

Balanced Trees

Part Two

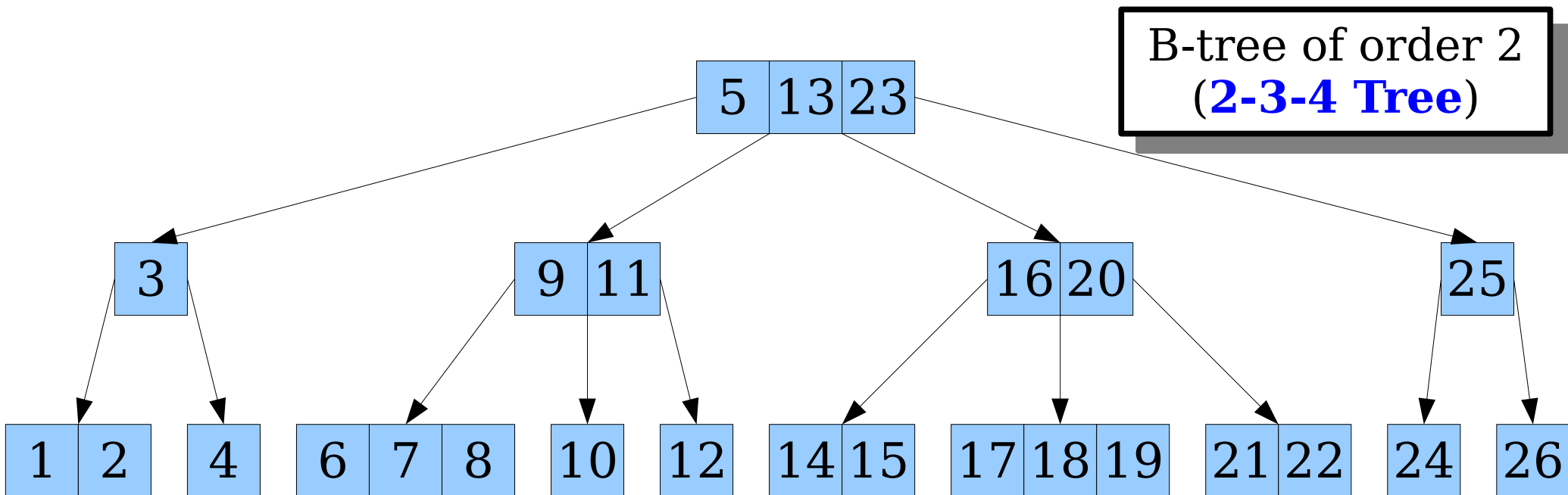
Outline for Today

- ***Recap from Last Time***
 - Review of B-trees, 2-3-4 trees, and red/black trees.
- ***Augmented Binary Search Trees***
 - Leveraging red/black trees.
- ***Joining and Splitting Trees***
 - Two powerful BST primitives.

Recap from Last Time

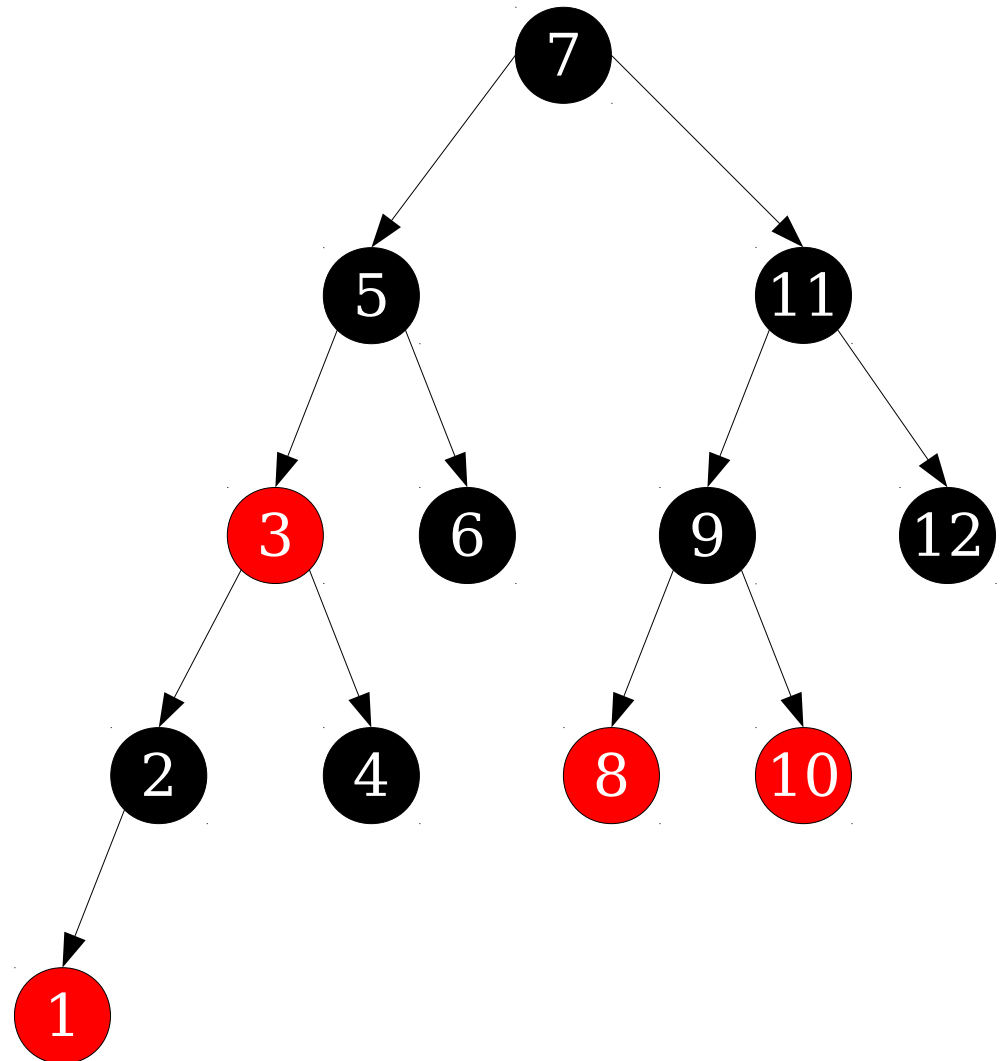
B-Trees

- A **B-tree of order b** is a multiway search tree where
 - each node has between $b-1$ and $2b-1$ keys, except the root, which may have as few as one key;
 - each node is either a leaf or has one more child than key; and
 - all leaves are at the same depth.



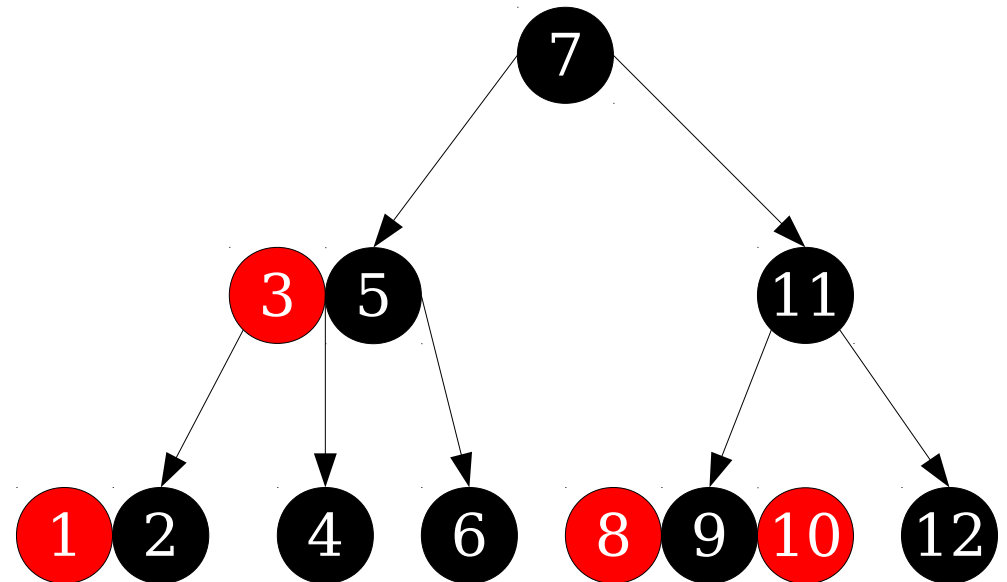
Red/Black Trees

- A **red/black tree** is a BST with the following properties:
 - Every node is either red or black.
 - The root is black.
 - No red node has a red child.
 - Every root-null path in the tree passes through the same number of black nodes.



Red/Black Trees

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 - Every node is either red or black.
 - The root is black.
 - No red node has a red child.
 - Every root-null path in the tree passes through the same number of black nodes.
- After we hoist red nodes into their parents:
 - Each “meta node” has 1, 2, or 3 keys in it. (No red node has a red child.)
 - Each “meta node” is either a leaf or has one more key than node. (Root-null path property.)
 - Each “meta leaf” is at the same depth. (Root-null path property.)

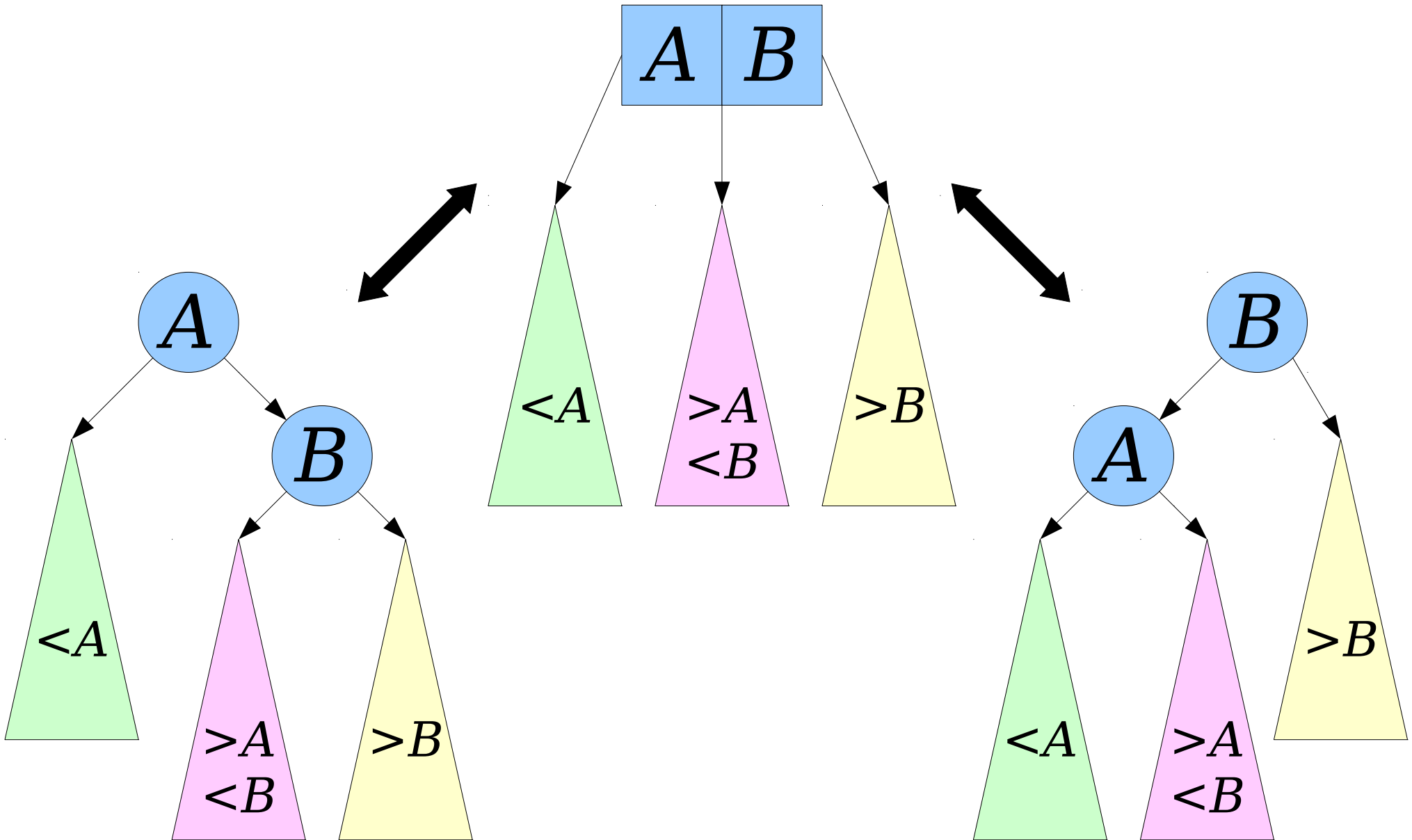


***This is a
2-3-4 tree!***

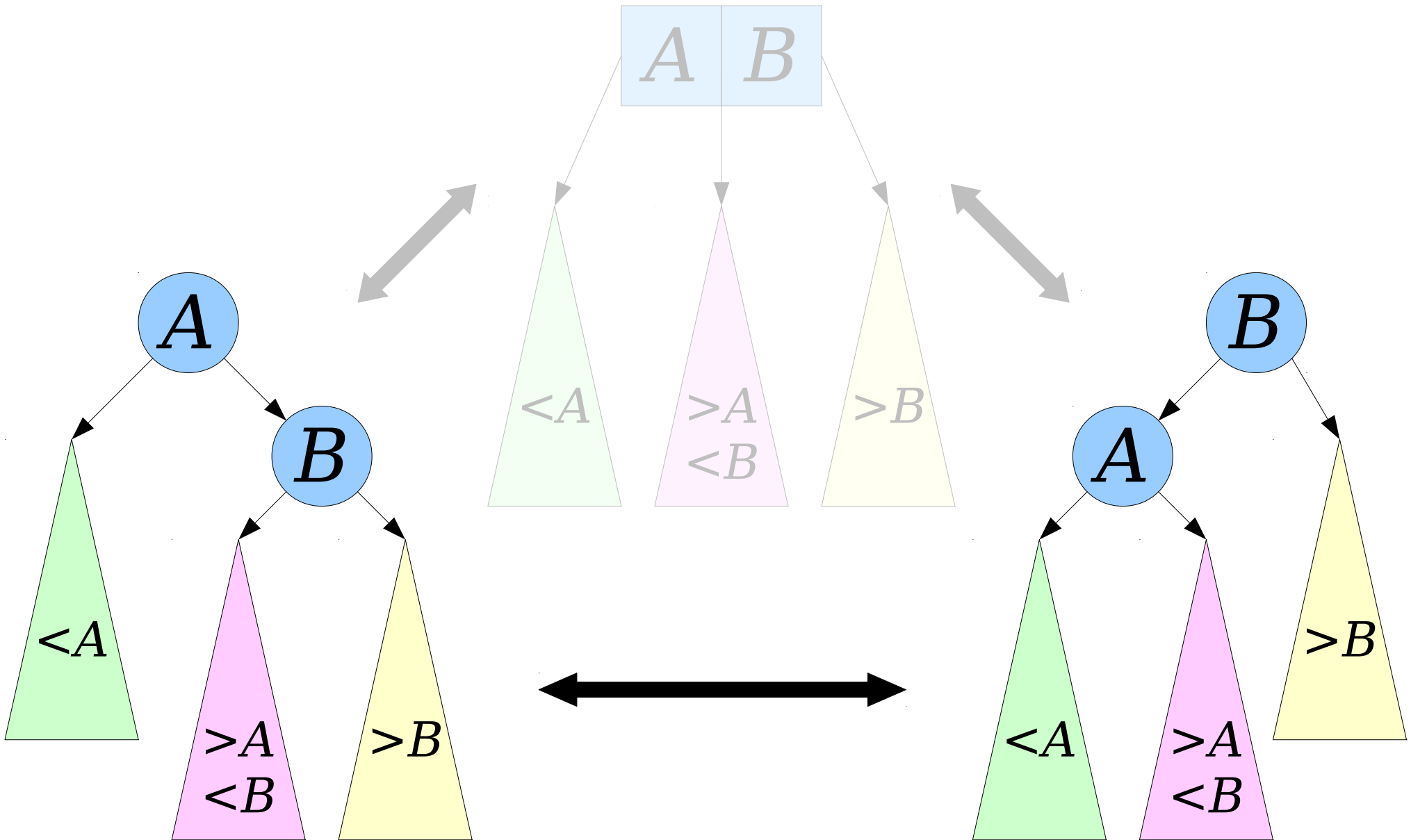
Data Structure Isometries

- Red/black trees are an *isometry* of 2-3-4 trees; they represent the structure of 2-3-4 trees in a different way.
- Accordingly, red/black trees have height $O(\log n)$.
- After inserting or deleting an element from a red/black tree, the tree invariants can be fixed up in time $O(\log n)$ by applying rotations and color flips that simulate a 2-3-4 tree.

Tree Rotations



Tree Rotations



New Stuff!

Dynamic Problems

Dynamic Problems

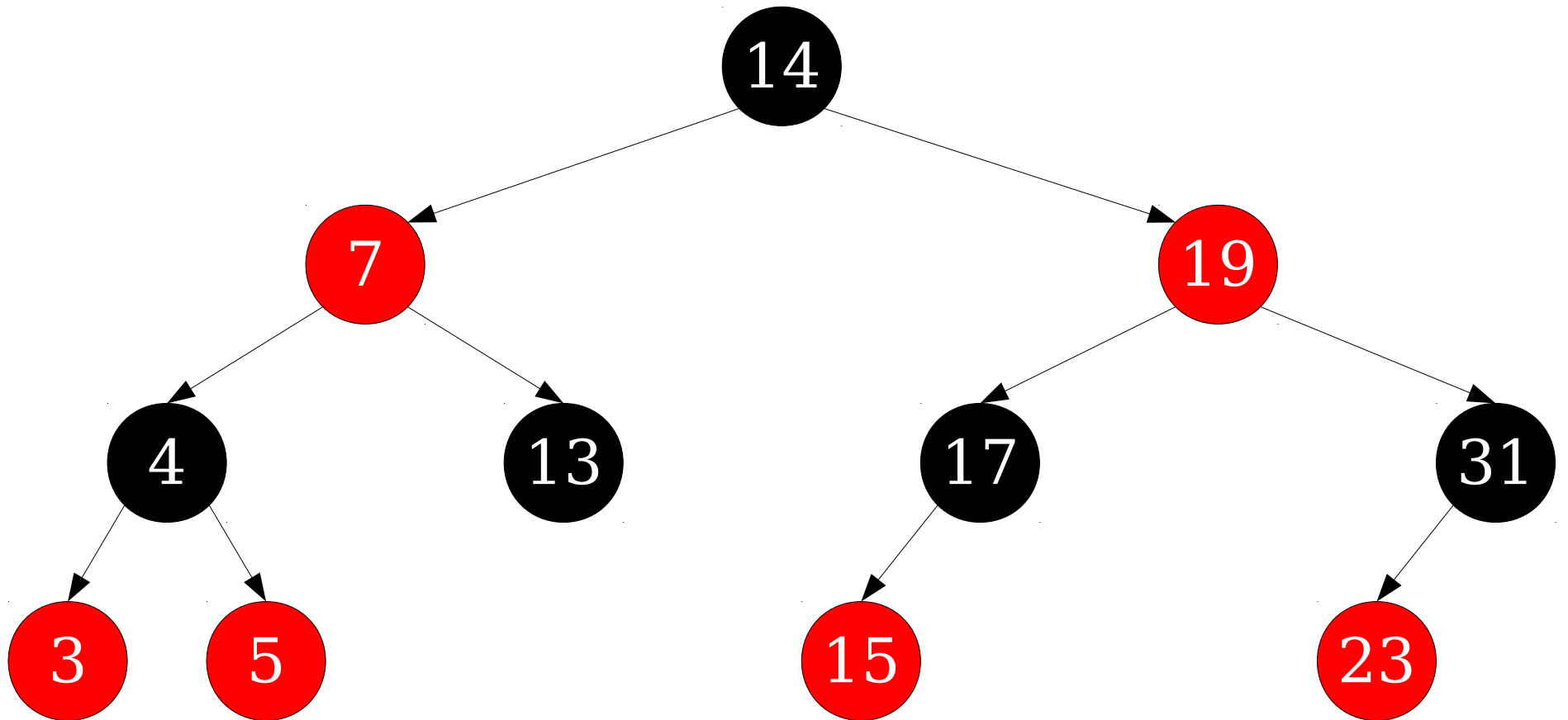
- The “classic” algorithms model goes something like this:
Given some input X , compute some interesting function $f(X)$.
- This assumes that X is specified up-front and doesn't change over time.
- These questions typically become more interesting when they're made **dynamic** and the model looks more like this:
Given some input X that changes over time, maintain a data structure that makes it easy to compute $f(X)$ at any instant in time.
- Many data structures can essentially be thought of as solutions to dynamic versions of classical algorithms problems.

Dynamic Order Statistics

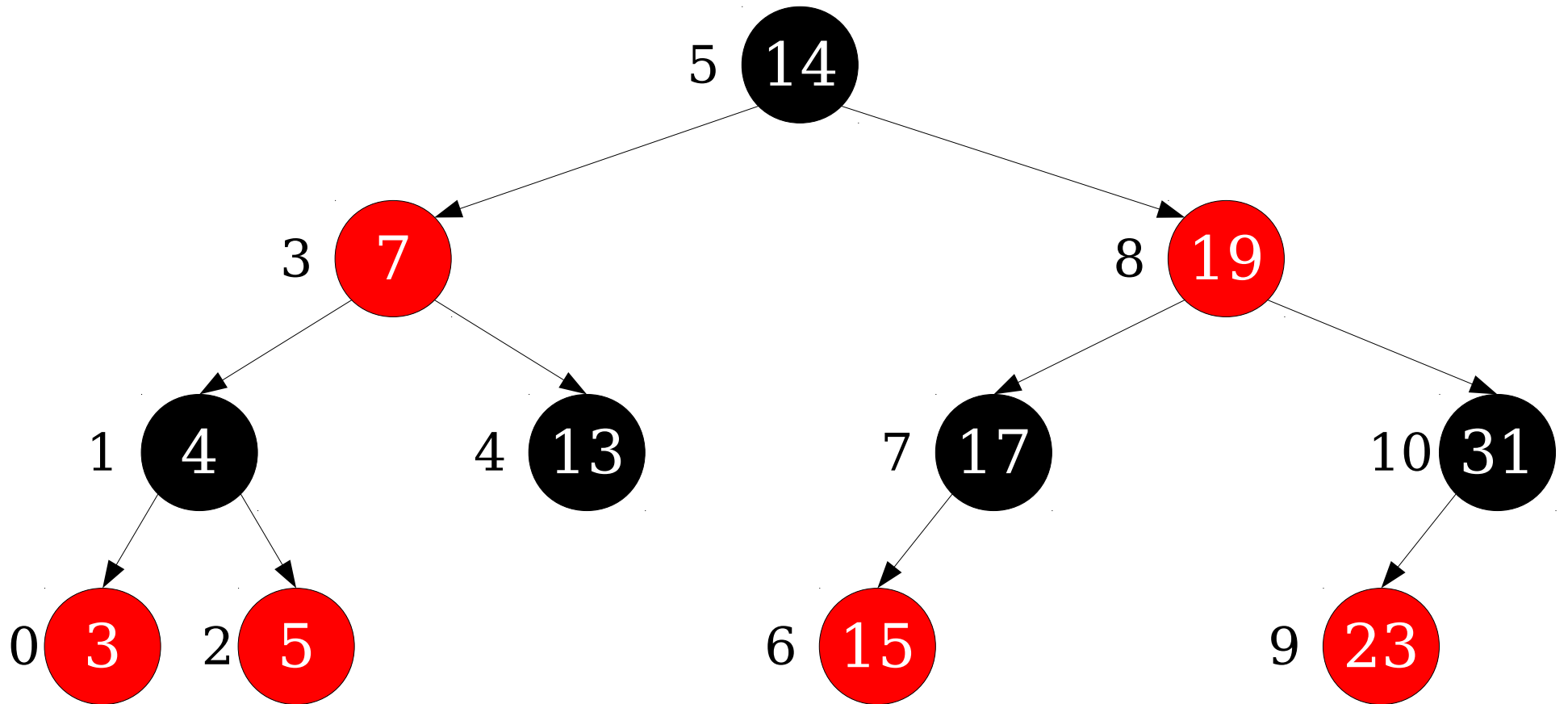
Order Statistics

- In a set S of totally ordered values, the ***kth order statistic*** is the k th smallest value in the set.
 - The 0^{th} order statistic is the minimum value.
 - The 1^{st} order statistic is the second-smallest value.
 - The $(n - 1)^{\text{st}}$ order statistic is the maximum value.
- In the static case (when the data set is given to you in advance), algorithms like quickselect and median-of-medians give (possibly randomized) $O(n)$ -time solutions to order statistics.
- ***Goal:*** Solve this problem efficiently when the data set is changing – that is, the underlying set of elements can have insertions and deletions intermixed with queries.

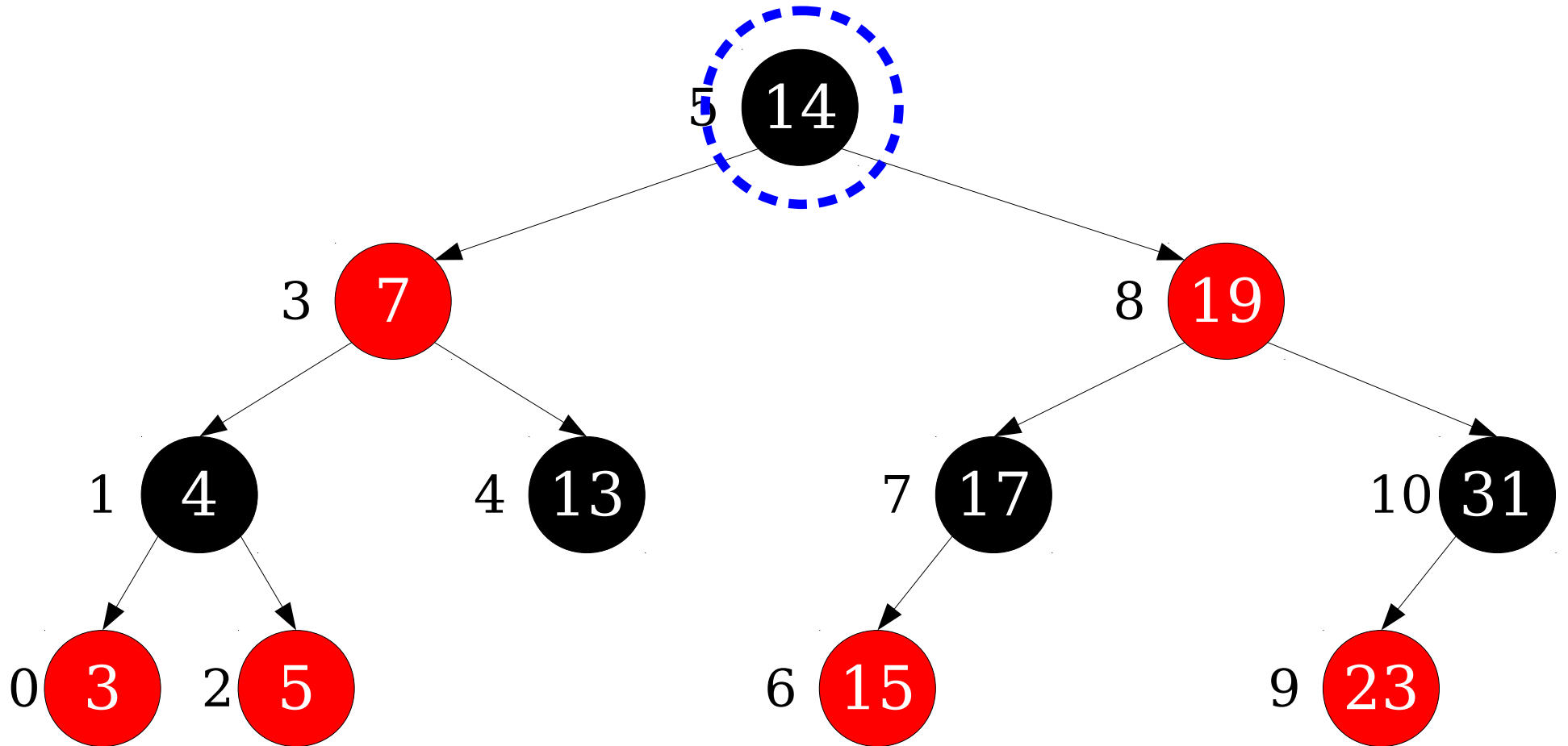
Finding Order Statistics



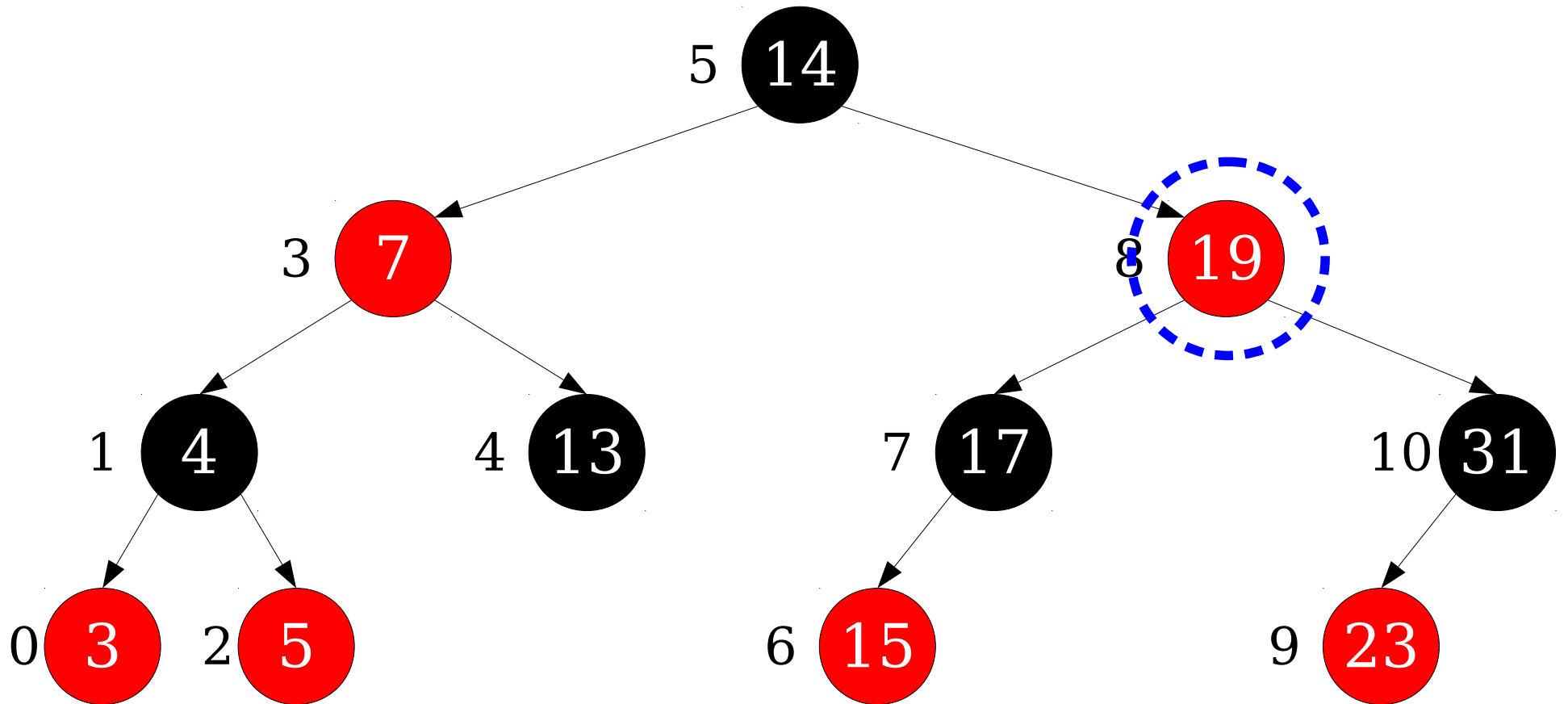
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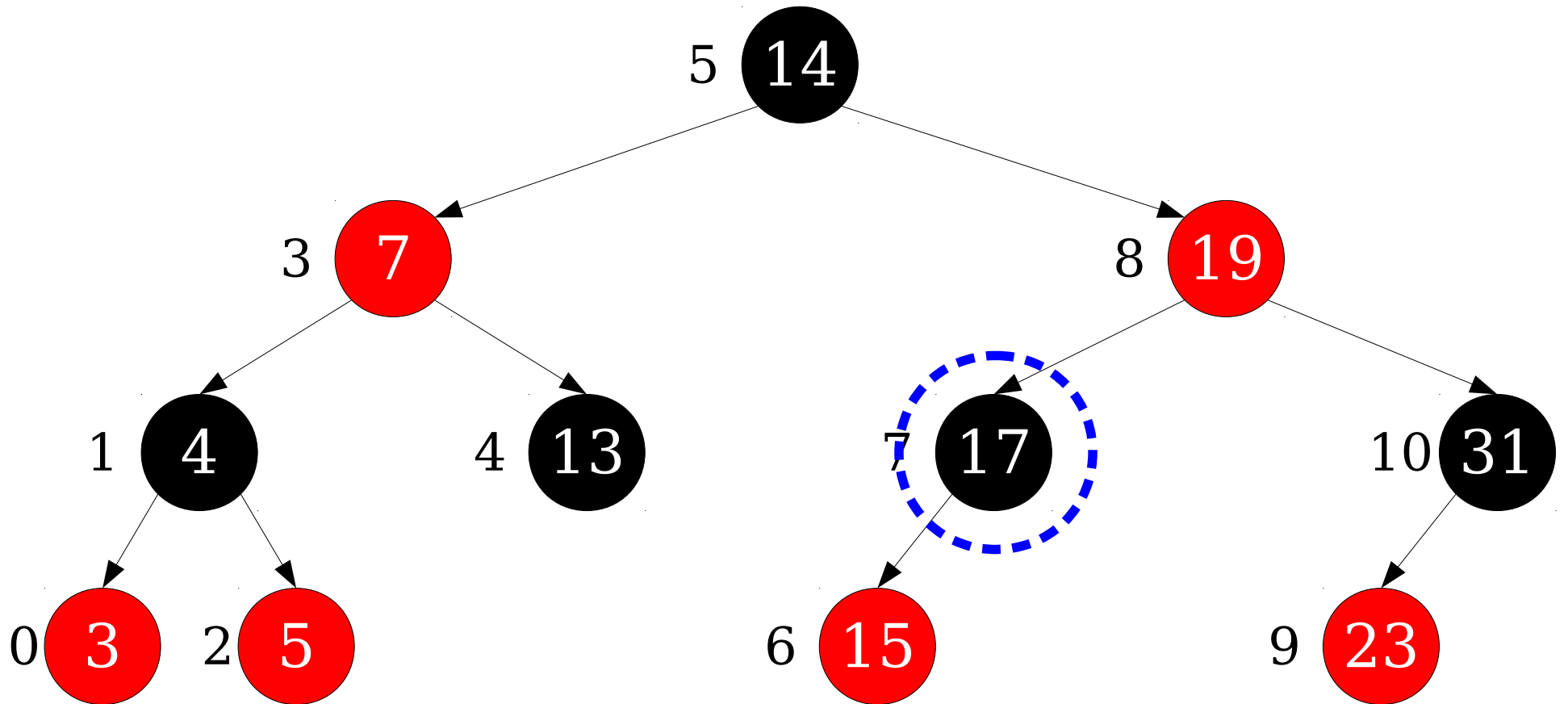
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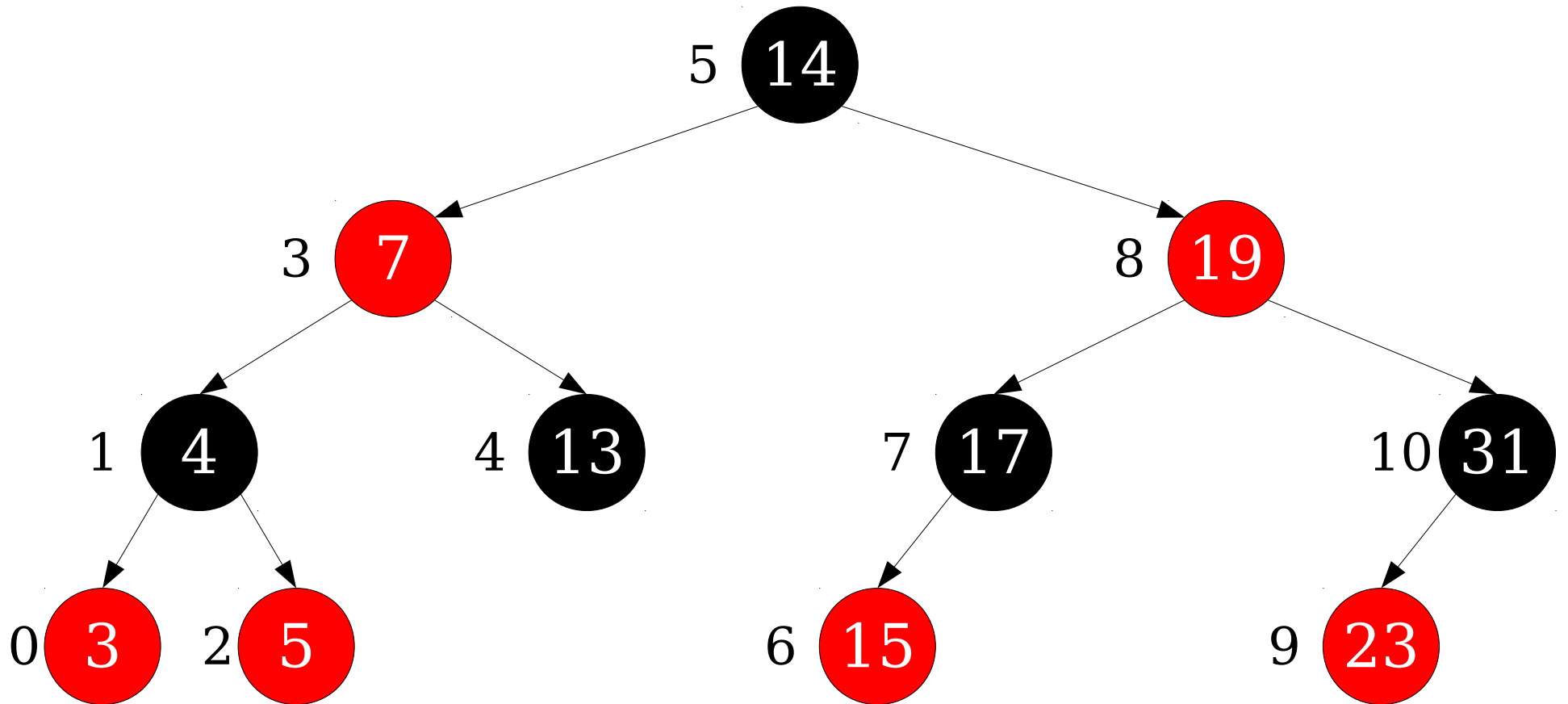
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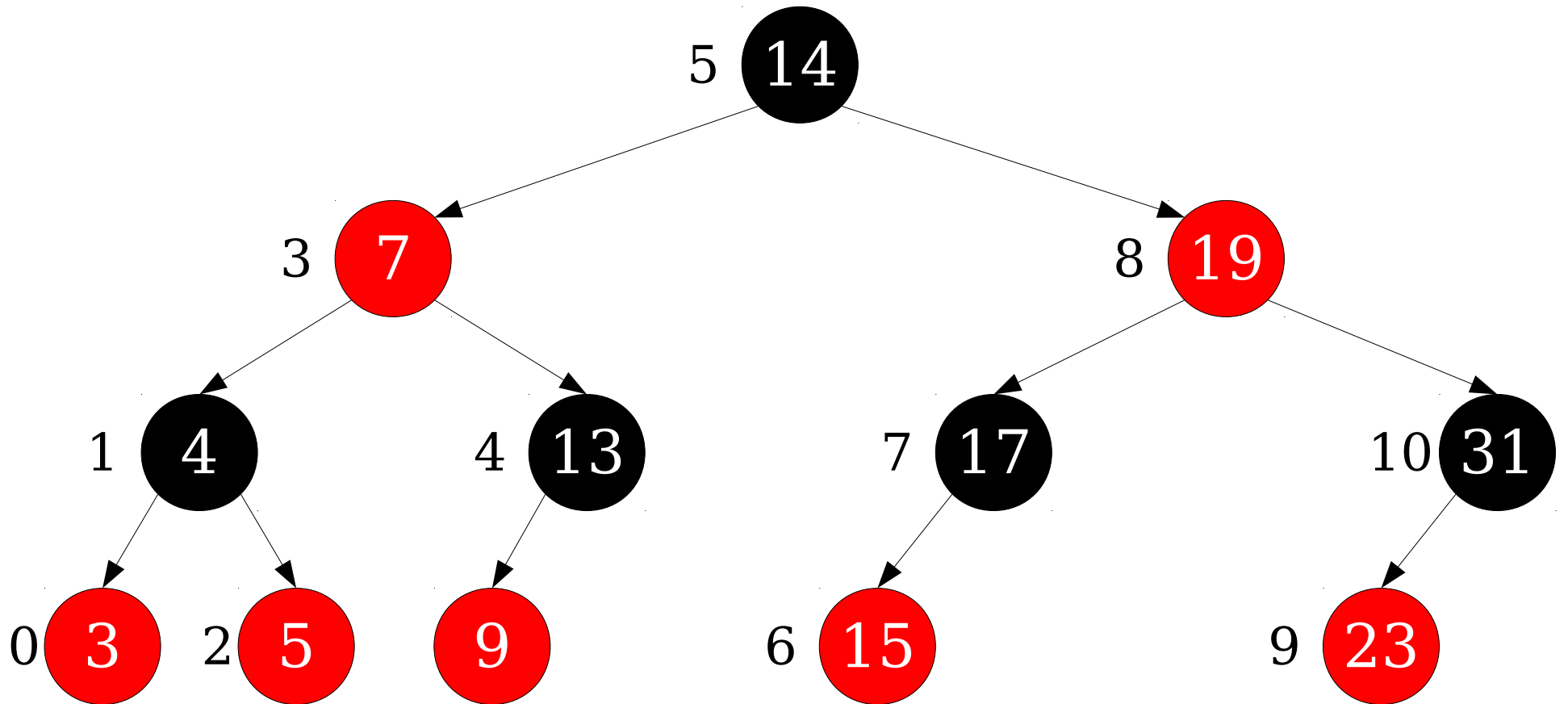
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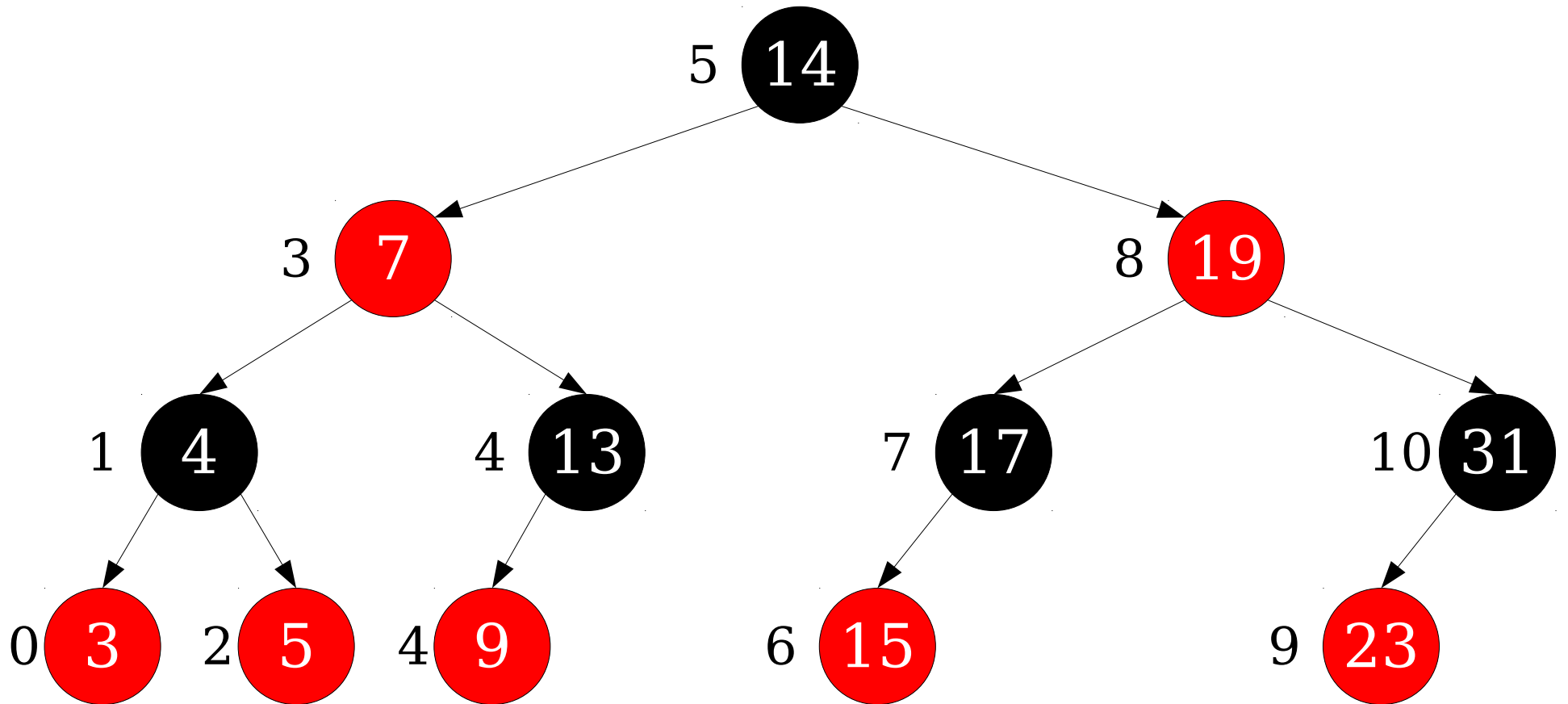
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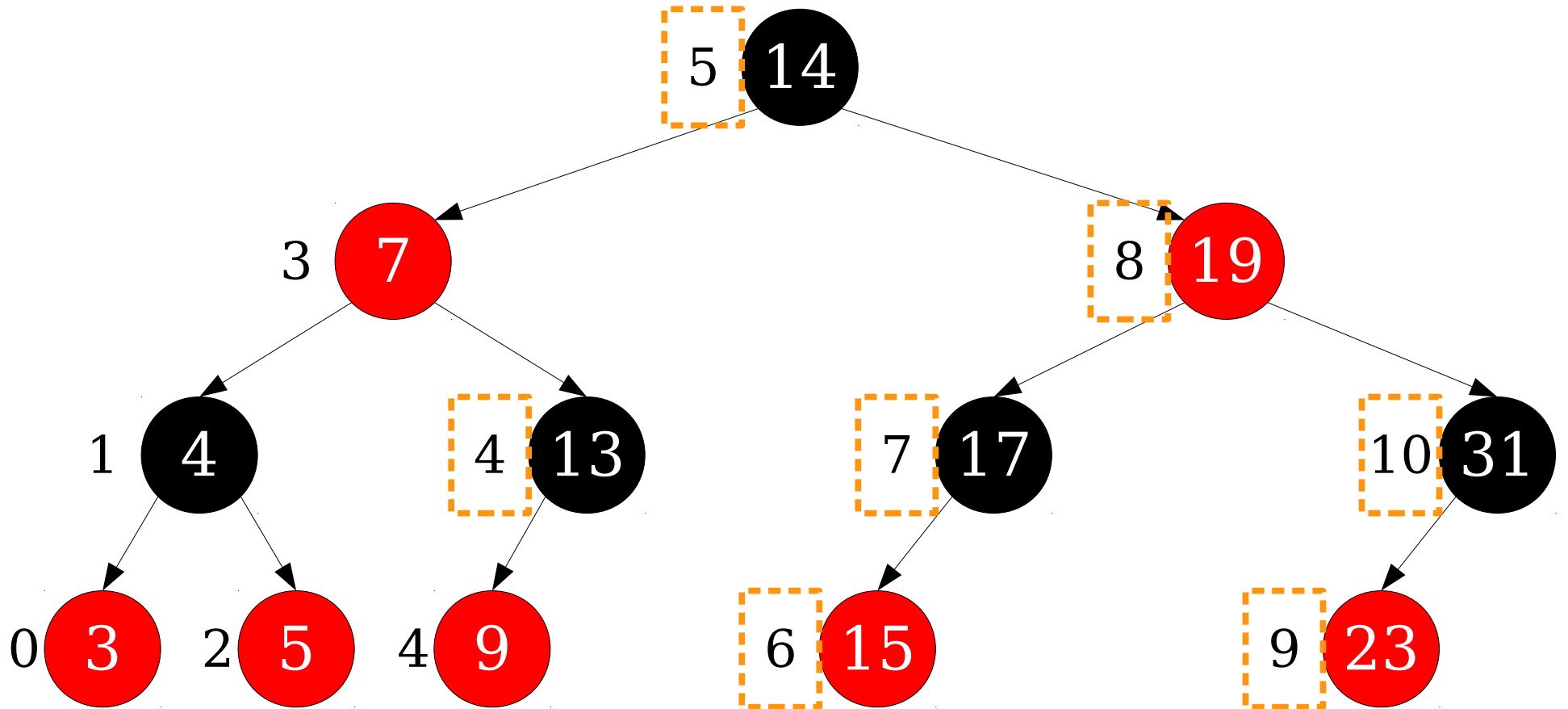
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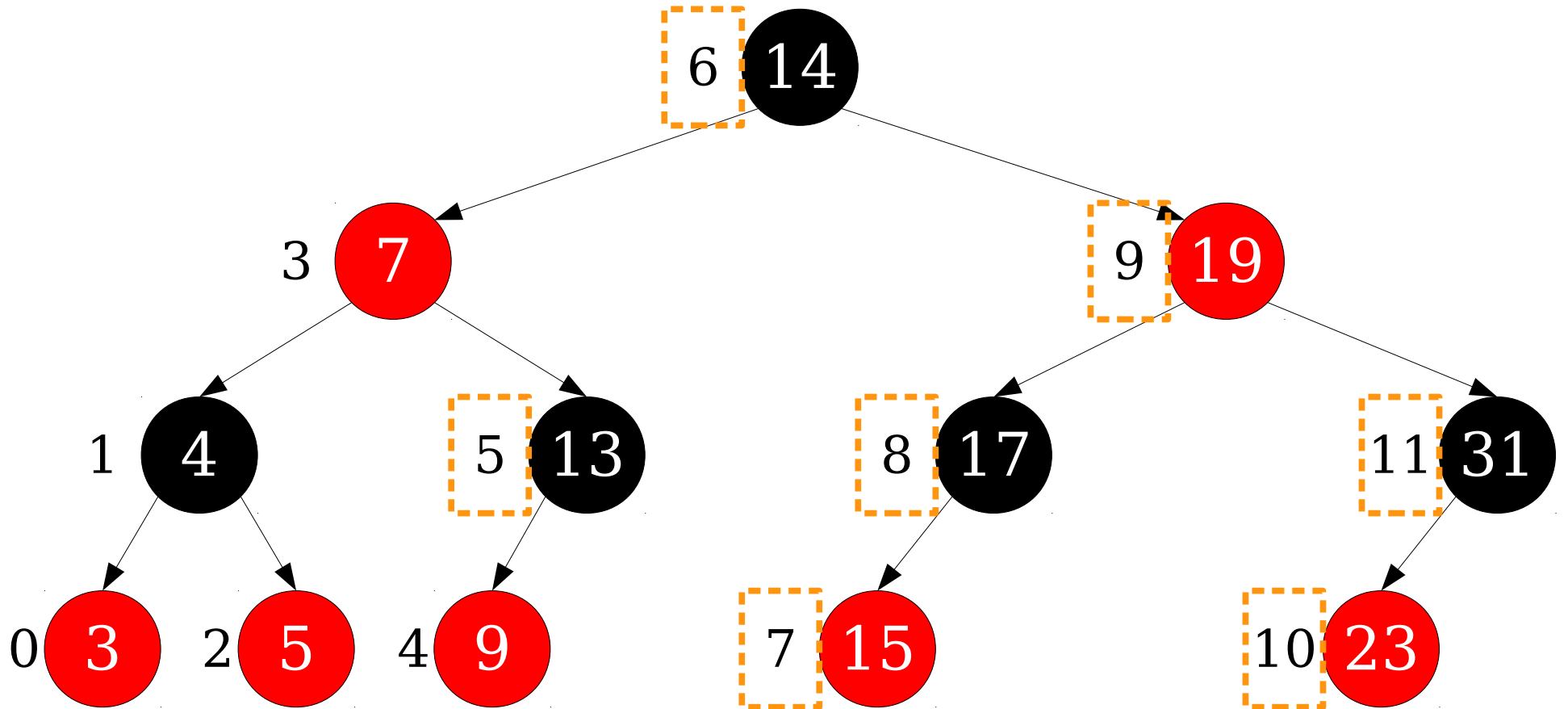
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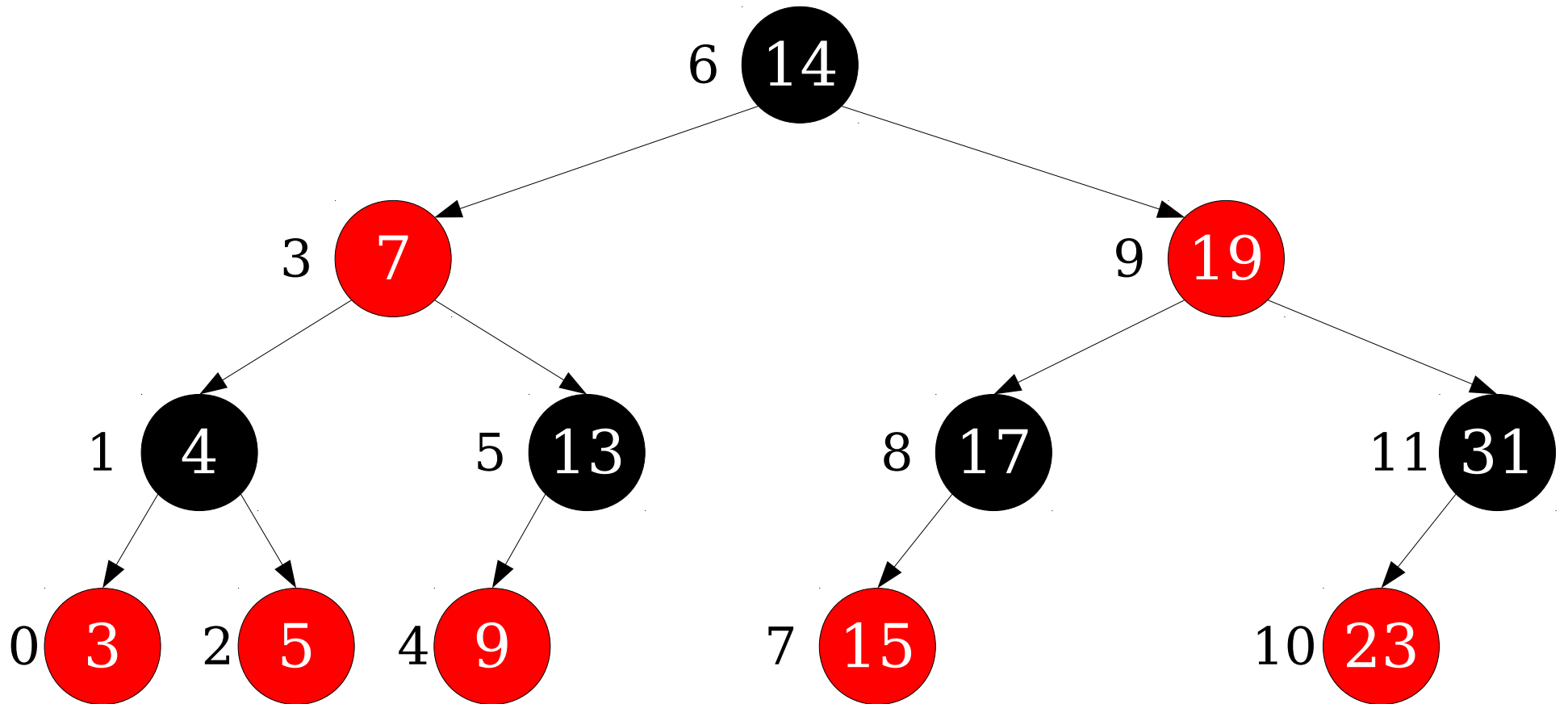
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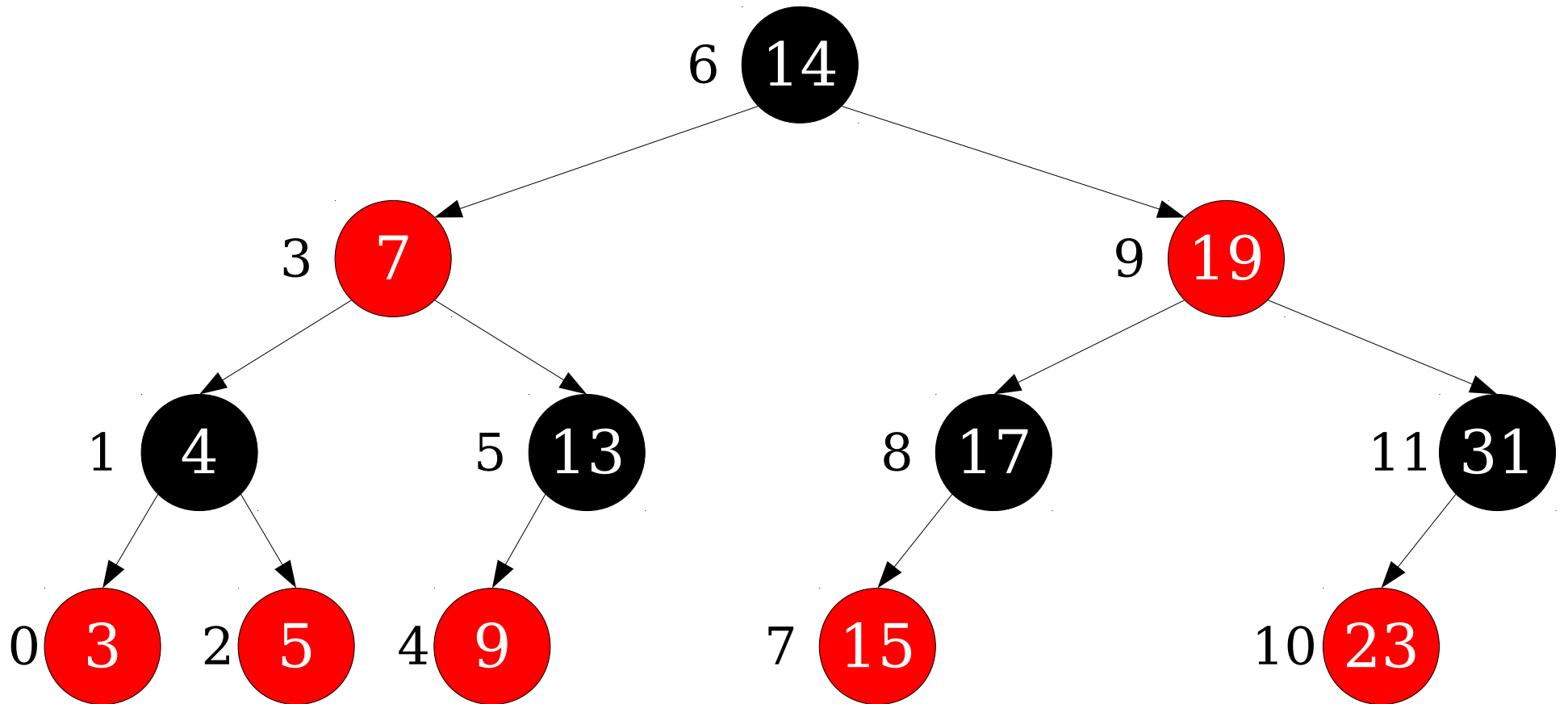
Finding Order Statistics



