

# CSC148 winter 2018

binary trees

week 8

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# Outline

general trees continued...

binary trees

traversals

binary *search* trees



## queues, stacks, recursion

You may have noticed in the last slide there were no recursive calls, and a **queue** was used to process a recursive structure in level order.

Careful use of a **stack** allows you to process a tree in preorder.



## tree inheritance issues

one approach to **BinaryTree** would be to make it a subclass of **Tree**, but there are some design considerations

- ▶ any client code that uses **Tree** would be required not to violate the branching factor (2) of **BinaryTree**
- ▶ one way to achieve this would be to make **Tree** immutable: make sure there is no way to change **children** or **value**, and then have subclasses that might be mutable

we will take a different approach: a completely separate **BinaryTree** class



# BTNode

Change our generic Tree design so that we have two named children, **left** and **right**, and can represent an empty tree with **None**

```
class BTNode:
    """
    A Binary Tree, i.e. arity 2.
    """

    def __init__(self, value: object,
                  left: Union["BTNode", None]=None,
                  right: Union["BTNode", None]=None) -> None:
        """
        Create BTNode self with value and children left and right.
        """
        self.value, self.left, self.right = value, left, right
```



## special methods...

We'll want the standard special methods:

- ▶ `__eq__`

- ▶ `__str__`

- ▶ `__repr__`



# contains

you've implemented contains on linked lists, nested Python lists, general Trees before; implement this function, then modify it to become a method

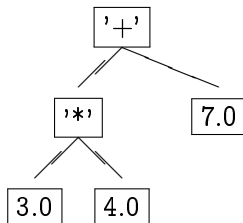
```
def contains(node: BTreeNode, value: object) -> bool:
    """
    Return whether tree rooted at node contains value.

    >>> contains(None, 5)
    False
    >>> contains(BTreeNode(5, BTreeNode(7), BTreeNode(9)), 7)
    True
    """
```



# arithmetic expression trees

Binary arithmetic expressions can be represented as binary trees:









# preorder

- ▶ visit this node itself
- ▶ visit the left subtree in **preorder**
- ▶ visit the right subtree in **preorder**



# postorder

- ▶ visit the left subtree in **postorder**
- ▶ visit the rightsubtree in **postorder**
- ▶ visit this node itself



# level order

- ▶ visit root
- ▶ visit root's children
- ▶ visit root's grandchildren
- ▶ visit root's greatgrandchildren
- ▶ ...



# definition

Add ordering conditions to a binary tree:

- ▶ data are comparable
- ▶ data in left subtree are less than node.data
- ▶ data in right subtree are more than node.data



# why binary search trees?

Searchs that are directed along a single path are efficient:

- ▶ a BST with 1 one has height 1
- ▶ a BST with 3 nodes may have height 2
- ▶ a BST with 7 nodes may have height 3
- ▶ a BST with 15 nodes may have height 4
- ▶ a BST with  $n$  nodes may have height  $\lceil \lg n \rceil$ .



## bst\_contains

If node is the root of a “balanced” BST, then we can check whether an element is present in about  $\lg n$  node accesses.

```
def bst_contains(node: BTNode, value: object) -> bool:
    """
    Return whether tree rooted at node contains value.

    Assume node is the root of a Binary Search Tree

    >>> bst_contains(None, 5)
    False
    >>> bst_contains(BTNode(7, BTNode(5), BTNode(9)), 5)
    True
    """
    # use BST property to avoid unnecessary searching
```



## mutation: insert

```
def insert(node: BTNode, data: object) -> BTNode:
```

```
    """
```

```
    Insert data in BST rooted at node if necessary, and return new root
```

```
    Assume node is the root of a Binary Search Tree.
```

```
>>> b = BTNode(8)
```

```
>>> b = insert(b, 4)
```

```
>>> b = insert(b, 2)
```

```
>>> b = insert(b, 6)
```

```
>>> b = insert(b, 12)
```

```
>>> b = insert(b, 14)
```

```
>>> b = insert(b, 10)
```

```
>>> print(b)
```

```
    14
   12
  10
 8
   6
   4
   2
```

