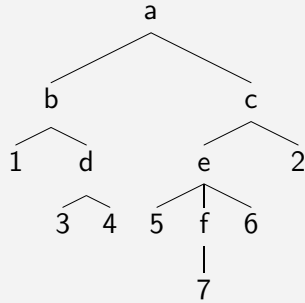
- ▶ Operations
  - ▶ `root()`, `size()`
  - ▶ `isInternal( node )`, `children( node )`,  
`parent( node )`
  - ▶ `attachSubtree( node, tree )`,  
`detachSubtree( node )`
- ▶ Use trees to implement other ADTs

## Definitions

- ▶ **Recursive**: A finite collection of nodes (at least one) that is
  1. A single distinguished node called the **root** or
  2. Partitioned into  $k + 1$  subcollections: a designated root node connected together with  $k$  trees,  $T_1 \dots T_k$ , by an edge
- ▶ Graph which is **Rooted, connected and acyclic**
- ▶ List of nodes and oriented edges s.t. **all nodes but one have a parent node.**

## Terminology

- ▶ parent, child, sibling, subtree
- ▶ ancestor, descendent  
(**note:** a node is its own ancestor and descendent)
- ▶ external node (leaf)
- ▶ internal node



## Applications

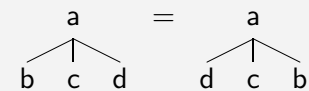
- ▶ Representing Hierarchies: Genealogical tree.
- ▶ DNS in Networking.
- ▶ Modelisation of algorithms (Merge Sort, Comparison based searching).
- ▶ Parsing (Arithmetic expression,  $\text{\LaTeX}$ , XML).
- ▶ Codes (Huffman).

## Depth/Height

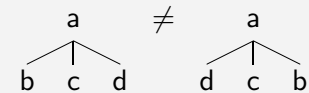
- ▶ **Node Depth** – The number of edges between the node, and the root of the entire tree
- ▶ **Node Height** – The maximum number of edges between the node and any of its descendants
- ▶ Note:
  - ▶  $\text{DEPTH}(\text{root}) = 0$
  - ▶  $\text{HEIGHT}(\text{leaf}) = 0$
- ▶ **Exercise:** How do we compute each of these for a given node?

## Tree variants

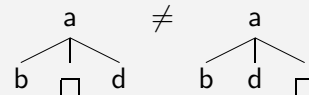
- ▶ **Unordered** – like a graph



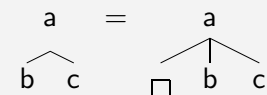
- ▶ **Ordered** – linear ordering on the children (first, second, ...)



- ▶ **Cardinal** – children identified by their absolute position.



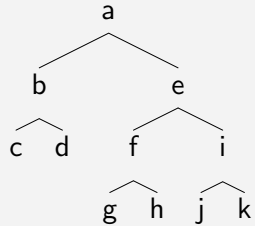
- ▶ **Ordinal** – children identified by their rank.



## Tree variants (cont')

- ▶ **Binary** – each node has at most 2 children (cardinal tree)
- ▶ **Proper Binary** – each node has 0 or 2 children
- ▶ **Full Binary** – proper binary tree, all leaves at the same level

### Example



This tree is:

- ▶ binary **True**
- ▶ Proper Binary **True**
- ▶ Full Binary **False**

We will study more binary trees with

- ▶ Priority Queue ADT (Heaps)
- ▶ Ordered Dictionaries ADT (AVL Trees)

## Binary Trees

### Binary Tree Data Structures

- ▶ Linked Structure
  - ▶ Tree Node with 4 fields

parent	
data	
left	right

- ▶ Parent is optional
- ▶ Array
  - ▶ An array of size  $2^{h+1}$ , from 1 to  $2^{h+1}$ .
  - ▶ children of cell  $i$  at positions  $2i$  and  $2i + 1$ .
  - ▶ Special value indicates no node.
  - ▶ More on this with heaps.
- ▶ There are more sophisticated ones...

