

# COSC 2306

# Data Programming

## Trees

# A tree-like organization

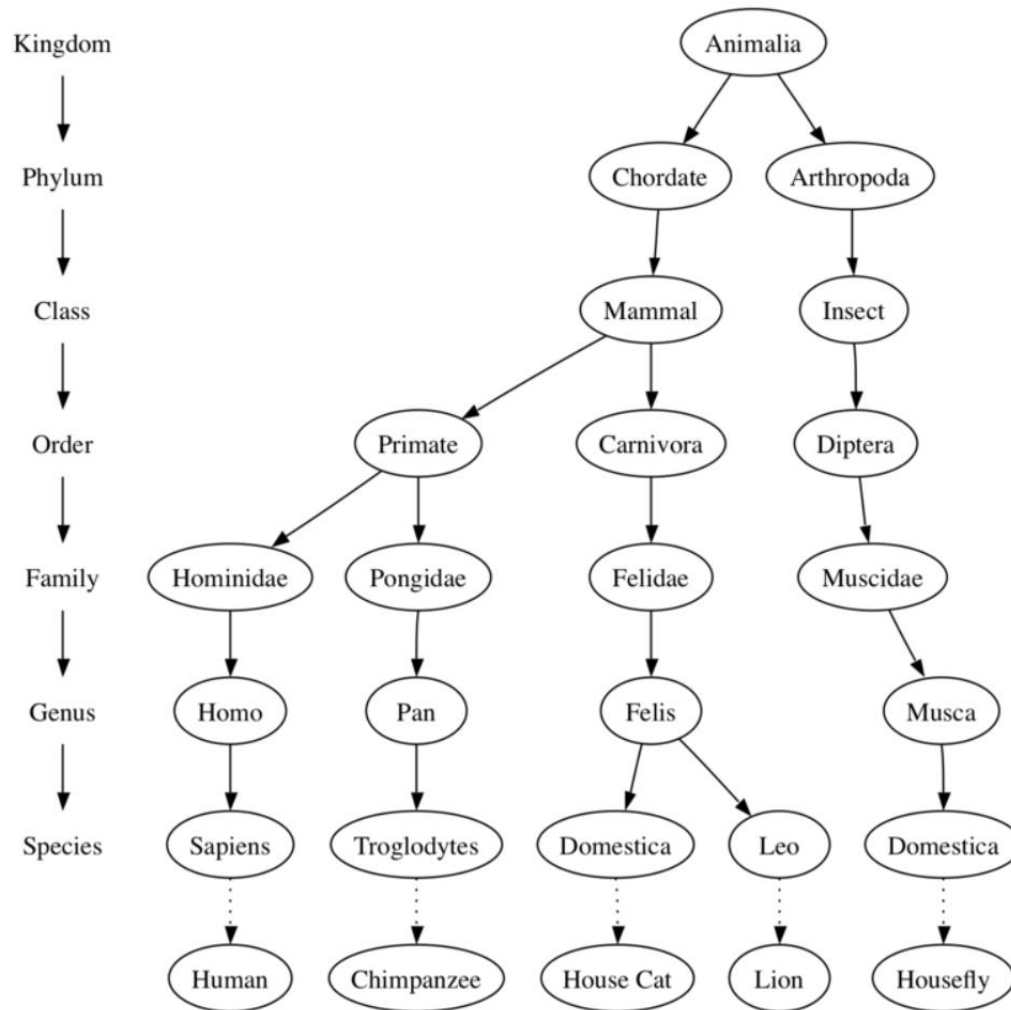


Figure 1: Taxonomy of Some Common Animals Shown as a Tree

# A tree-like organization

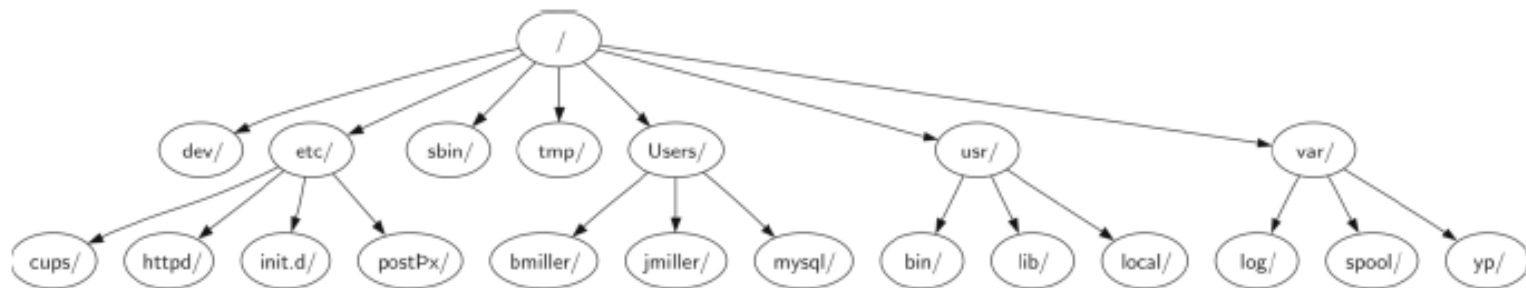
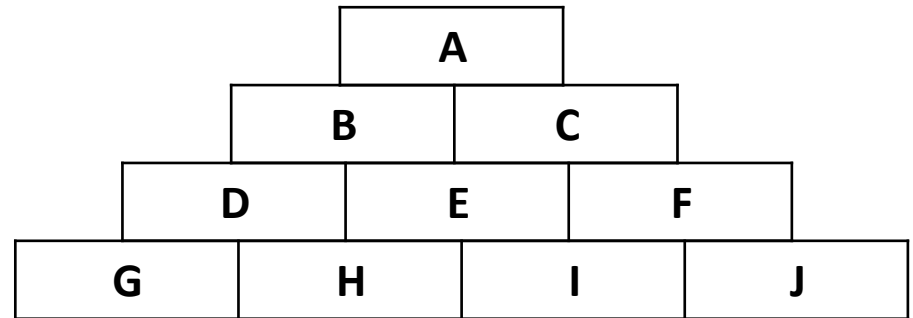
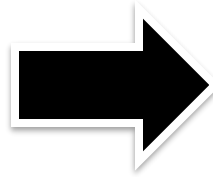


