CS 234: Data Types and Structures
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Module 5
Date of this version: July 12, 2019

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Case study

Problem: When colour is applied to a part of a web page, what other parts of the page will obtain the same colour?
For example, if a section is coloured, the paragraphs and lists will get the same colour.

Recipe for user/plan

1. Determine types of data and operations.
2. For each type, choose/modify/create an ADT.
3. Develop pseudocode algorithm using ADT operations.
4. Calculate cost of algorithm with respect to costs of operations.
5. Using information from provider, choose best option.
Representing a web page

The Document Object Model represents a web page as a tree.
Tree review

Which of these trees are the same?
Basic definitions

A **tree** is formed of **nodes** connected by **edges**. (This is not the same as a node in a linked list.)

In a **rooted tree**, one node is designated as the **root** of the tree.

In a drawing where the root is at the top, an edge connects a **parent** to a **child**, where the parent is the node closer to the root.

Nodes that share a parent are **siblings**.

A node without children is a **leaf**; a node that is not a leaf is an **internal node**.

A node’s parent, its parent’s parent, and so on up to the root are its **ancestors**; a node’s children, children’s children, and so on are its **descendants**.

A node and all its descendants form the **subtree rooted at** that node.
Types of rooted trees

A tree is **unordered** if there is no order specified on the children of a node, and **ordered** otherwise.

A **binary tree** is a tree in which each parent has at most two children and each child is specified as either a **left child** or a **right child**. In a binary tree, the subtree rooted at the left child is the **left subtree** and the subtree rooted at the right child is the **right subtree**.
Terminology for rooted trees

The **path** between nodes $n_0$ and $n_k$ is the sequence of nodes $\{n_0, n_1, \ldots, n_k\}$ such that there is an edge between $n_i$ and $n_{i+1}$ for all $0 \leq i < k$; a path is **simple** if each node appears at most once in the sequence. The **length** of a path is the number of edges in the path.

The **depth of a node** $n$ is the length of the path between $n$ and the root; a root is thus at depth 0. All nodes of the same depth are on the same **level**.

The **height of a node** $n$ is the maximum length of any path between $n$ and a leaf in the subtree rooted at $n$; a leaf thus has height 0. The **height of a tree** is the height of the root of the tree.
Nodes as positions to store data

In earlier ADTs, we accessed data by position, such as:

- top (ADT Stack)
- front (ADT Queue)
- index (ADT Indexed Sequence)
- rank (ADT Ranking)
- row and column (ADT Grid)

We can navigate in a tree by starting at the root, choosing a child, and so on to find a specific node.

How do we refer to a particular node?

Instead of using the path from the root, we’ll associate a unique ID with each node. The type of data used for the ID may depend on the data structure implementing the ADT (e.g. index in an array or pointer to a node in a linked structure).
Data stored in nodes

Depending on the application, a node of a tree can store various types of data, such as:

- a value
- a weight
- a colour

For now, we will define our ADTs such that each node stores a single value.
Search operations for trees

- Find the value of a node
- Find the root of the tree
- Find the parent of a node
- Find a specific child of a node
- Find all children of a node
- Find the node storing a particular value
- Find all nodes storing a particular value
- Find all nodes in the tree

Issues to consider:

How can multiple nodes be returned?

Use a Group B ADT that allows us to extract all the data items, possibly in some specific order.
Modification operations for trees

- Add a new node
- Delete a node
- Delete a subtree
- Change the value stored in a node
- Swap values stored in two nodes
- Swap subtrees

Issues to consider:

What remains after a node is deleted?

Initially just delete leaves.

Initially start with binary trees.
ADT Binary Tree, without modifications

Preconditions: For all $B$ is a binary tree and $Node$ is a node in $B$; for $Root B$ is not empty.

<table>
<thead>
<tr>
<th>Name</th>
<th>Returns</th>
</tr>
</thead>
<tbody>
<tr>
<td>$CREATE()$</td>
<td>a new empty binary tree</td>
</tr>
<tr>
<td>$IS_{-}EMPTY(B)$</td>
<td>$True$ if empty, else $False$</td>
</tr>
<tr>
<td>$ROOT(B)$</td>
<td>root of $B$</td>
</tr>
<tr>
<td>$VALUE(B, Node)$</td>
<td>value stored in $Node$</td>
</tr>
<tr>
<td>$PARENT(B, Node)$</td>
<td>parent of $Node$ if any, else $False$</td>
</tr>
<tr>
<td>$LEFT_{-}CHILD(B, Node)$</td>
<td>left child of $Node$ if any, else $False$</td>
</tr>
<tr>
<td>$RIGHT_{-}CHILD(B, Node)$</td>
<td>right child of $Node$ if any, else $False$</td>
</tr>
</tbody>
</table>
ADT Binary Tree, modifications

Preconditions: For all $B$ is a binary tree, $Node$ is a node in $B$, and $Data$ is a data item; for $ADD\_LEAF$ either $Par$ and $Side$ are both empty or $Par$ is a node in $B$ and $Side$ is Left or Right; for $DELETE\_LEAF$ Node is a leaf.

