

# Programming Languages and Techniques (CIS120)

Lecture 6

Jan 25, 2012

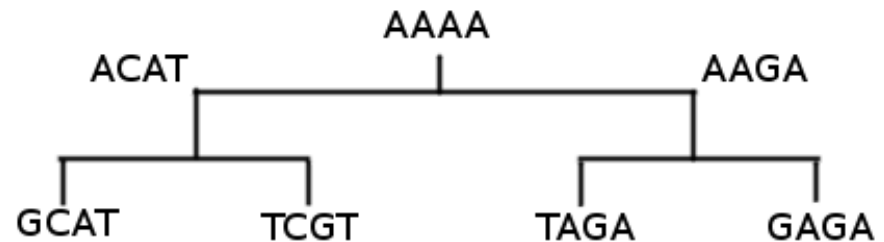
Binary Trees

# Announcements

- Homework 2 is on the web pages.
  - On-time due date: Jan. 30 at 11:59:59pm
  - Get started early, and seek assistance if you get stuck!

# DNA Computing Abstractions

- Nucleotide
  - Adenine (A), Guanine (G), Thymine (T), or Cytosine (C)
- Codon
  - three nucleotides : e.g. (A,A,T) or (T,G,C)
  - codons map to amino acids and other markers
- Helix
  - a sequence of nucleotides: e.g. AGTCCGATTACAGAGA...
- Phylogenetic tree
  - Binary (2-child) tree with helices (species) at the nodes and leaves



# DNA Computing Abstractions

Simple datatypes

```
type nucleotide =  
| G (* Guanine *)  
| C (* Cytosine *)  
| A (* Adenine *)  
| T (* Thymine *)
```

Tuples

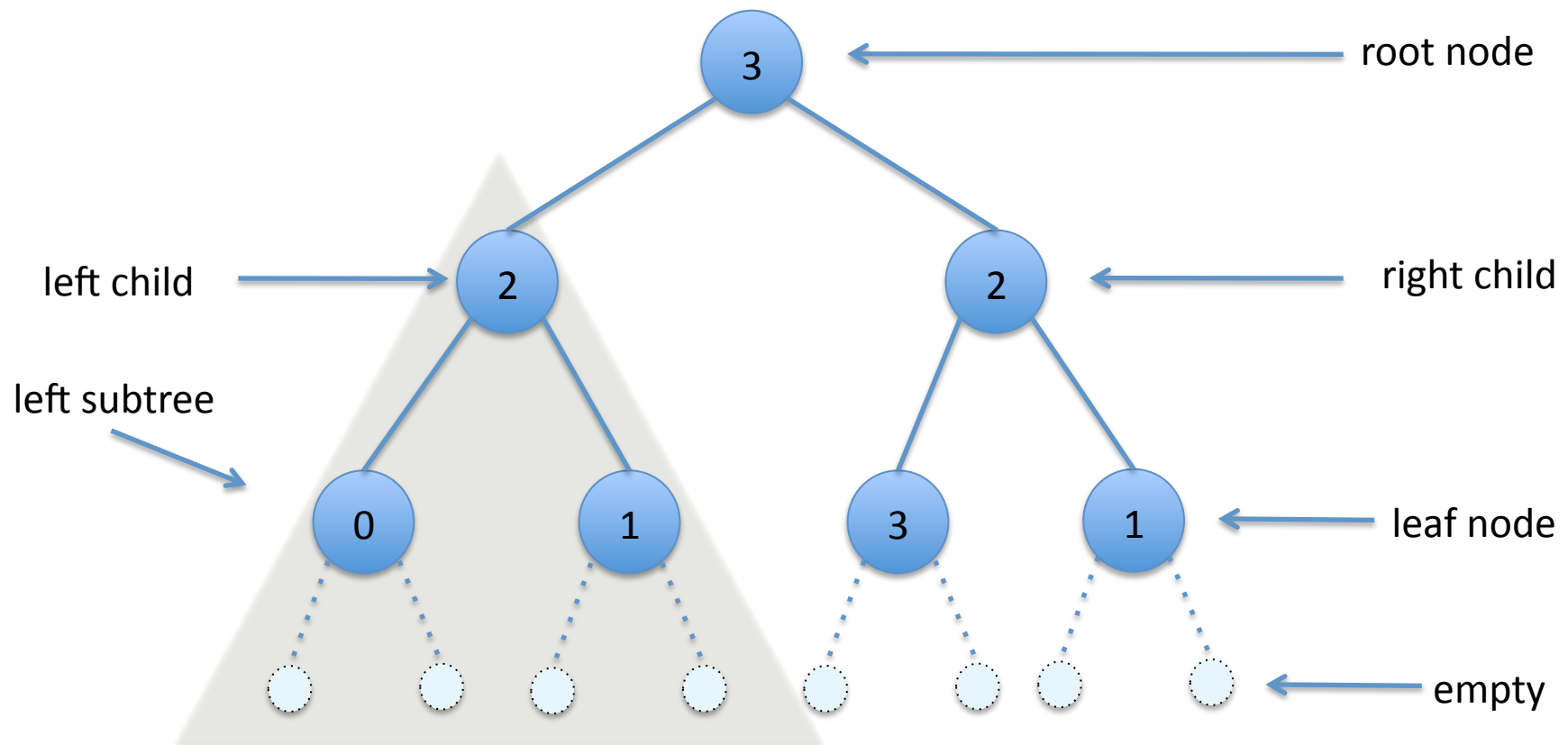
```
type codon = nucleotide * nucleotide * nucleotide
```

```
type helix = nucleotide list
```

```
type tree =  
| Leaf of helix  
| Node of tree * helix * tree
```