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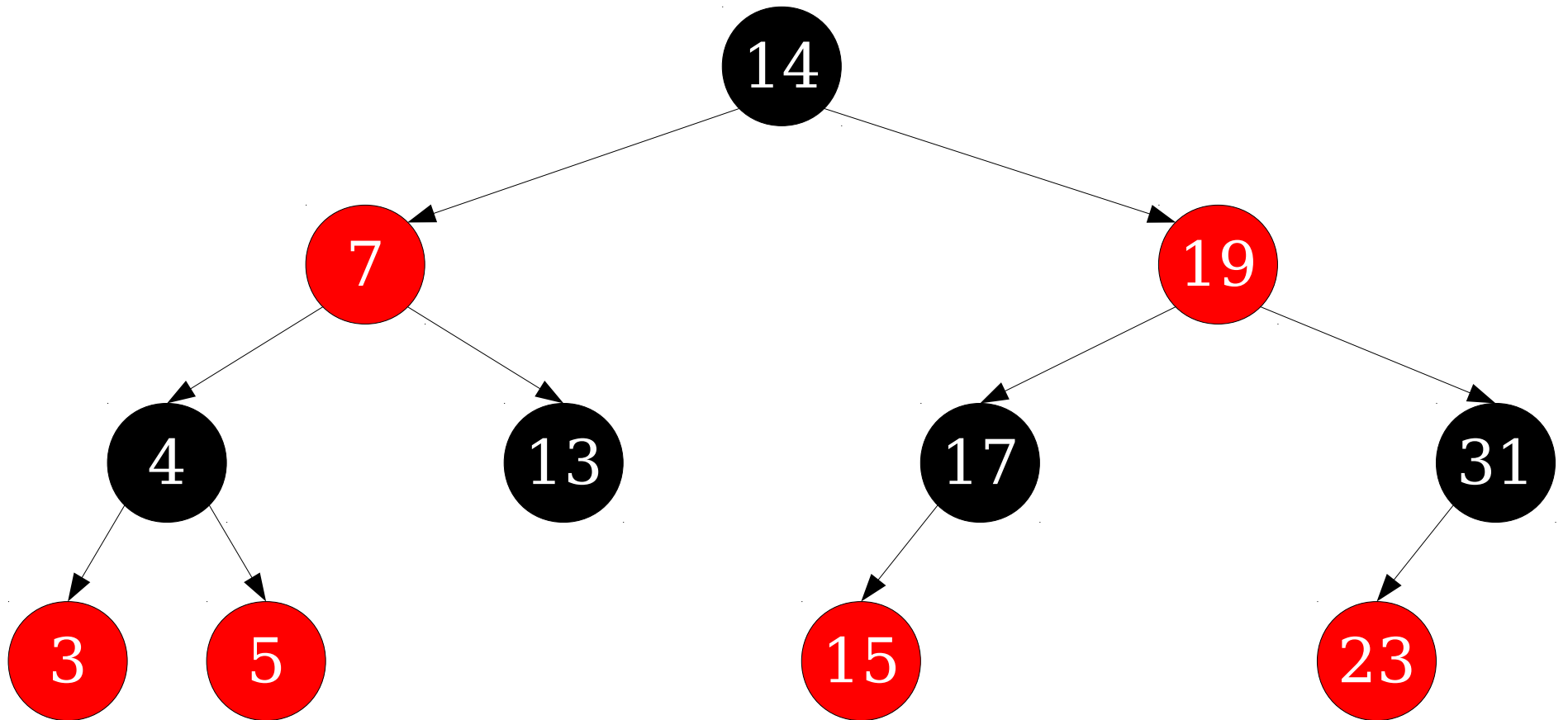


Problem: After inserting a new value, we may have to update $\Theta(n)$ values.

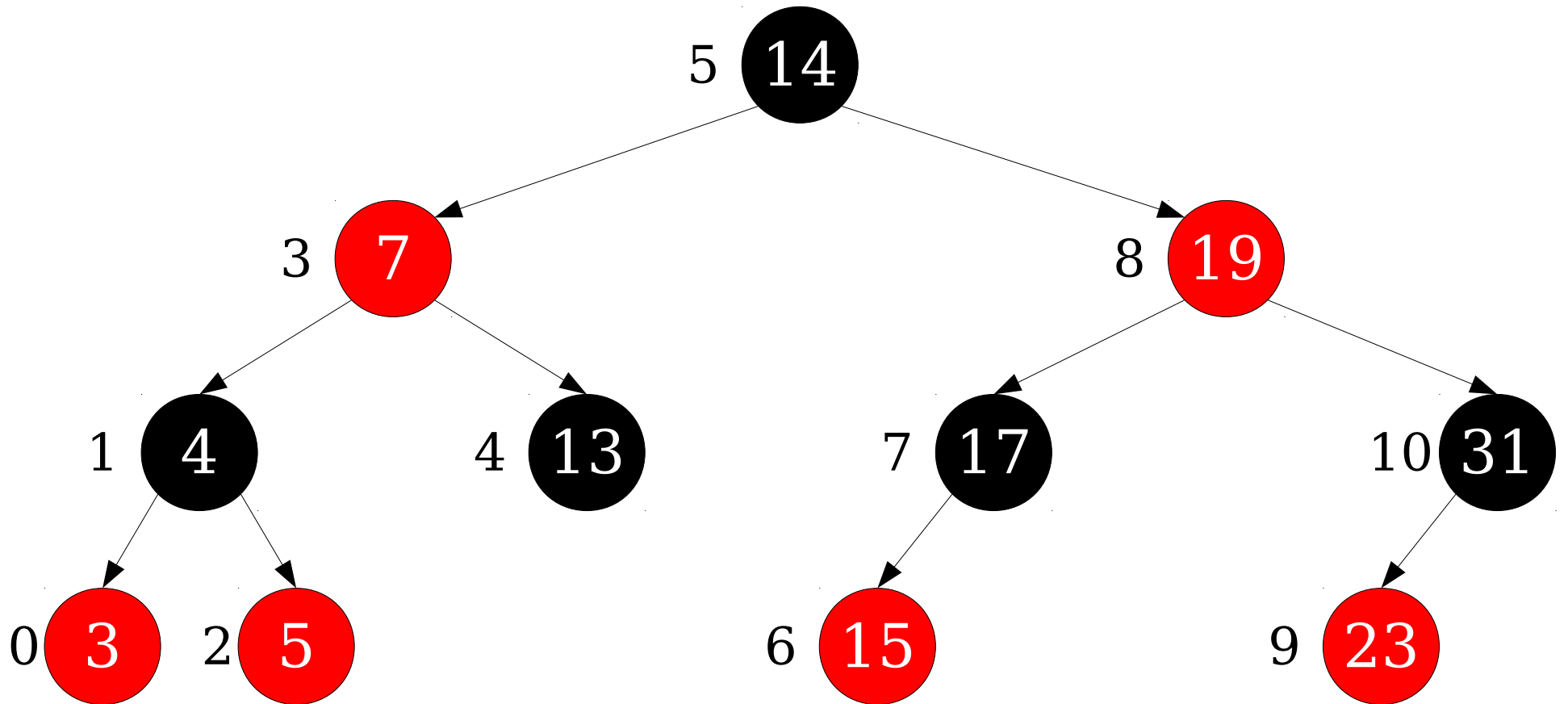
An Observation

- The exact index of each number is a *global property* of the tree.
 - Depends on all other nodes and their positions.
- Could we find a *local property* that lets us find order statistics?
 - That is, something that depends purely on nearby nodes.

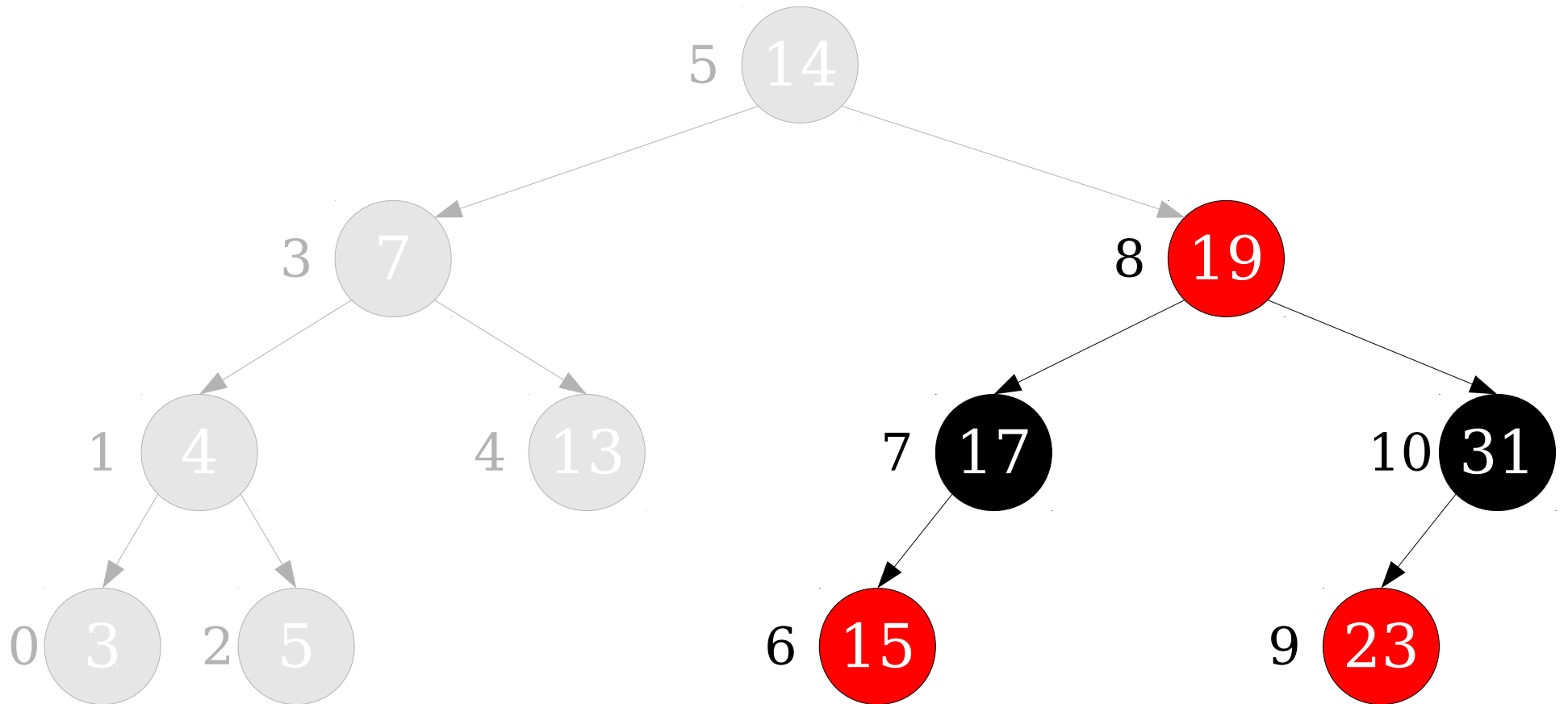
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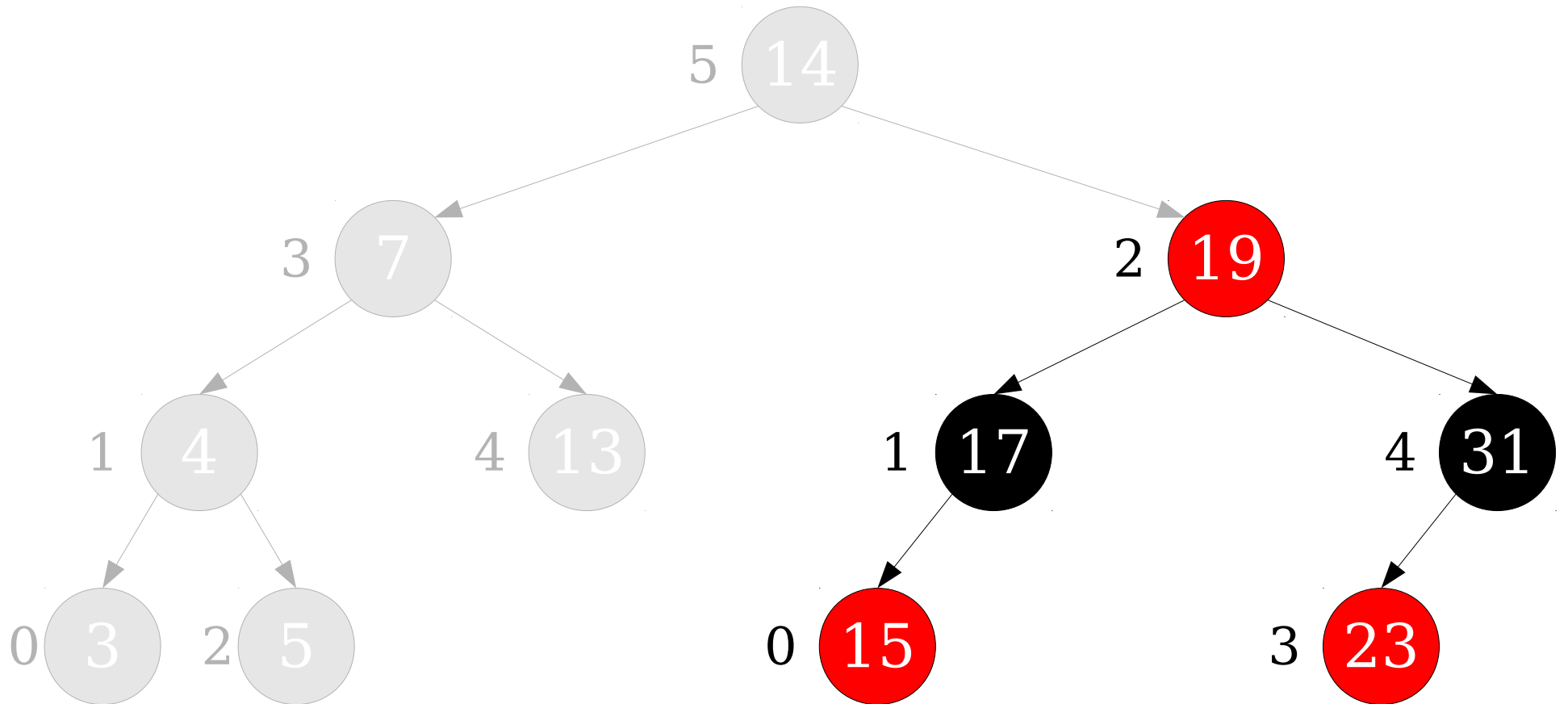
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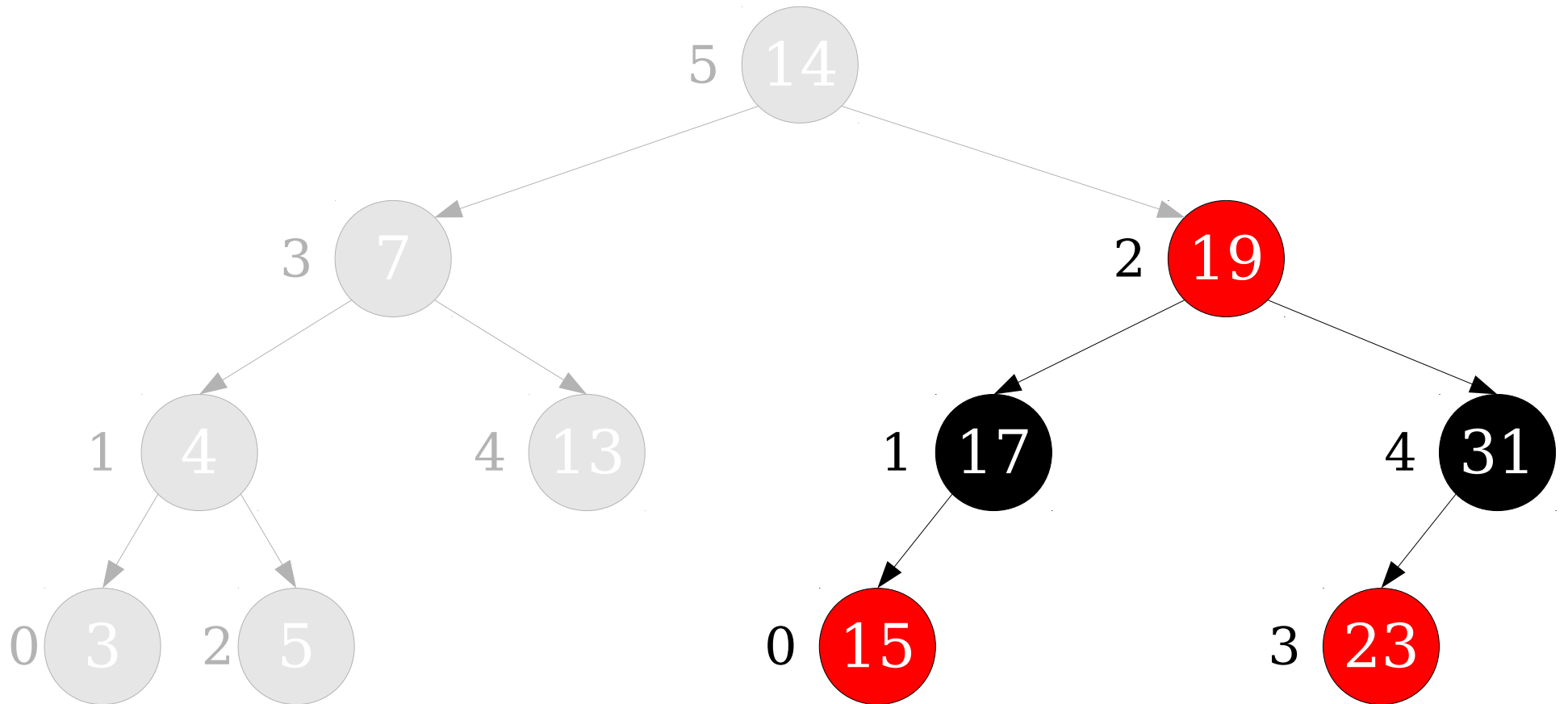
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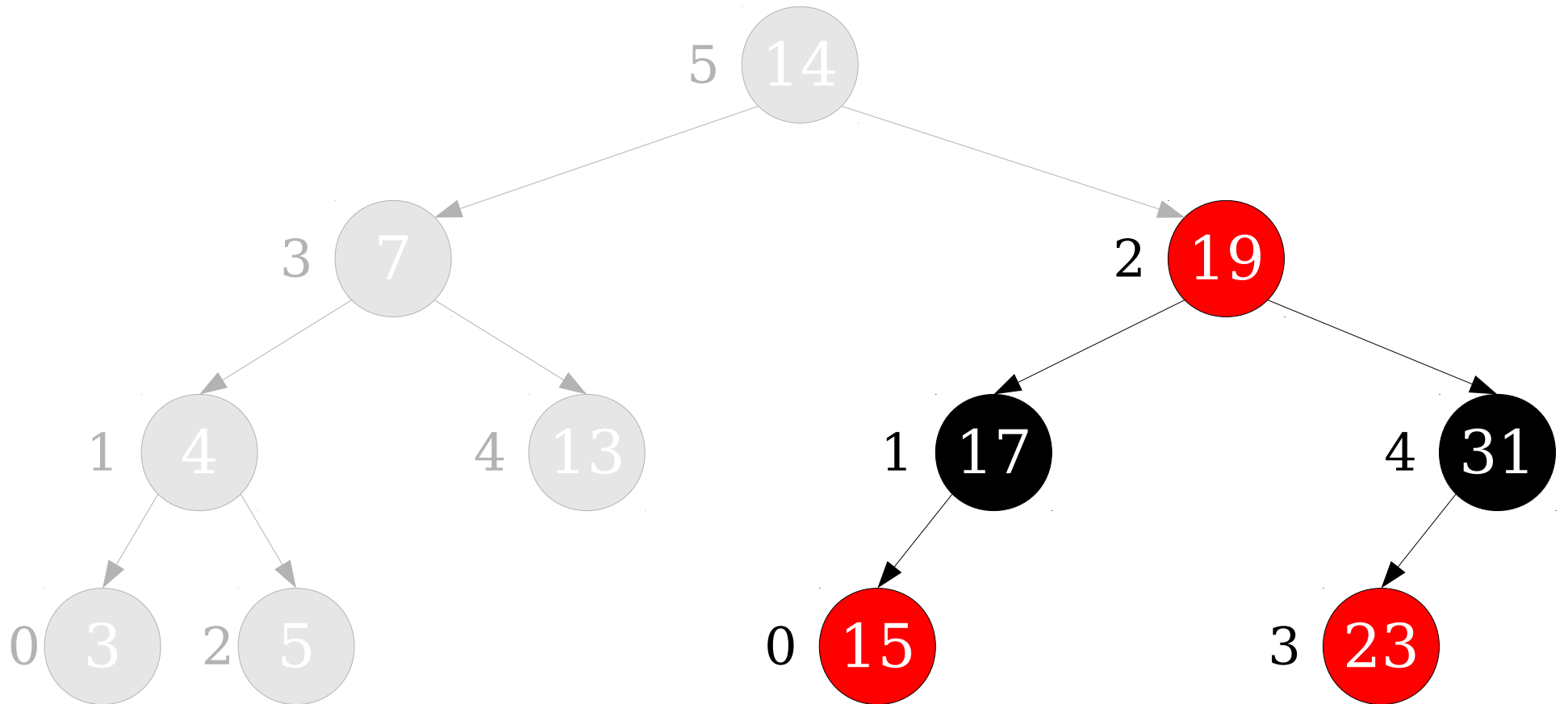


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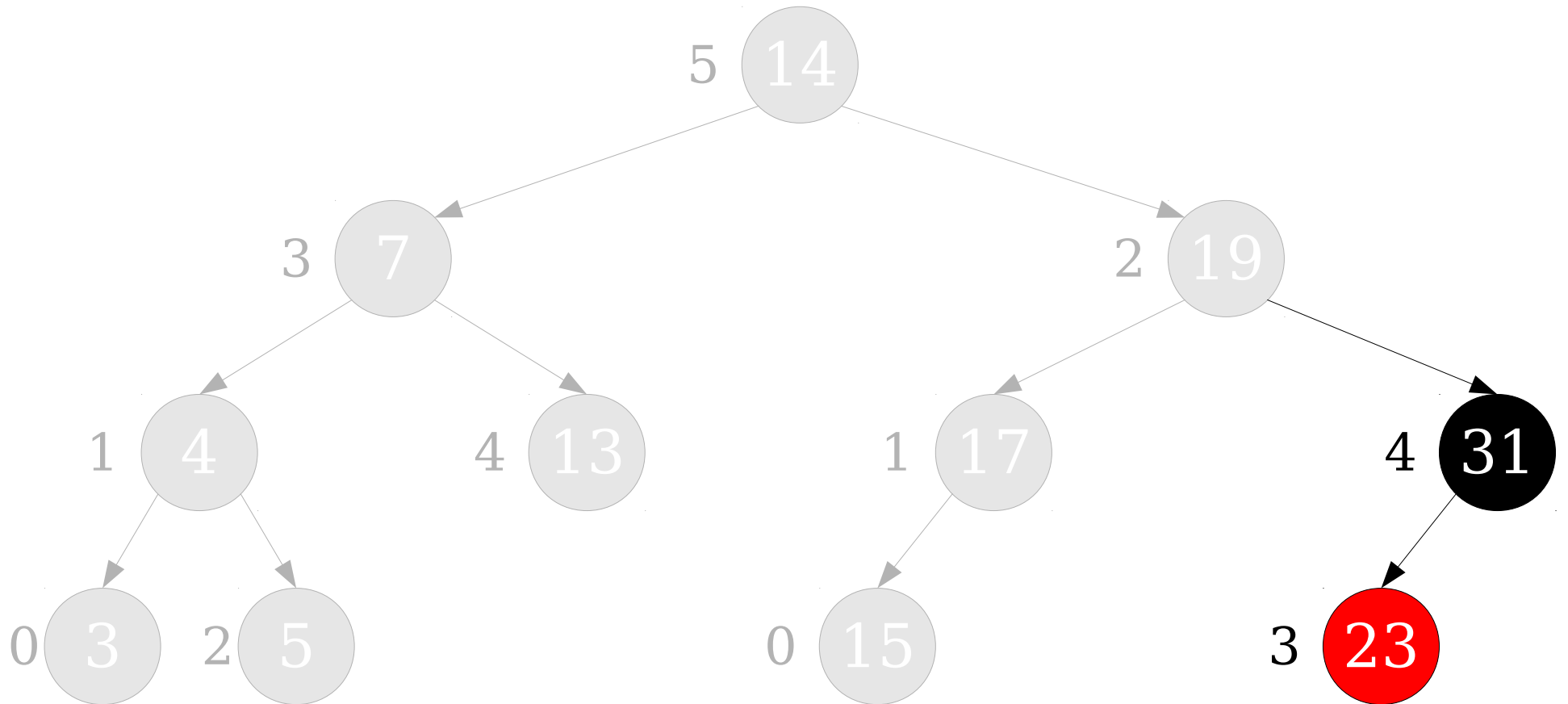


If new nodes are added to the left subtree, these numbers don't need to be updated.

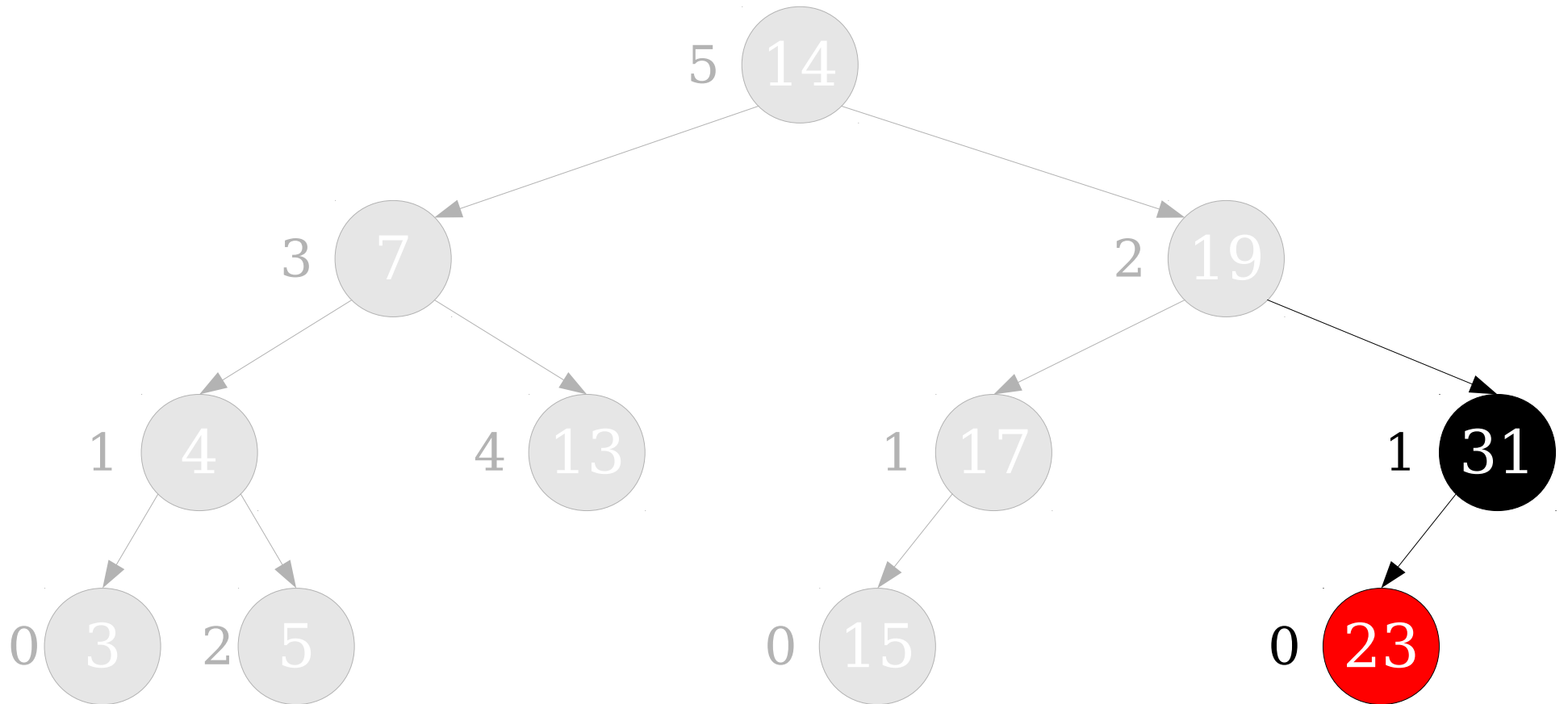
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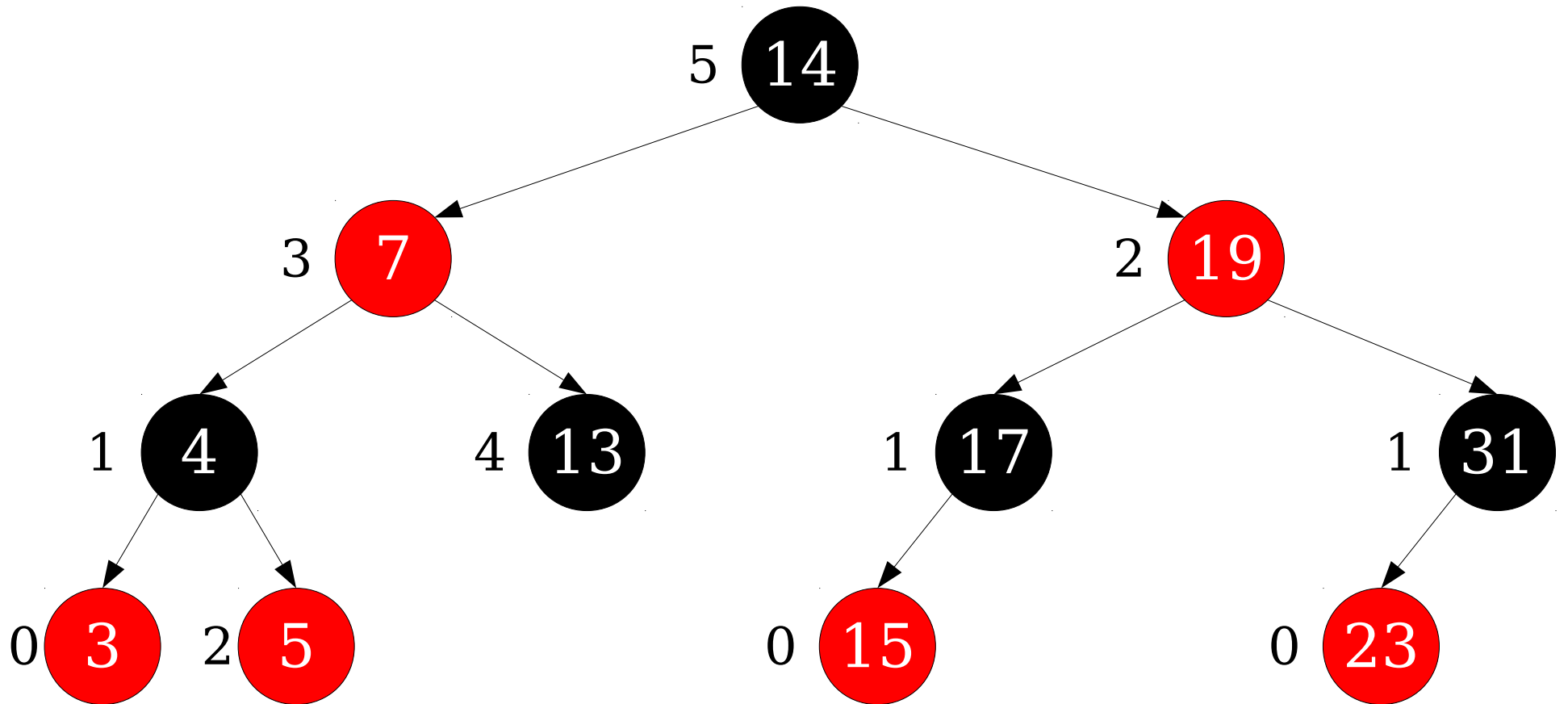
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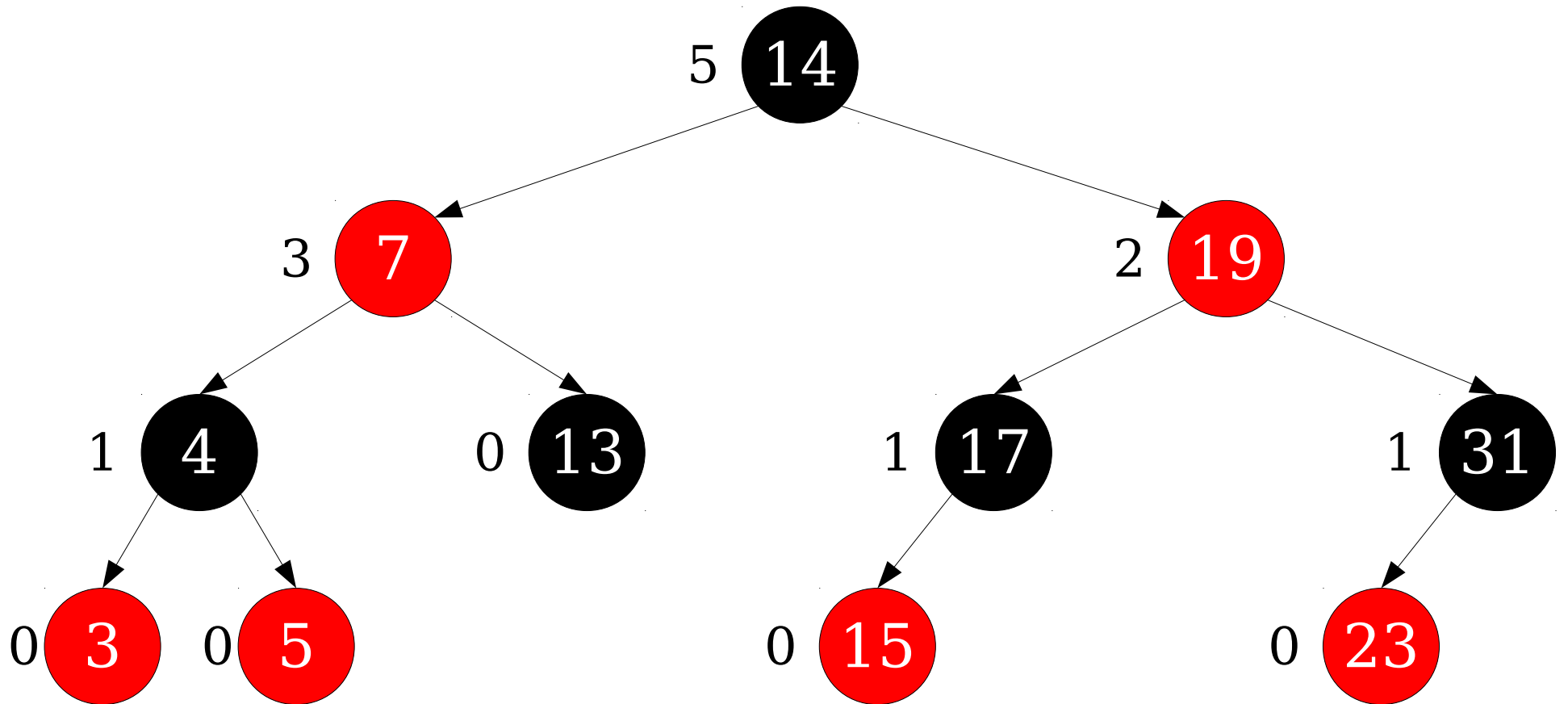
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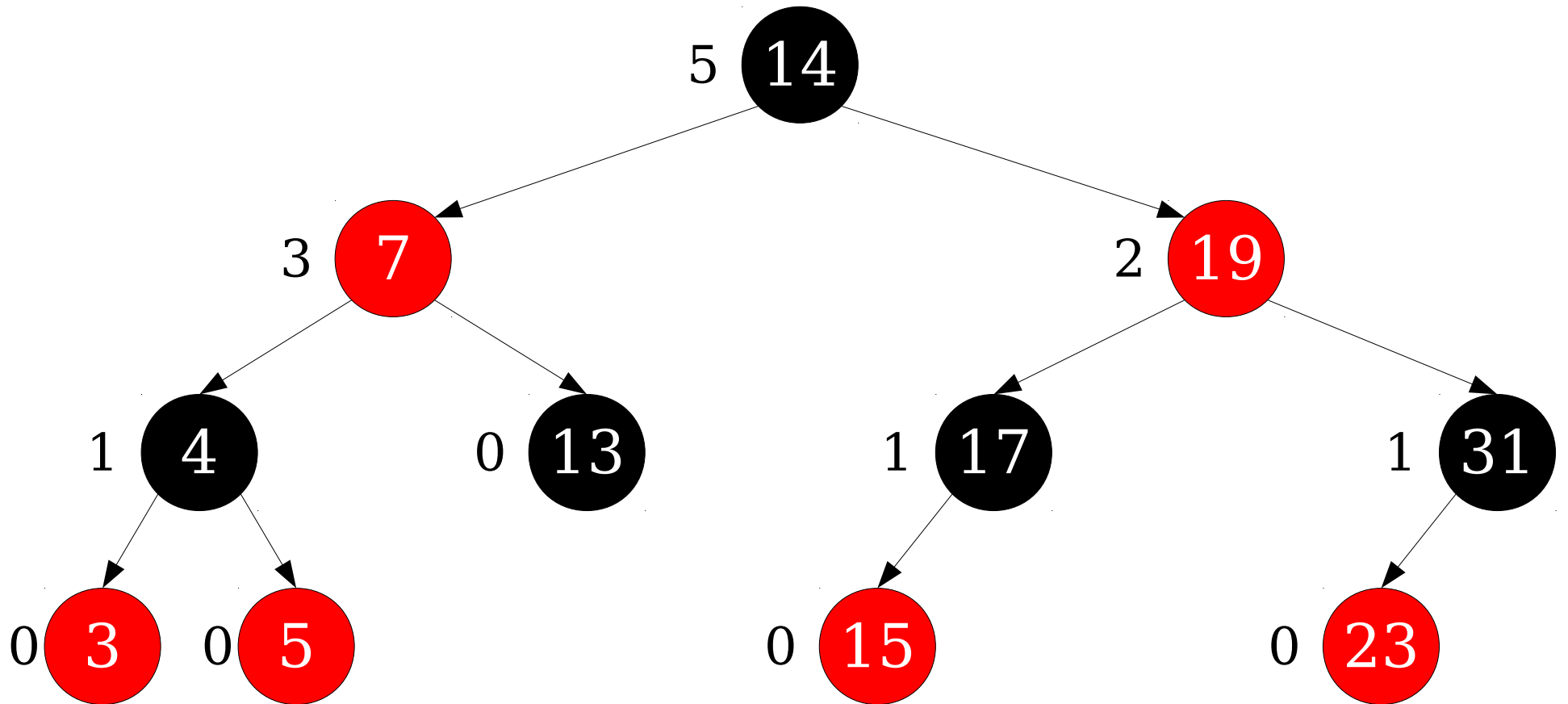
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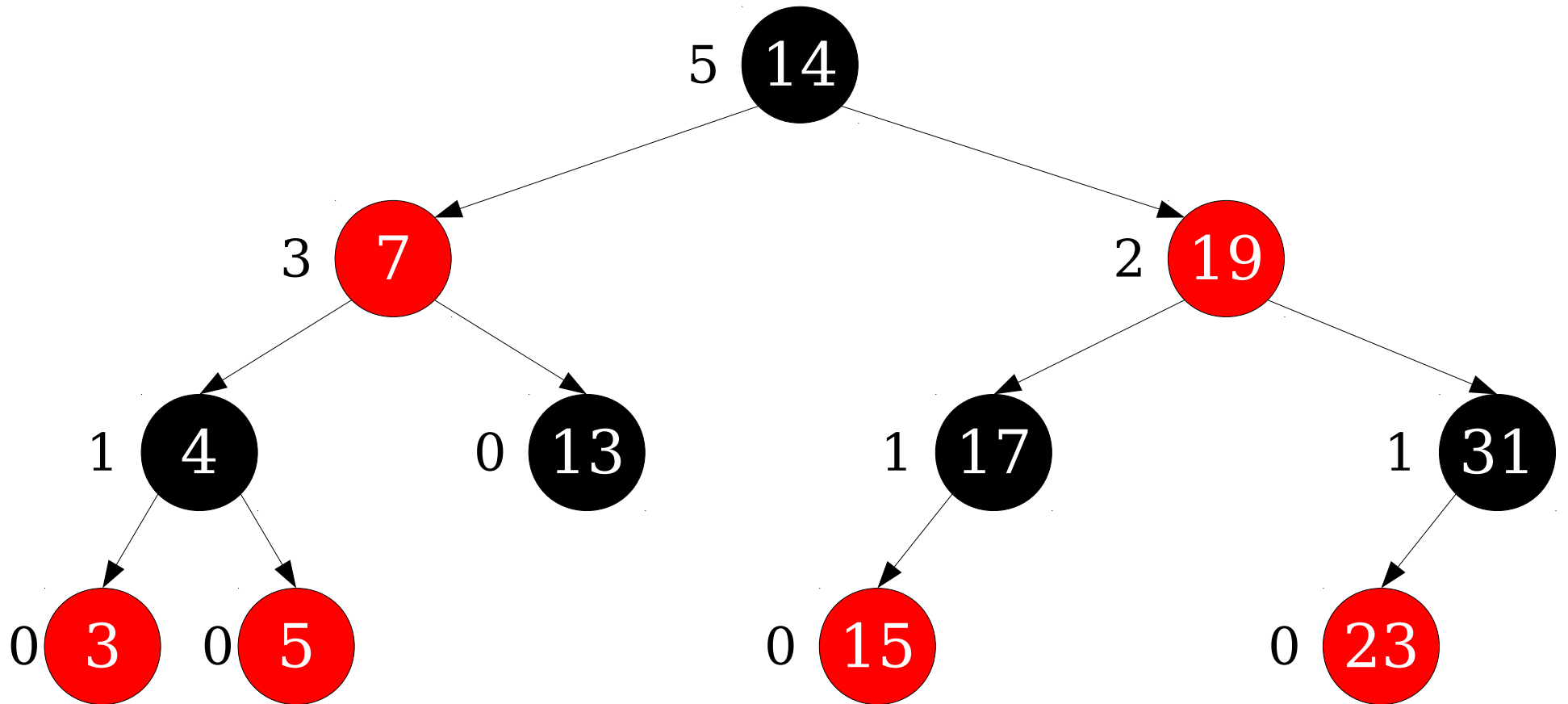


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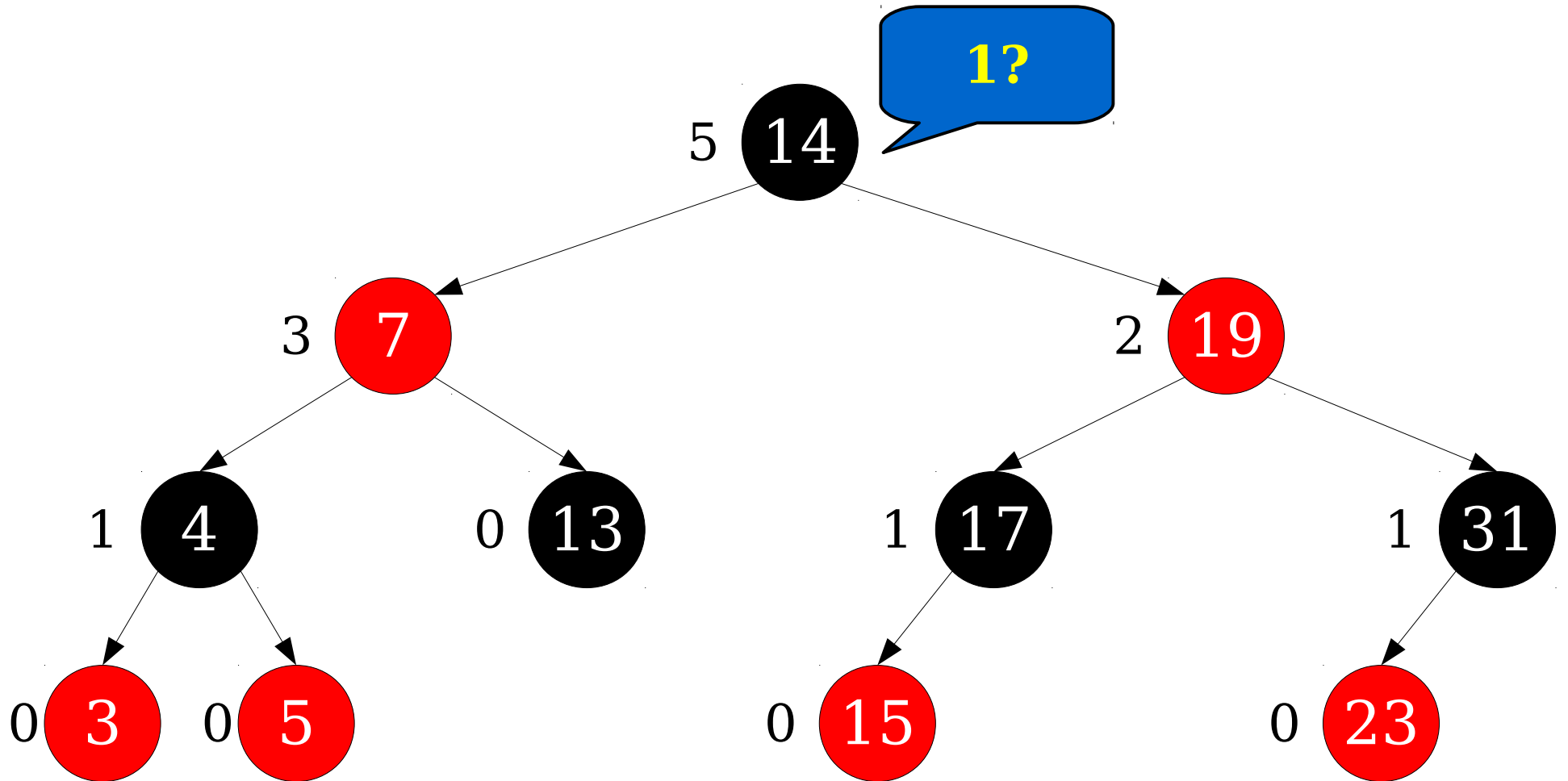


Each node is annotated with the number of children in its left subtree.

