

CMSC 420 - 0201 - Fall 2019

Lecture 03

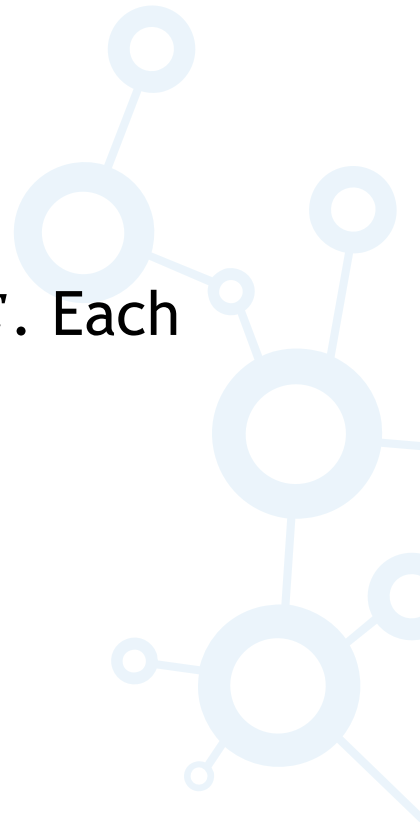
Rooted Trees and Binary Trees



Tree Definition and Notation

Graphs and Free Trees

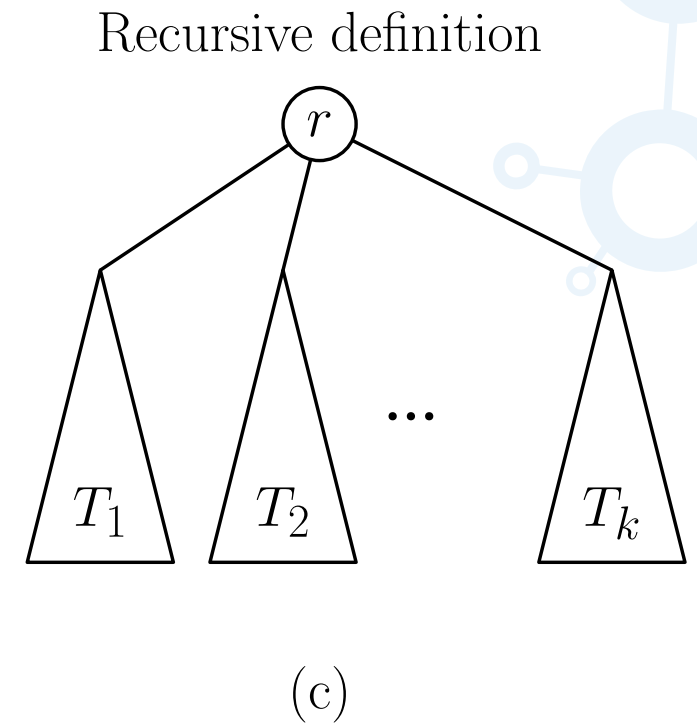
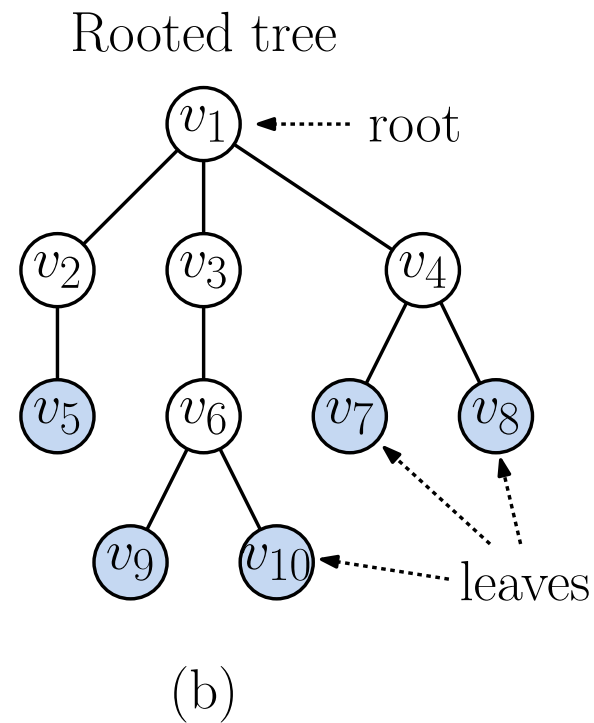
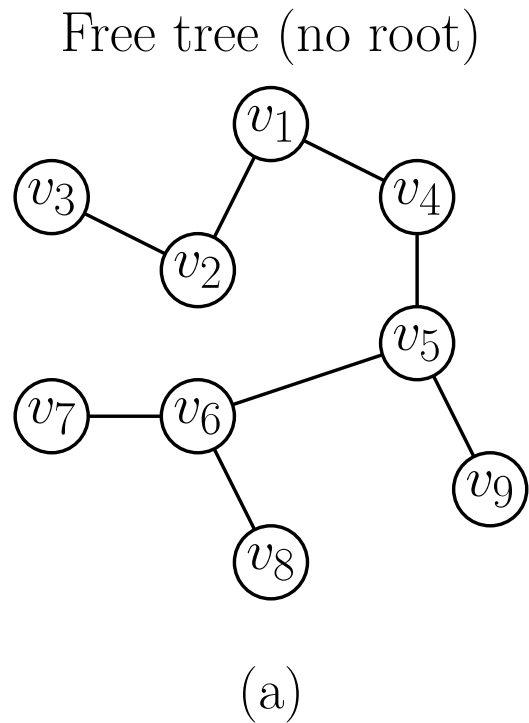
- **Graph:** A graph $G = (V, E)$ is a finite set of **nodes** V and a set of **edges** E . Each edge is a pair of nodes
 - **Directed graph:** edge pairs are ordered
 - **Undirected graph:** edge pairs are unordered



