

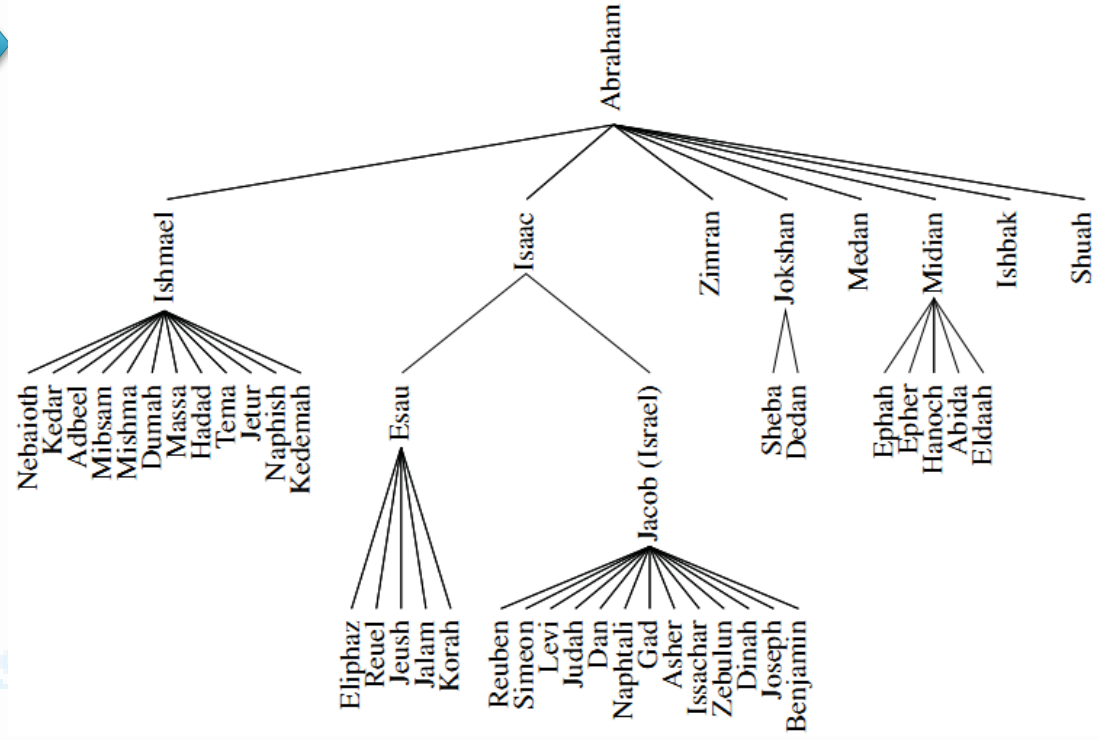


FACULTY OF INFORMATION TECHNOLOGY

DATA STRUCTURES (CTDL)

Semester 1, 2021/2022

Tree



Why Trees?

- ▶ Trees are one of the fundamental data structures.
- ▶ Many real-world phenomena cannot be represented with data structures we've had so far.
- ▶ **Arrays:**
 - Easy to **search**, especially if ordered.
 - $O(\log_2 n)$ performance! Great. (binary search)
 - **Inserting; Deleting?** Horrible if ordered. Must find item or place before actions.

Why Trees?

► How about **Linked Lists**?

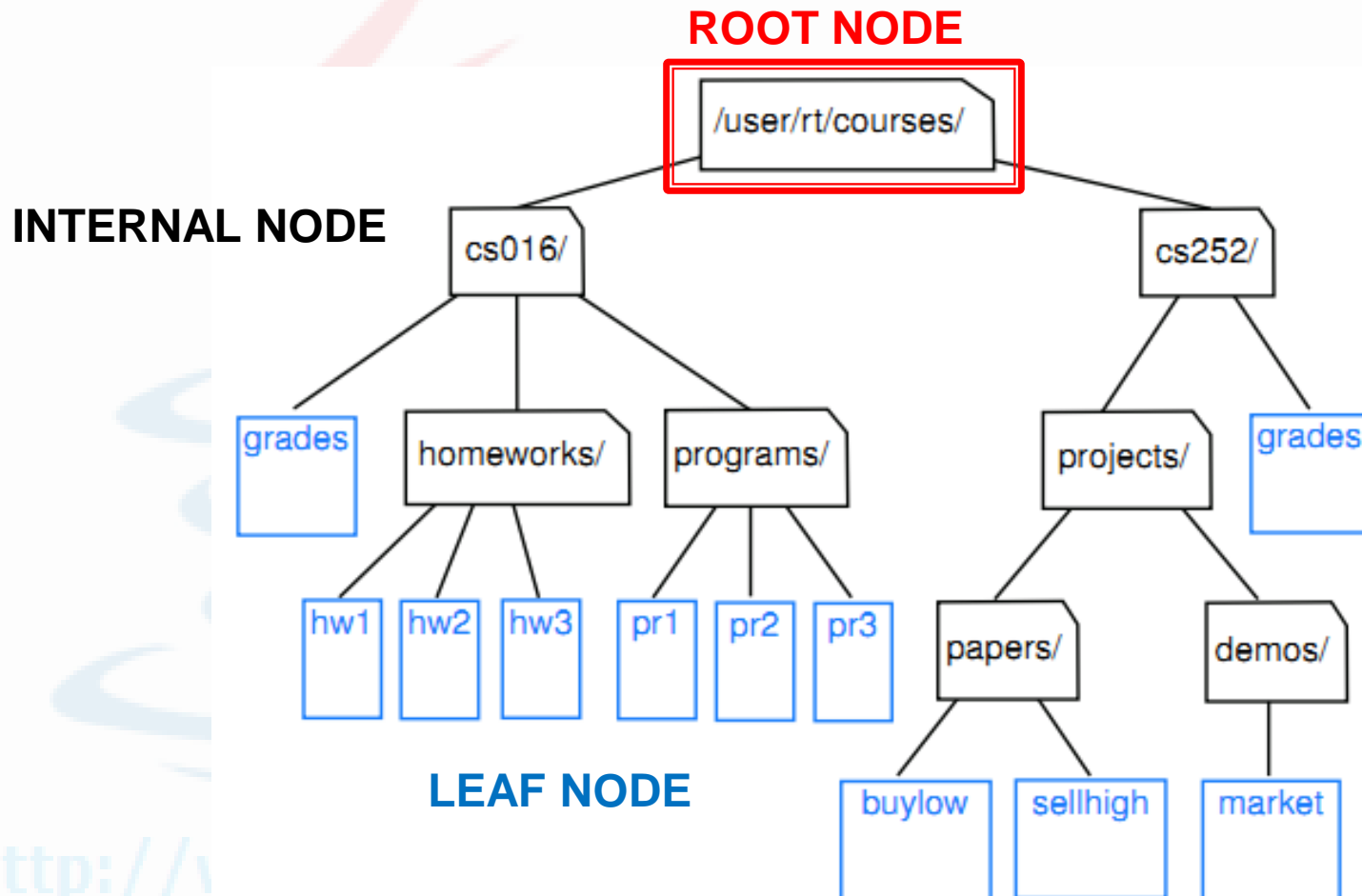
- Inserts and deletes? Great. Take $O(1)$ time – the best you can get! (if inserting / deleting from one end)
- Searching? Search to insert / delete / change? Not nearly as good as $O(1)$ or even $O(\log_2 n)$!
 - On average, must search $n/2$ items!
 - Process requires $O(n)$ time.
 - Ordering the linked list may help, as we must still search to find.

Definition

- ▶ A tree T : **a set of nodes** storing elements such that the nodes have a **parent-child relationship** satisfying the following properties:
 - If **T is nonempty**, it has a special node, called **the root of T** , that has no parent.
 - Each node v of T different from the root has **a unique parent node w** ; every node with parent w is a child of w .

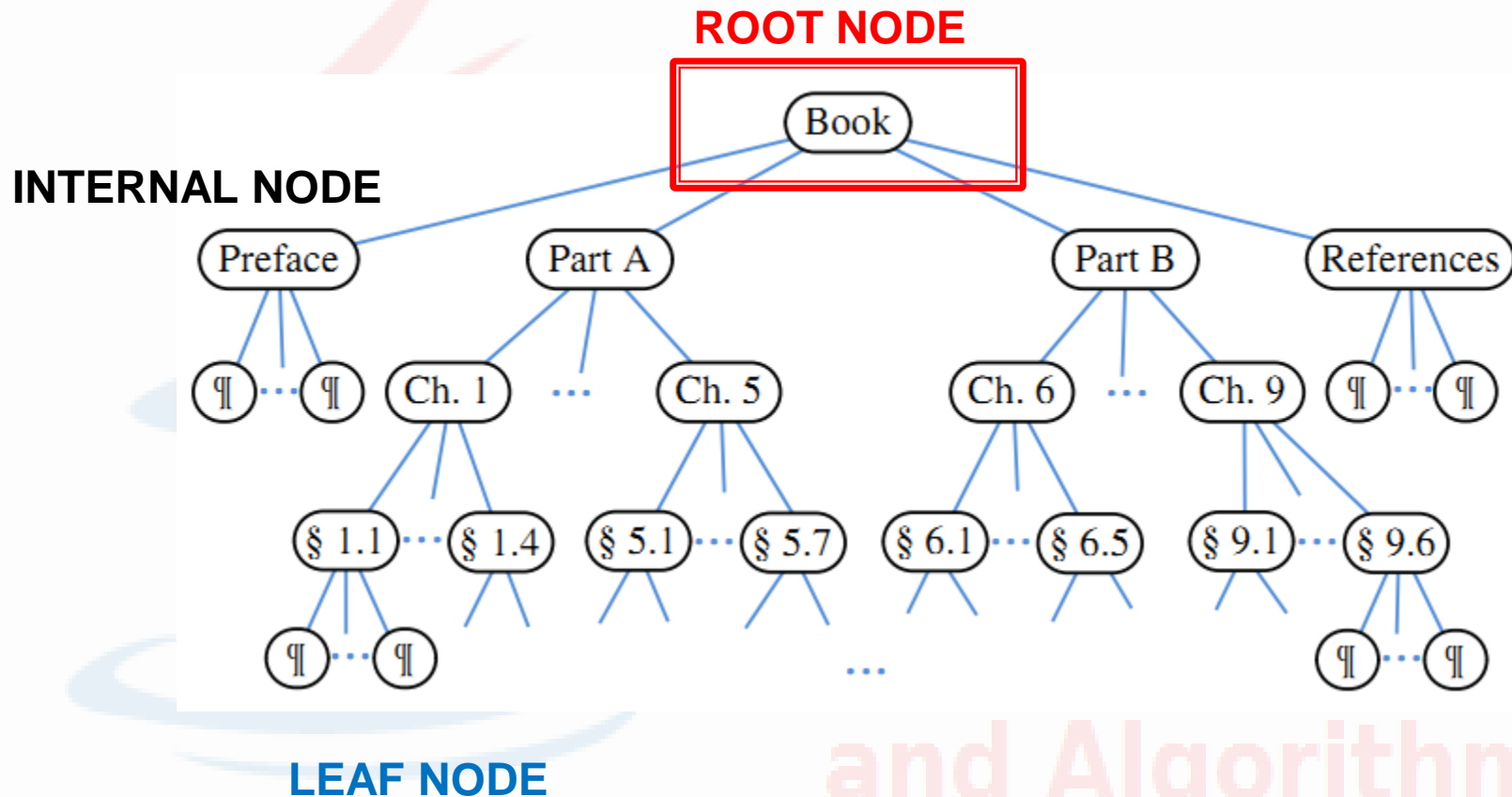
Tree Example

- ▶ Tree representing a portion of a file system



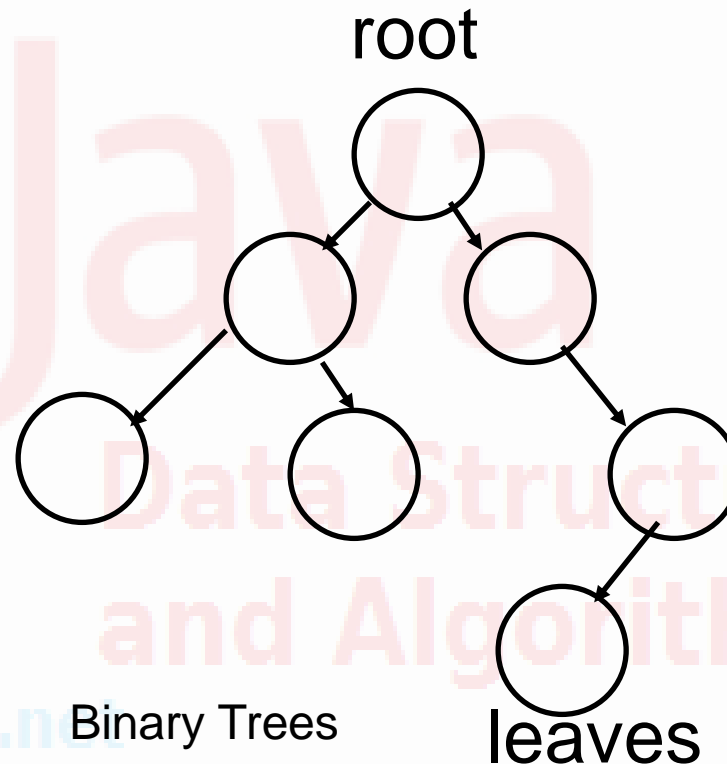
Tree example (cont.)