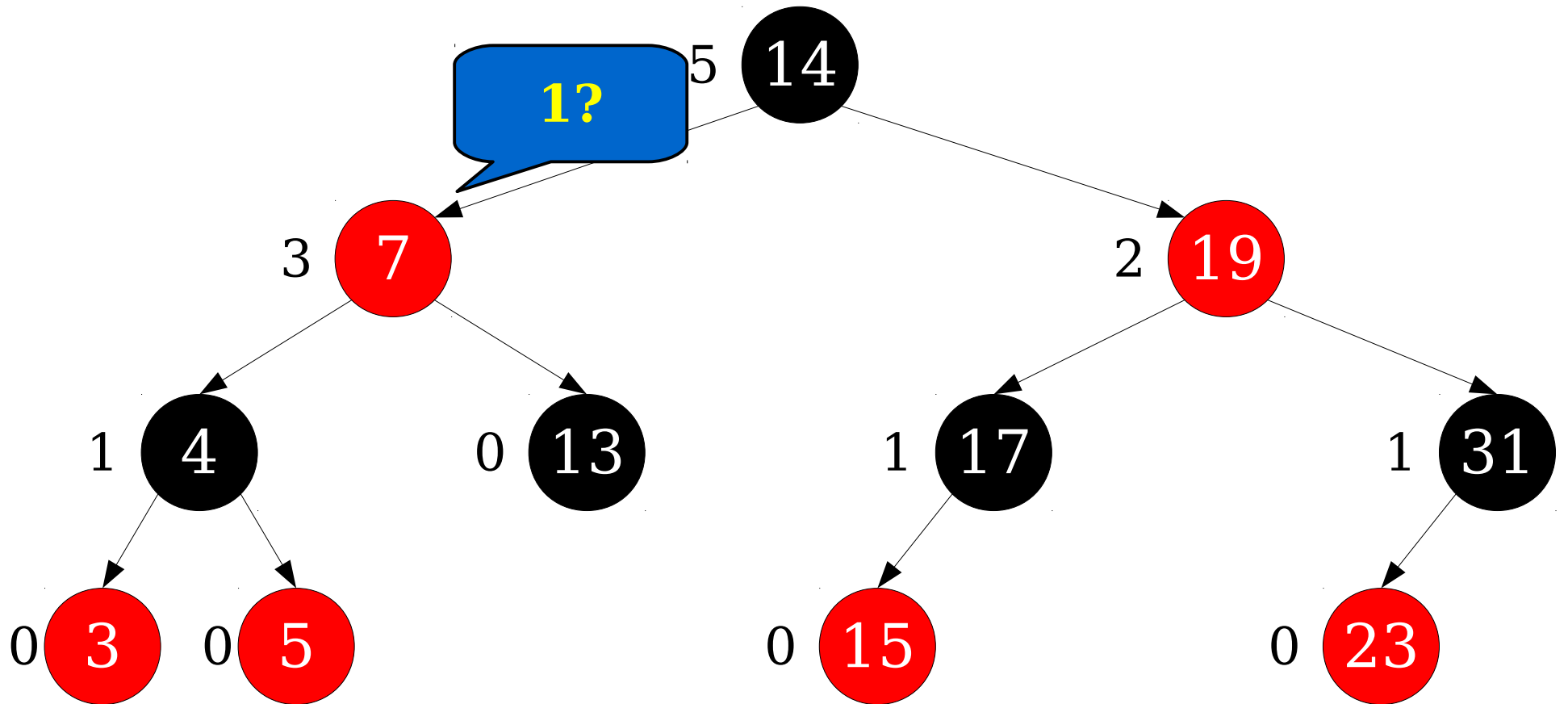
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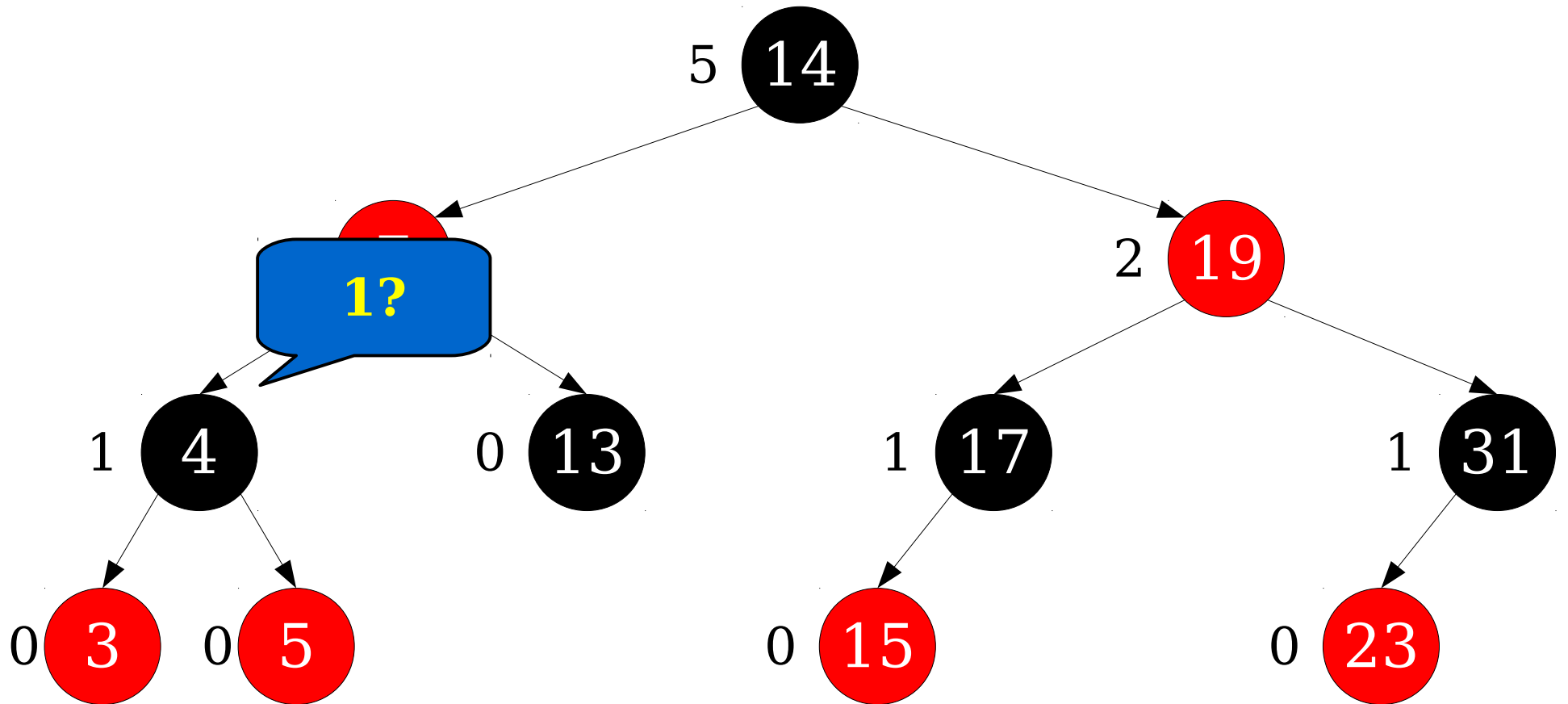
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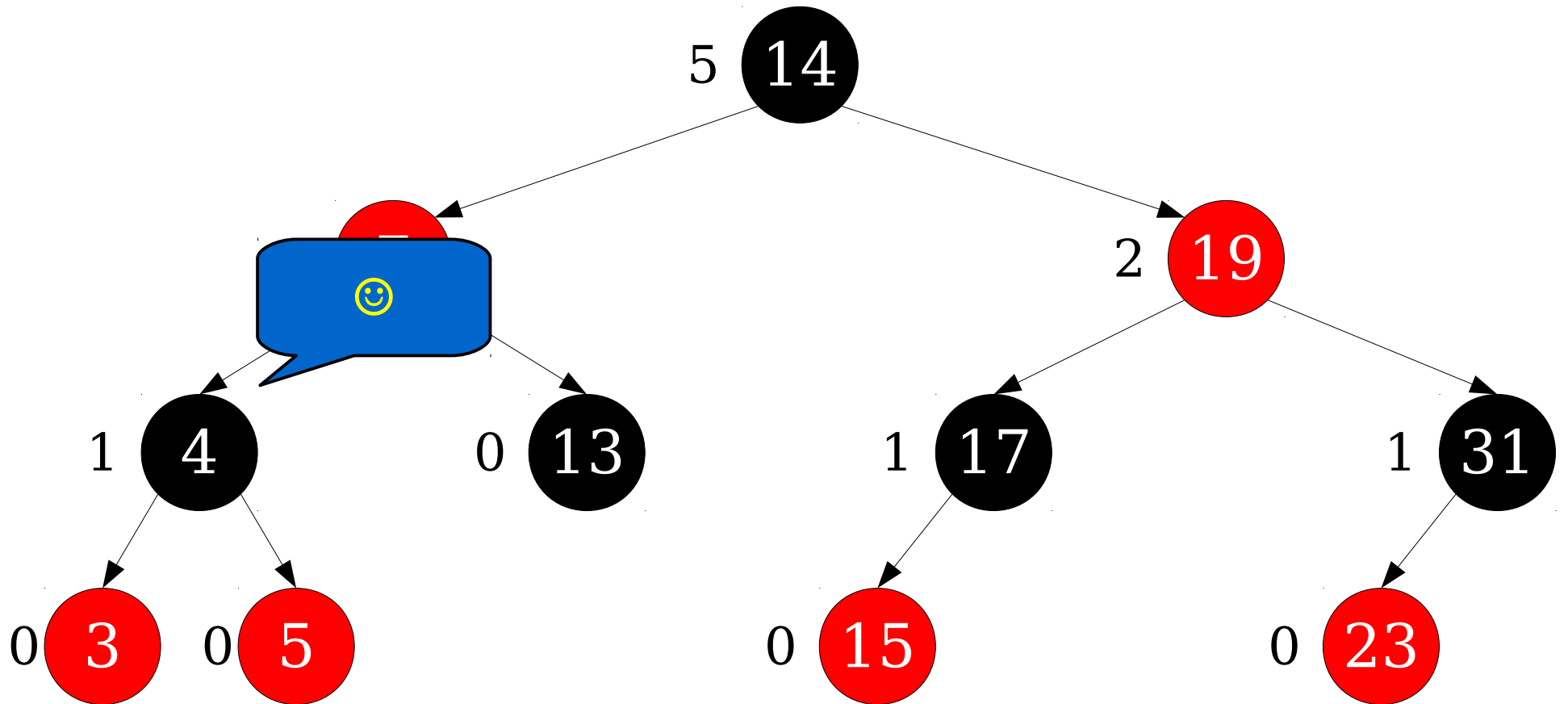
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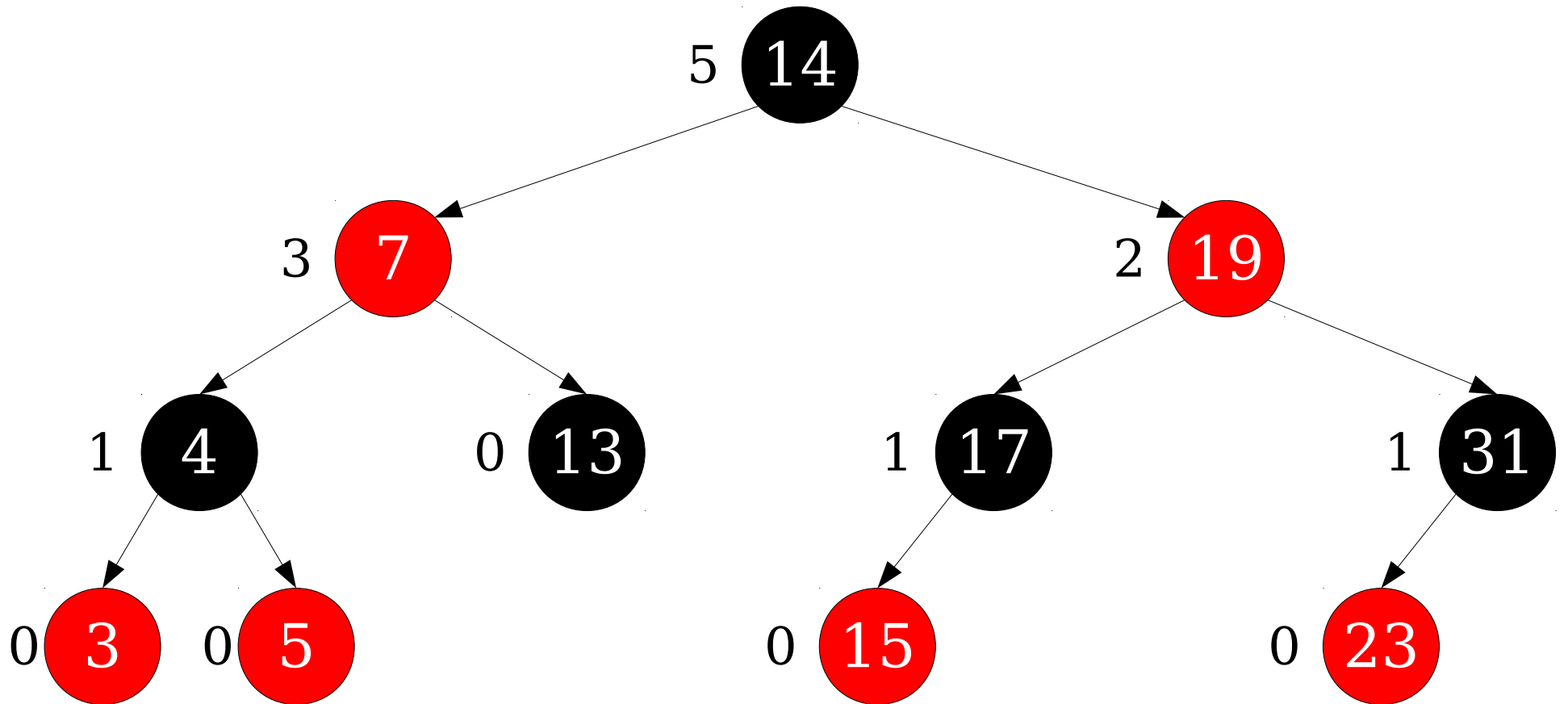
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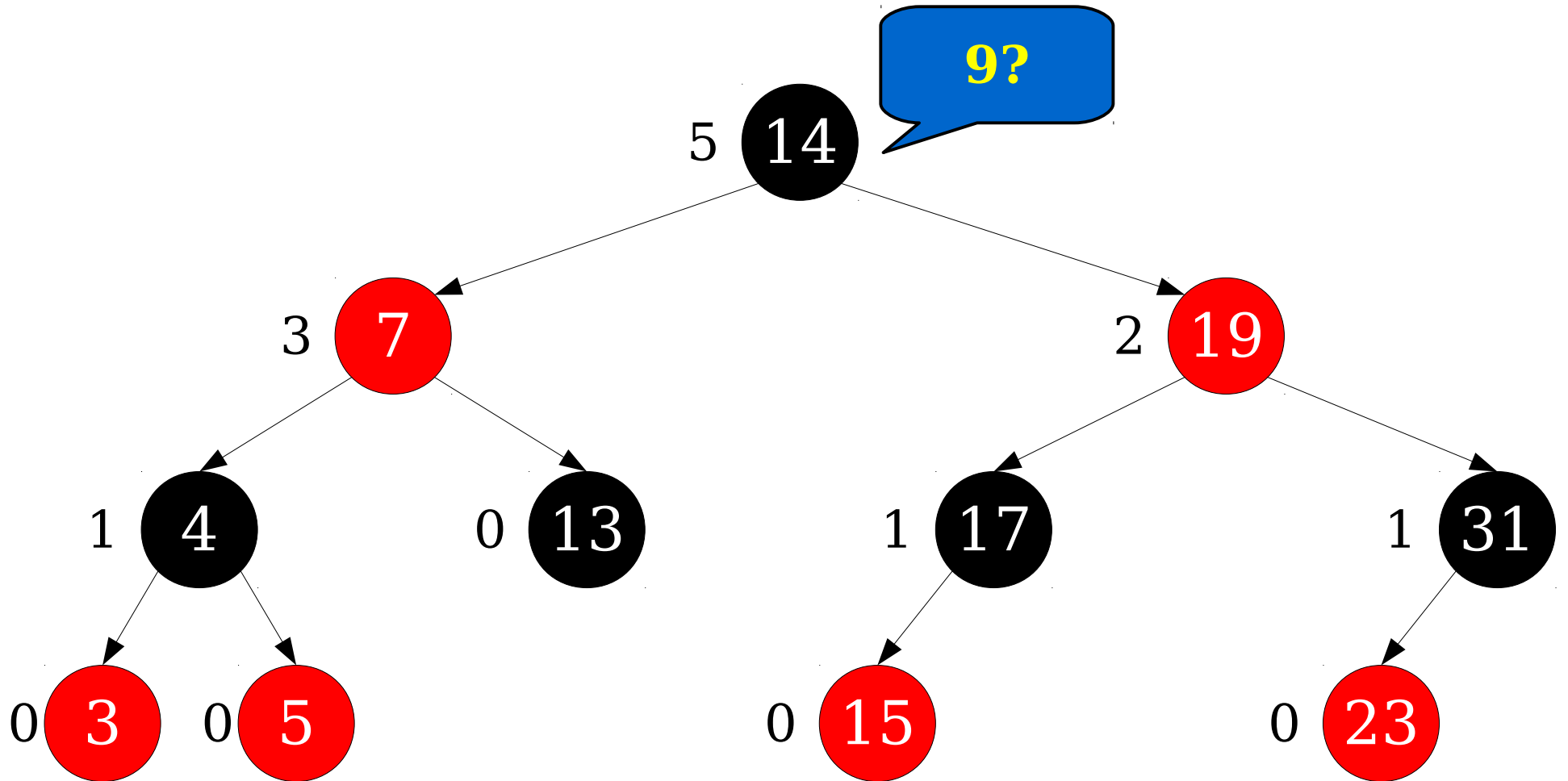
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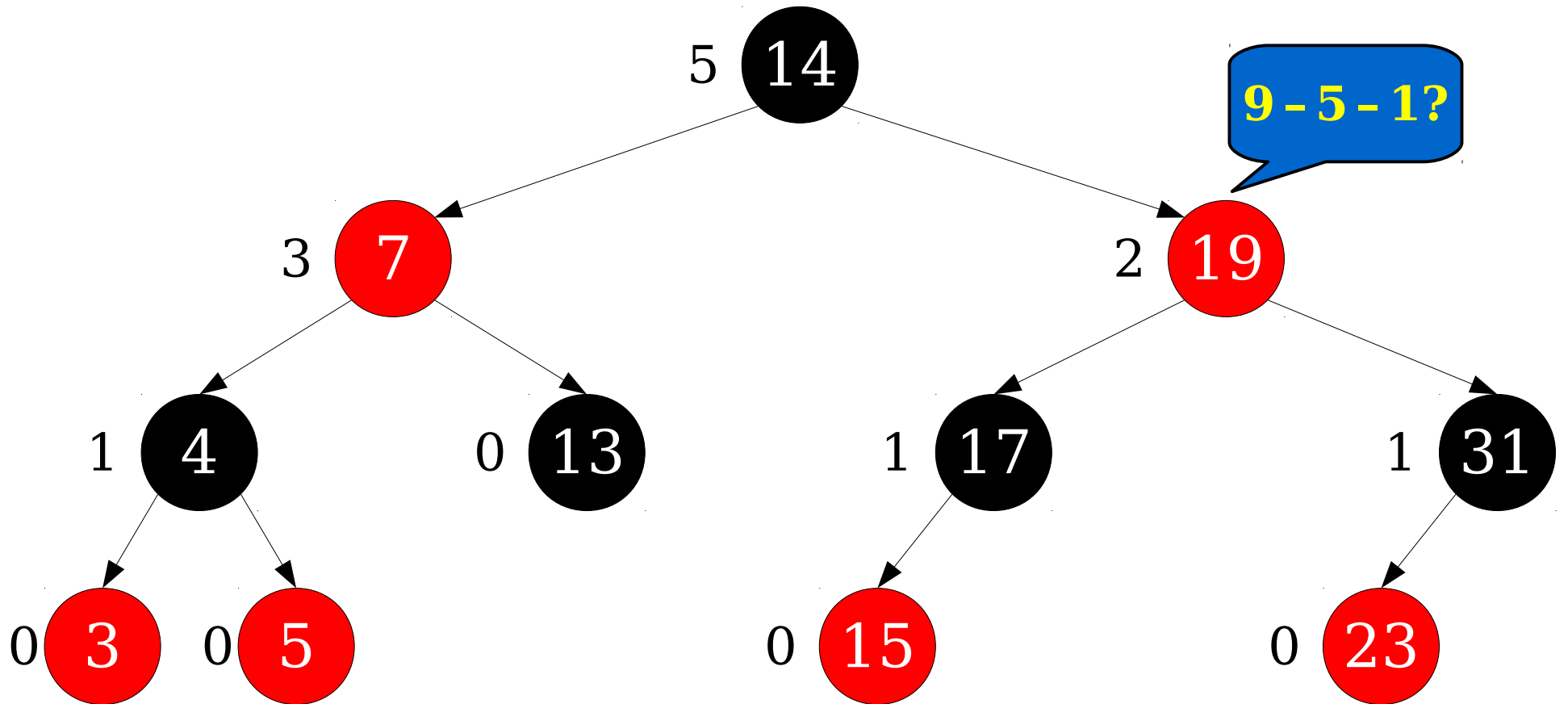
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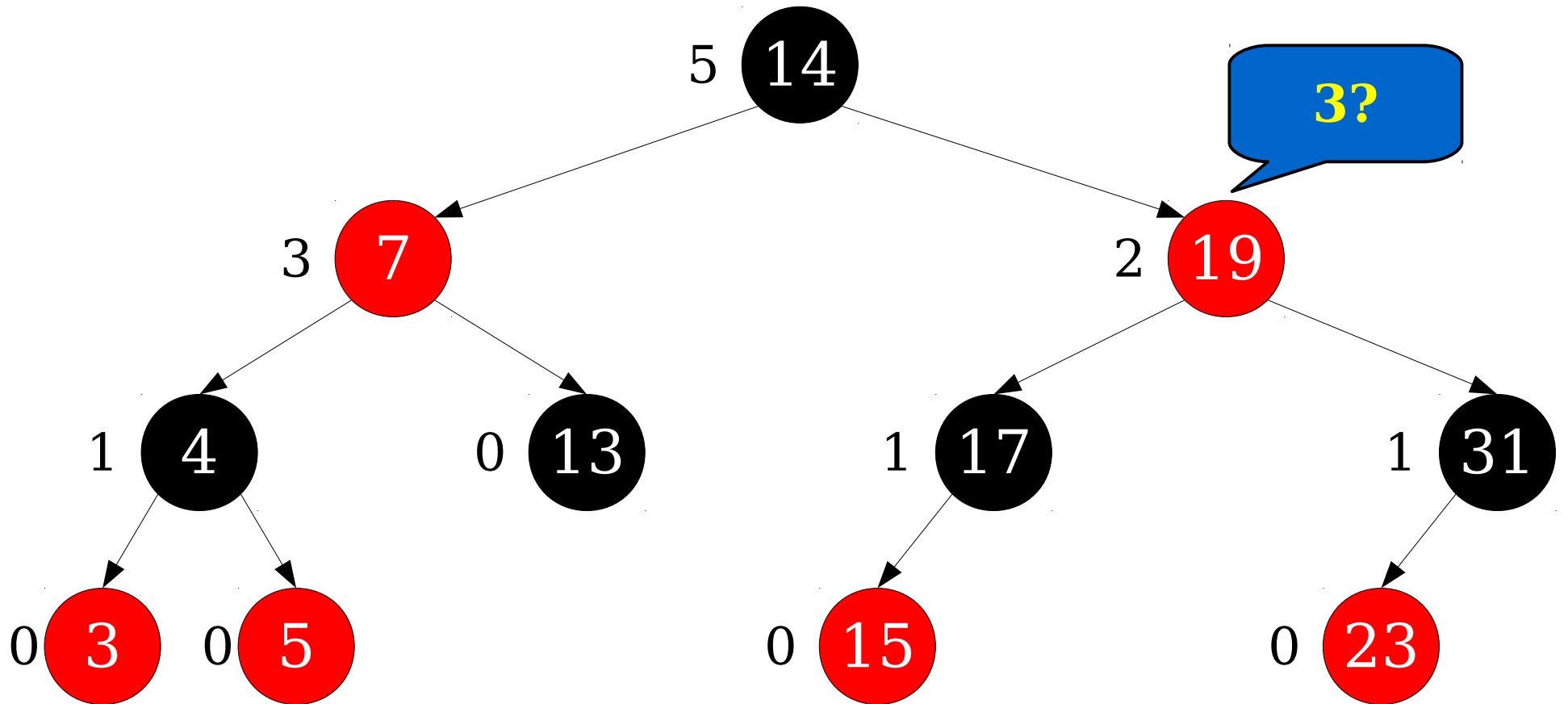
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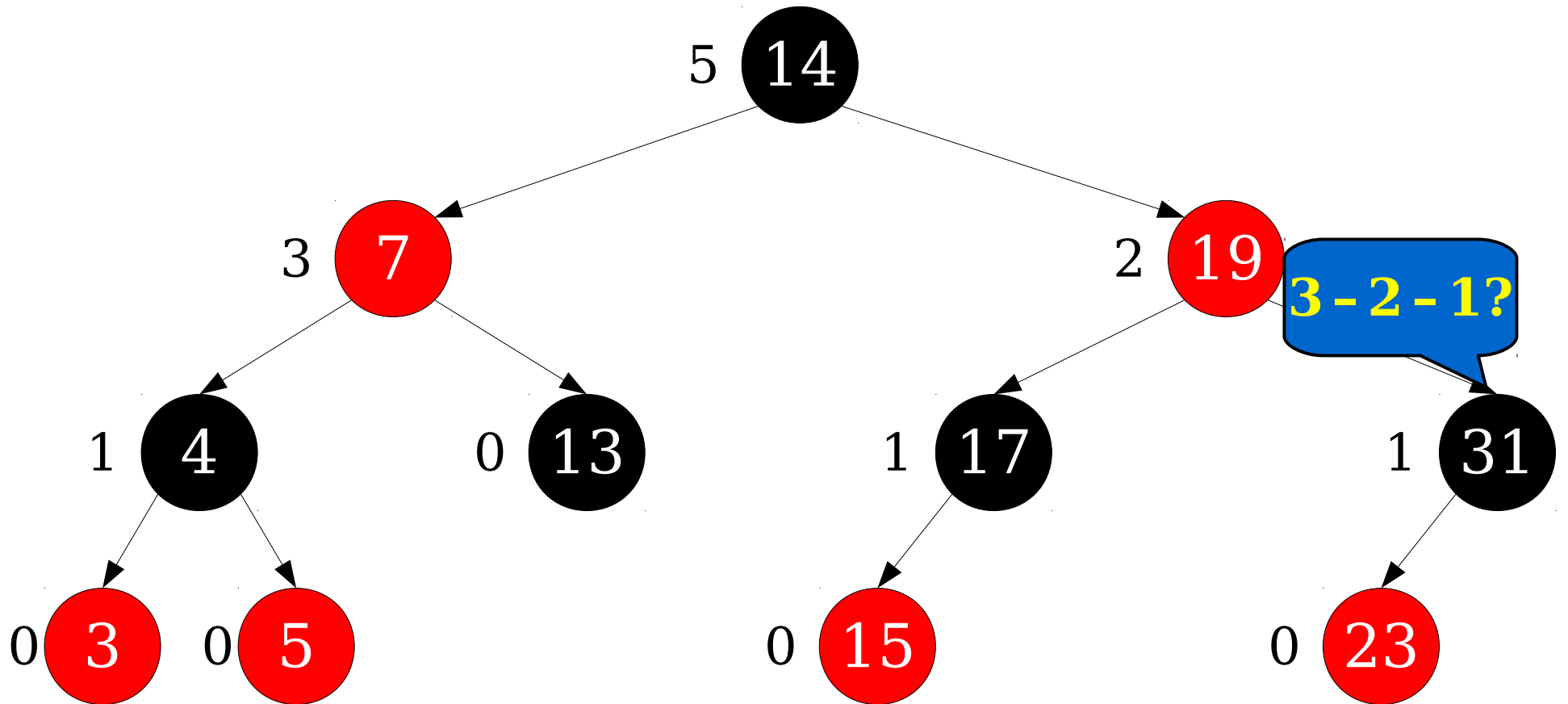
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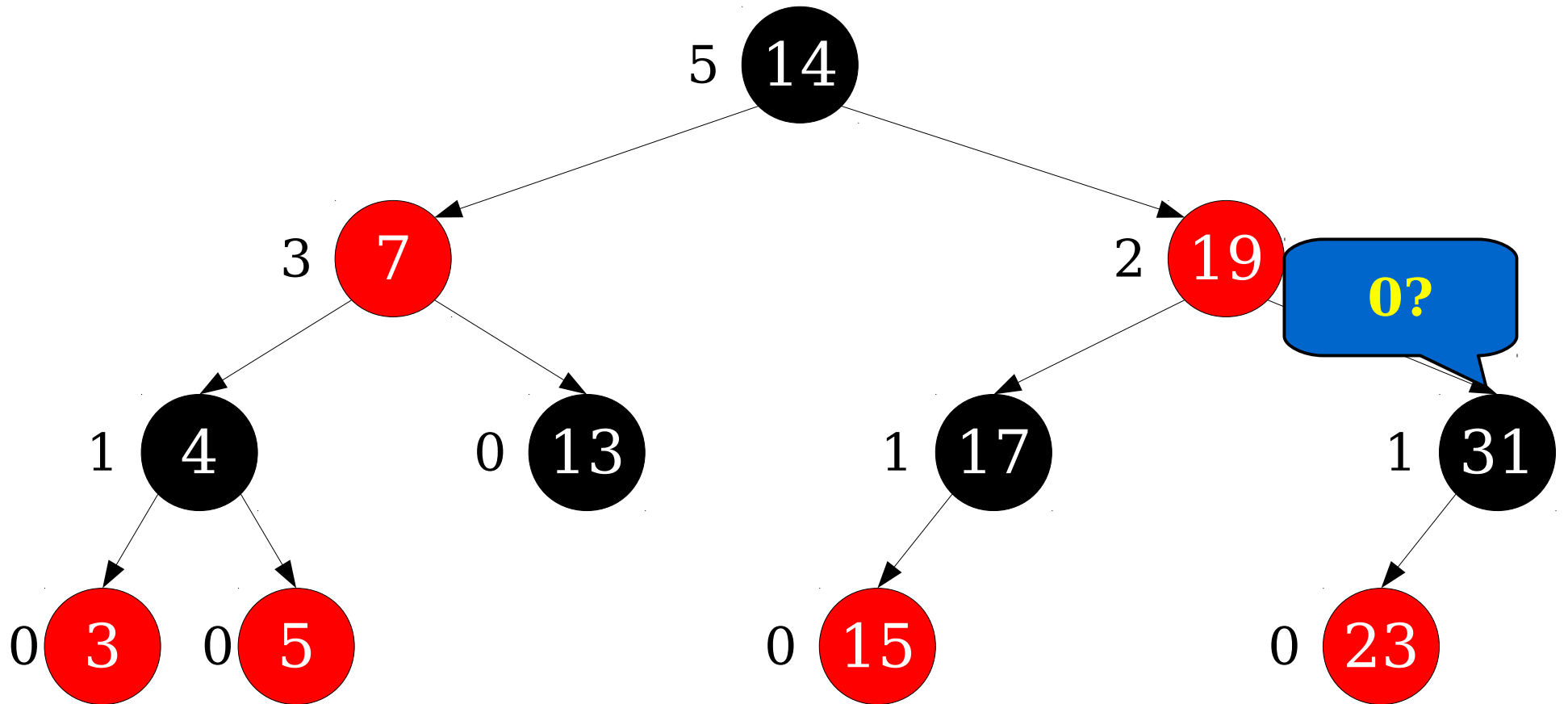
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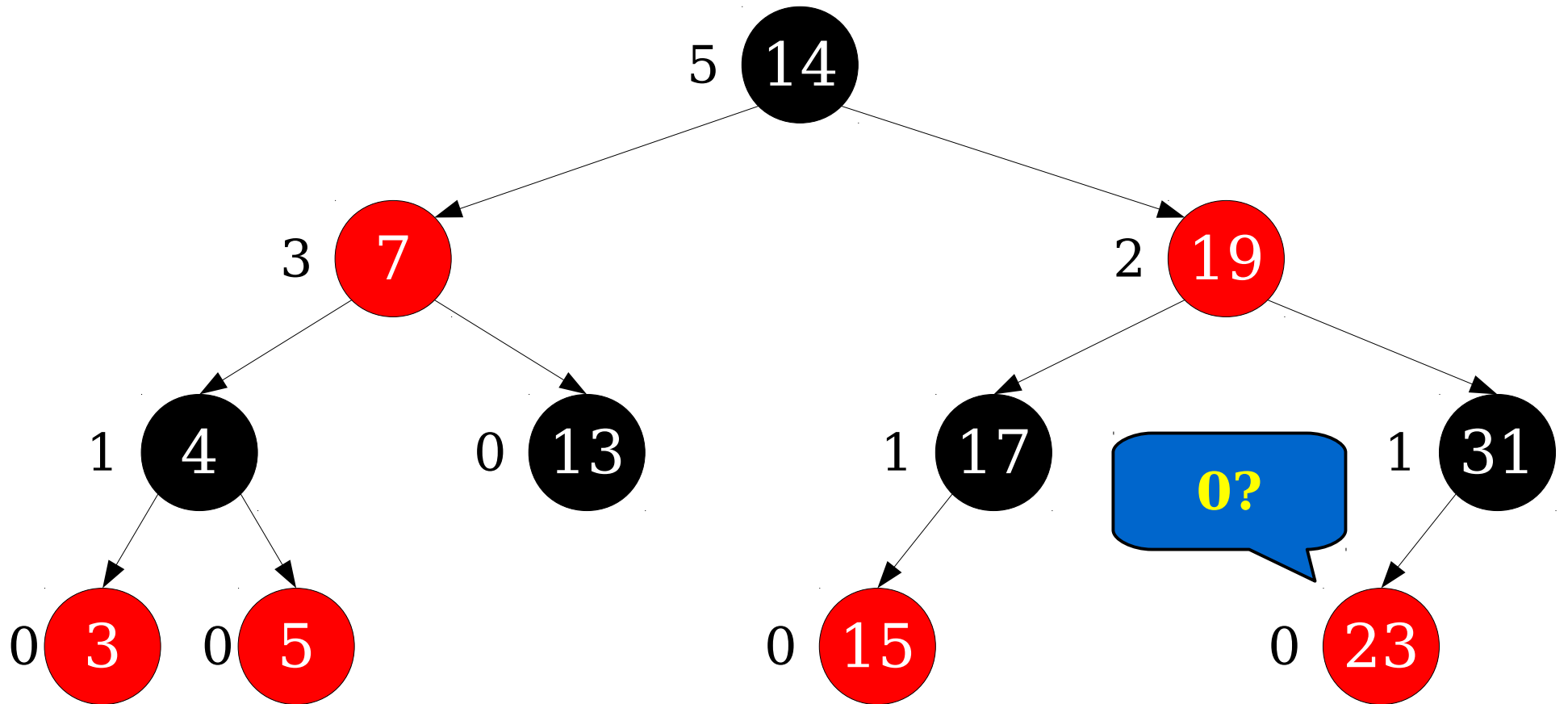
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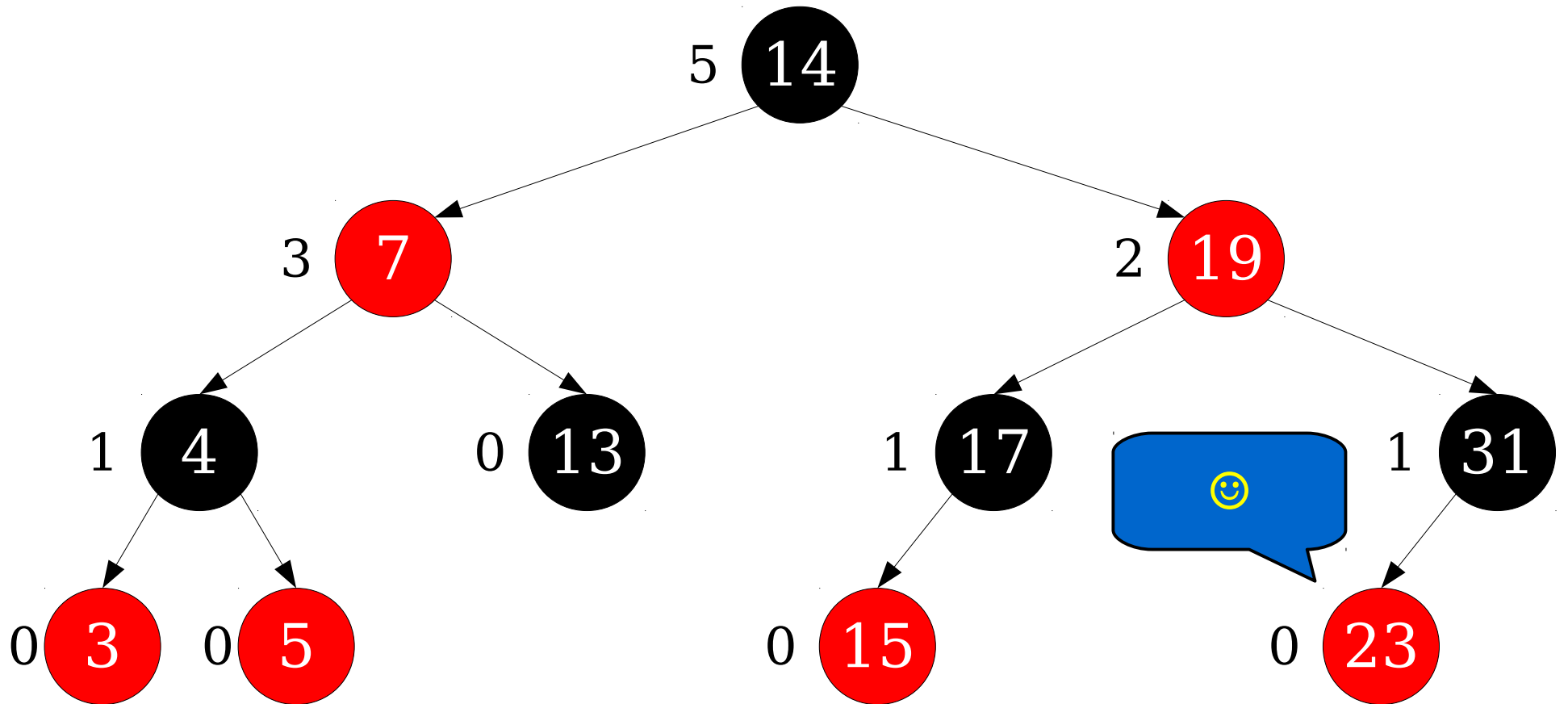
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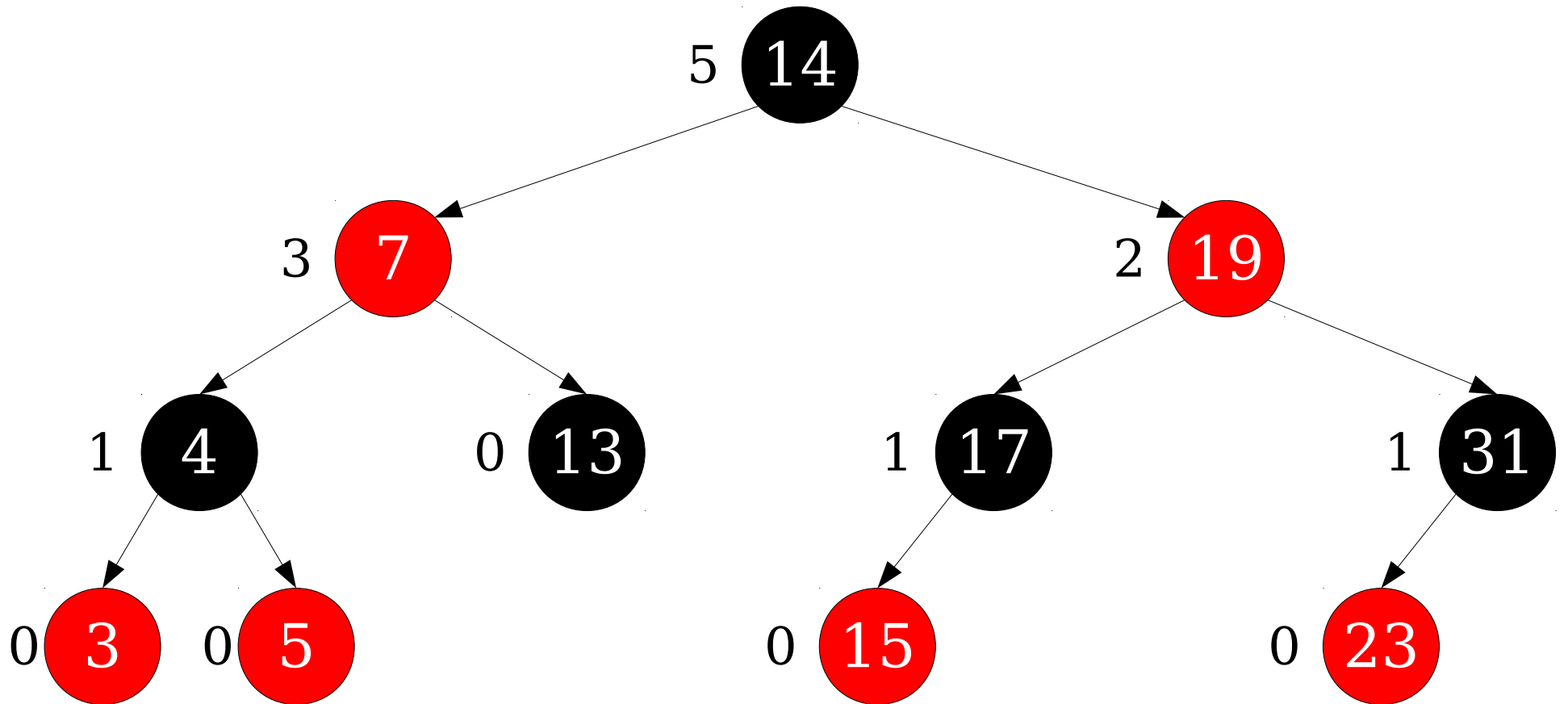
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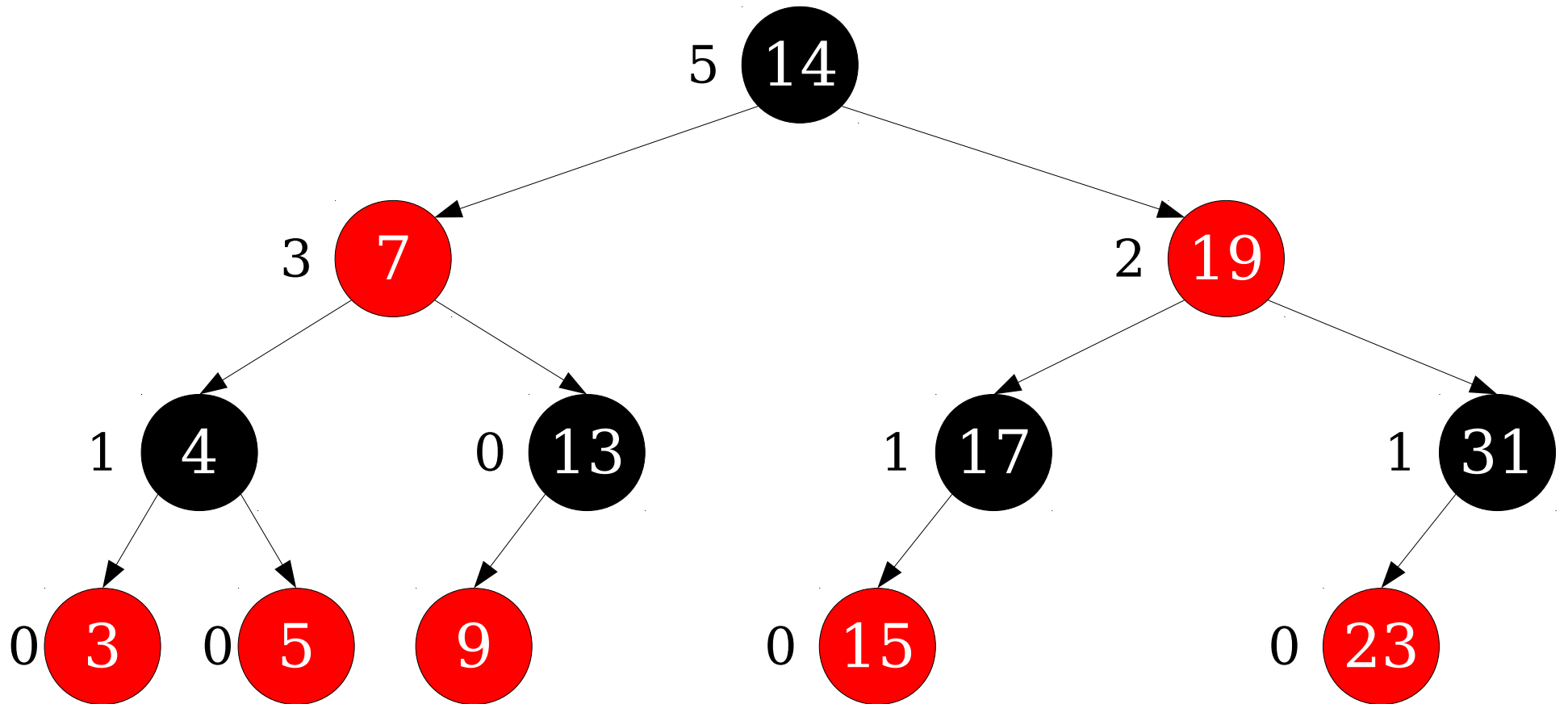
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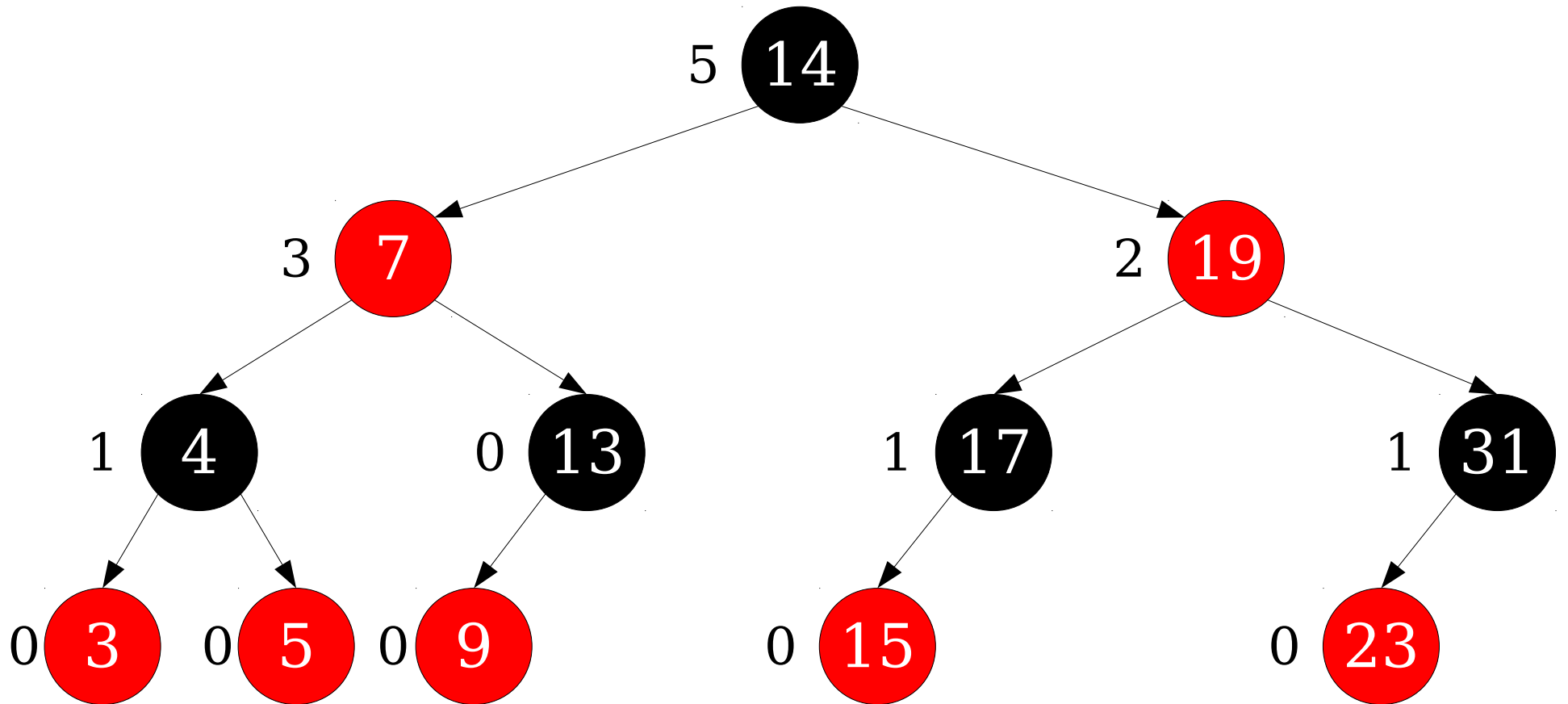
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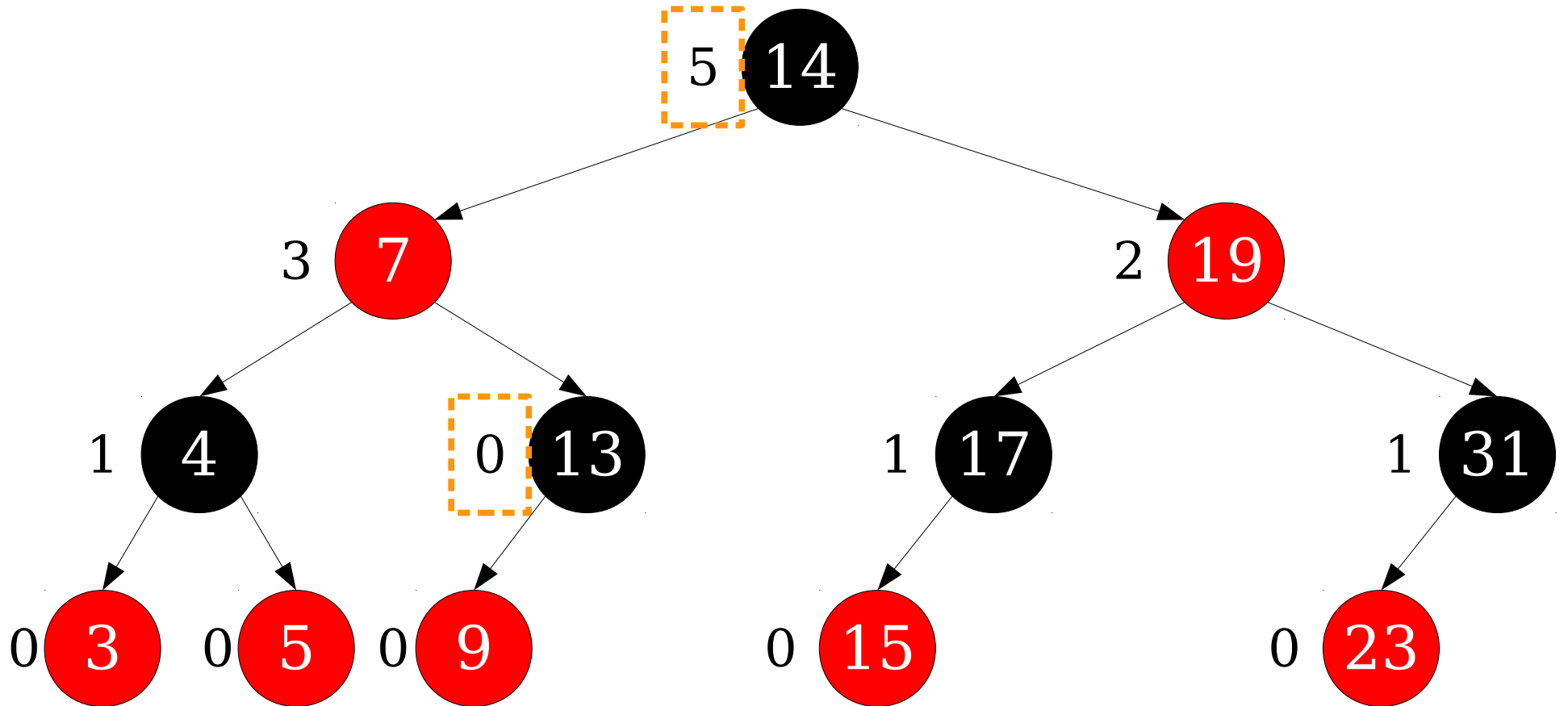
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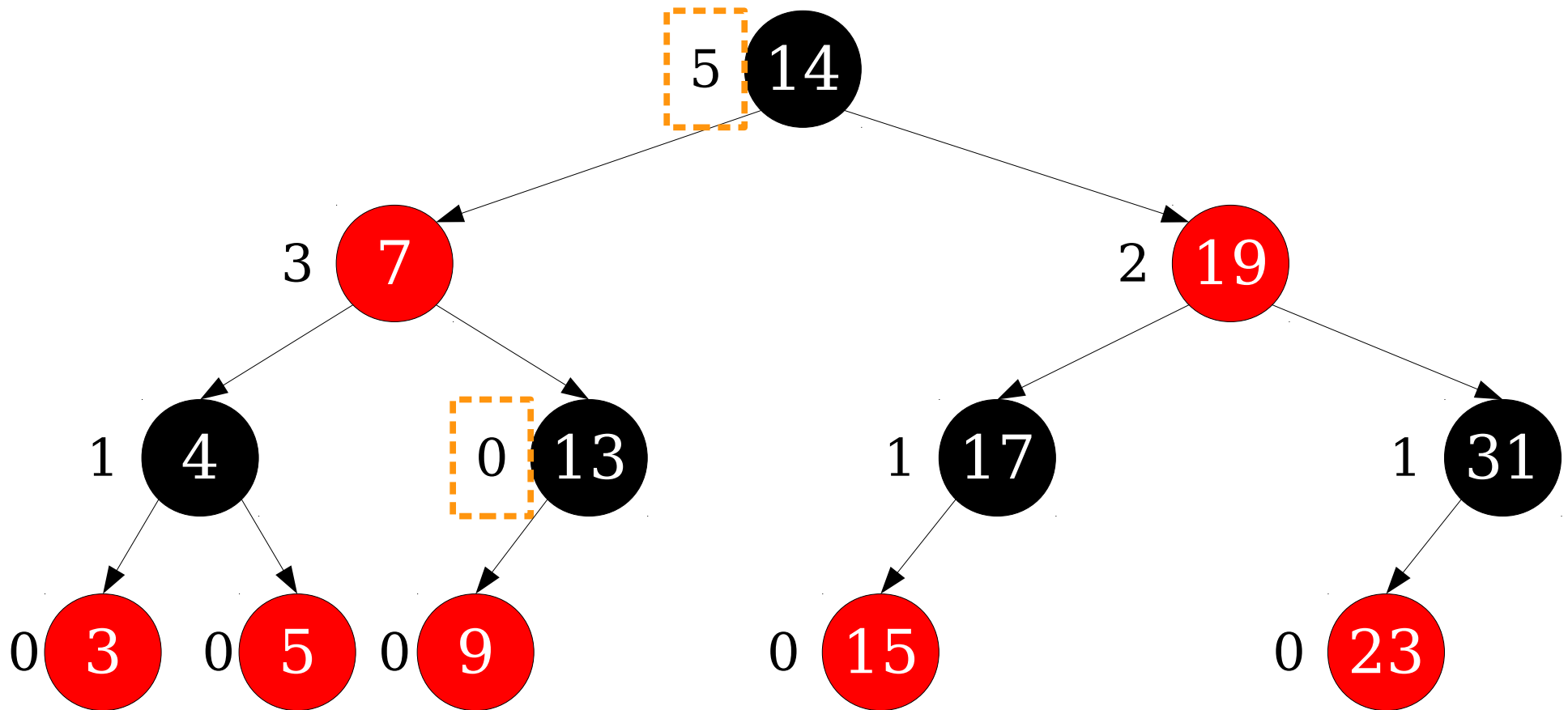
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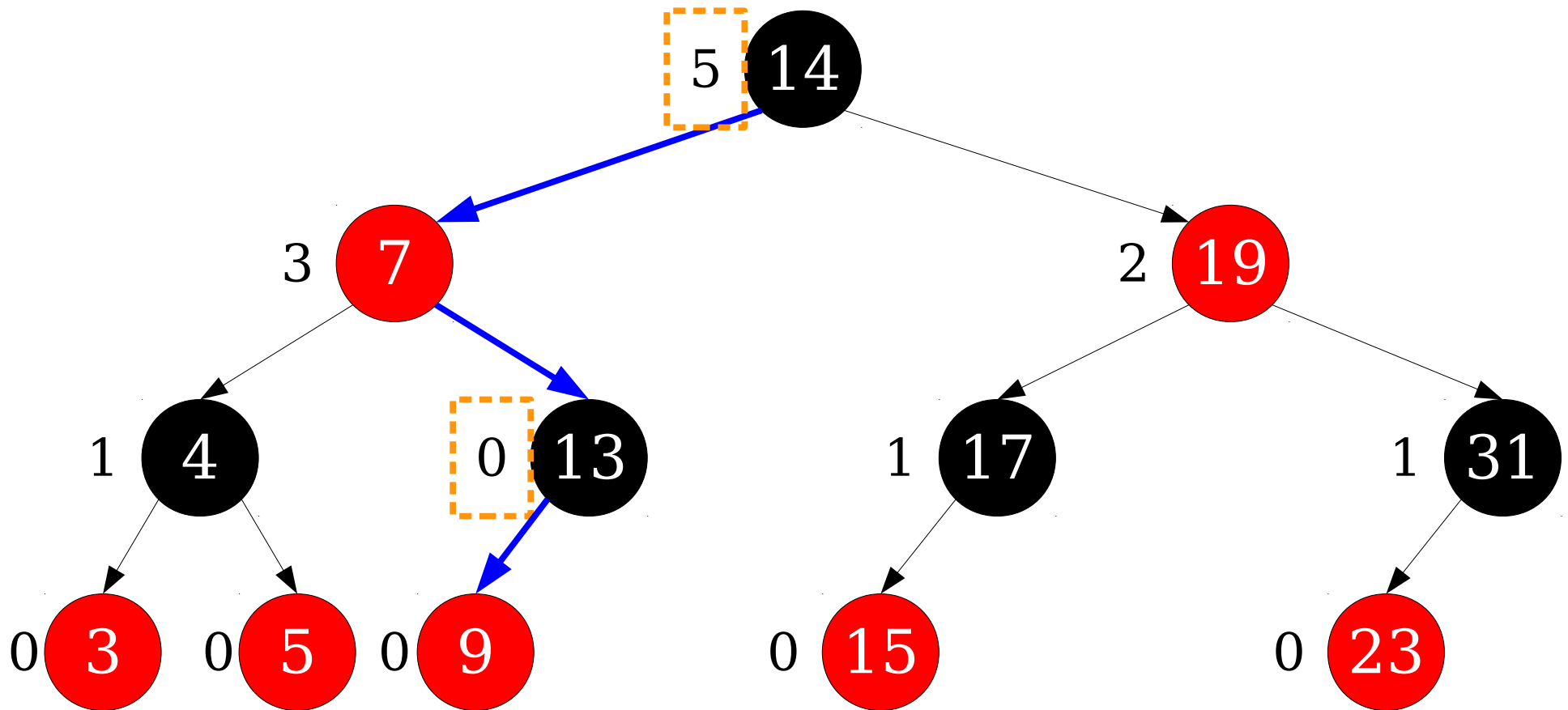