Postconditions: Mutation by $SET\_VALUE$ (sets value of $Node$ to $Data$), $ADD\_LEAF$ (creates a new node containing $Data$ to replace/add the root if $Par$ is empty and to replace/add the $Side$ subtree of $Par$ otherwise), and $DELETE\_LEAF$ (deletes $Node$).

<table>
<thead>
<tr>
<th>Name</th>
<th>Returns</th>
</tr>
</thead>
<tbody>
<tr>
<td>$SET_VALUE(B, Node, Data)$</td>
<td></td>
</tr>
<tr>
<td>$ADD_LEAF(B, Par, Side, Data)$</td>
<td>new added node storing $Data$</td>
</tr>
<tr>
<td>$DELETE_LEAF(B, Node)$</td>
<td></td>
</tr>
</tbody>
</table>
Example of use of ADT Binary Tree operations

Fruit ← CREATE()
Apple ← ADD_LEAF(Fruit, None, None, apple)
Guava ← ADD_LEAF(Fruit, Apple, Left, guava)
Peach ← ADD_LEAF(Fruit, Apple, Right, peach)
Mango ← ADD_LEAF(Fruit, Guava, Right, mango)
One ← ROOT(Fruit)
Two ← PARENT(Fruit, Mango)
Three ← LEFT_CHILD(Fruit, Guava)
Four ← RIGHT_CHILD(Fruit, Guava)
DELETE_LEAF(Fruit, Peach)
Five ← RIGHT_CHILD(Fruit, Apple)
Linked implementation of ADT Binary Tree

Data structures:

- Variable pointing to root node, if any
- Nodes storing data items and three pointers $Parent$ (to parent), $Left$ (to left child), and $Right$ (to right child)

Worst-case running times of operations are all in $\Theta(1)$. Cost of searching for a node from the root depends on depth.

Caution: The word “node” can mean either or both of “node in a tree” and “node in a linked implementation.”
Example illustrated
Contiguous implementation of ADT Binary Tree

Observations:

- For node at index \( p \), index of left child is \( 2p + 1 \)
- For node at index \( p \), index of right child is \( 2p + 2 \)
- For node at index \( p \), index of parent is \( \lfloor (p - 1)/2 \rfloor \)
Exploring a contiguous implementation

Observations:

- For node at index $p$, index of left child may not be $2p + 1$
- For node at index $p$, index of right child may not be $2p + 2$
- For node at index $p$, index of parent may not be $\lfloor (p - 1)/2 \rfloor$
More terminology for binary trees

In a **perfect** binary tree, each node has zero or two children and all leaves are at the same depth.

In a **complete** binary tree every level, except possibly the last, is completely filled, and all nodes on the last level are as far to the left as possible.
Contiguous implementation of a ADT Binary Tree

Data structures:

- Array storing values level by level as if all nodes were present
- Variable \textit{Last} with the last index storing an element
Computing siblings

Options for computing siblings:
- Write an algorithm using existing ADT operations.
- Augment the ADT by adding a new operation.

Use existing ADT operations:
- Use $PARENT$ to find parent.
- Use $LEFT\_CHILD$ and $RIGHT\_CHILD$ to find children of parent.
- If there is only one, return $False$.
- If there are two, return the one which is not the node itself.
Modifying the implementations for the augmented ADT

Linked implementation:

- Use *Parent* pointer to find parent.
- Use *Left* and *Right* pointers to find children of parent.
- If there is only one, return *False*.
- If there are two, return the one which is not the node itself.
- Cost is $\Theta(1)$.

Contiguous implementation:

- For node at odd index $p$, index of sibling is $p + 1$ (if $p + 1$ is at most *Last*).
- For node at even positive index $p$, index of sibling is $p - 1$.
- Cost is $\Theta(1)$.  

ADT Ordered Tree

Preconditions: For all $O$ is an ordered tree, $Node$ is a node in $O$, and $Data$ is a data item; for $ONE\_CHILD\_Index$ is a nonnegative integer at most one less than the number of children of $Node$; for $ADD\_LEAF\_Par$ is a node in $O$ or empty and $Sib$ is a child of node $Par$ or empty.