## Properties of Binary Trees

### Theorem

Let  $|E|$  and  $|I|$  represent the number of external and internal nodes respectively in a proper binary tree. Then

$$|E| = |I| + 1$$

**Proof:** By Induction on  $|I|$

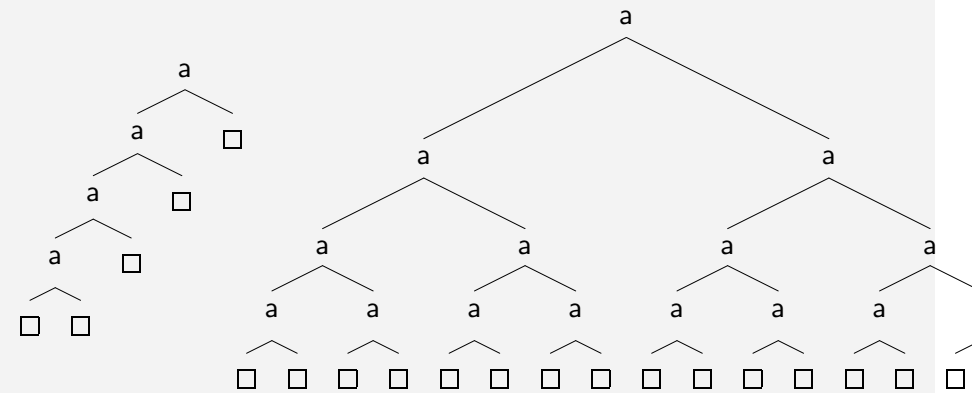
**Base Case(s):**  $|I| = 0$  and  $|I| = 1$

**Inductive Cases:**

1. Root node has one internal child
2. Root node has two internal children

## More Properties of proper binary trees

- ▶  $h + 1 \leq |E| \leq 2^h$



- ▶ As  $n = |E| + |I|$ , this gives bounds on  $|I|$ ,  $n$  and  $h$ .

## Recursive General Traversal

### General Traverse(*node*)

Visit *node*

**if** *node* has left child **then**

    TRAVERSE( *node.left* )

**end if**

Visit *node*

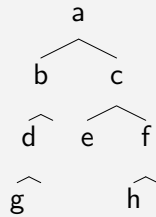
**if** *node* has right child **then**

    TRAVERSE( *node.right* )

**end if**

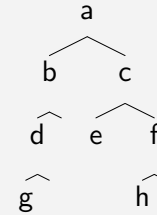
Visit *node*

This algorithm is easily modified for other depth first traversals,  
or for trees of higher degree.



**abdgggddbbaceeeecfhhffca**

## More specific Traversals



### ► Depth-First Traversal

► General Traversal: **abdgggddbbaceeeecfhhffca**

► Pre-Order: **abdgcefh**

► In-Order: **gdbaechf**

► Post-Order: **gdbbehfca**

### ► Breadth-First Traversal: **abcdgefh**

► Level-Order: **abcdefgh**

## Representation of a binary tree

How can we prove if a trace identifies a tree?

- When tree is identified: **Method to build the tree.**
- Otherwise: **Two distinct trees with same trace.**

Which traversal permit to identify a binary tree by the trace?

1. general: **True**
2. pre-order: **False**
3. in-order: **False**
4. post-order: **False**
5. breadth-first order: **False**
6. level-order: **False**

## Summary

### ► The **Tree ADT** define

- operators for navigation and construction;
- terms: Height, Depth, ...
- properties
- with many variants: Cardinal/Ordinal, ...

► The **Binary Tree** is a particular cardinal variant,  
which will be studied more in details later.

