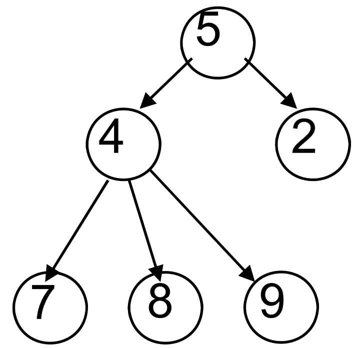
TREES

Lecture 10

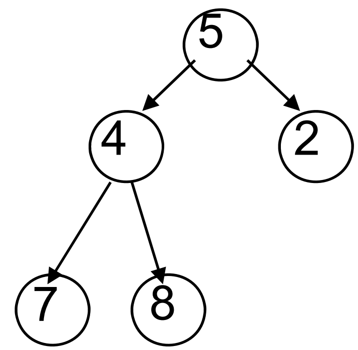
CS2110 – Spring 2013

Tree Overview

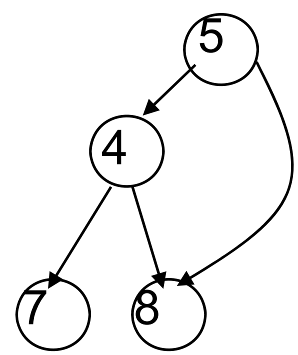
- *Tree*: recursive data structure (similar to list)
  - Each cell may have zero or more *successors* (children)
  - Each cell has exactly one *predecessor* (parent) except the *root*, which has none
  - All cells are reachable from *root*
- *Binary tree*: tree in which each cell can have at most two children: a left child and a right child



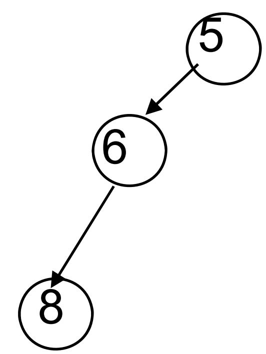
General tree



Binary tree



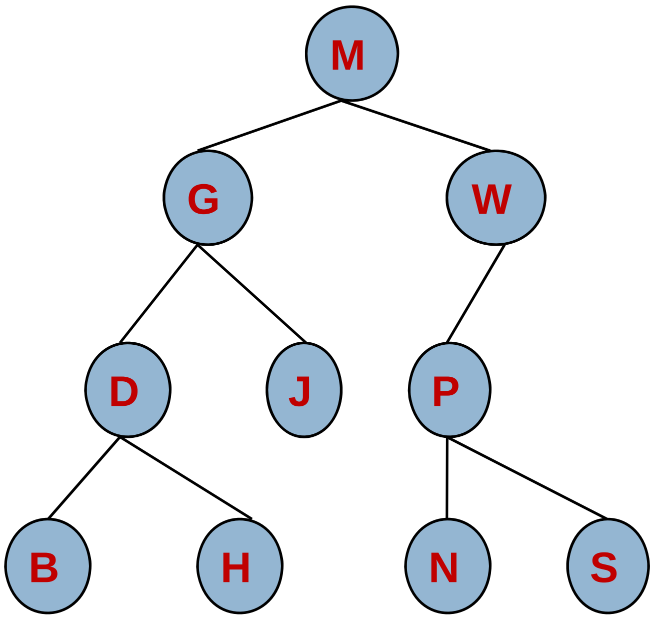
Not a tree



List-like tree

Tree Terminology

- M is the *root* of this tree
- G is the *root* of the *left subtree* of M
- B, H, J, N, and S are *leaves*
- N is the *left child* of P; S is the *right child*
- P is the *parent* of N
- M and G are *ancestors* of D
- P, N, and S are *descendants* of W
- Node J is at *depth* 2 (i.e., *depth* = length of path from root = number of edges)
- Node W is at *height* 2 (i.e., *height* = length of longest path to a leaf)
- A collection of several trees is called a ...?