Tree Definition and Notation

Graphs and Free Trees

- **Free Tree:** A connected, undirected, acyclic graph
 - Example: Minimum spanning tree of an undirected graph

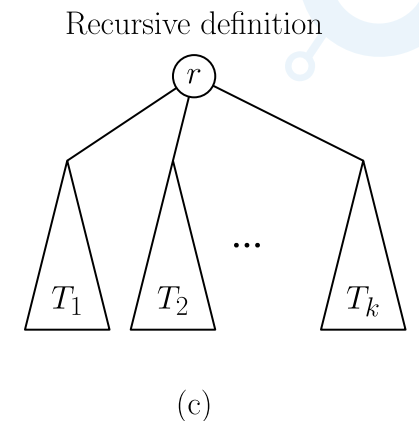
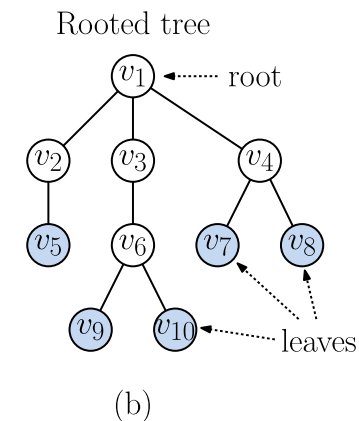
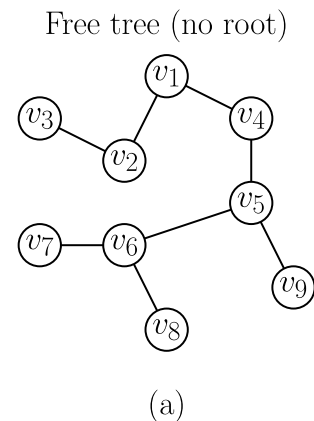


Tree Definition and Notation

Graphs and Free Trees

■ Rooted Tree:

- Designate a special node, called the **root**
- As in a family tree, all other nodes are **descendants** of the root
- Nodes with no descendants are called **leaves**
- Nodes with one or more descendants are called **internal nodes**

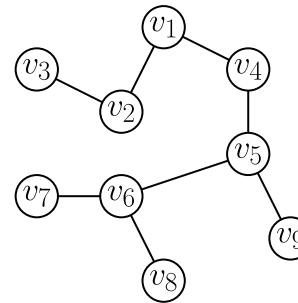


Tree Definition and Notation

Recursive Definition

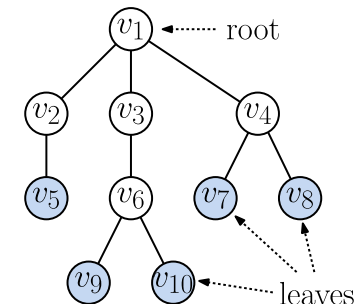
- **Rooted Tree:** (Recursive definition)
 - A single node is a rooted tree
 - Given rooted trees T_1, \dots, T_k , joining these trees under a common root node is a rooted tree
 - Note that this definition does not allow for empty trees
- **Convention:** When we say “tree”, we mean “rooted tree” (not “free tree”)

Free tree (no root)



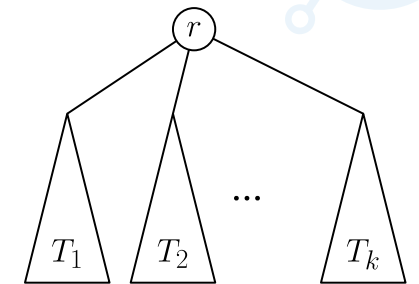
(a)

Rooted tree



(b)