- ▶ An ordered tree associated with a book



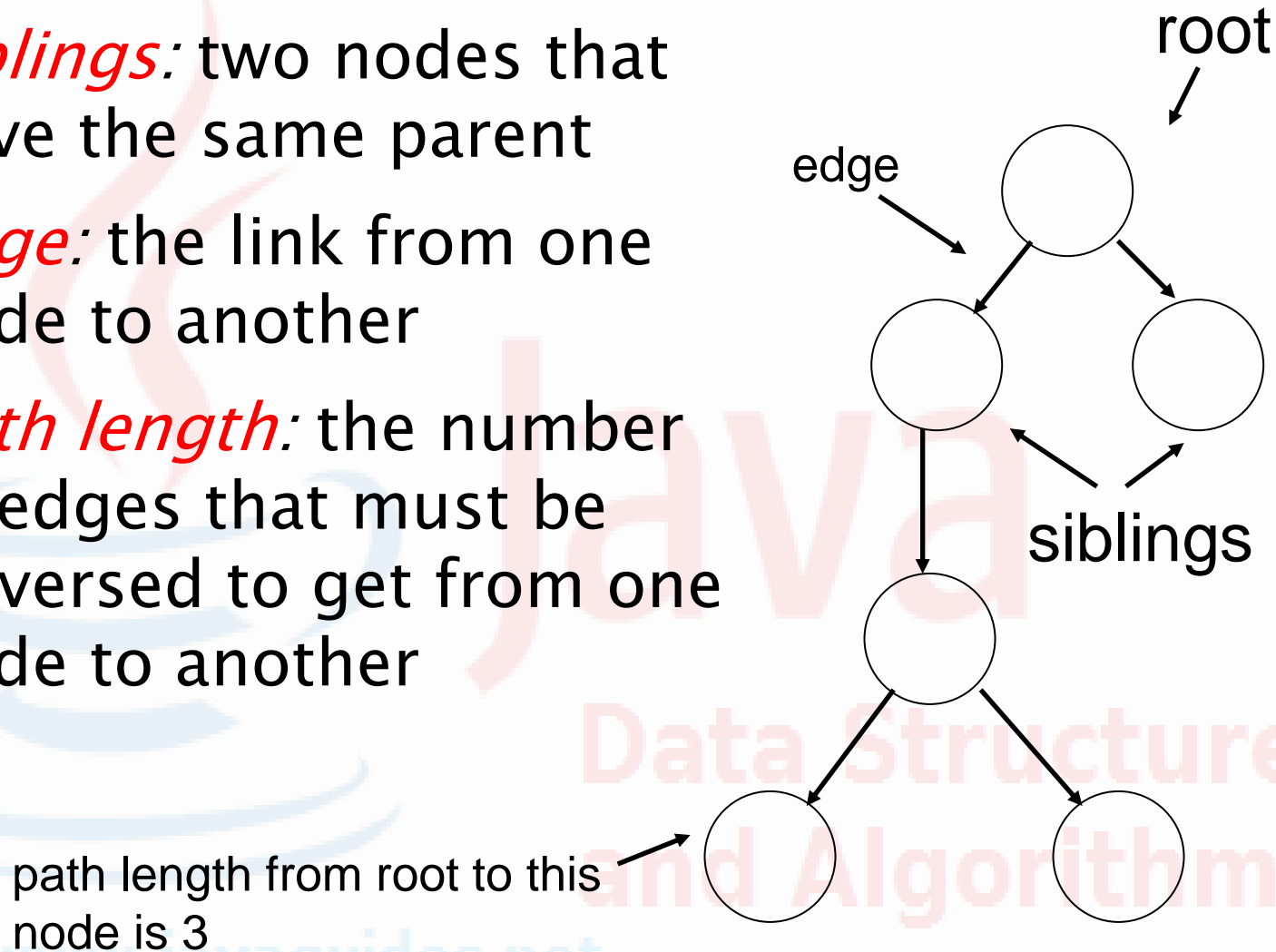
Properties of Trees

- ▶ Only **access point** is the **root**
- ▶ All nodes, except the root, **have one parent**
 - like the inheritance hierarchy in Java
- ▶ Traditionally trees drawn upside down



Properties of Trees and Nodes

- ▶ *siblings*: two nodes that have the same parent
- ▶ *edge*: the link from one node to another
- ▶ *path length*: the number of edges that must be traversed to get from one node to another

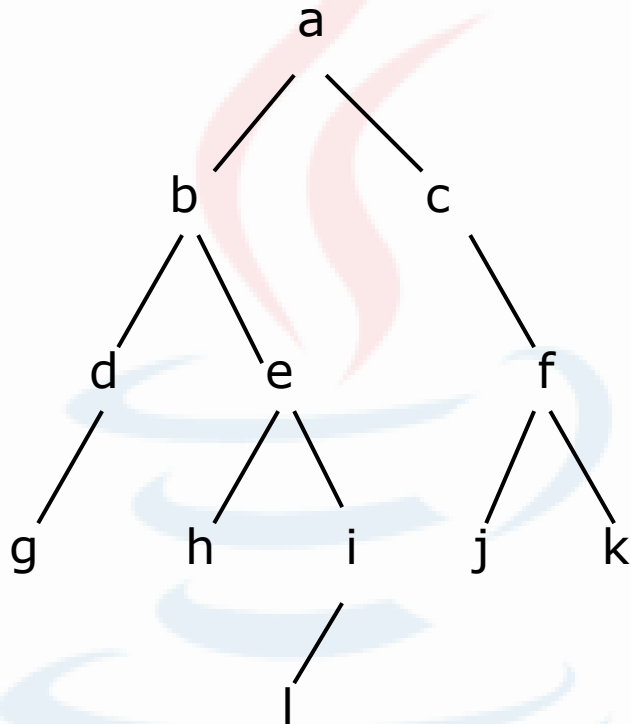


path length from root to this
node is 3

More Properties of Trees

- ▶ *depth (or Level)*: the path length from the root of the tree to this node
- ▶ *height of a node*: The maximum distance (path length) of any leaf from this node
 - a leaf has a height of 0
 - the height of a tree is the height of the root of that tree
- ▶ *size*: the number of elements that are contained in the tree.

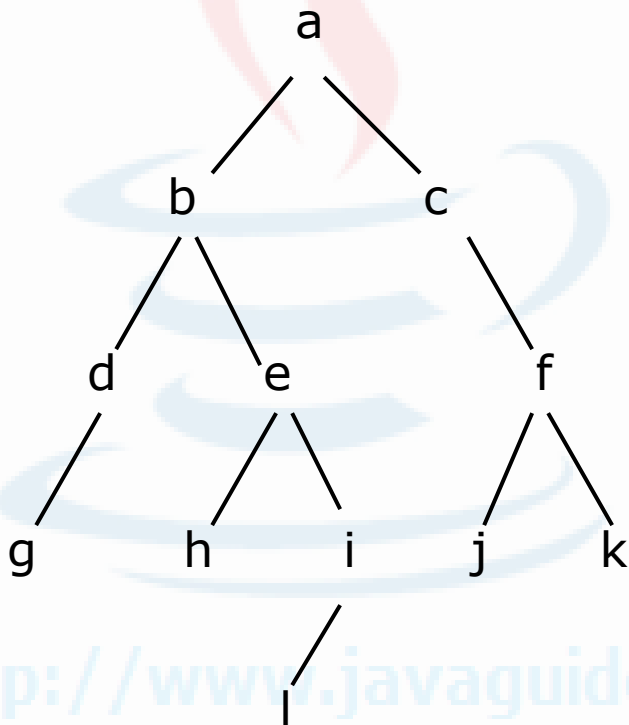
Size and Depth



- ▶ The **size** of a binary tree is the number of nodes in it
 - This tree has size 12
- ▶ The **depth of a node** is its distance from the root
 - **a** is at depth **zero**
 - **e** is at depth **2**
- ▶ The **depth of a binary tree** is the depth of its deepest node
 - This tree has depth 4

More Properties of Trees

- ▶ *descendants*: any nodes that can be reached via 1 or more edges from this node
- ▶ *ancestors*: any nodes for which this node is a descendant



- ▶ *Descendants* of e: ???
- ▶ *Ancestors* of e: ???

Binary Trees



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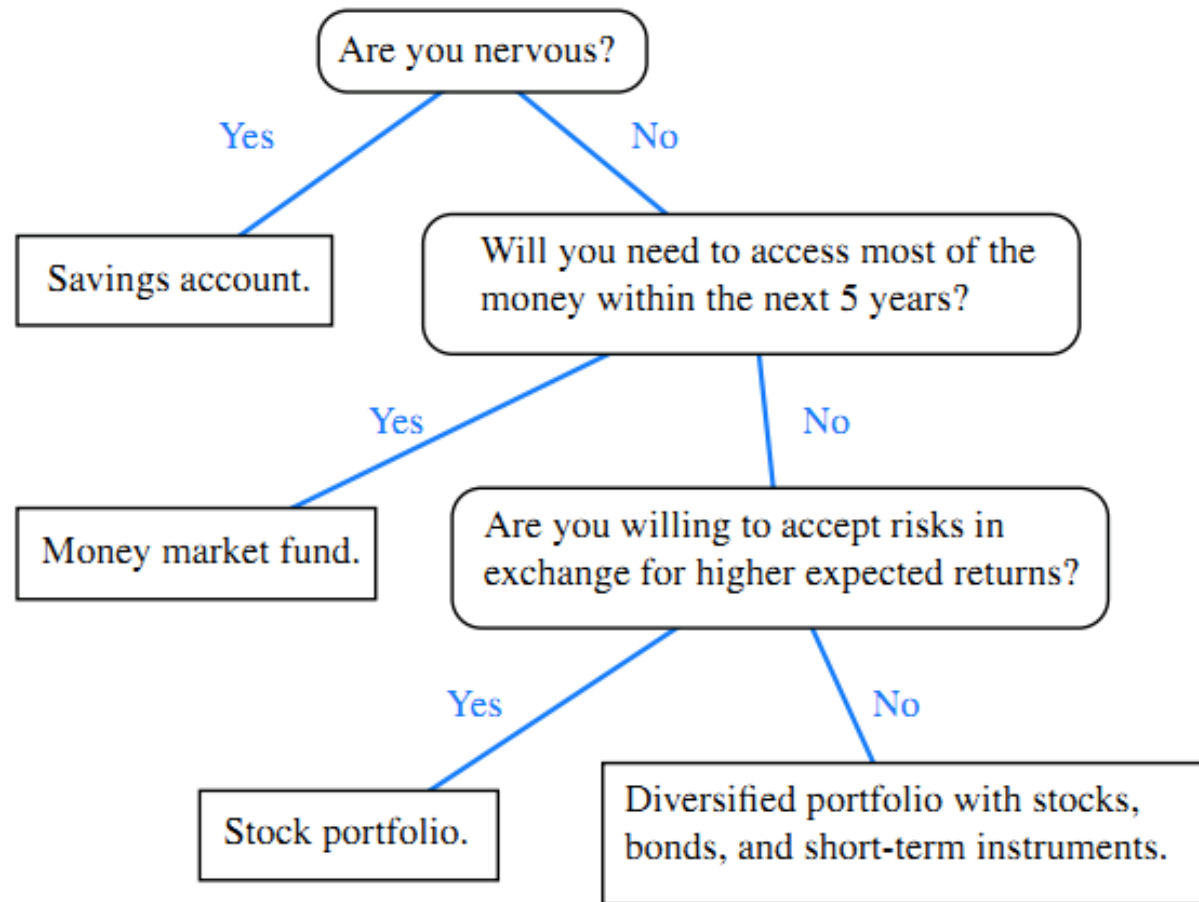
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Definition of Binary Tree

- ▶ A binary tree is an ordered tree with the following properties:
 - Every node has at most two children.
 - Each child node is labeled as being either a **left child** or a **right child**.
 - A left child precedes a right child in the order of children of a node.

