

CSCI 3230 Data Structures

Trees

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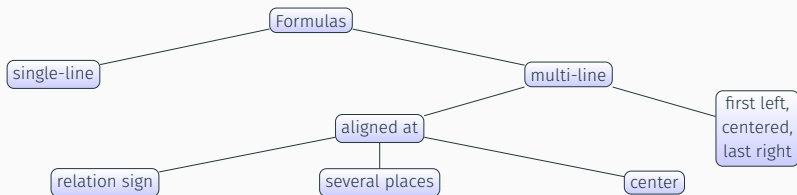
3. Binary tree

Inorder Traversal

Implementation of Binary Tree

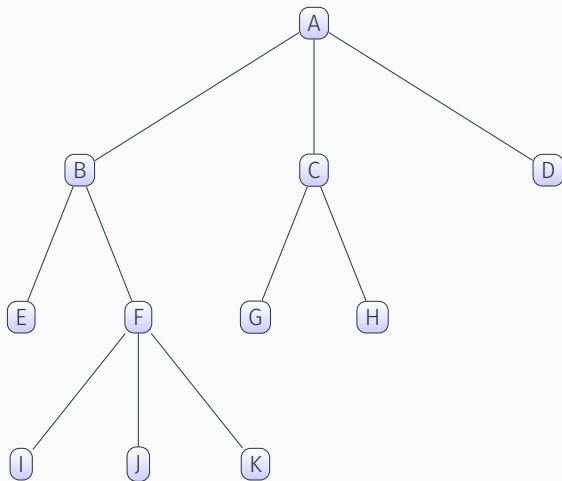
What is a tree?

What is a tree?

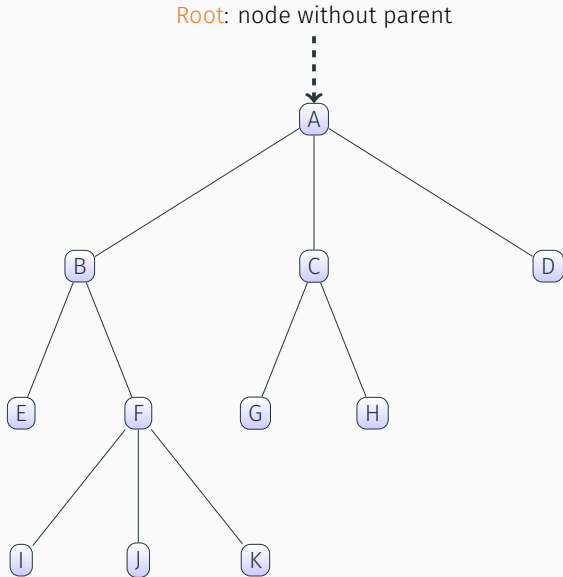


- In computer science, a tree is an abstract model of a hierarchical structure
- A tree consists of nodes with a **parent-child relation**
- Applications:
 - Organization charts
 - File systems
 - Programming environments

