

Lecture No.18

Expression Trees

CC-213 Data Structures
Department of Computer Science
University of the Punjab

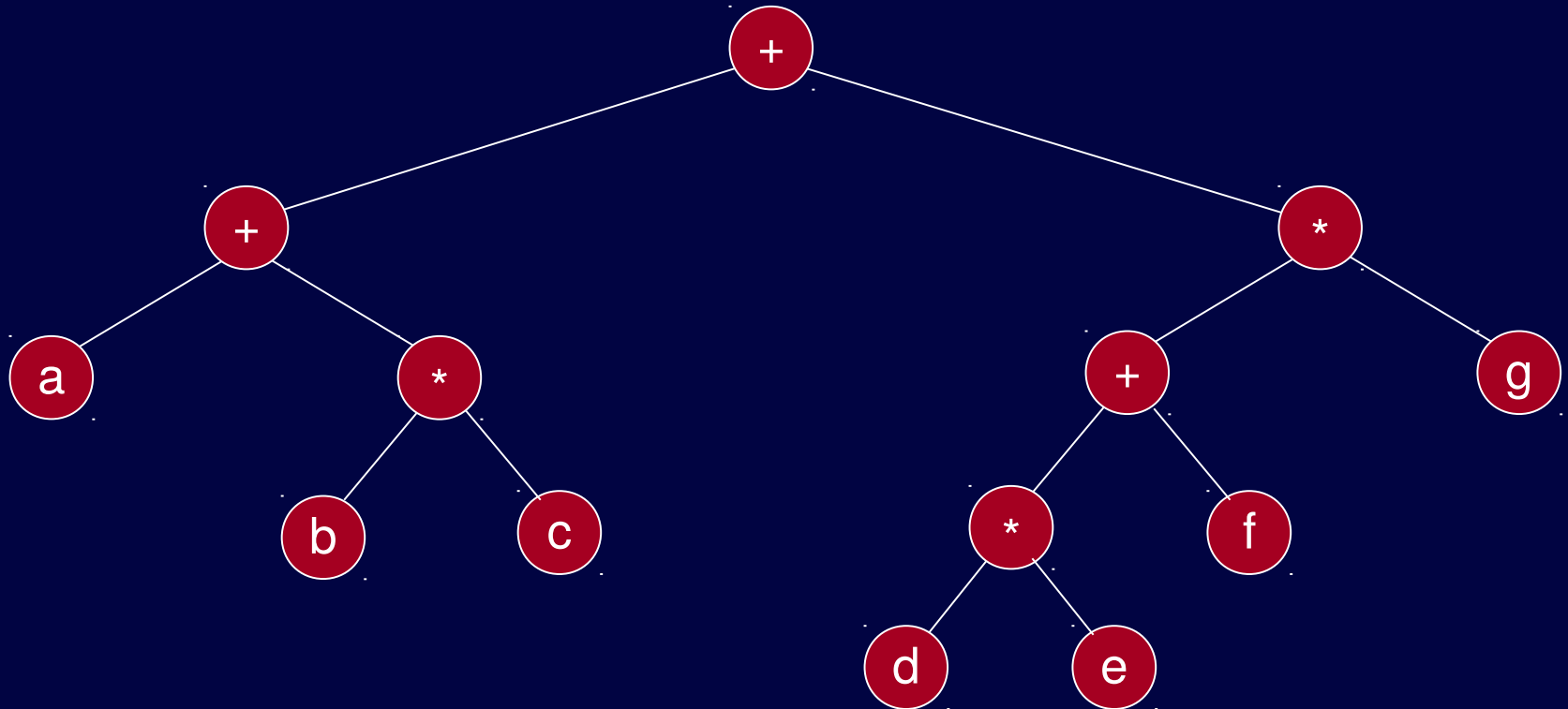
Lecture No.25

