

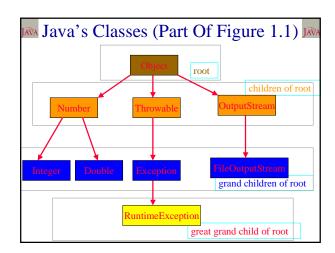
# Linear Lists And Trees 📥



- Linear lists are useful for serially ordered data.
  - $\bullet$  (e<sub>0</sub>, e<sub>1</sub>, e<sub>2</sub>, ..., e<sub>n-1</sub>)
  - Days of week.
  - Months in a year.
  - Students in this class.
- Trees are useful for hierarchically ordered data.
  - Employees of a corporation.
    - President, vice presidents, managers, and so on.
  - Java's classes.
    - Object is at the top of the hierarchy.
    - Subclasses of Object are next, and so on.

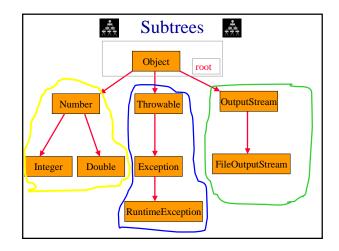


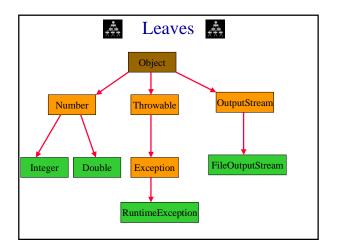
- The element at the top of the hierarchy is the roof
- Elements next in the hierarchy are the children of the root.
- Elements next in the hierarchy are the grandchildren of the root, and so on.
- Elements that have no children are leaves.

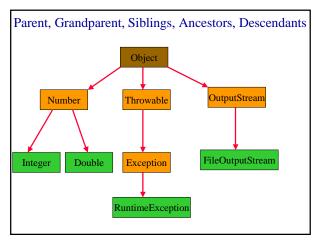


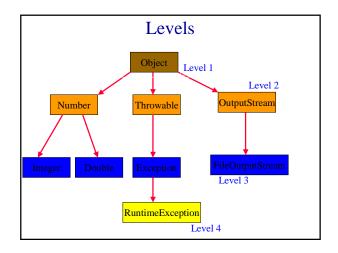
# A Definition

- A tree t is a finite nonempty set of elements.
- One of these elements is called the root.
- The remaining elements, if any, are partitioned into trees, which are called the subtrees of t.



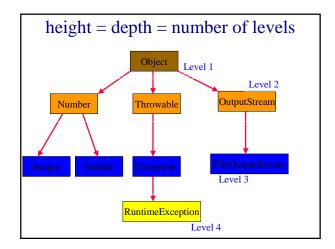


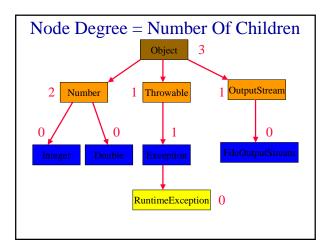


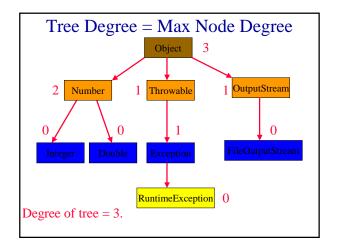




- Some texts start level numbers at 0 rather than at 1.
- Root is at level 0.
- Its children are at level 1.
- The grand children of the root are at level 2.
- And so on.
- We shall number levels with the root at level 1.







# **Binary Tree**

- Finite (possibly empty) collection of elements.
- A nonempty binary tree has a root element.
- The remaining elements (if any) are partitioned into two binary trees.
- These are called the **left** and **right** subtrees of the binary tree.

## Differences Between A Tree & A Binary Tree

- No node in a binary tree may have a degree more than 2, whereas there is no limit on the degree of a node in a tree.
- A binary tree may be empty; a tree cannot be empty.

## Differences Between A Tree & A Binary Tree

• The subtrees of a binary tree are ordered; those of a tree are not ordered.





- Are different when viewed as binary trees.
- Are the same when viewed as trees.