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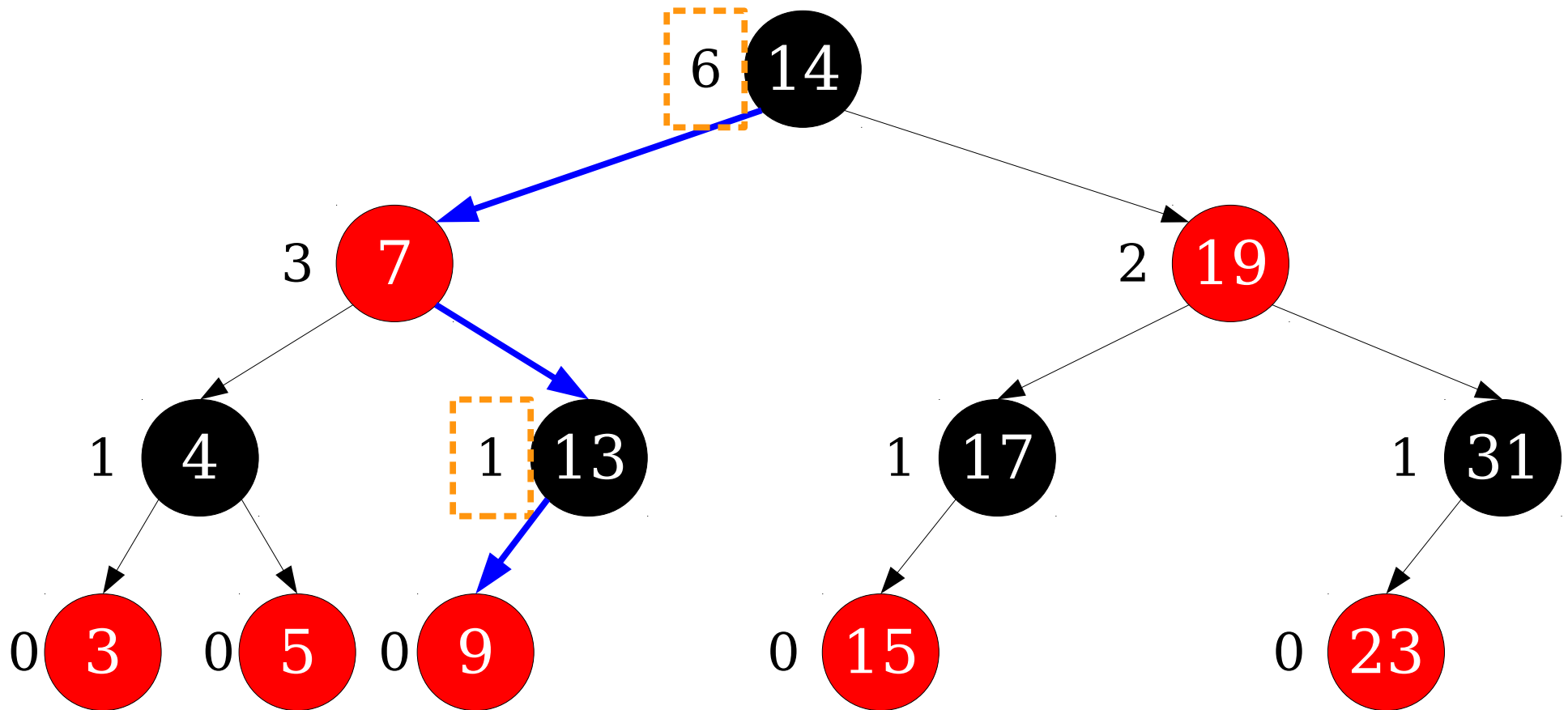
Since the number just holds the number of nodes in its left subtree, we only need to increment the value for nodes that have the new node in its left subtree.

Finding Order Statistics



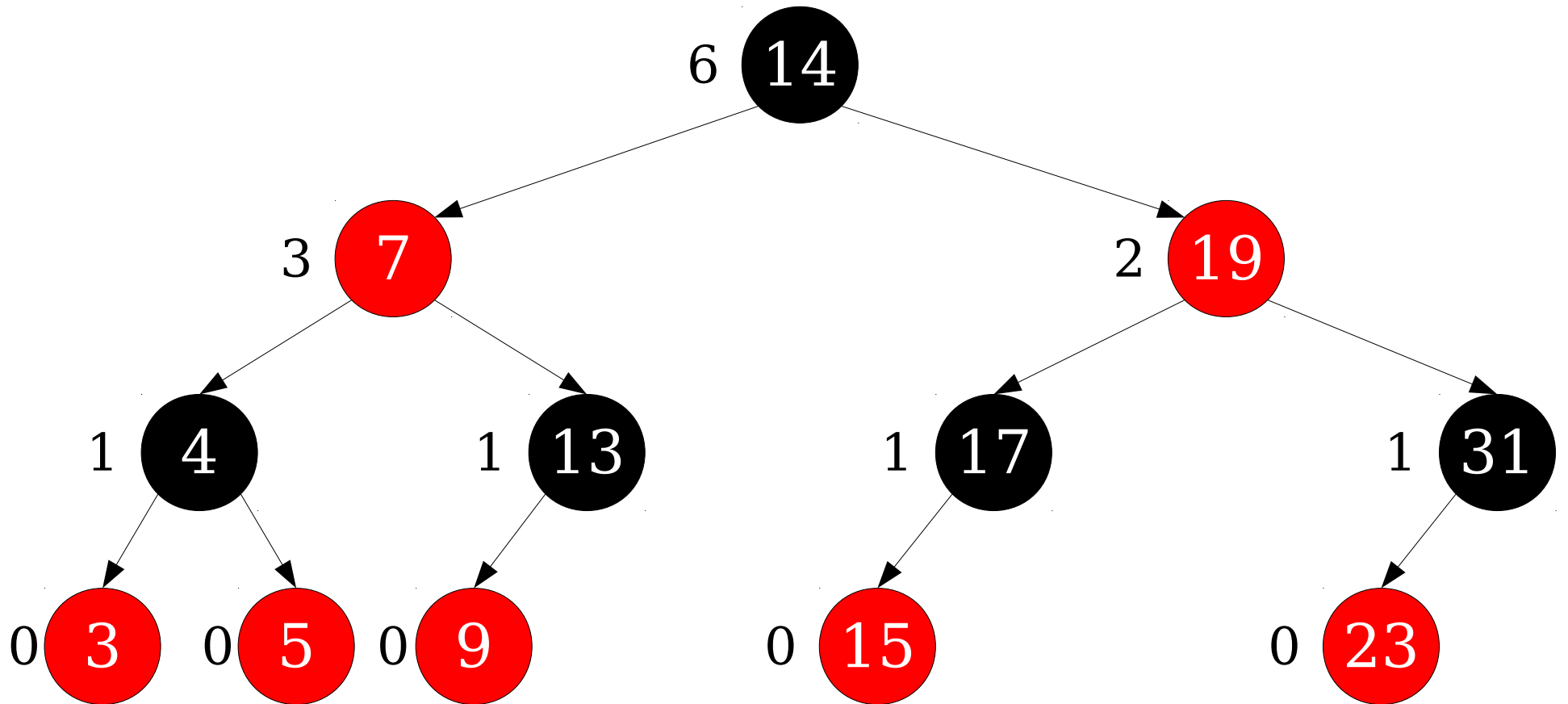
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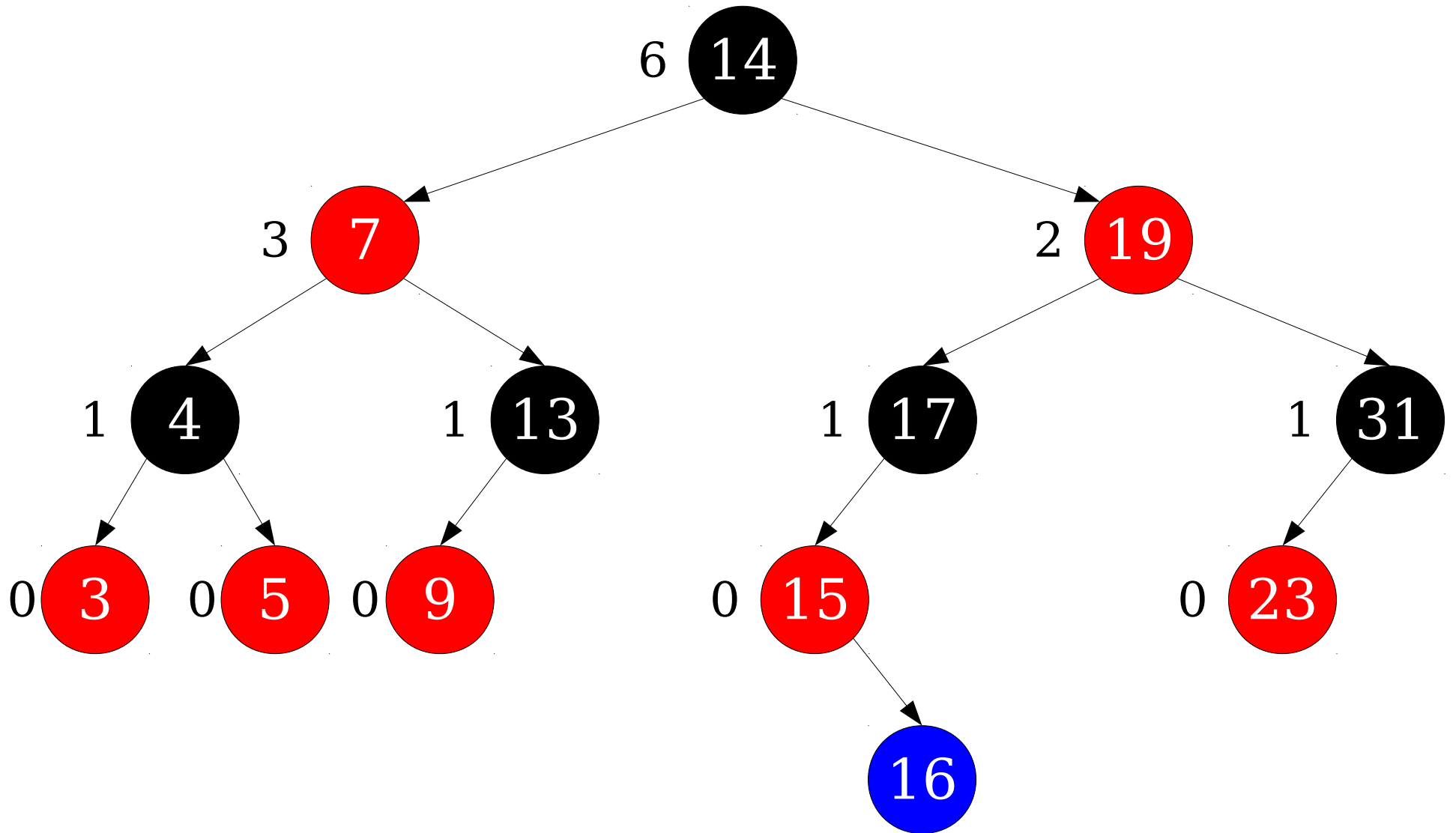


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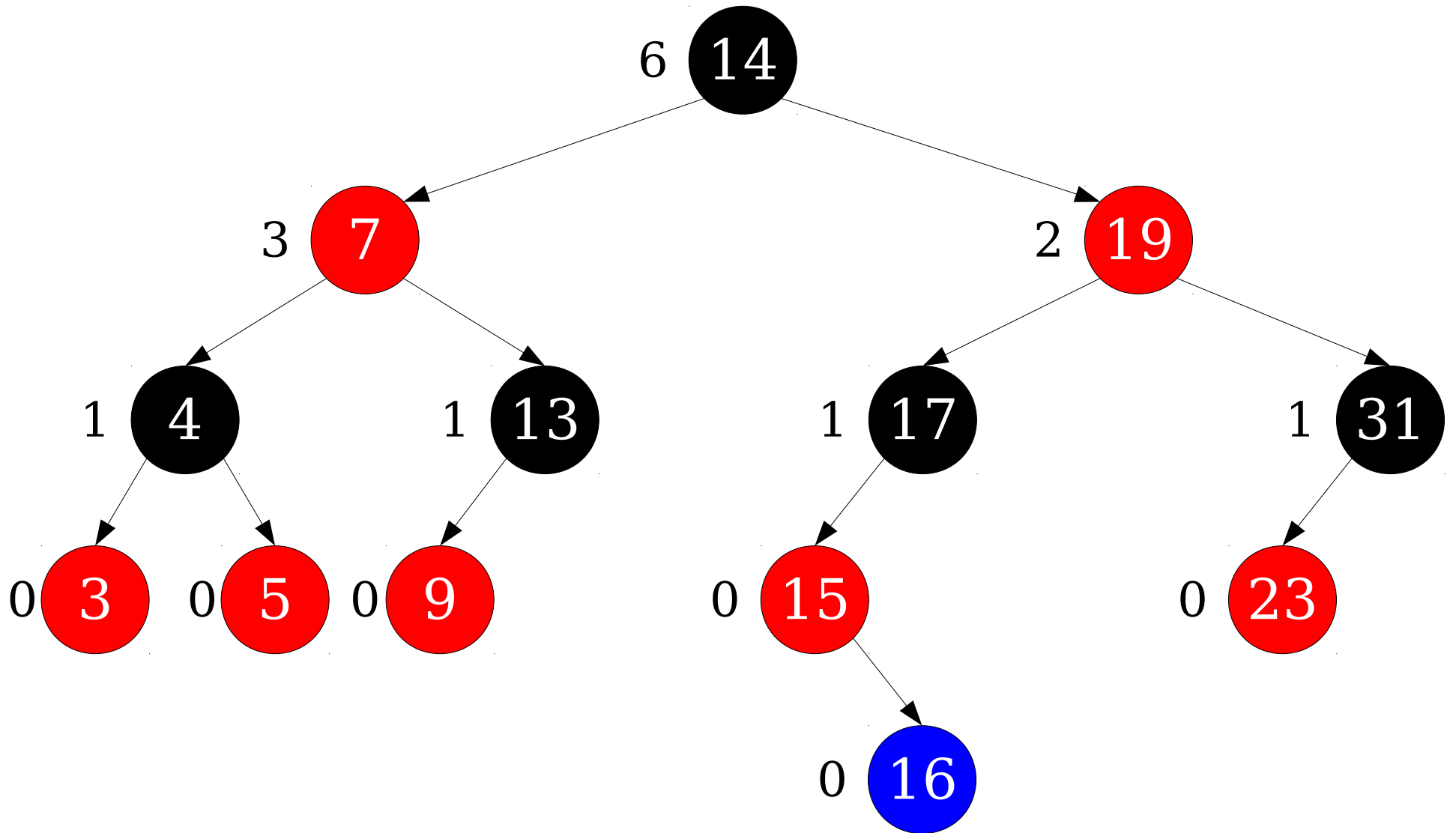
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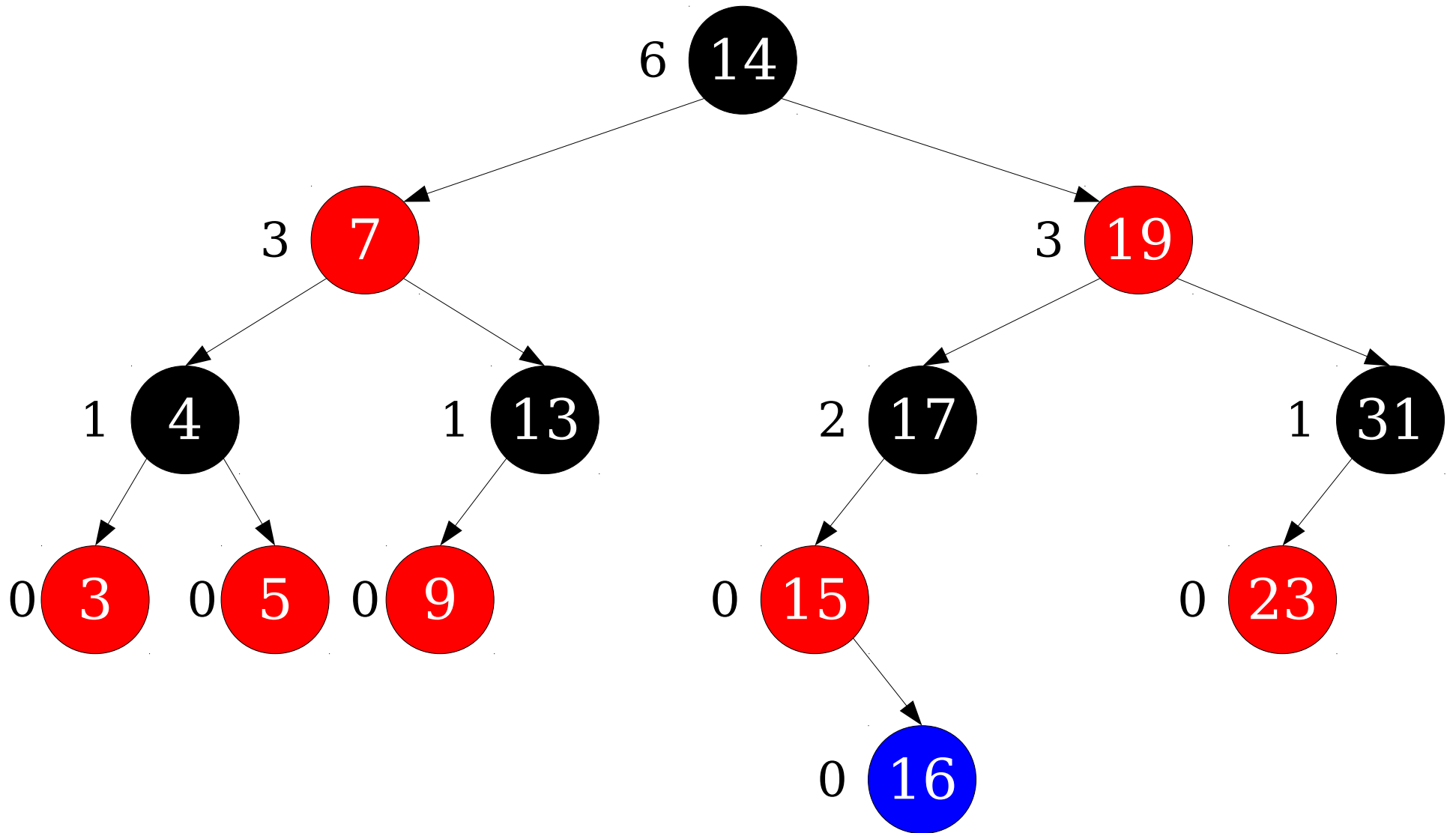
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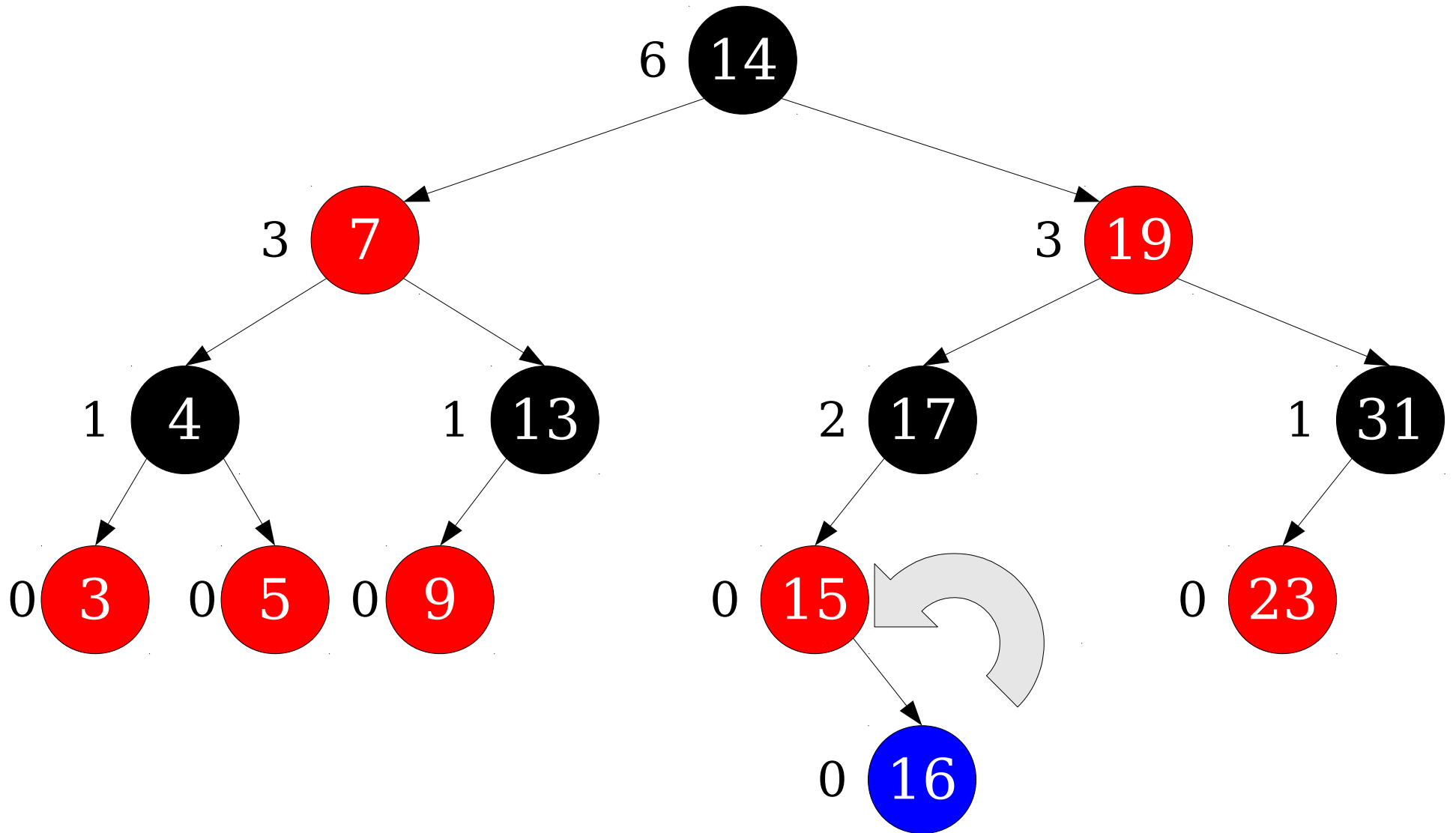
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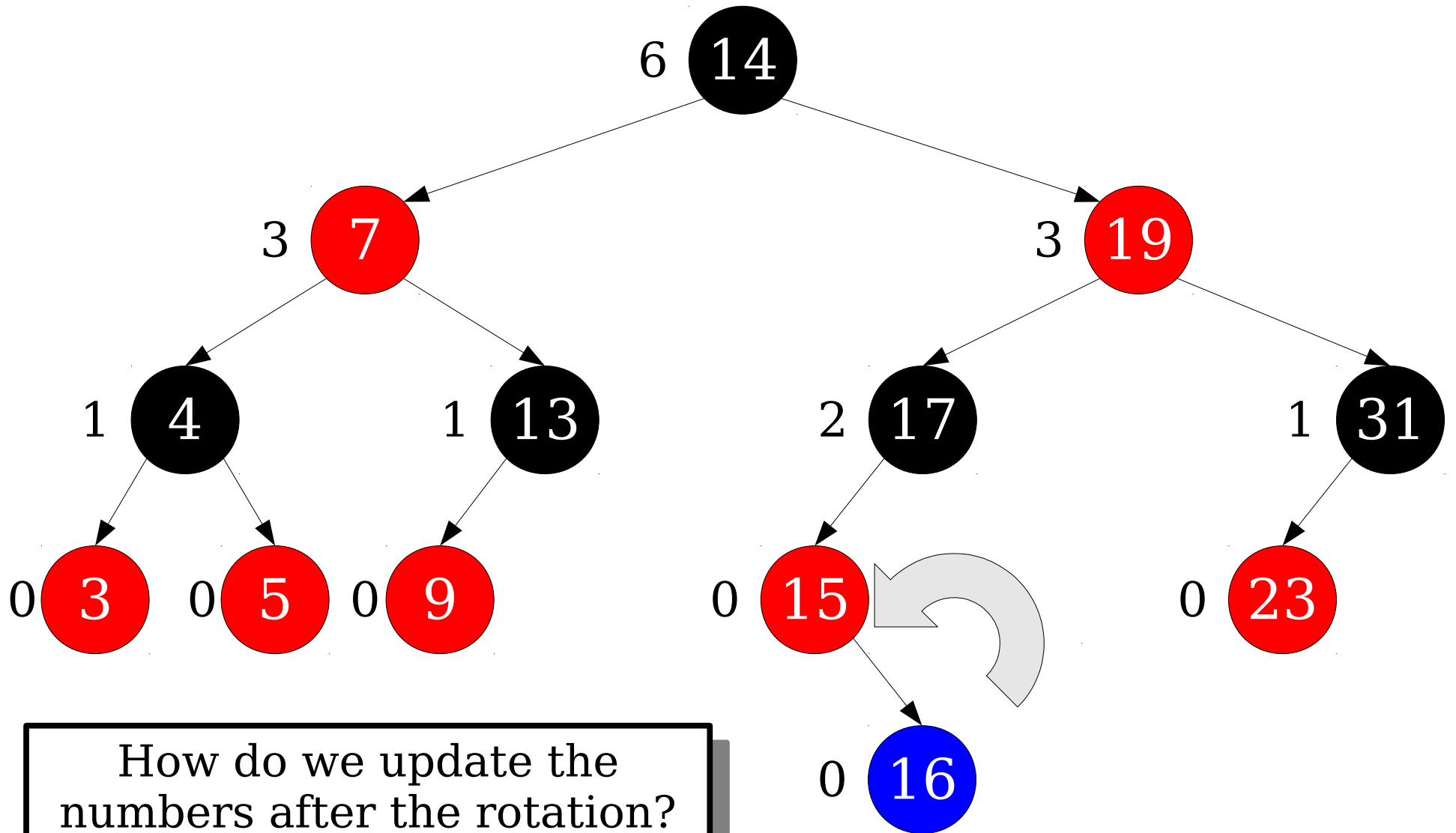
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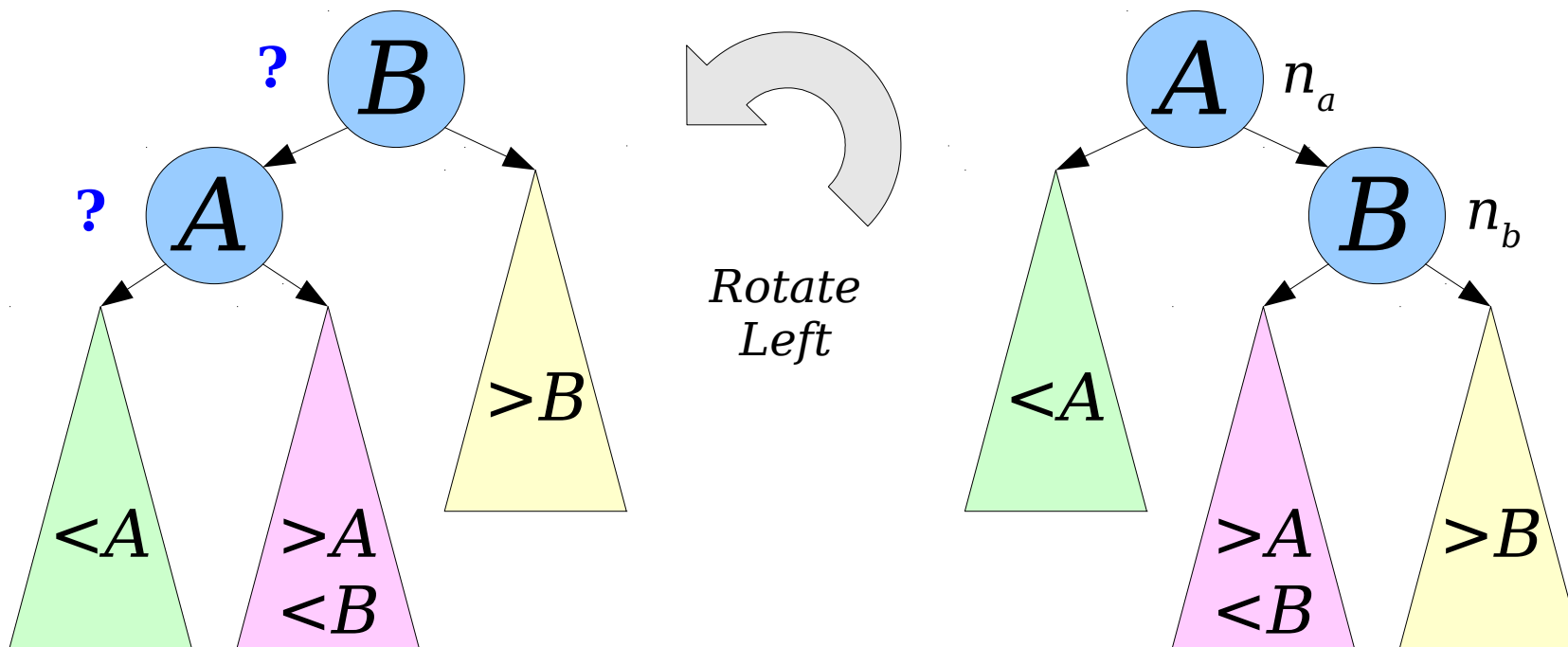
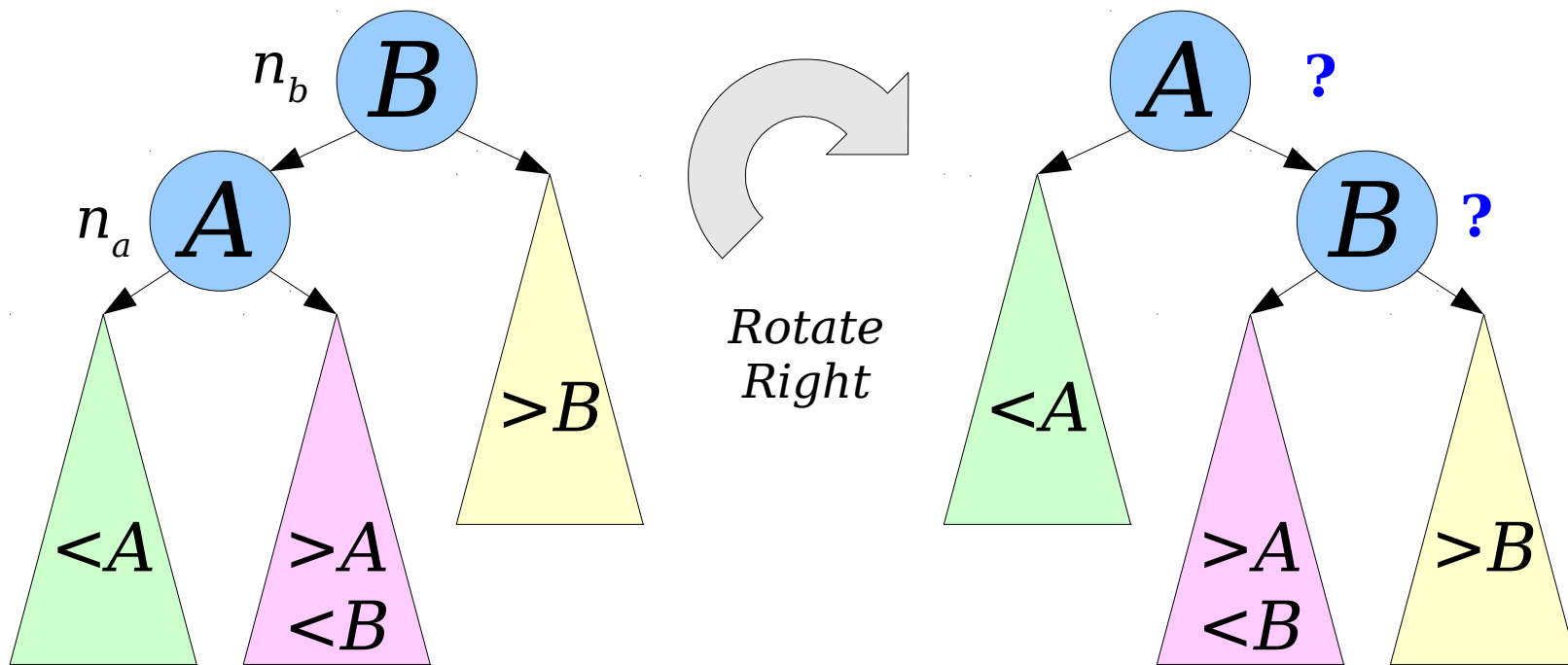


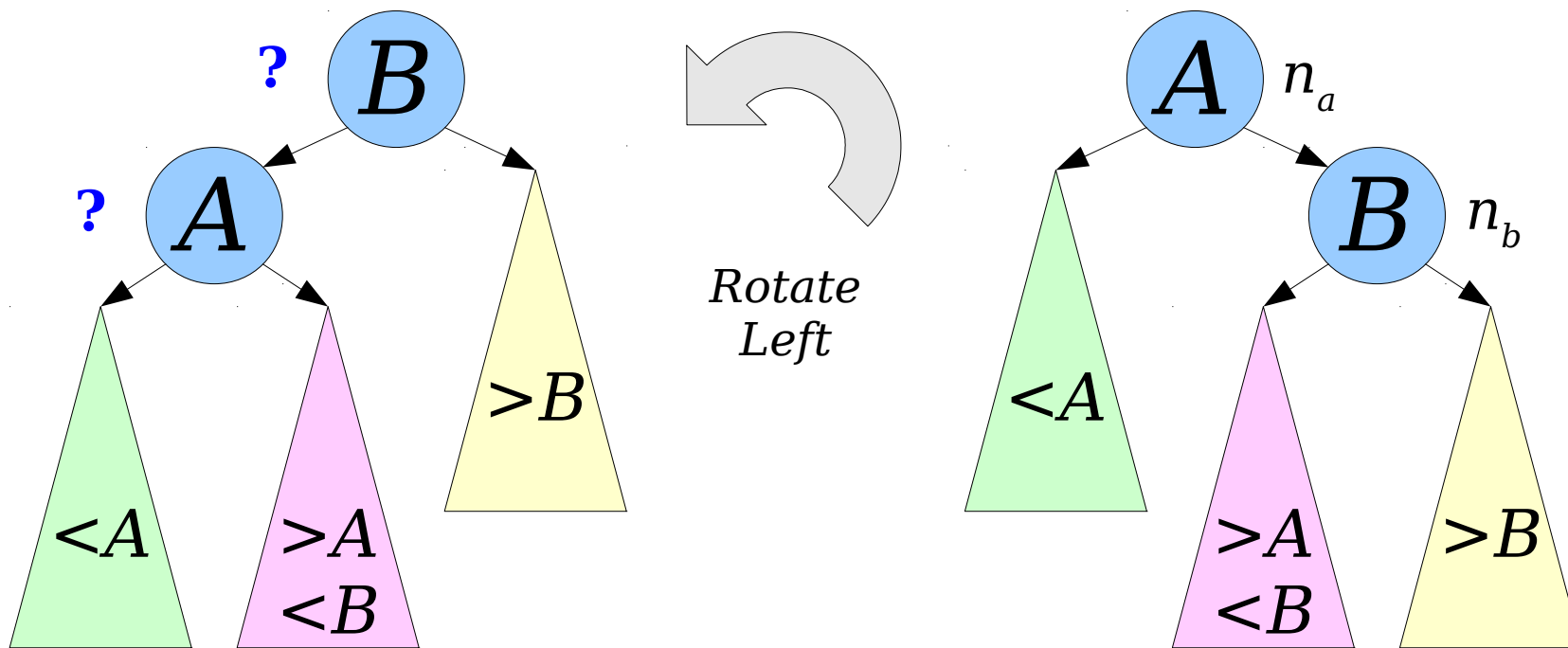
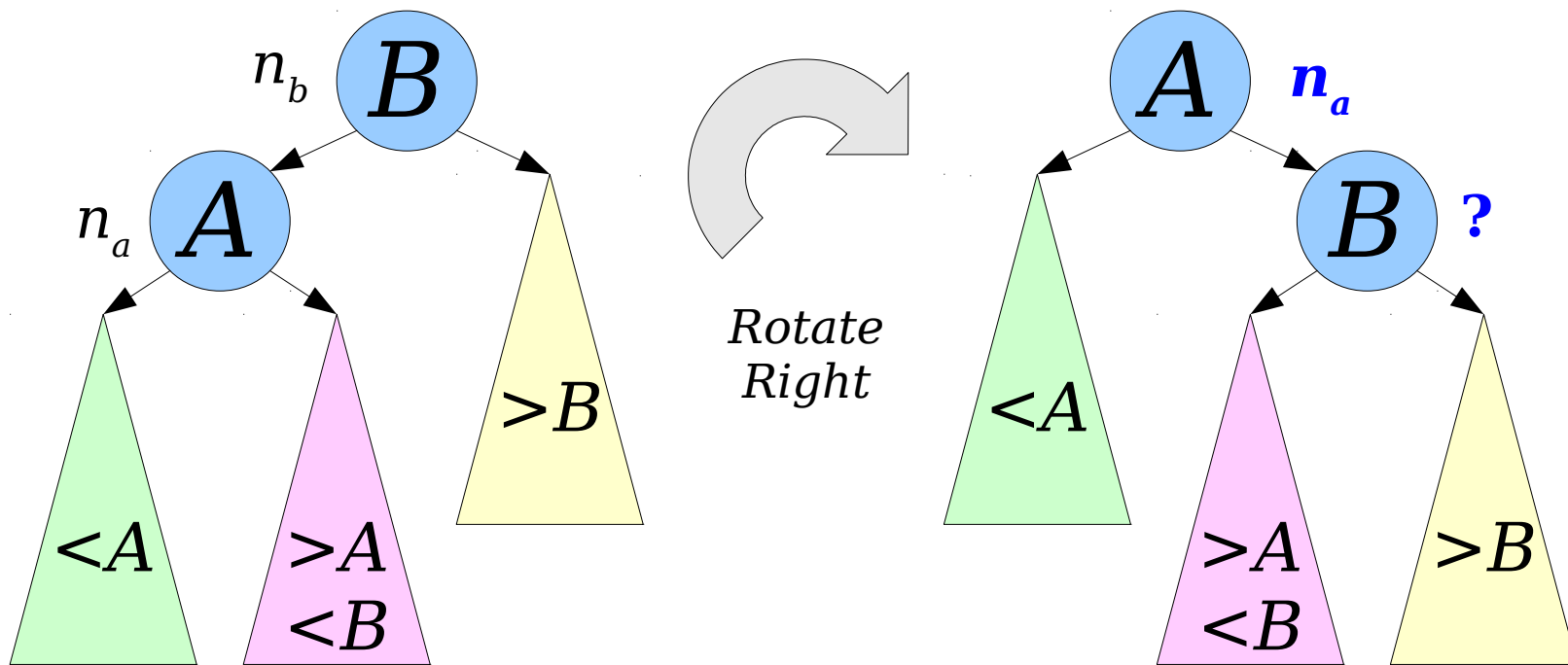
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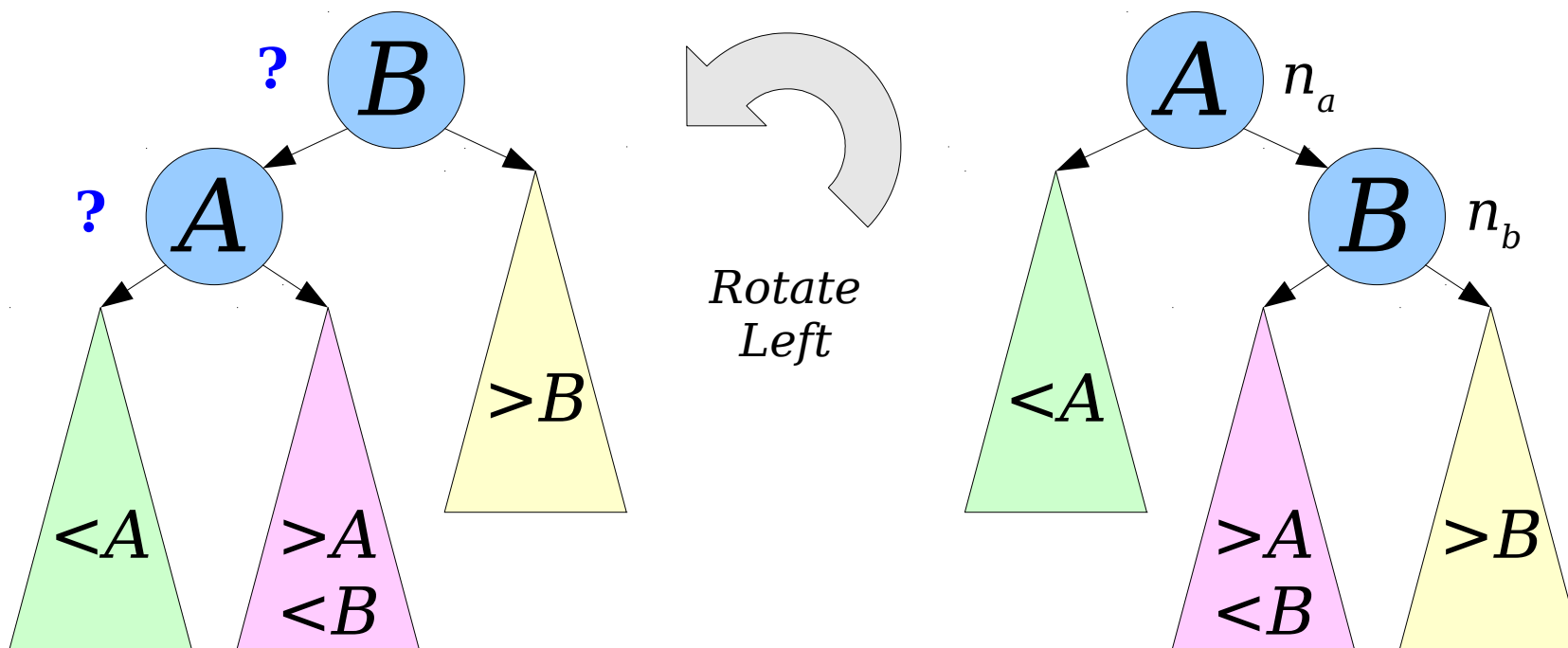
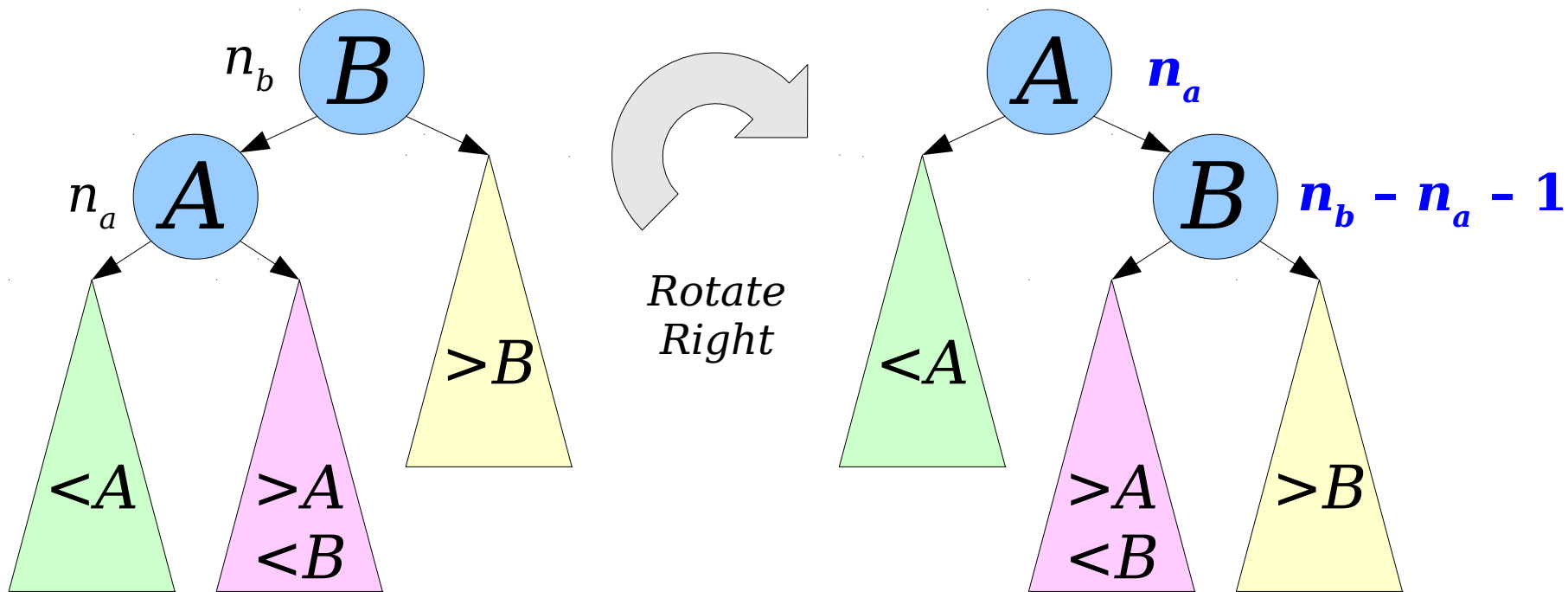