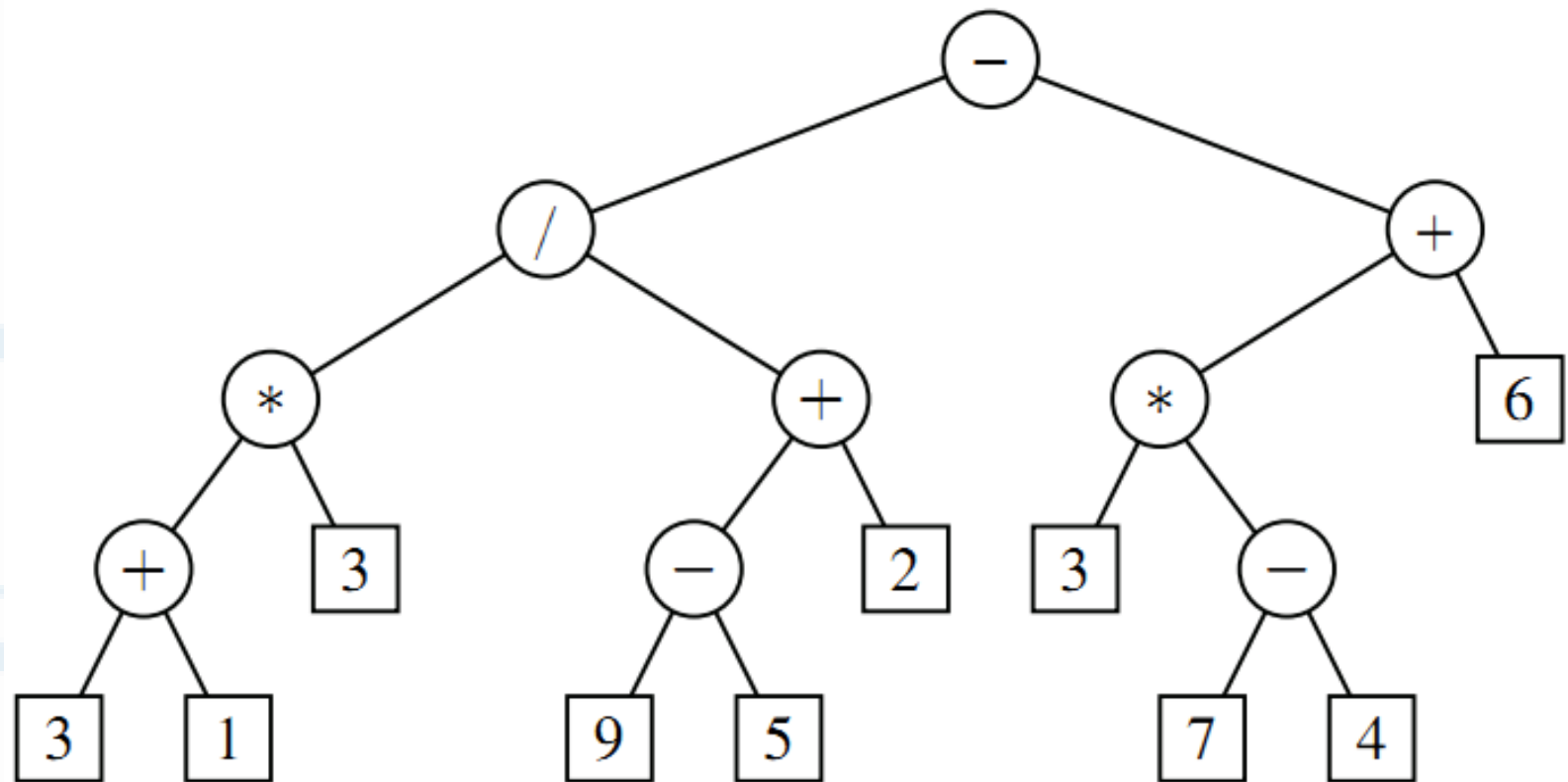
Binary Tree Example

- ▶ A decision tree providing investment advice



Binary Tree Example (cont.)

- ▶ A binary tree representing an **arithmetic expression**



Properties of Binary Trees

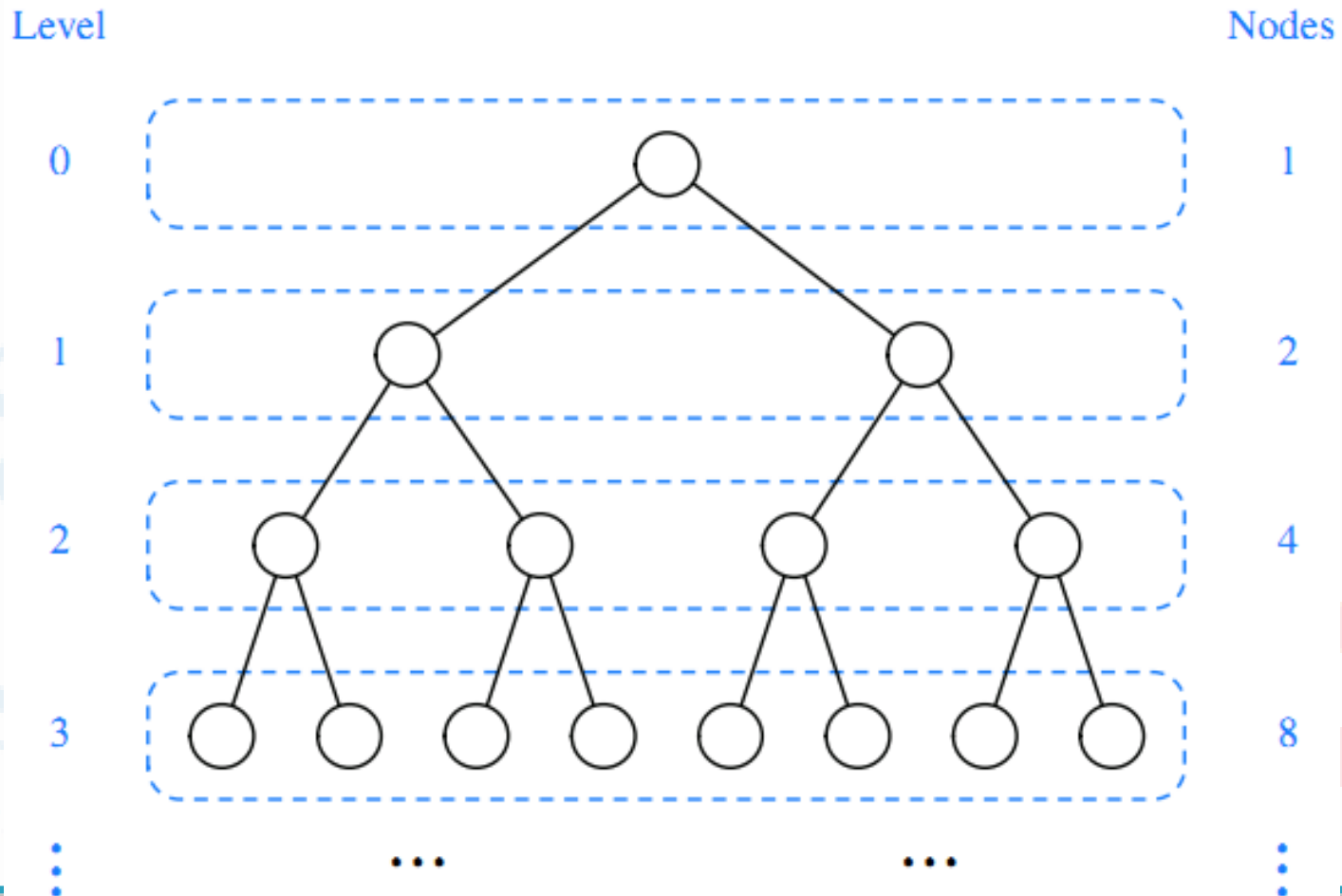
- ▶ Level (**depth**) **0** has at most one node (the root),
- ▶ Level **1** has at most **2** nodes (the children of the root),
- ▶ Level **2** has at most **4** nodes,
- ▶ ...
- ▶ Level **d** has at most **2^d** nodes.

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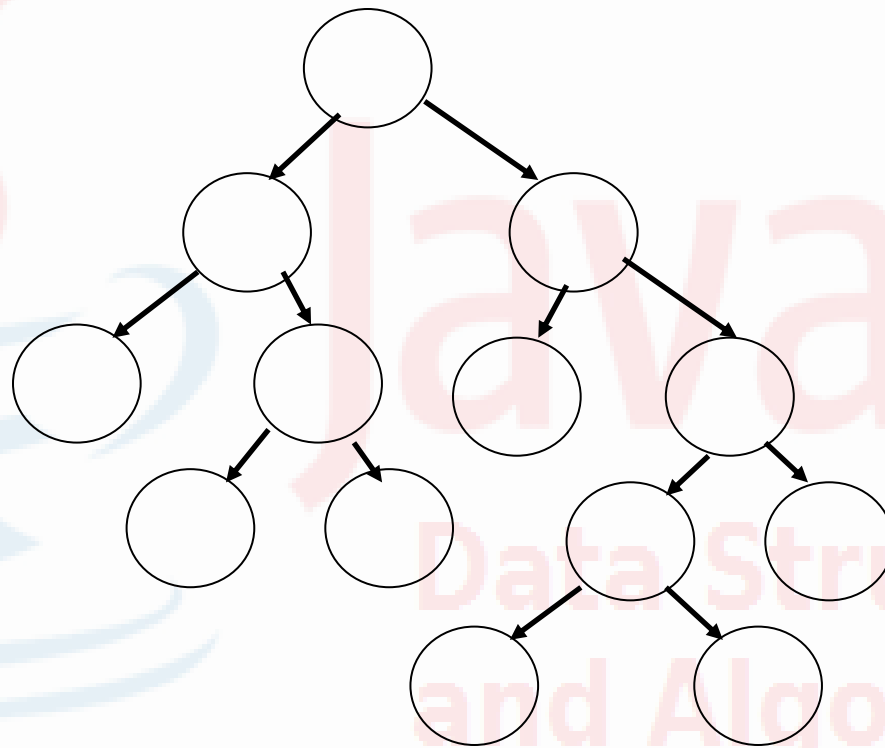
Level and Nodes example

- ▶ Maximum number of nodes in the levels of a binary tree



Full Binary Tree

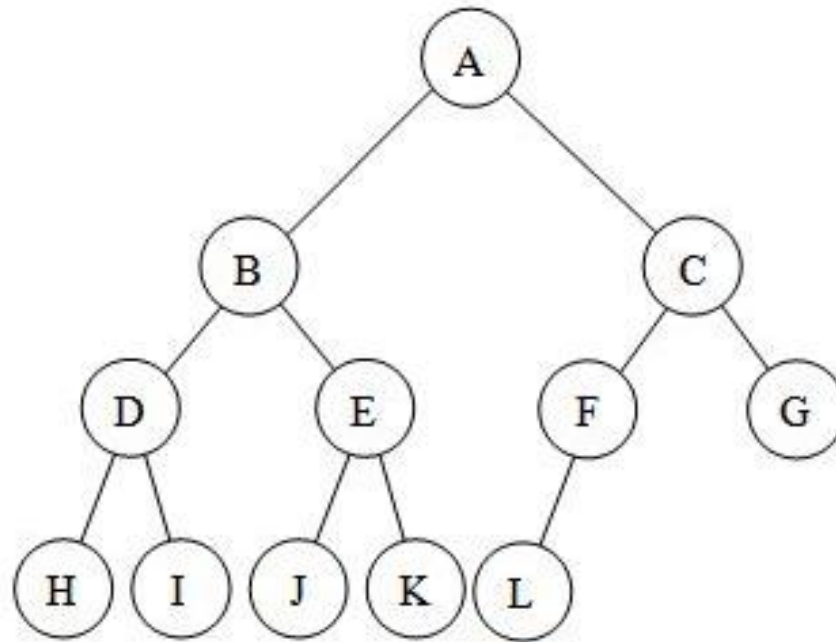
- ▶ *Full binary tree*: a binary tree is which each node has exactly 2 or 0 children



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Complete Binary Tree

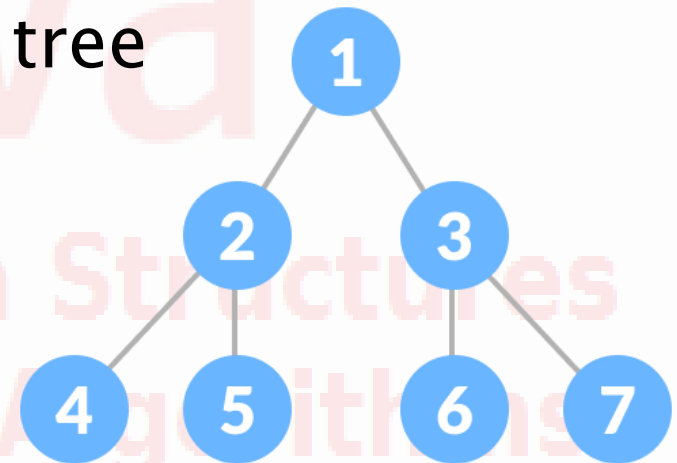
- ▶ *Complete binary tree*: all levels are completely filled except possibly the last level.
- ▶ The incomplete level must have all the leaf nodes left aligned.