Recursive datatypes

# Recap: Binary Trees



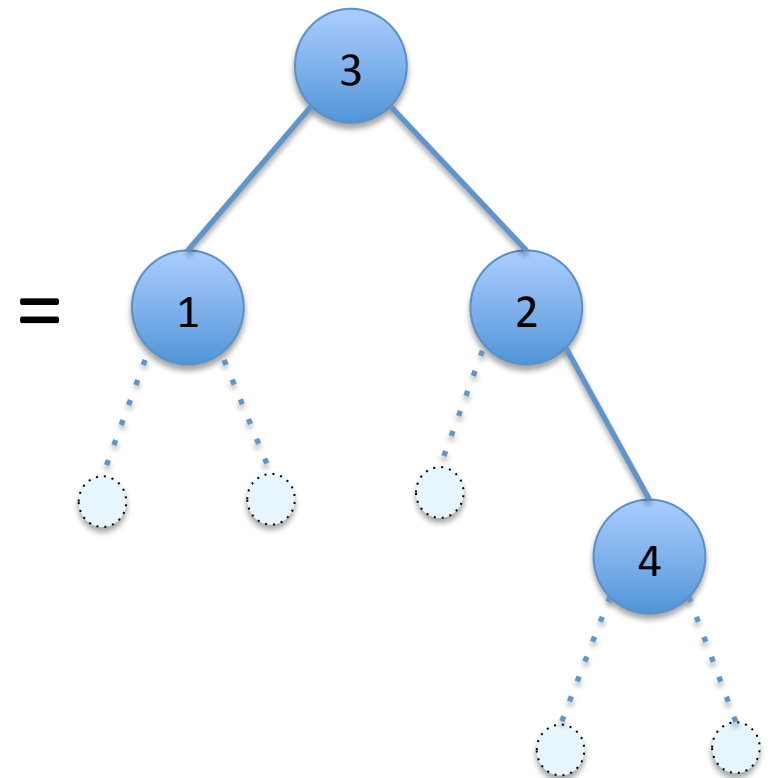
A binary tree is either *empty*, or a *node* with at most two children, both of which are also binary trees.

A *leaf* is a node whose children are both empty.

# Integer Binary Trees in OCaml

```
type tree =  
  | Empty  
  | Node of tree * int * tree
```

```
let t : tree =  
  Node (Node (Empty, 1, Empty),  
        3,  
        Node (Empty, 2,  
              Node (Empty, 4, Empty)))
```



