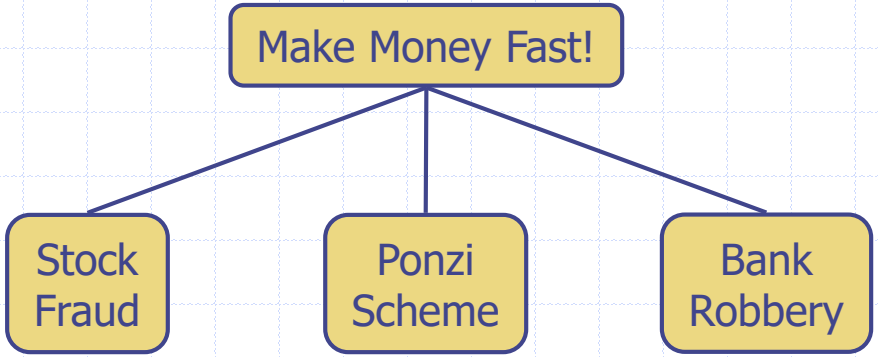
Trees

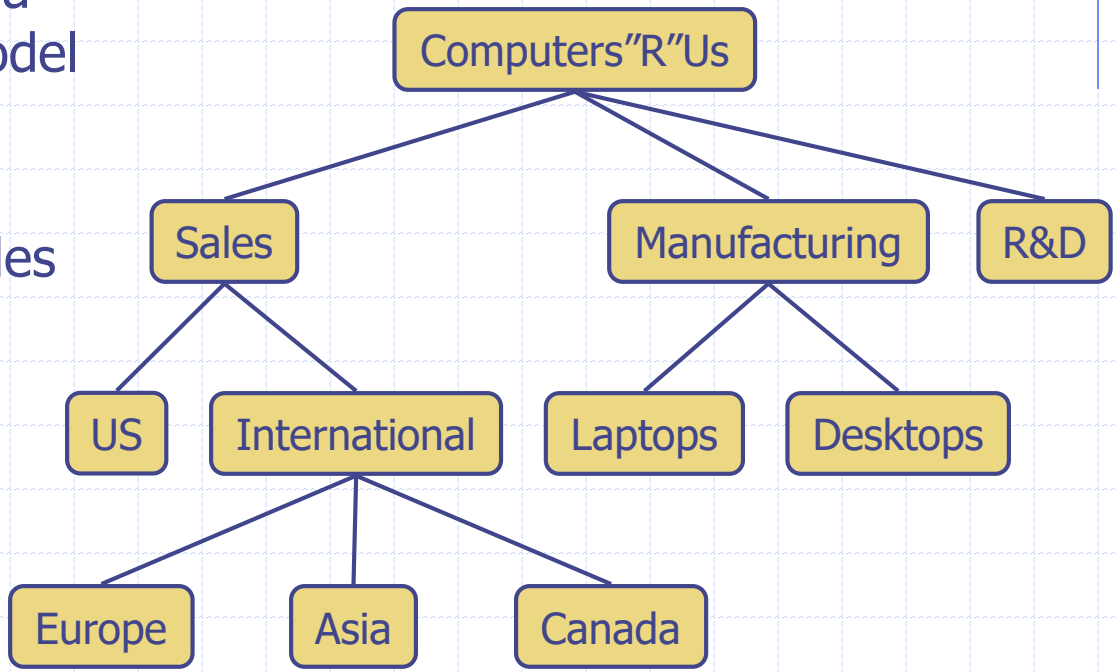


Outline and Reading

- Tree ADT (§2.3.1)
- Preorder and postorder traversals (§2.3.2)
- BinaryTree ADT (§2.3.3)
- Inorder traversal (§2.3.3)
- Euler Tour traversal (§2.3.3)
- Template method pattern
- Data structures for trees (§2.3.4)
- Java implementation (http://jdsl.org)