Data Structures

Dr. Sohail Aslam

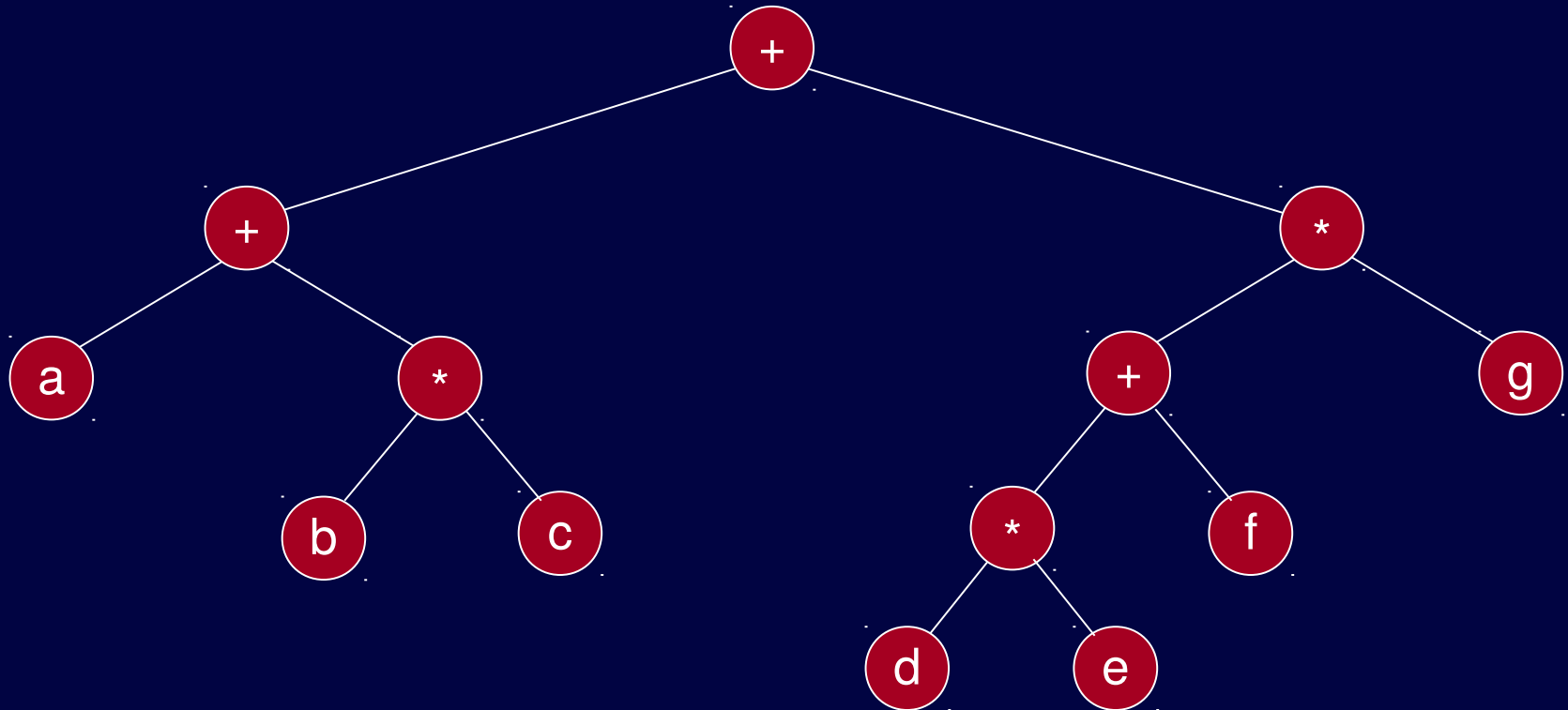
Expression Tree

- The inner nodes contain operators while leaf nodes contain operands.