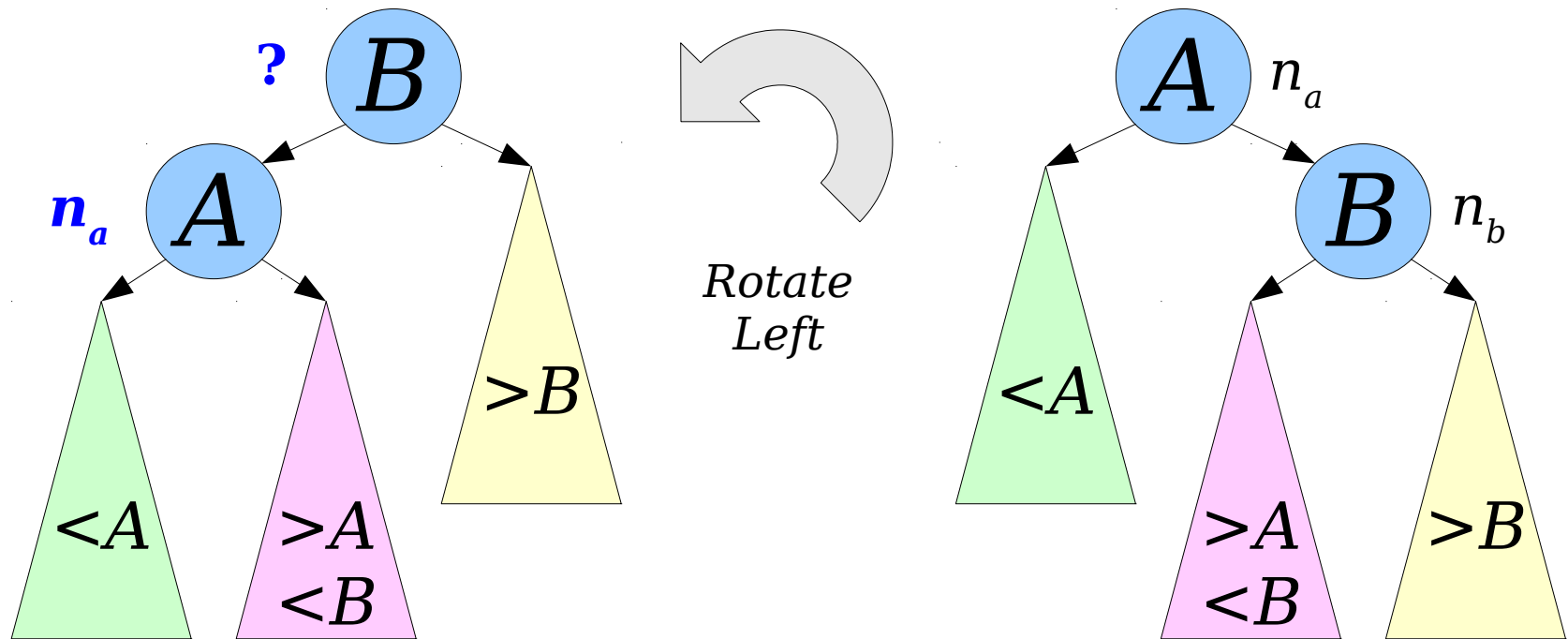
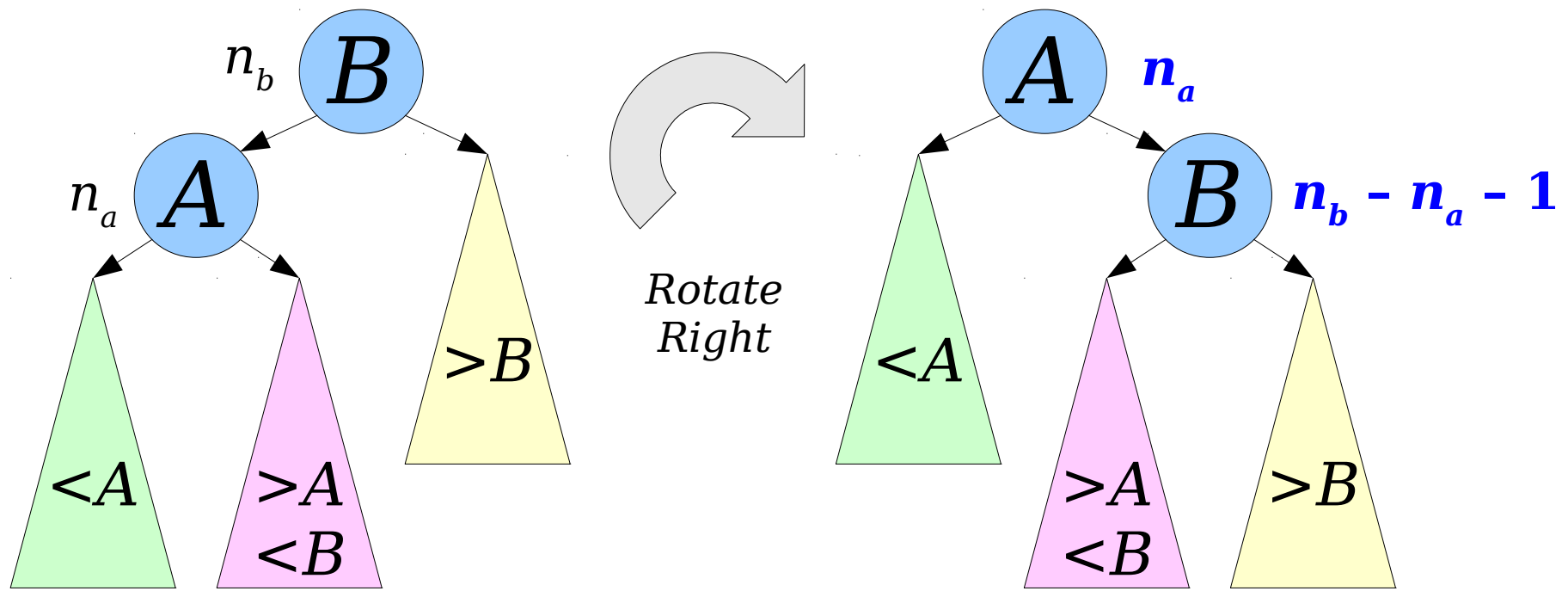
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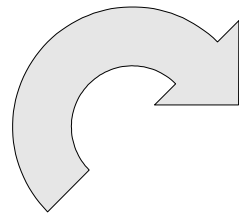
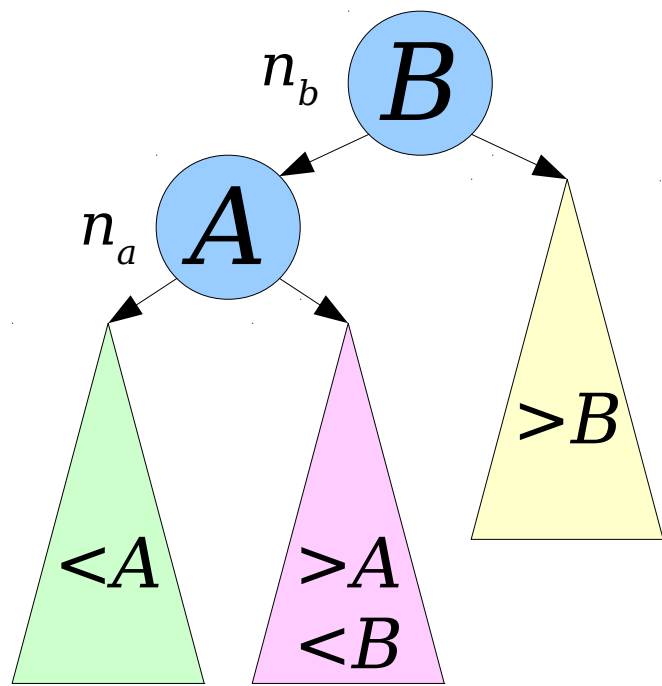




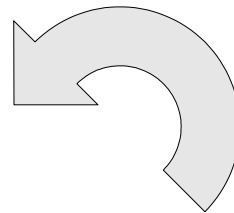
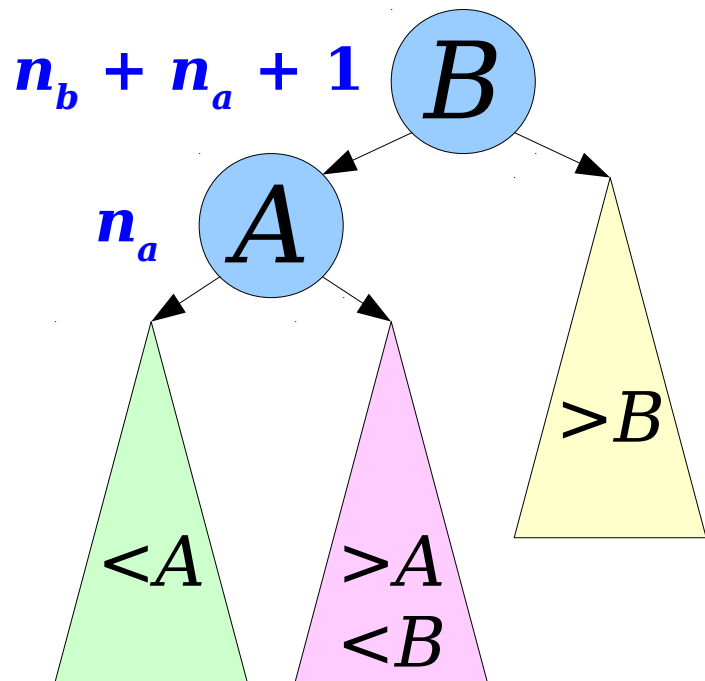
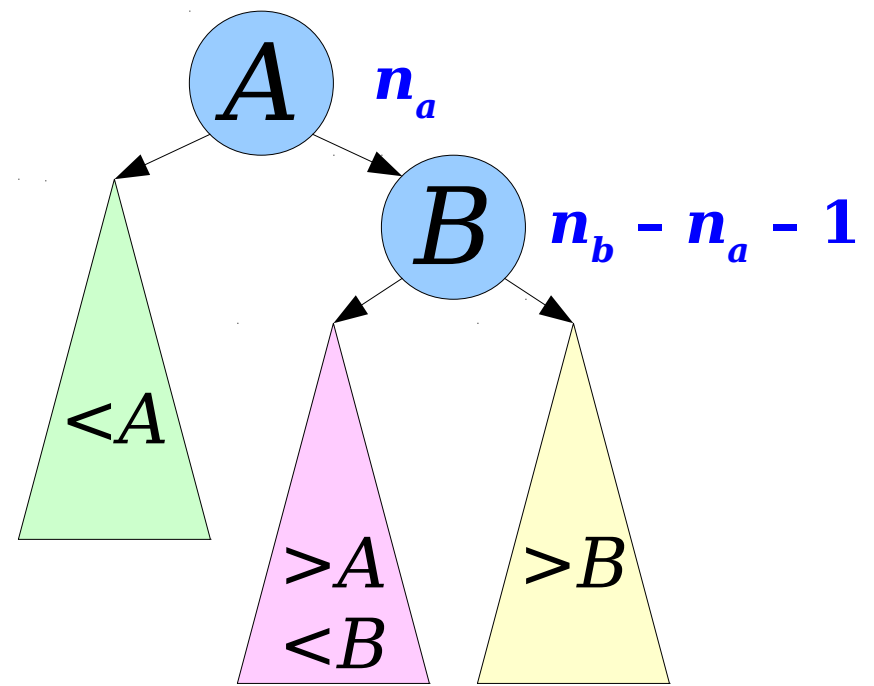




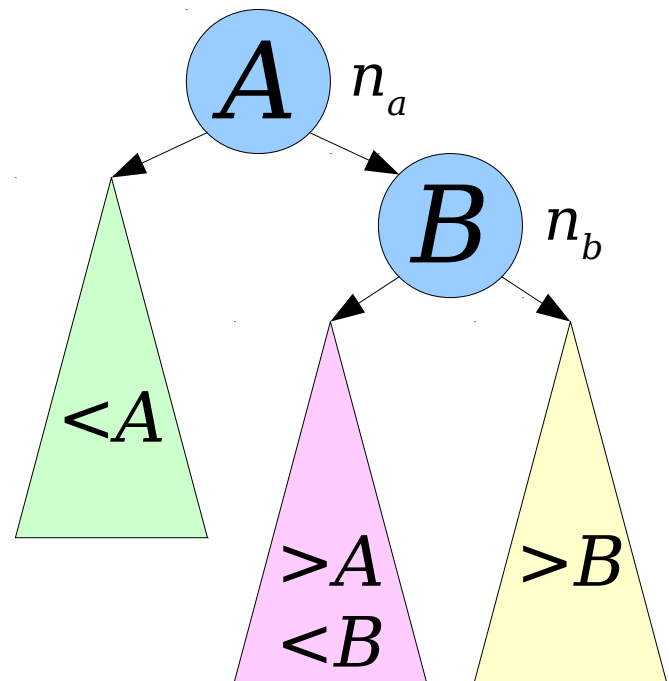




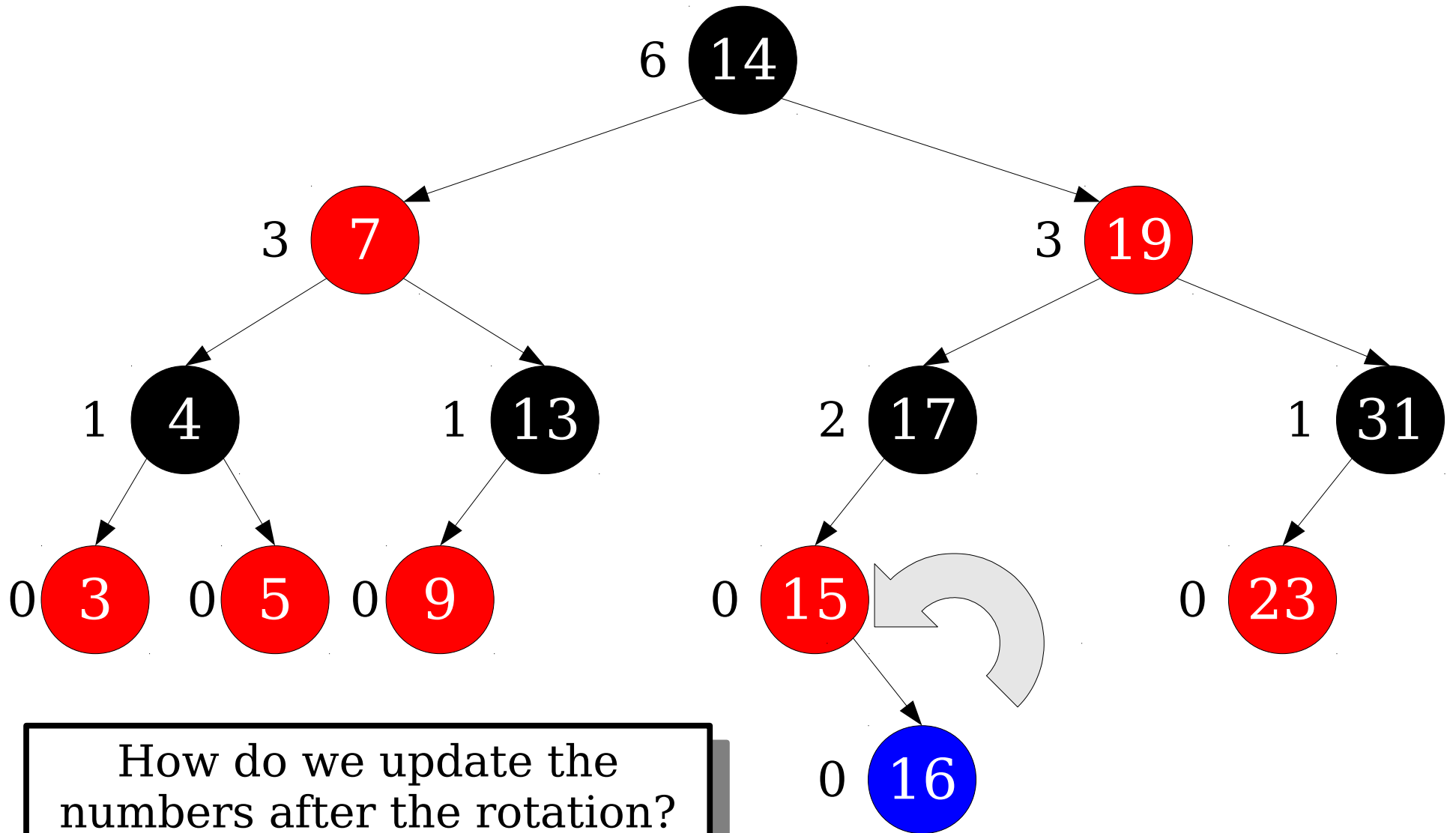
Rotate
Right



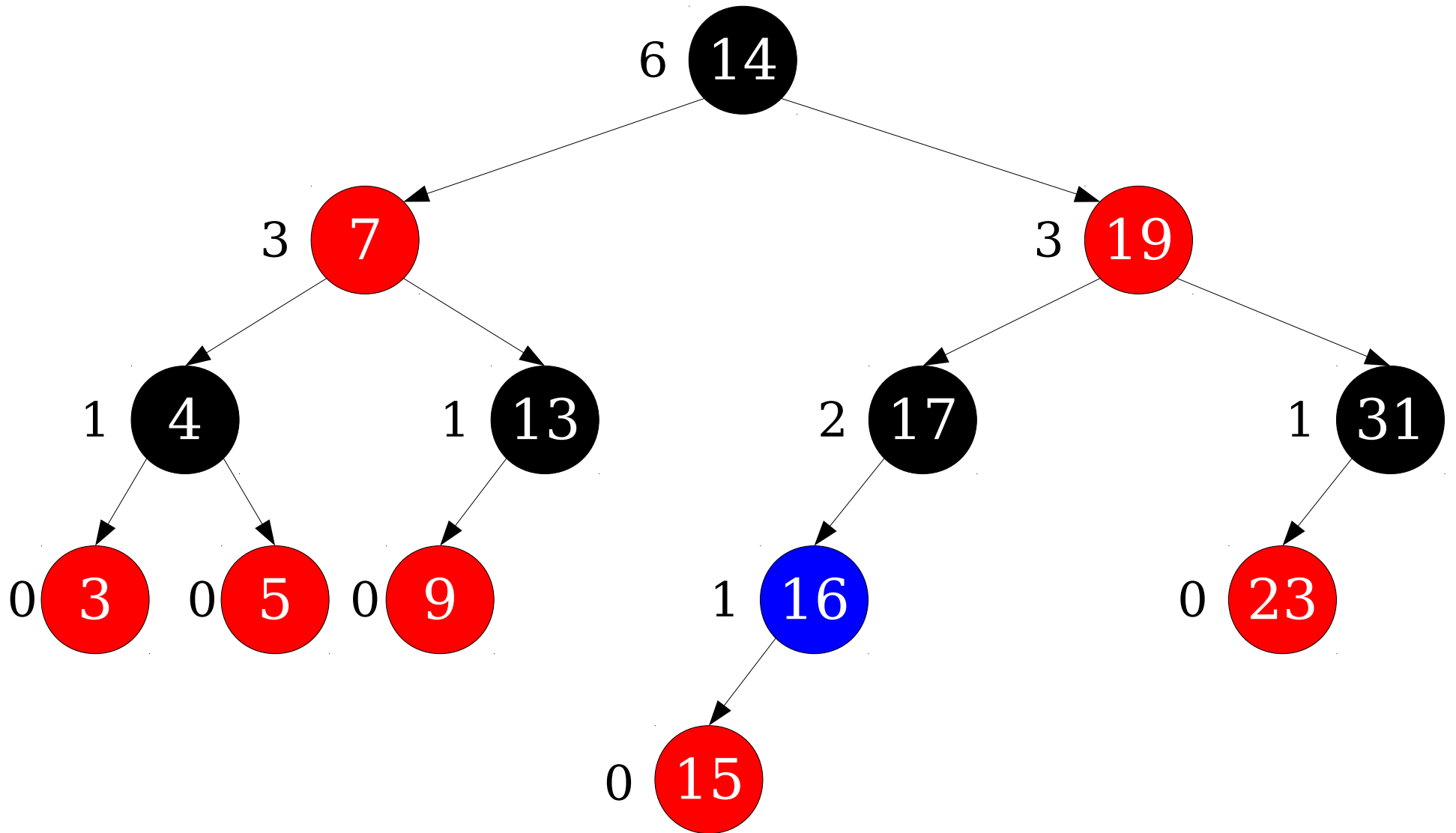
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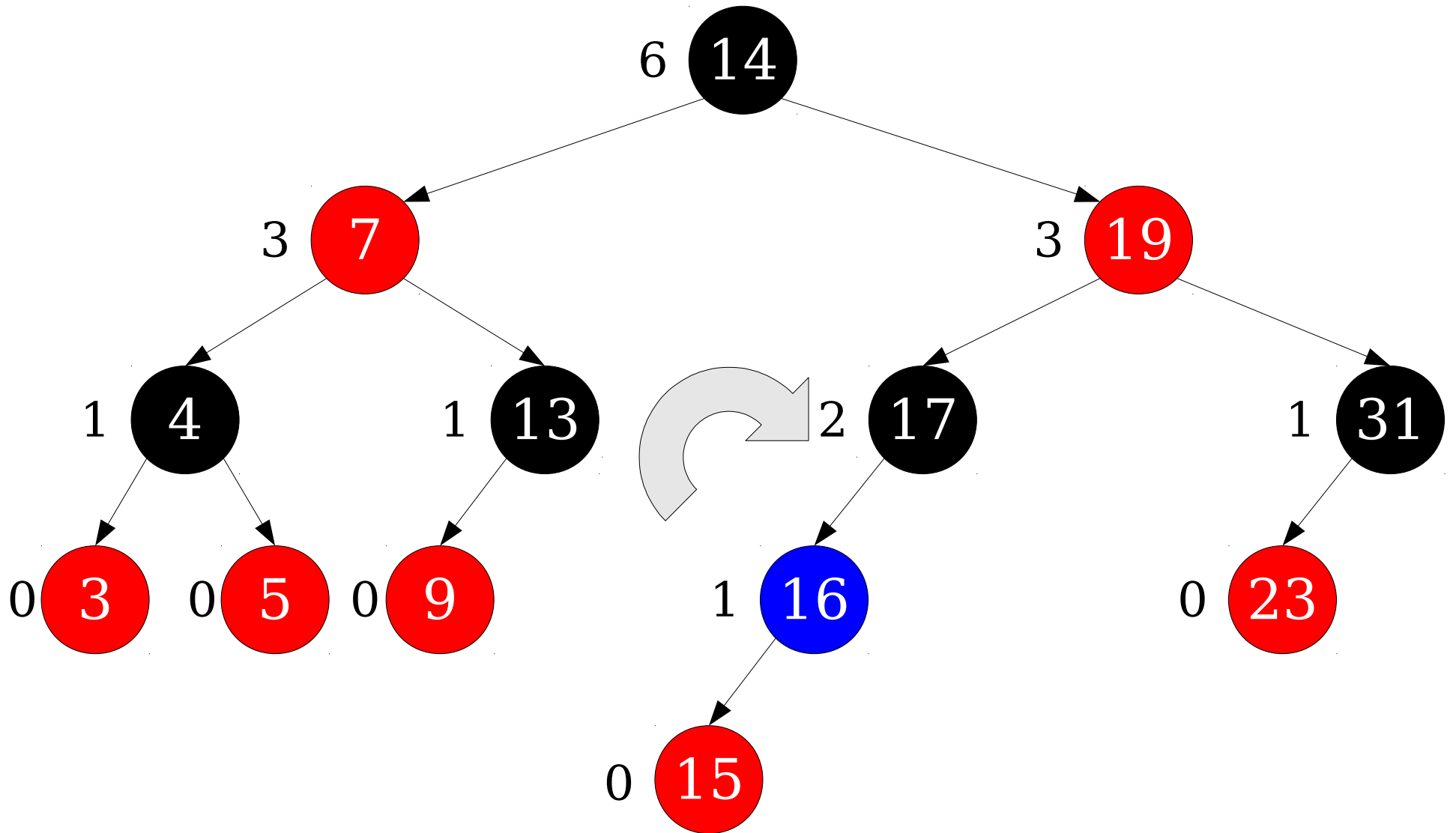
Finding Order Statistics



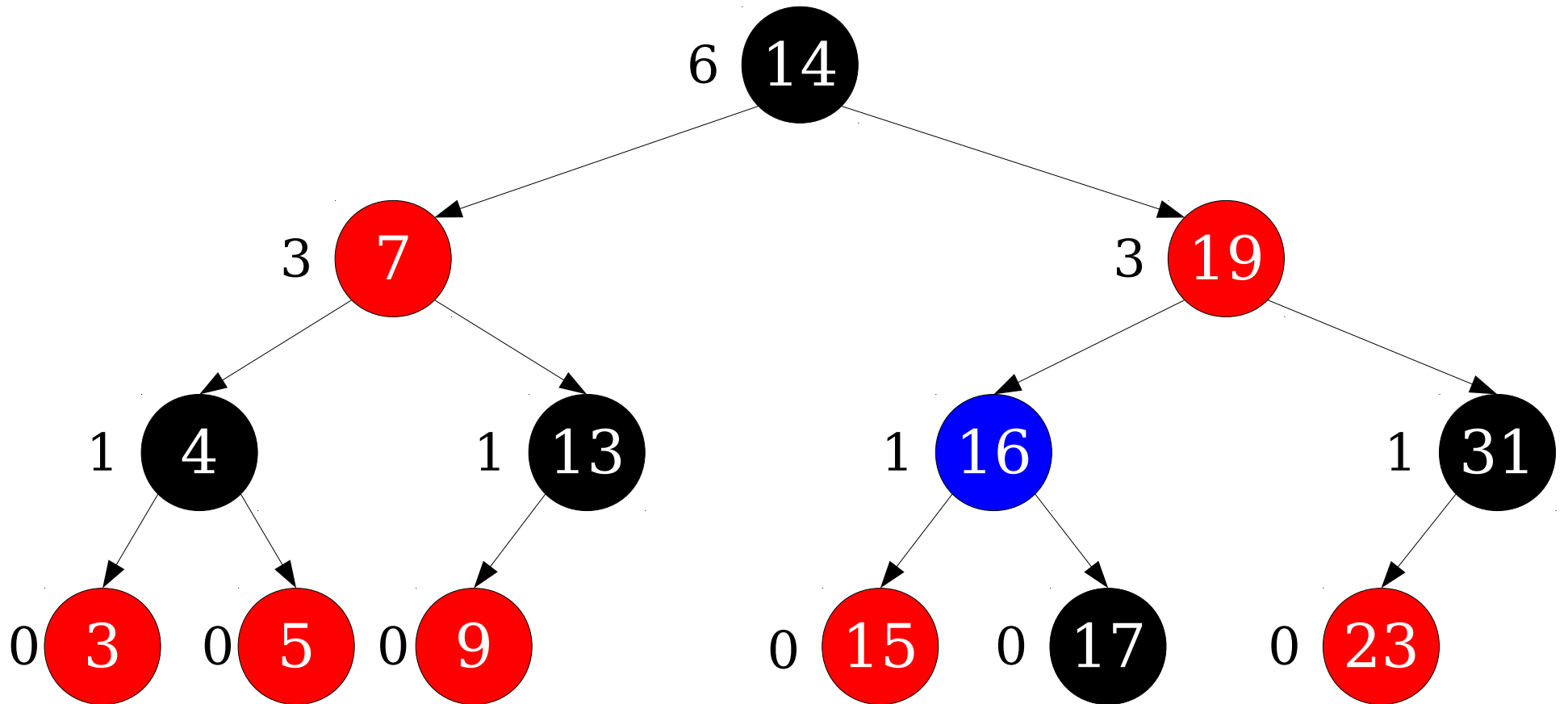
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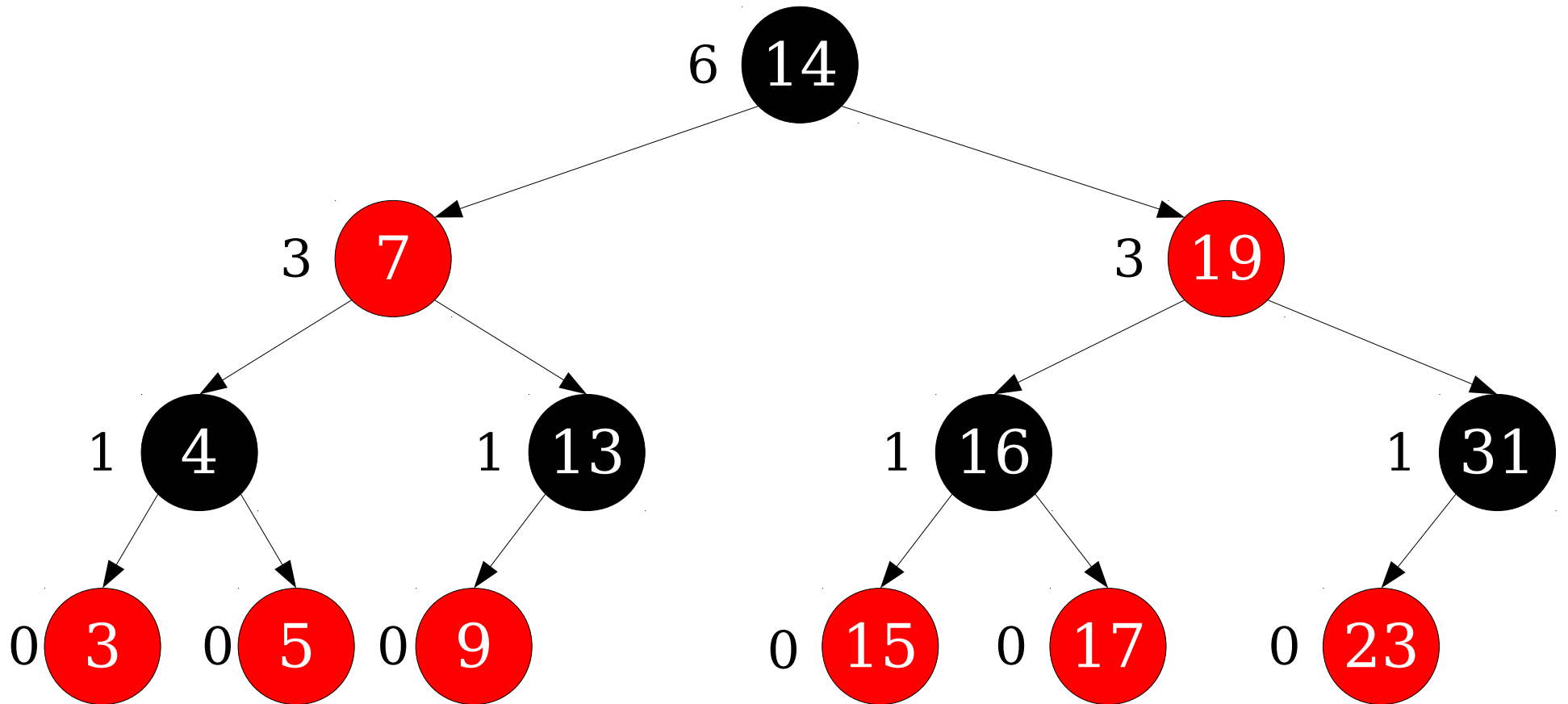
Finding Order Statistics



Finding Order Statistics



Finding Order Statistics



Order Statistic Trees

- The tree we just saw is called an ***order statistics tree***.
 - Start with a red/black tree.
 - Tag each node with the number of nodes in its left subtree.
 - Use the preceding update rules to preserve values during rotations.
 - Propagate other changes up to the root of the tree.
- Only $O(\log n)$ values must be updated on an insertion or deletion and each can be updated in time $O(1)$.
- Supports all BST operations plus ***select*** (find k th order statistic) and ***rank*** (tell index of value) in time $O(\log n)$.

Generalizing our Idea

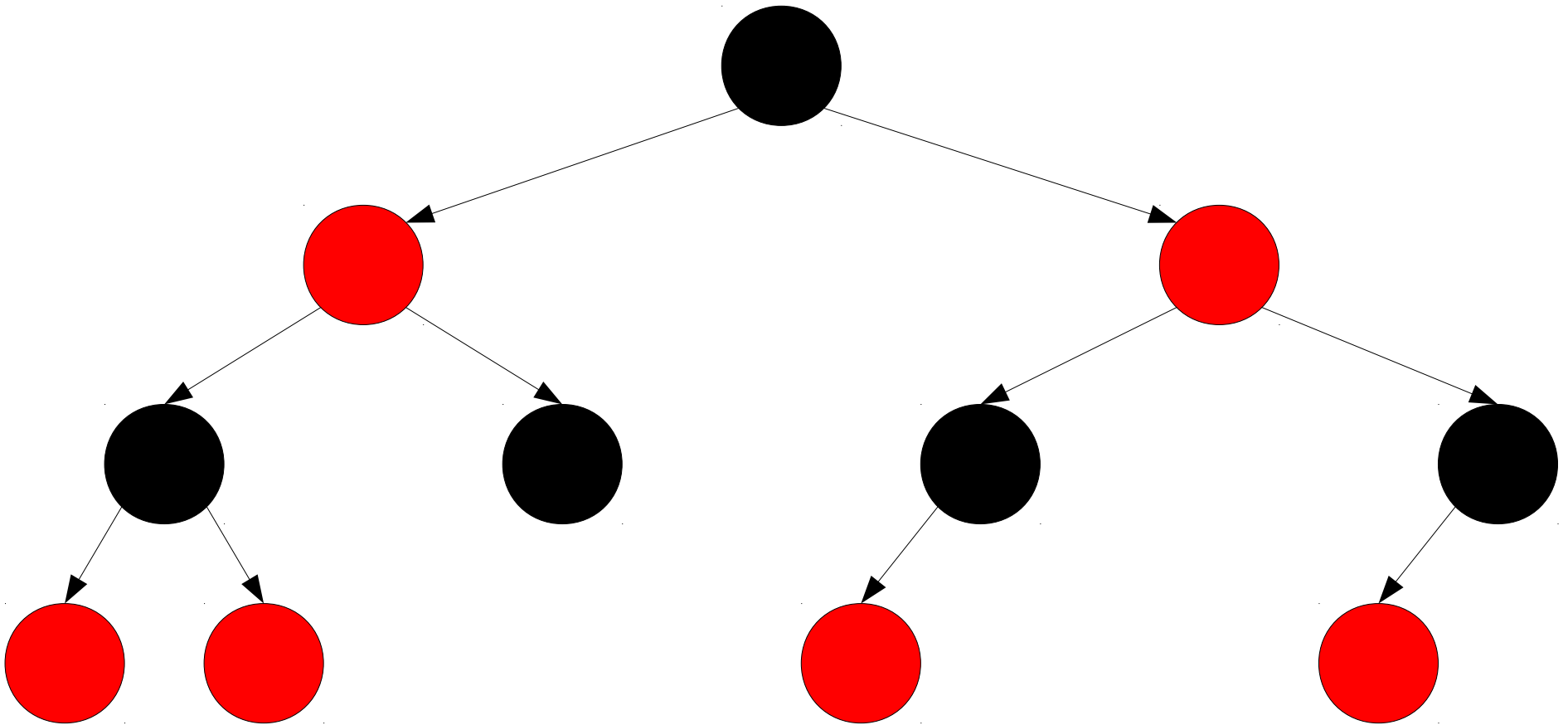
The General Pattern

- This data structure works in the appropriate time bounds because values only change on an insertion or deletion
 - along the root-leaf access path, and
 - during rotations.
- Red/black trees have height $O(\log n)$ and require only $O(\log n)$ rotations per insertion or deletion.
- We can augment red/black trees with any attributes we'd like as long as they obey these properties.

Augmented Red/Black Trees

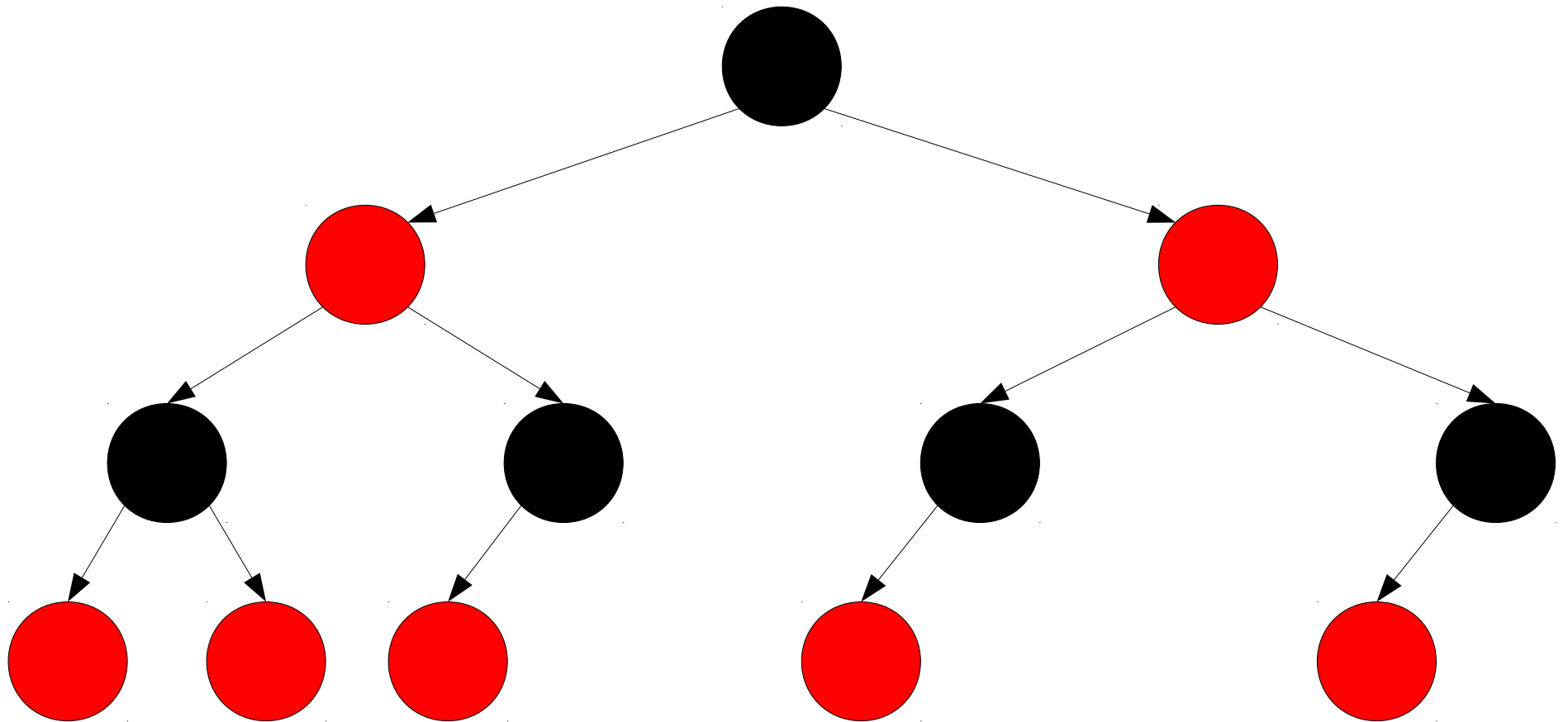
- Let $f(\text{node})$ be a function with the following properties:
 - f can be computed in time $O(1)$.
 - f can be computed at a node based purely on that node's key and the values of f computed at node 's children.
- **Theorem:** The values of f can be cached in the nodes of a red/black tree without changing the asymptotic runtime of insertions or deletions.
- **Proof sketch:** After inserting or deleting a node, the only values that need to change are along the root-leaf access path, plus values at nodes that were rotated. There are only $O(\log n)$ of these.

Augmented Red/Black Trees



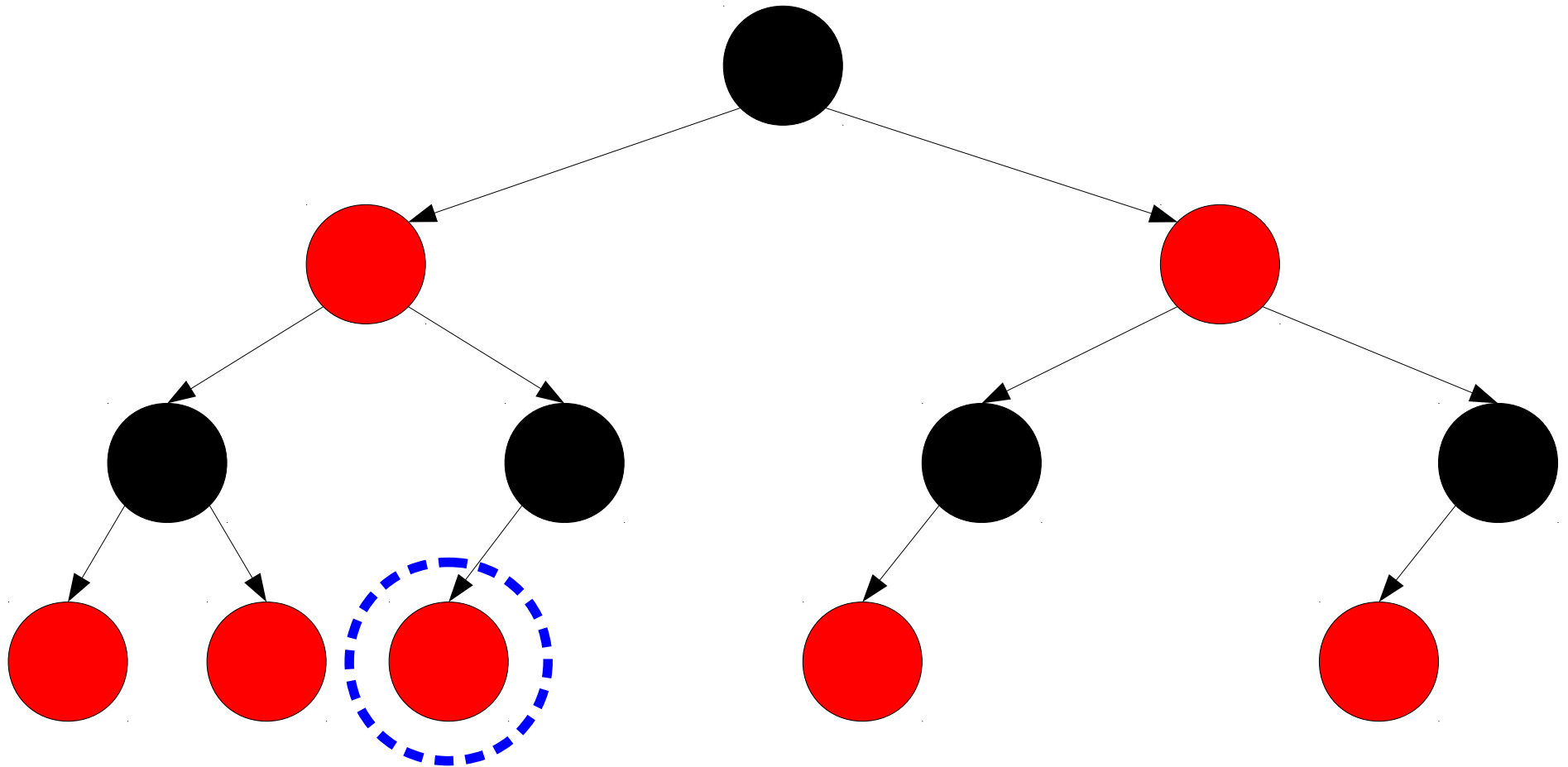
f can be computed at a node based purely on the key in that node and the values of f in its children.

Augmented Red/Black Trees



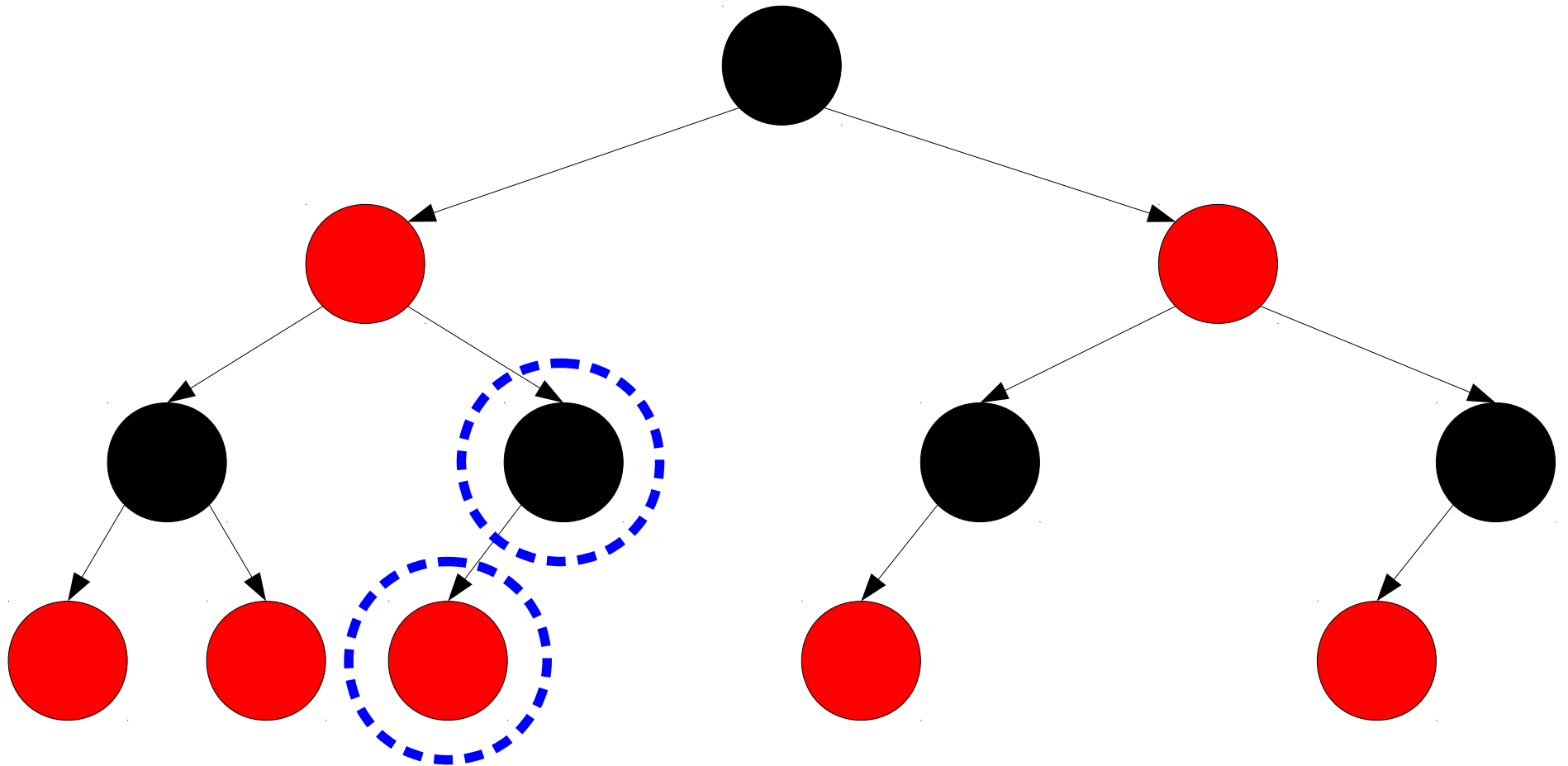
f can be computed at a node based purely on the key in that node and the values of f in its children.