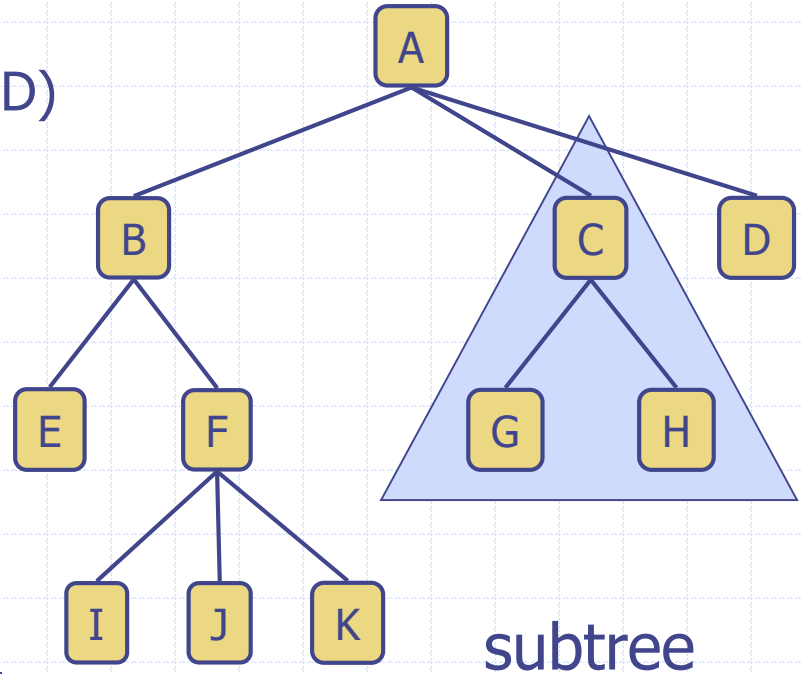
What is a Tree

- 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

- Root: node without parent (A)
- Internal node: node with at least one child (A, B, C, F)
- External node (a.k.a. leaf): node without children (E, I, J, K, G, H, D)
- Ancestors of a node: parent, grandparent, grand-grandparent, etc.
- Depth of a node: number of ancestors
- Height of a tree: maximum depth of any node (3)
- Descendant of a node: child, grandchild, grand-grandchild, etc.
- Subtree: tree consisting of a node and its descendants



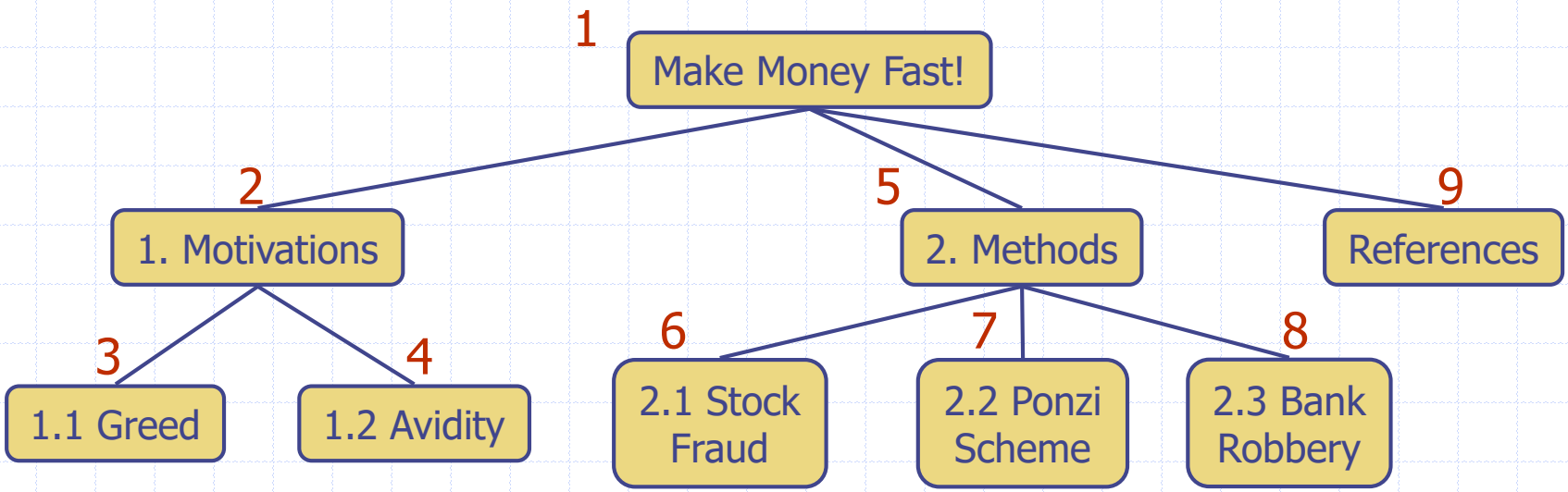
Tree ADT

- We use positions to abstract nodes
- Generic methods:
  - integer size()
  - boolean isEmpty()
  - objectIterator elements()
  - positionIterator positions()
- Accessor methods:
  - position root()
  - position parent(p)
  - positionIterator children(p)
- Query methods:
  - boolean isInternal(p)
  - boolean isExternal(p)
  - boolean isRoot(p)
- Update methods:
  - swapElements(p, q)
  - object replaceElement(p, o)
- Additional update methods may be defined by data structures implementing the Tree ADT

Preorder Traversal

- A traversal visits the nodes of a tree in a systematic manner
- In a preorder traversal, a node is visited before its descendants
- Application: print a structured document