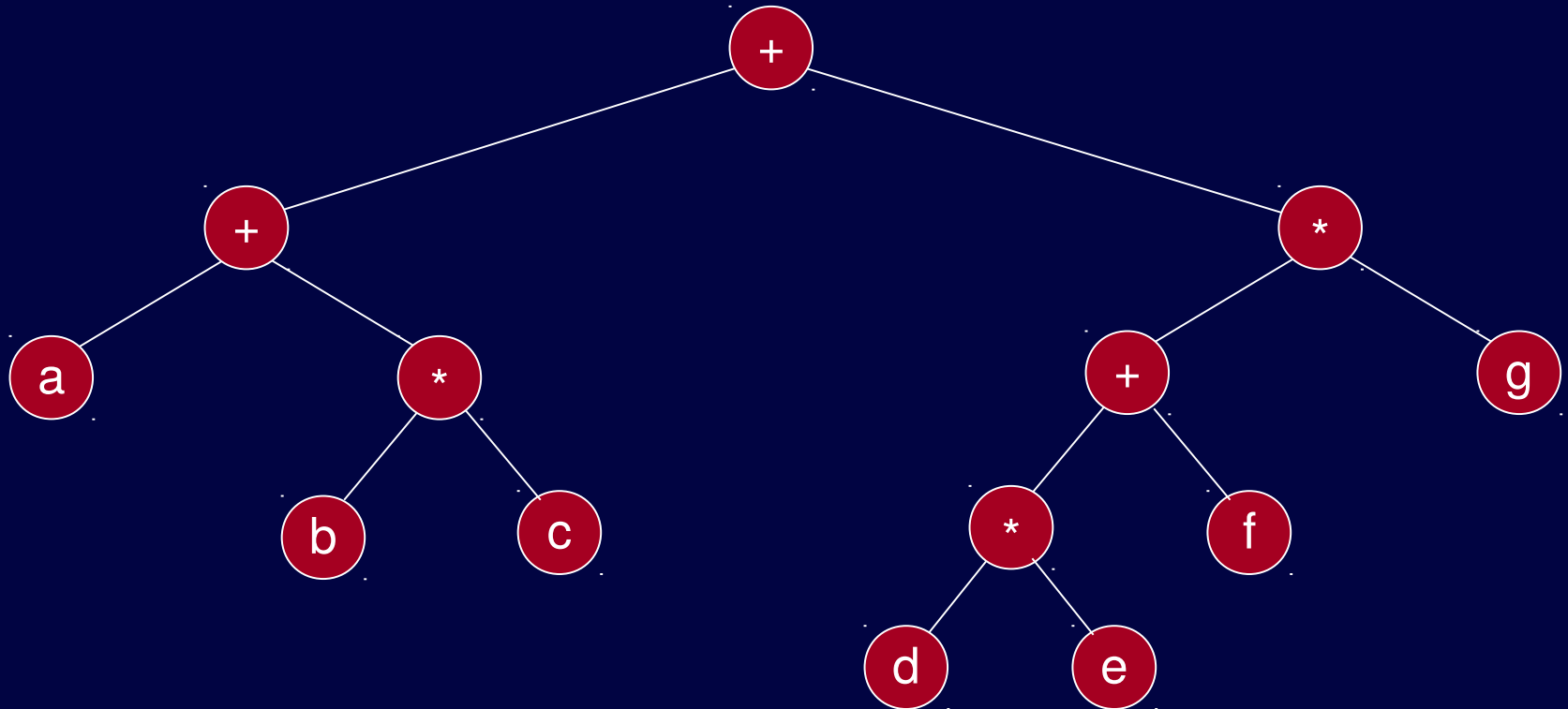
Expression Tree

- The tree is binary because the operators are binary.