Class for Binary Tree Cells


```
class TreeCell<T> {
   private T datum;
   private TreeCell<T> left, right;

   public TreeCell(T x) { datum = x; }
   public TreeCell(T x, TreeCell<T> lft,
                        TreeCell<T> rgt) {
      datum = x;
      left = lft;
      right = rgt;
   }
   more methods: getDatum, setDatum,
   getLeft, setLeft, getRight, setRight
}
```

Points to left subtree

Points to right subtree

```
... new TreeCell<String>("hello") ...
```

Binary versus general tree

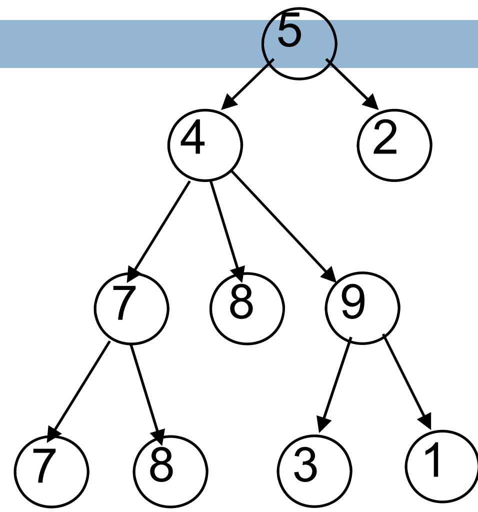
- In a binary tree each node has exactly two pointers: to the left subtree, and to the right one
  - Of course one or both could be *null*

- In a general tree a node can have any number of child nodes
  - Very useful in some situations...
  - ... one of which will be our assignments!

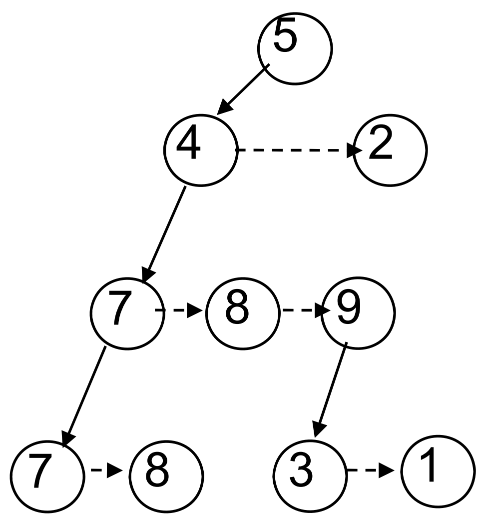
Class for General Tree nodes


```
class GTreeCell {
    private Object datum;
    private GTreeCell left;
    private GTreeCell sibling;

    appropriate getter and
    setter methods
}
```

- Parent node points directly only to its leftmost child
- Leftmost child has pointer to next sibling, which points to next sibling, etc.