Augmented Red/Black Trees



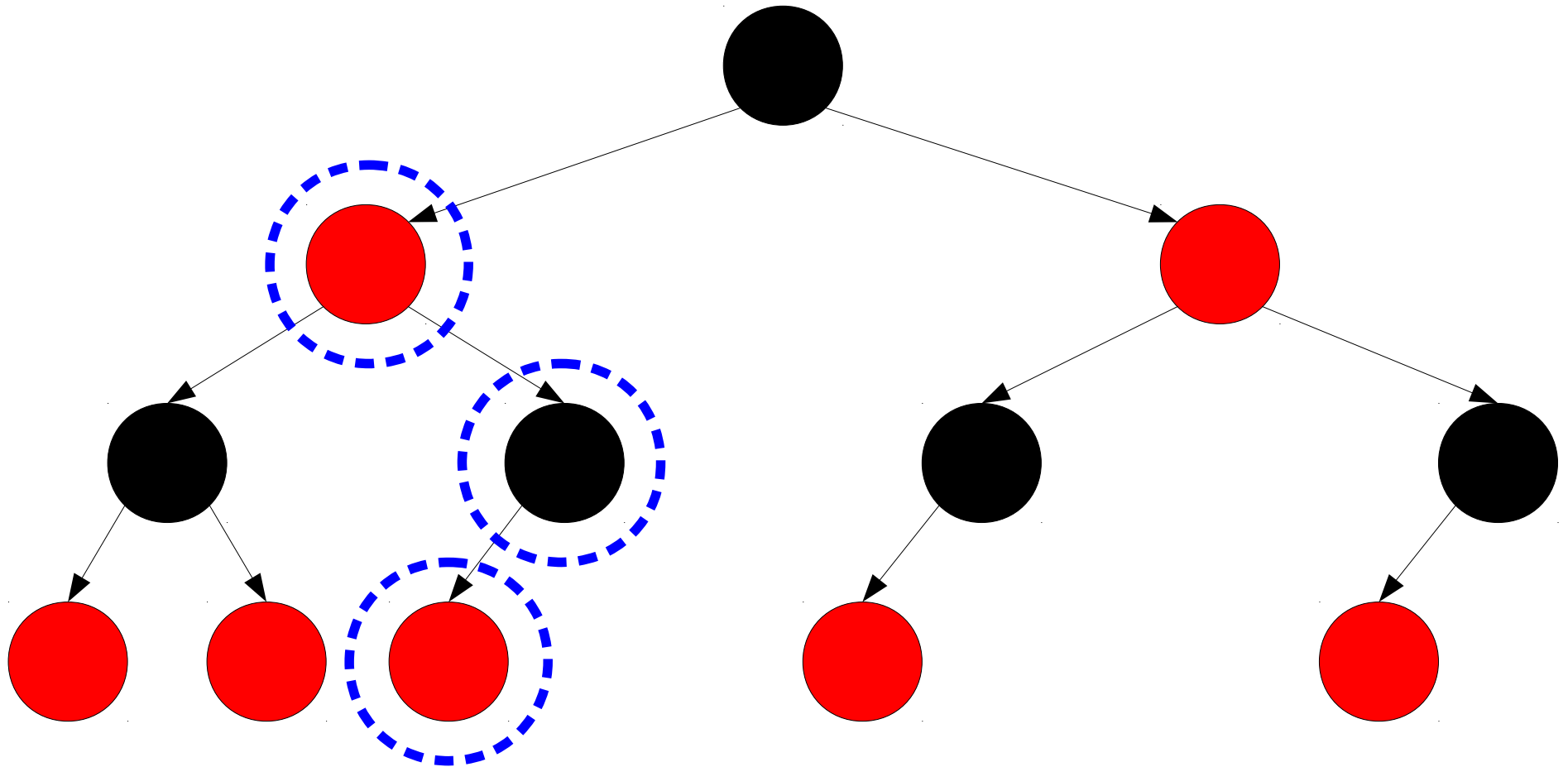
f can be computed at a node based purely on the key in that node and the values of f in its children.

Augmented Red/Black Trees



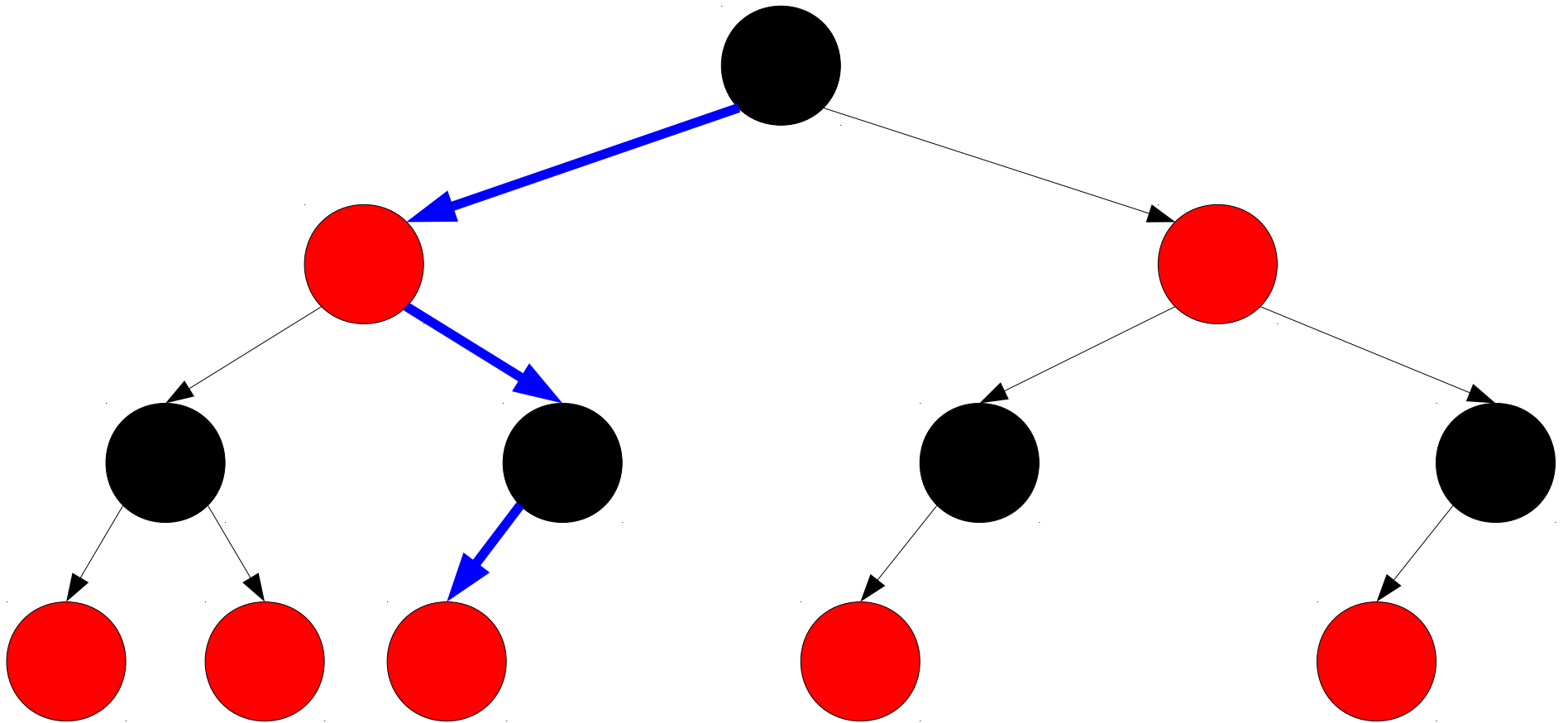
f can be computed at a node based purely on the key in that node and the values of f in its children.

Augmented Red/Black Trees



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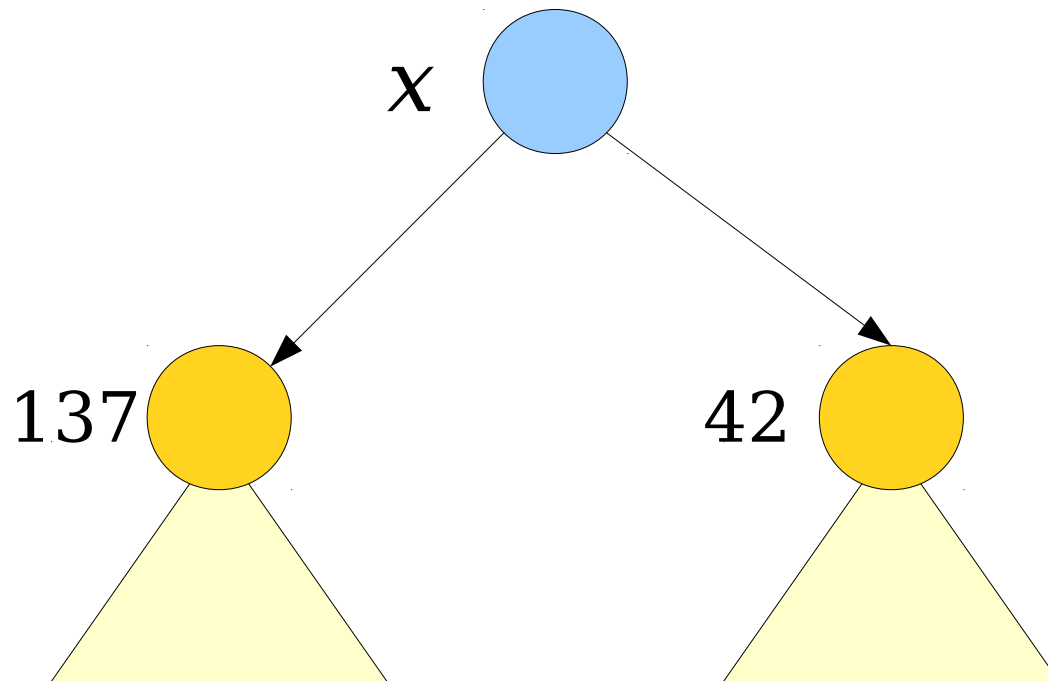
Augmented Red/Black Trees



f can be computed at a node based purely on the key in that node and the values of f in its children.

Order Statistics

- **Note:** The approach we took for building order statistic trees does not fall into this framework.
- **Example:** The values below denote the number of nodes in the indicated nodes' left subtrees. What is the correct value of x ?



Order Statistics via Augmentation

- Have each node store two quantities:
 - *numLeft*, the number of nodes in the left subtree.
 - *numRight*, the number of nodes in the right subtree.
- Can compute this information at a node in time $O(1)$ based on subtree values:
 - $n.numLeft = n.left.numLeft + n.left.numRight + 1$
 - $n.numRight = n.right.numLeft + n.right.numRight + 1$
- This fits into our framework, so we know that red/black trees can be augmented this way without needing to reason about tree rotations.
- Useful if we want to show feasibility; we can always optimize later if we need to.

Example: ***Hierarchical Clustering***

1D Hierarchical Clustering

20

42

44

60

66

71

86

92

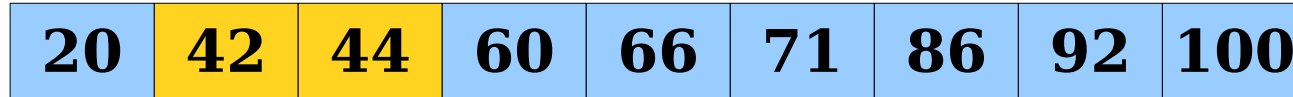
100

1D Hierarchical Clustering

20	42	44	60	66	71	86	92	100
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	------------

20	42	44	60	66	71	86	92	100
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1D Hierarchical Clustering

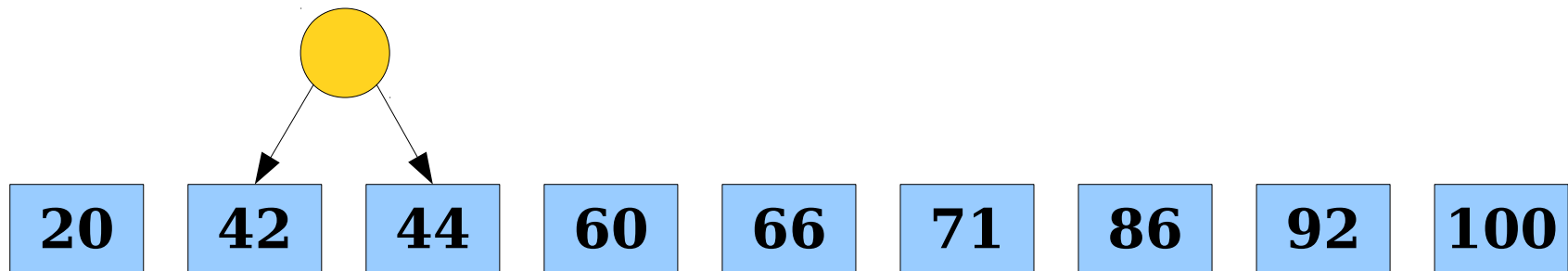
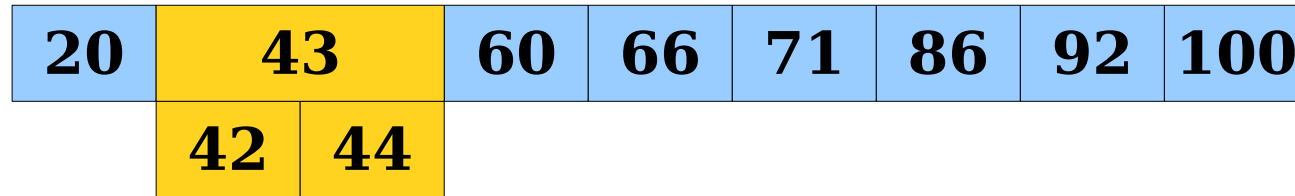


1D Hierarchical Clustering

20	43	60	66	71	86	92	100
	42	44					

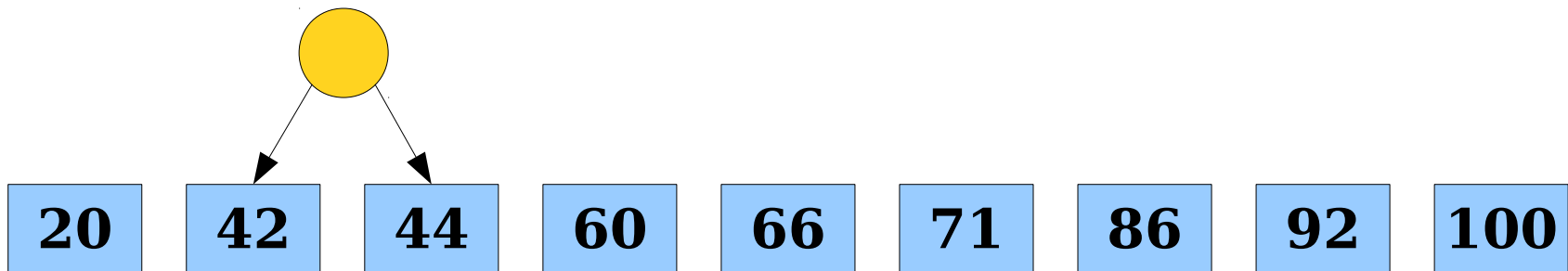
20	42	44	60	66	71	86	92	100
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1D Hierarchical Clustering

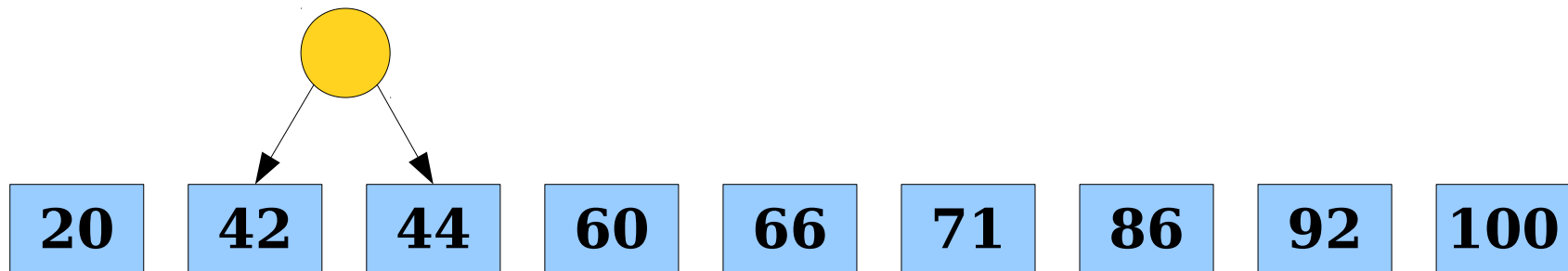
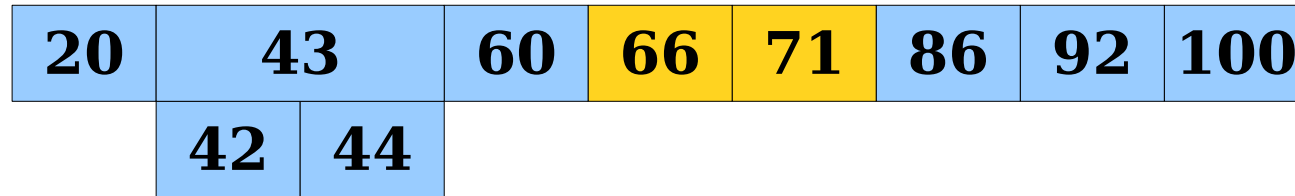


1D Hierarchical Clustering

20	43	60	66	71	86	92	100
	42	44					

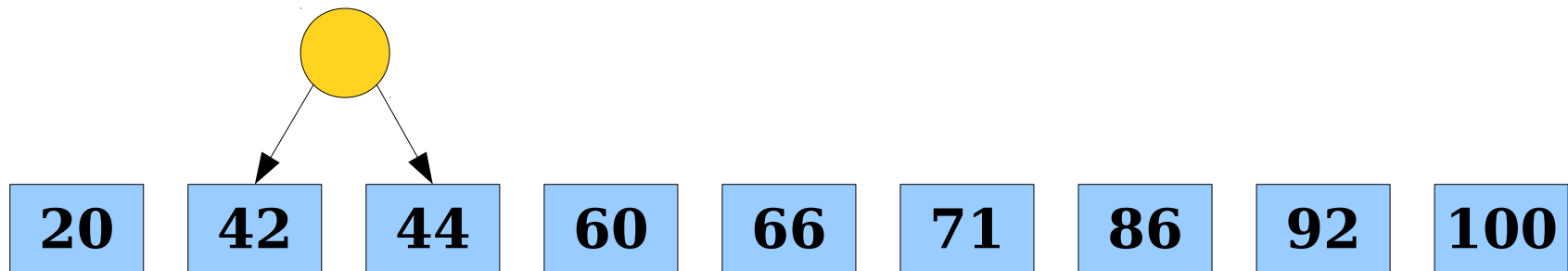


1D Hierarchical Clustering



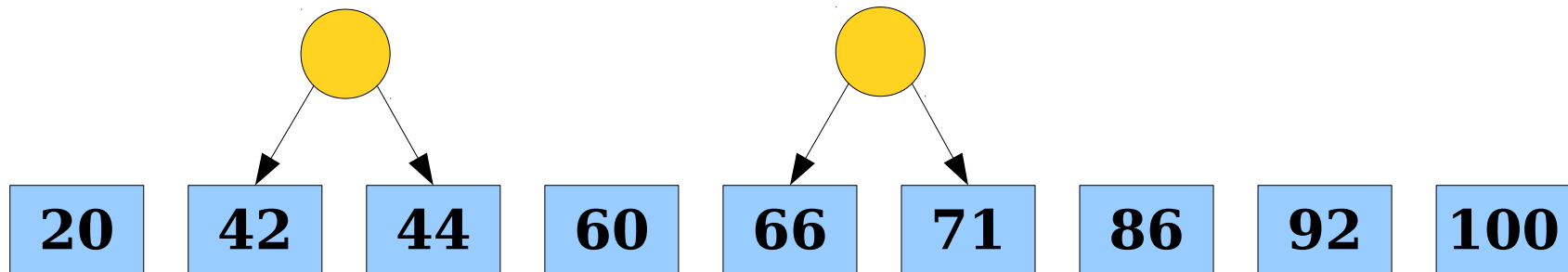
1D Hierarchical Clustering

20	43		60	68.5	86	92	100
	42	44		66	71		



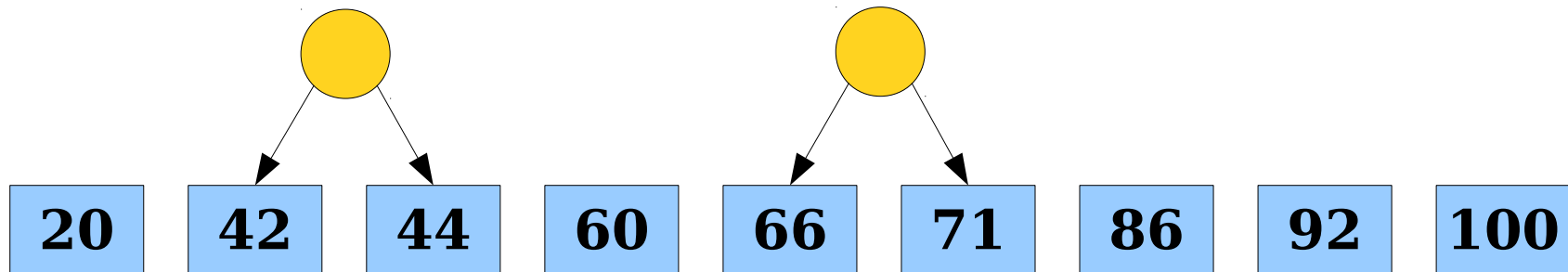
1D Hierarchical Clustering

20	43		60	68.5	86	92	100
	42	44		66	71		

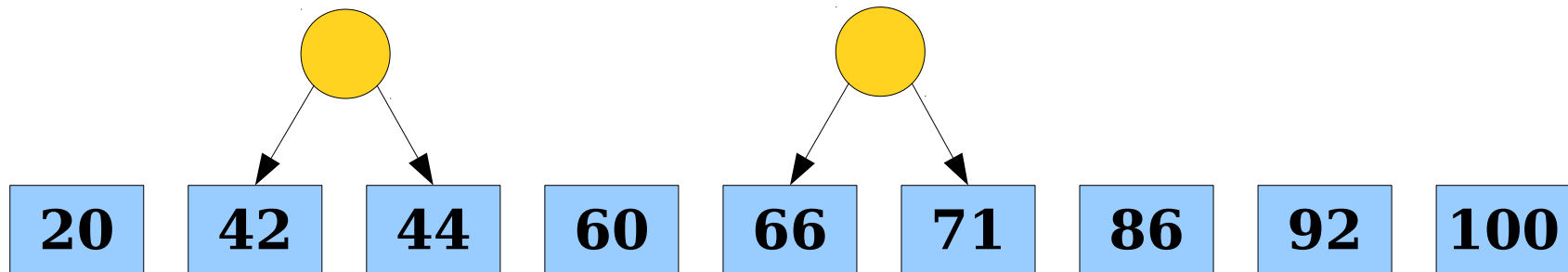
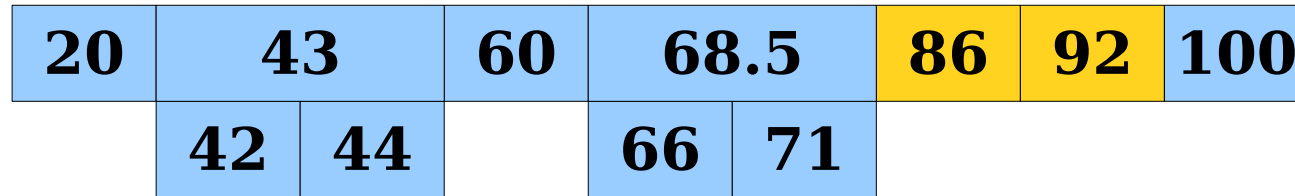