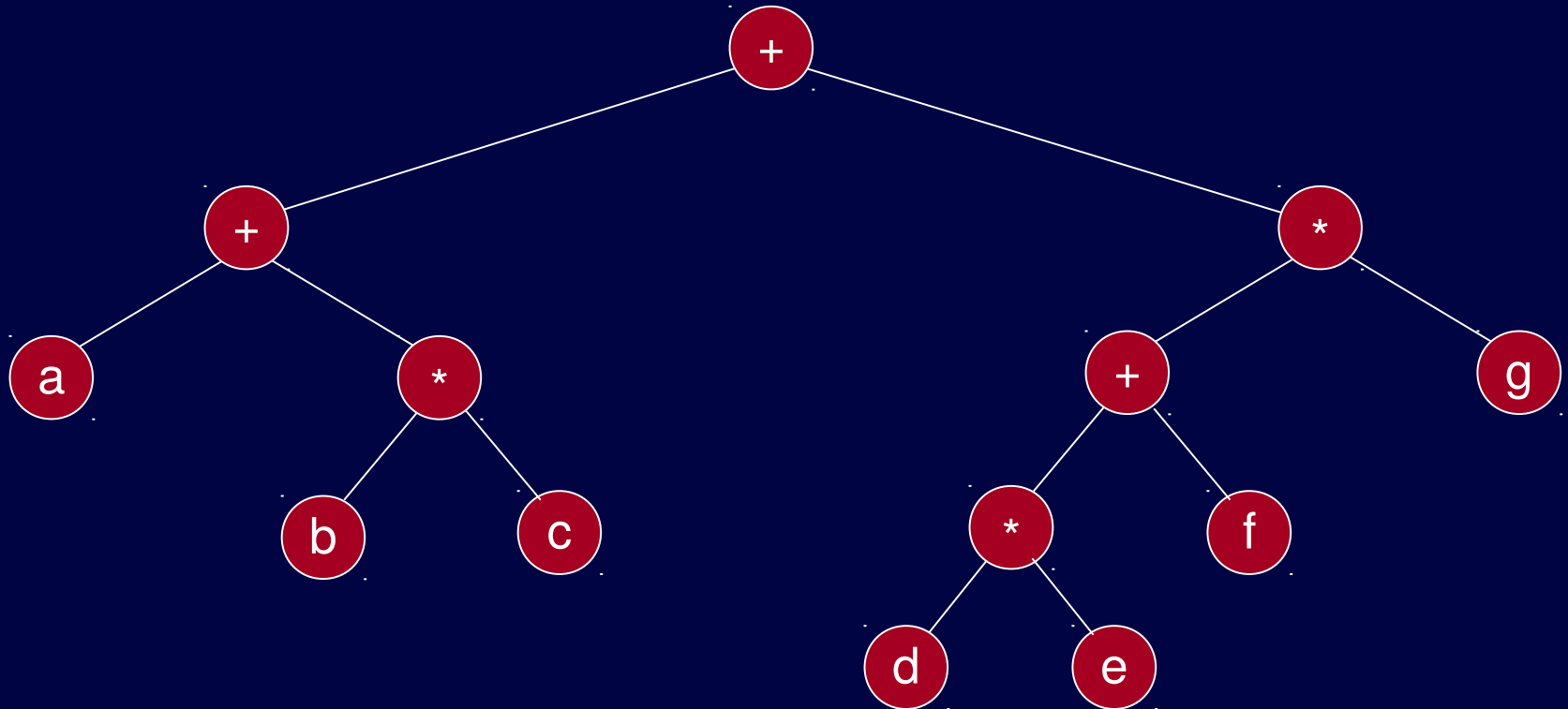
Expression Tree

- This is not necessary. A unary operator (!, e.g.) will have only one subtree.