General tree



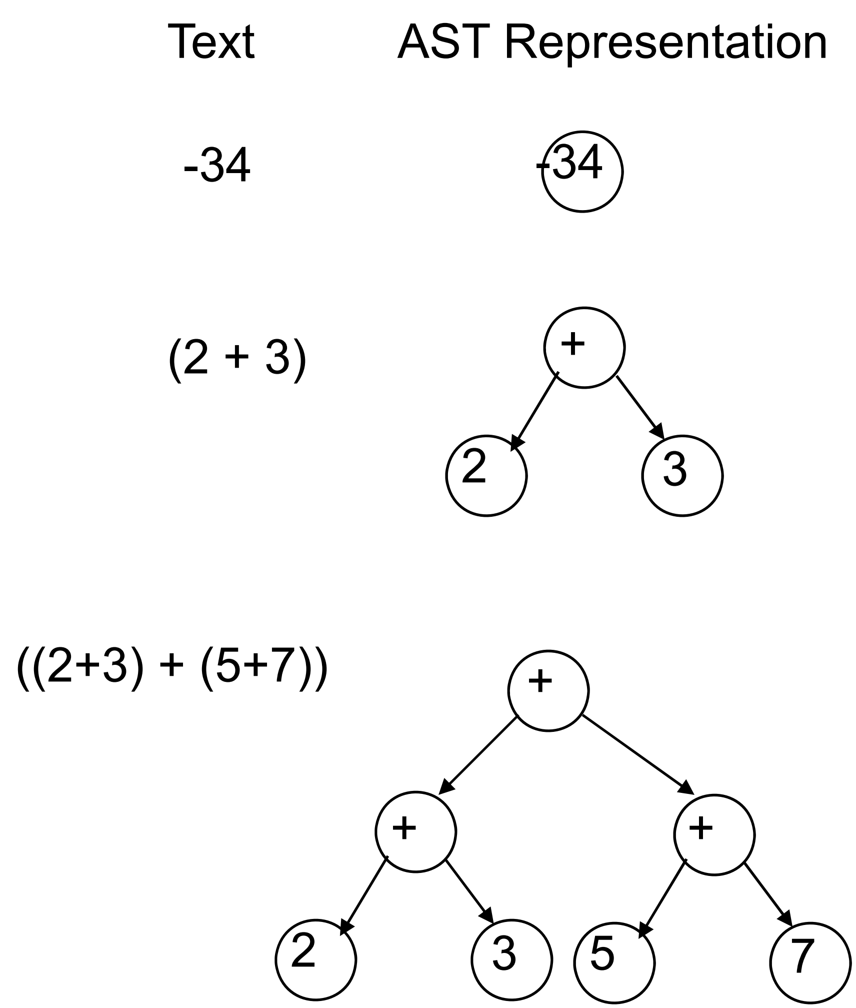
Tree represented using GTreeCell

Applications of Trees

- Most languages (natural and computer) have a recursive, hierarchical structure
- This structure is *implicit* in ordinary textual representation
- Recursive structure can be made *explicit* by representing sentences in the language as trees: Abstract Syntax Trees (ASTs)
- ASTs are easier to optimize, generate code from, etc. than textual representation
- A parser converts textual representations to AST

Example

- Expression grammar:
  - E ⟶ integer
  - E ⟶ (E + E)
- In textual representation
  - Parentheses show hierarchical structure
- In tree representation
  - Hierarchy is explicit in the structure of the tree



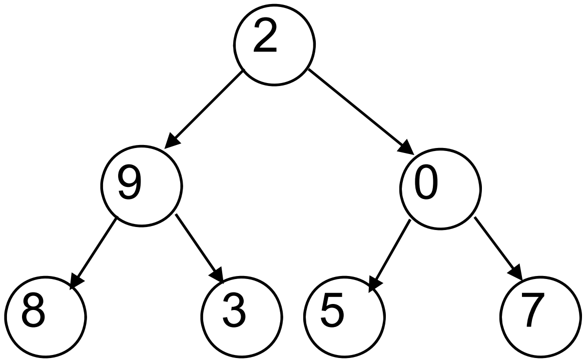
Recursion on Trees

- Recursive methods can be written to operate on trees in an obvious way
- Base case
  - empty tree
  - leaf node
- Recursive case
  - solve problem on left and right subtrees
  - put solutions together to get solution for full tree

Searching in a Binary Tree

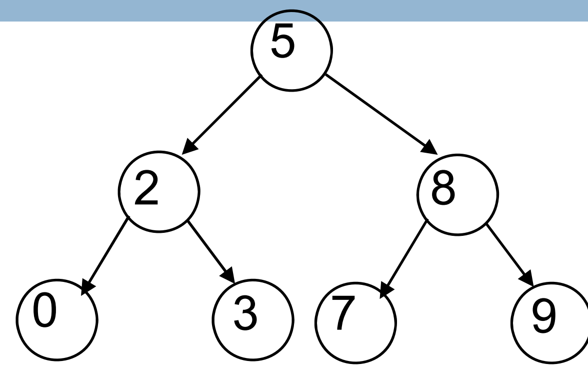

```
public static boolean treeSearch(Object x,
                                 TreeCell node) {
   if (node == null) return false;
   if (node.datum.equals(x)) return true;
   return treeSearch(x, node.left) ||
          treeSearch(x, node.right);
}
```