Postconditions: Mutation by $ADD\_LEAF$ (creates a new node containing $Data$ to replace/add the root if $Par$ is empty, as the first child of $Par$ if $Sib$ is empty, and otherwise as the next sibling of $Sib$).

$(CREATE, IS\_EMPTY, ROOT, VALUE, PARENT, SET\_VALUE,$ and $DELETE\_LEAF$ like in ADT Binary Tree)

<table>
<thead>
<tr>
<th>Name</th>
<th>Returns</th>
</tr>
</thead>
<tbody>
<tr>
<td>$CHILDREN(O, Node)$</td>
<td>all children of $Node$ (Group B ADT)</td>
</tr>
<tr>
<td>$ONE_CHILD(O, Node, Index)$</td>
<td>child $Index$</td>
</tr>
<tr>
<td>$ADD_LEAF(O, Par, Sib, Data)$</td>
<td>new added node storing $Data$</td>
</tr>
</tbody>
</table>
Linked implementation of ADT Ordered Tree

Data structures:

- Variable *Root* pointing to root node, if any
- Nodes storing data items and three pointers *Prev* (to parent if first child or previous sibling otherwise), *First* (to first child), and *Next* (to next sibling)
Pseudocode for \textit{PARENT}(O, Node)

Use dot notation for fields inside a node in the linked structure.

\begin{center}
\textbf{if} Root(O) == Node
  \textbf{return} False
\end{center}

\begin{center}
Found ← False
Current ← Node
\end{center}

\begin{center}
\textbf{while not} Found
  Previous ← Current.Prev
  \textbf{if} Current == Previous.First
    Found ← True
  \textbf{else}
    Current = Previous
\end{center}

\textbf{return} Previous
Computing the next sibling

Options for computing the next sibling:
- Write an algorithm using existing ADT operations.
- Augment the ADT by adding a new operation.

Using existing ADT operations:
- Use $PARENT$ to find parent.
- Use $CHILDREN$ to find children.
- Scan children to determine next sibling.

Modifying the linked implementation:
- Use $Next$ pointer to find next sibling.
Defining and implementing ADT Unordered Tree

ADT definition:
- Similar to ADT Ordered Tree
- Specify only parent, not sibling, when adding a node

Data structures:
- Same data structure as for ADT Ordered Tree
- Adapt algorithms to exploit fact that order of children is not significant
Returning all nodes

Options for returning all nodes:

- Write an algorithm using existing ADT operations.
- Augment the ADT by adding a new operation.

We can find all nodes by determining the root using `ROOT` and then repeatedly using `CHILDREN` (or `LEFT_CHILD` and `RIGHT_CHILD`) to determine all descendants of the root.

Alternatively, we can use the recursive definition of a tree, in which each child of the root can be viewed as the root of a (smaller) tree. The result for the original tree will be determined using the results (obtained recursively) on the smaller trees.
Tree traversals

A tree traversal is an ordering of the nodes in the tree.

- In a level order traversal, nodes appear in increasing order of depth.
- In a postorder traversal, each node appears after its children.
- In a preorder traversal, each node appears before its children.
- In an inorder traversal (only in a binary tree), for each node all nodes in the left subtree come before the node and all nodes in the right subtree come after the node.

Note: Traversals can be viewed as templates for processing (not just numbering) nodes in a given order.
Traversals example

```
5 10
3
8 12 13 11
9 14 20 15 18
```

CS /two.os/three.os/four.os
-ODULE
ADTSWITHITEMSRELATEDBySTRUCTURE

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Algorithms for traversals

Level order:
- Use $ROOT$ to set the current node to the root.
- Use $CHILDREN$ or $LEFT\_CHILD$ and $RIGHT\_CHILD$ to determine children of the current node.
- Add the children to an ADT Queue.
- Repeat the process with the first node in the queue as the current node.

All other traversals:
- Create a recursive algorithm that numbers nodes starting at a given number and produces the last number used.
- For postorder, number the subtrees (in order if a binary or ordered tree), and then give the next number to the root.
- For preorder, give the first number to the root and then number subtrees (in order if a binary or ordered tree).
- For inorder, number the left subtree, give the next number to the root, then number the right subtree.
Modifying an implementation

In a linked implementation, we can thread nodes together by adding an extra pointer from a node to the next node in the traversal.

In a contiguous implementation, we obtain a level-order traversal by examining values in order of increasing index.
Module summary

Topics covered:

- Case study: Web page
- Trees
- Decision tree
- Data stored in nodes
- Operations for trees
- ADT Binary Tree
- Linked implementation
- Contiguous implementation
- Perfect and complete trees
- Computing siblings
- ADT Ordered Tree
- Linked implementation
- Computing the next sibling
- ADT Unordered Tree
- Tree traversals