Figure 6.2: A Small Part of the Unix File System Hierarchy

# Organizing data

A
B
C
D
E
F
G
H
I
J

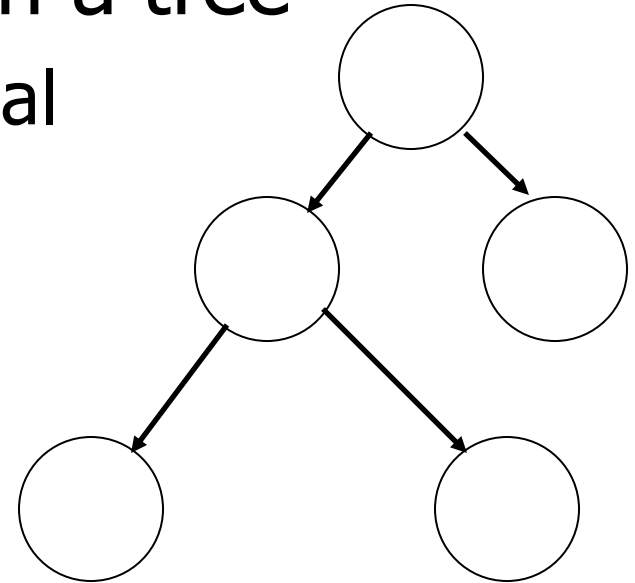


# Application of trees

- Database system: Binary Search Tree
- File system: B-tree B+-tree
- Encoding and Compression: Huffman Tree
- Data structures: Red-black Tree
  - C++ set and map (dict) implementation
- Machine Learning: Decision Tree
- Data Mining: K-D Tree

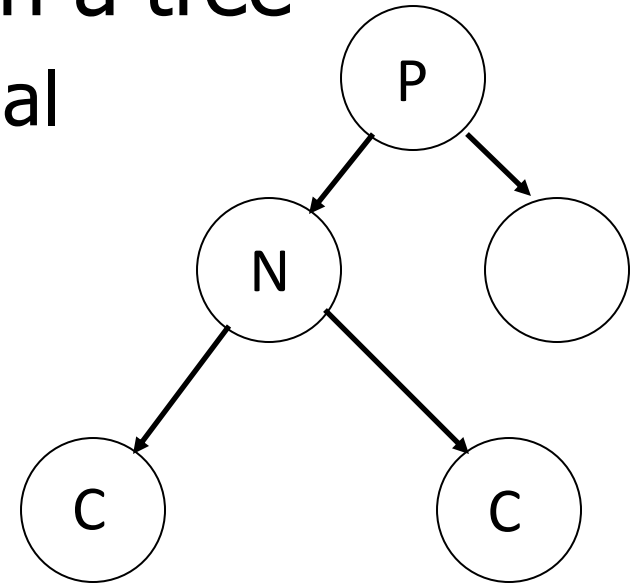
# Tree node

- The basic component of tree
- Connected to each other in a tree
  - Connection is one-directional
- For each node N:
  - Children nodes
    - The nodes N connect to
  - Parent node
    - The node connect to N