- Analog of linear search in lists: given tree and an object, find out if object is stored in tree
- Easy to write recursively, harder to write iteratively



Binary Search Tree (BST)

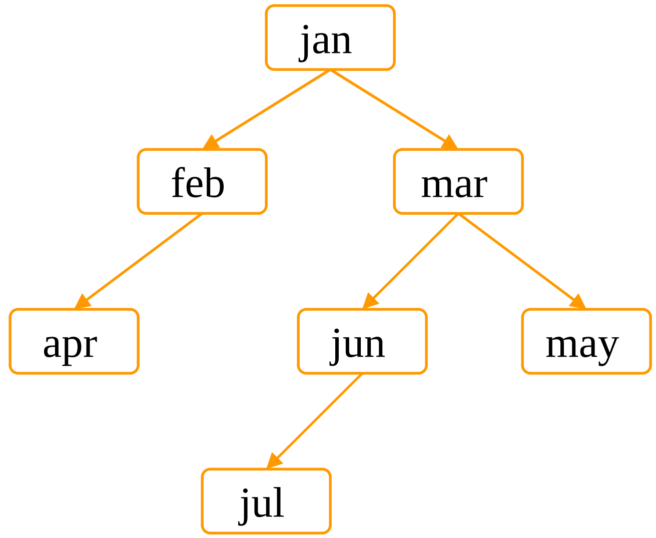
- If the tree data are *ordered* – in any subtree,
  - All *left* descendents of node come *before* node
  - All *right* descendents of node come *after* node
- This makes it *much* faster to search




```
public static boolean treeSearch (Object x, TreeCell node) {
   if (node == null) return false;
   if (node.datum.equals(x)) return true;
   if (node.datum.compareTo(x) > 0)
        return treeSearch(x, node.left);
   else return treeSearch(x, node.right);
}
```

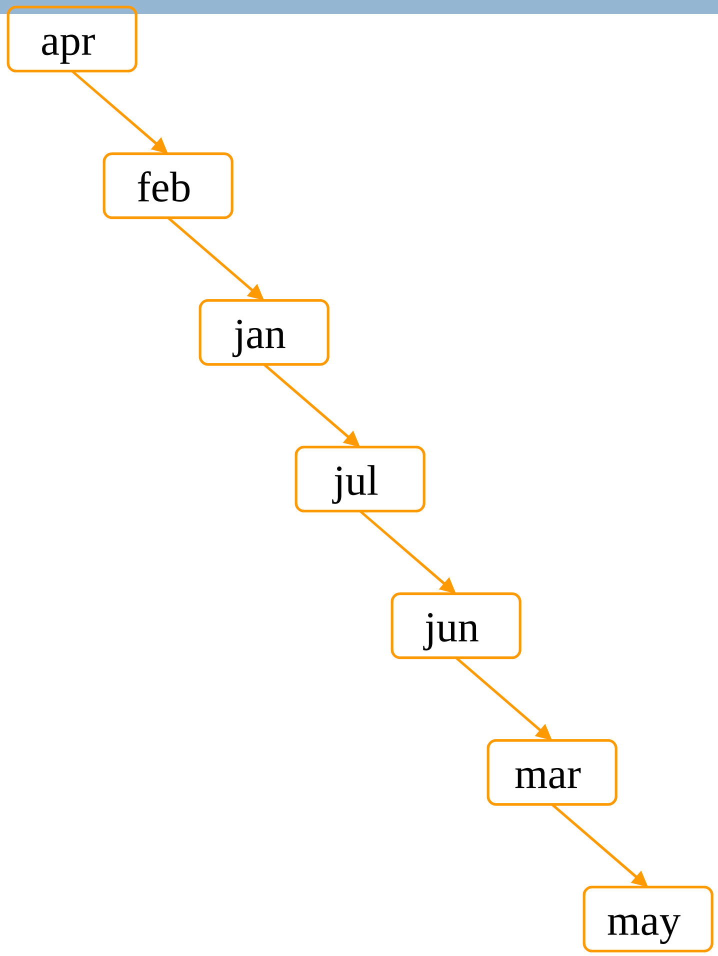
Building a BST

- To insert a new item
  - Pretend to look for the item
  - Put the new node in the place where you fall off the tree
- This can be done using either recursion or iteration
- Example
  - Tree uses *alphabetical order*
  - Months appear for insertion in *calendar order*



What Can Go Wrong?