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Perfect Binary Tree

- ▶ **Perfect binary tree**: a binary tree with **all leaf nodes at the same depth**. All internal nodes have exactly two children.
- ▶ A perfect binary tree has the maximum number of nodes for a given height
- ▶ A perfect binary tree has $(2^{(n+1)} - 1)$ nodes where n is the height of the tree
 - height = 0 \rightarrow 1 node
 - height = 1 \rightarrow 3 nodes
 - height = 2 \rightarrow 7 nodes
 - height = 3 \rightarrow 15 nodes



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A Binary Node class

```
package lec10;

public class BNode<E> {
    private E data;
    private BNode<E> myLeft;
    private BNode<E> myRight;

    public BNode(E data) {
        this.data = data;
    }

    public BNode(E data, BNode<E> left, BNode<E> right) {
        this.data = data;
        this.myLeft = left;
        this.myRight = right;
    }
}
```

Binary *Search* Tree



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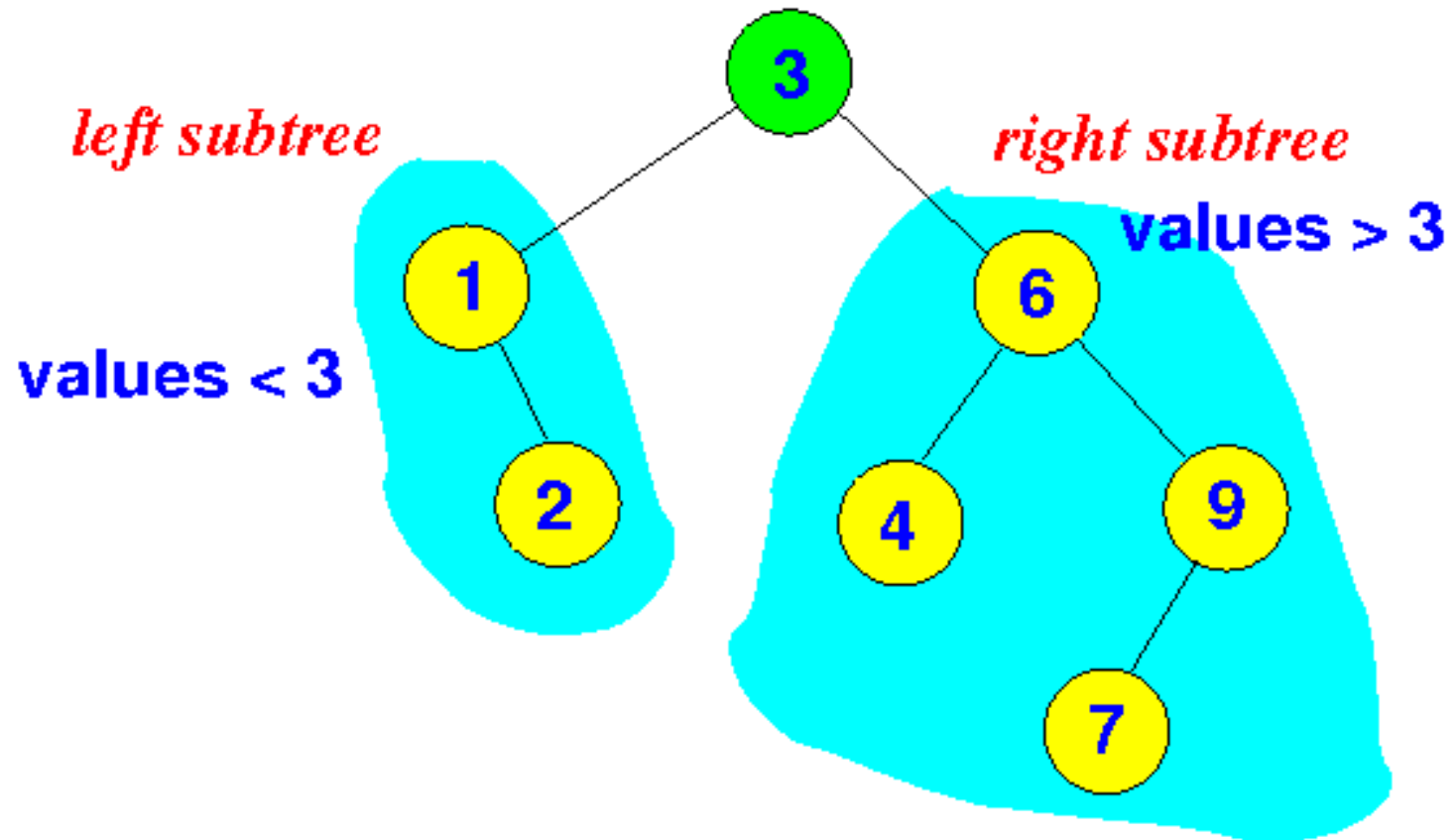
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Definition of Binary Search Tree

- ▶ **Binary Search Tree (BST)**: *organizing* the nodes in a binary tree
- ▶ **BST** = a **binary tree** where:
 - The **values** in the **nodes** in the *left subtree* of the node x in the tree has a *smaller value* than x
 - The **values** in the **nodes** in the *right subtree* of the node x in the tree has a *greater value* than x

BST Example

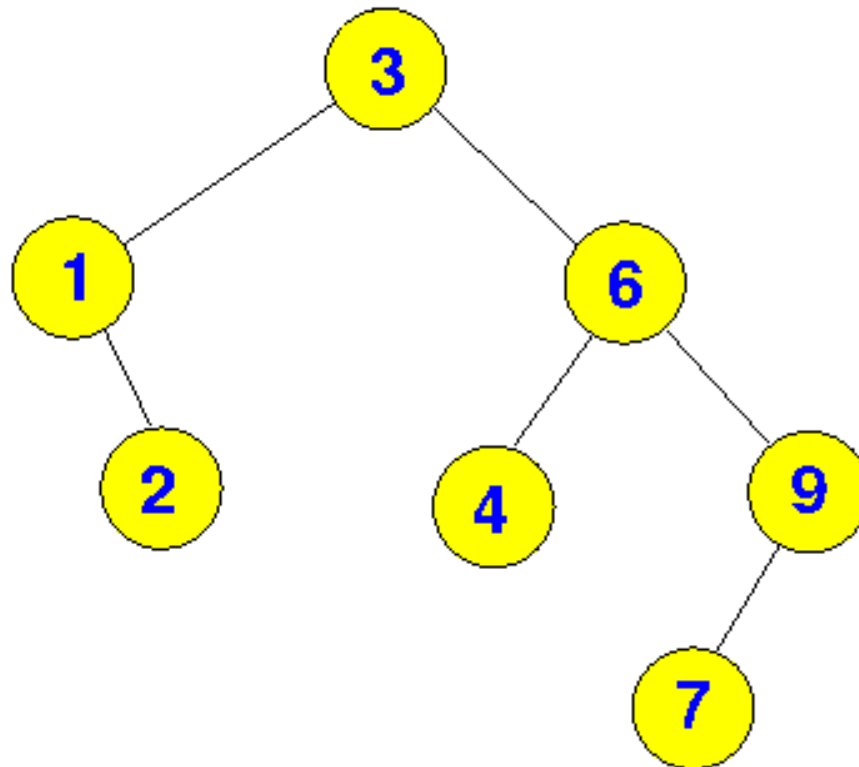
Binary Search Tree:



How to search a *specific* value in BST

- ▶ Search for the **node** with the value **7** in the following **BST**:

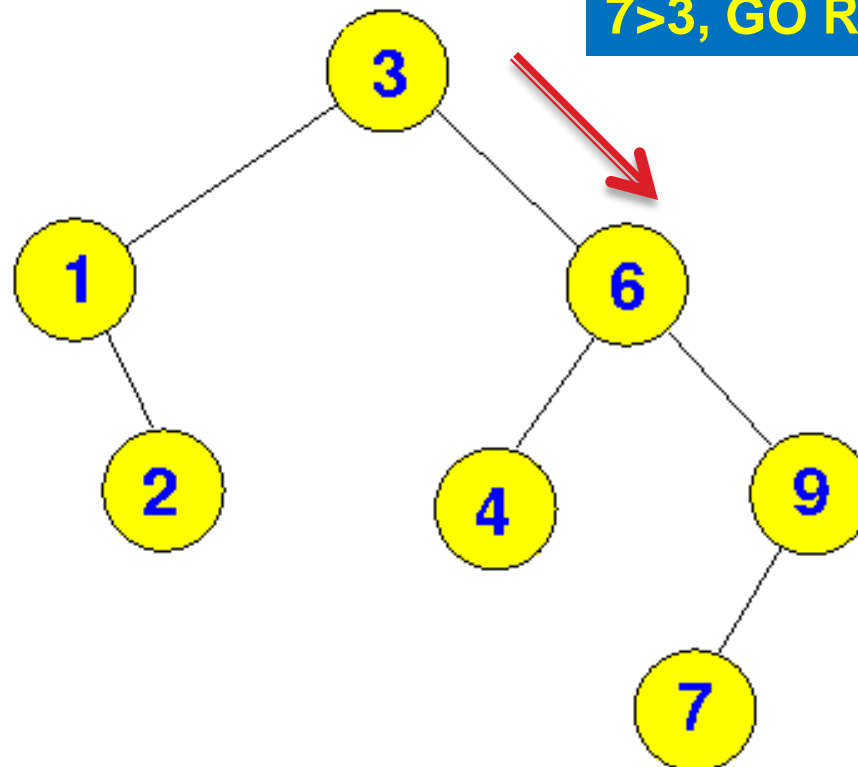
Binary Search Tree:



How to search a *specific* value in BST

- ▶ Search for the **node** with the value **7** in the following **BST**:

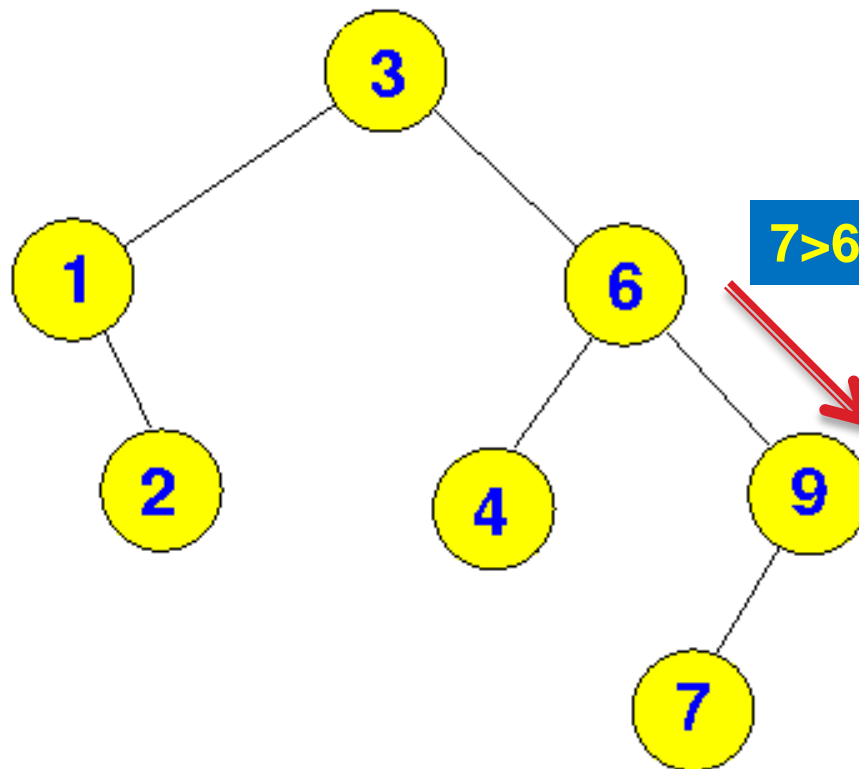
Binary Search Tree:



How to search a *specific* value in BST

- ▶ Search for the **node** with the value **7** in the following **BST**:

Binary Search Tree:

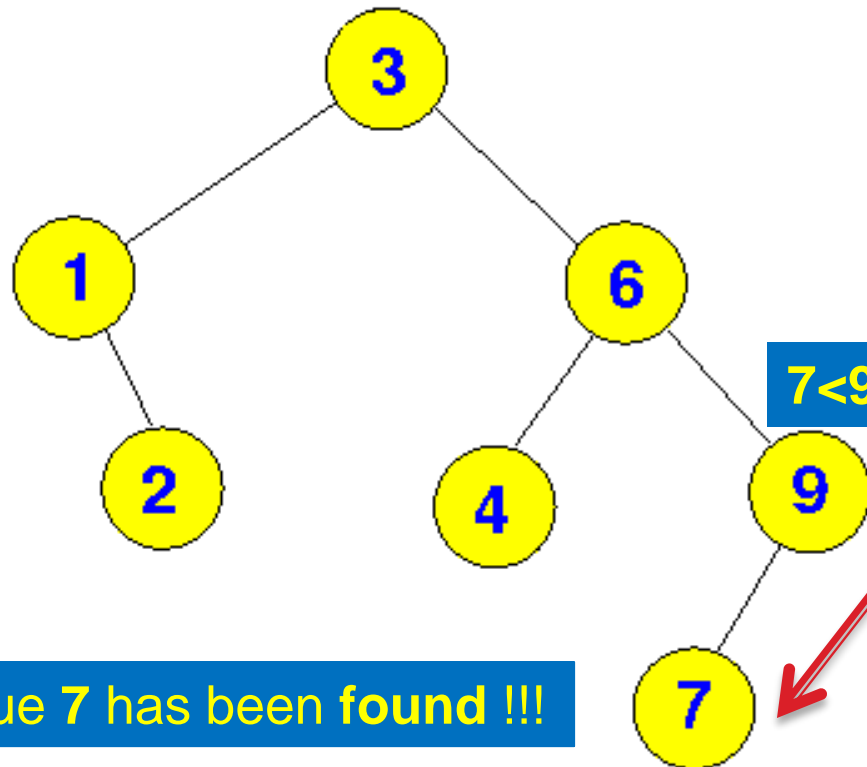


7 > 6, GO RIGHT

How to search a *specific* value in BST

- ▶ Search for the **node** with the value **7** in the following **BST**:

Binary Search Tree:



7 < 9, GO LEFT

Node with value 7 has been found !!!