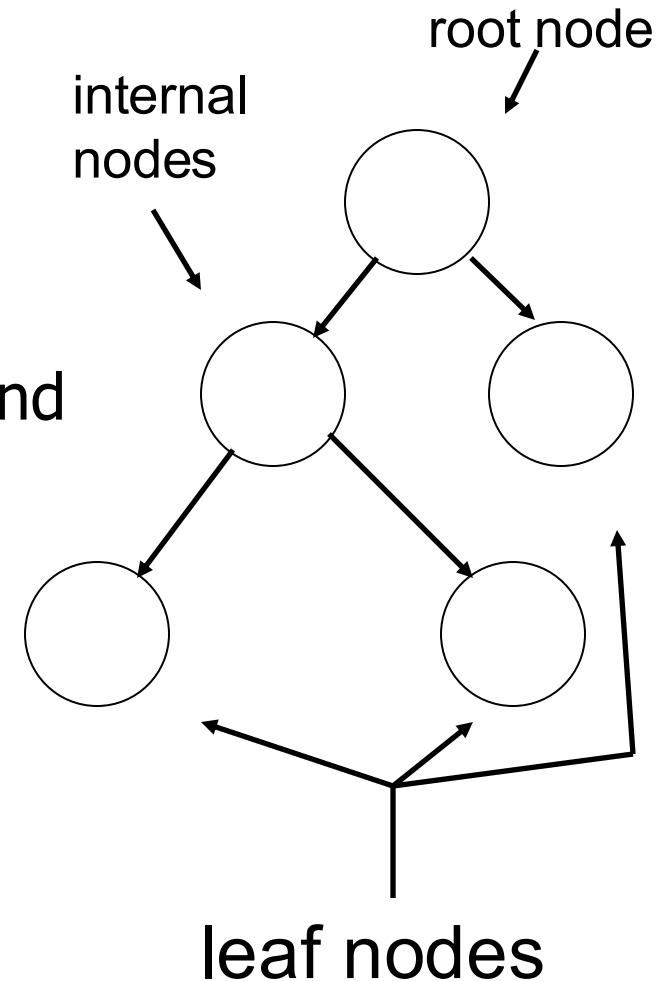
# Tree node

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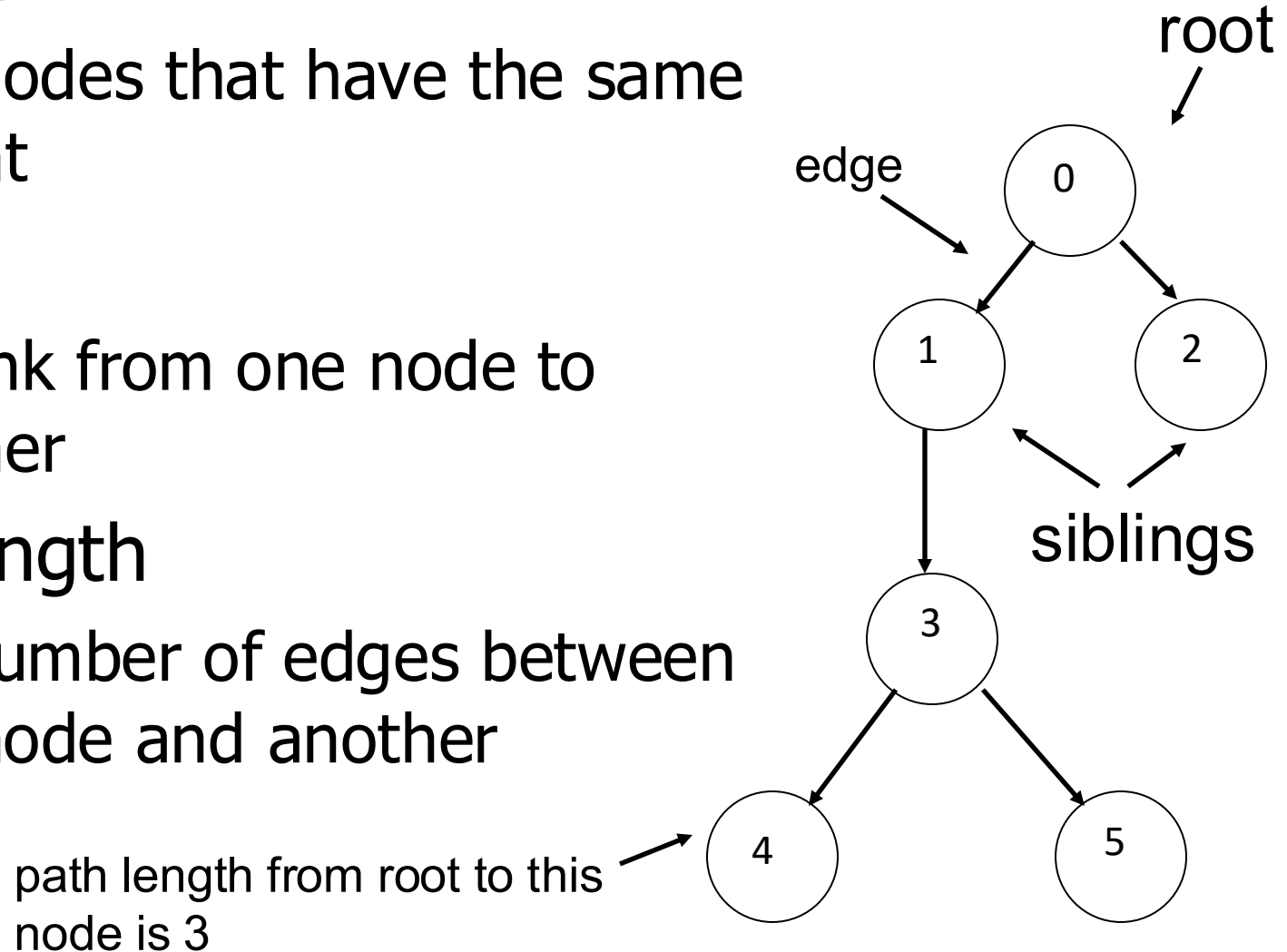
# Tree node

- 3 node types:
  - Root node
    - Only 1 in each tree
  - Internal node
    - Node that has both parent and children
  - Leaf node
    - Node that has no children



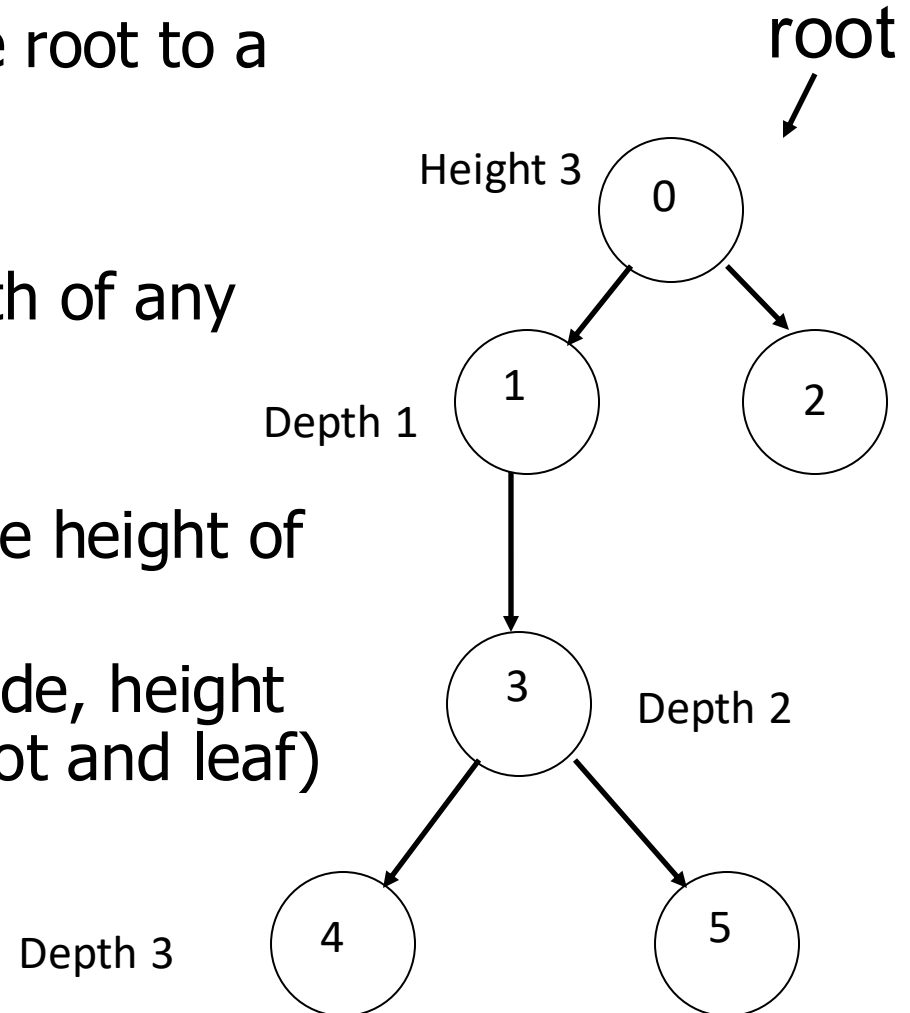
# Tree vocabularies

- Siblings
  - two nodes that have the same parent
- Edge
  - the link from one node to another
- Path length
  - the number of edges between one node and another