Recursive definition



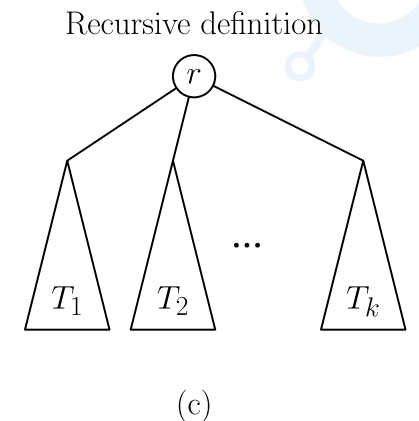
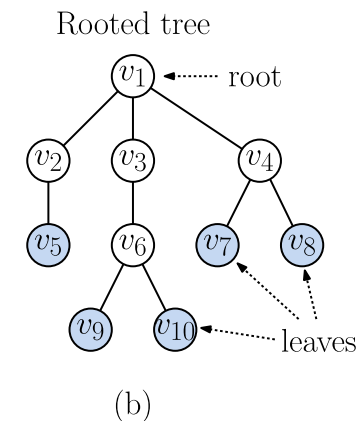
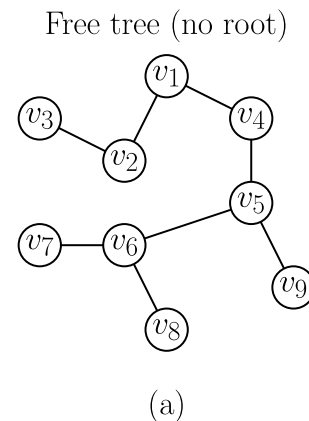
(c)

Tree Definition and Notation

Recursive Definition

■ Terminology:

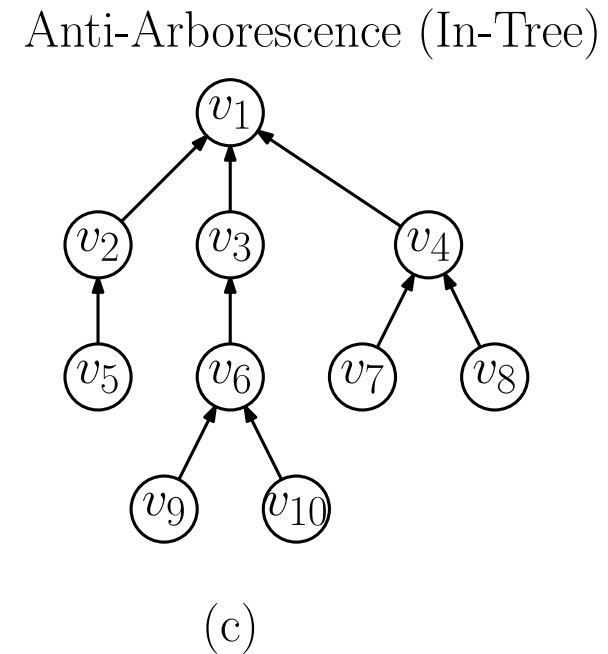
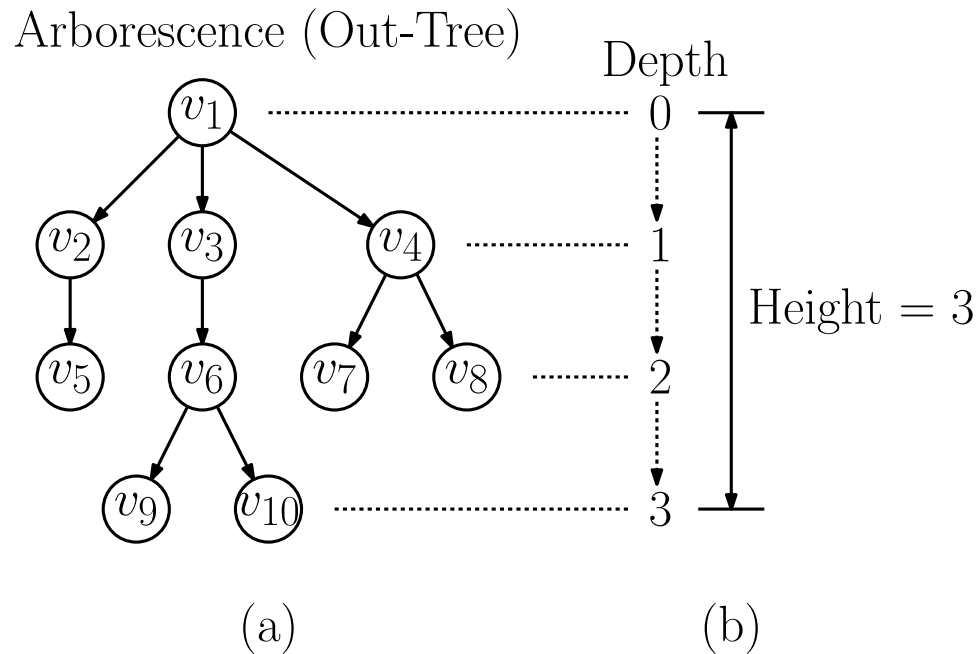
- From family trees: **parent**, **child**, **sibling** (all have the expected meaning)
- **Degree** (of a node): is its number of children
- **Degree** (of a tree): is the maximum degree of any node
- **Depth** (of a node): is the length of path from root (root depth = 0)
- **Height** (of a tree): is the maximum depth of any node
- **Ordered tree**: Children are ordered (left to right)



