

# Binary Tree Applications

Chapter 6.6

# Parse Trees

- What is parsing?
  - Originally from language study
  - The breaking up of sentences into component parts e.g. noun phrase
- In computing compilers and interpreters parse programming languages.
- One aspect is parsing expressions.

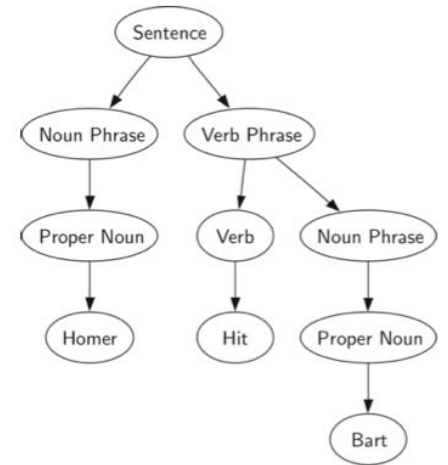


Figure 6.13: A Parse Tree for a Simple Sentence

# Expression Trees

- The leaves are values and the other nodes are operators.
- We can use them to represent and evaluate the expression.
  - We work up from the bottom evaluating subtrees.
- Compilers can use this to generate efficient code - e.g. how many registers are needed to calculate this expression.

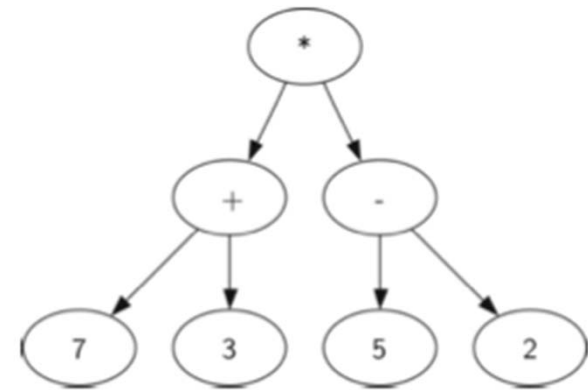


Figure 6.14: Parse Tree for  $((7 + 3) * (5 - 2))$

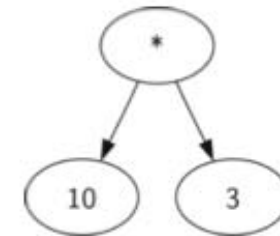


Figure 6.15: A Simplified Parse Tree for  $((7 + 3) * (5 - 2))$

# Tokens

- Parsing starts with recognising tokens.
- A token is a symbol made up of one or more characters (commonly separated by white space).
  - e.g. a variable name or a number or an operator “+”.
- For an expression tree the tokens are numbers, operators and parentheses.

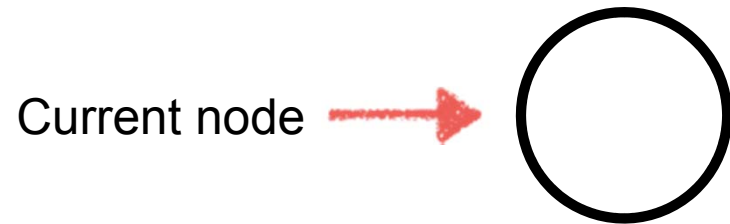
# Parsing Rules

- As we identify tokens we can apply rules to what we should do.
  - If the expression is fully parenthesised
    - a left parenthesis “(“ starts a subtree
    - a right parenthesis “)” finishes a subtree

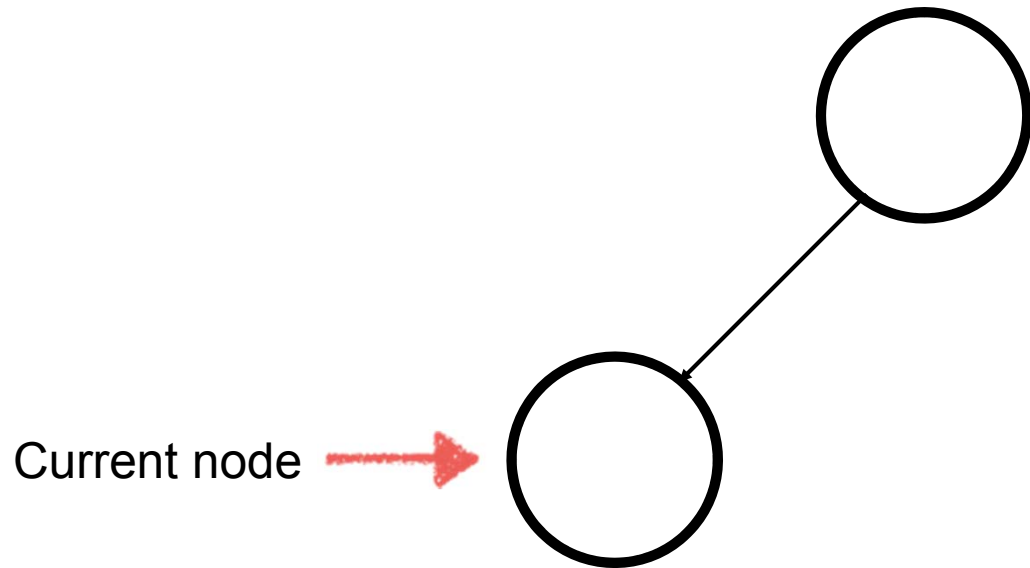
# 4 Rules

- 1.If the current token is a '(', add a new node as the left child of the current node, and descend to the left child.
- 2.If the current token is in the list ['+', '-', '\*', '/'], set the root value of the current node to the operator represented by the current token. Add a new node as the right child of the current node and descend to the right child.
- 3.If the current token is a number, set the root value of the current node to the number and return to the parent.
- 4.If the current token is a ')', go to the parent of the current node.