Search in BST - Pseudocode

if the **tree is empty**

return **NULL/FALSE**

else if the item in the **node equals the target**

return the node value

else if the item in the **node is greater than the target**

return the result of searching the left subtree

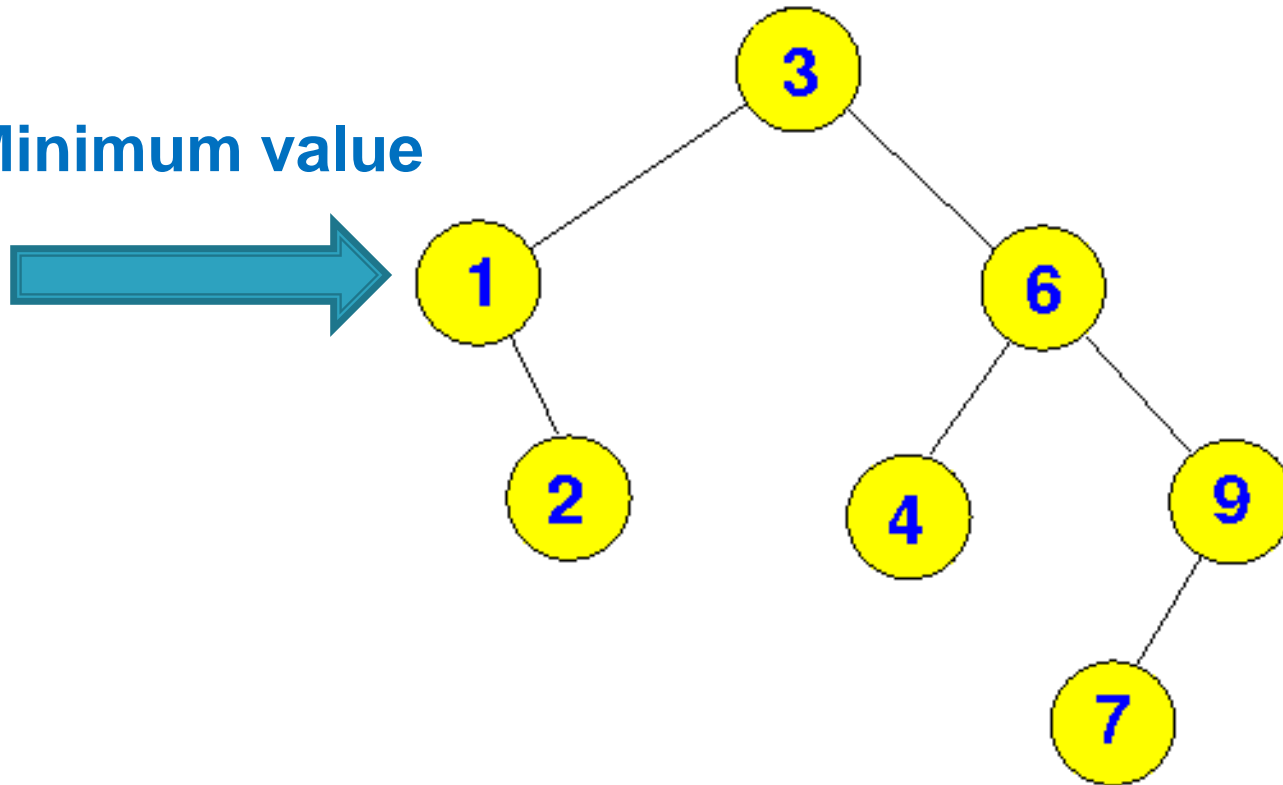
else if the item in the **node is smaller than the target**

return the result of searching the right subtree

How to find the **minimum value** in a BST

Binary Search Tree:

Minimum value

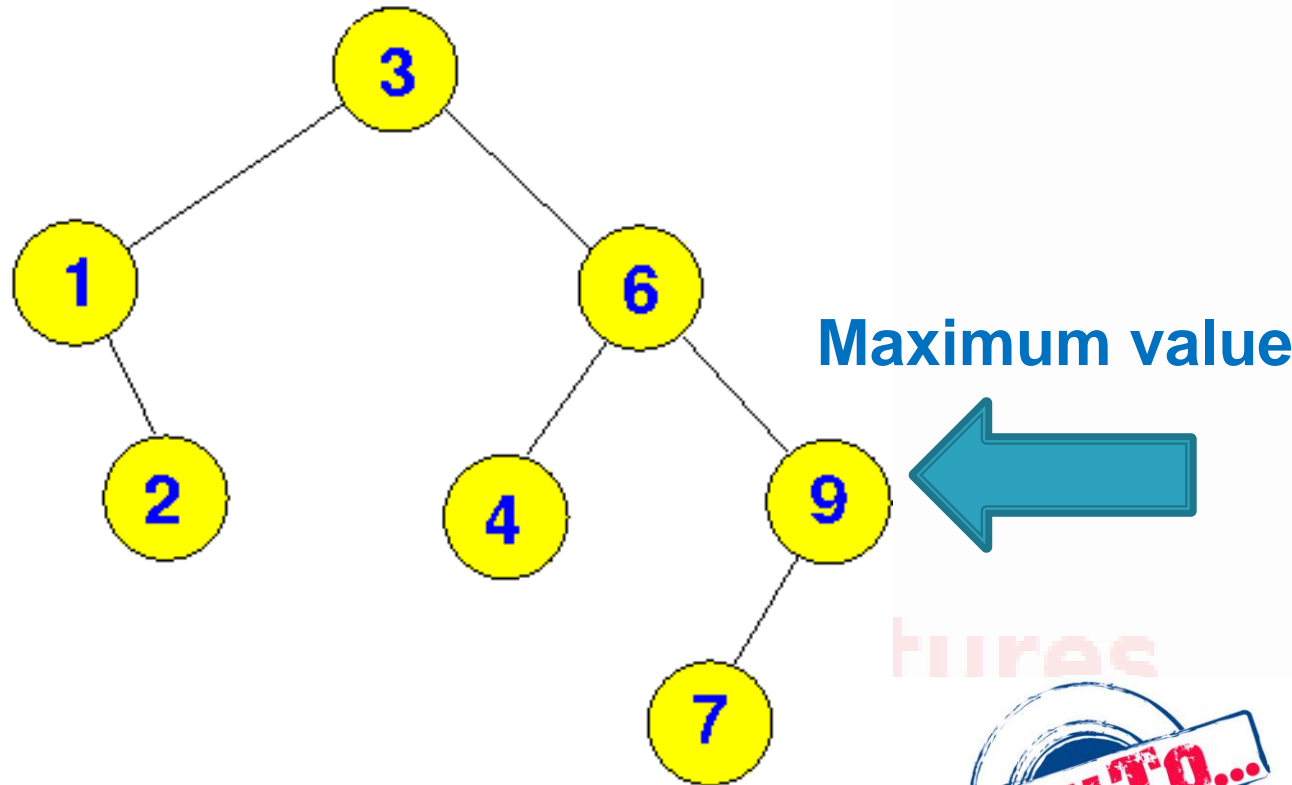


How to find the **minimum value** in a BST

- ▶ The *minimum value* in a **Binary Search Tree** can be found by:
 - **Start** at the **root** node
 - **Follow** the *left child* in *each branch* until you reach a **node** that **does not** have a *left child*
 - The **value** at *that node* is the **minimum value** in the **Binary Subtree**

How to find the **maximum value** in a BST

Binary Search Tree:

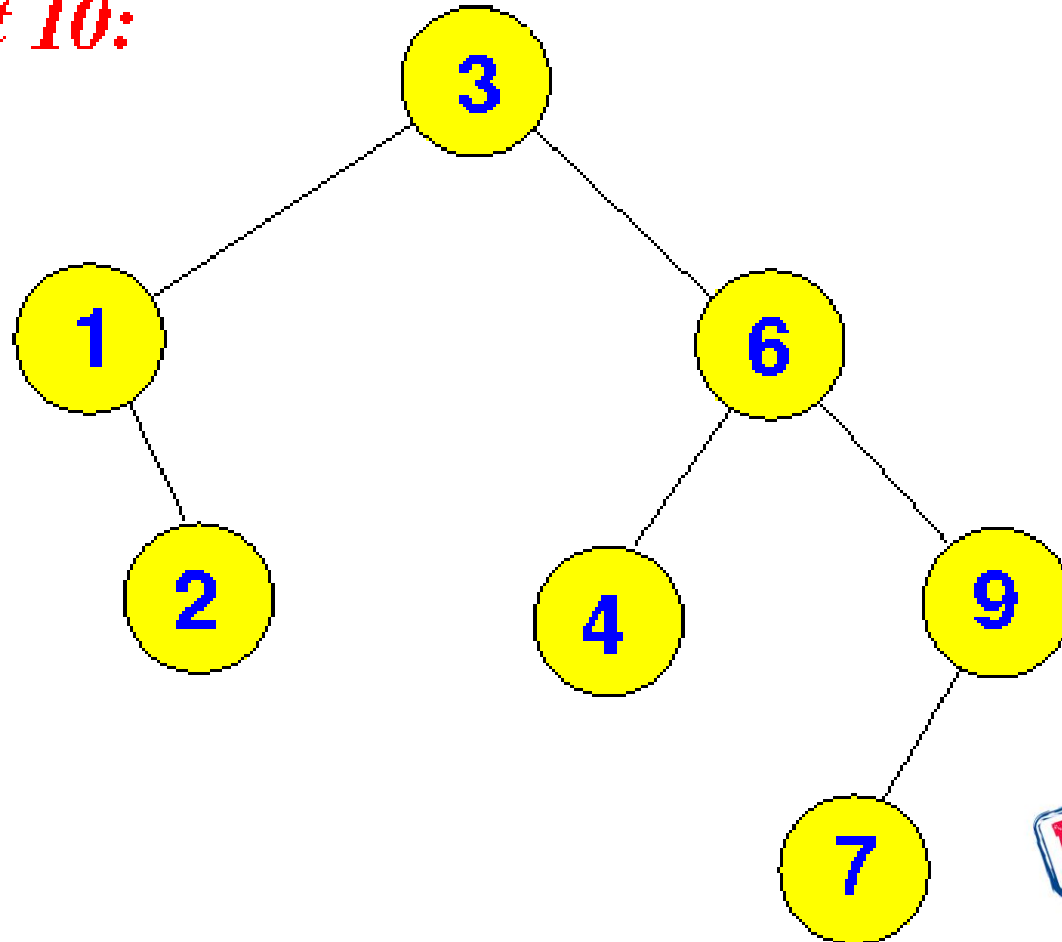


How to find the **maximum value** in a BST

- ▶ The **maximum value** in a **Binary Search Tree** can be found by:
 - **Start** at the **root** node
 - **Follow** the **right child** in *each* branch until you reach a **node** that **does not** have a **right child**
 - The value at *that* node is the **maximum** value in the Binary Subtree

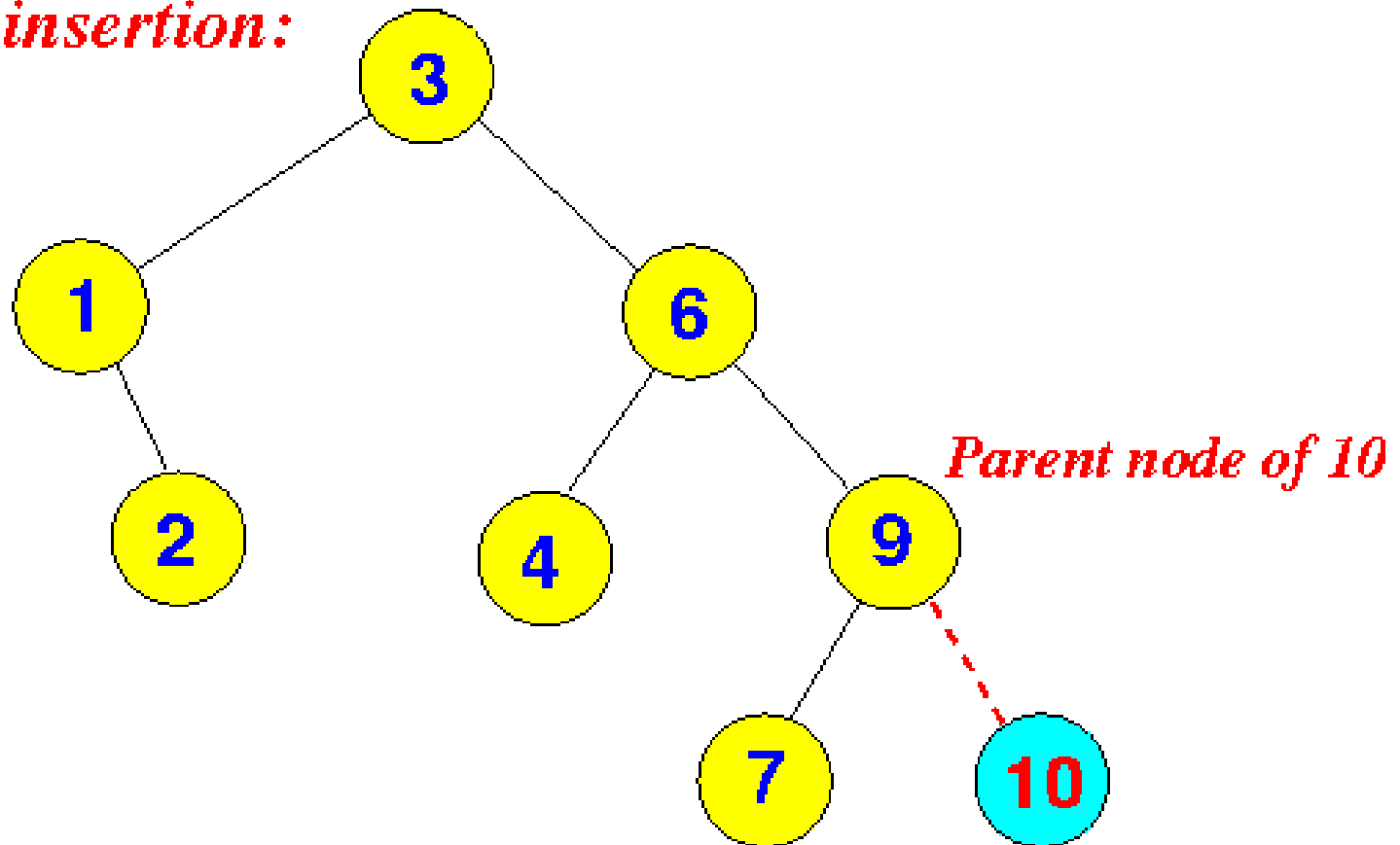
How to insert a node into a BST?