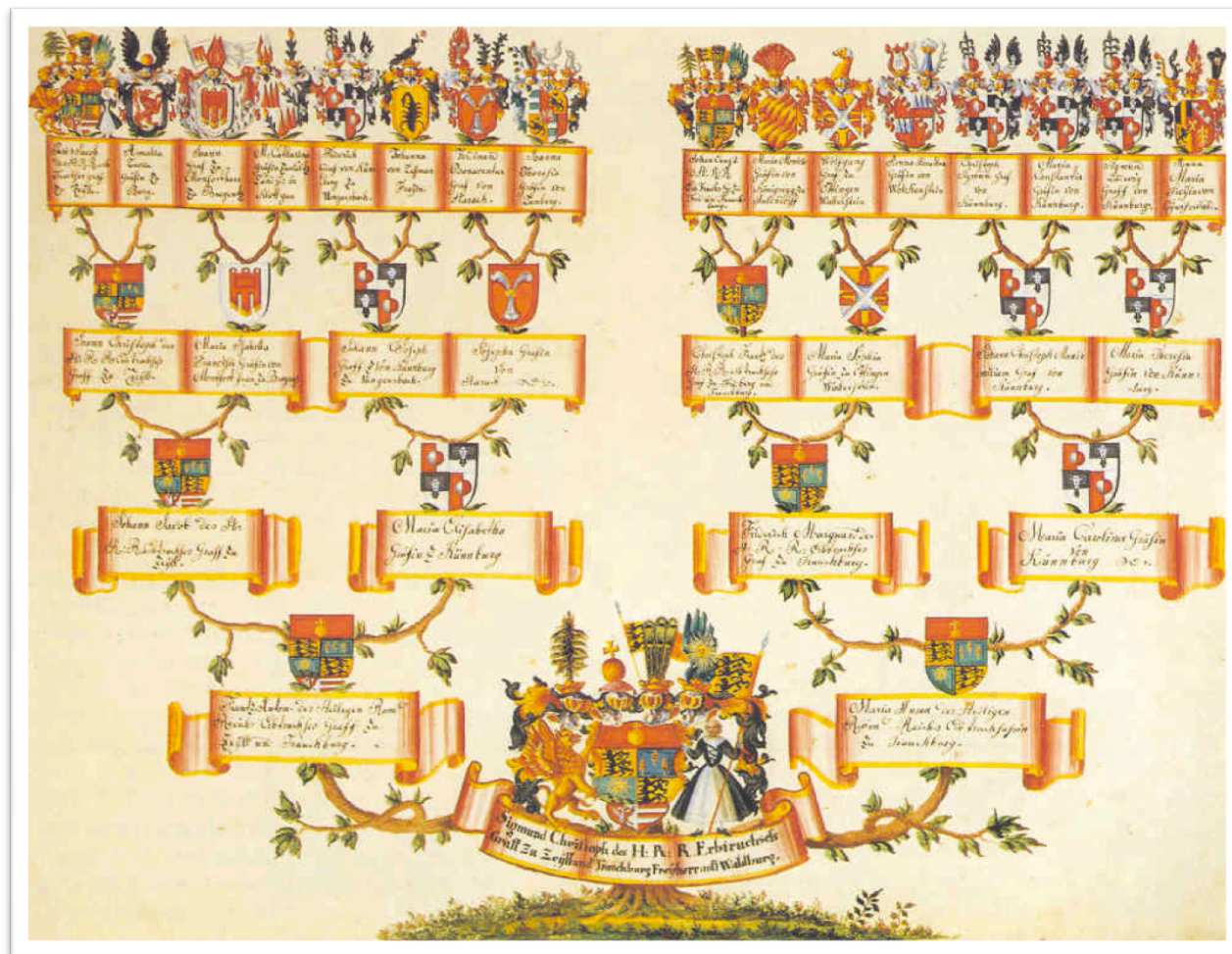
# Demo

see [demotree.ml](#)