Tree Definition and Notation

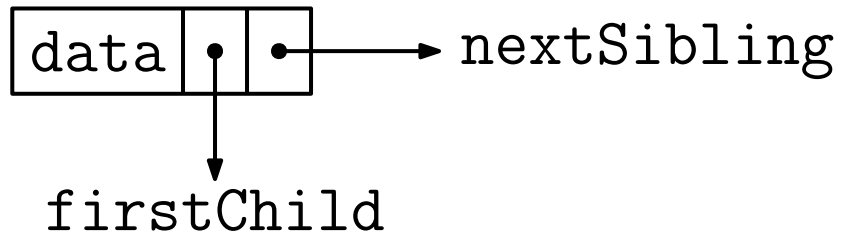
Arborescences - Out-trees and In-trees

- It is often handy to assign **directions** to the edges
- **Arborescence (or Out-Tree)**: Edges emanate outwards from root
- **Anti-arborescence (or In-Tree)**: Edges are directed inwards to the root

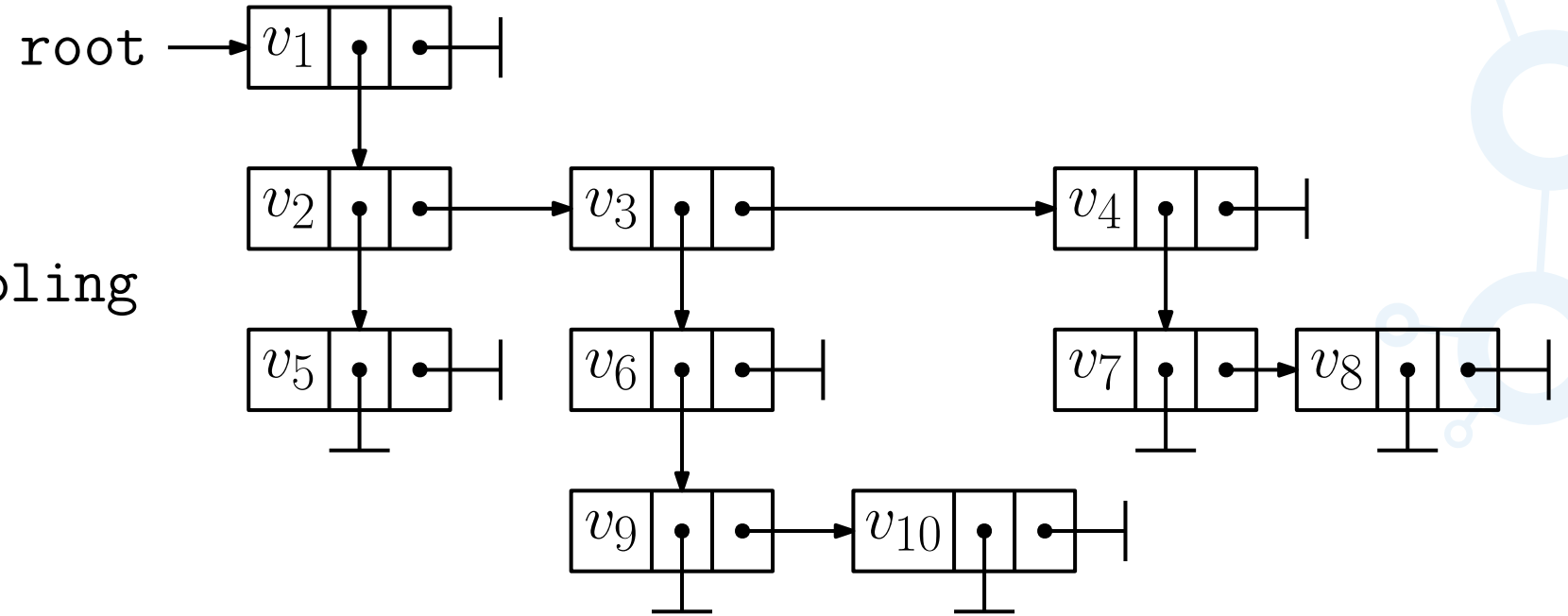


How to Represent Rooted Trees

Node structure (Binary-like)



(a)

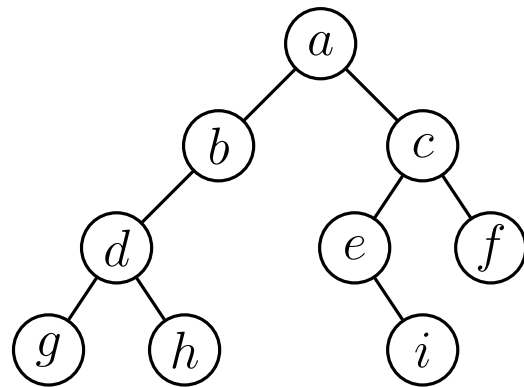


(b)