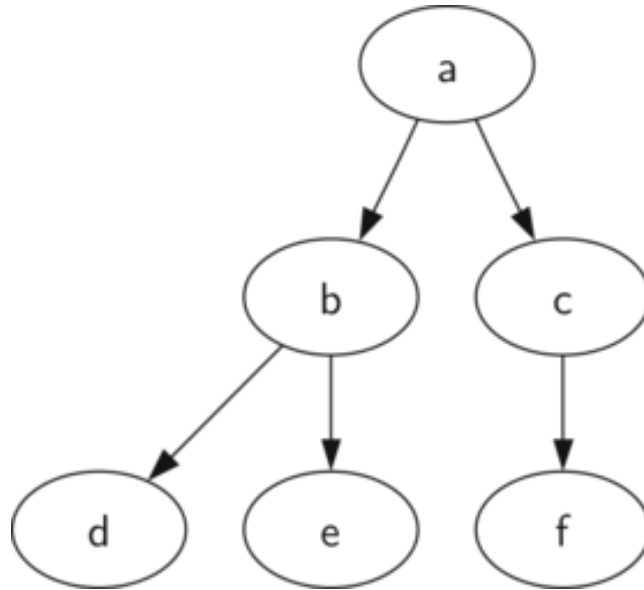
# Tree vocabularies

- Depth
  - the path length from the root to a node
- Height
  - the maximum 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
  - if a tree has only one node, height is 0 (the node is both root and leaf)



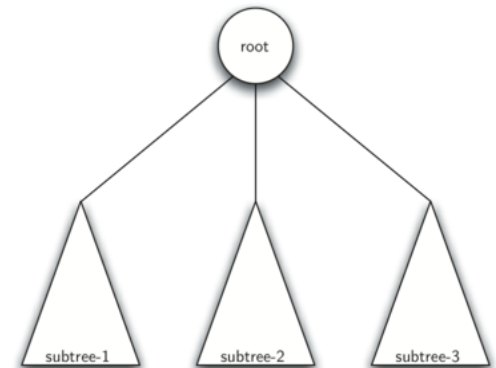
# Subtree

**Subtree:** a set of nodes and edges of a parent and all descendants of that parent (e.g., b, d, e)



# Definition

- Definition 1: a tree,  $T$ , is consists a set of nodes and edges that connect pairs of nodes
  - $T$  has a special node called the root node
  - *Every node except the root is connected by an edge from exactly one other node (its parent)*
  - *A unique path from root to each node*
- Definition 2: a tree,  $T$ , is either empty (no node) or consist of a root and 0 or more subtrees
  - *Recursive definition*
  - *Subtree is a tree*
  - *Example shows at least 4 nodes*

