

# 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 )`

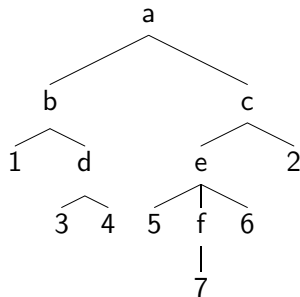
- ▶ Use trees to implement other ADTs

# 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

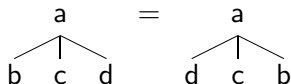
- ▶ Representing Hierarchies: Genealogical tree.
- ▶ DNS in Networking.
- ▶ Modelisation of algorithms (Merge Sort, Comparison based searching).
- ▶ Parsing (Arithmetic expression,  $\text{\LaTeX}$ , XML).
- ▶ Codes (Huffman).

# Depth/Height

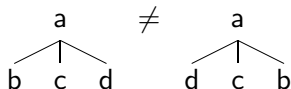
- ▶ **Node Depth** – The number of edges between the node, and the root of the entire tree
- ▶ **Node Height** – The maximum number of edges between the node and any of its descendants
- ▶ Note:
  - ▶  $\text{DEPTH}(\text{root}) = 0$
  - ▶  $\text{HEIGHT}(\text{leaf}) = 0$
- ▶ **Exercise:** How do we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

# Tree variants

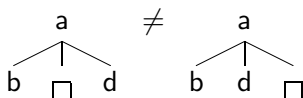
- **Unordered** – like a graph



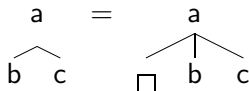
- **Ordered** – linear ordering on the children (first, second, ...)



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



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

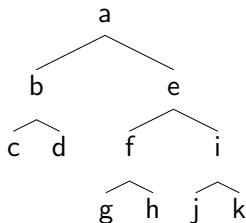




## Tree variants (cont')

- ▶ **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  $|I|$

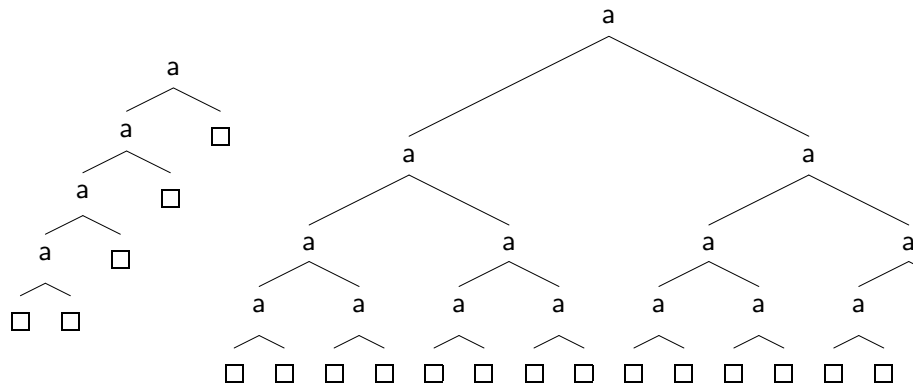
**Base Case(s):**  $|I| = 0$  and  $|I| = 1$

**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*

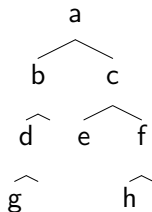
**if** *node* has right child **then**

    TRAVERSE( *node.right* )

**end if**

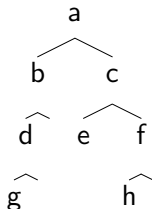
Visit *node*

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



**abdgggddbbaceeeecfhhhhffca**

## More specific Traversals



- ▶ Depth-First Traversal
  - ▶ General Traversal: **abdgggddbbaceeeecfhhhffca**
  - ▶ Pre-Order: **abdgcefh**
  - ▶ In-Order: **gdbaechf**
  - ▶ Post-Order: **gdbefhca**
- ▶ Breadth-First Traversal: **abcdgefgh**
  - ▶ 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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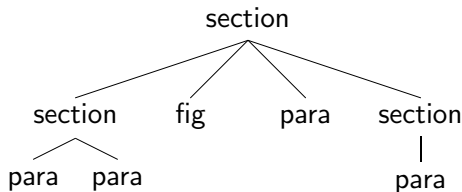
- Exercise

- Operations

# Tree Encodings

Documents structured as a tree

Some trees represent static documents, which must be stored.