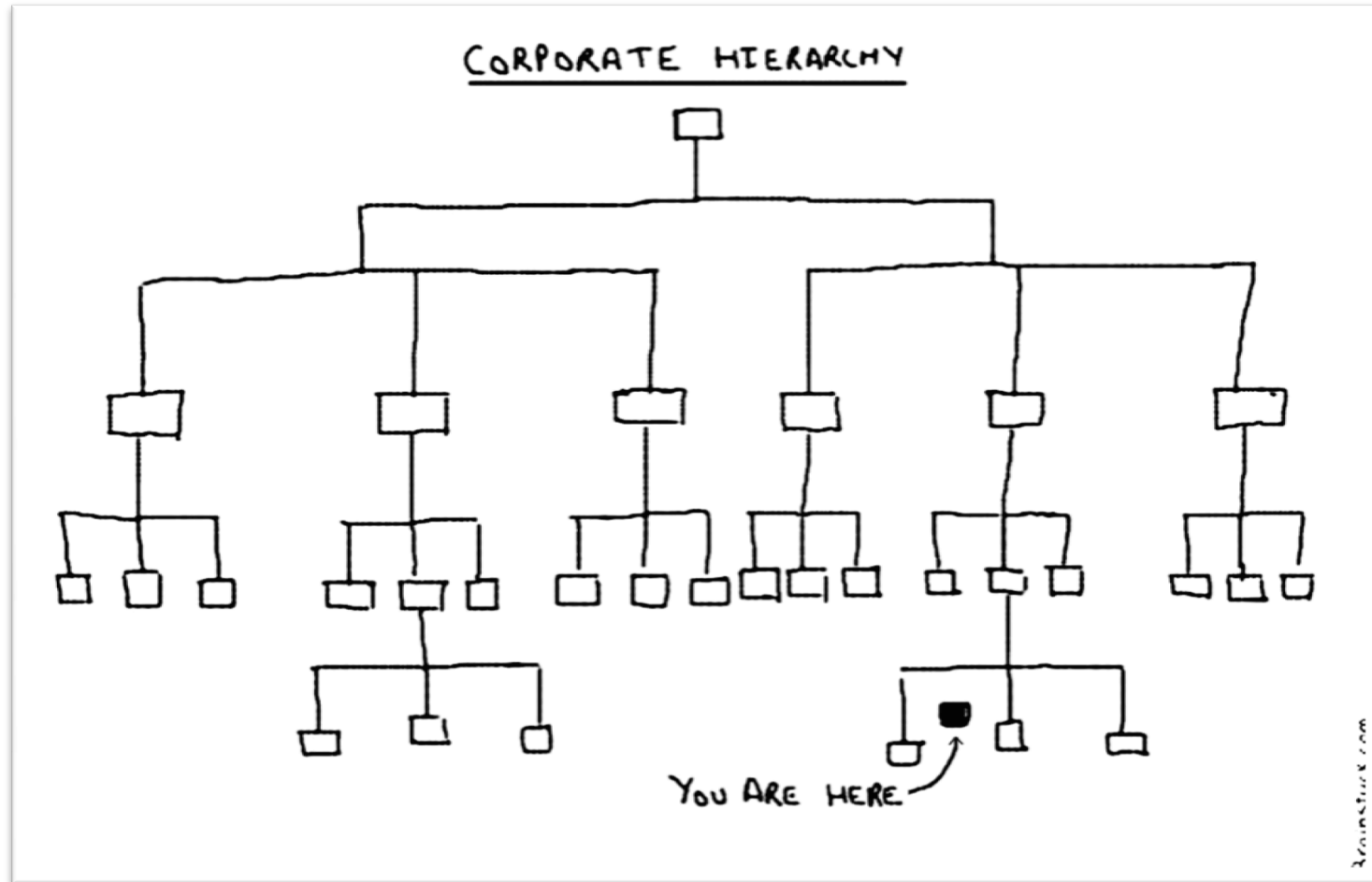
Other uses for trees?



