

## CSE 373 Lecture 6: Trees

- ◆ Today's agenda:
  - ⇒ Trees: Definition and terminology
  - ⇒ Traversing trees
  - ⇒ Binary search trees
  - ⇒ Inserting into and deleting from trees
- ◆ Covered in Chapter 4 of the text

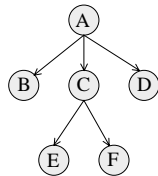
## Why Do We Need Trees?

- ◆ Lists, Stacks, and Queues represent linear sequences
- ◆ Data often contain hierarchical relationships that cannot be expressed as a linear ordering
  - ⇒ File directories or folders on your computer
  - ⇒ Moves in a game
  - ⇒ Employee hierarchies in organizations and companies
  - ⇒ Family trees
  - ⇒ Classification hierarchies (e.g. phylum, family, genus, species)

## Tree Jargon

### ◆ Basic terminology:

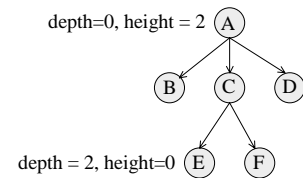
- nodes and edges
- root
- subtrees
- parent
- children, siblings
- leaves
- path
- ancestors
- descendants
- path length



Note: Arrows denote directed edges  
Trees always contain directed edges  
but arrows are often omitted.

## More Tree Jargon

- ◆ Length of a path = number of edges
- ◆ Depth of a node N = length of path from root to N
- ◆ Height of node N = length of longest path from N to a leaf
- ◆ Depth and height of tree = ?



## Definition and Tree Trivia

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- ◆ Recursive Definition of a Tree:  
A tree is a set of nodes that is
  - an empty set of nodes, or
  - has one node called the root from which zero or more trees (subtrees) descend.
- ◆ A tree with N nodes always has \_\_\_ edges
- ◆ Two nodes in a tree have at most how many paths between them?
- ◆ Can a non-zero path from node N reach node N again?
- ◆ Does depth of nodes in a non-zero path increase or decrease?

## Definition and Tree Trivia

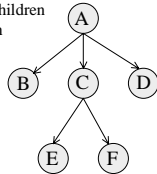
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- ◆ Recursive Definition of a Tree:  
A tree is a set of nodes that is
  - an empty set of nodes, or
  - has one node called the root from which zero or more trees (subtrees) descend.
- ◆ A tree with N nodes always has N-1 edges
- ◆ Two nodes in a tree have at most one path between them
- ◆ Can a non-zero path from node N reach node N again?  
⇒ No! Trees can never have cycles.
- ◆ Does depth of nodes in a non-zero path increase or decrease?  
⇒ Depth always increases in a non-zero path

## Implementation of Trees

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- ◆ Obvious Pointer-Based Implementation: Node with value and pointers to children
  - ⇒ Problem: Do not usually know number of children for a node in advance. How many pointers should we allocate space for?
- ◆ Better Implementation: 1<sup>st</sup> Child/Next Sibling Representation
  - ⇒ Each node has 2 pointers: one to its first child and one to next sibling
  - ⇒ Can handle arbitrary number of children
  - ⇒ Exercise: Draw the representation for this tree...



## Application: Arithmetic Expression Trees

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Example Arithmetic Expression:

$$A + (B * (C / D))$$

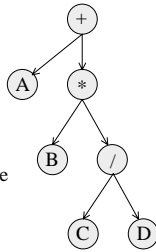
How would you express this as a tree?

## Application: Arithmetic Expression Trees

Example Arithmetic Expression:

$A + (B * (C / D))$

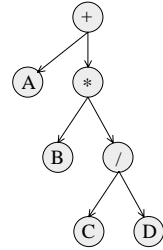
Tree for the above expression:



- Used in most compilers
- No parenthesis need – use tree structure
- Can speed up calculations e.g. replace / node with C/D if C and D are known
- Calculate by traversing tree (how?)

## Traversing Trees

- ◆ Preorder: Root, then Children  
⇨ + A \* B / C D
- ◆ Postorder: Children, then Root  
⇨ A B C D / \* +
- ◆ Inorder: Left child, Root, Right child  
⇨ A + B \* C / D



## Example Code for Recursive Preorder

```
void print_preorder ( TreeNode T)
{
    TreeNode P;
    if ( T == NULL ) return;
    else {
        print_element(T-> Element);
        P = T -> FirstChild;
        while (P != NULL) {
            print_preorder ( P );
            P = P -> NextSibling;
        }
    }
}
```

What is the running time for a tree with N nodes?

## Preorder Traversal with a Stack

```
void Stack_Preorder (TreeNode T, Stack S)
{
    if (T == NULL) return; else push(T,S);
    while (!isempty(S)) {
        T = pop(S);
        print_element(T -> Element);
        if (T -> Right != NULL) push(T -> Right, S);
        if (T -> Left != NULL) push(T -> Left, S);
    }
}
```

What is the running time for a tree with N nodes?