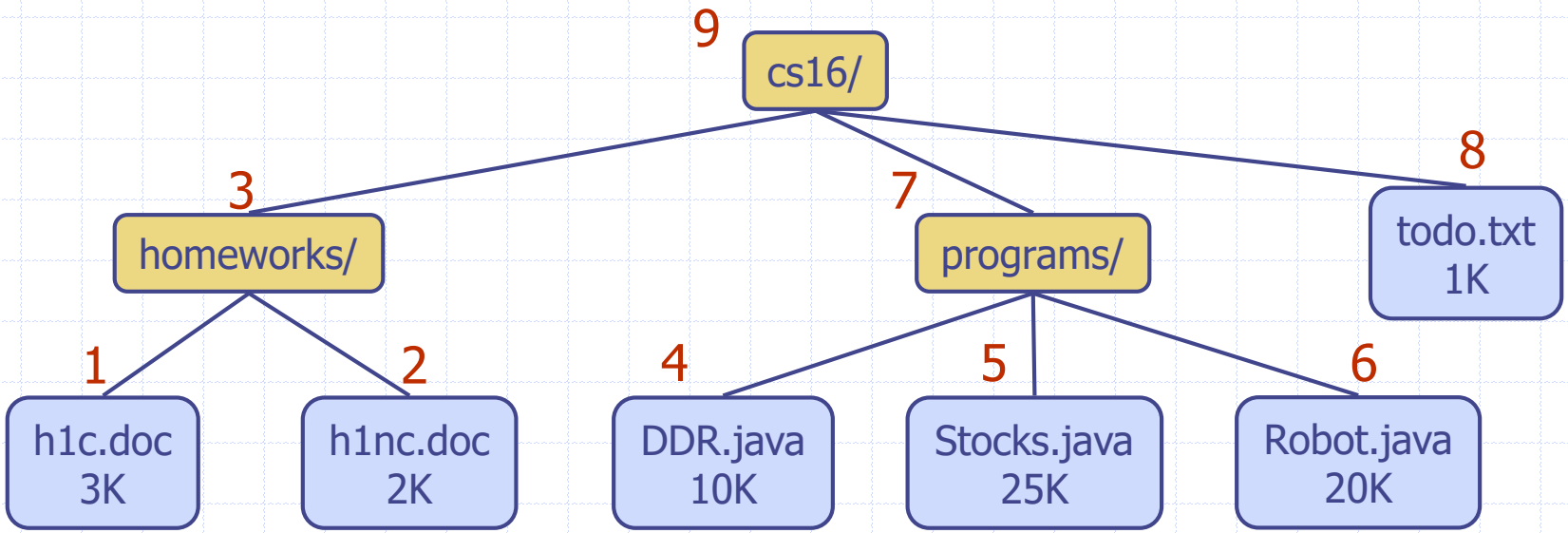
Algorithm ***preOrder(v)***
    visit(v)
    for each child ***w*** of ***v***
        preorder **(*w*)**



Postorder Traversal

- In a postorder traversal, a node is visited after its descendants
- Application: compute space used by files in a directory and its subdirectories

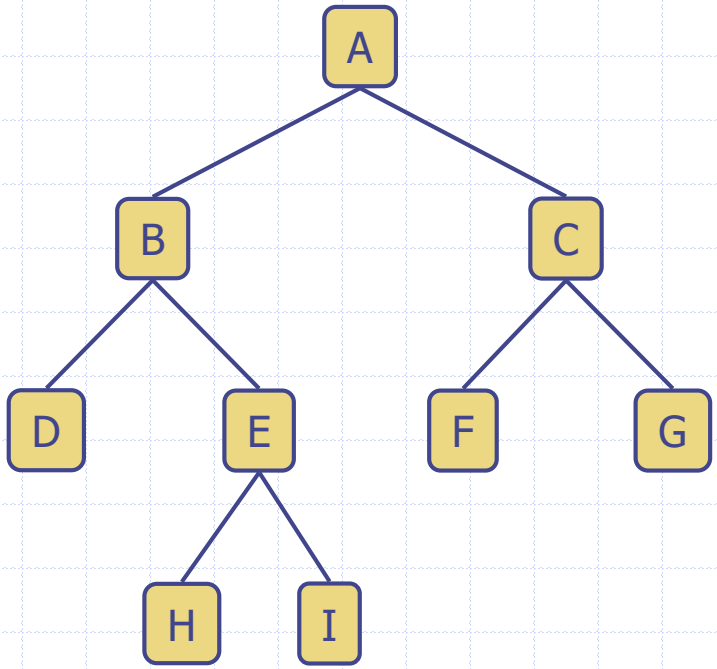
Algorithm ***postOrder(v)***
  for each child ***w*** of ***v***
    postOrder **(*w*)**
  visit(v)



Binary Tree

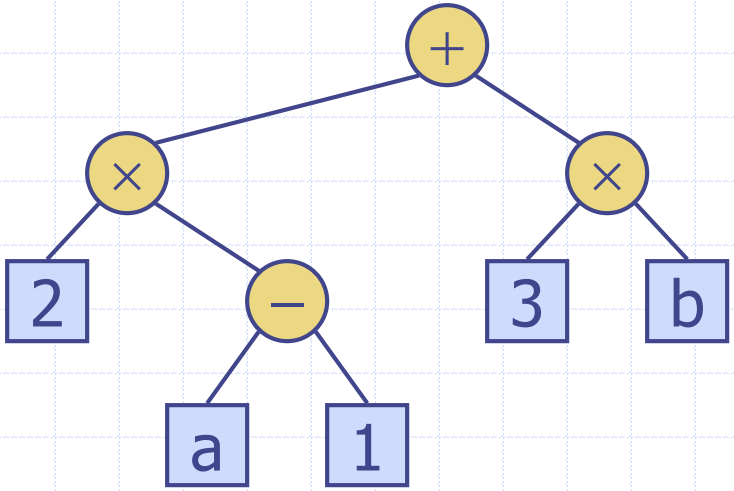
- A binary tree is a tree with the following properties:
  - Each internal node has two children
  - The children of a node are an ordered pair
- We call the children of an internal node left child and right child
- Alternative recursive definition: a binary tree is either
  - a tree consisting of a single node, or
  - a tree whose root has an ordered pair of children, each of which is a binary tree

