

Trees

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Trees

- ▶ What are trees?
 - ▶ e.g. see wikipedia: Tree structure http://en.wikipedia.org/wiki/Tree_structure; Tree (data structure) [http://en.wikipedia.org/wiki/Tree_\(data_structure\)](http://en.wikipedia.org/wiki/Tree_(data_structure)); Tree traversal http://en.wikipedia.org/wiki/Tree_traversal
- ▶ What are examples of trees?
 - ▶ some examples of trees: management structure, inheritance hierarchy, filesystem, abstract expressions (see following slides)

Trees, common words

- ▶ some common words: node, root node, parent, child, children, ancestors, descendants, subtree, branching factor, binary tree, decorated, inner/interior node (non-leaf node), leaf node (or just leaf)

Simple examples: arithmetic expressions

- ▶ 1+2
- ▶ 1+(2+3)
- ▶ 1+((2+3)+4)
- ▶ 1+2*3+4

Basic functions to build a tree

```
MyNode node(MyNode l, Object o, MyNode r) {  
    return new MyNode(l,o,r);  
}  
  
MyNode leaf(Object o) {  
    return new MyNode(null,o,null);  
}
```

Representing a tree

We assume either left and right are null, or both are not null; if both are null, we have a leaf, otherwise we have a (non-leaf) node

```
// bsh must be imported!  
public class MyNode {  
  
    public MyNode left = null;  
    public Object obj = null;  
    public MyNode right = null;  
  
    public MyNode(MyNode l, Object o, MyNode r) {  
        left = l; obj = o; right = r;  
    }  
  
    public String toString() {  
        return "MyNode("+left+", "+obj+", "+right+")";  
    }  
  
}
```

Basic functions to break down a tree

```
boolean isLeaf(MyNode n) {  
    return (n.left == null) && (n.right == null);  
}  
  
boolean isNode(MyNode n) {  
    return !(isLeaf(n));  
}  
  
// if isNode(n), can access n.left and n.right
```

Writing some simple expressions

```
expr12 = node(leaf(1), "+", leaf(2));  
  
expr16 = node(leaf(1), "+", leaf(6));  
  
// what about the other examples?
```

Forming a list of all the leaves - leaves

```
// get leaves of a tree as a list  
List leaves(MyNode n) {  
    if(isLeaf(n)) return cons(n.obj, nil());  
    List ls = leaves(n.left);  
    List rs = leaves(n.right);  
    return append(ls, rs);  
}
```

Writing some code to process trees - count leaves

Note the recursion in the following:

```
int count_leaves(MyNode n) {  
    if(isLeaf(n)) return 1;  
    return count_leaves(n.left) + count_leaves(n.right);  
}
```

Evaluating arithmetic expressions

Suppose `t = node(leaf(1), "+", leaf(6))`. We want a function which takes the tree and “evaluates” it to give the result 7.

Evaluating arithmetic expressions - leaf

Leaf case:

```
int eval(MyNode n) {  
    if(isLeaf(n)) return (int)(n.obj);  
    ...  
}
```

Evaluating arithmetic expressions - node

```
int eval(MyNode n) {  
    if(isLeaf(n)) return (int)(n.obj);  
    if(n.obj.equals("+"))  
        return eval(n.left) + eval(n.right);  
    else  
        return -1; // never reached - we assume nodes are "+"  
}
```

Evaluating arithmetic expressions - method invocations

```
eval(leaf(3));  
  
eval(expr16);  
  
expr = node(expr16, "+", expr12);  
  
eval(expr);
```

Challenge - tree contains

Complete the following function which returns true if the tree `t` contains the object `o`, and false otherwise.

Note: you can assume any tree you are given is not null (this is a standard assumption in Java). But the left and right attributes may be null!

Note: you can also assume the object at a node is not null.

```
boolean tcontains(MyNode t, Object o) {  
    ...  
}
```

Solution - tree contains

```
boolean tcontains(MyNode t, Object o) {  
    if (t.obj.equals(o)) return true;  
    if (isLeaf(t)) return false;  
    boolean in_left = tcontains(t.left,o);  
    boolean in_right = tcontains(t.right,o);  
    return (in_left || in_right);  
}
```

Challenge - nodes at level

Complete the following function which returns the nodes at a given level in a tree. The root is at level 0, and the children of the root are at level 1, and so on.

```
List nodes_at_level(MyNode t, int l) {  
    ...  
}
```

Solution - nodes at level

```
List nodes_at_level(MyNode t, int l) {  
    if(l==0) return cons(t.obj,nil());  
    if(isLeaf(t)) return nil();  
    List left_nodes = nodes_at_level(t.left,l-1);  
    List right_nodes = nodes_at_level(t.right,l-1);  
    return append(left_nodes,right_nodes);  
}
```

Challenge - nodes less than

Complete the following function which takes a tree (with all nodes decorated by an integer) and returns those nodes less than a given value k.

```
List nodes_less_than(MyNode t, int k) {  
    ...  
}
```

Solution - nodes less than

Tree traversal

```
List nodes_less_than(MyNode t, int k) {
    List this_node;
    if(((Integer)t.obj) < k)
        this_node=cons(t.obj,nil());
    else
        this_node=nil();
    if(isLeaf(t)) return this_node;
    List left_nodes = nodes_less_than(t.left,k);
    List right_nodes = nodes_less_than(t.right,k);
    return append(left_nodes,append(this_node,right_nodes));
}
```

Tree traversal

- ▶ The next few slides introduce 3 ways to traverse a tree, visiting all nodes
- ▶ These are a favourite topic of exam question

Tree traversal

- ▶ Look at the example tree from http://en.wikipedia.org/wiki/Tree_traversal
- ▶ Some rules:
 - ▶ you visit the left subtree before the right subtree
- ▶ The thing that isn't clear: given a parent p, and a left subtree l and a right subtree r, l has to come before r, but where does p come?
- ▶ Options: plr or lpr or lr p
- ▶ These have names
 - ▶ plr - parent **before** l and r - preorder
 - ▶ lpr - parent **inbetween** l and r - inorder
 - ▶ lrp - parent **after** l and r - postorder

Tree traversal, examples

- Inorder, preorder and postorder on the example tree

Tree traversal, preorder, code

```
void preorder(MyNode n) {  
    if(isLeaf(n)) { System.out.println(n.obj); return; }  
    else {  
        System.out.println(n.obj);  
        preorder(n.left);  
        preorder(n.right);  
    }  
}
```

Challenge - tree traversal, inorder, and postorder

Solution - inorder

```
void inorder(MyNode n) {  
    if(isLeaf(n)) { System.out.println(n.obj); return; }  
    else {  
        inorder(n.left);  
        System.out.println(n.obj); // note this has changed!  
        inorder(n.right);  
    }  
}
```