- A BST makes searches very fast, *unless*…
  - Nodes are inserted in alphabetical order
  - In this case, we're basically building a linked list (with some extra wasted space for the `left` fields that aren't being used)
- BST works great if data arrives in random order



Printing Contents of BST

Because of the ordering rules for a BST, it's easy to print the items in alphabetical order

- Recursively print everything in the left subtree
- Print the node
- Recursively print everything in the right subtree

```
/**
* Show the contents of the BST in
* alphabetical order.
*/
public void show () {
   show(root);
   System.out.println();
}

private static void show(TreeNode node) {
   if (node == null) return;
   show(node.lchild);
   System.out.print(node.datum + " ");
   show(node.rchild);
}
```

Tree Traversals

- "Walking" over the whole tree is a tree traversal
  - This is done often enough that there are standard names
  - The previous example is an inorder traversal
    - Process left subtree
    - Process node
    - Process right subtree
- Note: we're using this for printing, but any kind of processing can be done

- There are other standard kinds of traversals
  - Preorder traversal
    - Process node
    - Process left subtree
    - Process right subtree
  - Postorder traversal
    - Process left subtree
    - Process right subtree
    - Process node
  - Level-order traversal
    - Not recursive
    - Uses a queue

Some Useful Methods

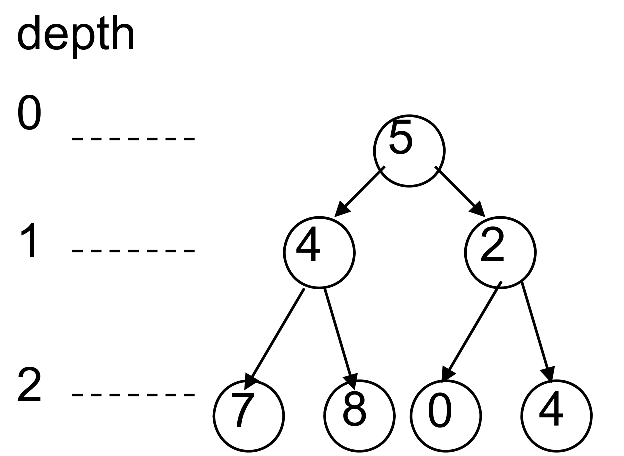

```
//determine if a node is a leaf
public static boolean isLeaf(TreeCell node) {
   return (node != null) && (node.left == null)
                         && (node.right == null);
}

//compute height of tree using postorder traversal
public static int height(TreeCell node) {
   if (node == null) return -1; //empty tree
   if (isLeaf(node)) return 0;
   return 1 + Math.max(height(node.left),
                       height(node.right));
}

//compute number of nodes using postorder traversal
public static int nNodes(TreeCell node) {
   if (node == null) return 0;
   return 1 + nNodes(node.left) + nNodes(node.right);
}
```

Useful Facts about Binary Trees

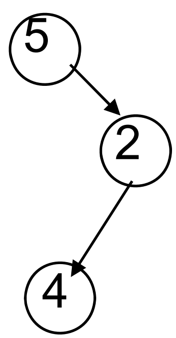
- 2^d = maximum number of nodes at depth d

- If height of tree is h
  - Minimum number of nodes in tree = h + 1
  - Maximum number of nodes in tree = $2^0 + 2^1 + \ldots + 2^h = 2^{h+1} - 1$

- Complete binary tree
  - All levels of tree down to a certain depth are completely filled