- Applications:
  - arithmetic expressions
  - decision processes
  - searching



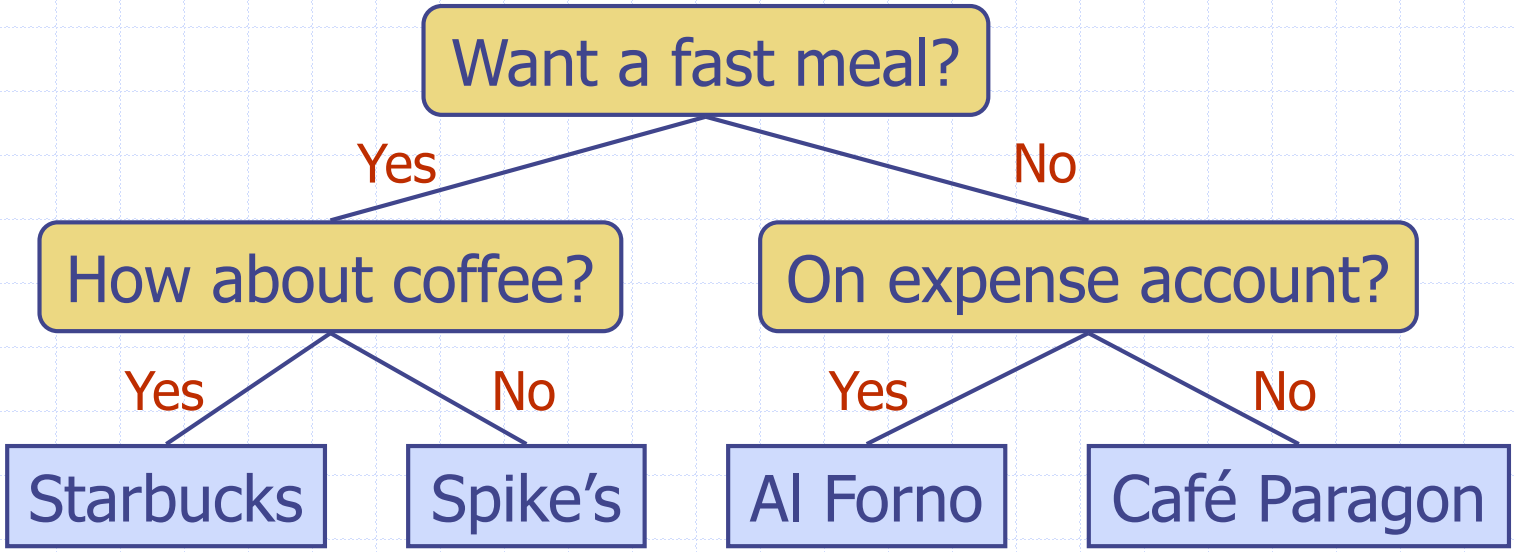
Arithmetic Expression Tree

- Binary tree associated with an arithmetic expression
  - internal nodes: operators
  - external nodes: operands
- Example: arithmetic expression tree for the expression $(2 \times (a - 1) + (3 \times b))$



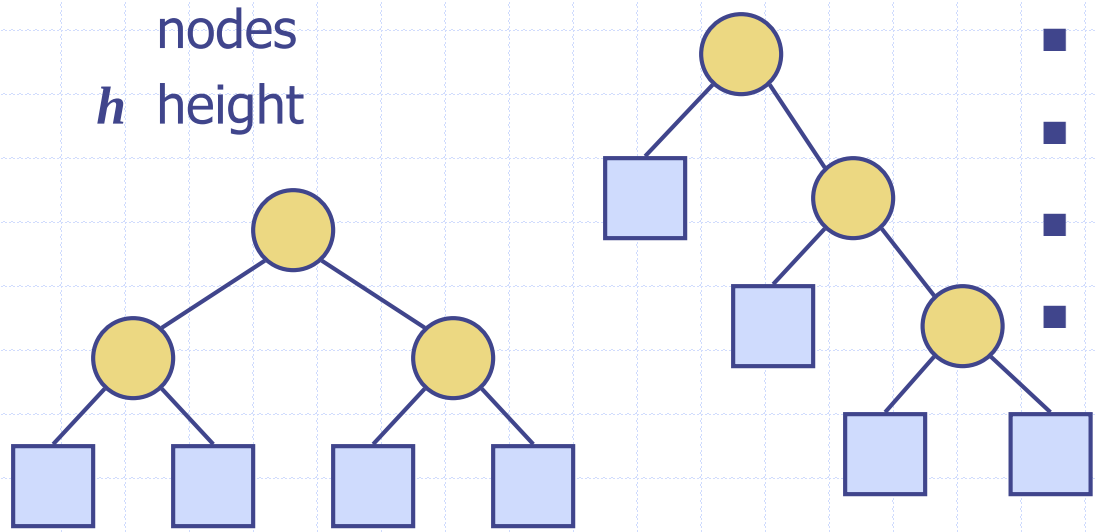
Decision Tree

- Binary tree associated with a decision process
  - internal nodes: questions with yes/no answer
  - external nodes: decisions
- Example: dining decision