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Binary Trees

### Tree Encodings

Separating structure from content  
Structural Encodings

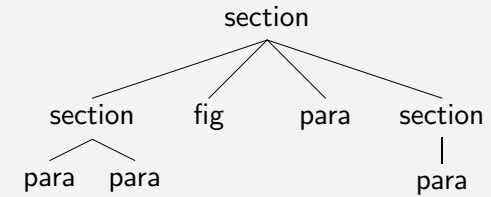
### Binary Representation of Ordinal Trees (and vice-versa)

The Theory  
Exercise  
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## Tree Encodings

Documents structured as a tree

Some trees represent static documents, which must be stored.



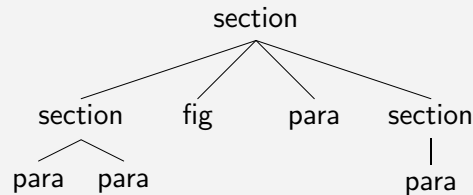
How do we encode a tree?

- ▶ Dynamically, with one data array per node
- ▶ Dynamically, but with one number per node
- ▶ Statically, but how?

## XML notation

How to exchange trees between applications.

```
<section>
  <section>
    <para> (...) </para>
    <para> (...) </para>
  </section>
  <fig> (...) </fig>
  <para> (...) </para>
  <section>
    <para> (...) </para>
  </section>
</section>
```



Totally specifies an ordinal tree? **True**

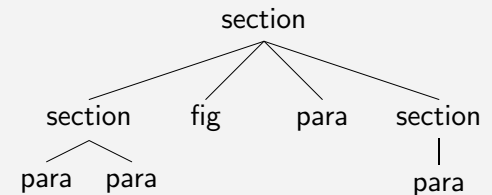
Applications?

XHTML, future standard of the web?

Exchange format between XML and Gnumeric.

## \Tree notation

```
\Tree
[ .{section}
  [ .{section}
    {para}
    {para}
  ]
  {fig}
  {para}
  [ .{section}
    {para}
  ]
]
```



Totally specifies an ordinal tree? **True**

Applications?

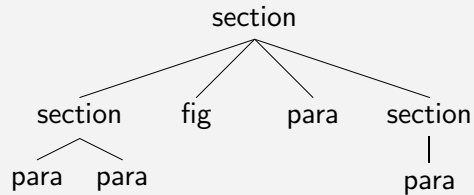
Used in L<sup>A</sup>T<sub>E</sub>X to draw trees.

Description of trees as input to project.

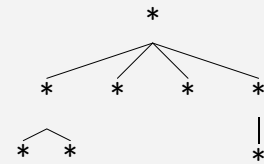
## Separating structure from content

Encode separately

► the **structure**



► from the **content** *ssppfppsp*



How much space do we need to encode each part?

$n \lg \sigma$  bits or  $n$  words for the content,  
where  $n$  is the number of nodes and  $\sigma$  is number of distinct labels.

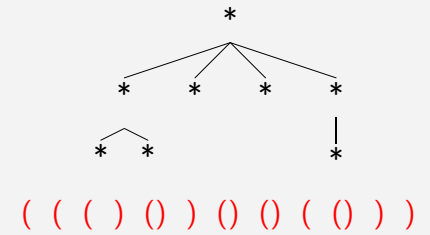
## Structural Encoding of Ordinal Trees

### Theorem

An ordinal tree of  $n$  nodes can be encoded in  $2n$  bits.

### Transpose( $x$ )

```
print "("
for each child  $c$  of  $x$  do
  Transpose( $c$ )
end for
print ")"
```



### Exercises

1. How do we build the tree from the string?
2. Can we do the same for binary (cardinal) trees?

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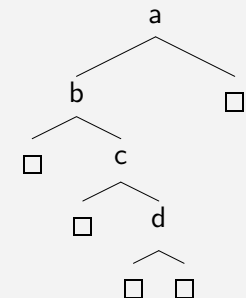
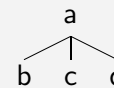
The Theory  
Exercise  
Operations

## Binary Tree Representation of Ordinal Trees

### Theorem

An ordinal tree  $T$  can be represented by a (cardinal) binary tree  $T'$ .