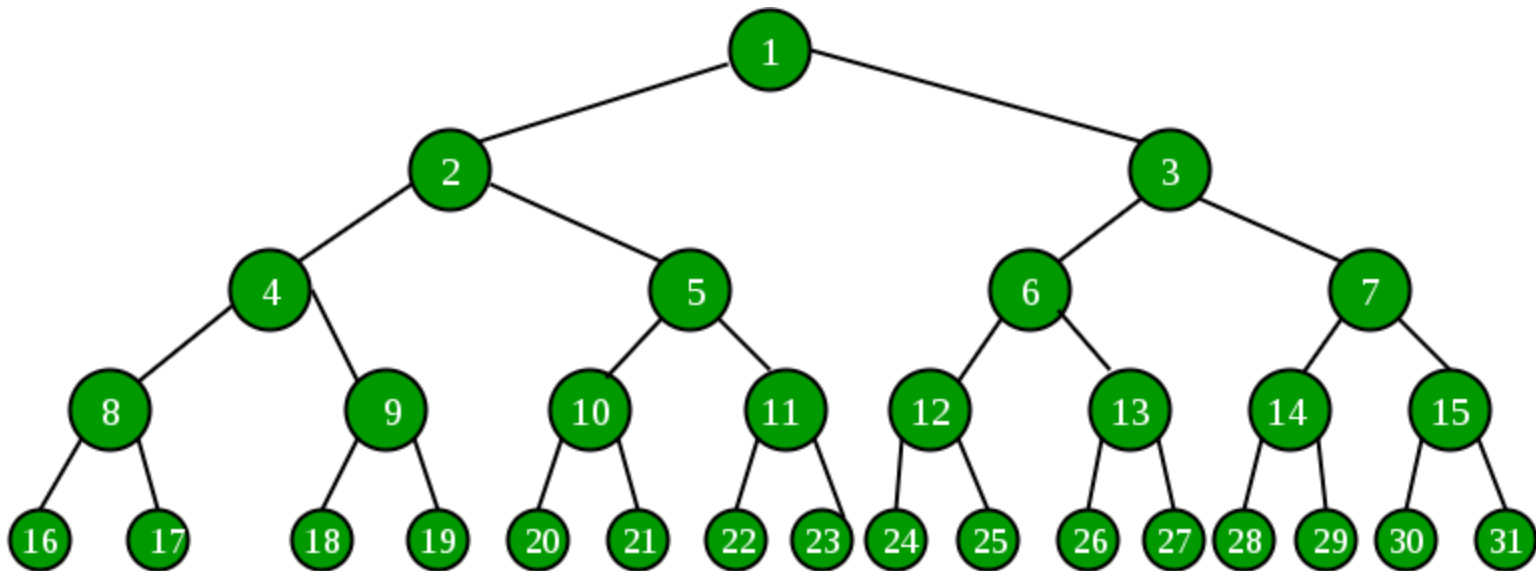


# Binary Tree

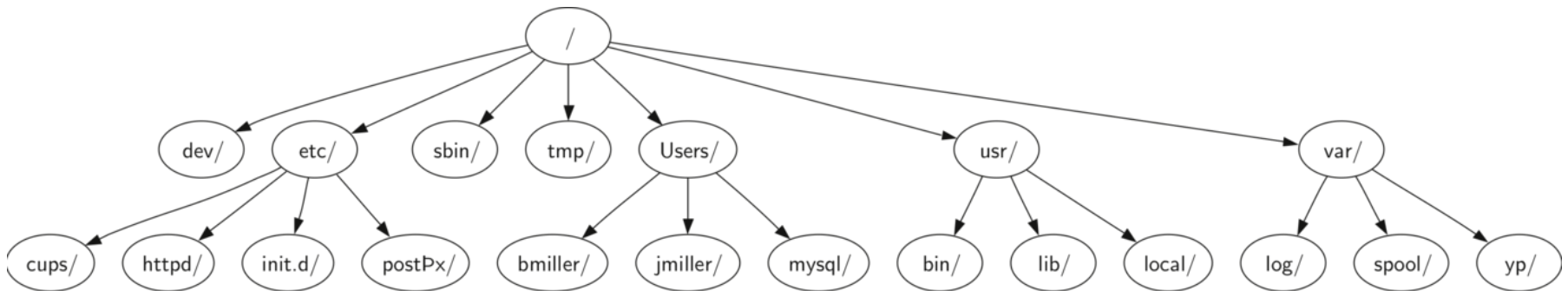
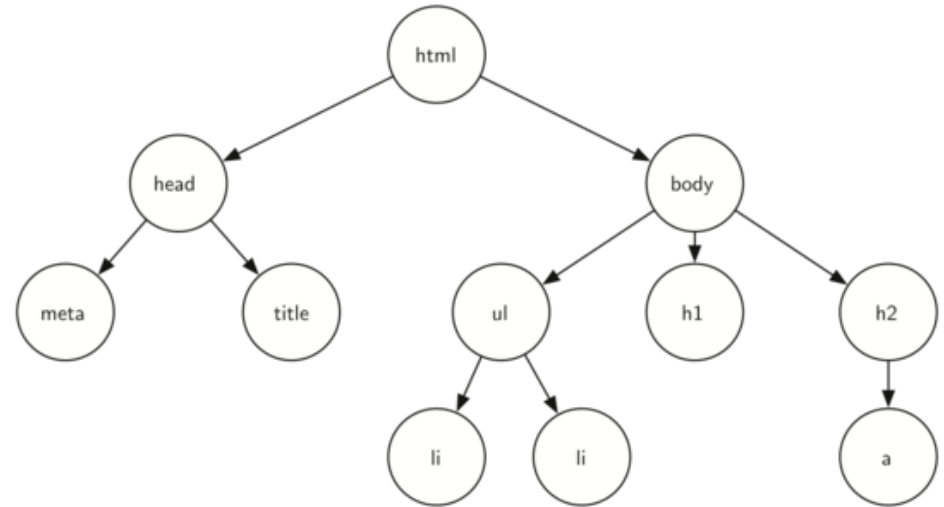
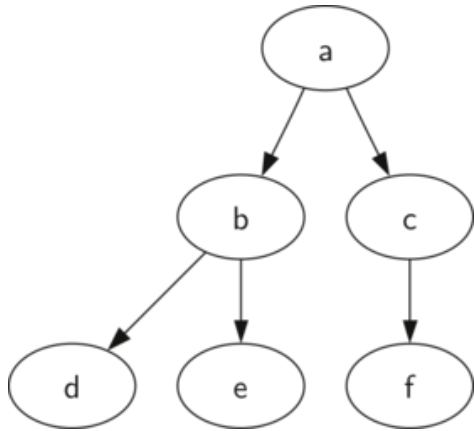
- Definition: a binary tree is a tree + one property
  - $T$  has a special node called the root node
  - *Every node except the root is connected by an edge from exactly one other node (its parent)*
  - *A unique path from root to each node*
  - *Each node has a max of 2 children*
- Another way:
  - $T$  has a special node called the root node
  - $T$  has two sets of nodes,  $L_T$  and  $R_T$ , called the left subtree and right subtree of  $T$ , respectively
  - $L_T$  and  $R_T$  are binary trees

# Perfect Binary Tree

- Perfect Binary tree
  - All leaf nodes on the same depth
  - All non-leaf nodes have 2 children.



# Binary Tree

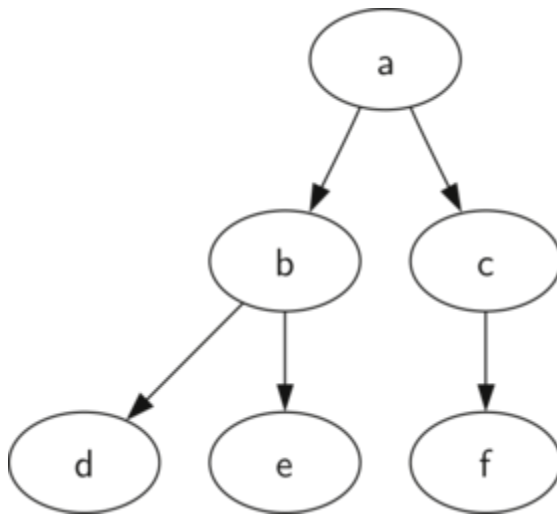


# List of lists representation

Root node: first element of the list

Left subtree: the second element of the list

Right subtree: the third element of the list



```
my_tree = ['a', #root  
['b', #left subtree  
['d' [], []],  
['e' [], []] ],  
['c', #right subtree  
['f' [], []],  
[] ]  
]
```

Access root: `my_tree[0]`

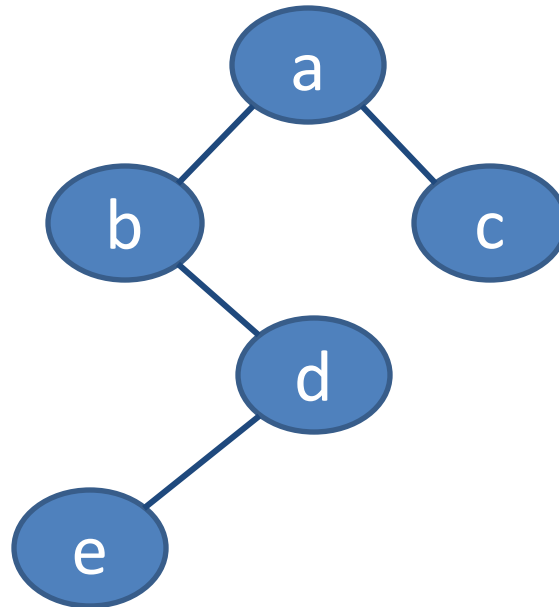
Access left subtree of root: `my_tree[1]`

Access right subtree of root: `my_tree[2]`

# Exercise

Draw the following tree:

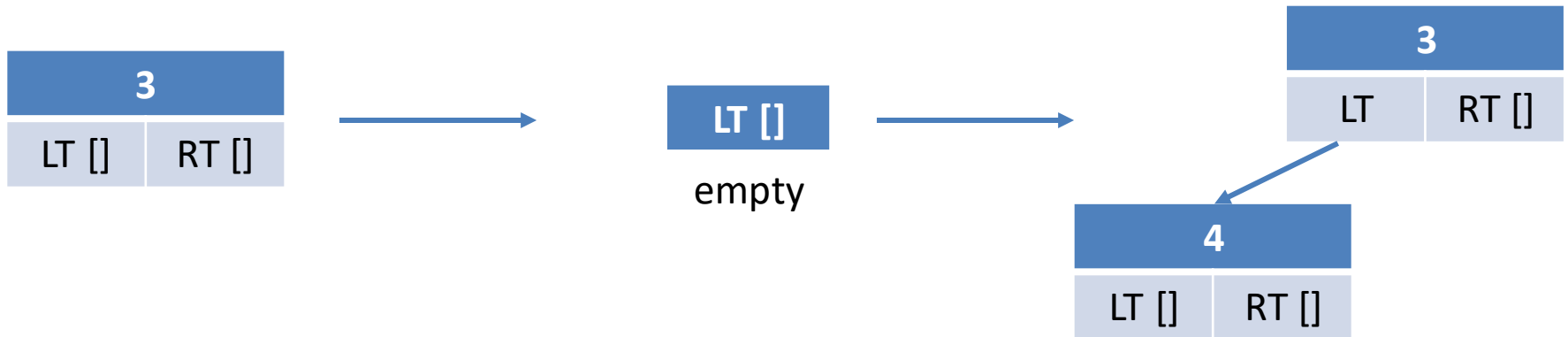
['a', ['b', [], ['d', ['e', [], []], []], []], ['c', [], []]]



# Insertion

```
r = BinaryTree(3)
```

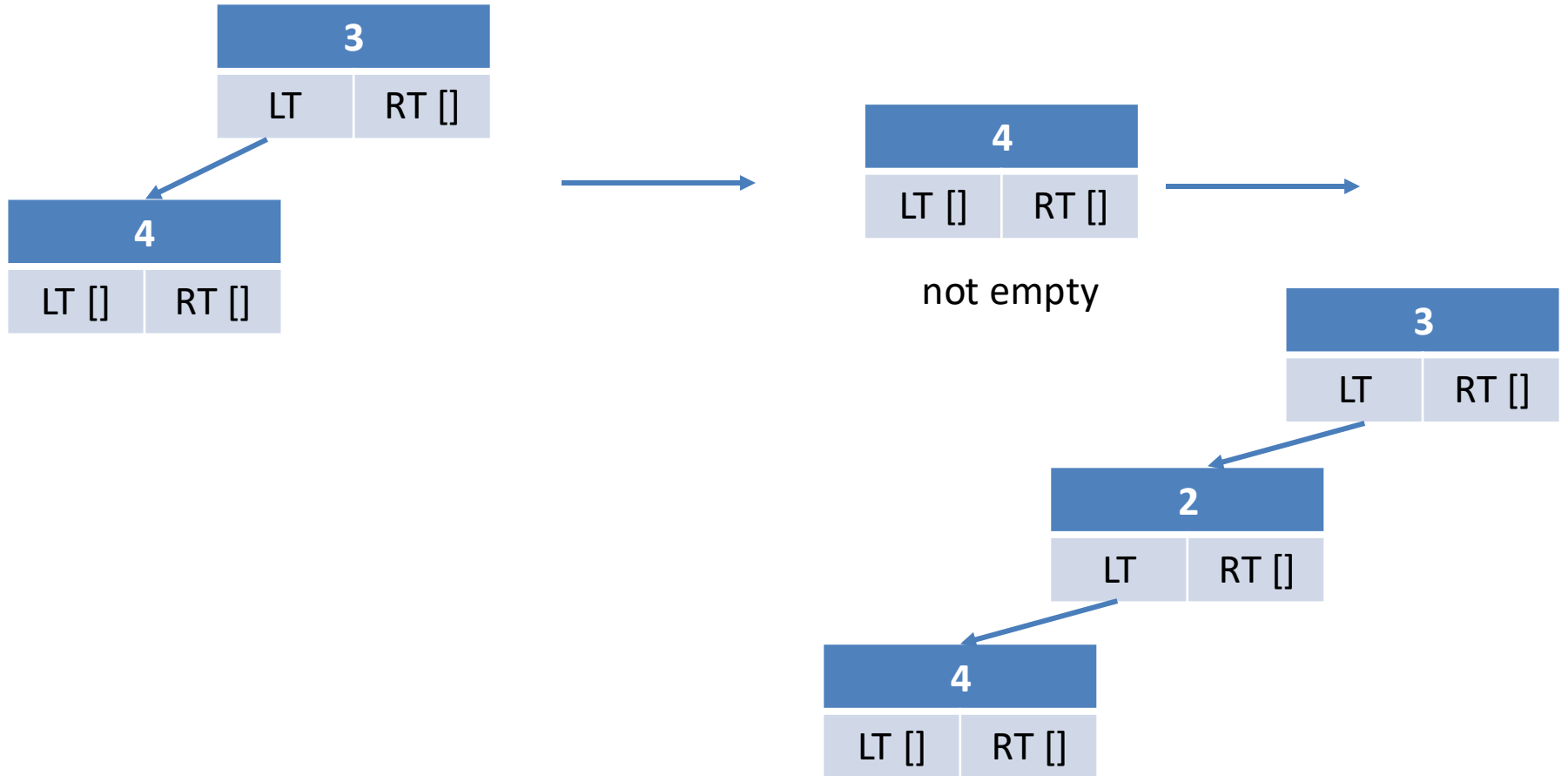
```
insertLeft(r, 4) #insert 4 as the  
left child of r(3)
```



```
r = BinaryTree(3)
```

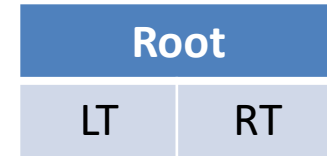
```
insertLeft(r, 4)
```

```
insertLeft(r, 2)
```



# Insertion code

```
def BinaryTree(r):  
    return [r, [], []]
```



Write an insertion function to insert new branch as a node's left child

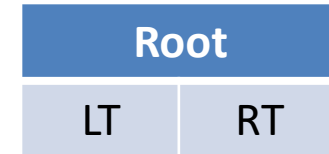
```
def insertLeft(root, newBranch)
```

Idea: check whether LT is empty:

- If not empty: push existing child down one level
- If empty: insert directly

# List of lists representation code

```
def BinaryTree(r):  
    return [r, [], []]
```

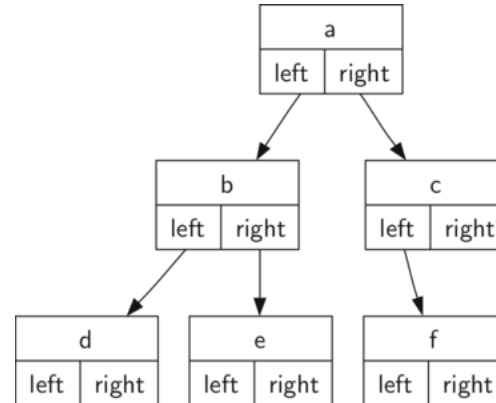


Write an insertion function to insert new branch as a node's left child

```
def insertLeft(root,newBranch):  
    t = root.pop(1) #remove left child  
    if len(t) > 1: #LT is not empty: push  
existing child down one level  
        root.insert(1,[newBranch,t,[]])  
    else: #LT is empty: insert directly  
        root.insert(1,[newBranch, [], []])  
    return root
```

# Binary Tree class

## Object-oriented programming



```
class BinaryTree:
```

```
    def __init__(self, rootObj):  
        self.key = rootObj  
        self.leftChild = None  
        self.rightChild = None
```

# Insertion method code

Write an insertion method **def** `insertLeft(self, newNode)` to insert the new node as a node's left child

Case 1: no existing left child – add a node directly

Case 2: with an existing left child – push existing child down one level

# Insertion method code

Case 1: no existing left child – add a node directly

Case 2: with an existing left child – push existing child down one level

```
def insertLeft(self, newNode) :  
    if self.leftChild == None :  
        self.leftChild = BinaryTree(newNode)  
    else :  
        t = BinaryTree(newNode)  
        t.leftChild = self.leftChild  
        self.leftChild = t
```

# Insertion method code

Case 1: no existing right child – add a node directly

Case 2: with an existing right child – push existing child down one level

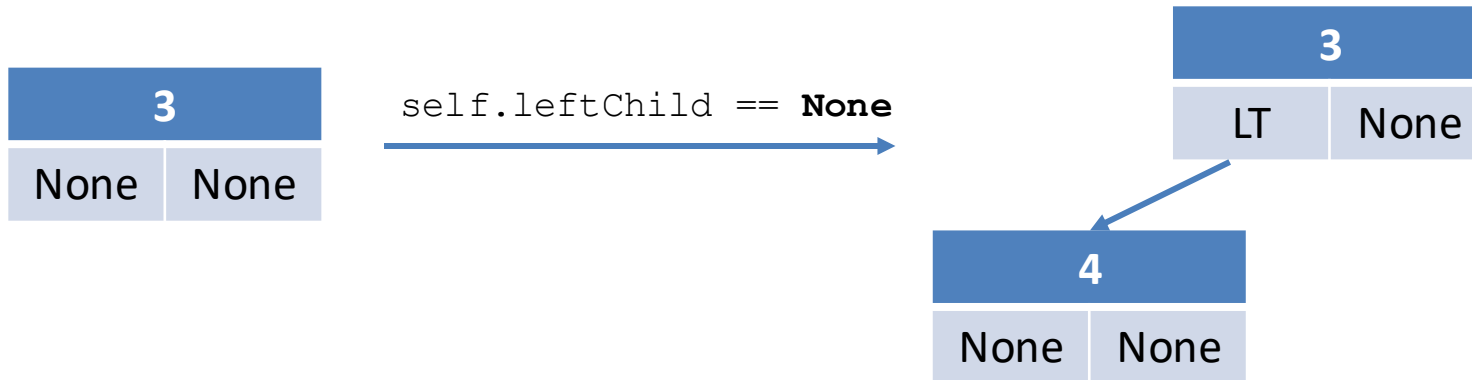
```
def insertRight(self, newNode) :  
    if self.rightChild == None :  
        self.rightChild = BinaryTree(newNode)  
    else :  
        t = BinaryTree(newNode)  
        t.rightChild = self.rightChild  
        self.rightChild = t
```

# Insertion example

```
r = BinaryTree(3)
```

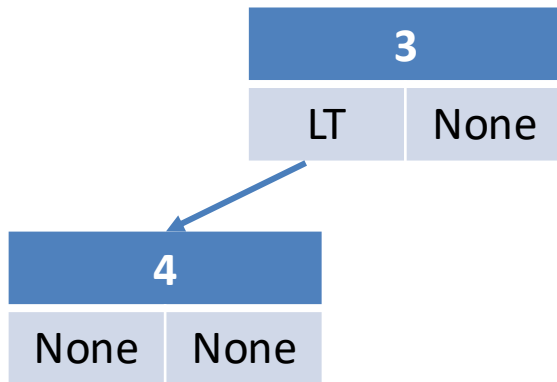
```
r.insertLeft(4)
```

```
r.insertLeft(2)
```