Properties of Binary Trees

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



- Properties:
  - $e = i + 1$
  - $n = 2e - 1$
  - $h \leq i$
  - $h \leq (n - 1)/2$
  - $e \leq 2^h$
  - $h \geq \log_2 e$
  - $h \geq \log_2 (n + 1) - 1$

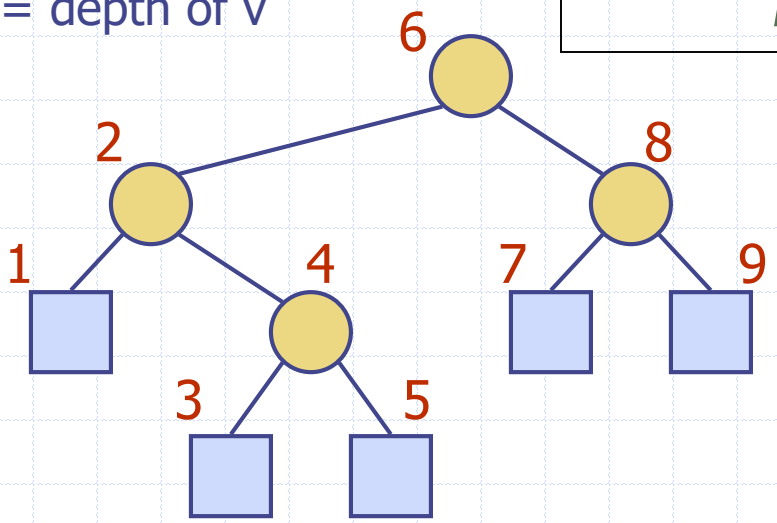
BinaryTree ADT

- The BinaryTree ADT extends the Tree ADT, i.e., it inherits all the methods of the Tree ADT
- Additional methods:
  - position leftChild(p)
  - position rightChild(p)
  - position sibling(p)
- Update methods may be defined by data structures implementing the BinaryTree ADT

Inorder Traversal

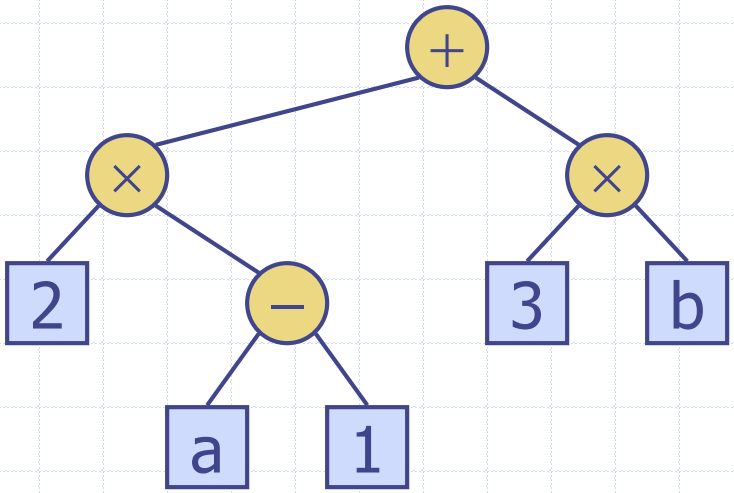
- In an inorder traversal a node is visited after its left subtree and before its right subtree
- Application: draw a binary tree
  - x(v) = inorder rank of v
  - y(v) = depth of v

Algorithm *inOrder*(*v*)
  if *isInternal* (*v*)
    inOrder (*leftChild* (*v*))
  visit(*v*)
  if *isInternal* (*v*)
    inOrder (*rightChild* (*v*))



Print Arithmetic Expressions

- Specialization of an inorder traversal
  - print operand or operator when visiting node
  - print "(" before traversing left subtree
  - print ")" after traversing right subtree



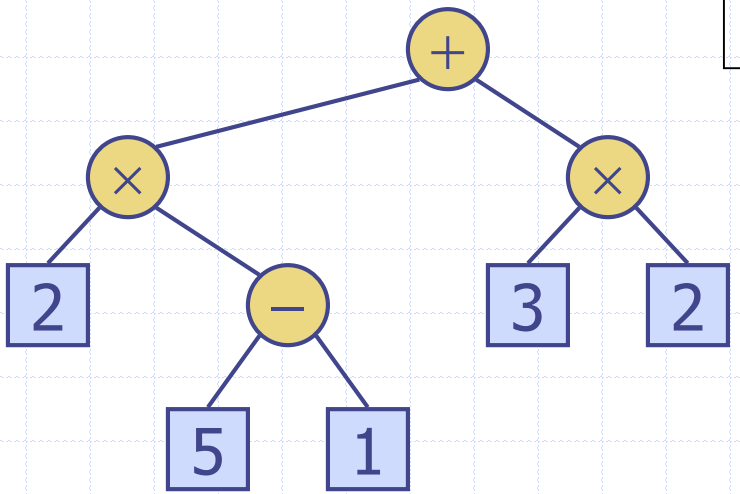
Algorithm *printExpression*(*v*)

```
if isInternal (v)
    print("(")
    inOrder (leftChild (v))
print(v.element ())
if isInternal (v)
    inOrder (rightChild (v))
    print (")")
```

((2 × (a – 1)) + (3 × b))