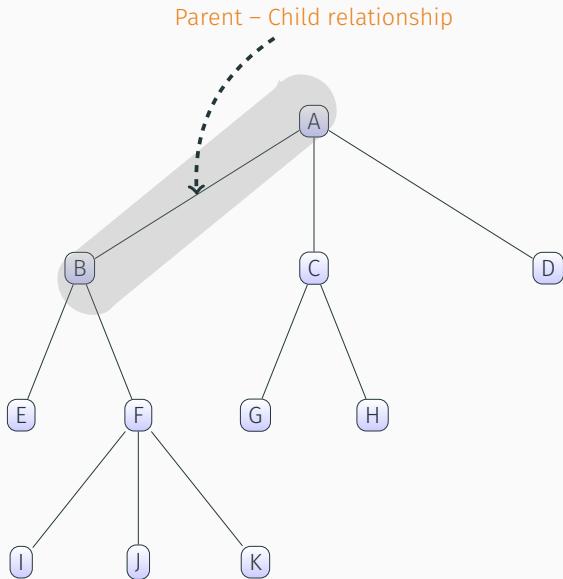
Tree Terminology



Tree Terminology

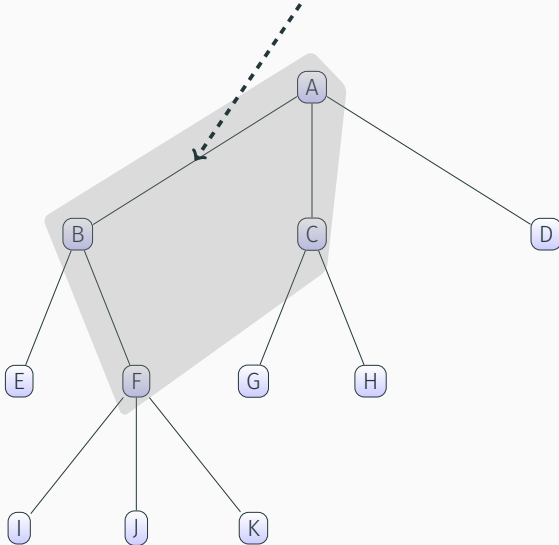


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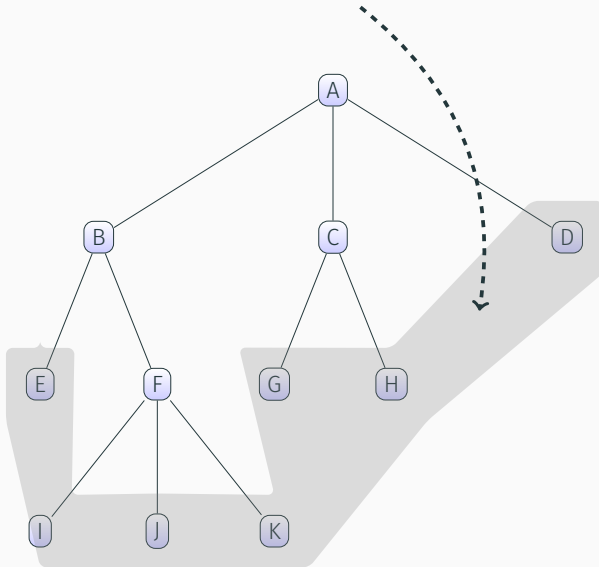
Tree Terminology

Internal node: node with at least one child



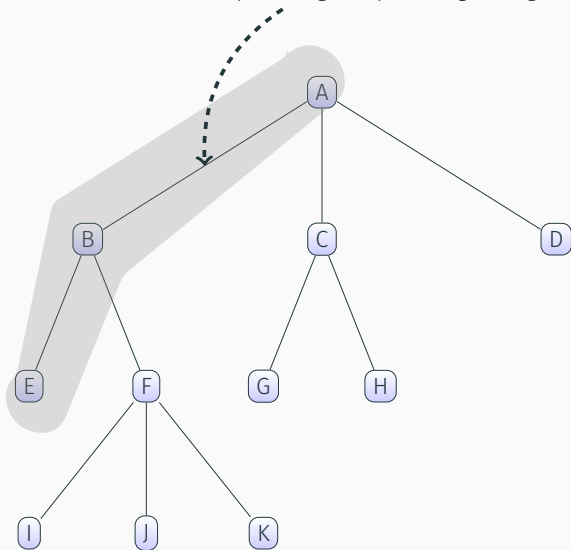
Tree Terminology

External node (a.k.a leaf): node without children



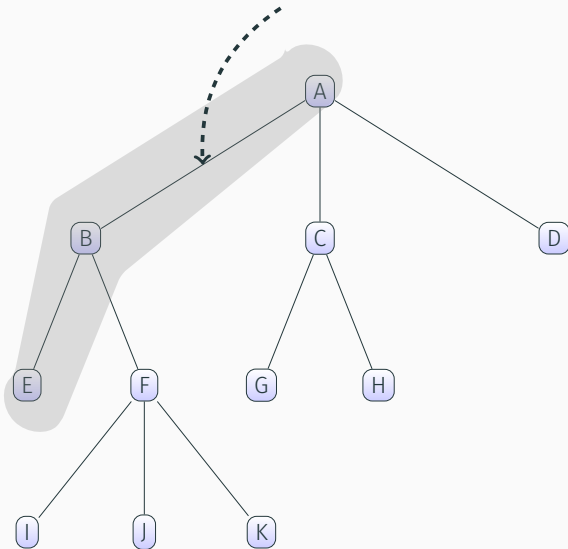
Tree Terminology

Ancestors of a node: itself, parent, grandparent, grand-grandparent, etc.



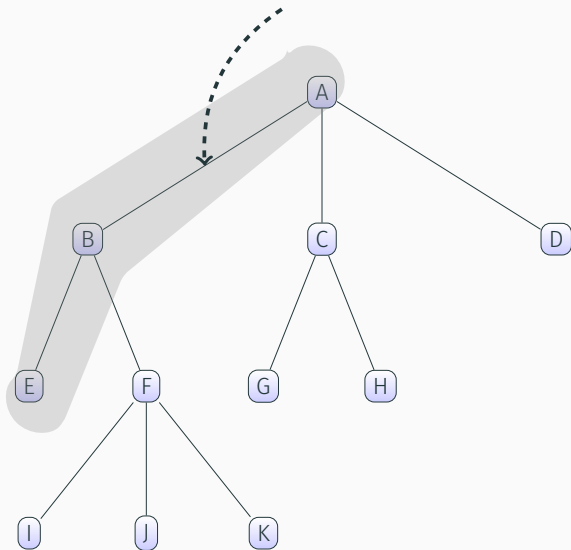
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Descendant of a node: itself, child, grandchild, grand-grandchild, etc.