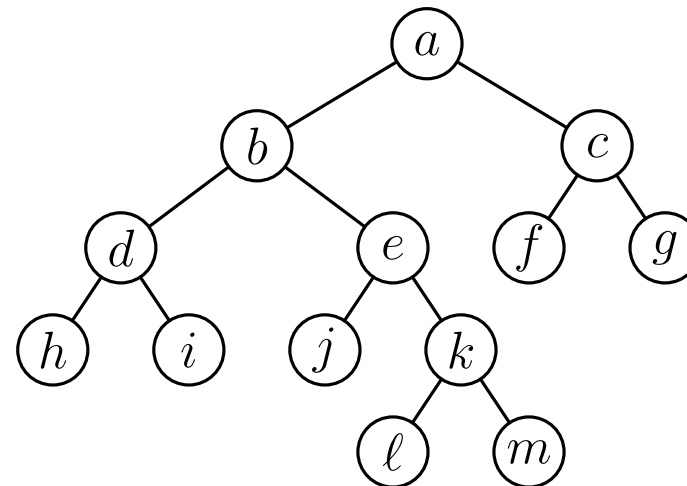
Binary Tree

Standard Definition

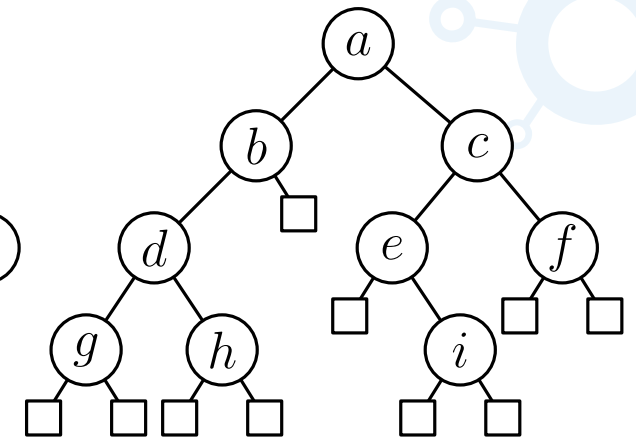
- **Binary tree:** A (possibly empty) rooted, ordered tree, where each internal node has two children, **left** and **right**
- **Full binary tree:** Every non-leaf node has **exactly two** children
- **Extended binary tree:** Replace empty subtrees special **external nodes**



(a)



(b)



(c)

Binary Tree

Java representation

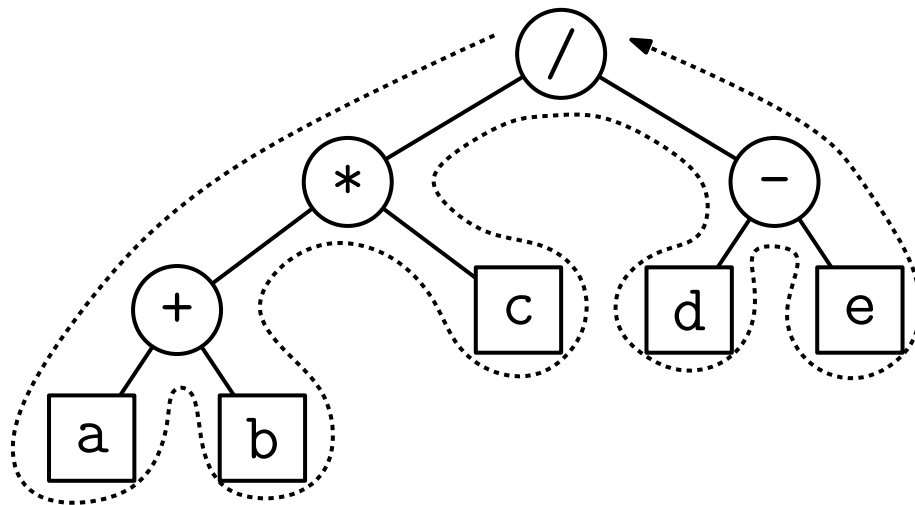
```
class BinaryTreeNode<E> {  
    private E          entry;           // this node's data  
    private BinaryTreeNode<E> left;    // left child reference  
    private BinaryTreeNode<E> right;   // right child reference  
    // ... remaining details omitted  
}
```

- The entry type E can be filled in according to the application
- This is a minimalist representation. We might other information, such as a parent link
- **Disclaimer:** Java code in lectures is designed to be illustrative (and brief). It may be poorly structured and may contain errors. (If you find any, let me know.)



Tree Traversals

- Given tree with root r and subtrees T_1, \dots, T_k :
- **Preorder:** Visit r , then recursively do a preorder traversal of T_1, \dots, T_k
- **Postorder:** Recursively do a postorder traversal of T_1, \dots, T_k and then visit r
- **Inorder:** (for binary trees) Do an inorder traversal of T_L , visit r , do an inorder traversal of T_R .