Expression Tree

- Inorder traversal yields: $a+b*c+d*e+f*g$

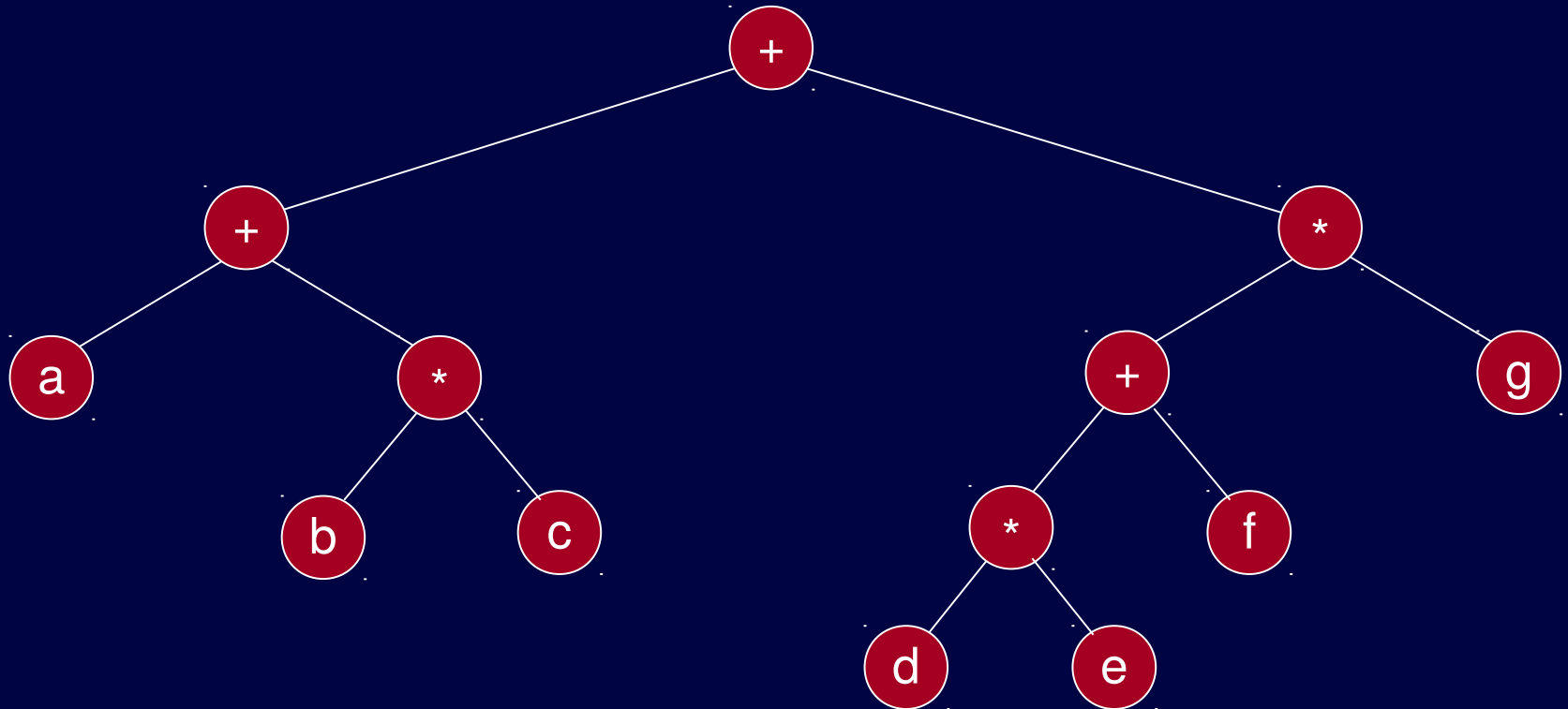


Enforcing Parenthesis

```
/* inorder traversal routine using the parenthesis
 */
void inorder(TreeNode<int>* treeNode)
{
    if( treeNode != NULL )
    {
        if(treeNode->getLeft() != NULL && treeNode-
>getRight() != NULL) //if not leaf
            cout<<"(";
        inorder(treeNode->getLeft());
        cout << *(treeNode->getInfo())<<" ";
        inorder(treeNode->getRight());
        if(treeNode->getLeft() != NULL && treeNode-
>getRight() != NULL) //if not leaf
            cout<<")";
    }
}
```