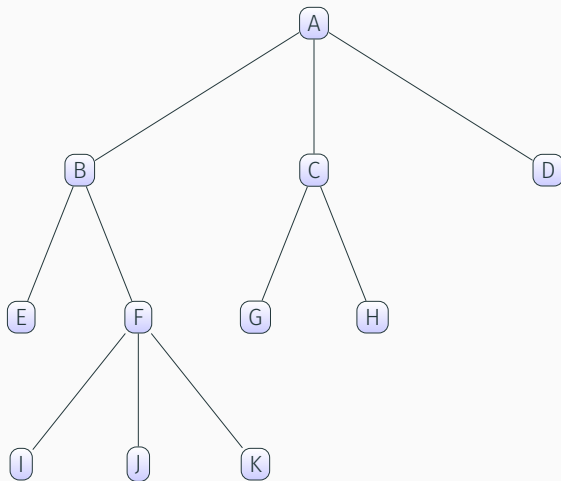
Tree Terminology

Depth of a node: the number of edges from the root to the node, $d(E) = 2$



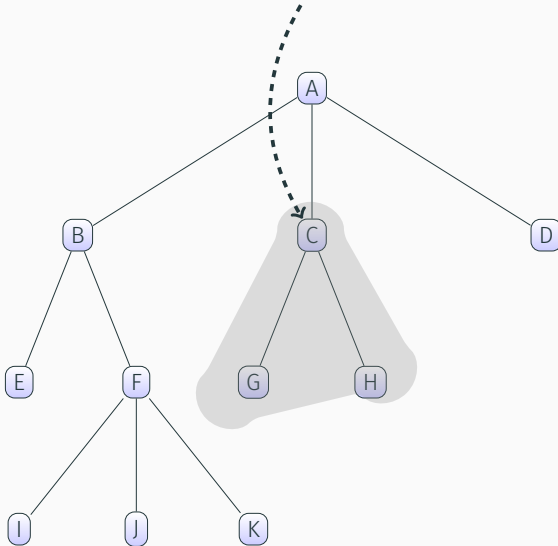
Tree Terminology

Height of a tree: maximum depth of any node, $H = 3$



Tree Terminology

Subtree: tree consisting of a node and its descendants



Tree Interface

```
1  class treeNode {
2      element
3      parent
4      children
5      -----
6      getParent()
7      setParent()
8      getChildren()
9      setChildren()
10     numChildren()
11     ...
12 }
```

```
1  class Tree {
2      root
3      size
4      height
5      -----
6      root()
7      size()
8      isEmpty()
9      isInternal(node)
10     isExternal(node)
11     isRoot(node)
12     traversal()
13     ...
14 }
```

Traverse a tree

Preorder Traversal

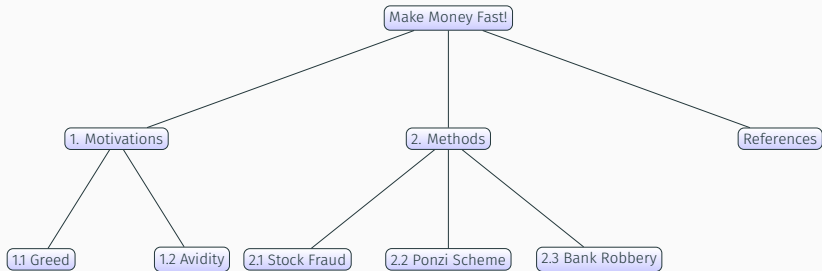
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In a preorder traversal, a node is visited **before** its descendants