Evaluate Arithmetic Expressions

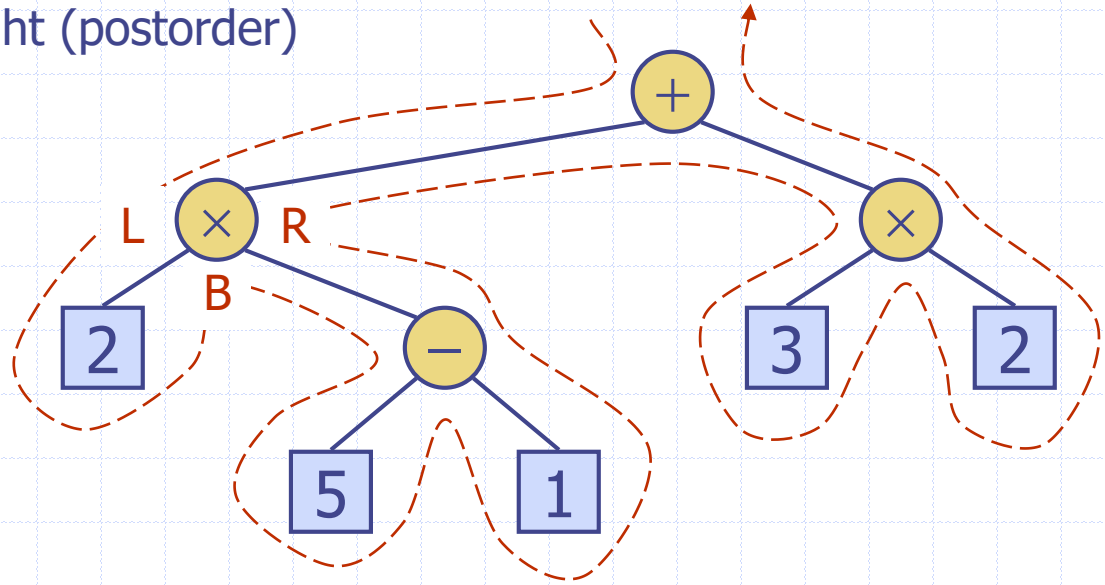
- Specialization of a postorder traversal
  - recursive method returning the value of a subtree
  - when visiting an internal node, combine the values of the subtrees



Algorithm *evalExpr*(*v*)
  if *isExternal* (*v*)
    return *v.element* ()
  else
    $x \leftarrow$ *evalExpr*(*leftChild* (*v*))
    $y \leftarrow$ *evalExpr*(*rightChild* (*v*))
    $\lozenge \leftarrow$ operator stored at *v*
    return $x \lozenge y$

Euler Tour Traversal

- Generic traversal of a binary tree
- Includes a special cases the preorder, postorder and inorder traversals
- Walk around the tree and visit each node three times:
  - on the left (preorder)
  - from below (inorder)
  - on the right (postorder)



Template Method Pattern

- Generic algorithm that can be specialized by redefining certain steps
- Implemented by means of an abstract Java class
- Visit methods that can be redefined by subclasses
- Template method eulerTour
  - Recursively called on the left and right children
  - A Result object with fields leftResult, rightResult and finalResult keeps track of the output of the recursive calls to eulerTour

```
public abstract class EulerTour {
    protected BinaryTree tree;
    protected void visitExternal(Position p, Result r) { }
    protected void visitLeft(Position p, Result r) { }
    protected void visitBelow(Position p, Result r) { }
    protected void visitRight(Position p, Result r) { }
    protected Object eulerTour(Position p) {
        Result r = new Result();
        if tree.isExternal(p) { visitExternal(p, r); }
            else {
                visitLeft(p, r);
                r.leftResult = eulerTour(tree.leftChild(p));
                visitBelow(p, r);
                r.rightResult = eulerTour(tree.rightChild(p));
                visitRight(p, r);
                return r.finalResult;
            } …
```