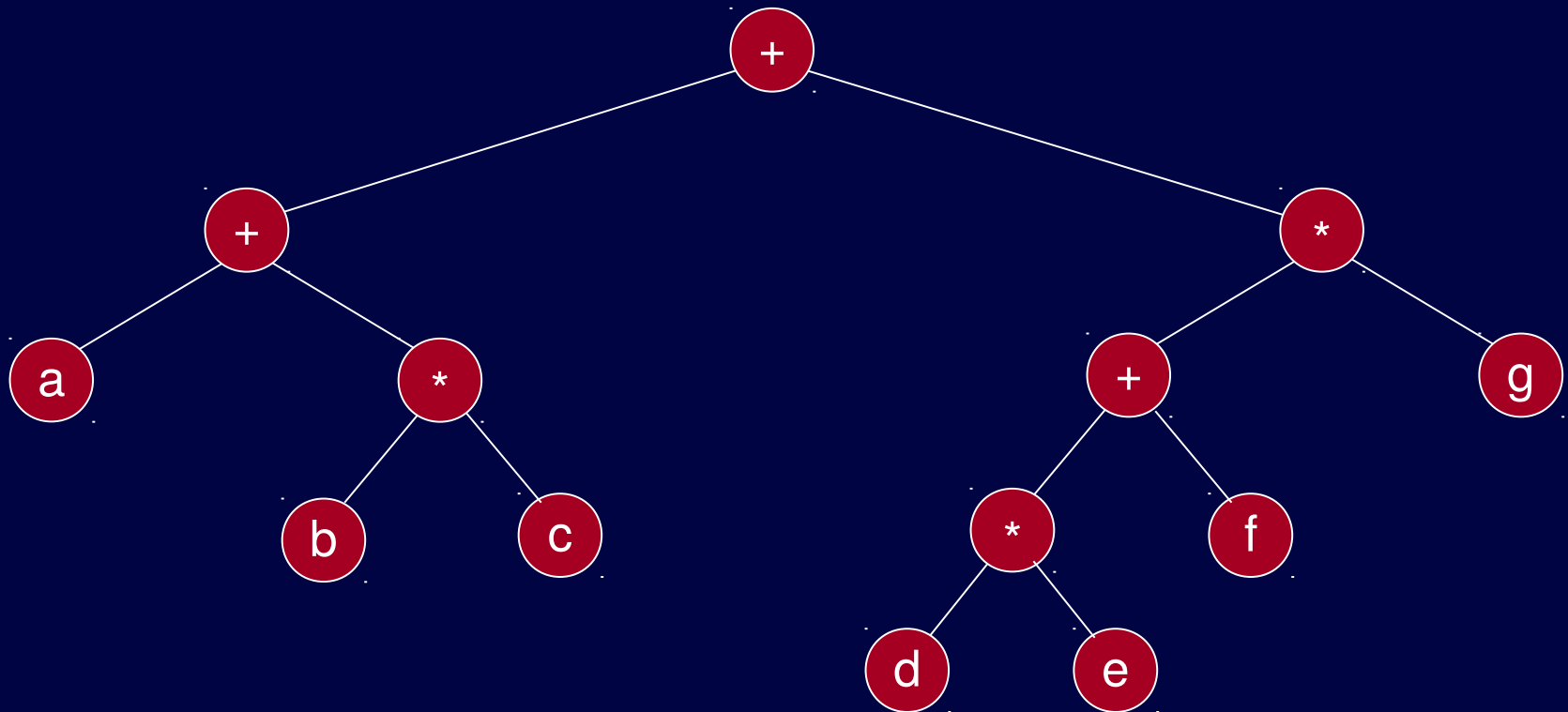
Expression Tree

- Inorder : $(a+(b*c))+(((d*e)+f)*g)$



Expression Tree

- Postorder traversal: $a\ b\ c\ *\ +\ d\ e\ *\ f\ +\ g\ *\ +$
which is the postfix form.