# **Arithmetic Expressions**

- (a + b) \* (c + d) + e f/g\*h + 3.25
- Expressions comprise three kinds of entities.
  - Operators (+, -, /, \*).
  - Operands (a, b, c, d, e, f, g, h, 3.25, (a + b), (c + d), etc.).
  - Delimiters ((, )).

# Operator Degree

- Number of operands that the operator requires.
- Binary operator requires two operands.
  - a + b
  - c / d
  - e f
- Unary operator requires one operand.
  - + g
  - h

## **Infix Form**

- · Normal way to write an expression.
- Binary operators come in between their left and right operands.
  - a \* b
  - a + b \* c
  - a \* b / c
  - (a + b) \* (c + d) + e f/g\*h + 3.25

# **Operator Priorities**

- How do you figure out the operands of an operator?
  - a + b \* c
  - a \* b + c / d
- This is done by assigning operator priorities.
  - priority(\*) = priority(/) > priority(+) = priority(-)
- When an operand lies between two operators, the operand associates with the operator that has higher priority.

#### Tie Breaker

- When an operand lies between two operators that have the same priority, the operand associates with the operator on the left.
  - a + b c
  - a \* b / c / d

## **Delimiters**

- Subexpression within delimiters is treated as a single operand, independent from the remainder of the expression.
  - (a + b) \* (c d) / (e f)

# Infix Expression Is Hard To Parse

- Need operator priorities, tie breaker, and delimiters.
- This makes computer evaluation more difficult than is necessary.
- Postfix and prefix expression forms do not rely on operator priorities, a tie breaker, or delimiters.
- So it is easier for a computer to evaluate expressions that are in these forms.

## Postfix Form

- The postfix form of a variable or constant is the same as its infix form.
  - **a**, b, 3.25
- The relative order of operands is the same in infix and postfix forms.
- Operators come immediately after the postfix form of their operands.
  - Infix = a + b
  - Postfix = ab+

## Postfix Examples

- Infix = a + b \* c
  - Postfix = a b c \* +
- Infix = a \* b + c
  - Postfix = ab \* c +
- Infix = (a + b) \* (c d) / (e + f)
  - Postfix = ab + cd \*ef + /

# **Unary Operators**

- Replace with new symbols.
  - + a => a @
  - + a + b => a @ b +
  - -a => a?
  - a-b => a ? b -

## **Postfix Evaluation**

- Scan postfix expression from left to right pushing operands on to a stack.
- When an operator is encountered, pop as many operands as this operator needs; evaluate the operator; push the result on to the stack.
- This works because, in postfix, operators come immediately after their operands.

## **Postfix Evaluation**

- (a+b)\*(c-d)/(e+f)
  ab+cd-\*ef+/
- a b + c d \* e f + /
  a b + c d \* e f + /
- ab + cd \*ef + /

b a

stack

## **Postfix Evaluation**

```
• (a + b) * (c - d) / (e + f)

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /
```

## **Postfix Evaluation**

- (a + b) \* (c d) / (e + f)
   a b + c d \* e f + /
- ab + cd \*ef + /

(c-d)(a+b)

stack

## **Postfix Evaluation**

```
(a + b) * (c - d) / (e + f)
a b + c d - * e f + /
a b + c d - * e f + /
a b + c d - * e f + /
a b + c d - * e f + /
a b + c d - * e f + /
(a + b)*(c - d)

stack
```

## **Postfix Evaluation**

```
• (a + b) * (c - d) / (e + f)

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /

• a b + c d - * e f + /
```

## **Prefix Form**

- The prefix form of a variable or constant is the same as its infix form.
  - **a**, b, 3.25
- The relative order of operands is the same in infix and prefix forms.
- Operators come immediately before the prefix form of their operands.
  - Infix = a + b
  - Postfix = ab+
  - Prefix = +ab

# **Binary Tree Form**

• a + b

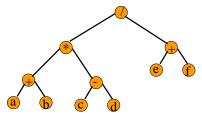


• - a



# Binary Tree Form

• (a + b) \* (c - d) / (e + f)



# Merits Of Binary Tree Form

- Left and right operands are easy to visualize.
- Code optimization algorithms work with the binary tree form of an expression.
- Simple recursive evaluation of expression.

