Trees
Class outline:

- Trees
- Tree class
- Tree processing
- Tree creation
- Tree mutation
Trees
Recursive description

- A tree has a **root label** and a list of **branches**
- Each **branch** is itself a tree
- A tree with zero branches is called a **leaf**
- A tree starts at the **root**
Trees

**Recursive description**

- A tree has a **root label** and a list of **branches**
- Each **branch** is itself a tree
- A tree with zero branches is called a **leaf**
- A tree starts at the **root**

**Relative description**

- Each location in a tree is called a **node**
- Each node has a **label** that can be any value
- One node can be the **parent/child** of another
- The top node is the **root node**
Trees, trees, everywhere!
Directory structures
Parse trees

For natural languages...

```
S
 /    |
NP    VP
|     /  |
D     N   V
|     /    |
A     mouse eats a cat.
```

Key: S = Sentence, NP = Noun phrase, D = Determiner, N = Noun, V = Verb, VP = Verb Phrase
Parse trees

For programming languages, too...

Key: E = expression
Tree class
A Tree object

A Tree is an object composed of other Tree objects, so its constructor must have a way of passing in children Trees.

Our approach:

t = Tree(3, [
    Tree(1),
    Tree(2, [
        Tree(1),
        Tree(1)
    ])
])
The Tree object (cont'd)

A Tree should store these instance variables:

<table>
<thead>
<tr>
<th>label</th>
<th>The root label of the tree</th>
</tr>
</thead>
<tbody>
<tr>
<td>branches</td>
<td>A list of branches (subtrees) of the tree</td>
</tr>
</tbody>
</table>

And expose this instance method:

| is_leaf    | Returns a boolean indicating if tree is a leaf |

```python
t = Tree(3, [
    Tree(1),
    Tree(2, [
        Tree(1),
        Tree(1)
    ])
])

t.label

```
```python
t.is_leaf()
```
t.branches[0].is_leaf()
The Tree object (cont'd)

A Tree should store these instance variables:

<table>
<thead>
<tr>
<th>label</th>
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</table>

And expose this instance method:

| is_leaf | Returns a boolean indicating if tree is a leaf |

```python
t = Tree(3, [
    Tree(1),
    Tree(2, [
        Tree(1),
        Tree(1)
    ])
])

t.label  # 3
t.is_leaf()
```
t.branches[0].is_leaf()
The Tree object (cont'd)

A Tree should store these instance variables:

<table>
<thead>
<tr>
<th>label</th>
<th>The root label of the tree</th>
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<tr>
<td>branches</td>
<td>A list of branches (subtrees) of the tree</td>
</tr>
</tbody>
</table>

And expose this instance method:

| is_leaf  | Returns a boolean indicating if tree is a leaf |

```python
t = Tree(3, [
    Tree(1),
    Tree(2, [
        Tree(1),
        Tree(1)
    ])
])

t.label  # 3
t.is_leaf()  # False
```
t.branches[0].is_leaf()
The Tree object (cont'd)

A Tree should store these instance variables:

<table>
<thead>
<tr>
<th>label</th>
<th>The root label of the tree</th>
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<tr>
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</tbody>
</table>

And expose this instance method:

| is_leaf | Returns a boolean indicating if tree is a leaf |

```python
t = Tree(3, [ Tree(1), Tree(2, [ Tree(1), Tree(1) ]) ])
t.label # 3
t.is_leaf() # False
```
t.branches[0].is_leaf()  # True
The Tree class

```python
t = Tree(3, [Tree(1), Tree(2, [Tree(1), Tree(1)])])

t.label  # 3
t.is_leaf()  # False
t.branches[0].is_leaf()  # True
```

How could we write the class definition for `Tree`?
The Tree class

t = Tree(3, [Tree(1), Tree(2, [Tree(1), Tree(1)]))

t.label # 3
t.is_leaf() # False
t.branches[0].is_leaf() # True

How could we write the class definition for Tree?