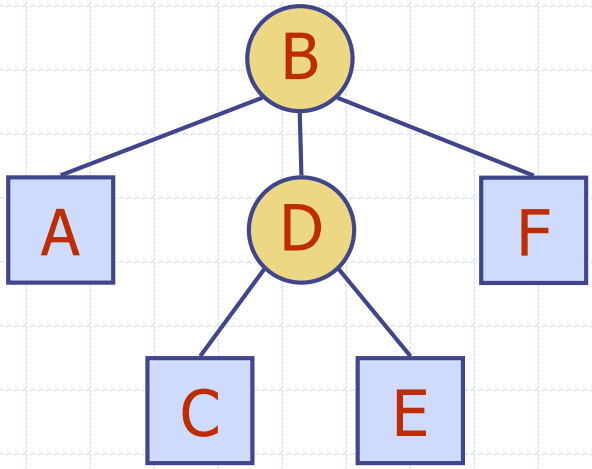
Specializations of EulerTour

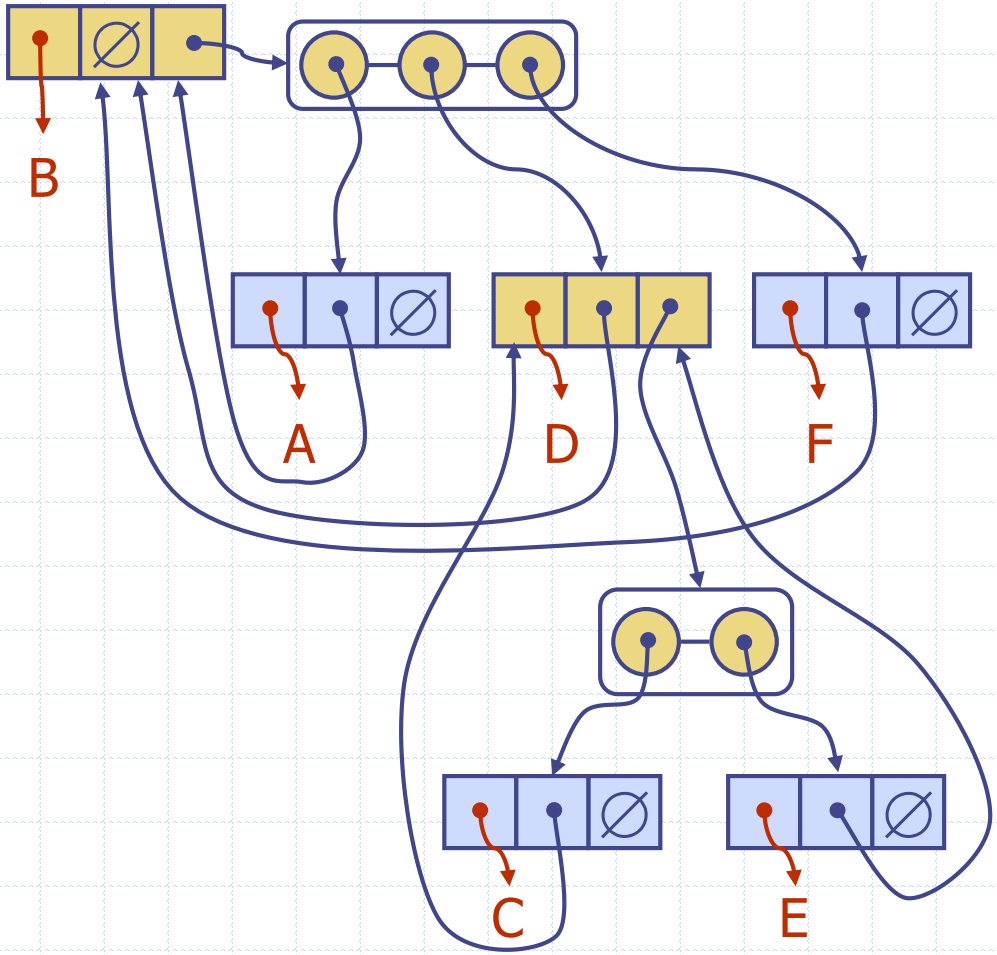
- We show how to specialize class EulerTour to evaluate an arithmetic expression
- Assumptions
  - External nodes store Integer objects
  - Internal nodes store Operator objects supporting method operation (Integer, Integer)

```
public class EvaluateExpression
                    extends EulerTour {

  protected void visitExternal(Position p, Result r) {
    r.finalResult = (Integer) p.element();
  }

  protected void visitRight(Position p, Result r) {
    Operator op = (Operator) p.element();
    r.finalResult = op.operation(
                        (Integer) r.leftResult,
                        (Integer) r.rightResult
                        );
  }

  …

}
```

Data Structure for Trees

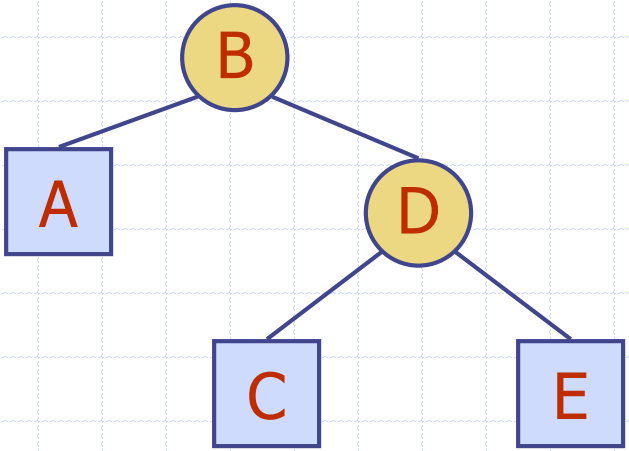
- A node is represented by an object storing
  - Element
  - Parent node
  - Sequence of children nodes
- Node objects implement the Position ADT