Constructing Expression Tree

- Algorithm to convert postfix expression into an expression tree.
- We already have an expression to convert an infix expression to postfix.
- Read a symbol from the postfix expression.
- If symbol is an operand, put it in a one node tree and push it on a stack.
- If symbol is an operator, pop two trees from the stack, form a new tree with operator as the root and T_1 and T_2 as left and right subtrees and push this tree on the stack.

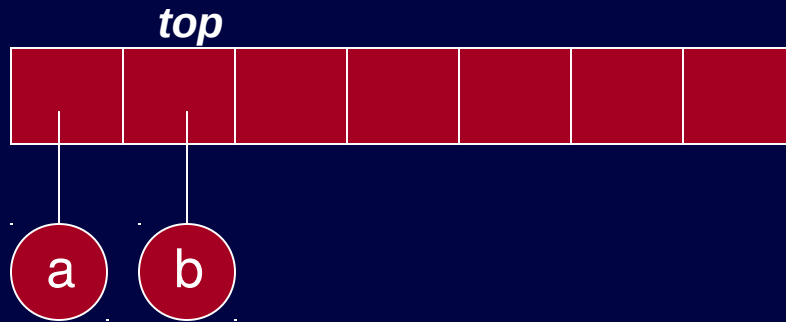
Constructing Expression Tree

▪ a b + c d e + * *



Constructing Expression Tree

■ a b + c d e + * *

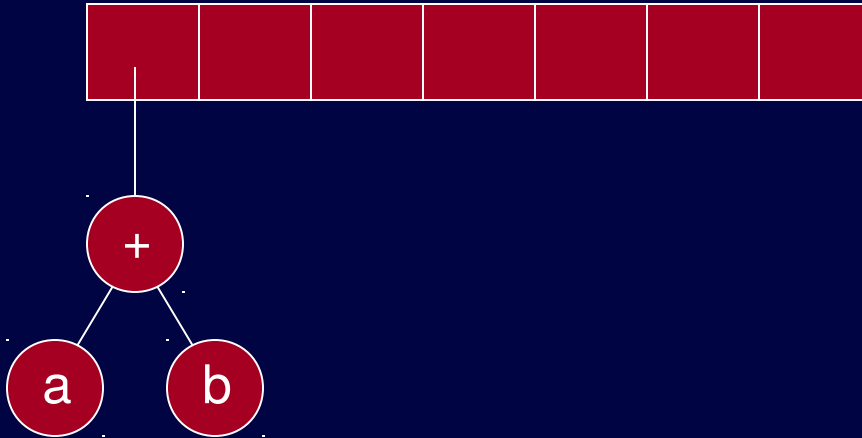


If symbol is an operand, put it in a one node tree and push it on a stack.

Stack is growing left to right

Constructing Expression Tree

▪ a b + c d e + * *

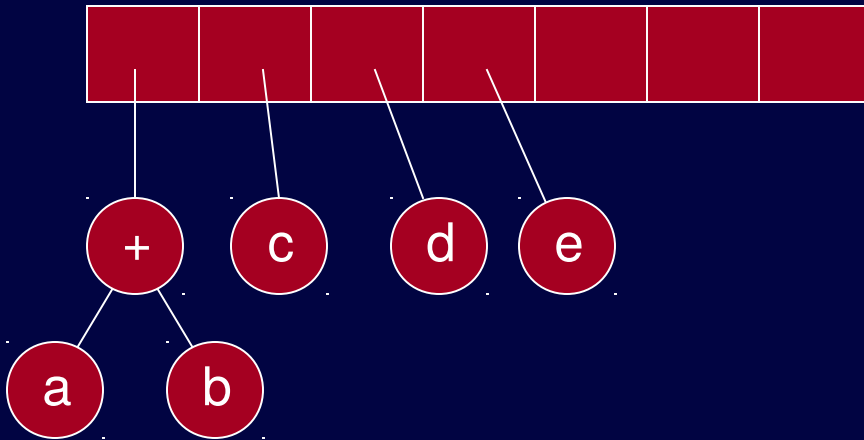


If symbol is an operator, pop two trees from the stack, form a new tree with operator as the root and T_1 and T_2 as left and right subtrees and push this tree on the stack.