Preorder: / * + a b c - d e

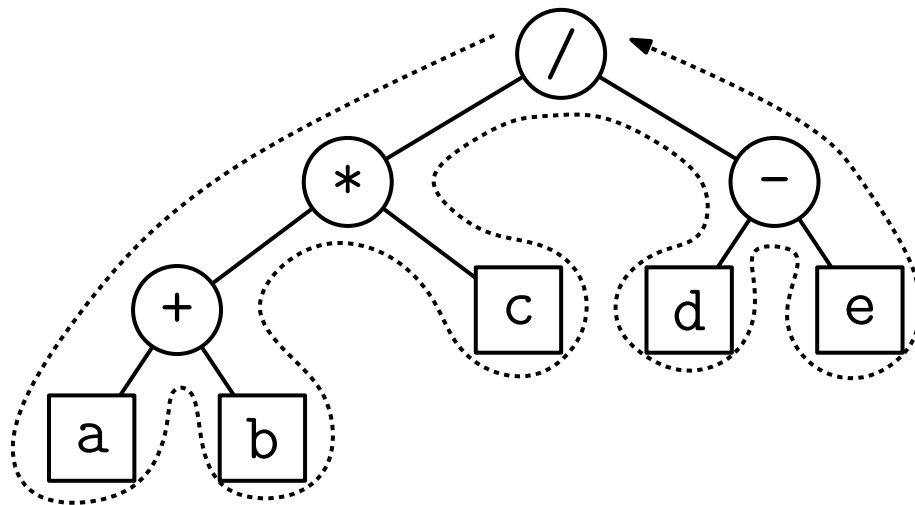
Postorder: a b + c * d e - /

Inorder: a + b * c / d - e

Tree Traversals

Java implementation of inorder traversal

```
void preorder(BinaryTreeNode v) {  
    if (v == null) return; // empty subtree - do nothing  
    visit(v); // visit (depends on the application)  
    preorder(v.left); // recursively visit left subtree  
    preorder(v.right); // recursively visit right subtree  
}
```



Preorder: / * + a b c - d e

Postorder: a b + c * d e - /

Inorder: a + b * c / d - e

Extended Binary Trees

How many external nodes?

- **Theorem:** An extended binary tree with n internal nodes has $n + 1$ external nodes
- **Proof:** (By induction on n) Let $x(n)$ be the number of external nodes
 - $n = 0$: No internal nodes and 1 internal node. $x(0) = 1$, as desired
 - $n \geq 1$: Tree has a root and two subtrees, T_L and T_R . Let n_L and n_R be the numbers of internal nodes in each. We have $n = 1 + n_L + n_R$.
 - By induction, $x(n_L) = n_L + 1$ and $x(n_R) = n_R + 1$
 - Total number of external nodes is:

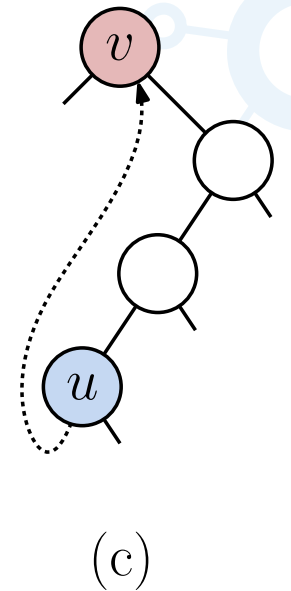
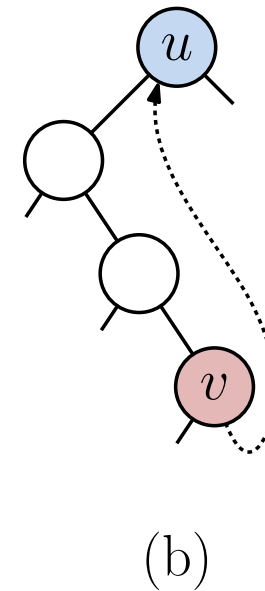
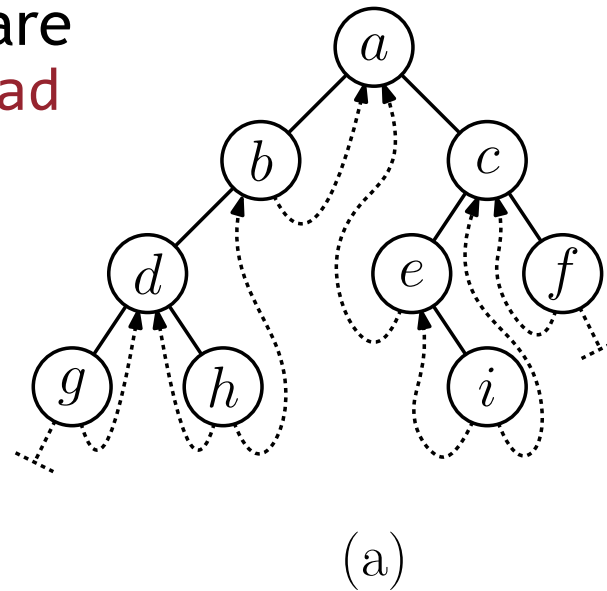
$$x(n_L) + x(n_R) = (n_L + 1) + (n_R + 1) = (1 + n_L + n_R) + 1 = n + 1$$