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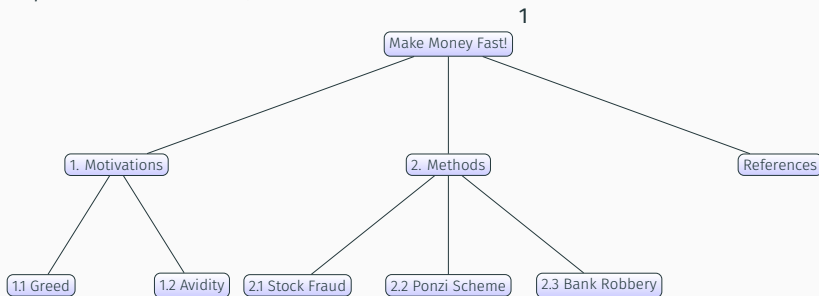
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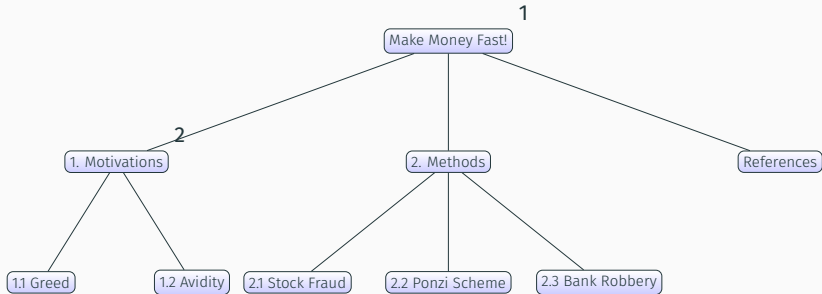
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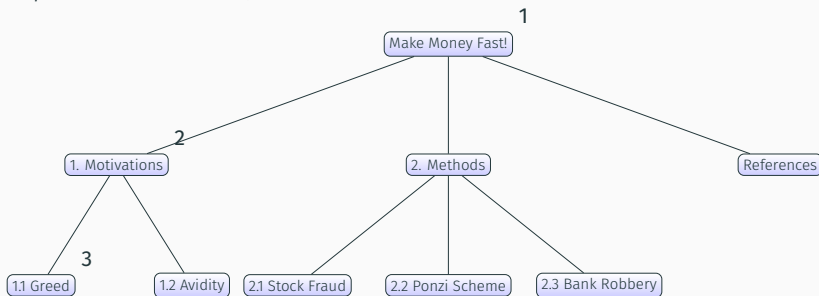
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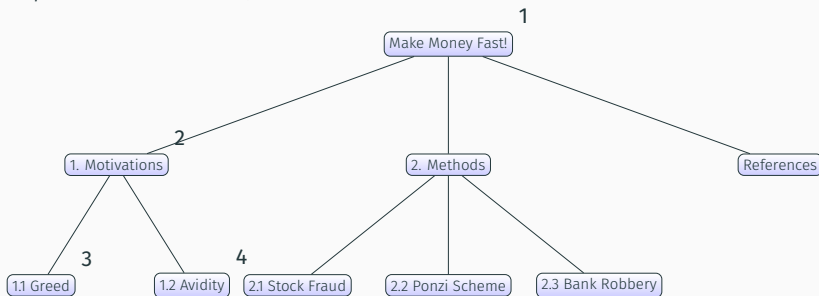
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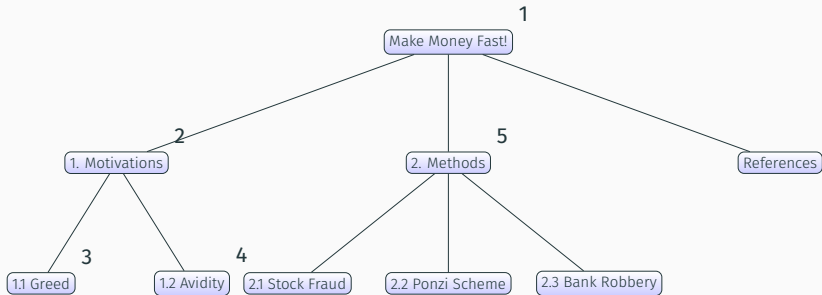
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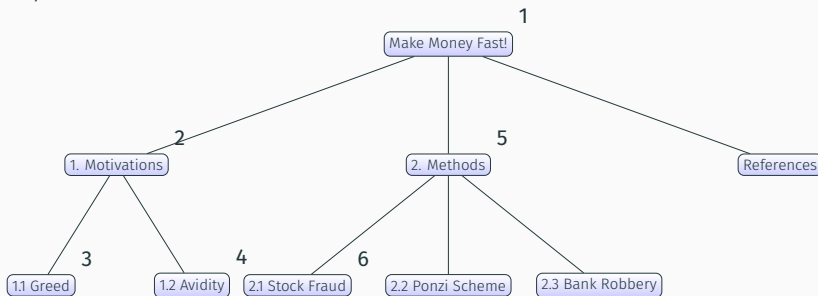
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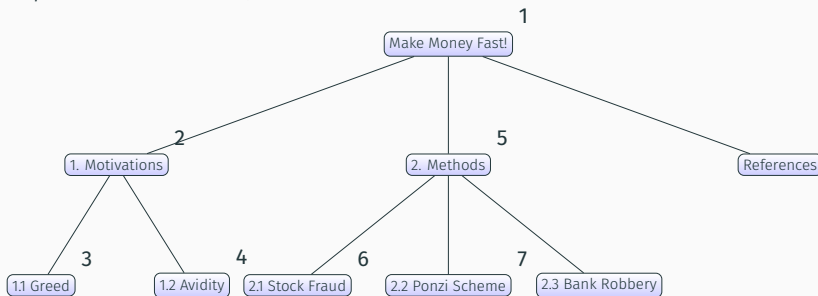
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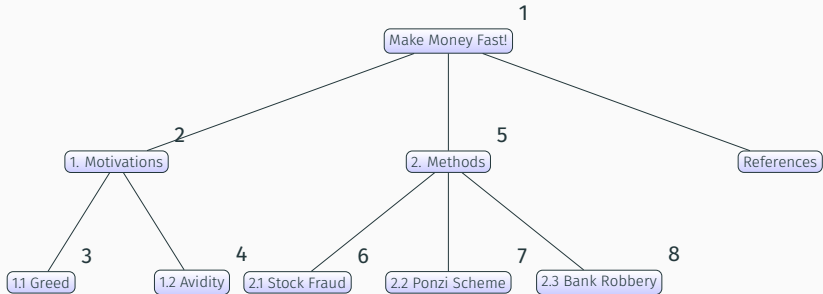
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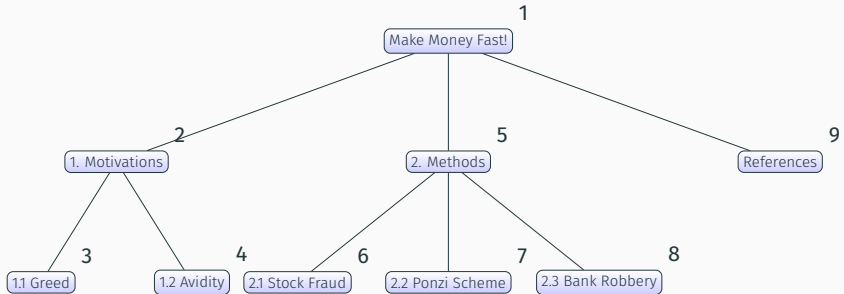
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Postorder Traversal