1D Hierarchical Clustering

20	43		60	68.5		86	92	100
	42	44		66	71			

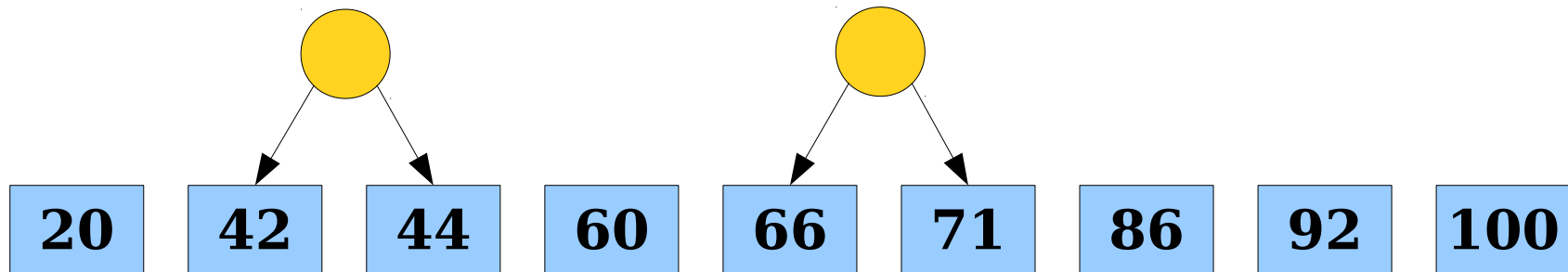


1D Hierarchical Clustering



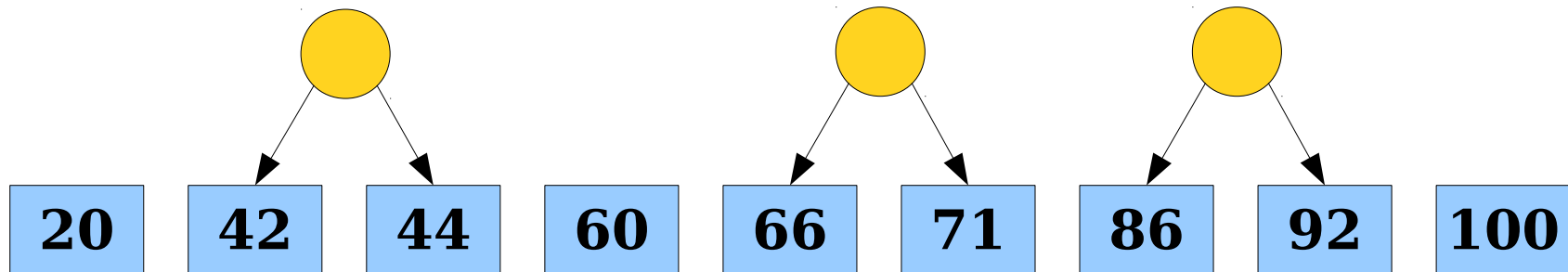
1D Hierarchical Clustering

20	43		60	68.5		89		100
	42	44		66	71	86	92	



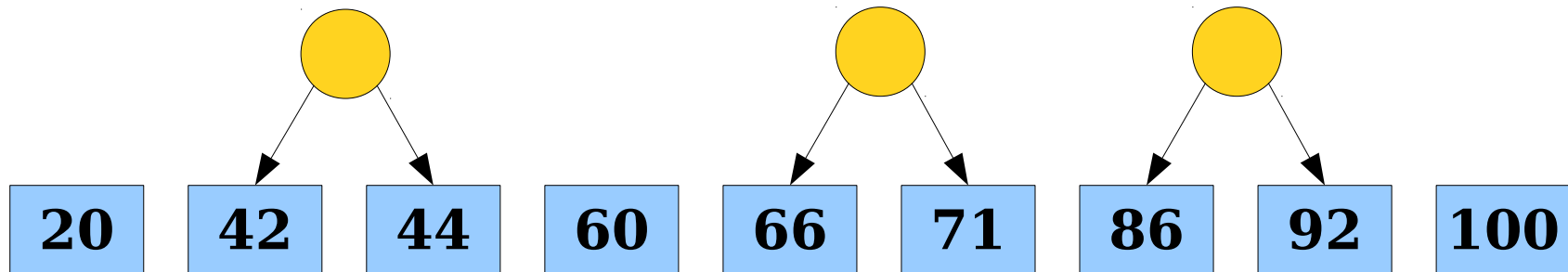
1D Hierarchical Clustering

20	43		60	68.5		89		100
	42	44		66	71	86	92	



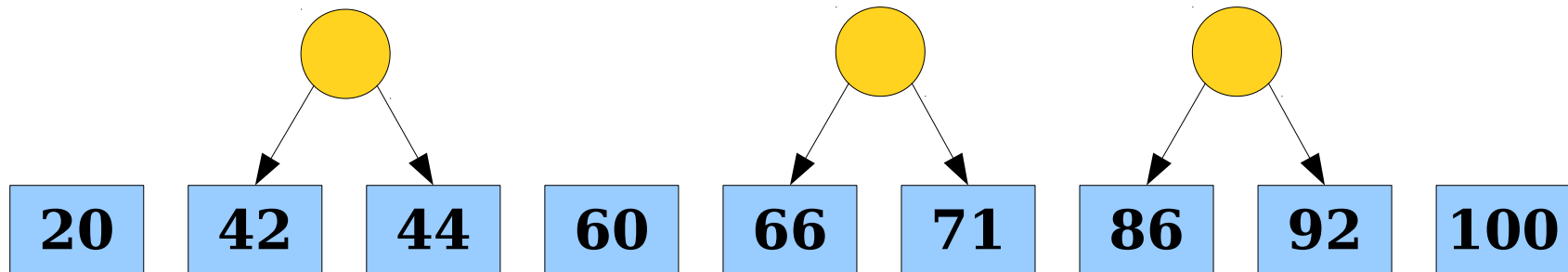
1D Hierarchical Clustering

20	43		60	68.5		89		100
	42	44		66	71	86	92	



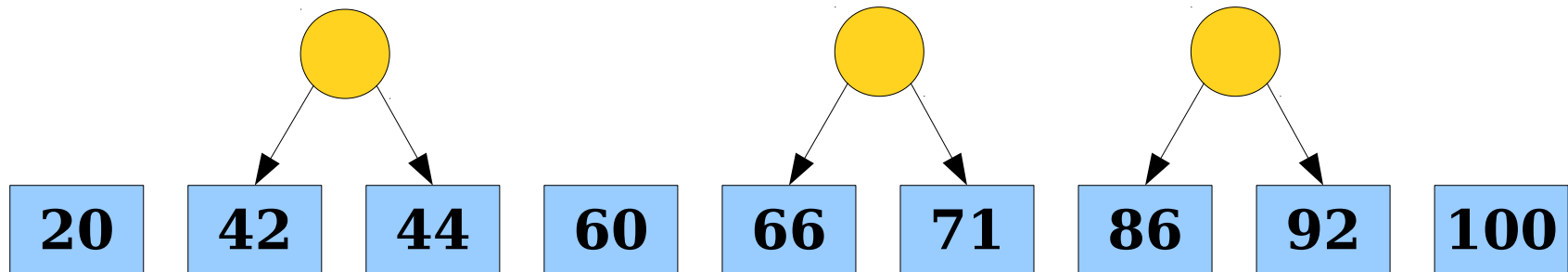
1D Hierarchical Clustering

20	43		60	68.5		89		100
	42	44		66	71	86	92	



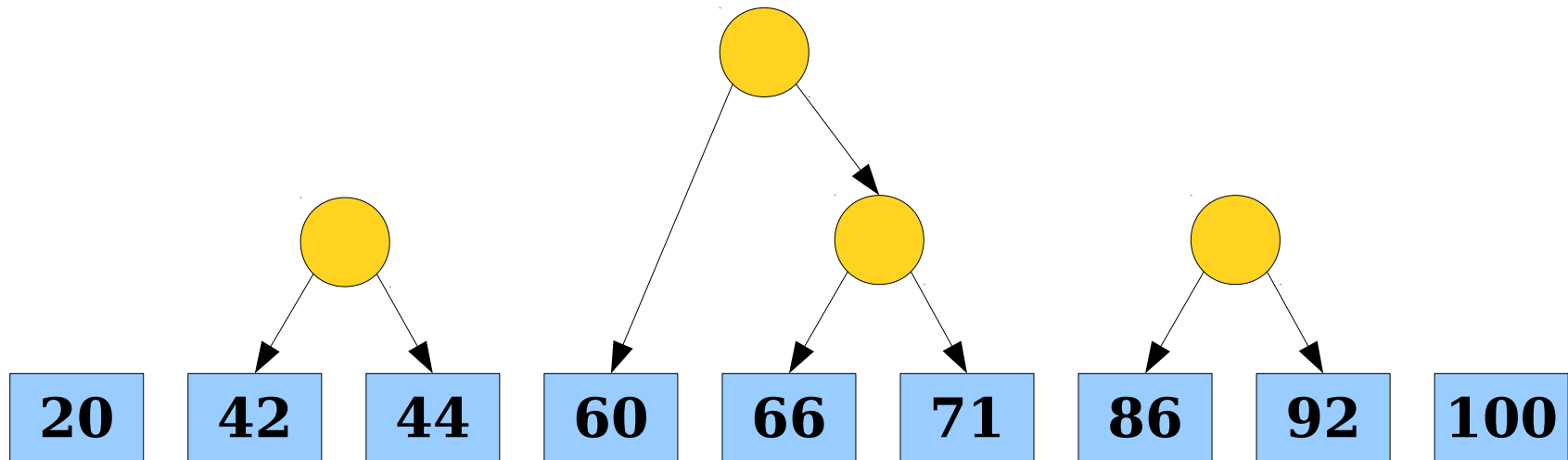
1D Hierarchical Clustering

20	43	65.67			89	100	
	42	44	60	66	71	86	92



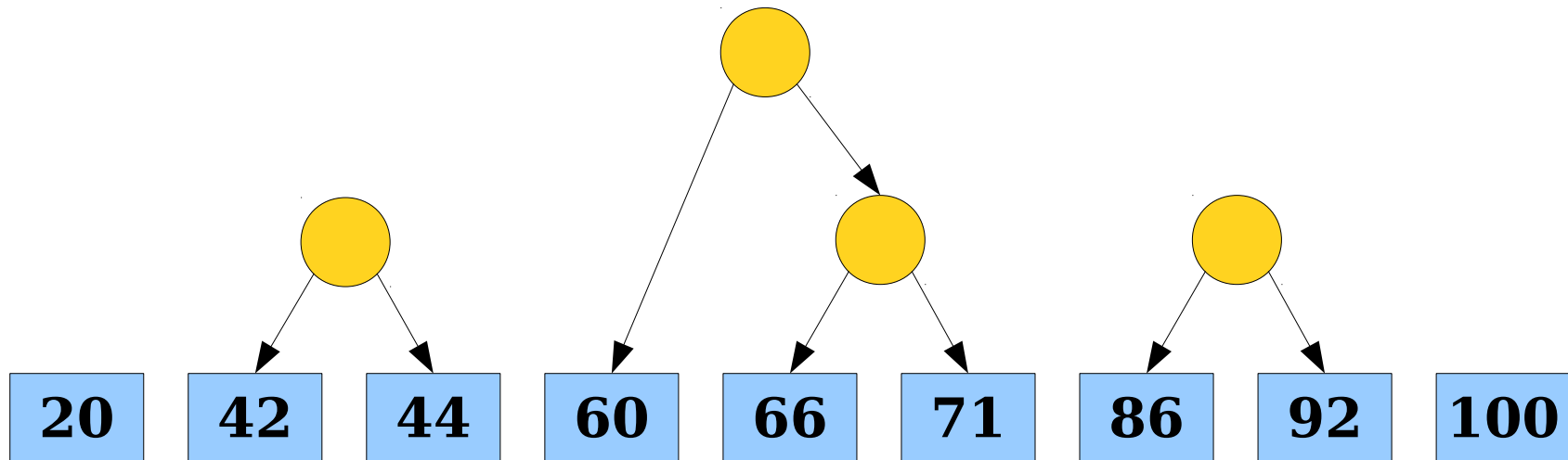
1D Hierarchical Clustering

20	43	65.67			89	100	
	42	44	60	66	71	86	92



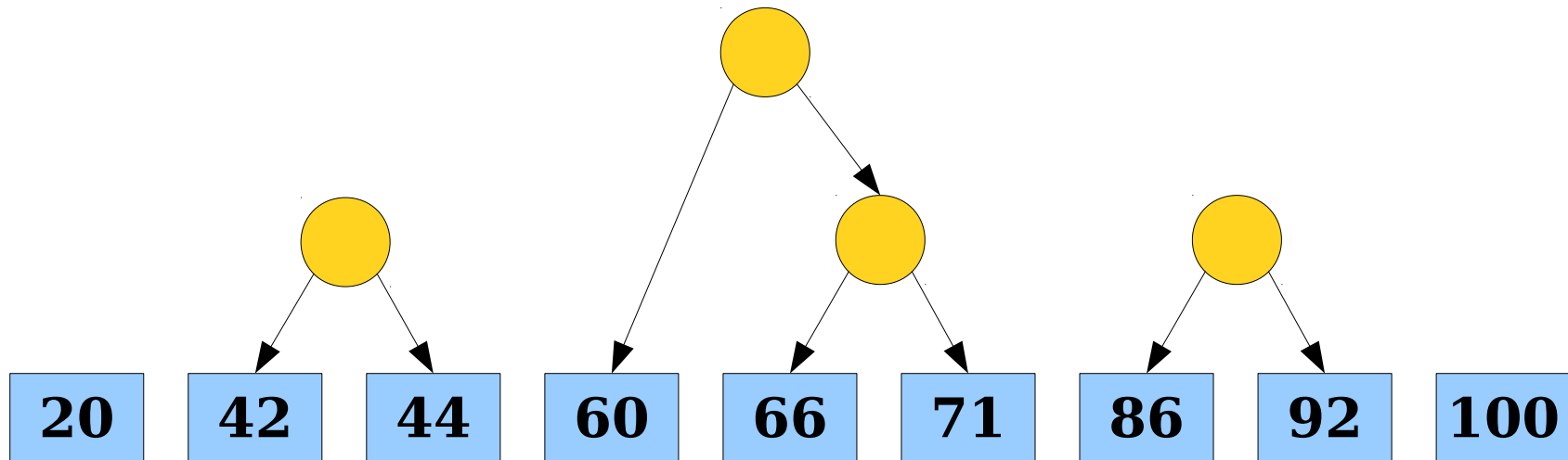
1D Hierarchical Clustering

20	43		65.67			89		100
	42	44	60	66	71	86	92	



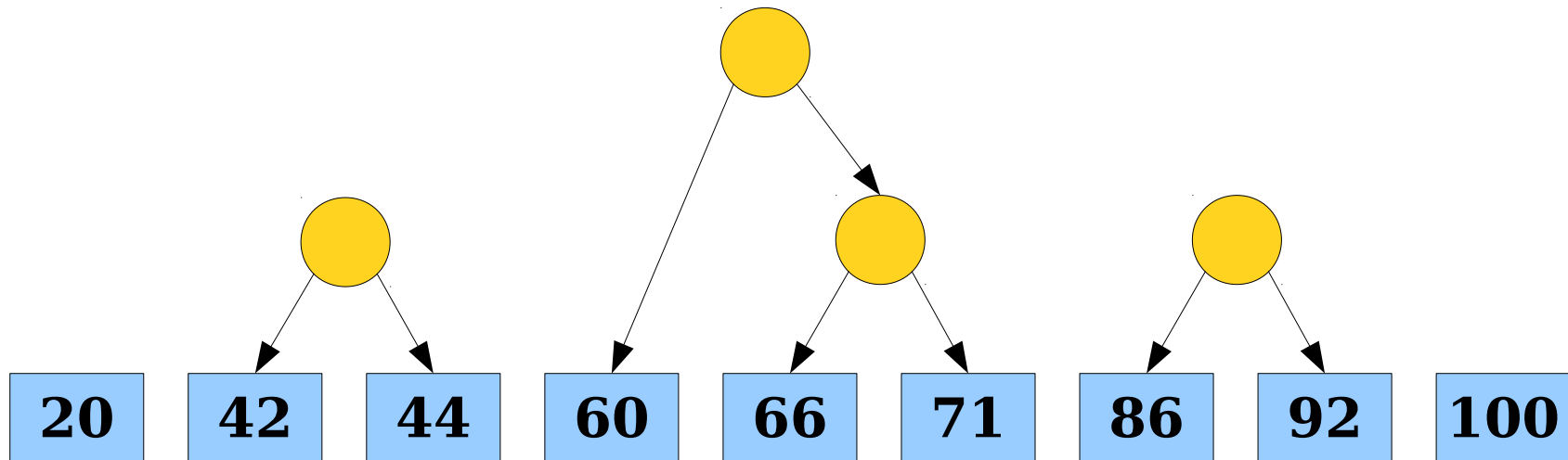
1D Hierarchical Clustering

20	43		65.67			89		100
	42	44	60	66	71	86	92	



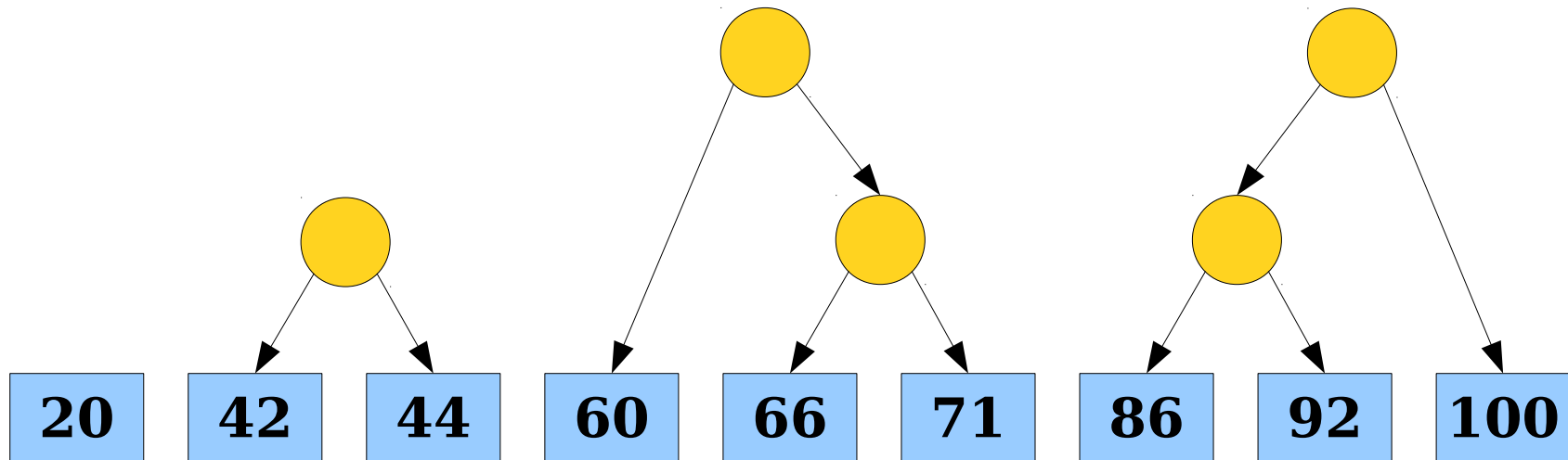
1D Hierarchical Clustering

20	43		65.67			92.67		
	42	44	60	66	71	86	92	100



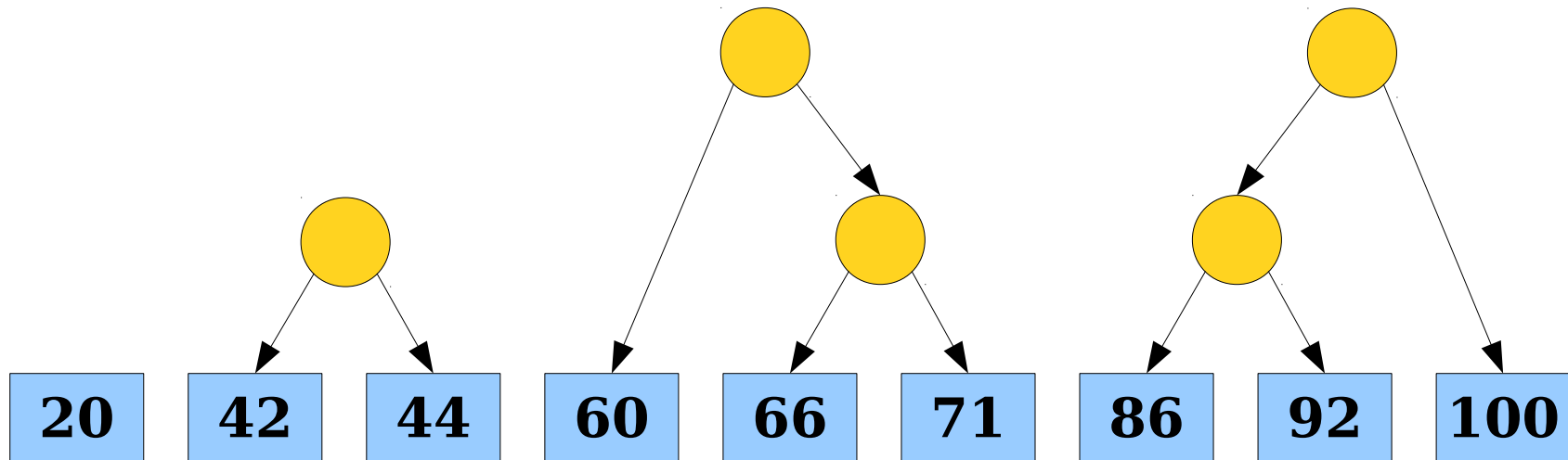
1D Hierarchical Clustering

20	43		65.67			92.67		
	42	44	60	66	71	86	92	100



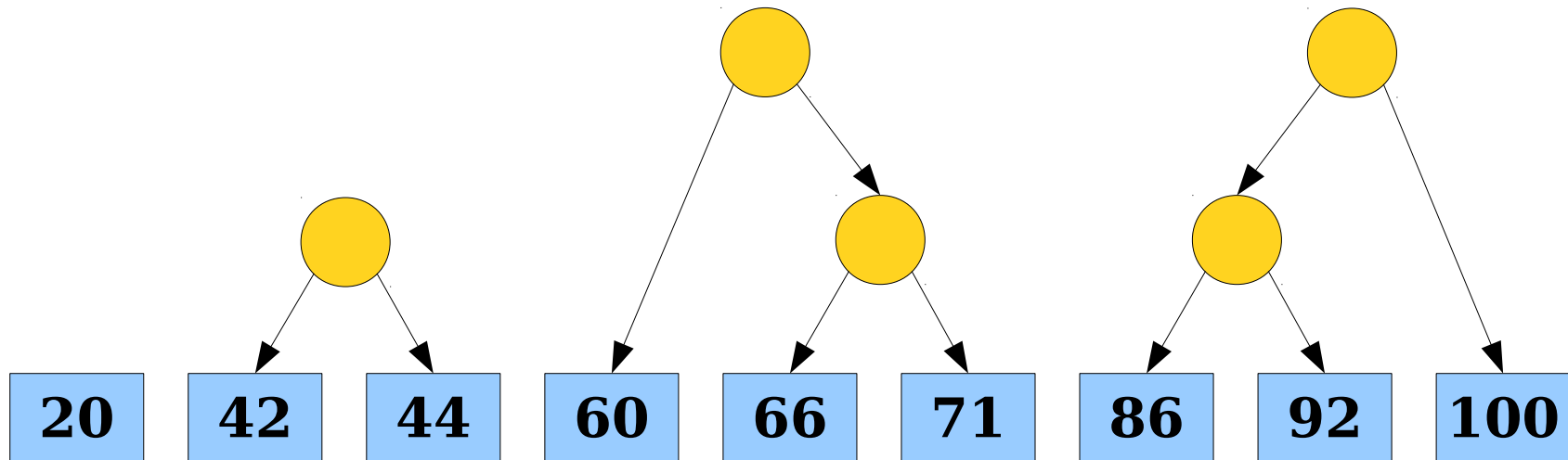
1D Hierarchical Clustering

20	43		65.67			92.67		
	42	44	60	66	71	86	92	100



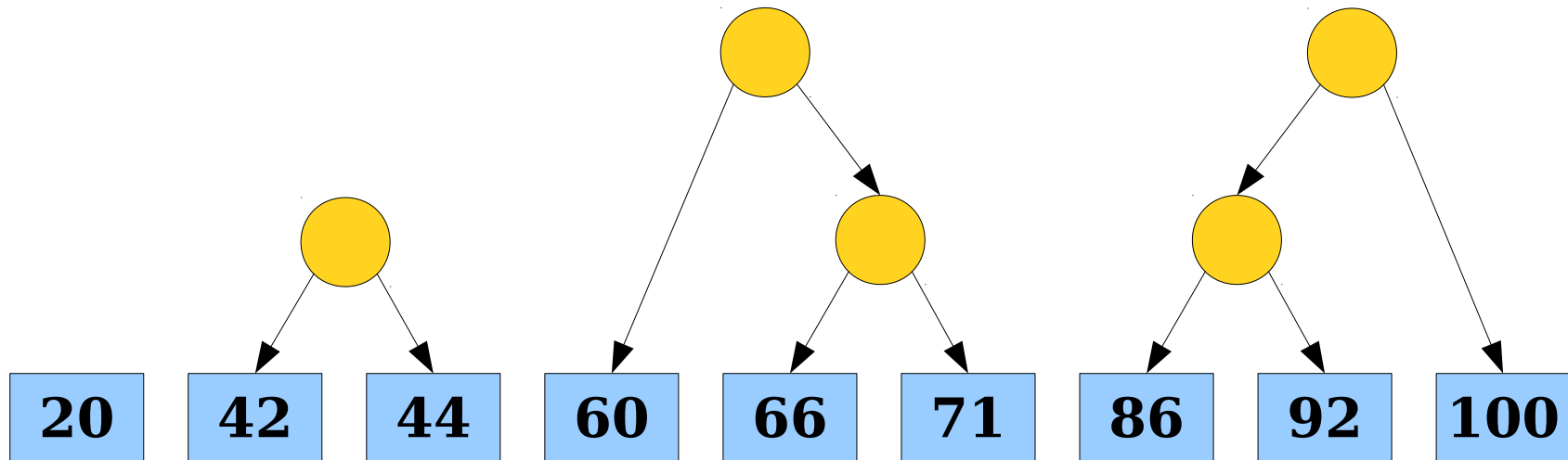
1D Hierarchical Clustering

20	43		65.67			92.67		
	42	44	60	66	71	86	92	100



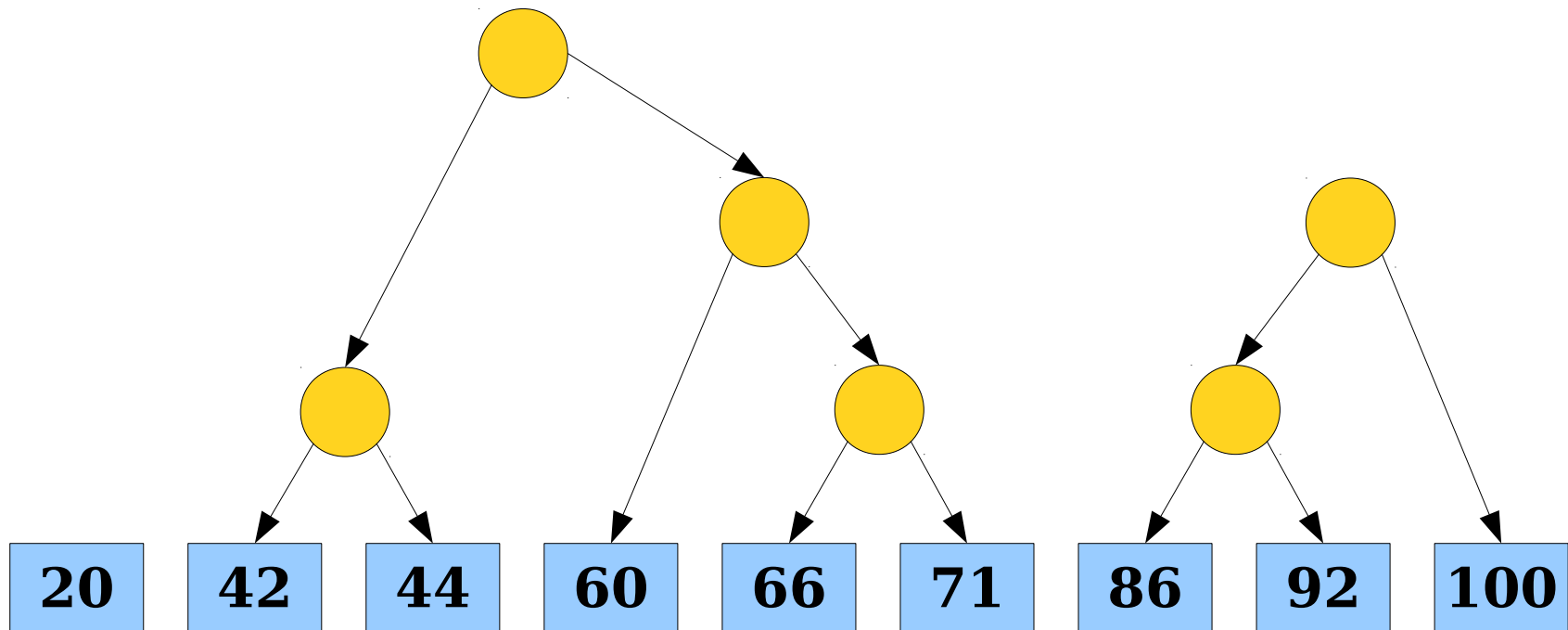
1D Hierarchical Clustering

20	56.6					92.67		
	42	44	60	66	71	86	92	100



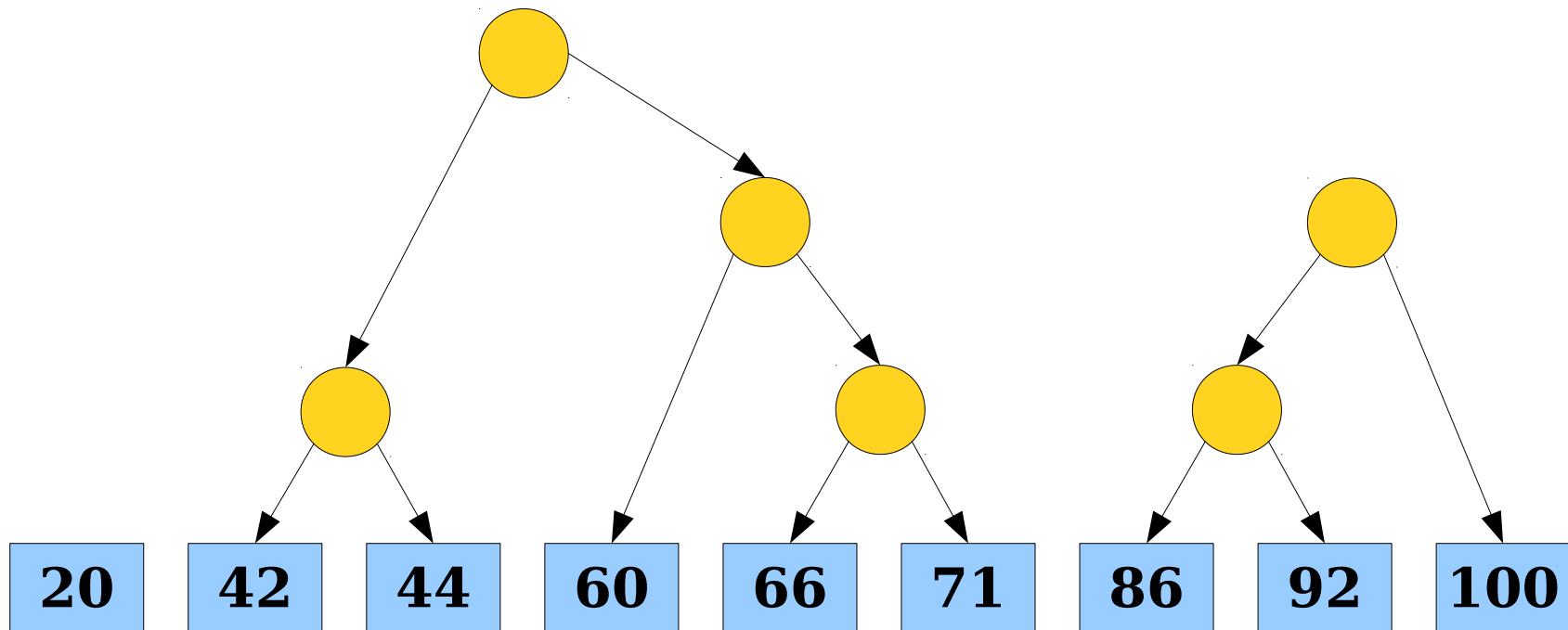
1D Hierarchical Clustering

20	56.6					92.67		
	42	44	60	66	71	86	92	100



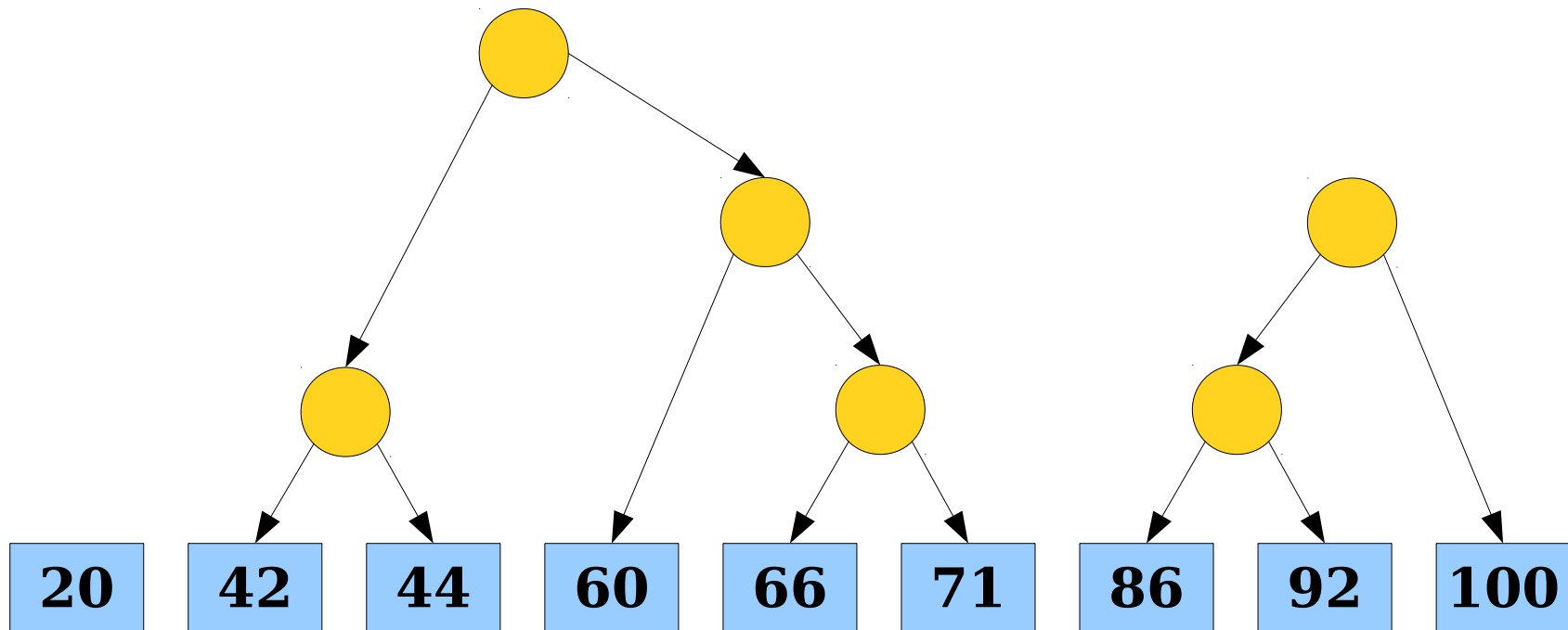
1D Hierarchical Clustering

20	56.6					92.67		
	42	44	60	66	71	86	92	100



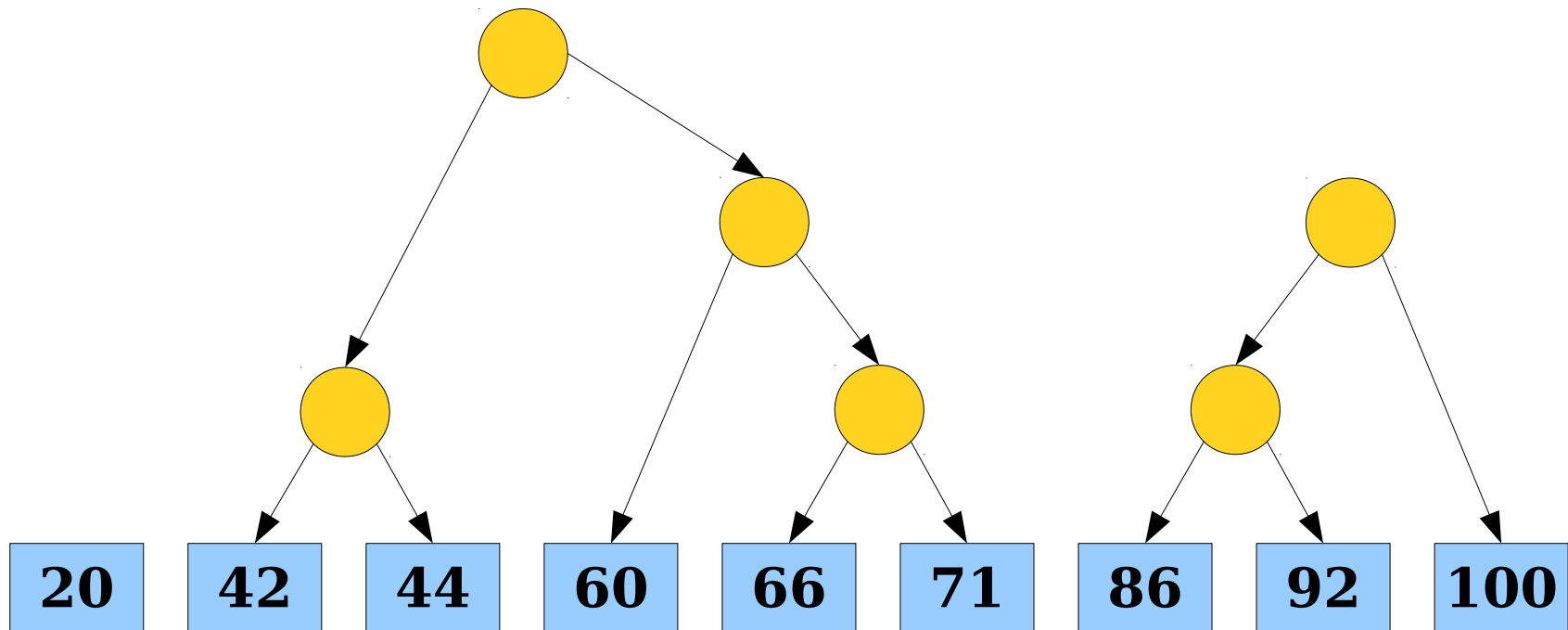
1D Hierarchical Clustering

20	56.6					92.67		
	42	44	60	66	71	86	92	100



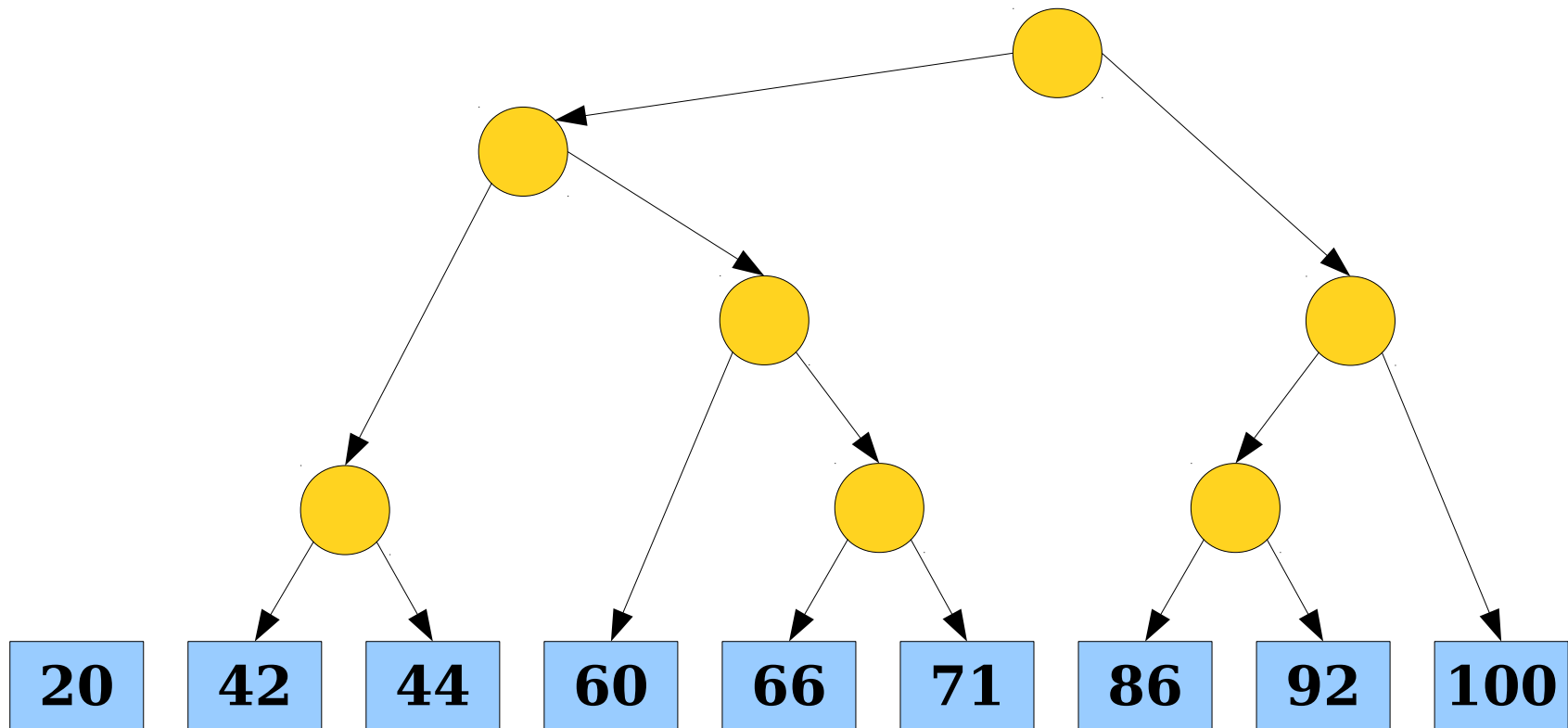
1D Hierarchical Clustering

20	70.13							
	42	44	60	66	71	86	92	100



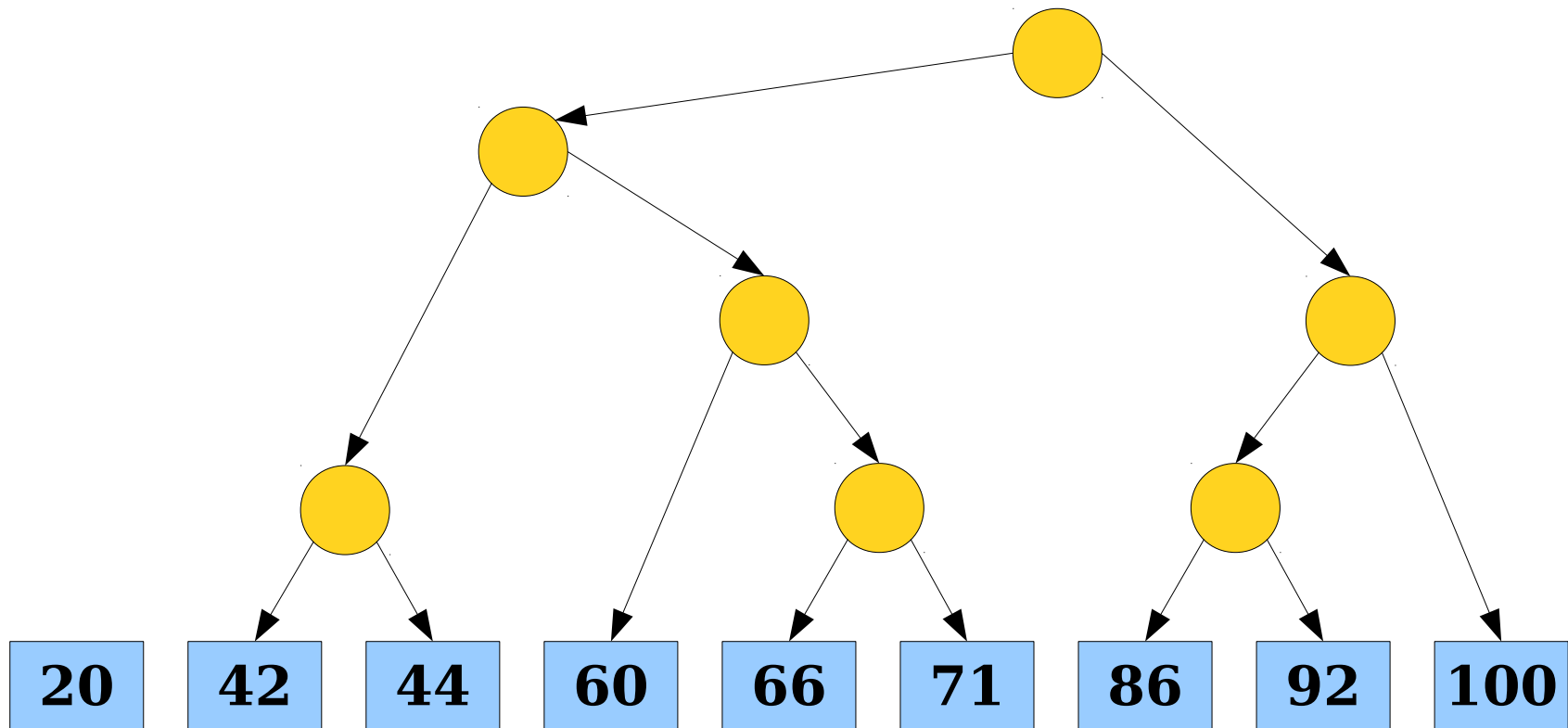
1D Hierarchical Clustering

20	70.13							
	42	44	60	66	71	86	92	100



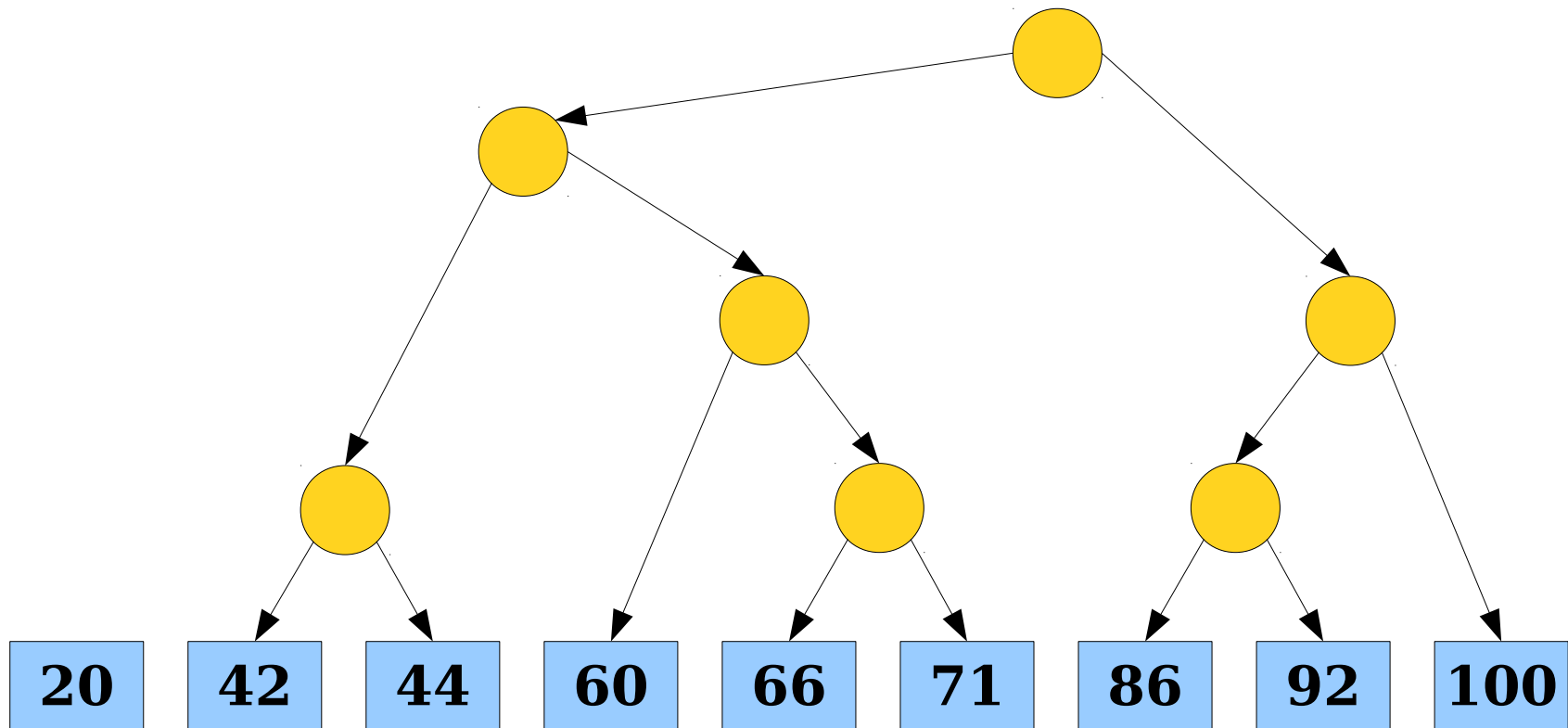
1D Hierarchical Clustering

20	70.13							
	42	44	60	66	71	86	92	100



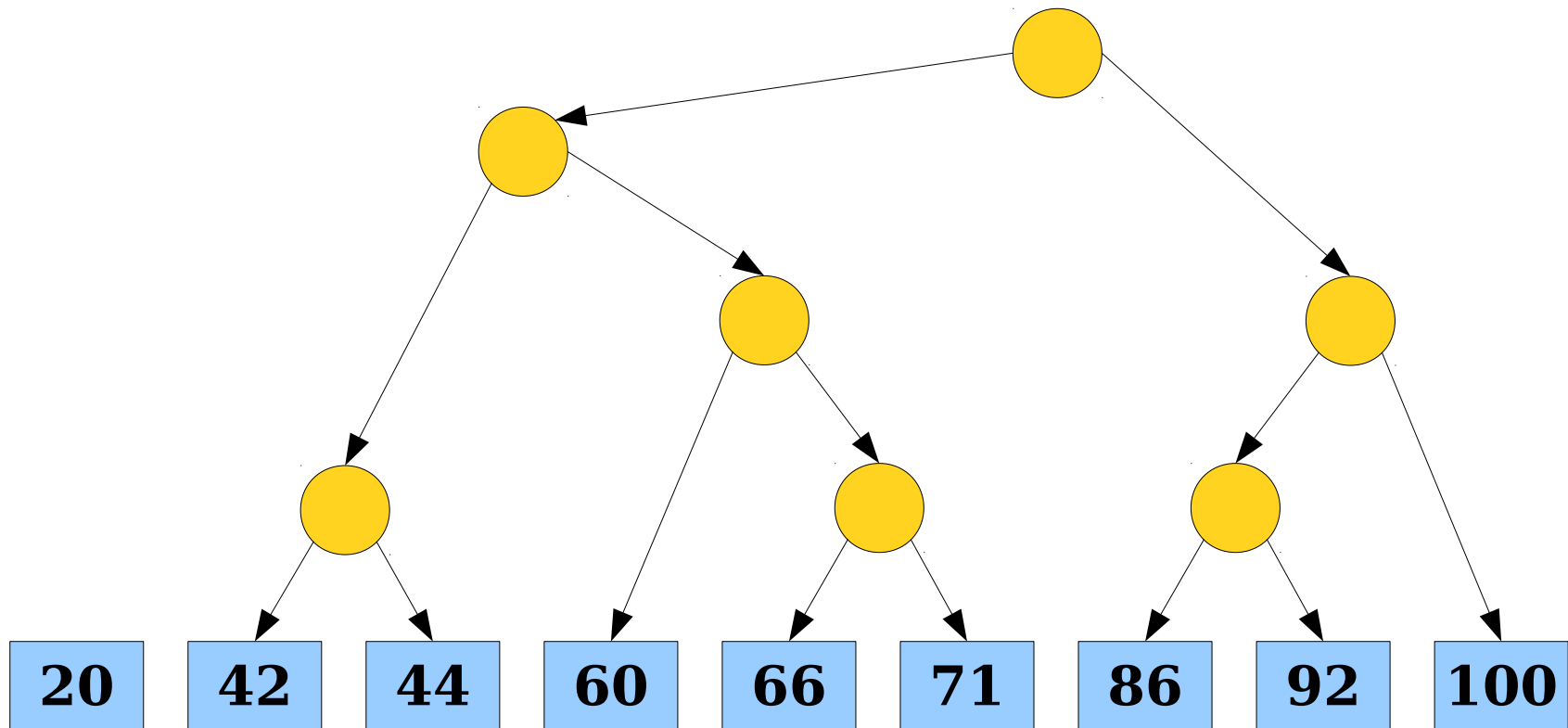
1D Hierarchical Clustering

20	70.13							
	42	44	60	66	71	86	92	100



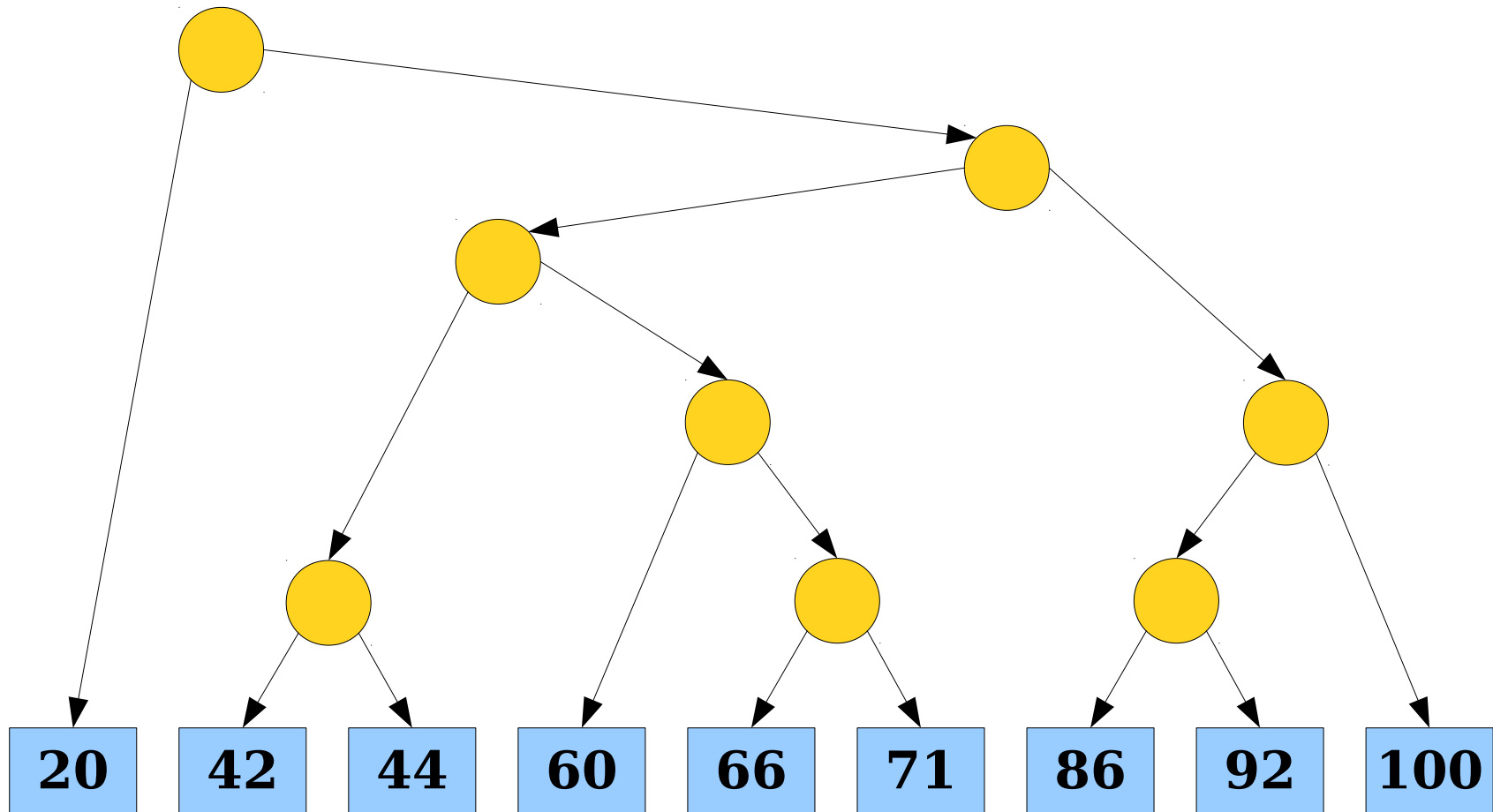
1D Hierarchical Clustering

64.56								
20	42	44	60	66	71	86	92	100

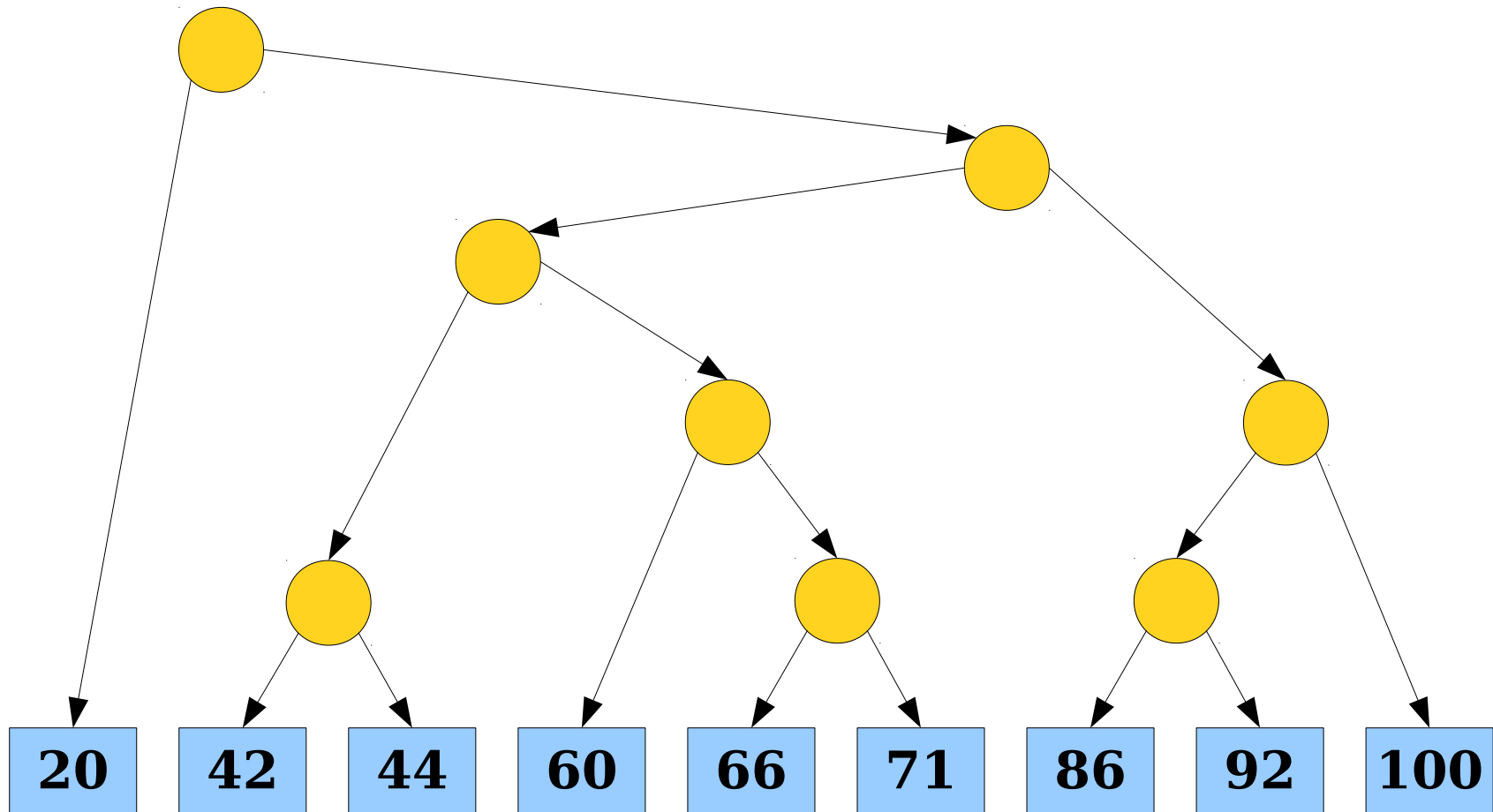


1D Hierarchical Clustering

64.56								
20	42	44	60	66	71	86	92	100

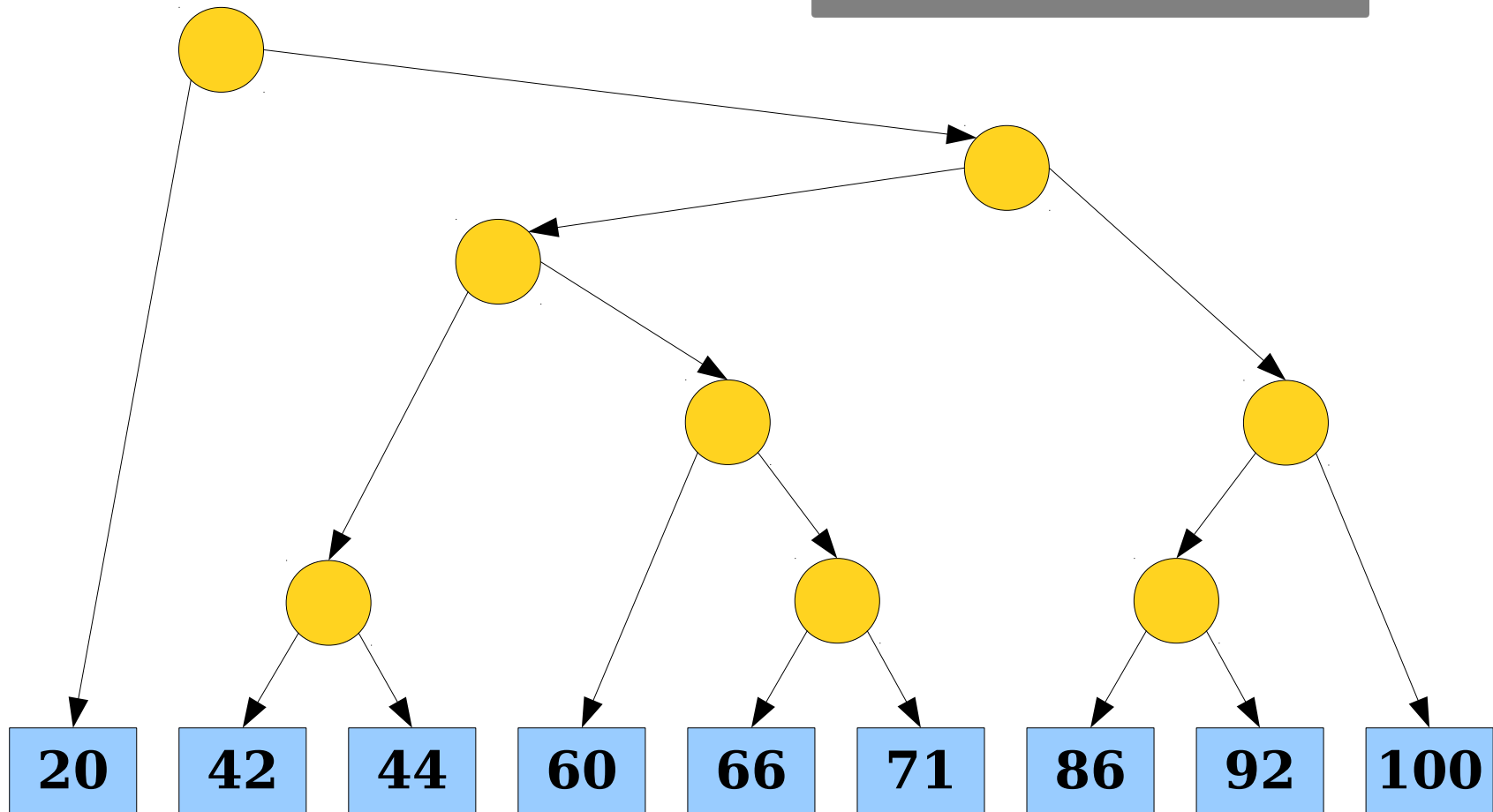


1D Hierarchical Clustering



1D Hierarchical Clustering

This tree is called a ***dendrogram***.



Analyzing the Runtime

- How efficient is this algorithm?
 - Number of rounds: $\Theta(n)$.
 - Work to find closest pair: $O(n)$.
 - Total runtime: $\Theta(n^2)$.
- Can we do better?

Analyzing the Runtime

How efficient is this algorithm?

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- Work to find closest pair: $O(n)$.

Total runtime: $\Theta(n^2)$.

Can we do better?

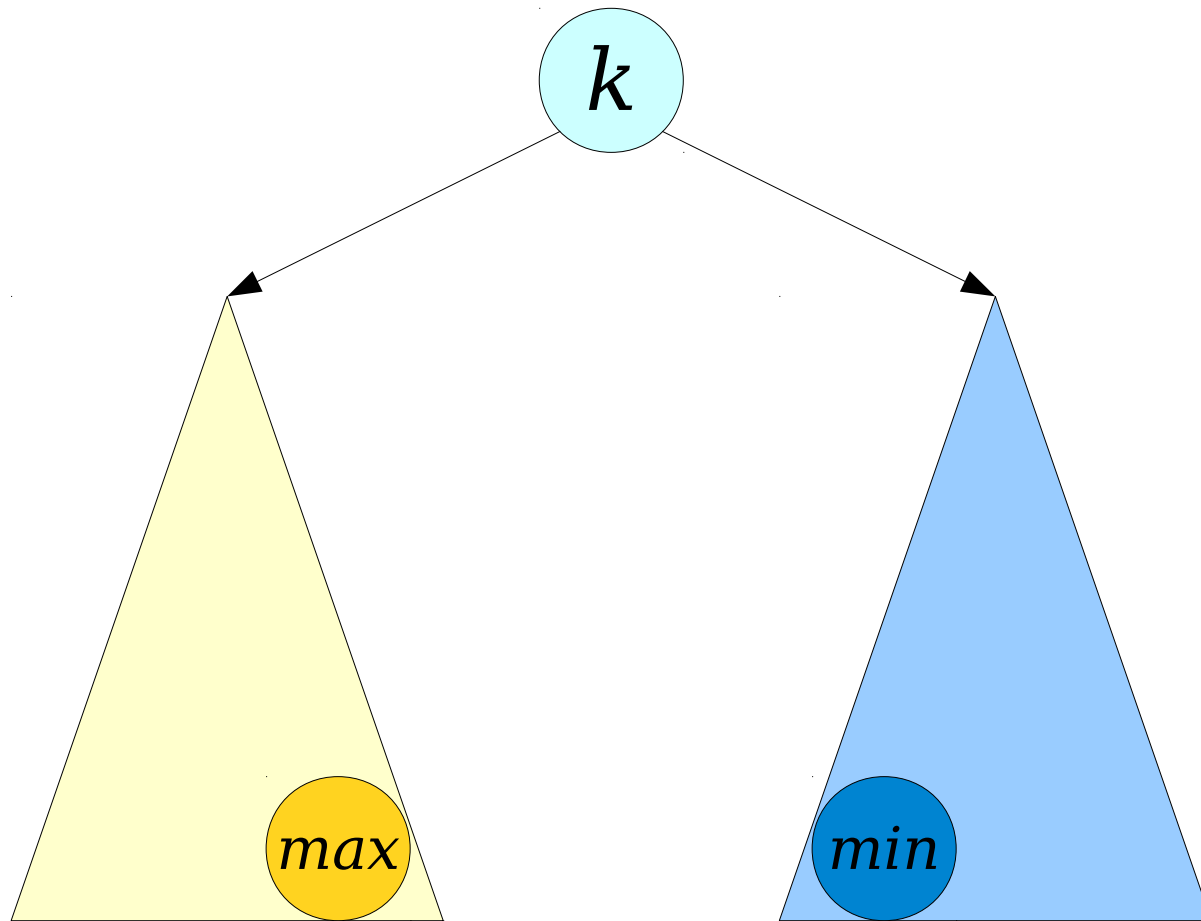
Dynamic 1D Closest Points

- The ***dynamic 1D closest points problem*** is the following:

Maintain a set of real numbers undergoing insertion and deletion while efficiently supporting queries of the form “what is the closest pair of points?”

- Can we build a better data structure for this?

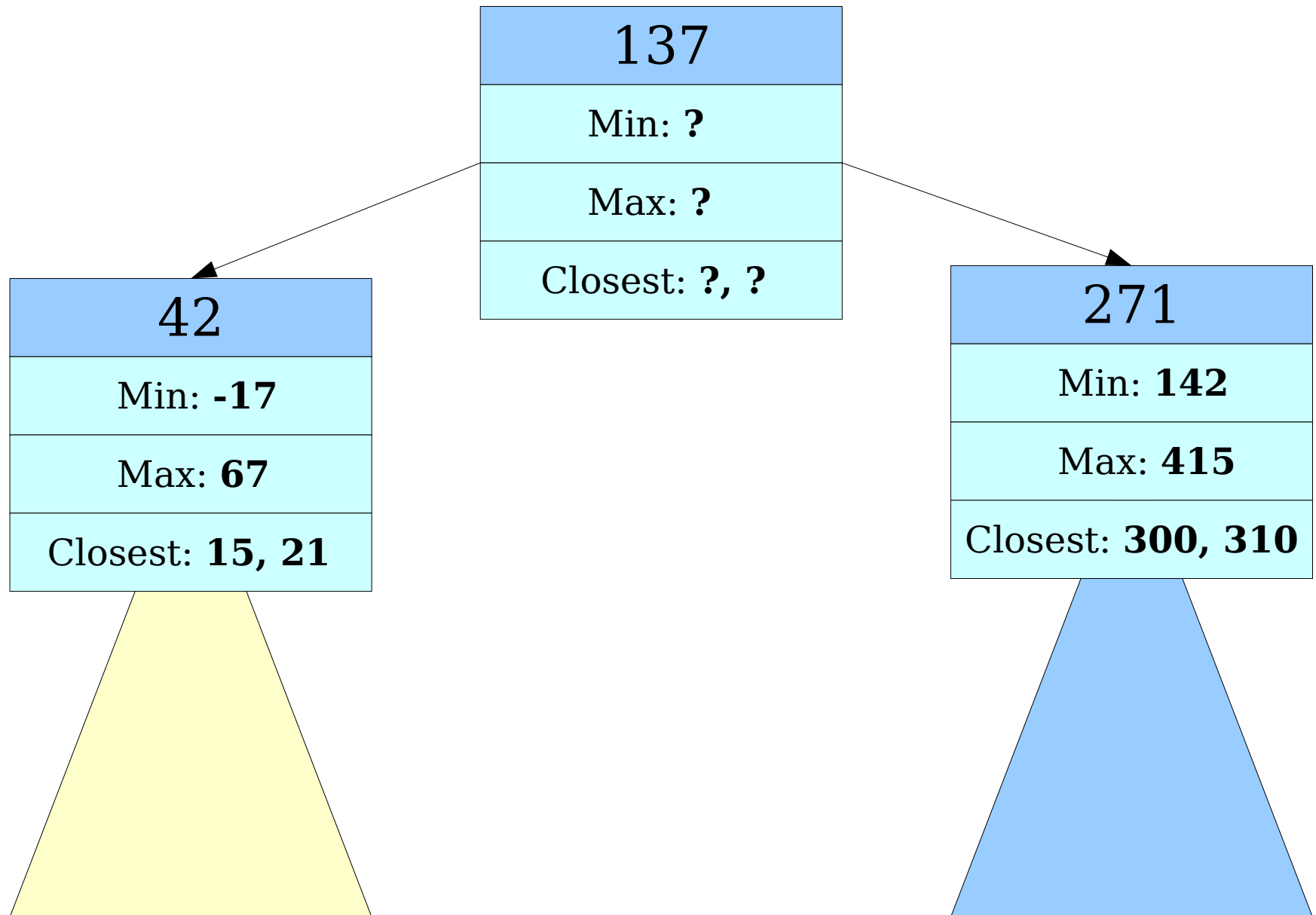
Dynamic 1D Closest Points



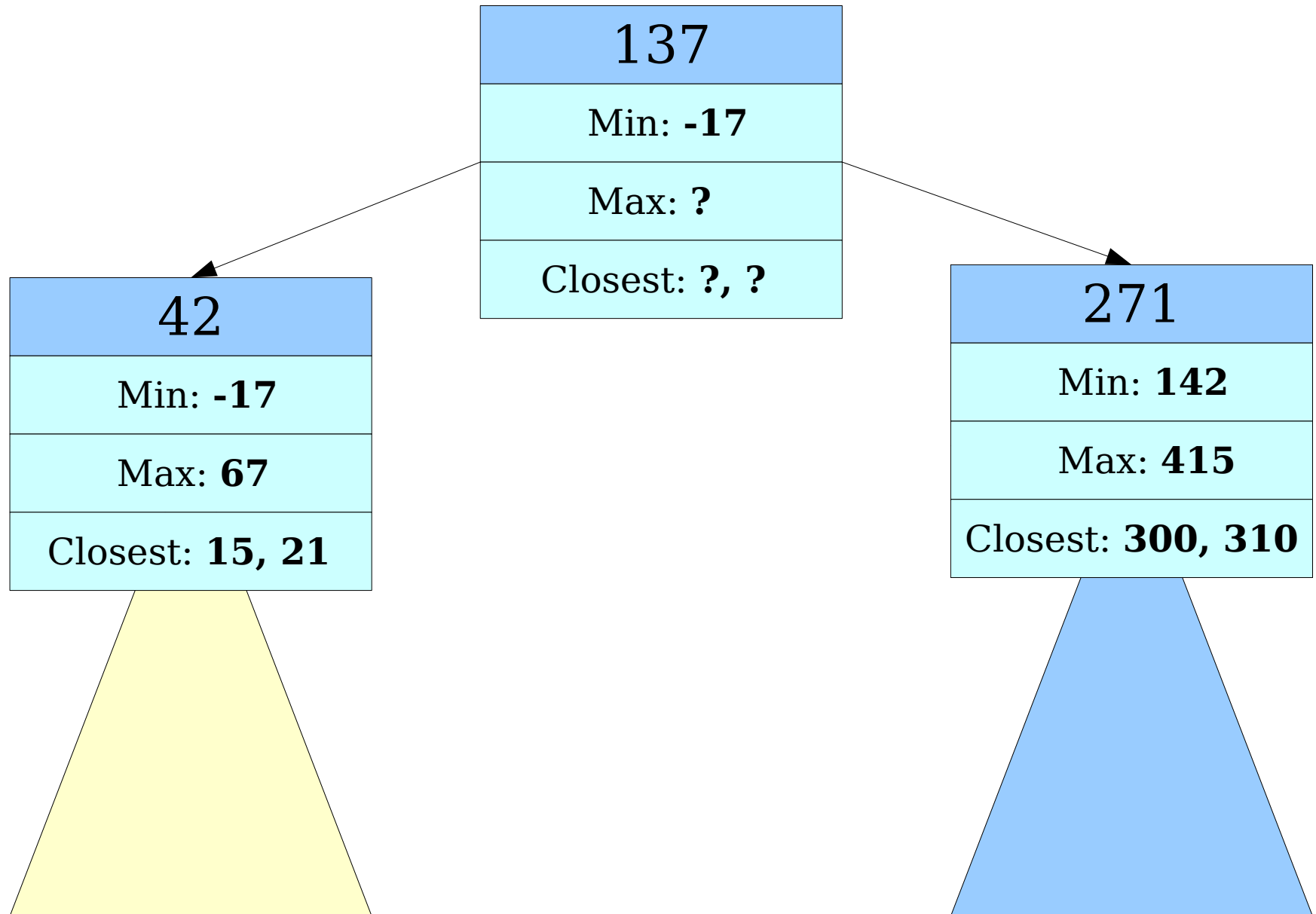
A Tree Augmentation

- Augment each node to store the following:
 - The maximum value in the tree.
 - The minimum value in the tree.
 - The closest pair of points in the tree.
- **Claim:** Each of these properties can be computed in time $O(1)$ from the left and right subtrees.
- These properties can be augmented into a red/black tree so that insertions and deletions take time $O(\log n)$ and “what is the closest pair of points?” can be answered in time $O(1)$.