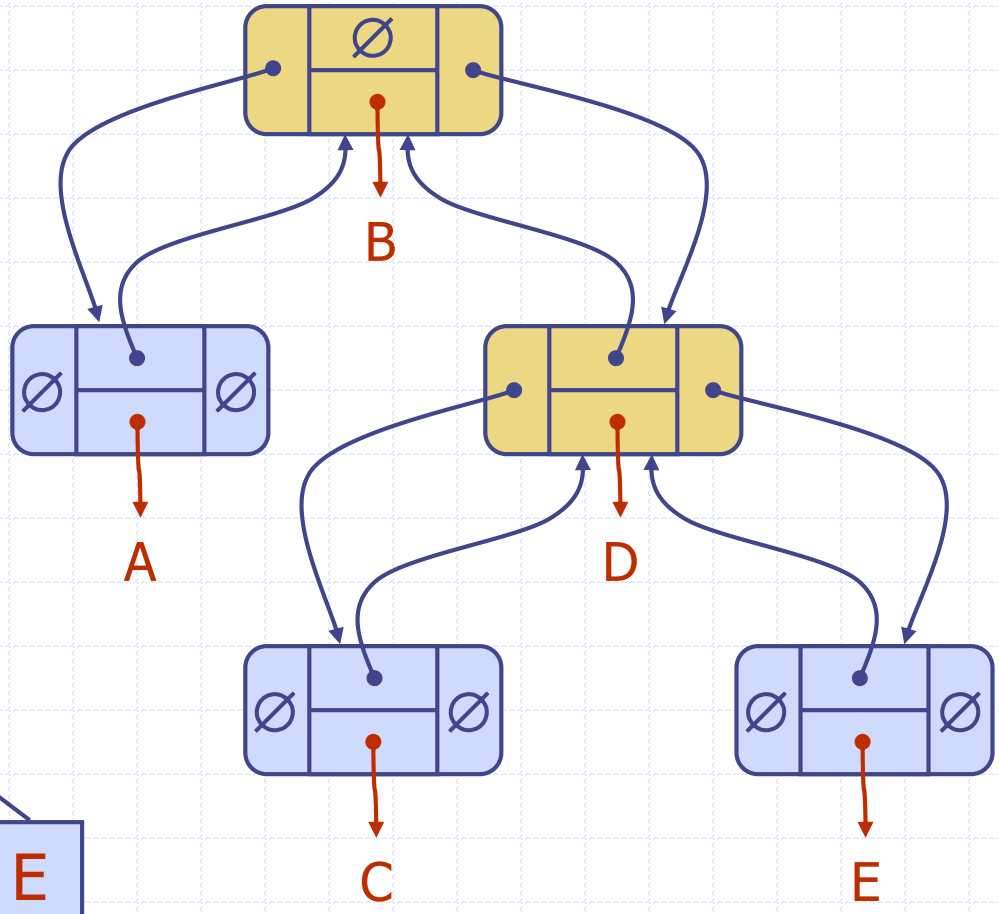




Data Structure for Binary Trees

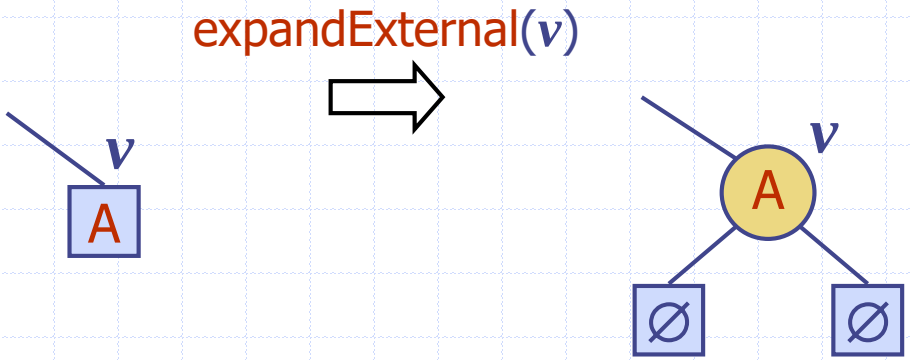
- A node is represented by an object storing
  - Element
  - Parent node
  - Left child node
  - Right child node
- Node objects implement the Position ADT

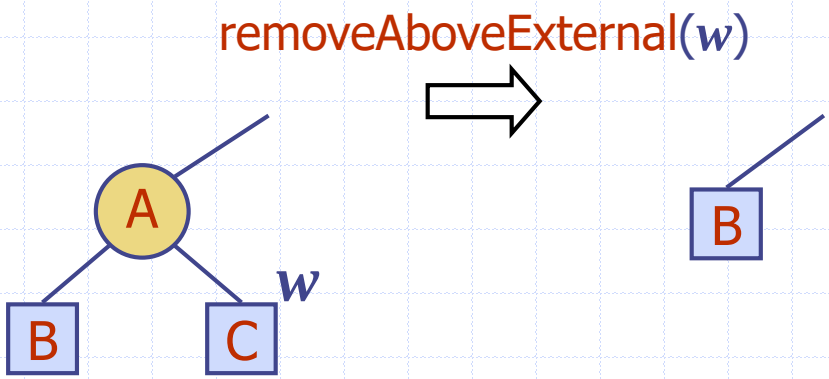




Java Implementation

- Tree interface
- BinaryTree interface extending Tree
- Classes implementing Tree and BinaryTree and providing
  - Constructors
  - Update methods
  - Print methods
- Examples of updates for binary trees
  - expandExternal(v)
  - removeAboveExternal(w)





Trees in JDSL

- JDSL is the Library of Data Structures in Java
- Tree interfaces in JDSL
  - InspectableBinaryTree
  - InspectableTree
  - BinaryTree
  - Tree
- Inspectable versions of the interfaces do not have update methods
- Tree classes in JDSL
  - NodeBinaryTree
  - NodeTree

- JDSL was developed at Brown's Center for Geometric Computing
- See the JDSL documentation and tutorials at http://jdsl.org