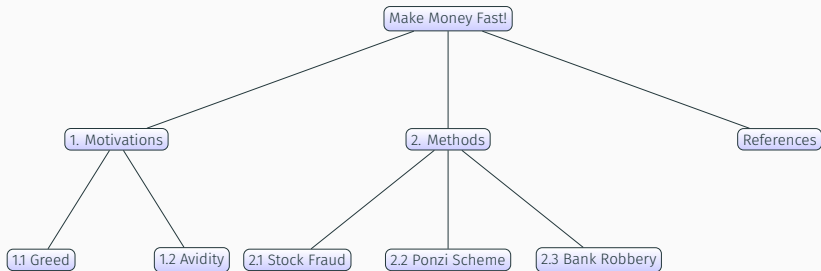
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In a postorder traversal, a node is visited **after** its descendants

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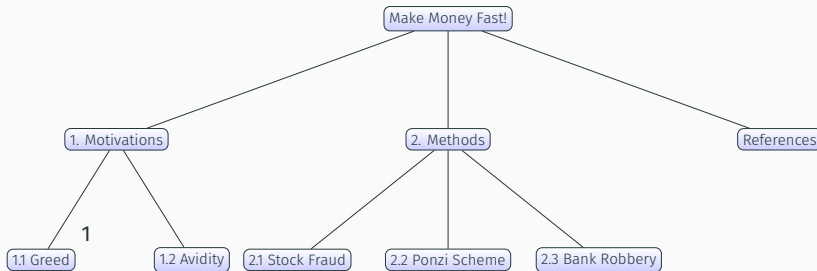
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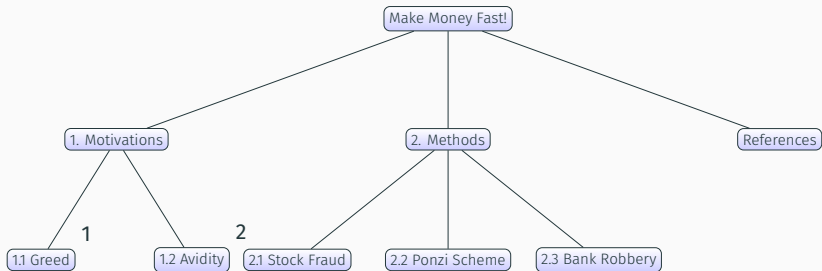
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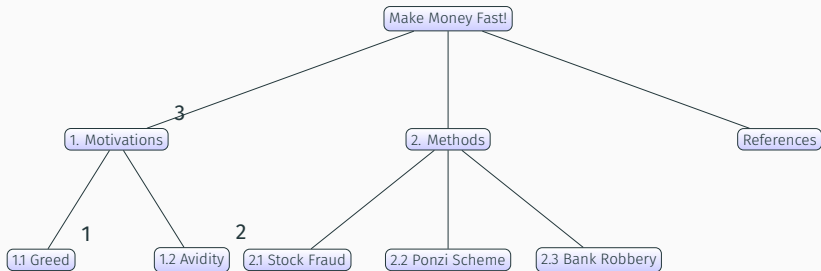
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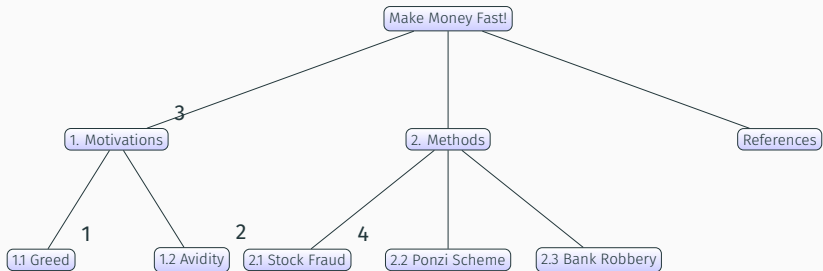
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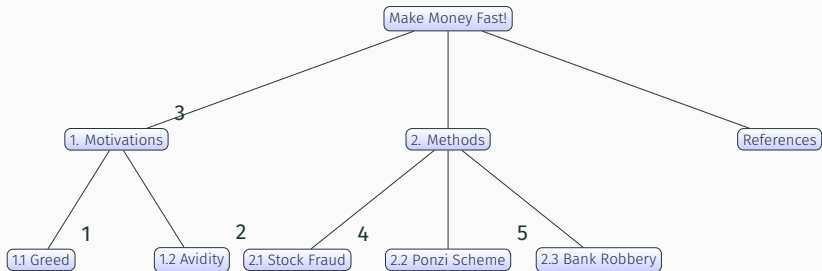
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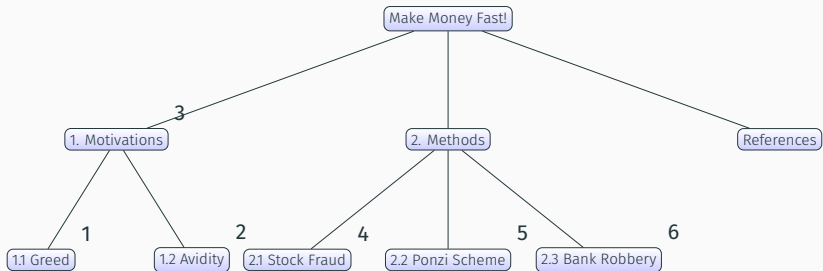
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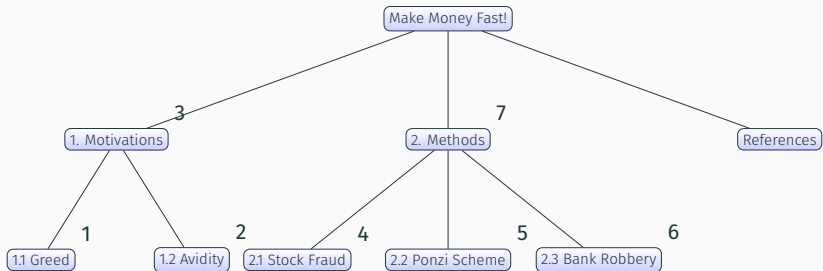
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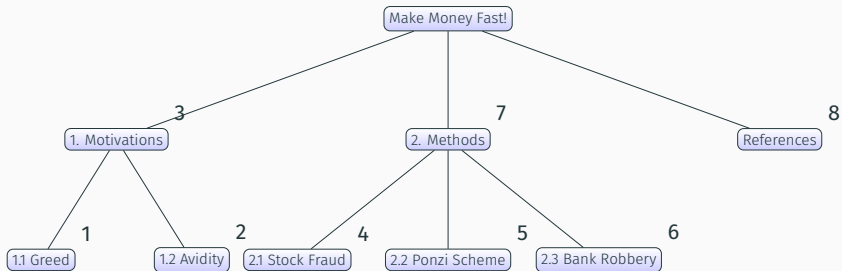
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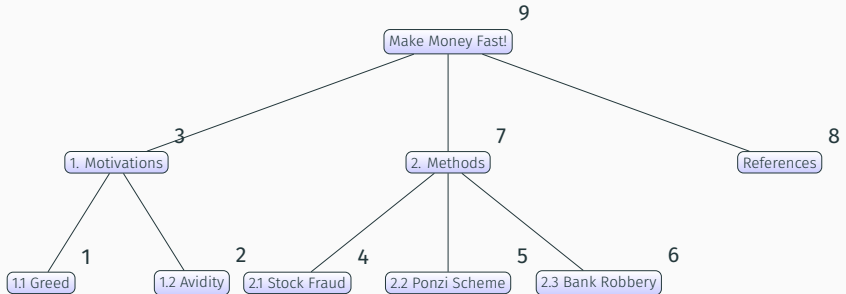
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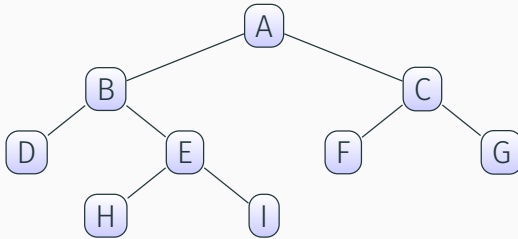
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```

In a postorder traversal, a node is visited **after** its descendants



Binary tree

Binary tree



Binary tree: each internal node has **at most two children** (exactly two for proper binary trees)

Applications:

- arithmetic expressions
- decision processes
- searching

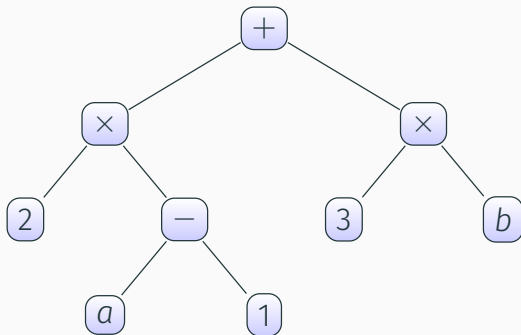
Arithmetic Expression Tree

Binary tree associated with an arithmetic expression

- internal nodes: operators
- external nodes: operands

Example: arithmetic expression tree for the expression

$$(2 \times (a - 1) + (3 \times b))$$

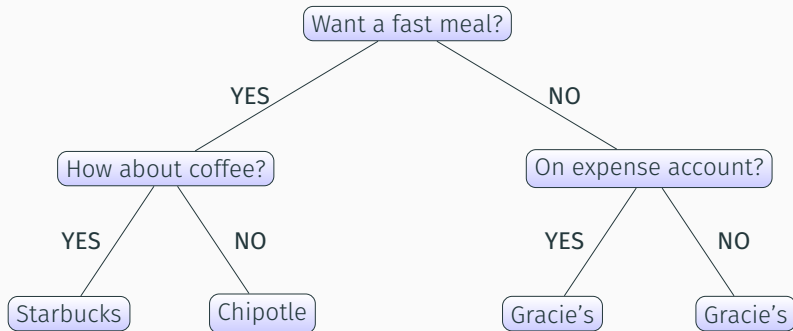


Decision Tree

Binary tree associated with a decision process

- internal nodes: questions with yes/no answer
- external nodes: decisions

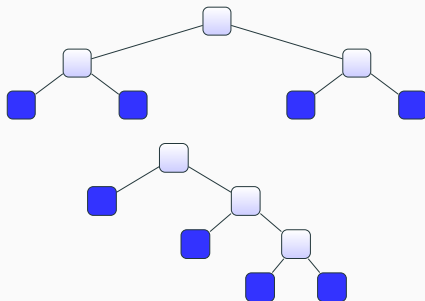
Example: dining decision



Properties of Proper Binary Trees

Proper Binary Tree: every internal node has exactly two children
Let

- n : number of nodes
- e : number of external nodes
- i : number of internal nodes
- h : height



Properties:

1. $e = i + 1$
2. $n = 2e - 1$
3. $h \leq i$
4. $h \leq (n - 1)/2$
5. $e \leq 2^h$
6. $h \geq \log_2 e$
7. $h \geq \log_2(n + 1) - 1$

Binary Tree Interface

```
1  class binaryTreeNode {
2      ...
3      // children
4      leftChild
5      rightChild
6      -----
7      ...
8      // getChildren()
9      // setChildren()
10     getLeftChild()
11     setLeftChild()
12     getRightChild()
13     setRightChild()
14     ...
15 }
```

```
1  class Tree {
2      root
3      size
4      height
5      -----
6      root()
7      size()
8      isEmpty()
9      isInternal(node)
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Binary tree

