Data Structures: Trees





Announcements

- Ants Project out next week
 - ~ 4 weeks long
 - Partners recommended, but work together!
 - Do not "trade off" questions!

Learning Objectives

- Trees can be seen as a general version of linked lists
- Trees have a value, and are connected to "sub-trees" called branches
- We can often use recursion to process all items in a tree
 - We typically have recursion inside a loop over all the tree's branches
 - This is called "Depth First Search"

Why Use Trees?

- •Trees represent lots of natural structures
 - A boss who has employees report to them
 - Courses which belong to departments, and departments which colleges in a University
 - Anything with a hierarchy, really.
 - A family tree
 - Biological taxonomies (Kingdom, Phylum....)
 - Files and Folders

Review: Linked Lists

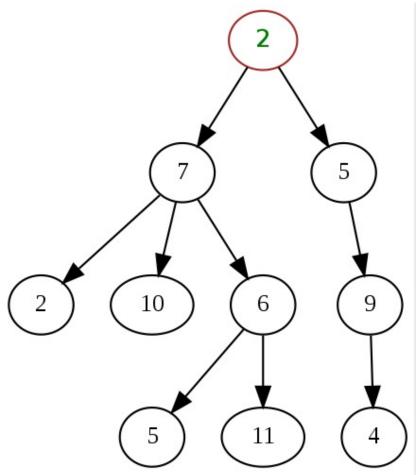
- A Recursive List, sometimes called a "rlist"
- Linked lists contain other linked lists
- •A series of items with two pieces:
 - A value, usually called "first"
 - •A "pointer" to the rest of the items in the list.

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•We'll use a very small Python class "Link" to model this.

What is a tree?

- •A recursive data structure
 - Almost like a linked list!
- •What if a linked list could have multi elements?
- •We call these "branches".
- ·Each branch is also its own Tree.



Trees are common in Computer Science

- •Trees give us awesome approaches for "divide and conquer"
 - Used in every computer to speed up searching for files (Binary search!)
 - Used for modeling decision systems in AI programs
 - Used for modelling the potential moves in a game.
- Another recursive data structure!
 - •We can keep practicing recursion and working with classes
 - Computer science really likes recursion. ©
- •Trees are a simplified form of a *graph*, a tool which can help us model just about anything.
 - Graphs are a (relatively) important topic in CS61B

Trees: Code Overview

(Go Inspect the ipynb)





What's a tree? (C88C-style)

- A tree is a list of trees!
- Each tree has a node, with a value.
- Each node has `branches` which are itself, trees.
 - There can be zero or many branches
- There is always 1 "root" node

Our Simple Tree Class: A couple new methods!

```
class Tree:
    def __init__(self, value, branches=()):
        self.value = value
        for branch in branches:
            assert isinstance(branch, Tree)
        self.branches = list(branches)
    def __repr__(self):
       branches_str = ''
        if self.branches:
            branches_str = ', ' + repr(self.branches)
        return f'Tree({self.value}{braches_str})'
    def is_leaf(self):
        return not self.branches
    def add_branch(self, tree):
        assert isinstance(tree, Tree), "Each branch of a Tree must be an instance of a Tree"
        self.branches.append(tree)
```

Trees:
Practice With Recursion:
traverse_recursive





Trees: Counting Each Node





How do we count nodes?

- The "root" or top of the tree is one node.
 - (We assume we can't have a tree of 0 nodes!)
- For each subtree we... Count the nodes!
 - Doesn't this sound like recursion?
- Hard Part: How do we group the results of recursion?
- Remember our recursive algorithm:
 - Base case
 - Recursive Case:

```
def count_nodes(t):
    """The number of leaves in
tree.
    >>> count_nodes(fib_tree(5))
    8
    11 11 11
    if t.is_leaf():
         return 1
```

Trees:
Practice With Recursion:
print_tree





Trees:
Advanced Topics: Searching
Optional!





Searching Trees: Two Strategies

- •The searching we have been doing today is called "Depth First Search", or DFS.
- •Recursion makes the algorithm very nice.
 - First: we deal with our current item, then we get to the branches.
 - •We always make a recursive call on the first branch
 - •We continue recursing until there are no more branches
 - •Then the function executes, and we go back

Searching a Tree by level: Breadth First Search

- •What if I want to check out all the values of my branches before making a recursive call?
- •What if we said, you just can't use recursion. (Sometimes, CS instructors do weird things like that...)
- •This is used in practice for lots of cool things:
 - •Shortest path between two items (more of a graph and not a tree, usually). Google Maps uses it for routing and the algorithms that power the internet use it.