- For each internal node  $v \in T$ , an internal node  $v' \in T'$
- If  $v$  has an immediate sibling  $w$ , then  $w'$  is the right child of  $v'$
- If  $v$  has first child  $w$ , then  $w'$  is the left child of  $v'$
- Fill all other spots with empty external nodes (i.e. leaves).

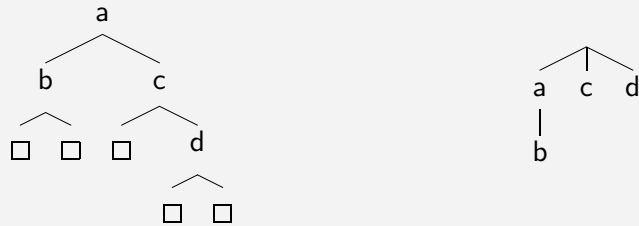


## Ordinal Tree Representation of Binary Trees

### Theorem

A (cardinal) binary tree  $T$  can be represented by *forest* of ordinal trees.

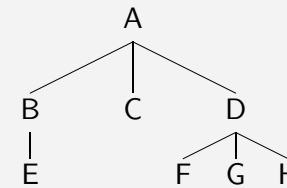
- ▶ Two-by-two correspondence between internal nodes.
- ▶ The right child of  $v$  is the sibling of  $v'$ .
- ▶ The left child of  $v$  is the first child of  $v'$ .
- ▶ Ignore empty subtrees,



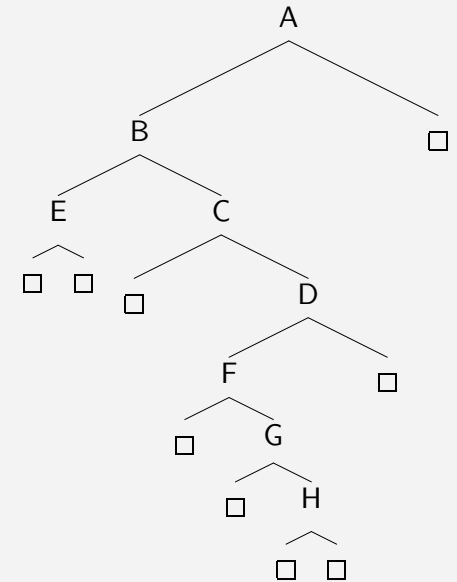
## Exercise

Ordinal to Binary

Original Tree  $T$ :

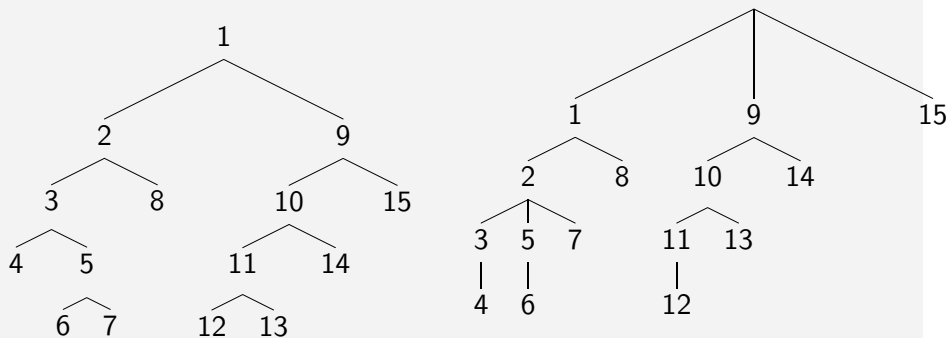


Binary-Tree Representation  $T'$ :



## Exercise

Binary to Ordinal



## Operations on this representation

Given an ordinal tree represented in a binary tree:

1. How to compute the height? By counting the maximum number of left edges on a rooted path. Complexity  $O(n)$ .
2. How to compute the maximum degree? By counting the maximum number of right edges on a rooted path. Complexity  $O(n)$ .

Exercise:

Given a binary tree represented as a forest of ordinal trees, how to compute the height?