## Binary Trees

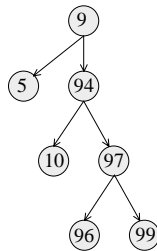
- ◆ Every node has at most two children
  - ↳ Most popular tree in computer science
- ◆ Given N nodes, what is the minimum depth of a binary tree?
- ◆ What is the maximum depth of a binary tree?

## Binary Trees

- ◆ Every node has at most two children
  - ↳ Most popular tree in computer science
- ◆ Given N nodes, what is the minimum depth of a binary tree?
  - ↳ At depth d, you can have  $N = 2^d$  to  $2^{d+1}-1$  nodes (a full tree)
  - ↳ So, minimum depth d is:  $\log N \leq d \leq \log(N+1)-1$  or  $\Theta(\log N)$
- ◆ What is the maximum depth of a binary tree?
  - ↳ Degenerate case: Tree is a linked list!
  - ↳ Maximum depth = N-1
- ◆ Goal: Would like to keep depth at around  $\log N$  to get better performance than linked list for operations like Find.

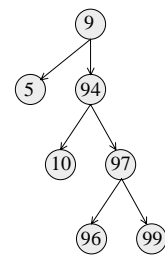
## Binary Search Trees

- ◆ Binary search trees are binary trees in which the value in every node is:
  - > all values in the node's left subtree
  - < all values in the node's right subtree
- ◆ Application: "Look-up" table
  - ↳ Example: Given SSN, return student record
  - ↳ SSN stored in each node as the key value
- ◆ Operations:
  - ↳ Find, FindMin, FindMax
  - ↳ Insert, Delete



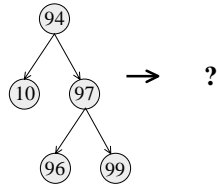
## Operations on Binary Search Trees

- ◆ How would you implement these?
  - ↳ Recursive definition of binary search trees allows recursive routines!
- ◆ Position FindMin(Tree T)
- ◆ Position FindMax(Tree T)
- ◆ Position Find(ElementType X, Tree T)
- ◆ Tree Insert(ElementType X, Tree T)
- ◆ Tree Delete(ElementType X, Tree T)



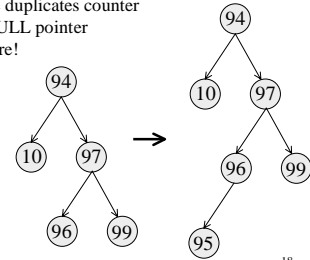
## Insert Operation

- ◆ Tree Insert(ElementType X, Tree T)
  - ⇒ Do a "Find" operation for X
  - ⇒ If X is found → update duplicates counter
  - ⇒ Else, "Find" stops at a NULL pointer
  - ⇒ Insert Node with X there!
- ◆ Example: Insert 95



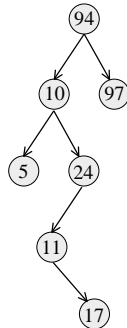
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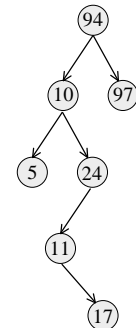
## Delete Operation

- ◆ Delete is a bit trickier... Why?
- ◆ Suppose you want to delete 10
- ◆ Strategy:
  - ⇒ Find 10
  - ⇒ Delete the node containing 10
- ◆ Problem: When you delete a node, what do you replace it by?

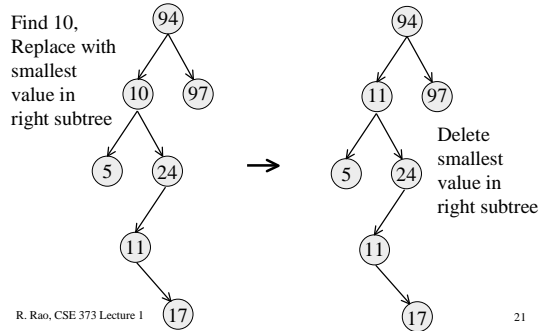


## Delete Operation

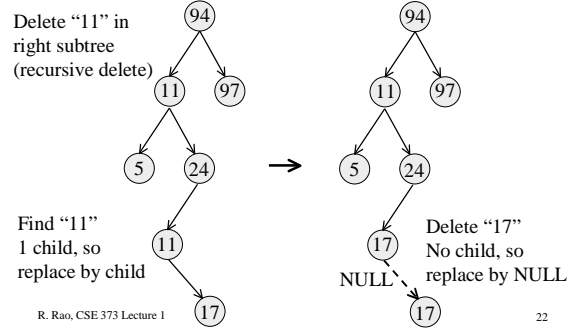
- ◆ Problem: When you delete a node, what do you replace it by?
- ◆ Solution:
  1. If it has no children, by NULL
  2. If it has 1 child, by that child
  3. If it has 2 children, by the node with the smallest value in its right subtree
- ◆ Examples:
  1. Delete 5
  2. Delete 24 (note: recursive deletion)
  3. Delete 10 (note: recursive deletion)



### Example: Delete "10"



### Example: Delete "10"



Next Class:

Analysis of Binary Search Tree Operations

Other Species of Trees: AVL, splay, and B-trees

Homework #2 will be assigned

To Do:

Read Chapter 4