Inorder Traversal

Inorder Traversal

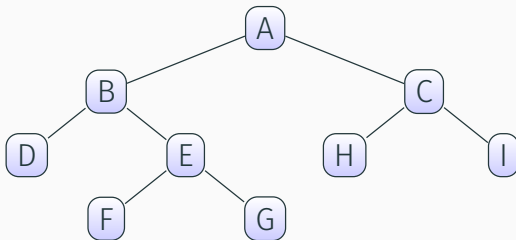
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3 if left (v) ≠ null
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5 visit(v)
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```

In an inorder traversal, a node is visited **after** its left subtree and **before** its right subtree

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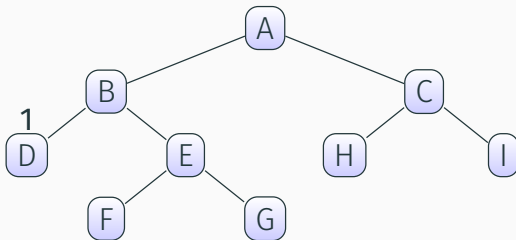
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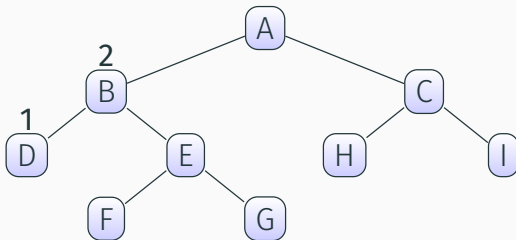
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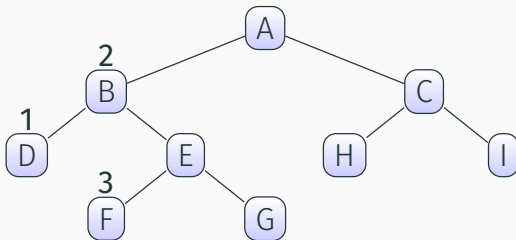
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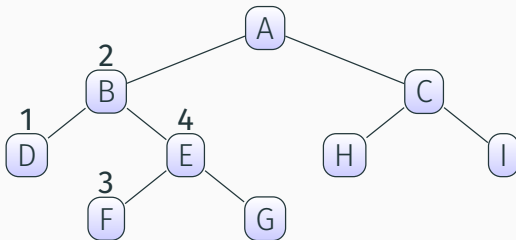
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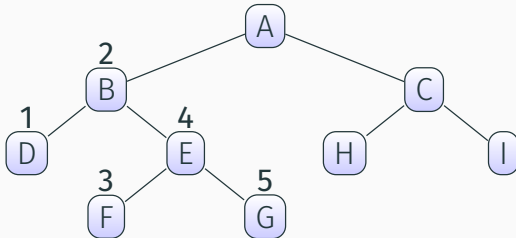
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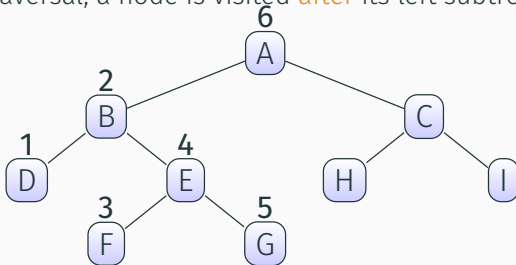
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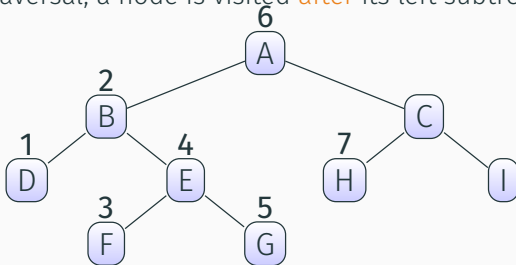
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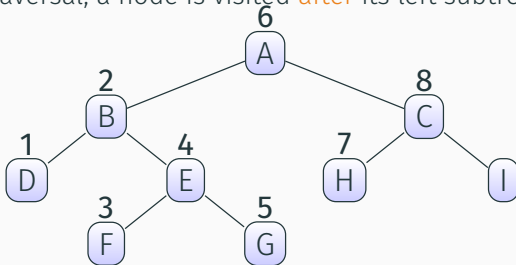
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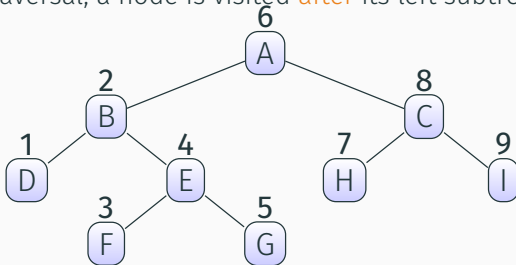
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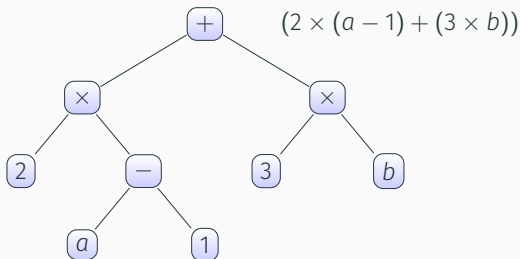
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Print and Evaluate Arithmetic Expressions