Height 2,
maximum number of nodes

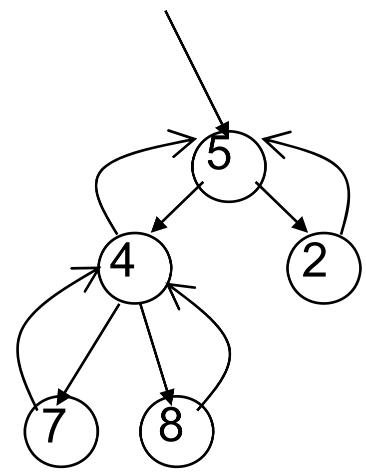


Height 2,
minimum number of nodes

Tree with Parent Pointers

- In some applications, it is useful to have trees in which nodes can reference their parents

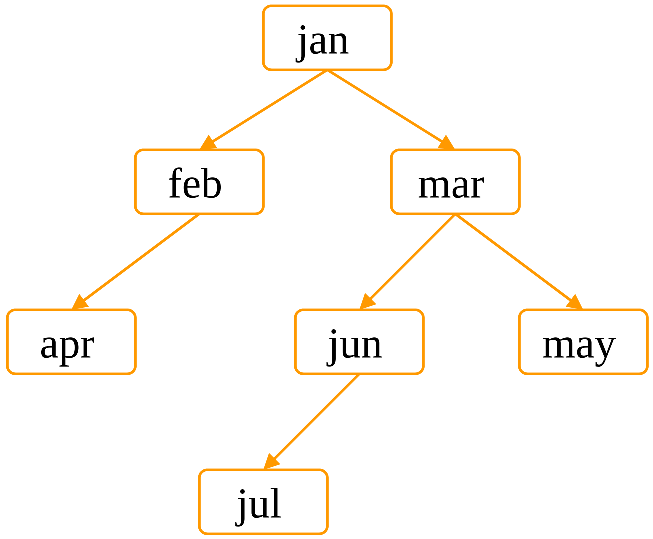
- Analog of doubly-linked lists



Things to Think About

- What if we want to *delete* data from a BST?

- A BST works great as long as it's *balanced*
  - How can we keep it balanced?