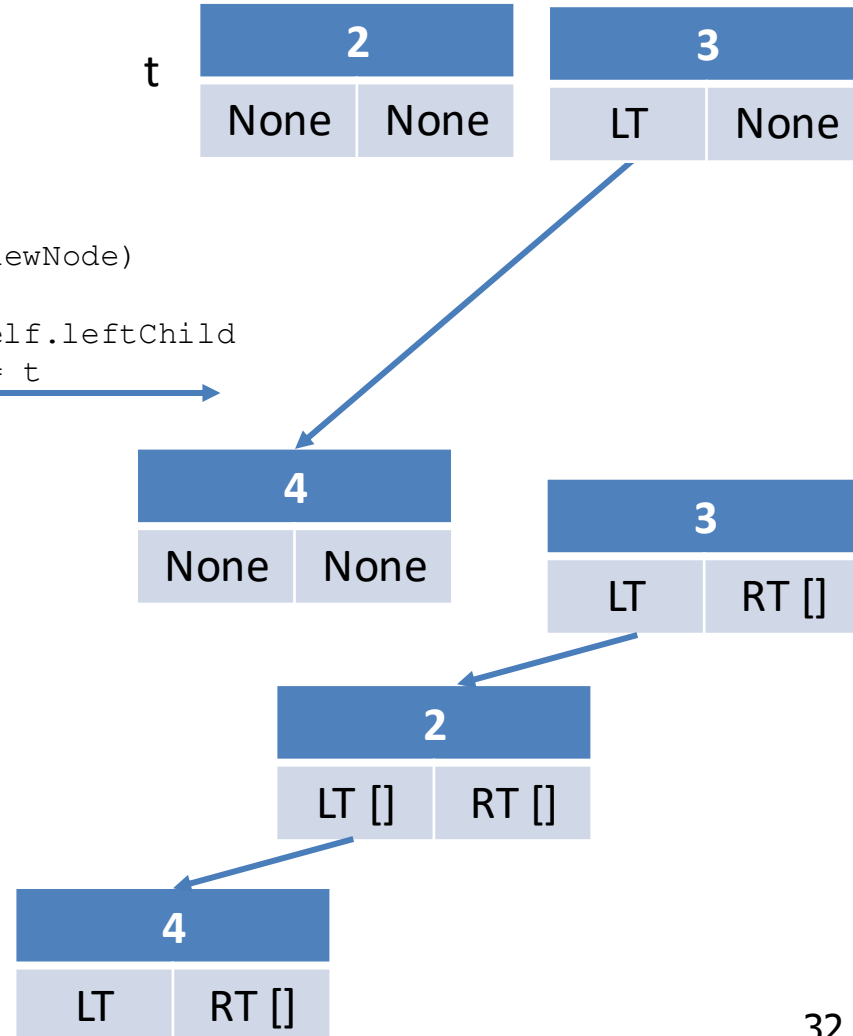
# Insertion example

```
r = BinaryTree(3)
r.insertLeft(4)
r.insertLeft(2)
```



```
t = BinaryTree(newNode)
```

```
t.leftChild = self.leftChild
self.leftChild = t
```



# Binary trees and recursion

- Binary trees are big fans of recursion!
- That's because all nodes look the same
- Access is typically done through reference (first reference being the root)

# Binary Tree Traversal

- **Inorder traversal**

- Traverse the left subtree
- Visit the node
- Traverse the right subtree

Gives non-decreasing order in binary search trees (introduce next)

- **Preorder traversal**

- Visit the node
- Traverse the left subtree
- Traverse the right subtree

Most natural (e.g., reading a book), create a tree

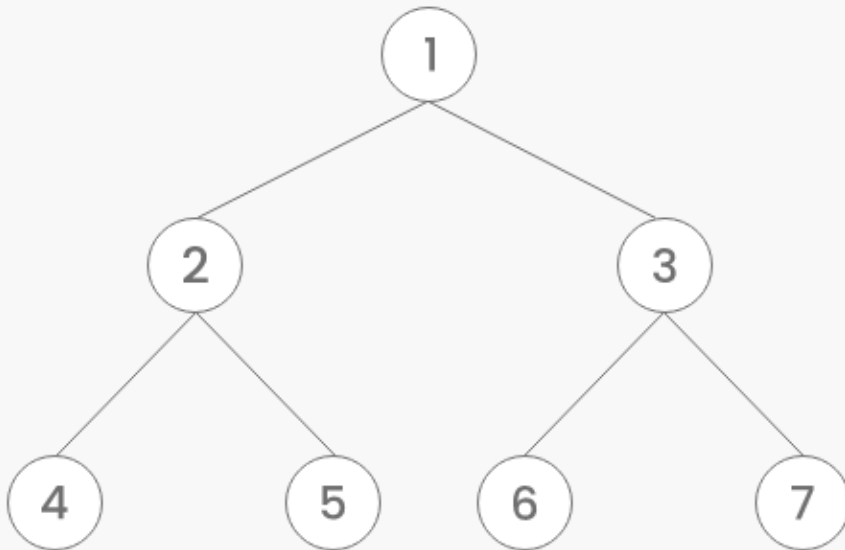
- **Postorder traversal**

- Traverse the left subtree
- Traverse the right subtree
- Visit the node

Check leaves first, delete a tree

# Binary Tree Traversal

## Tree Traversal Techniques



### Inorder Traversal

4	2	5	1	6	3	7
---	---	---	---	---	---	---

### Preorder Traversal

1	2	4	5	3	6	7
---	---	---	---	---	---	---

### Postorder Traversal

4	5	2	6	7	3	1
---	---	---	---	---	---	---

# Binary Tree Traversal

- Each traversal algorithm: recursive
- Listing of nodes
  - **Inorder sequence**
  - Preorder sequence
  - Postorder sequence

**Write inorder sequence function** `def inorder(tree)`

Traverse the left subtree

Visit the node

Traverse the right subtree

# Binary Tree Traversal

- Each traversal algorithm: recursive
- Listing of nodes
  - Inorder sequence
  - Preorder sequence
  - Postorder sequence

Traverse the left subtree

Visit the node

Traverse the right subtree

```
def inorder(tree):  
    if tree:  
        inorder(tree.getLeftChild())  
        print(tree.getRootVal())  
        inorder(tree.getRightChild())
```

# Binary Tree Traversal

- Each traversal algorithm: recursive
- Listing of nodes
  - Inorder sequence
  - **Preorder sequence**
  - Postorder sequence

**Write preorder sequence function** `def preorder(tree)`

Visit the node

Traverse the left subtree

Traverse the right subtree

# Binary Tree Traversal

- Each traversal algorithm: recursive
- Listing of nodes
  - Inorder sequence
  - **Preorder sequence**
  - Postorder sequence

Visit the node

Traverse the left subtree

Traverse the right subtree

```
def preorder(tree):  
    if tree:  
        print(tree.getRootVal())  
        preorder(tree.getLeftChild())  
        preorder(tree.getRightChild())
```

# Binary Tree Traversal

- Each traversal algorithm: recursive
- Listing of nodes
  - Inorder sequence
  - Preorder sequence
  - **Postorder sequence**

**Write postorder sequence function** `def postorder(tree)`

Traverse the left subtree

Traverse the right subtree

Visit the node

# Binary Tree Traversal

- Each traversal algorithm: recursive
- Listing of nodes
  - Inorder sequence
  - Preorder sequence
  - **Postorder sequence**

Traverse the left subtree

Traverse the right subtree

Visit the node

```
def postorder(tree):  
    if tree:  
        postorder(tree.getLeftChild())  
        postorder(tree.getRightChild())  
        print(tree.getRootVal())
```