```
1 printExpression(v):  
2   if left (v) ≠ null  
3     print("(")  
4     inOrder(left(v))  
5   print(v.element())  
6   if right(v) ≠ null  
7     inOrder(right(v))  
8   print (")")
```

```
1 evalExpr(v):  
2   if isExternal(v)  
3     return v.element()  
4   else  
5     x = evalExpr(left(v))  
6     y = evalExpr(right(v))  
7     * = operator stored at v  
8   return x * y
```

Binary tree

Implementation of Binary Tree

Array-Based Representation of Binary Trees

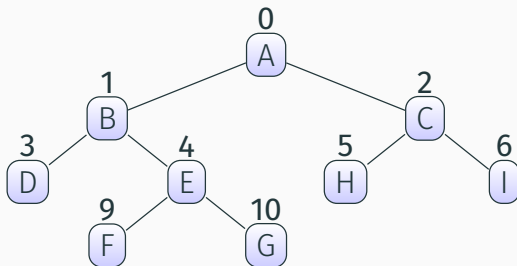
Node v is stored at $A[\text{rank}(v)]$

- $\text{rank}(\text{root}) = 0$
- if node is the left child of $\text{parent}(\text{node})$,

$$\text{rank}(\text{node}) = 2 \cdot \text{rank}(\text{parent}(\text{node})) + 1$$

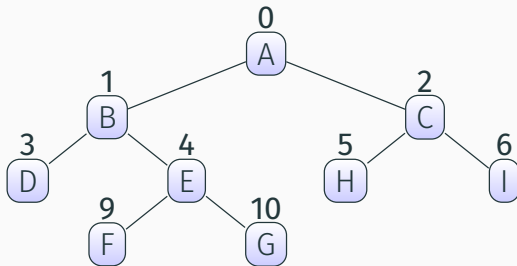
- if node is the right child of $\text{parent}(\text{node})$,

$$\text{rank}(\text{node}) = 2 \cdot \text{rank}(\text{parent}(\text{node})) + 2$$



Array-Based Representation of Binary Trees

0	1	2	3	4	5	6	7	8	9	10	11
A	B	C	D	E	H	I			F	G	



Comparison

- **Linked Structure:**

- Requires explicit representation of 3 links per position:
parent, left child, right child
- Data structure grows as needed – no wasted space.

- **Array:**

- Parent and children are implicitly represented:
Lower memory requirements per position
- Memory requirements determined by height of tree. If tree is sparse, this is highly inefficient.

Thank you!

Questions?