$(3 + (4 * 5))$

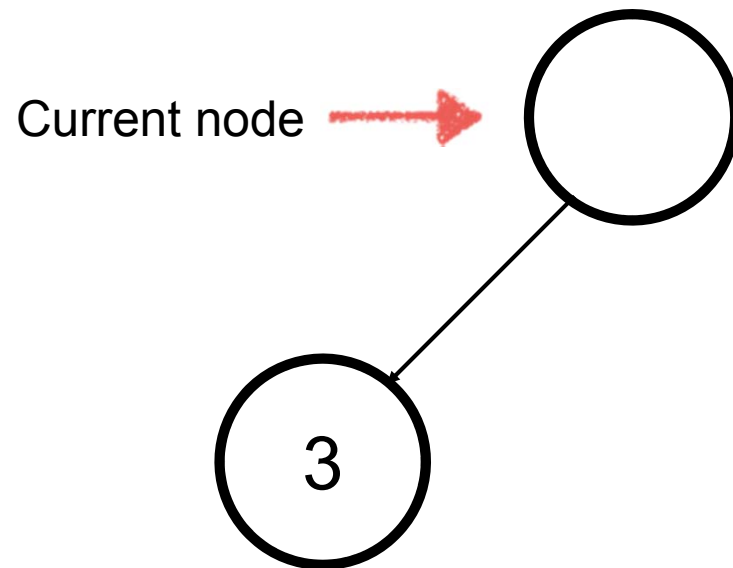


$(3 + (4 * 5))$

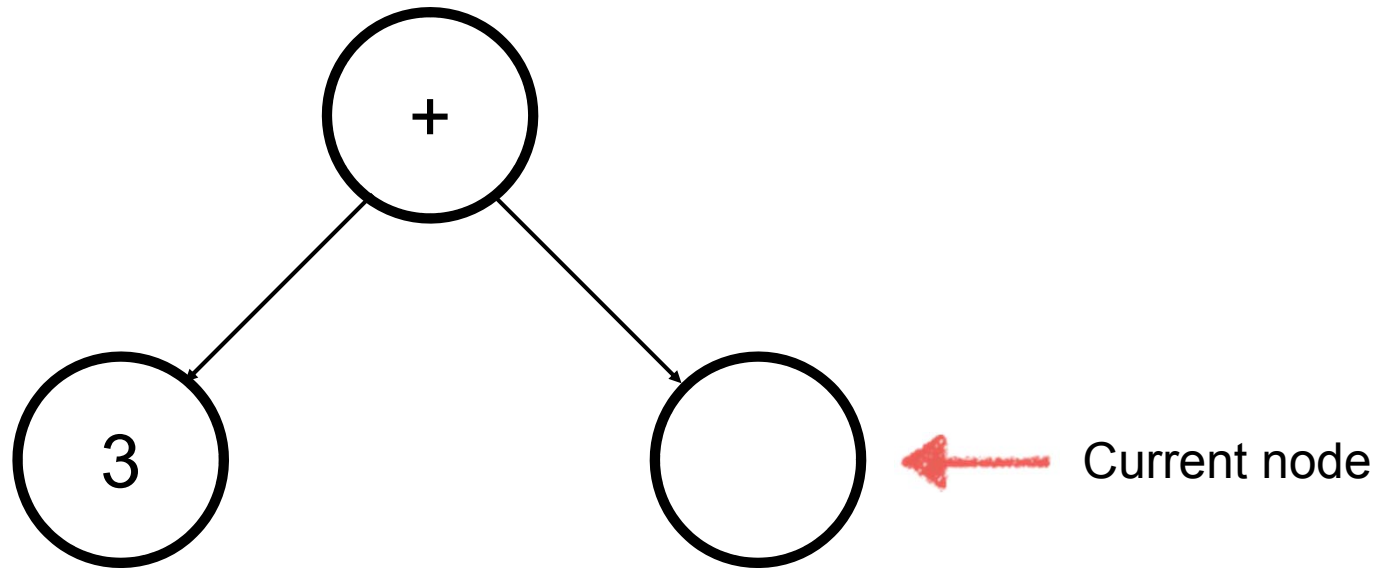




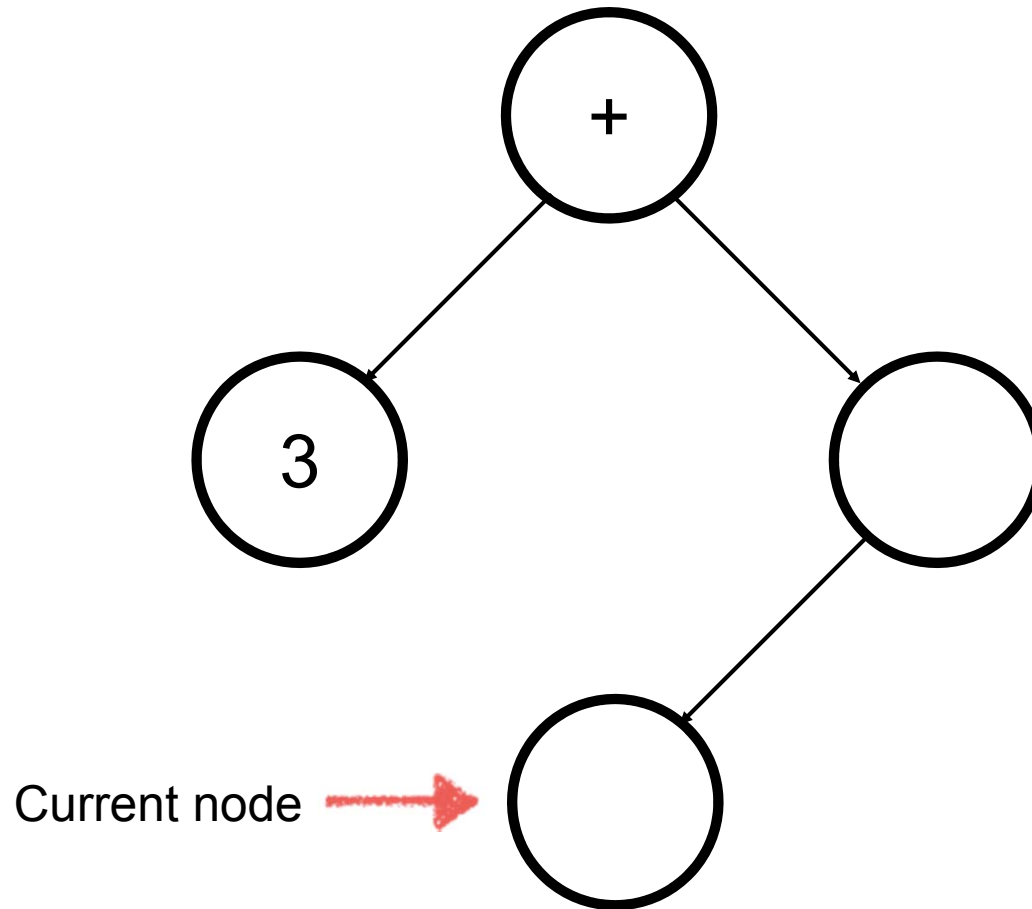
$$(3 + (4 * 5))$$



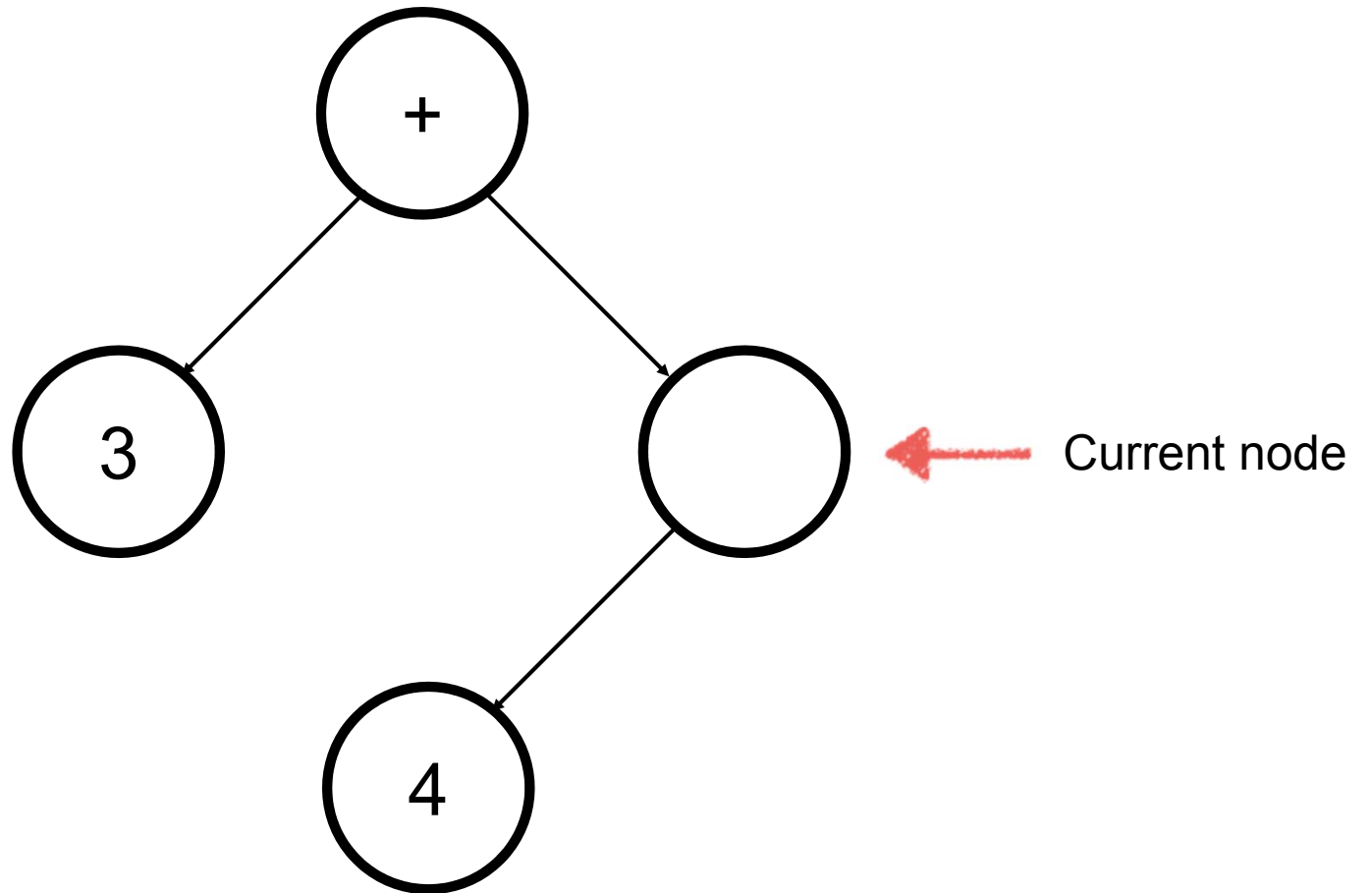
$(3 + (4 * 5))$



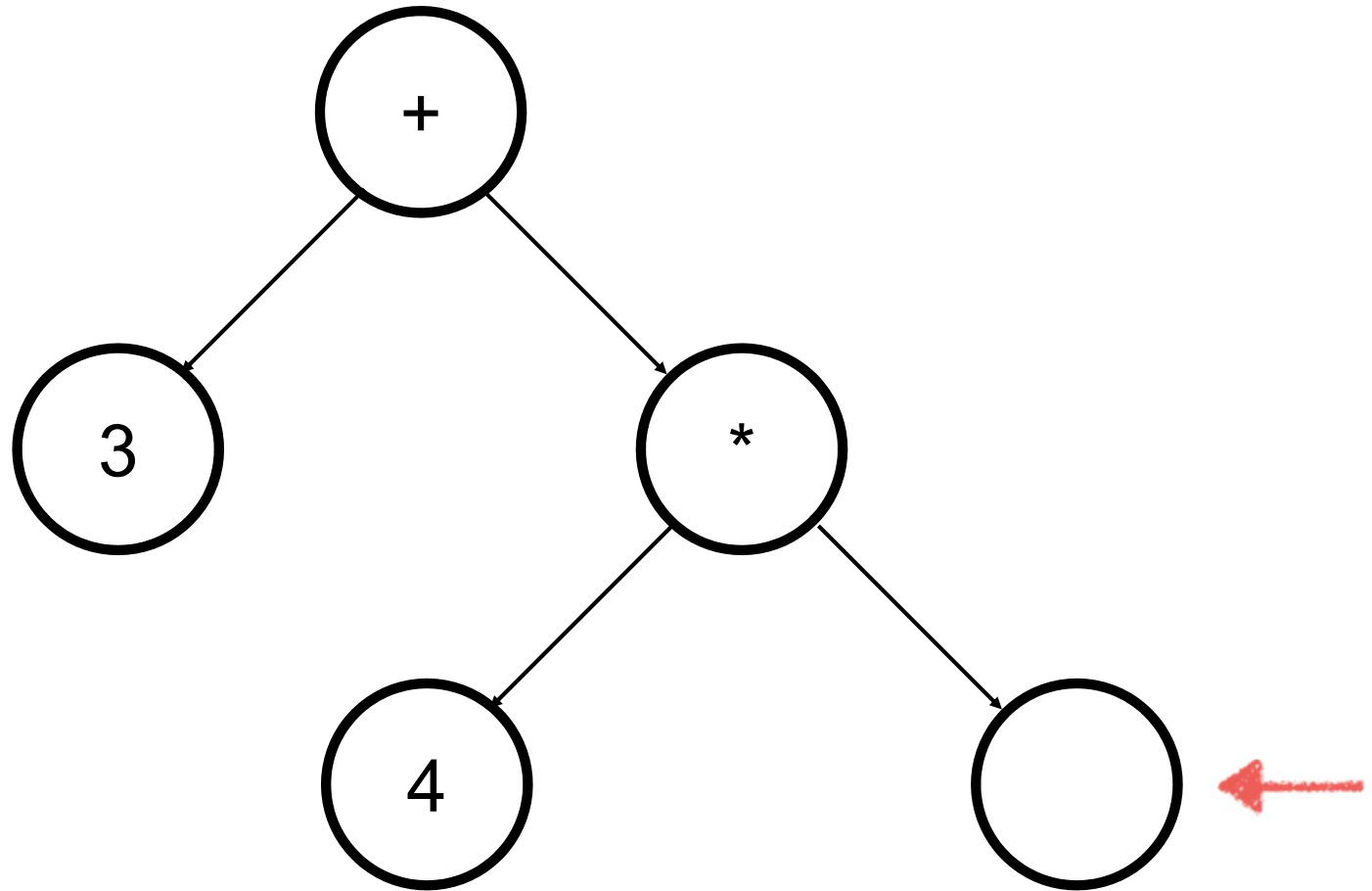
$$(3 + (4 * 5))$$



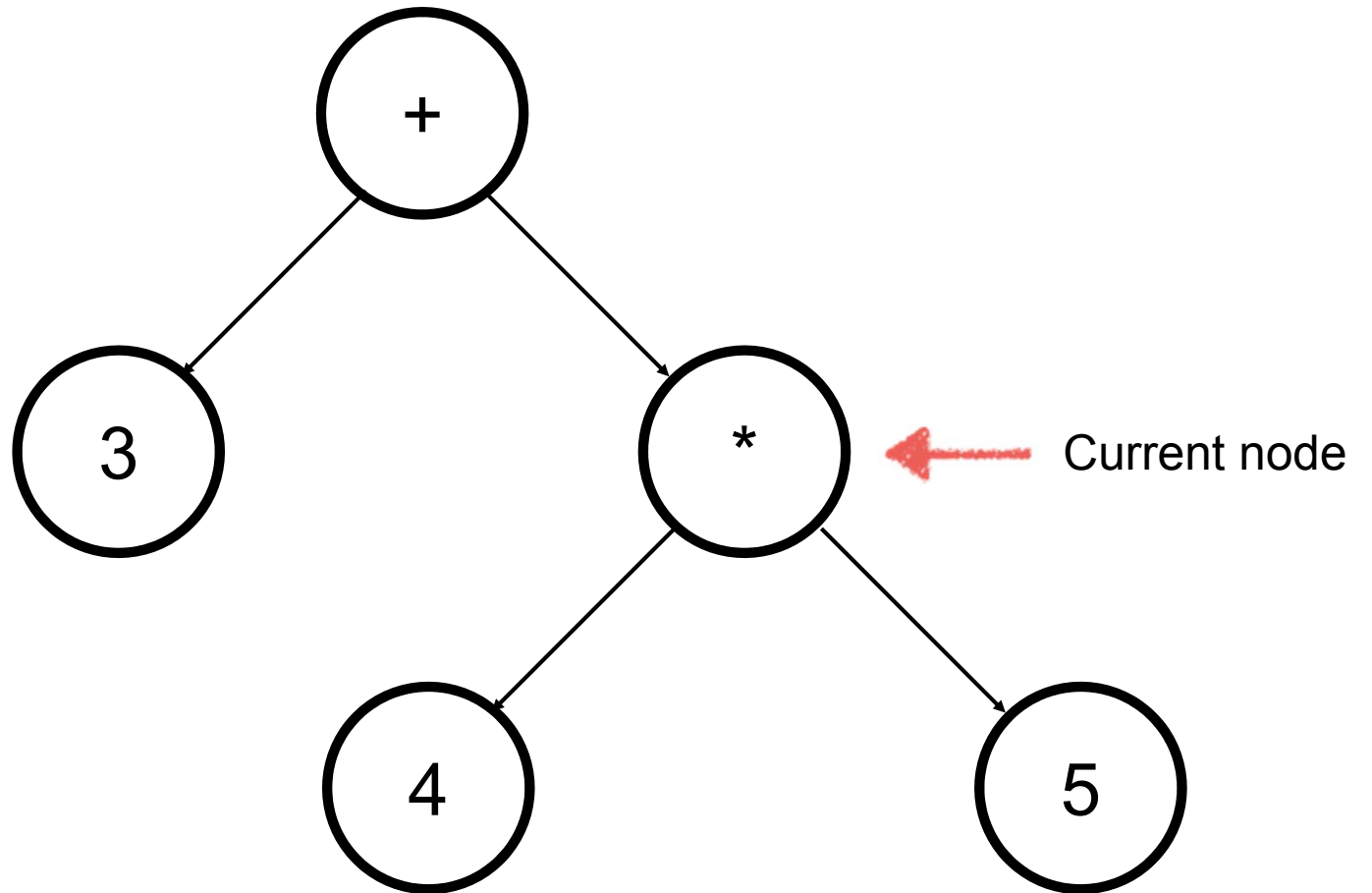
$$(3 + (4 * 5))$$



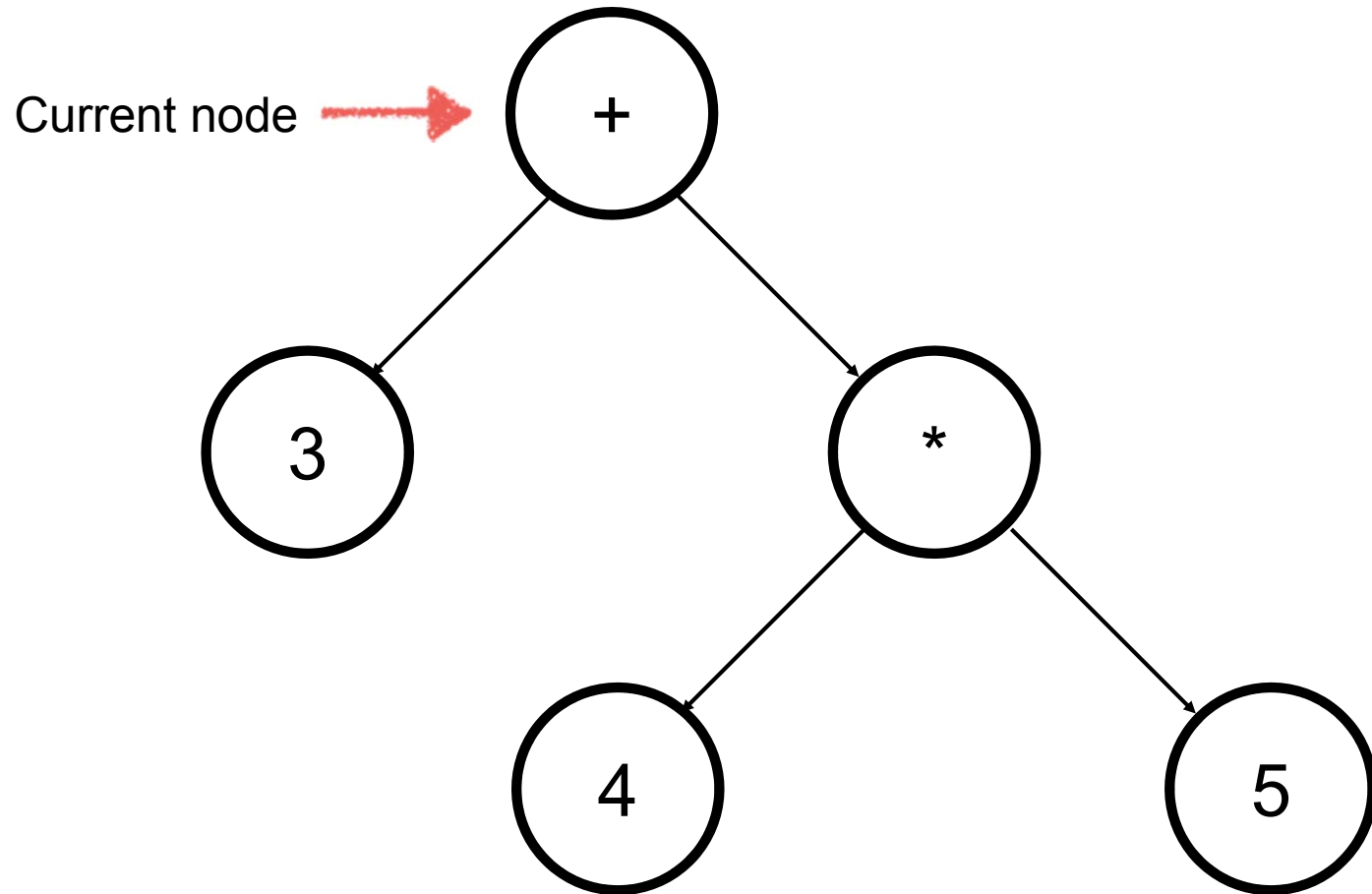
$(3 + (4 * 5))$



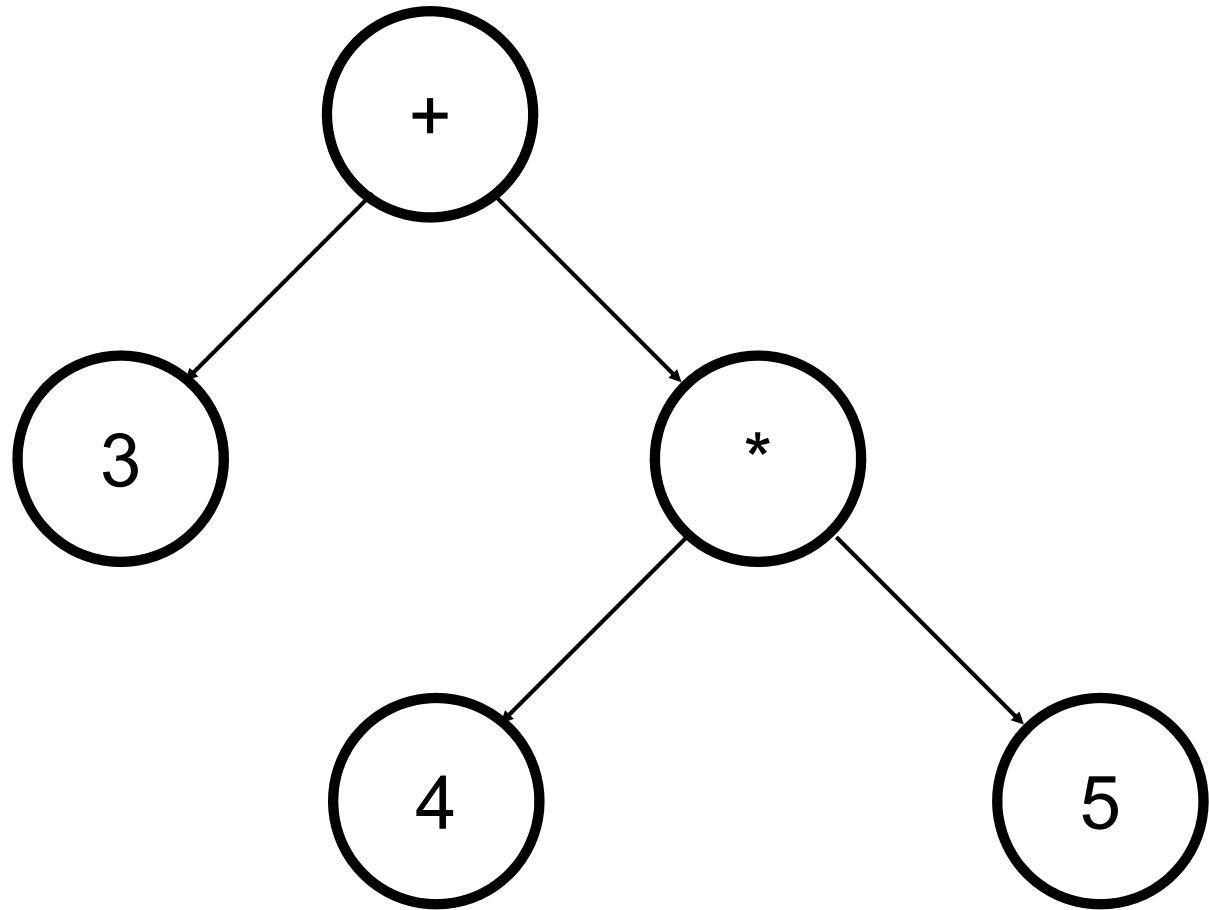
$(3 + (4 * 5))$