- **Corollary:** It has a total of $2n + 1$ nodes

Threaded Binary Trees

Standard Definition

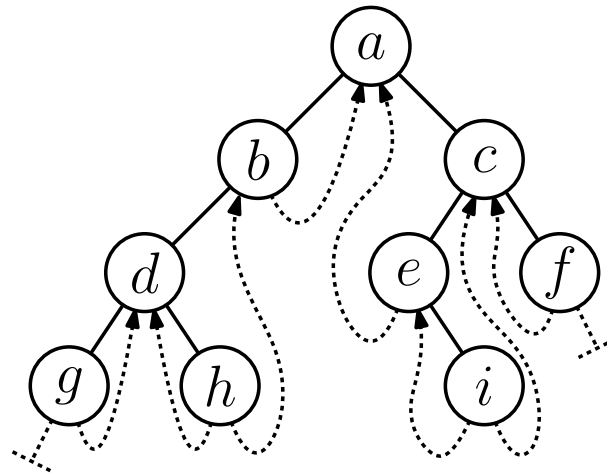
- Can we make better use of the null references? Help perform traversals!
- Left (null) child: Points to **inorder predecessor**
- Right (null) child: Points to **inorder successor**
- Add a **mark bit** so we know which links are real and which are threads (`u.left.isThread` and `u.right.isThread`)



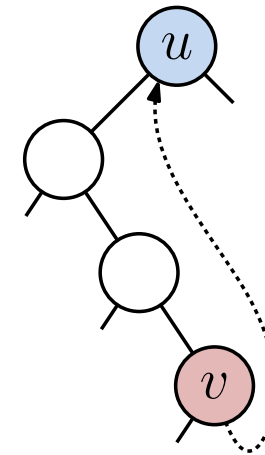
Threaded Binary Trees

Standard Definition

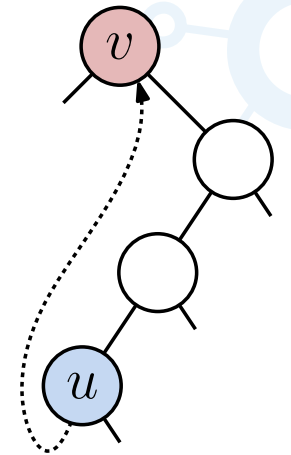
```
BinaryTreeNode inorderSuccessor(BinaryTreeNode v) {  
    BinaryTreeNode u = v.right;           // go to right child  
    if (v.right.isThread) return u;      // if thread, then done  
    while (!u.left.isThread) {          // else u is right child  
        u = u.left;                       // go to left child  
    }                                     // ...until hitting thread  
    return u;  
}
```



(a)



(b)