Insert 10:



How to insert a node into a BST?

After insertion:



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Insertion in BST - Pseudocode

if tree is empty

create a root node with the data

else

compare data with the top node

if data = node data

replace the node with the new value

else if data > node data

compare data with the right subtree:

if subtree is empty create a leaf node

else add key in right subtree

else data < node data

compare data with the left subtree:

if the subtree is empty create a leaf node

else add data to the left subtree

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How to delete a node from a BST?

► Consider three different cases:

(1) Deleting a leaf

(2) Deleting a node with only one child

(3) Deleting a node with two children

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How to delete a node from a BST?

▶ Deleting a leaf:

- Deleting a node with no children is easy, as we can simply remove it from the tree.

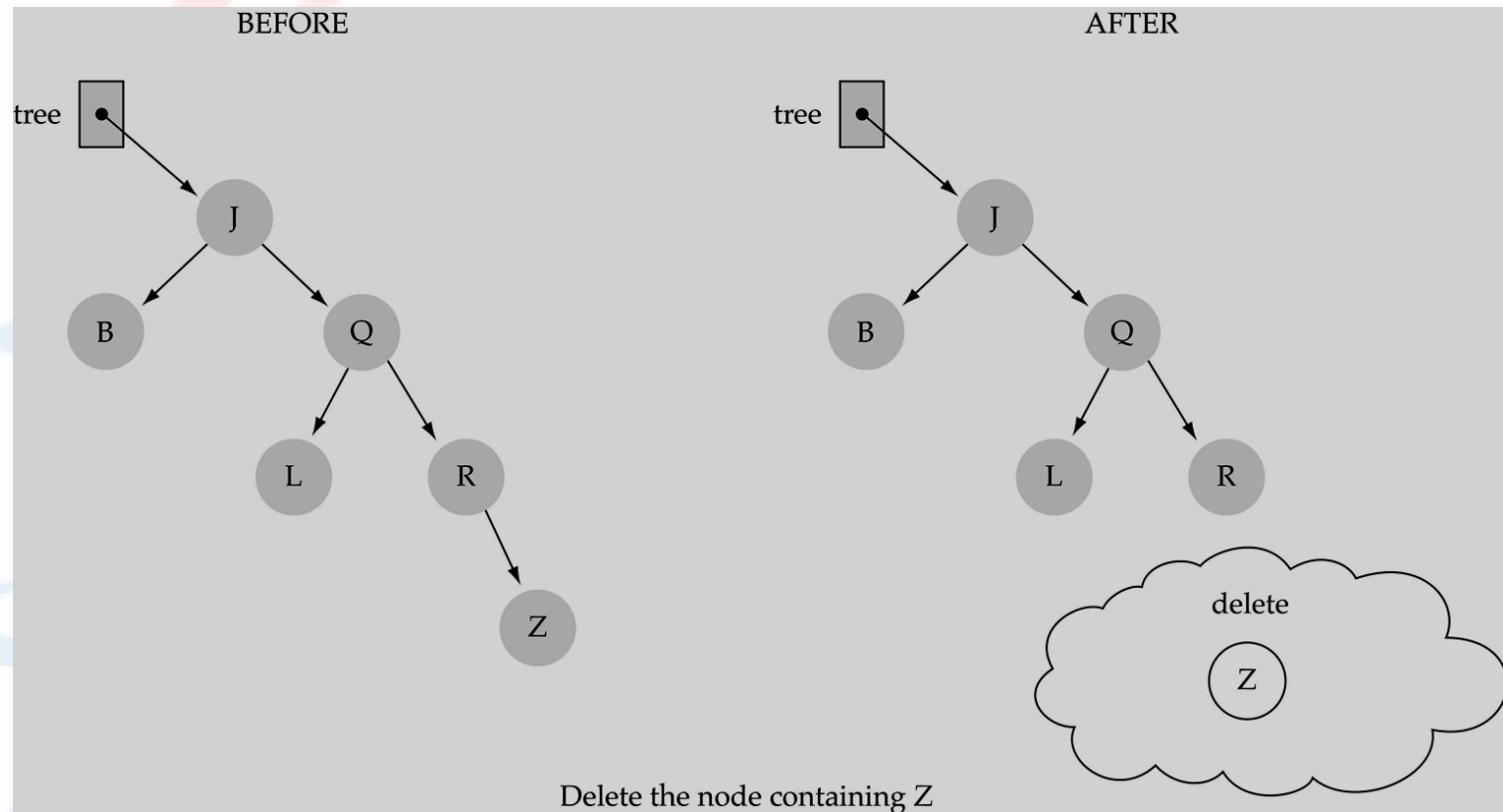
▶ Deleting a node with one child:

- Delete it and replace it with its child.

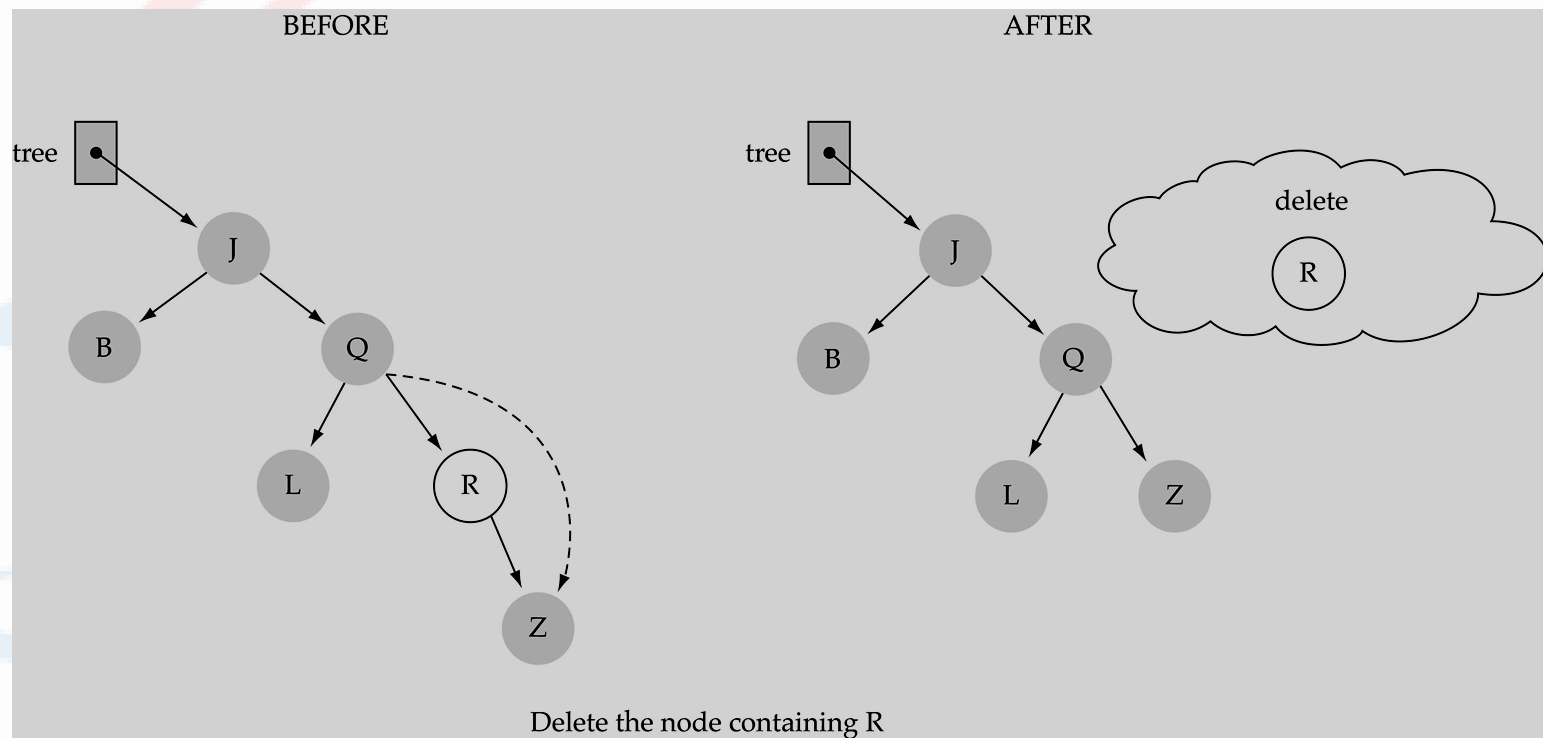
▶ Deleting a node with two children:

- Suppose the node to be deleted is called N. We replace the value of N with:
 - either its in-order successor (**the left-most child of the right subtree**)
 - or the in-order predecessor (**the right-most child of the left subtree**).