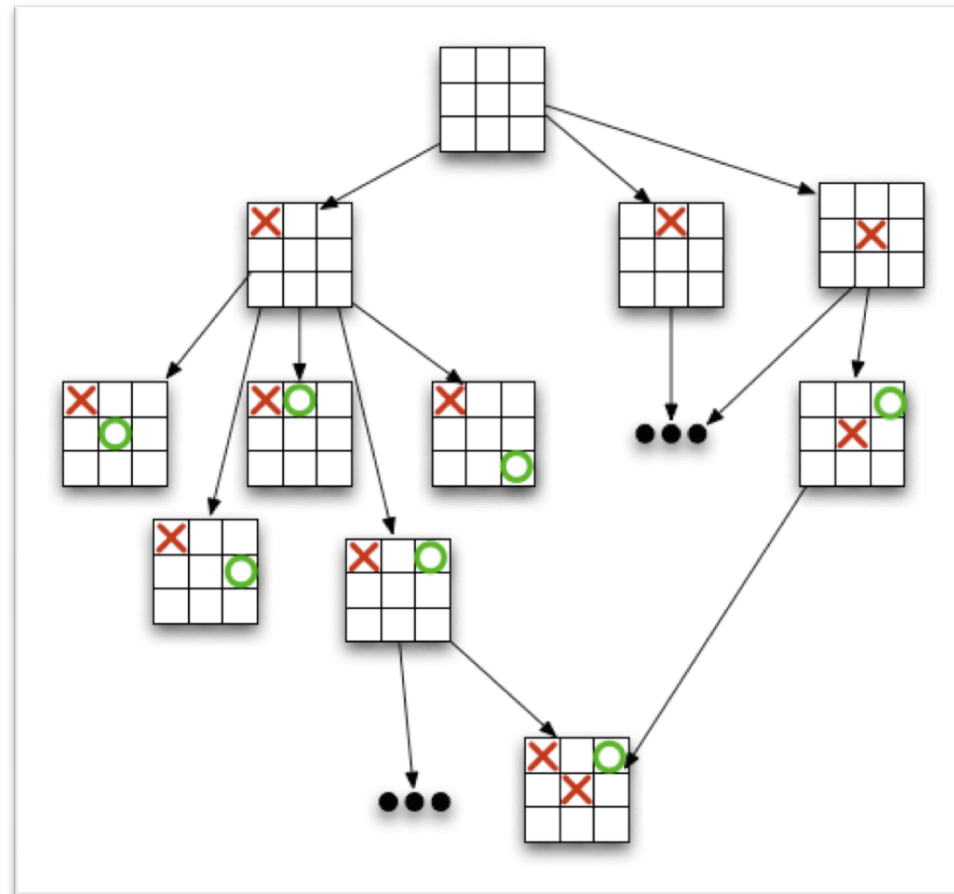
# Family trees



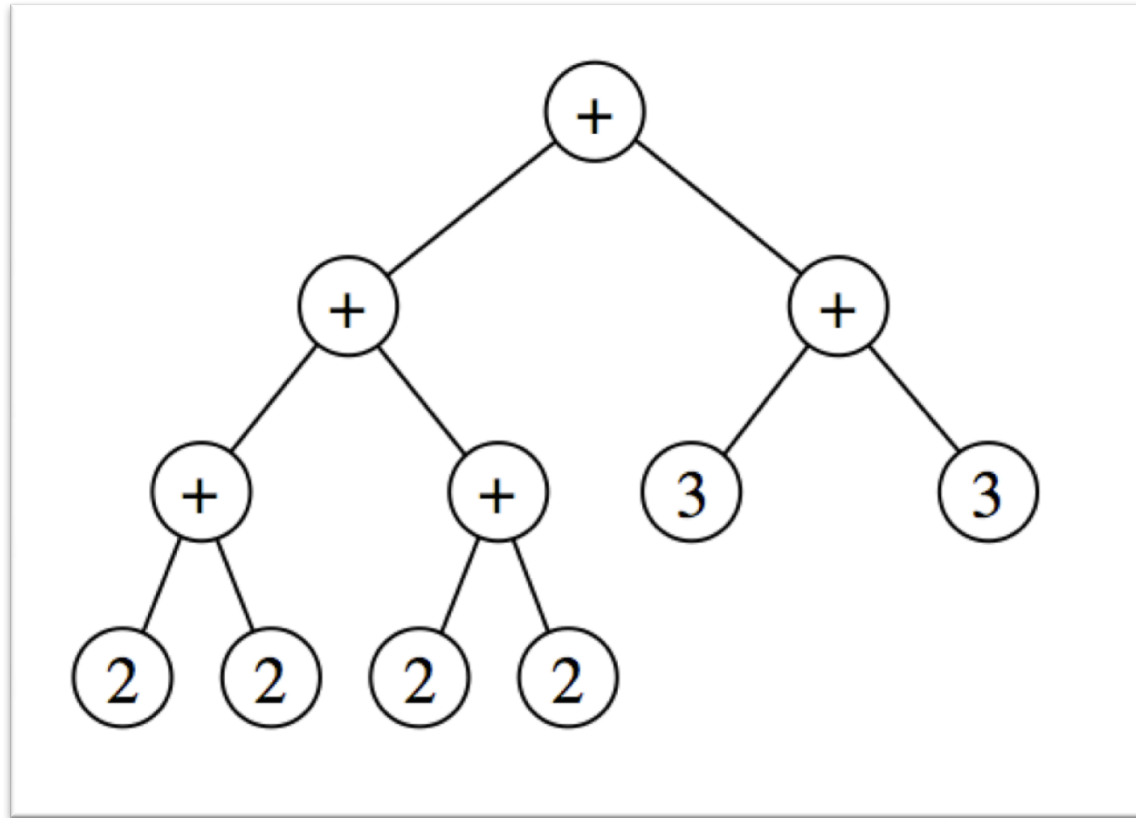
# Organizational charts



# Game trees



# Expression trees



# Trees as Containers

- Like lists, trees aggregate data
- Like lists, we can determine whether the data structure *contains* a particular element
- CHALLENGE: can we determine where a tree contains a particular element quickly?