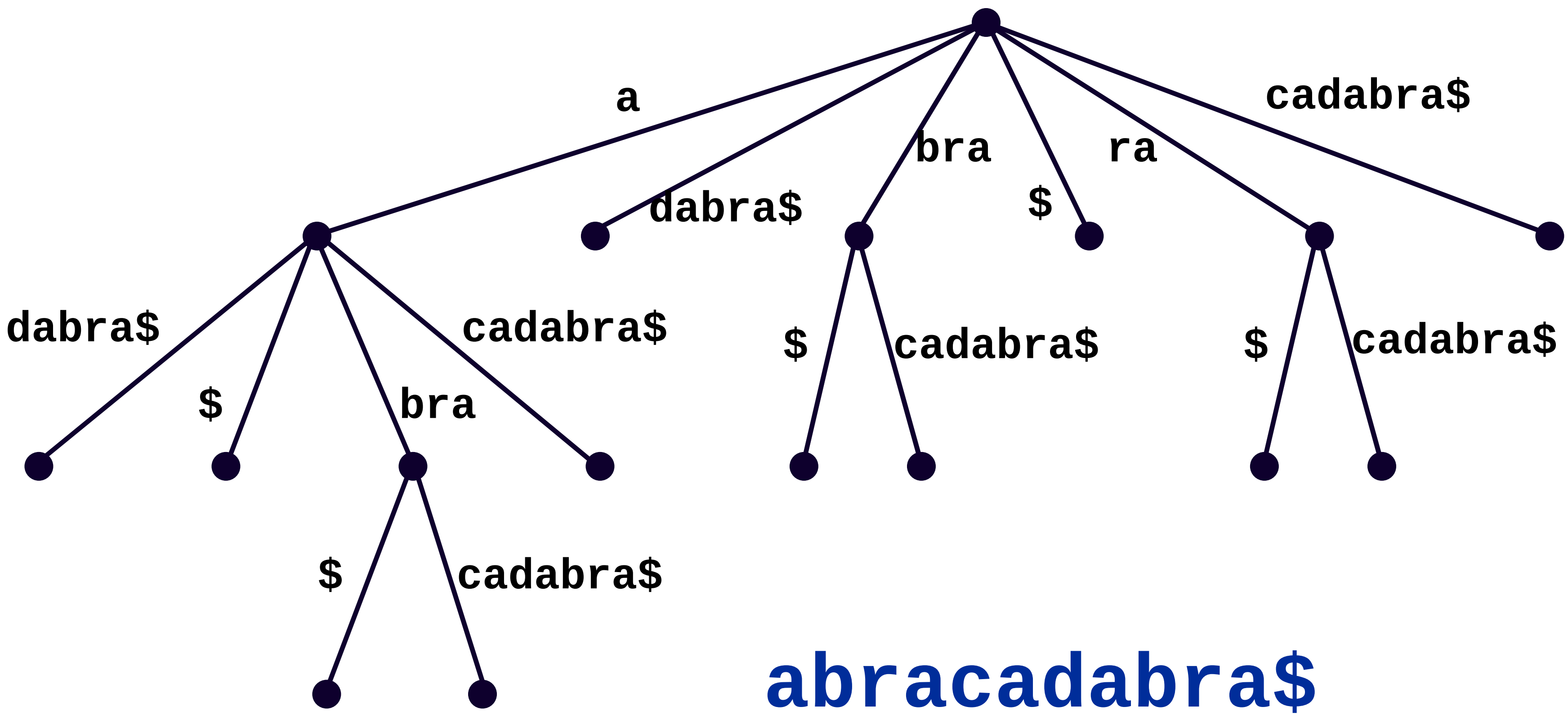
Suffix Trees

- Given a string s, a suffix tree for s is a tree such that

  - each edge has a unique label, which is a nonnull substring of s
  - any two edges out of the same node have labels beginning with different characters
  - the labels along any path from the root to a leaf concatenate together to give a suffix of s
  - all suffixes are represented by some path
  - the leaf of the path is labeled with the index of the first character of the suffix in s