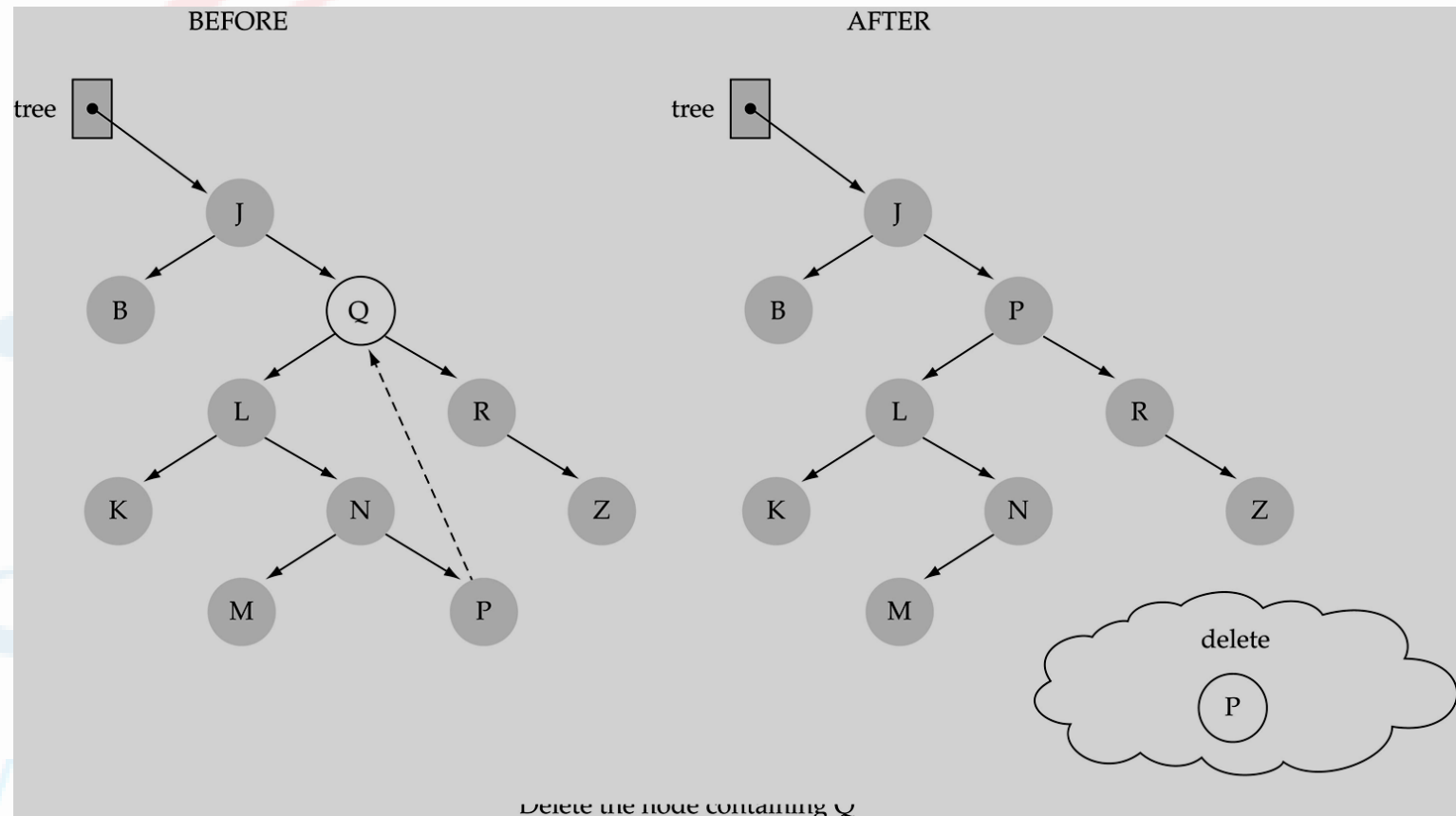
(1) Deleting a leaf



(2) Deleting a node with only one child

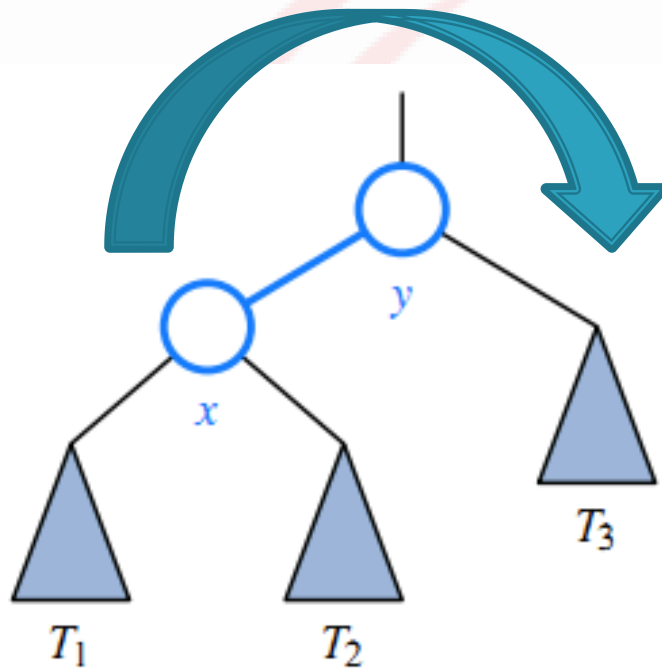


(3) Deleting a node with two children

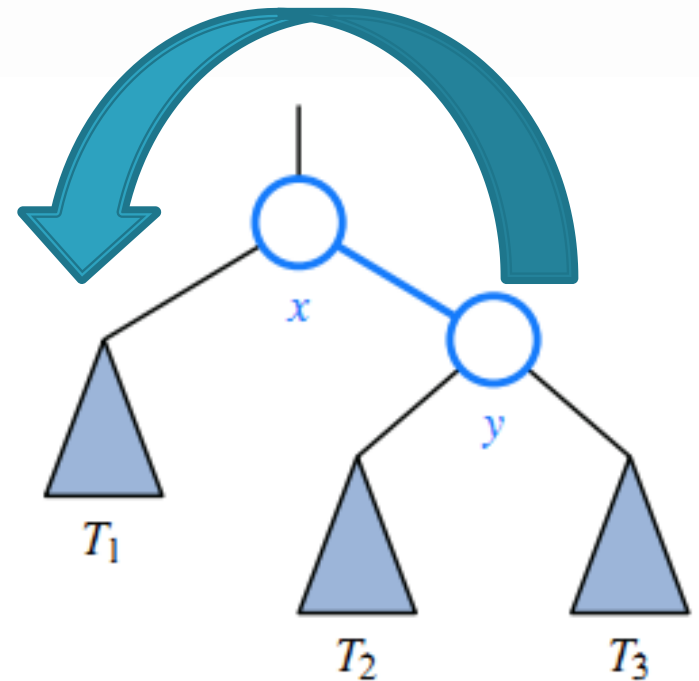


Balancing Rotations in Binary Search Trees

Right rotation



Left rotation

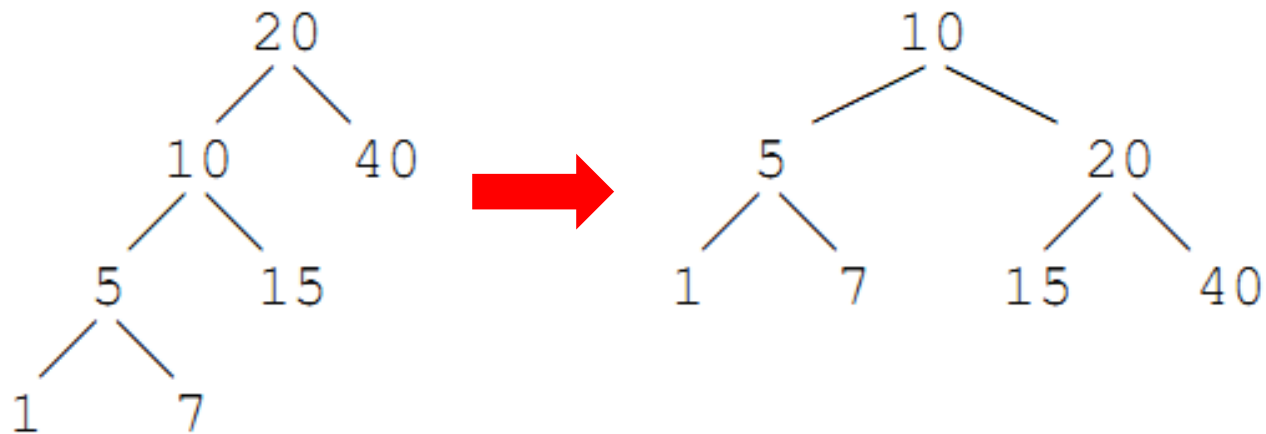


right
left

SINGLE ROTATION

Right Rotation Example

- ▶ To balance the binary search tree, we do a **right rotate** around the root

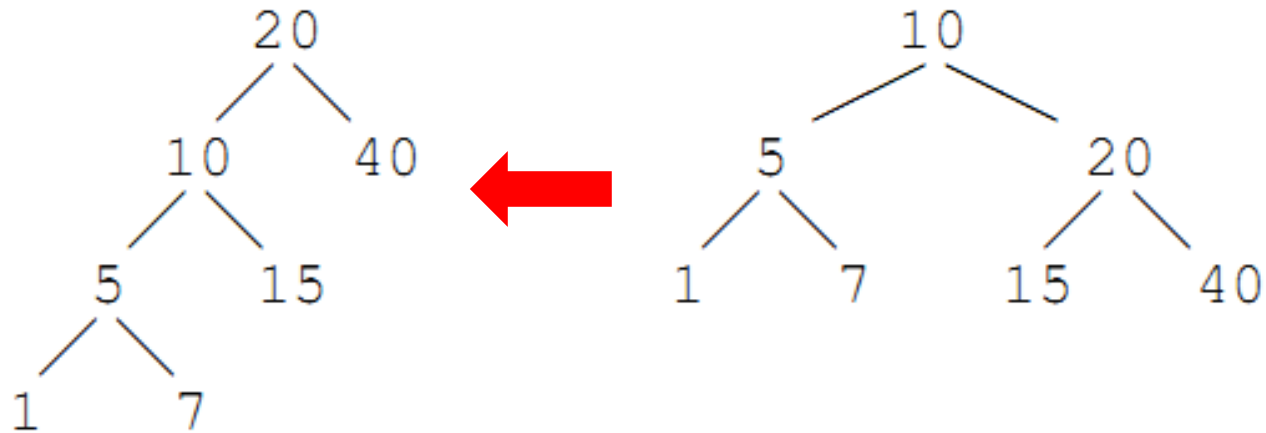


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Left Rotation Example

- ▶ To balance the binary search tree, we do a **right rotate** around the root



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Tree Traversal Algorithms



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Tree Traversal Algorithms

- ▶ Visiting each node in a specified order.
- ▶ Three simple ways to traverse a tree:
 - Inorder
 - Preorder
 - Postorder

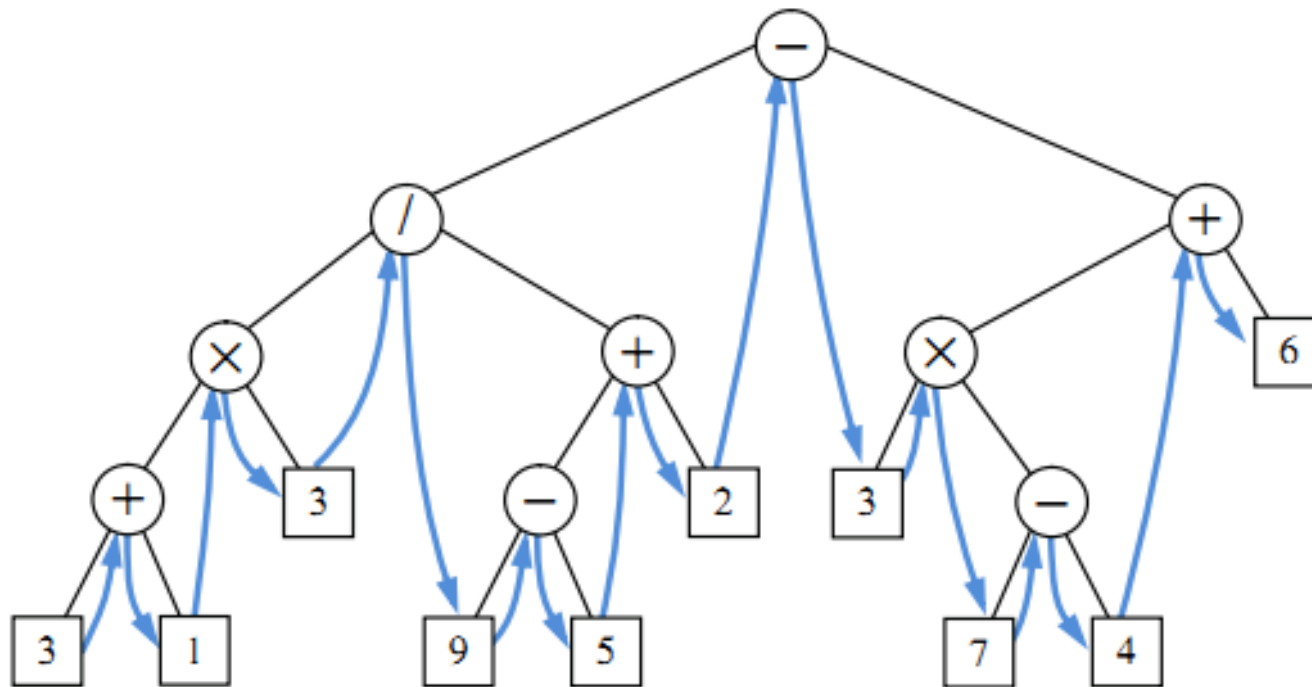
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Inorder

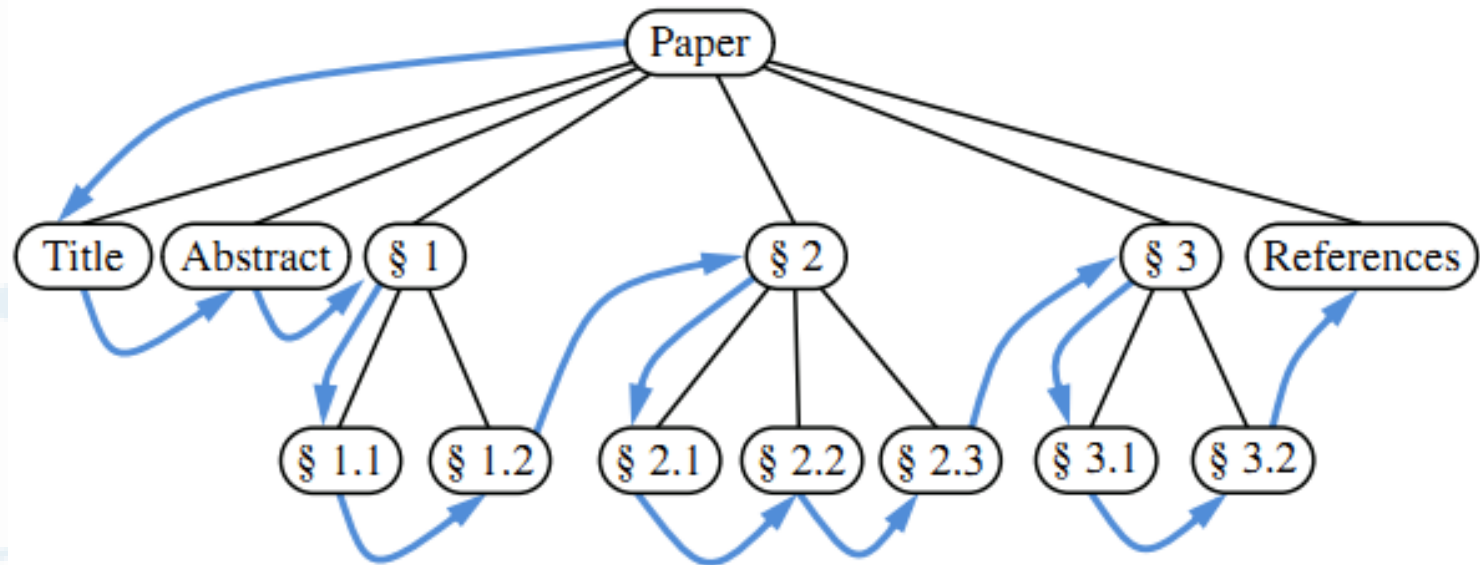
- ▶ We visit the **left subtree**, then visit the **node**, then visit the **right subtree**
- ▶ Inorder traversal of a binary tree