class Tree:
    def __init__(self, label, branches=[]):
        self.label = label
        self.branches = list(branches)

    def is_leaf(self):
        return not self.branches
A fancier Tree

This is what assignments actually use:

class Tree:
    def __init__(self, label, branches=[]):
        self.label = label
        for branch in branches:
            assert isinstance(branch, Tree)
        self.branches = list(branches)
    def is_leaf(self):
        return not self.branches
    def __repr__(self):
        if self.branches:
            branch_str = ', ' + repr(self.branches)
        else:
            branch_str = ''
        return 'Tree({0}{1})'.format(self.label, branch_str)
    def __str__(self):
        return '
'.join(self.indented())
    def indented(self):
        lines = []
        for b in self.branches:
            for line in b.indented():
                lines.append('		' + line)
        return [str(self.label)] + lines

It's built in to code.cs61a.org, and you can draw() any Tree!
Tree processing
Tree processing

A tree is a recursive structure.

Each tree has:

- A label
- 0 or more branches, each a tree

Recursive structure implies recursive algorithm!
def count_leaves(t):
    """Returns the number of leaf nodes in T."""
    if

    else:

What's the base case? What's the recursive call?
def count_leaves(t):
    """Returns the number of leaf nodes in T.""
    if t.is_leaf():
        else:
What's the base case? What's the recursive call?
def count_leaves(t):
    """Returns the number of leaf nodes in T."""
    if t.is_leaf():
        return 1
    else:

What's the base case? What's the recursive call?
def count_leaves(t):
    """Returns the number of leaf nodes in T."""
    if t.is_leaf():
        return 1
    else:
        leaves_under = 0
        for b in t.branches:
            leaves_under += count_leaves(b)
        return leaves_under

What's the base case? What's the recursive call?
Counting leaves (cont'd)

The `sum()` function sums up the items of an iterable.

```python
sum([1, 1, 1, 1])  # 4
```
Counting leaves (cont'd)

The `sum()` function sums up the items of an iterable.

```
sum([1, 1, 1, 1])  # 4
```

That leads to this shorter function:

```
def count_leaves(t):
    """Returns the number of leaf nodes in T."""
    if t.is_leaf():
        return 1
    else:
        branch_counts = [count_leaves(b) for b in t.branches]
    return sum(branch_counts)
```
def print_tree(t, indent=0):
    """Prints the labels of T with depth-based indent.
    >>> t = Tree(3, [Tree(1), Tree(2, [Tree(1), Tree(1)])])
    >>> print(t)
    3
    1
    2
    1
    1
    """
Exercise: Printing trees (solution)

def print_tree(t, indent=0):
    """Prints the labels of T with depth-based indent.
    >>> t = Tree(3, [Tree(1), Tree(2, [Tree(1), Tree(1)])])
    >>> print(t)
    3
    1
    2
    1
    1
    """
    print(indent * ' ' + t.label)
    for b in t.branches:
        print_tree(b, indent + 2)
Exercise: List of leaves

def leaves(t):
    """Return a list containing the leaf labels of T.
    >>> t = Tree(20, [Tree(12, [Tree(9, [Tree(7), Tree(2)]), Tree(8, [Tree(4), Tree(4)])])
    >>> leaves(t)
    [7, 2, 3, 4, 4]
    """

Hint: If you sum a list of lists, you get a list containing the elements of those lists. The sum function takes a second argument, the starting value of the sum.

sum([[1], [2, 3], [4]], []) # [1, 2, 3, 4]
sum([[1]], []) # [1]
sum([[1]], [2]) # [1, 2]
Exercise: List of leaves (Solution)

def leaves(t):
    """Return a list containing the leaf labels of T.
    >>> t = Tree(20, [Tree(12, [Tree(9, [Tree(7), Tree(2)]), Tree(3)]), Tree(8, [Tree(4), Tree(4)])]
    >>> leaves(t)
    [7, 2, 3, 4, 4]
    """
    if t.is_leaf():
        return [t.label]
    else:
        leaf_labels = [leaves(b) for b in t.branches]
        return sum(leaf_labels, [])
Exercise: Counting paths

def count_paths(t, total):
    """Return the number of paths from the root to any node in T
    for which the labels along the path sum to TOTAL."