$(3 + (4 * 5))$



$(3 + (4 * 5))$





# Your turn

- Generate the expression tree for

$((2 * ((3 - 4) + 6)) + 2)$

# Keeping Track of the Parent

- We need to be able to move back up the tree.
- So we need to keep track of the parent of the current working node.
- We could do this with links from each child node back to its parent.
- Or we could store the tree in a list and use the 2 x n trick (if the tree is not complete - most won't be) then there will be lots of empty space in this list.
- Or we could push the parent node onto a stack as we move down the tree and pop parent nodes off the stack when we move back up.

# Build the tree code

## set up

```
def build_expression_tree(parenthesized_expression):  
    """Builds an expression parse tree.  
  
    parenthesized_expression -- a fully parenthesized expression  
    with spaces between tokens  
    """  
    token_list = parenthesized_expression.split()  
    parent_stack = Stack()  
    expression_tree = BinaryTree('')  
    parent_stack.push(expression_tree)  
    current_tree = expression_tree
```

# Implementing the rules

1. If the current token is a '(', add a new node as the left child of the current node, and descend to the left child.

```
for token in token_list:
    if token == '(':
        current_tree.insert_left('')
        parent_stack.push(current_tree)
        current_tree = current_tree.get_left_child()
```

# Implementing the rules

2.If the current token is in the list ['+', '-', '\*', '/'], set the root value of the current node to the operator represented by the current token. Add a new node as the right child of the current node and descend to the right child.

```
elif token in ['+', '-', '*', '/']:  
    current_tree.set_value(token)  
    current_tree.insert_right('')  
    parent_stack.push(current_tree)  
    current_tree = current_tree.get_right_child()
```

# Implementing the rules

3.If the current token is a number, set the root value of the current node to the number and return to the parent.

```
elif is_number(token):  
    current_tree.set_value(float(token))  
    current_tree = parent_stack.pop()
```

```
def is_number(token):  
    """Check if the token is a number."""  
    try:  
        float(token)  
    except:  
        return False  
    else:  
        return True
```

# Implementing the rules

4.If the current token is a ')', go to the parent of the current node.