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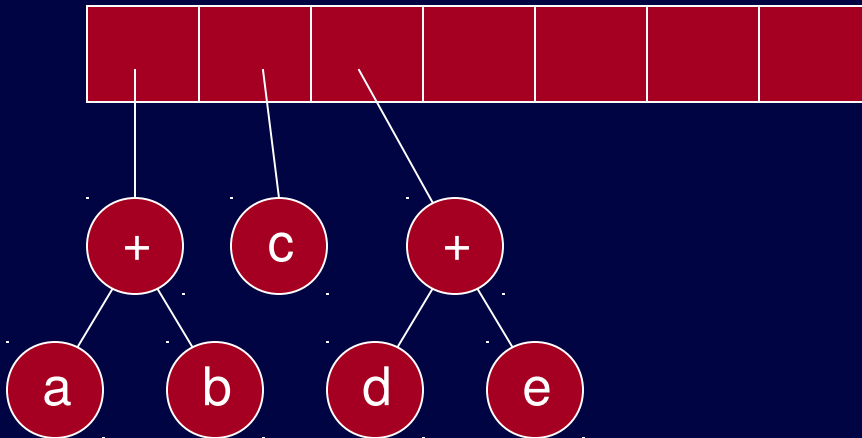
Constructing Expression Tree

▪ $a b + c d e + * *$



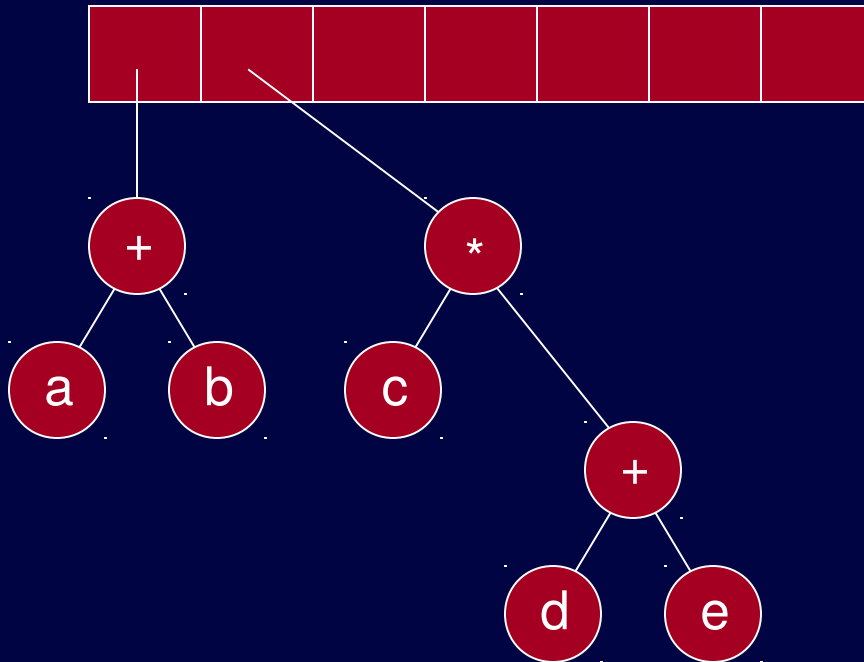
Constructing Expression Tree

▪ $a b + c d e + * *$



Constructing Expression Tree

▪ $a b + c d e + * *$



Constructing Expression Tree

▪ $a b + c d e + * *$