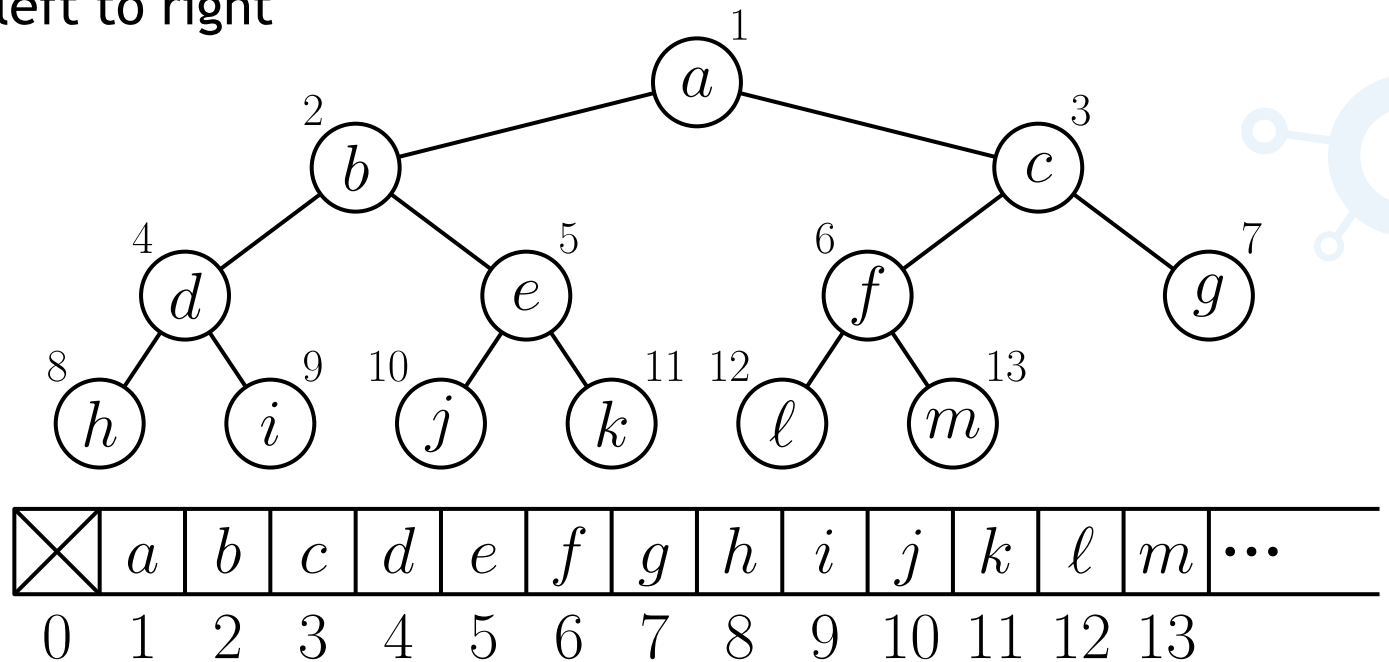


(c)

Complete Binary Trees

...and array allocation

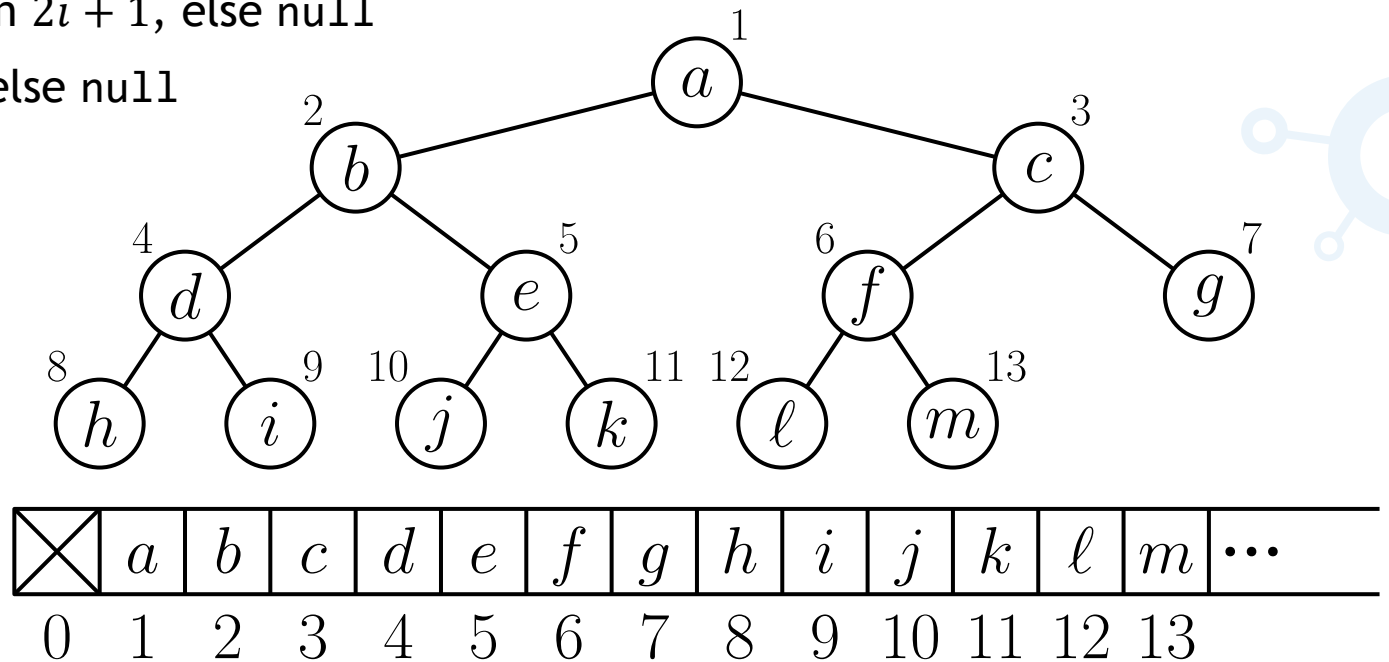
- Can we allocate binary trees in an array, without pointers?
- Yes, but the tree needs to be really full
- **Complete Binary Tree:** Every level of the tree is **completely filled**, except possibly the bottom level, which is filled from left to right



Complete Binary Trees

...and array allocation

- We can allocate the nodes of a complete binary tree in an array as follows:
 - Number the nodes level by level from 1 to n , and store in array $A[1 \dots n]$
 - $\text{leftChild}(i)$: if $(2i \leq n)$ return $2i$, else null
 - $\text{rightChild}(i)$: if $(2i + 1 \leq n)$ return $2i + 1$, else null
 - $\text{parent}(i)$: if $(i \geq 2)$ return $\lfloor i/2 \rfloor$, else null



Summary

- Rooted trees - Definition, terminology and representation
- Binary trees - Definition and terminology
- Node representation
- Tree traversals
- Extended binary trees (and number of external nodes)
- Threaded binary trees
- Complete binary trees and array allocation