res
ns

Preorder

- ▶ We visit the **node**, then visit the **left** and **right** subtrees

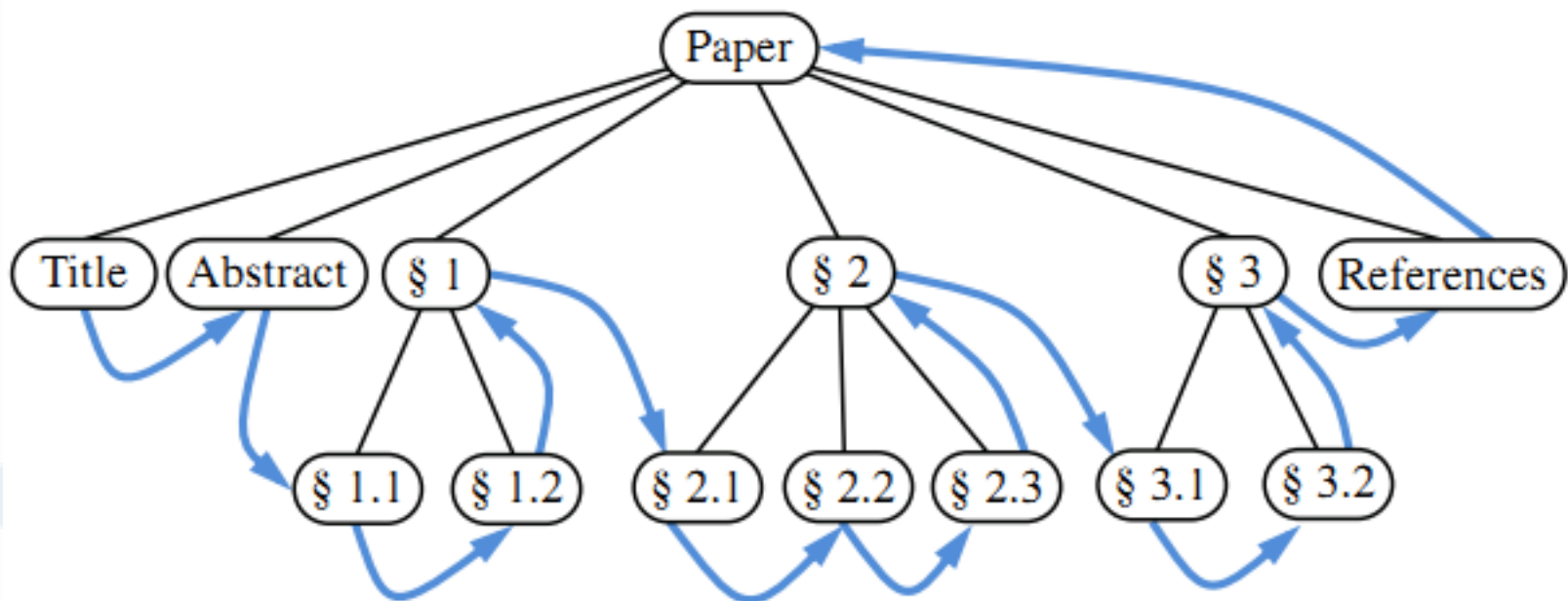


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Postorder

- ▶ We visit the **left** and **right** subtrees, then visit the **node**



Tree Traversals: another example

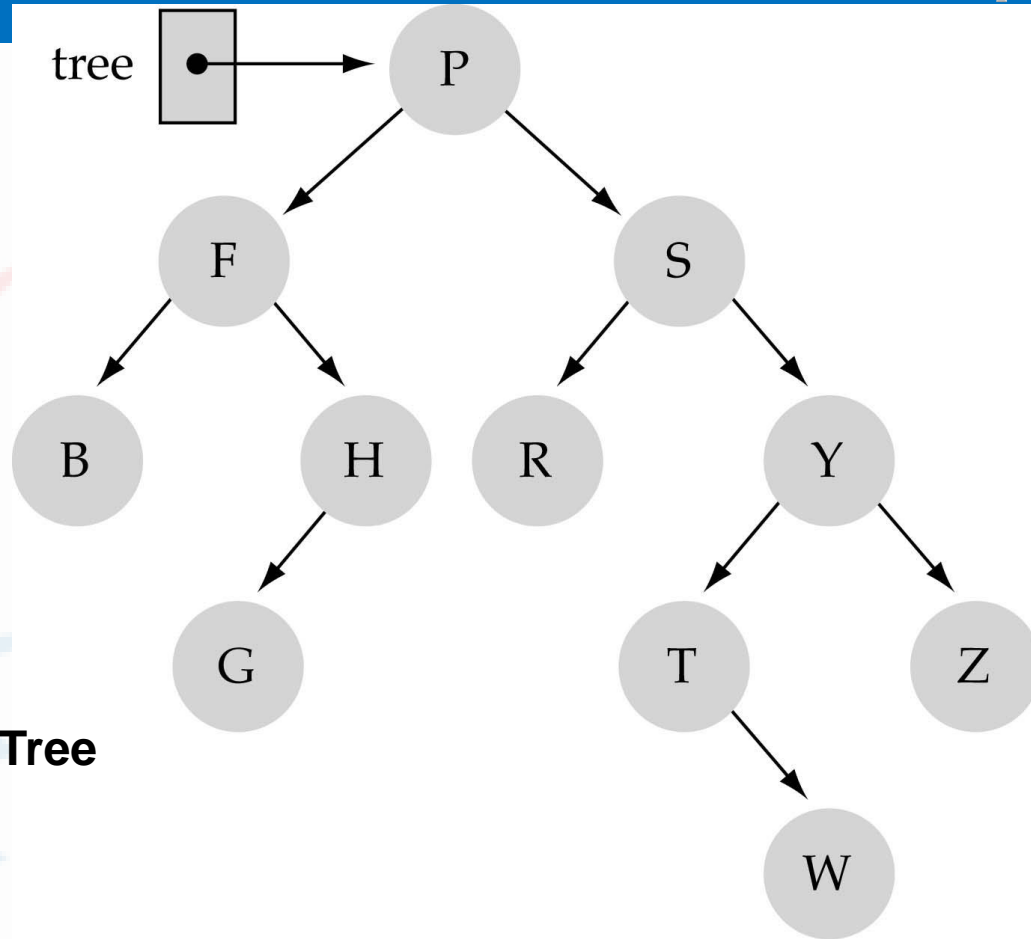


Fig. Binary Search Tree

Inorder:
Preorder:
Postorder:

Tree Traversals

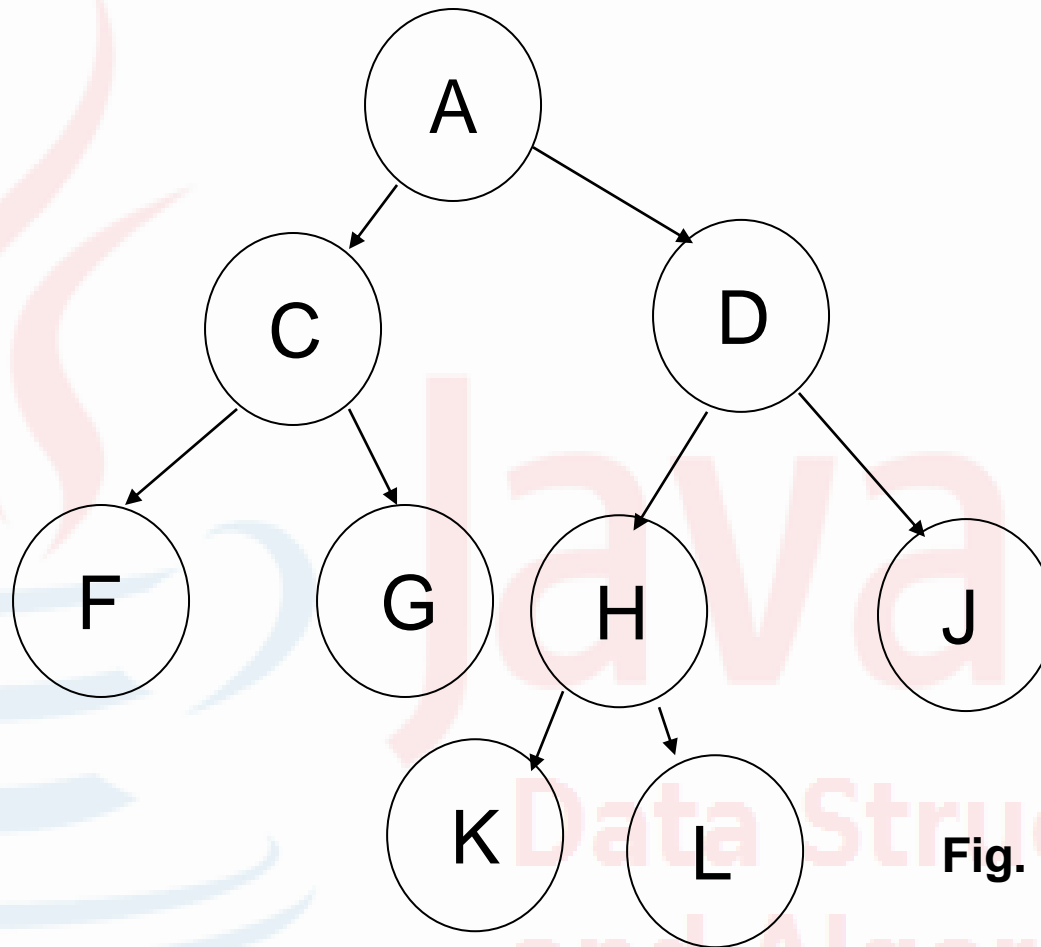


Fig. Binary Tree

What is the result of a **PostOrder/PreOrder/InOrder**?

Expression Tree



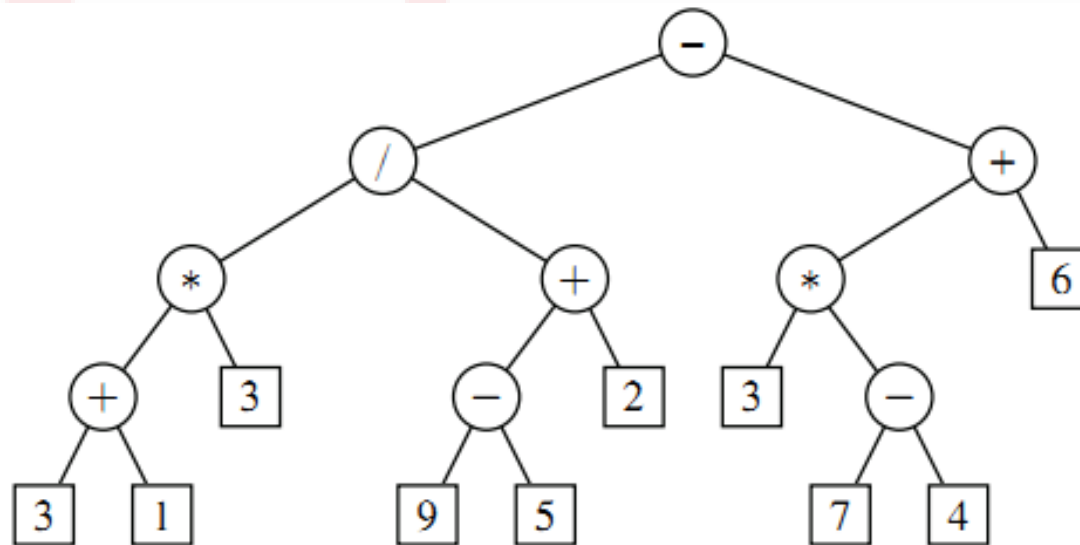
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Expression Tree

- ▶ An arithmetic expression can be represented by a binary tree.
 - **Leaves**: are **variables** or **constants**
 - **internal nodes**: are one of the operators **+**, **-**, *****, and **/**



$$[(3+1) * 3] / \{(9-5)+2\} - [3 * (7-4)] + 6]$$

Expression Tree Implementation

```
package lec10_tree;

public class ExpressionTree {
    private String value;
    private ExpressionTree left;
    private ExpressionTree right;

    public ExpressionTree(String value,
                           ExpressionTree left,
                           ExpressionTree right) {
        this.value = value;
        this.left = left;
        this.right = right;
    }
}
```

How to display expression tree?

- ▶ Display Expression Tree likes Traversal Tree

- ▶ In order:

- Print a left parenthesis; and then
- traverse the left subtree; and then
- print the root; and then
- traverse the right subtree; and then
- print a right parenthesis.

- ▶ Post order?

- ▶ Pre order?

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How to evaluate expression value from Expression Tree?

```
public double total() {  
    if (this.left == null && this.right == null) {  
        // TODO  
    } else if (this.value.equals("+")) {  
        // TODO  
    } else if (this.value.equals("-")) {  
        // TODO  
    } else if (this.value.equals("*")) {  
        // TODO  
    }  
    return 0.0;  
}
```



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