    >>> t = Tree(3, [Tree(-1), Tree(1, [Tree(2, [Tree(1)]), Tree(3)]), Tree(1, [Tree(-1)])])
    >>> count_paths(t, 3)
    2
    >>> count_paths(t, 4)
    2
    >>> count_paths(t, 5)
    0
    >>> count_paths(t, 6)
    1
    >>> count_paths(t, 7)
    2
    """
def count_paths(t, total):
    """Return the number of paths from the root to any node in T
    for which the labels along the path sum to TOTAL.""
    if t.label == total:
        found = 1
    else:
        found = 0
    return found + sum([count_paths(b, total - t.label) for b in t.branches])
Creating trees

A function that creates a tree from another tree is also often recursive.
Creating trees: Doubling labels

```python
def double(t):
    """Returns a tree identical to T, but with all labels doubled."""
    if
        ...  # base case
    else:
        ...  # recursive call

What's the base case? What's the recursive call?
```
Creating trees: Doubling labels

```python
def double(t):
    """Returns a tree identical to T, but with all labels doubled."""
    if t.is_leaf():
        # Base case
    else:
        # Recursive case
```

What's the base case? What's the recursive call?
Creating trees: Doubling labels

def double(t):
    """Returns a tree identical to T, but with all labels doubled."""
    if t.is_leaf():
        return Tree(t.label * 2)
    else:

What's the base case? What's the recursive call?
Creating trees: Doubling labels

```python
def double(t):
    """Returns a tree identical to T, but with all labels doubled."""
    if t.is_leaf():
        return Tree(t.label * 2)
    else:
        return Tree(t.label * 2, [double(b) for b in t.branches])
```

What's the base case? What's the recursive call?
Creating trees: Doubling labels

A shorter solution:

```python
def double(t):
    """Returns the number of leaf nodes in T.""
    return Tree(t.label * 2,
               [double(b) for b in t.branches])
```

Explicit base cases aren't always necessary in the final code, but it's useful to think in terms of base case vs. recursive case when learning.
Tree mutation
def double(t):
    """Doubles every label in T, mutating T.
    >>> t = Tree(1, [Tree(3, [Tree(5)]), Tree(7)])
    >>> double(t)
    >>> t
    Tree(2, [Tree(6, [Tree(10)]), Tree(14)])
    """
    t.label = t.label * 2
    for b in t.branches:
        double(b)
Exercise: Pruning trees

Removing subtrees from a tree is called **pruning**.

Always prune branches before recursive processing.

```python
def prune(t, n):
    """Prune all sub-trees whose label is n."""
    t = Tree(3, [Tree(1, [Tree(0), Tree(1)]), Tree(2, [Tree(1),
    >>> t = Tree(3, [Tree(1, [Tree(0), Tree(1)]), Tree(2, [Tree(1),
    >>> prune(t, 1)
    >>> t
    Tree(3, [Tree(2)])
    """
    t.branches = [___ for b in t.branches if ___]
    for b in t.branches:
        prune(____, ____)
```
**Exercise: Pruning trees (Solution)**

Removing subtrees from a tree is called **pruning**.

Always prune branches before recursive processing.

```python
def prune(t, n):
    """Prune all sub-trees whose label is n."
    >>> t = Tree(3, [Tree(1, [Tree(0), Tree(1)]), Tree(2, [Tree(1),
    >>> prune(t, 1)
    >>> t
    Tree(3, [Tree(2)])
    """
    t.branches = [b for b in t.branches if b.label != n]
    for b in t.branches:
        prune(b, n)
```