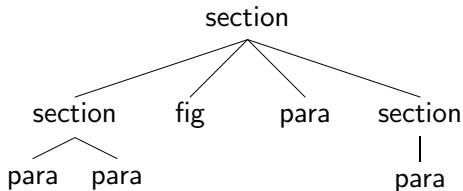
How do we encode a tree?

- ▶ 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**

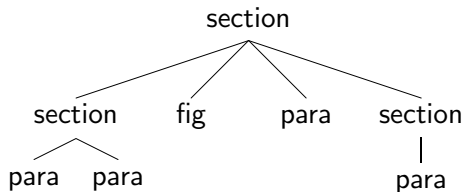
Applications?

**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?

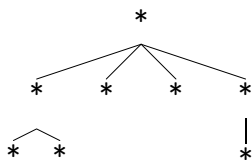
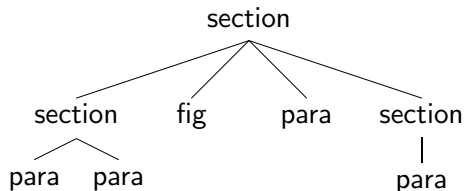
Used in  $\text{\LaTeX}$  to draw trees.

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.

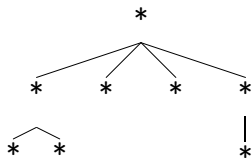
# Structural Encoding of Ordinal Trees

## 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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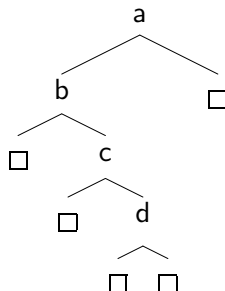
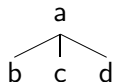
- Operations

# 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).



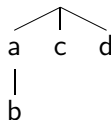
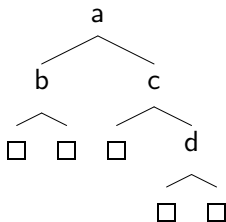


# Ordinal Tree Representation of Binary Trees

## Theorem

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

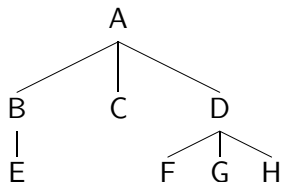
- ▶ Two-by-two correspondence between internal nodes.
- ▶ The right child of  $v$  is the sibling of  $v'$ .
- ▶ The left child of  $v$  is the first child of  $v'$ .
- ▶ Ignore empty subtrees,



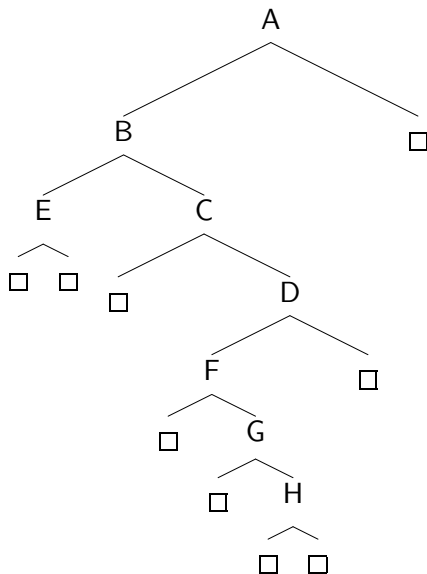
# Exercise

## Ordinal to Binary

Original Tree  $T$ :

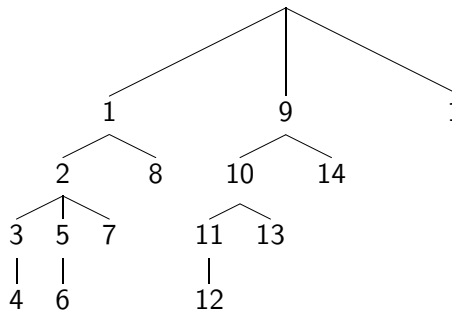
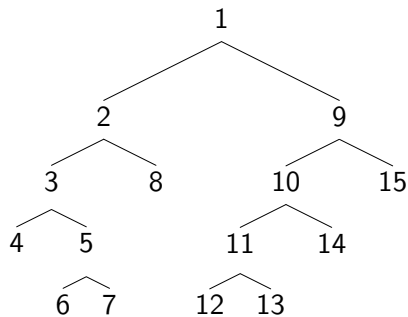


Binary-Tree Representation  $T'$ :



# 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?