- Suffix trees can be constructed in linear time

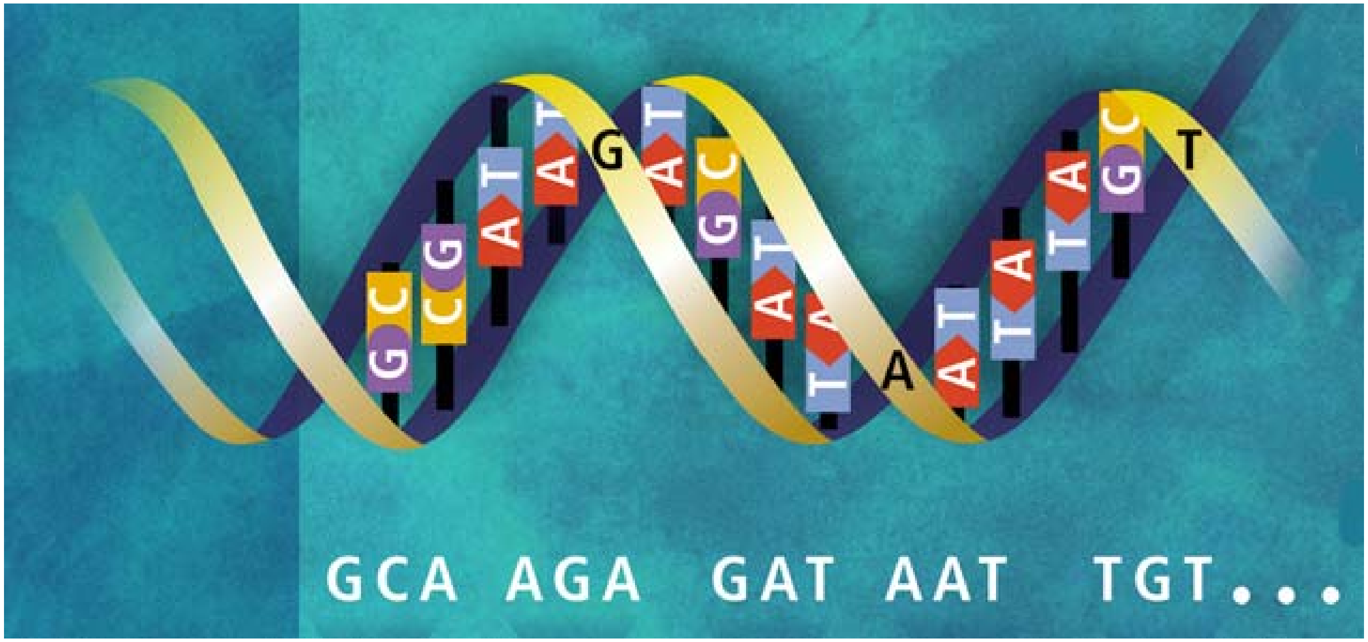
Suffix Trees



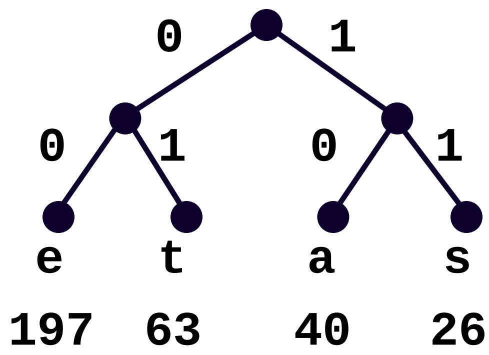
abracadabra$

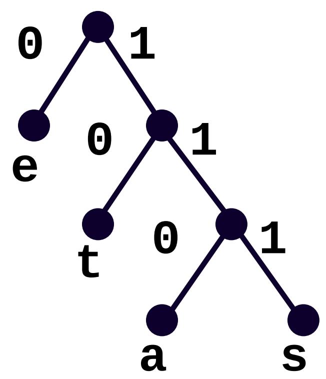
Suffix Trees

- Useful in string matching algorithms (e.g., longest common substring of 2 strings)
- Most algorithms linear time
- Used in genomics (human genome is ~4GB)



Huffman Trees





Fixed length encoding
197*2 + 63*2 + 40*2 + 26*2 = 652

Huffman encoding
197*1 + 63*2 + 40*3 + 26*3 = 521

Huffman Compression of “Ulysses”

- ' ' 242125 00100000 3 110
- 'e' 139496 01100101 3 000
- 't' 95660 01110100 4 1010
- 'a' 89651 01100001 4 1000
- 'o' 88884 01101111 4 0111
- 'n' 78465 01101110 4 0101
- 'i' 76505 01101001 4 0100
- 's' 73186 01110011 4 0011
- 'h' 68625 01101000 5 11111
- 'r' 68320 01110010 5 11110
- 'l' 52657 01101100 5 10111
- 'u' 32942 01110101 6 111011
- 'g' 26201 01100111 6 101101
- 'f' 25248 01100110 6 101100
- '.' 21361 00101110 6 011010
- 'p' 20661 01110000 6 011001
- ...
- '7' 68 00110111 15 111010101001111
- '/' 58 00101111 15 111010101001110
- 'X' 19 01011000 16 0110000000100011
- '&' 3 00100110 18 011000000010001010
- '%' 3 00100101 19 0110000000100010111
- '+' 2 00101011 19 0110000000100010110
- original size 11904320
- compressed size 6822151
- 42.7% compression

BSP Trees

- BSP = Binary Space Partition
- Used to render 3D images composed of polygons
- Each node n has one polygon p as data
- Left subtree of n contains all polygons on one side of p
- Right subtree of n contains all polygons on the other side of p
- Order of traversal determines occlusion!

Tree Summary

- A *tree* is a recursive data structure
  - Each cell has 0 or more successors (*children*)
  - Each cell except the *root* has at exactly one predecessor (*parent*)
  - All cells are reachable from the *root*
  - A cell with no children is called a *leaf*
- Special case: *binary tree*
  - Binary tree cells have a left and a right child
  - Either or both children can be null
- Trees are useful for exposing the recursive structure of natural language and computer programs