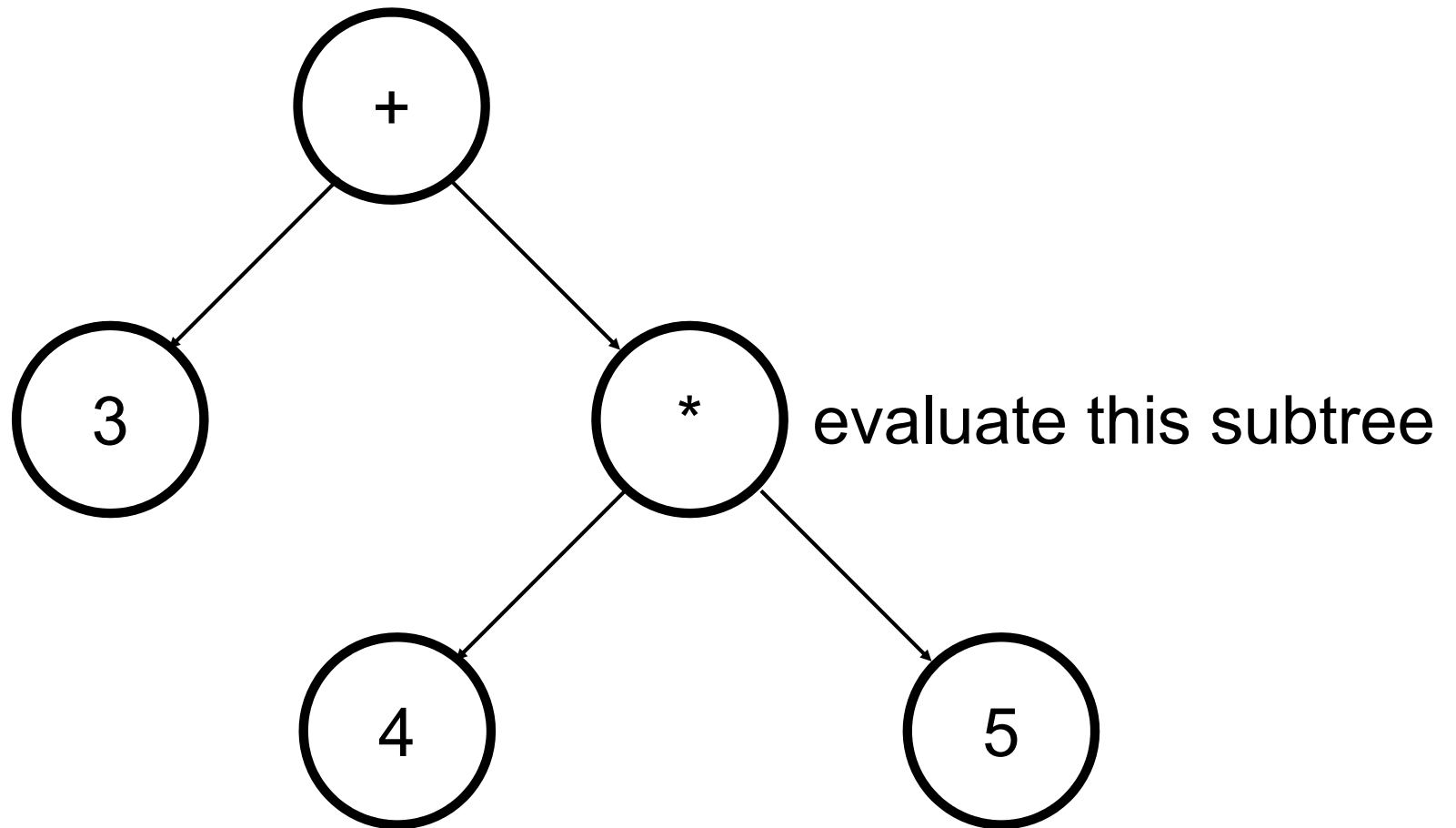
```
elif token == ')':  
    current_tree = parent_stack.pop()  
else:  
    raise ValueError
```

# Evaluating the expression

- Once we have generated the expression tree we can easily evaluate the expression.
- In a compiler the expression would contain variables which we wouldn't know the value of until the program ran, so the evaluation would be done at run time.



# How would you evaluate?



# Algorithm

- To evaluate the subtree under a node
  - if the node has children
    - the node holds an operator
    - return the result of applying the operator on the left and right subtrees
  - else the node held a number
    - return the number

# Evaluation Code

```
import operator
def evaluate(expression_tree):
    """Return the result of evaluating the expression."""
    token = expression_tree.get_value()

    operations = {'+':operator.add, '-':operator.sub,
                  '*':operator.mul, '/':operator.truediv}

    left = expression_tree.get_left_child()
    right = expression_tree.get_right_child()
    if left and right:
        return operations[token](evaluate(left), evaluate(right))
    else:
        return token
```

# What is that operator stuff?

- The operator module provides functions to add, subtract etc.
- We use a dictionary “operations” to connect the tokens “+”, “-”, “\*” and “/” with the corresponding function.

- The line

```
operations[token](evaluate(left), evaluate(right))
```

evokes the function on its parameters.

# Tree Traversals

Text book Section 6.7

- With a binary tree we can recursively travel through all of the nodes (or traverse) in three standard ways.
- We can deal with the node first then deal with the left subtree, then the right subtree.
  - This is a preorder traversal.
- We can deal with the left subtree, then with the node, then with the right subtree.
  - This is an inorder traversal (and as we will see this keeps things in order).
- We can deal with the left subtree, then the right subtree and lastly the node itself.
  - This is a postorder traversal (we used this to evaluate expression trees).

# Code for printing tree traversals

```
def print_preorder(tree):
    """Print the preorder traversal of the tree."""
    if tree:
        print(tree.get_value(), end=' ')
        print_preorder(tree.get_left_child())
        print_preorder(tree.get_right_child())

def print_postorder(tree):
    """Print the postorder traversal of the tree."""
    if tree:
        print_postorder(tree.get_left_child())
        print_postorder(tree.get_right_child())
        print(tree.get_value(), end=' ')

def print_inorder(tree):
    """Print the inorder traversal of the tree."""
    if tree:
        print_inorder(tree.get_left_child())
        print(tree.get_value(), end=' ')
        print_inorder(tree.get_right_child())
```