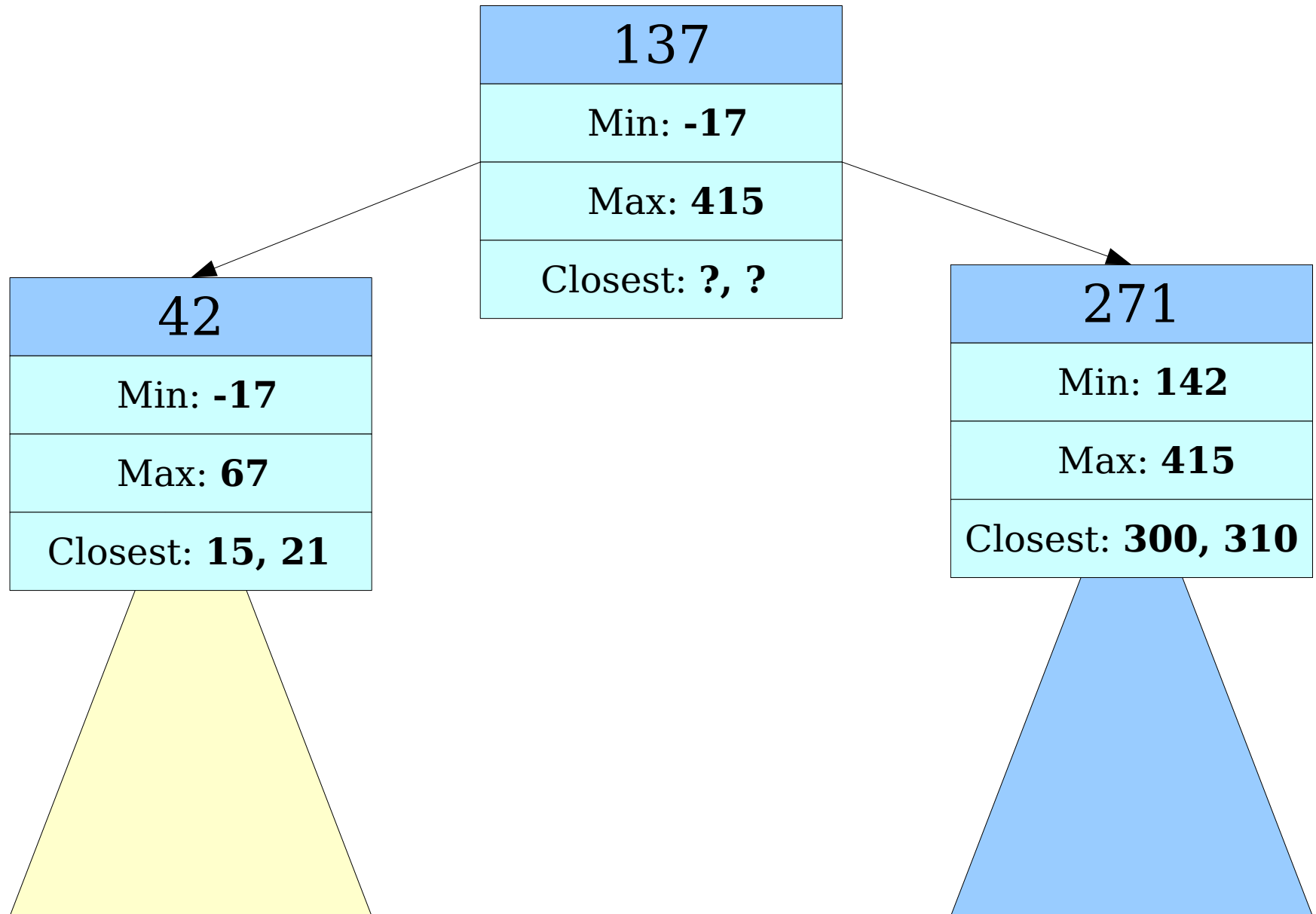
Dynamic 1D Closest Points



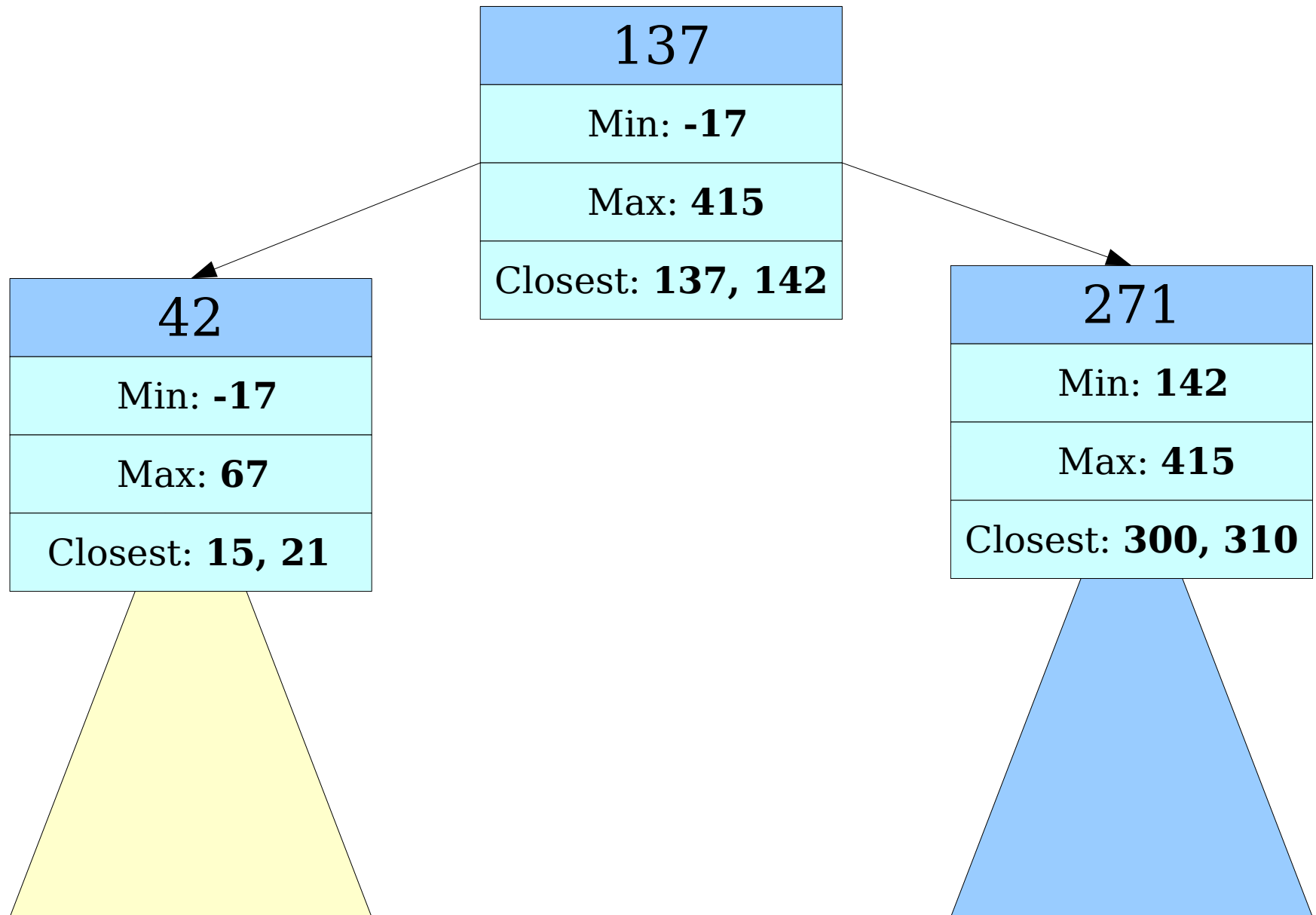
Dynamic 1D Closest Points



Dynamic 1D Closest Points



Dynamic 1D Closest Points



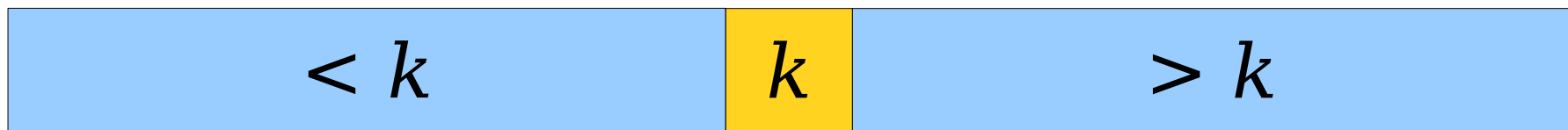
Some Other Questions

- How would you augment this tree so that you can efficiently (in time $O(1)$) compute the appropriate weighted averages?
- ***Trickier:*** Is this the fastest possible algorithm for this problem?
 - What if you're guaranteed that the keys are all integers in some nice range?

A Helpful Intuition

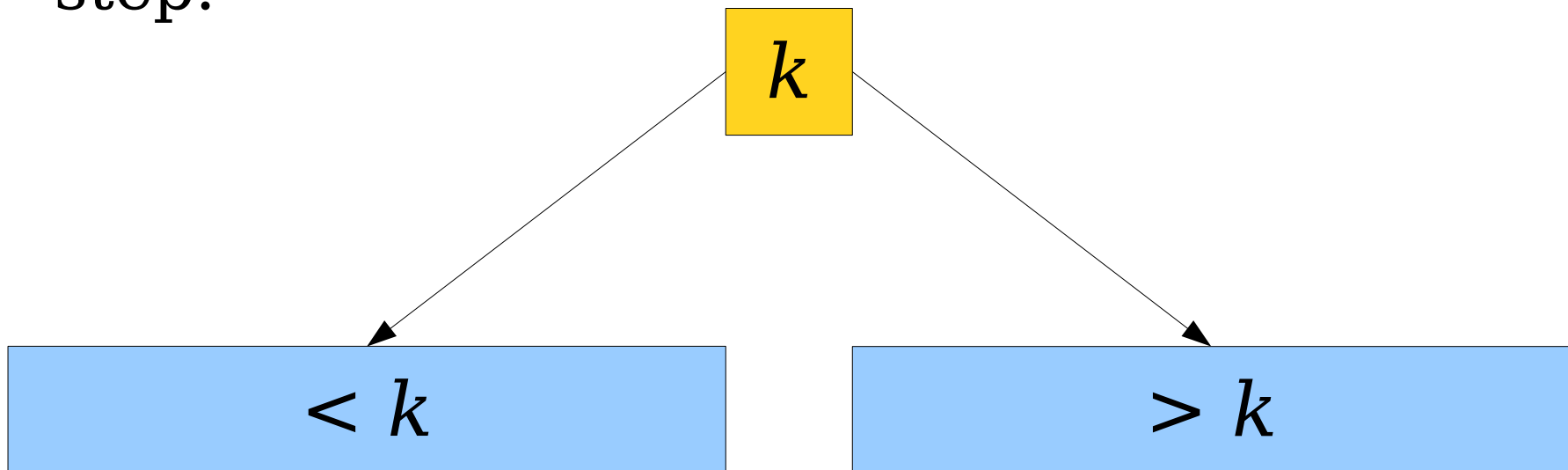
Divide-and-Conquer

- Initially, it can be tricky to come up with the right tree augmentations.
- ***Useful intuition:*** Imagine you're writing a divide-and-conquer algorithm over the elements and have $O(1)$ time per “conquer” step.



Divide-and-Conquer

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- ***Useful intuition:*** Imagine you're writing a divide-and-conquer algorithm over the elements and have $O(1)$ time per “conquer” step.



Time-Out for Announcements!

Grace Hopper Tickets

- The Stanford CS department will be sponsoring thirty students to attend the Grace Hopper Celebration of Women in Computing.
 - Adjectives used to describe the experience include “life-changing,” “transformative,” “incredible,” etc.
- We’re covering tickets, airfare, hotels, and meals.
- Available only to CS majors / grad students; priority is to students who haven’t attended.
- ***Highly recommended.*** [Apply online.](#)

FastestRMQ Results

Two hours and twenty minutes of time
testing later, the results are in!

Honorable Mentions

Dana Murphy and Eric Martin

$\langle O(n), O(\log n) \rangle$ hybrid.
Linearized sparse table.

Honorable Mentions

Adam Pahlavan and Sumer Sao

$\langle O(n), O(\log n) \rangle$ hybrid.
Populate sparse table with SIMD.

Silver Medalists

Shaggy Goel and Kevin Hu

$\langle O(n), O(n^{0.2} \log n) \rangle$ hybrid.
Precompute to-end-of-block queries.

Gold Medalists

Dillon Kanne and Kai Ang

Choose one of the following based on n :
 $\langle O(n \log n), O(1) \rangle$ sparse table,
one-layer $\langle O(n), O(\log n) \rangle$ hybrid, or
two-layer $\langle O(n), O(\log n) \rangle$ hybrid.

Lessons Learned

- What's fast in Theoryland isn't always what's fastest in practice.
 - None of the top ten solutions used Fischer-Heun.
- Locality of reference has a huge effect on runtime.
 - Two of the top four solutions aggressively optimized the sparse table for cache friendliness.
 - The top ten solutions all used linear scans as a key part of their strategy.
- Tuning parameters has a huge effect on runtime.
 - Two of the top three solutions changed the block size. The second-fastest solution abandoned $O(\log n)$ for $O(n^{0.2})$.
- Combine lots of different solutions together.
 - Three of the top eight solutions (including the top solution) selected different data structures based on input size.
- ***Thanks to everyone who submitted something!***

Back to CS166!

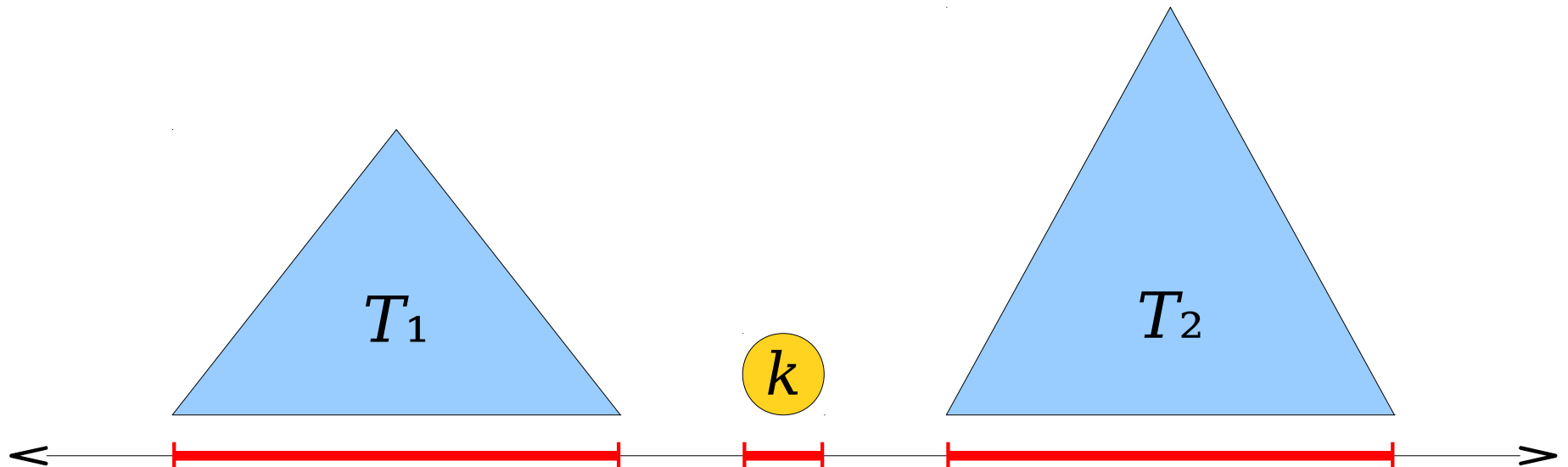
Joining and Splitting Trees

Joining Trees

- The operation **join**(T_1, k, T_2) takes as input
 - a BST T_1 ;
 - a key k , where k is greater than all keys in T_1 ; and
 - a BST T_2 , where k is less than all keys in T_2 ; thendestructively modifies T_1 and T_2 to produce a new BST containing all keys in T_1 and T_2 and the key k .

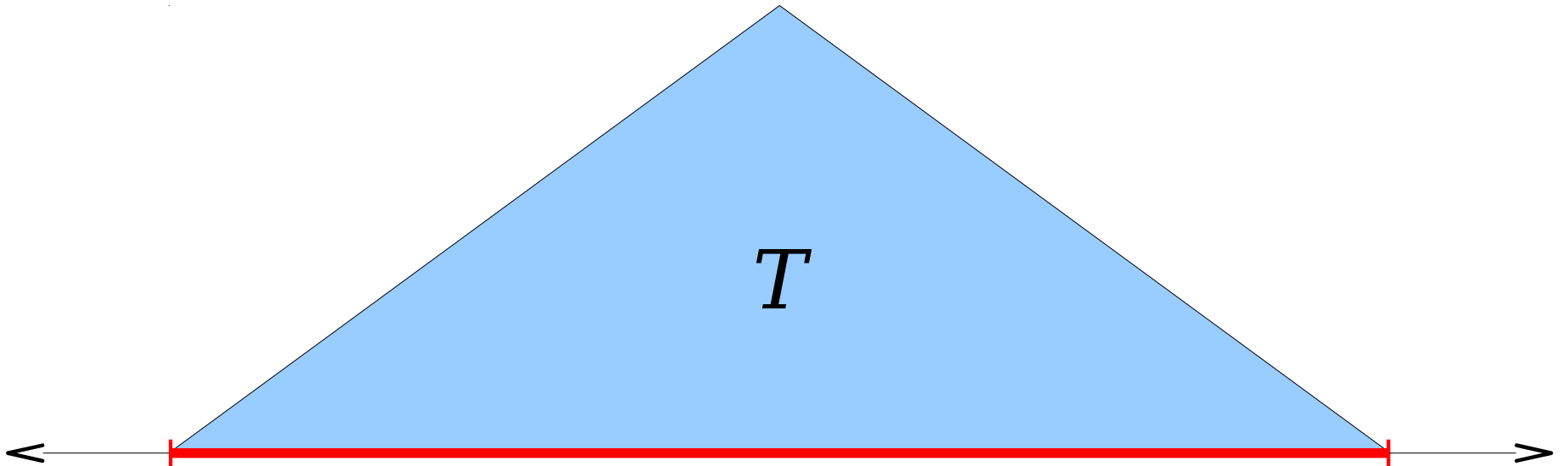
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Joining Trees

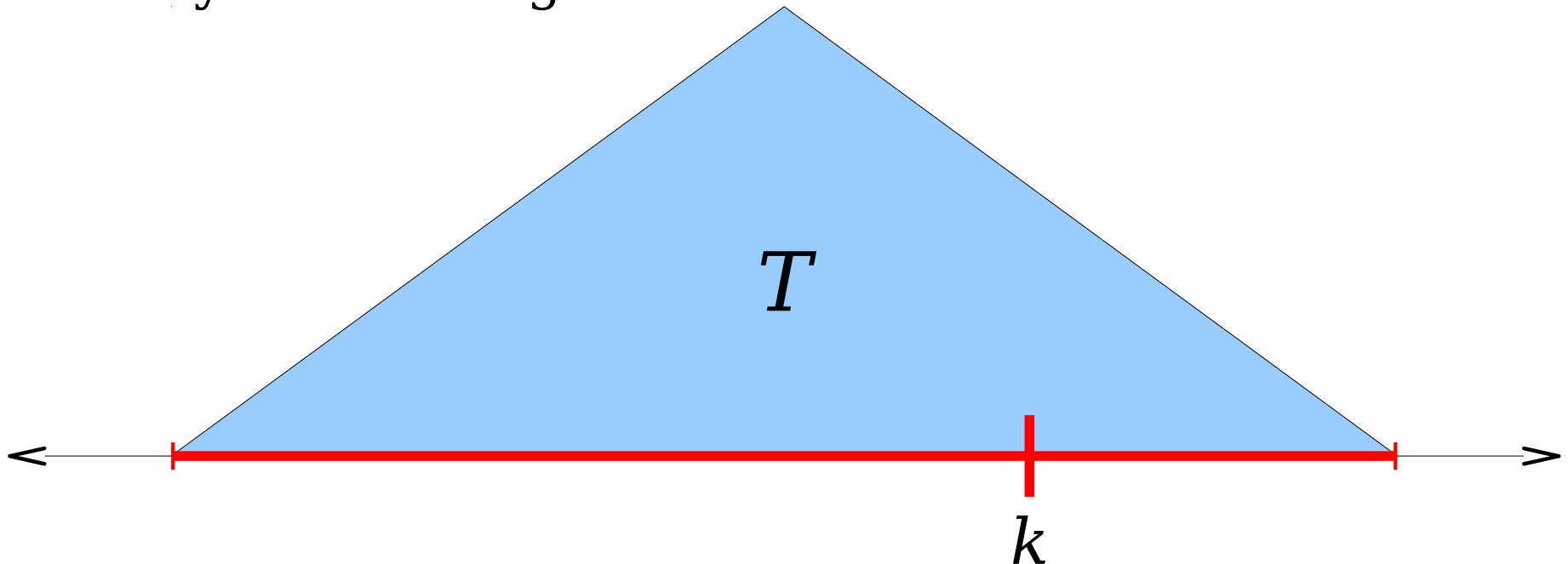
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 - a BST T_1 ;
 - a key k , where k is greater than all keys in T_1 ; and
 - a BST T_2 , where k is less than all keys in T_2 ; thendestructively modifies T_1 and T_2 to produce a new BST containing all keys in T_1 and T_2 and the key k .



Splitting Trees

- The operation *split*(T , k) takes as input a BST T , and a key k , then

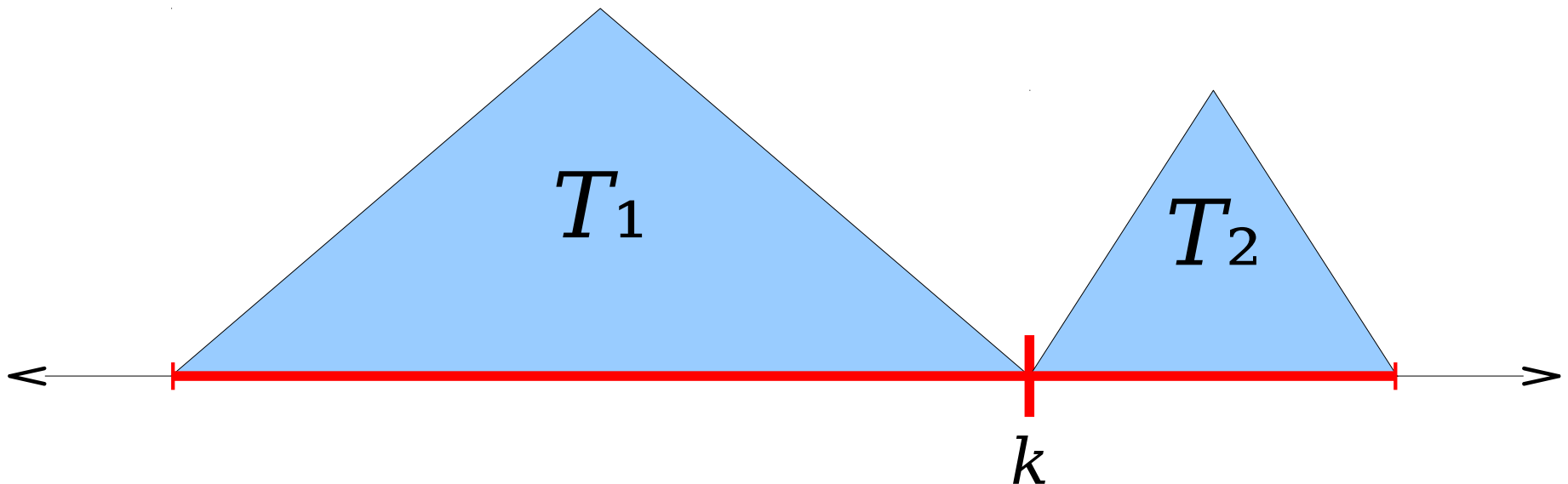
destructively modifies BST T and forms BSTs T_1 and T_2 such that all keys in T_1 are less than or equal to k and all keys in T_2 are greater than k .



Splitting Trees

- The operation *split*(T, k) takes as input a BST T , and a key k , then

destructively modifies BST T and forms BSTs T_1 and T_2 such that all keys in T_1 are less than or equal to k and all keys in T_2 are greater than k .



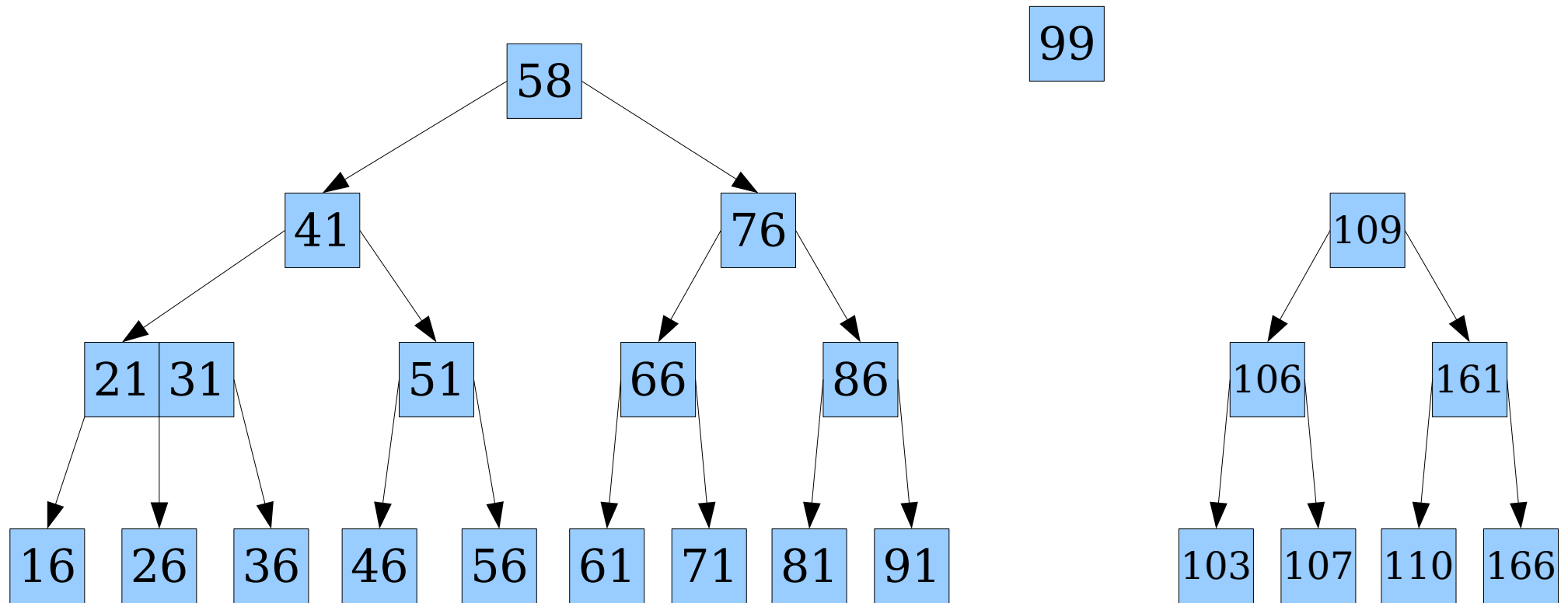
The Runtimes

- Both of these operations can be implemented in time $O(n)$ by completely rebuilding the trees from scratch.
 - Good exercise: determine how to do this.
- Amazingly, using augmented red/black trees:
 - **join** (T_1, k, T_2) can be made to run in time $\Theta(1 + |bh_1 - bh_2|)$, where bh_1 and bh_2 are the number of black nodes on any root-null path in T_1 and T_2 , respectively, and
 - **split** (T, k) can be made to run in time $O(\log n)$.
- How is this possible?

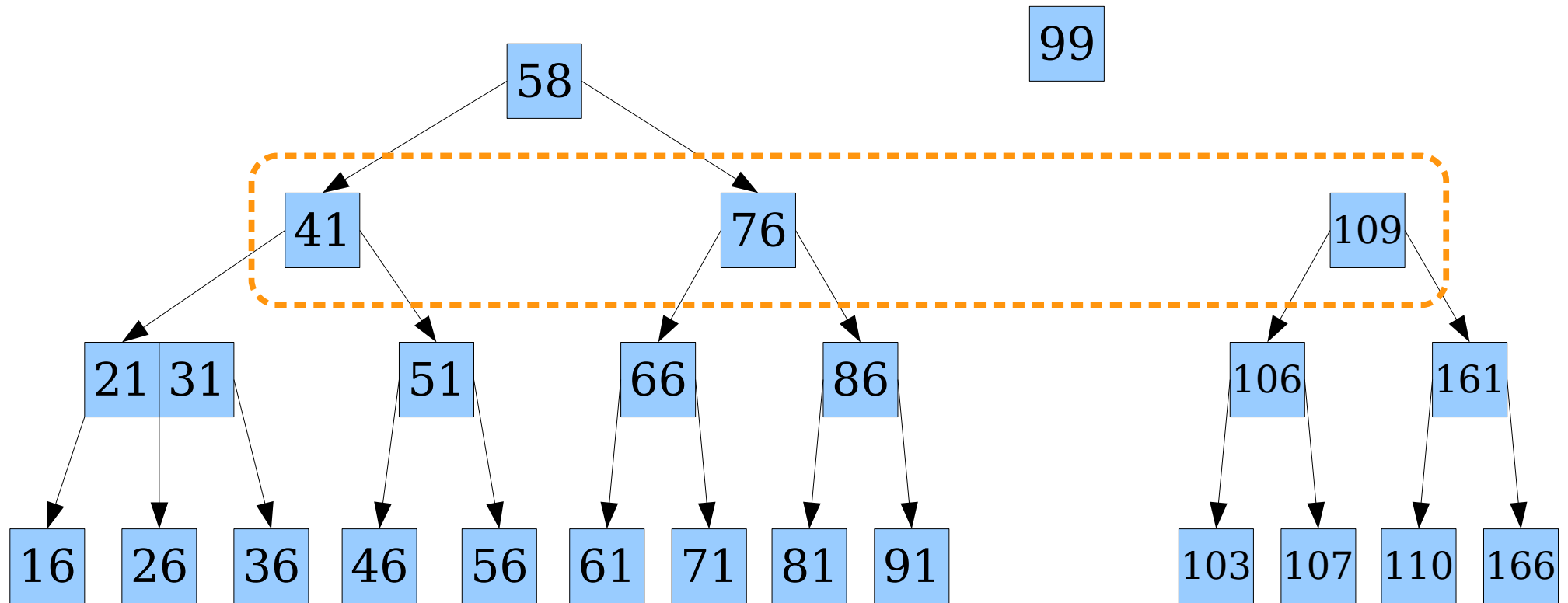
Joining 2-3-4 Trees

- The isometry between 2-3-4 trees and red/black trees is very useful here.
- Let's see how to *join* two 2-3-4 trees and a key together.
- Based on what we find, we'll develop an efficient algorithm for joining red/black trees.

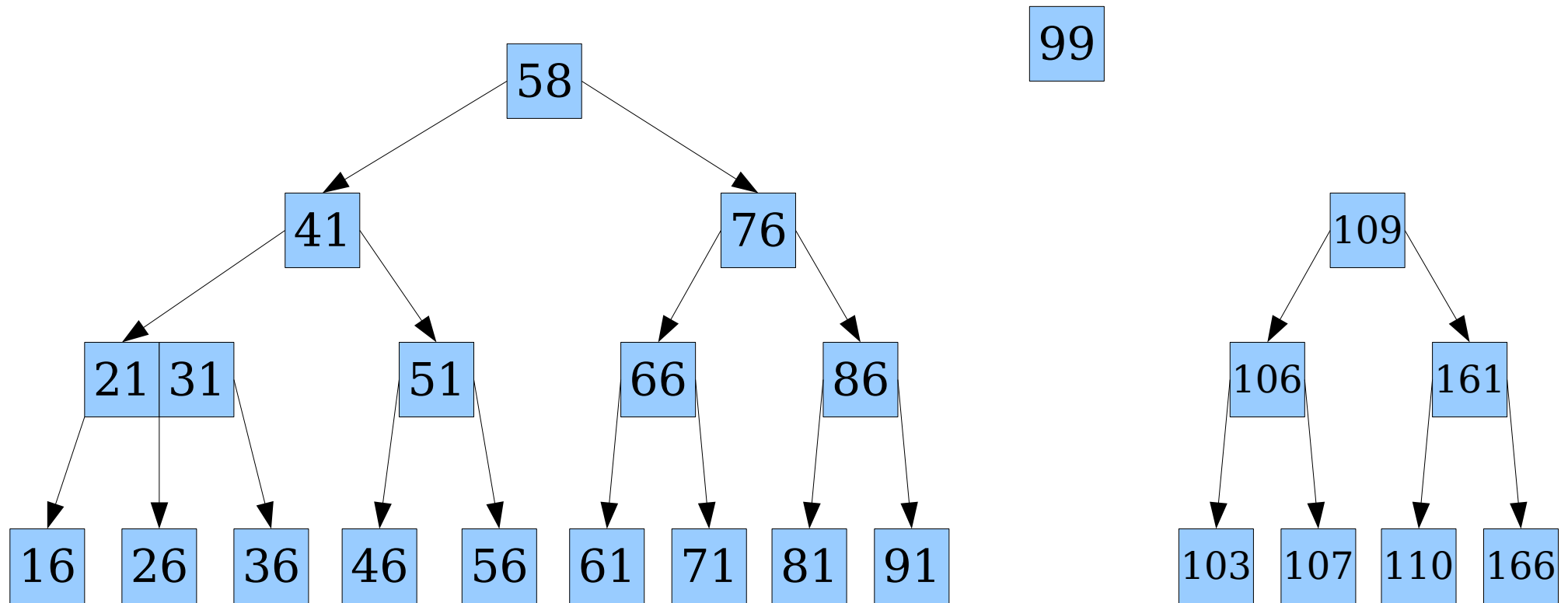
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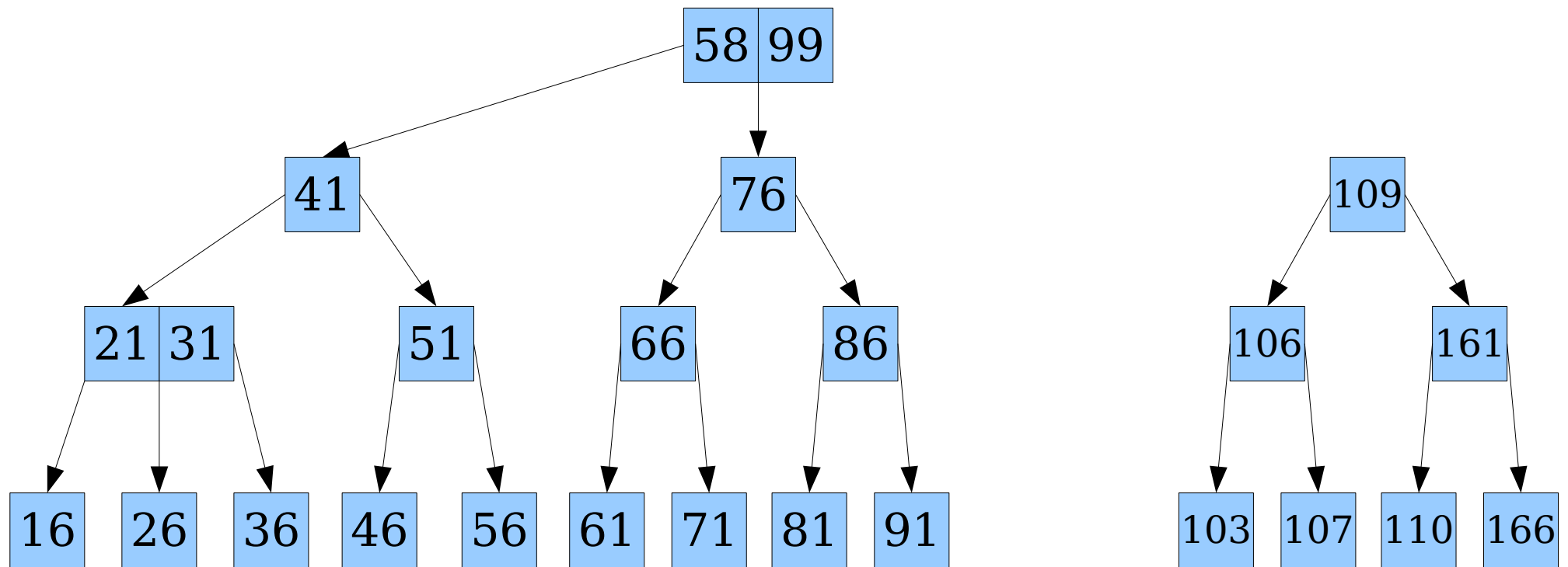
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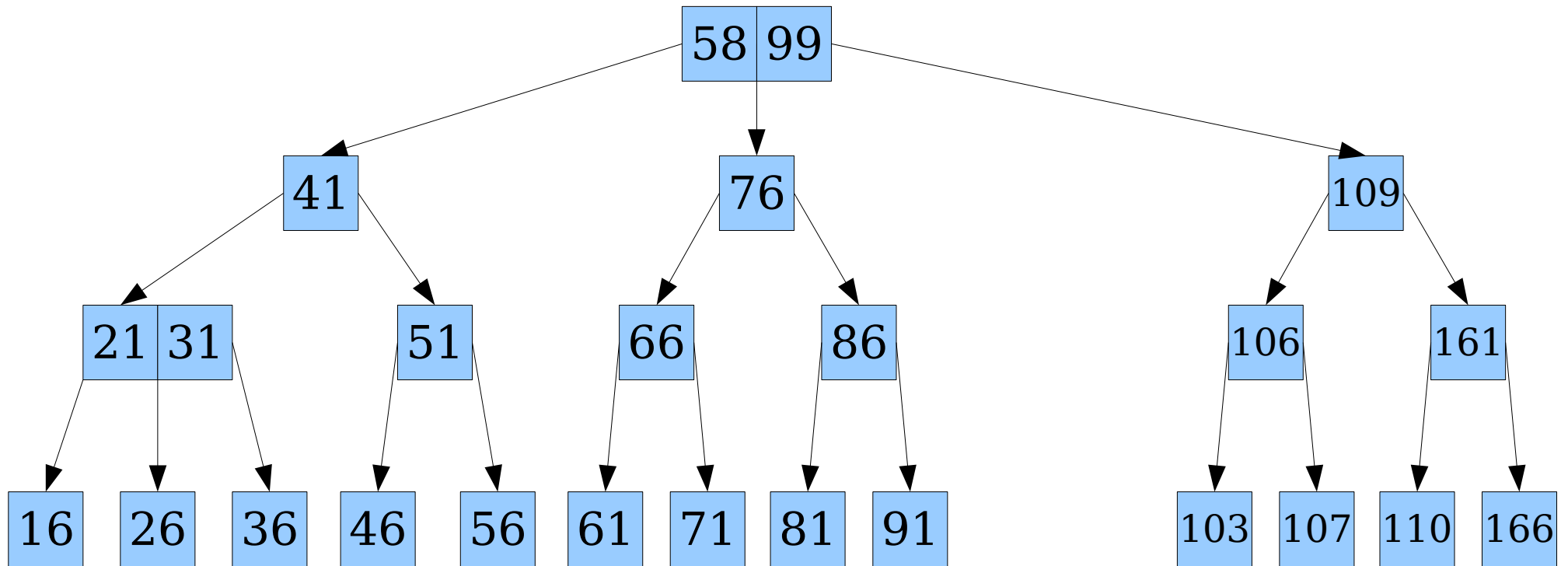
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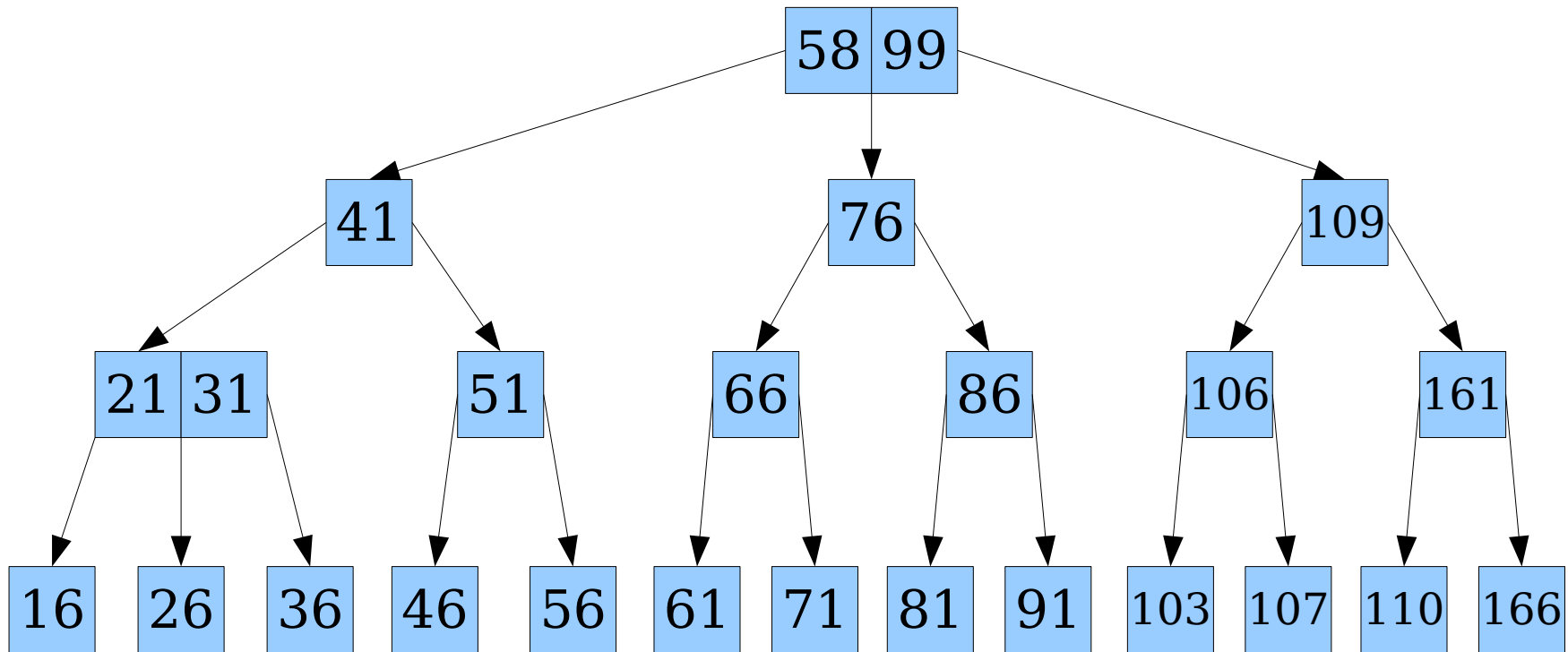
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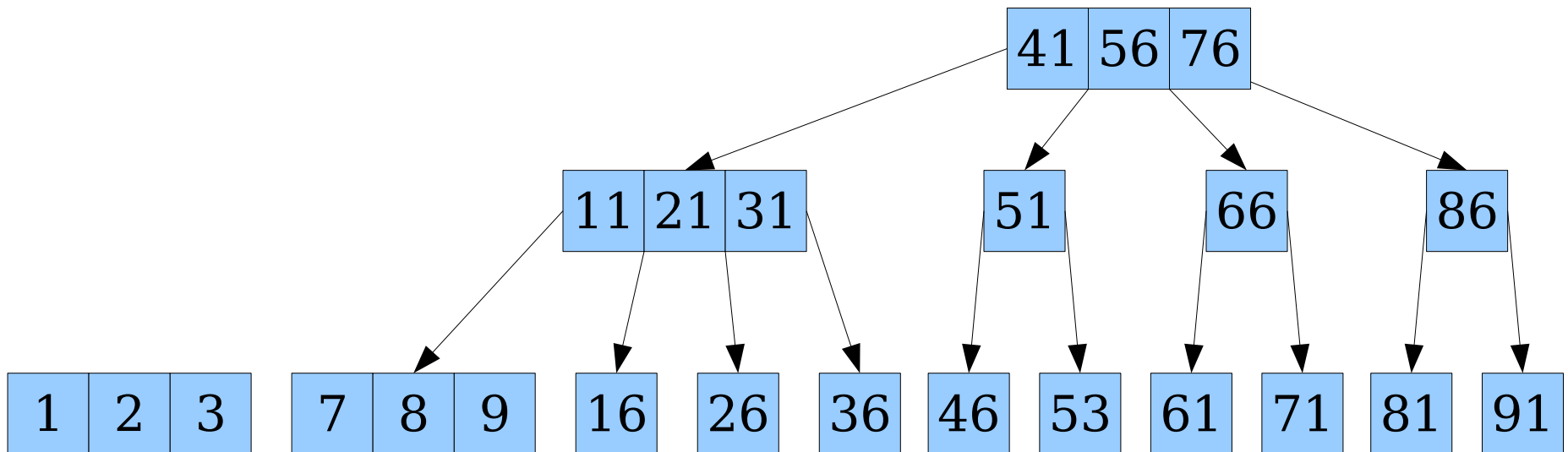
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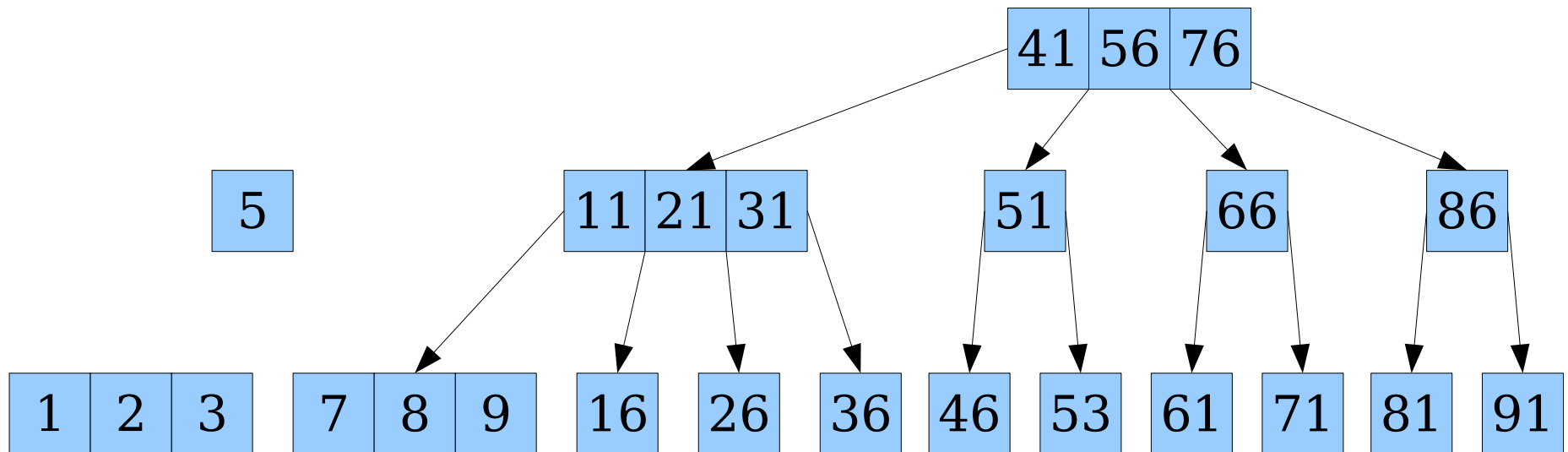
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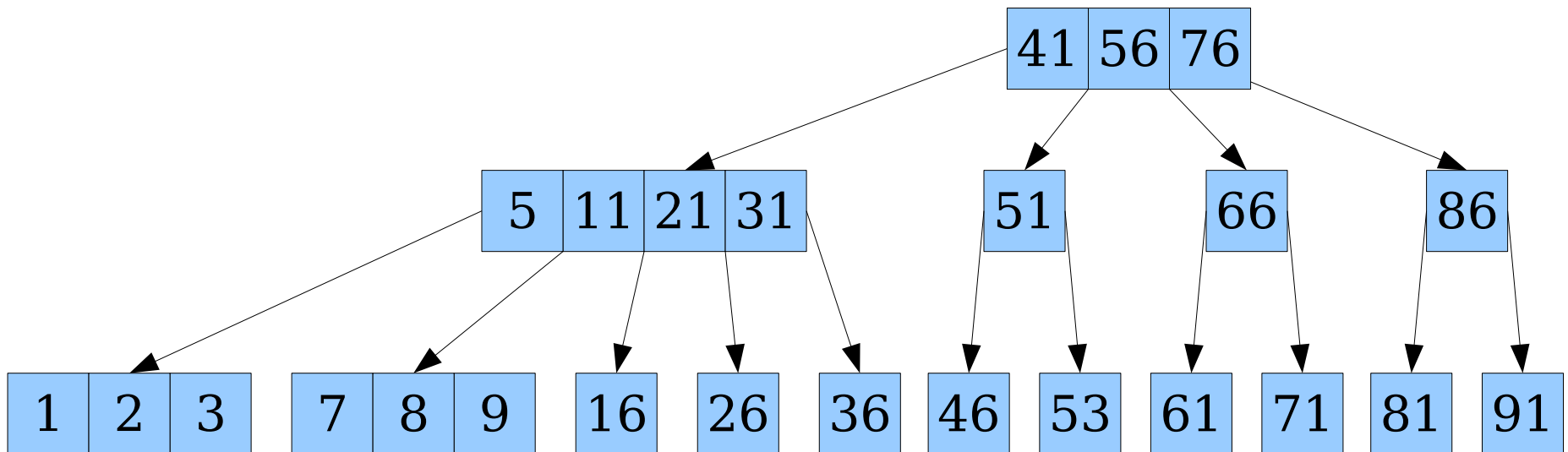
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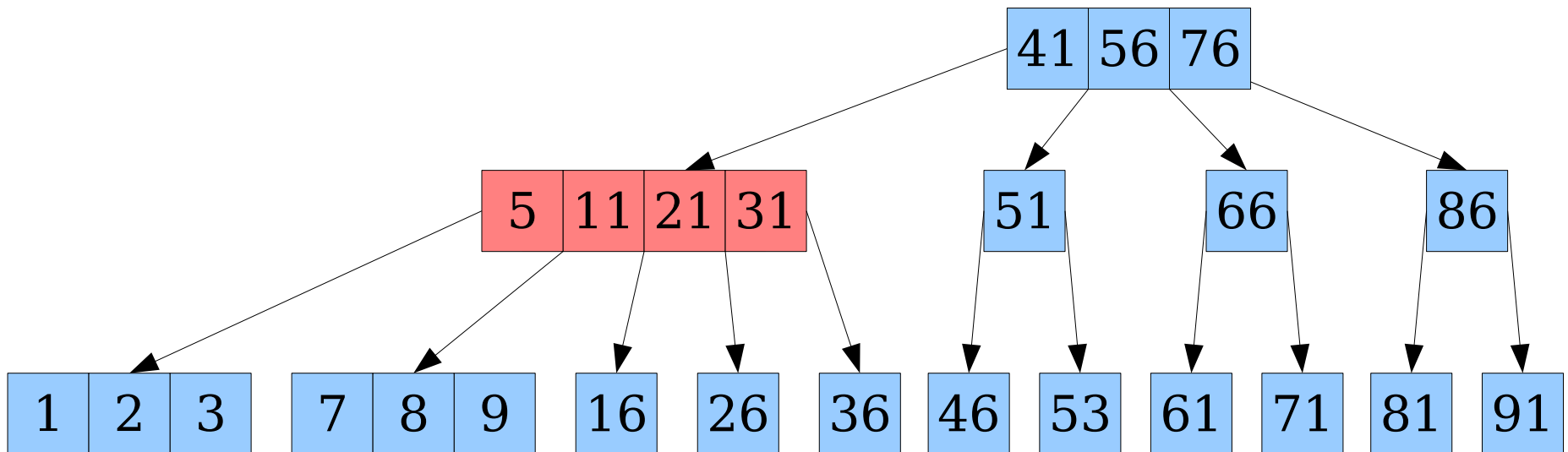
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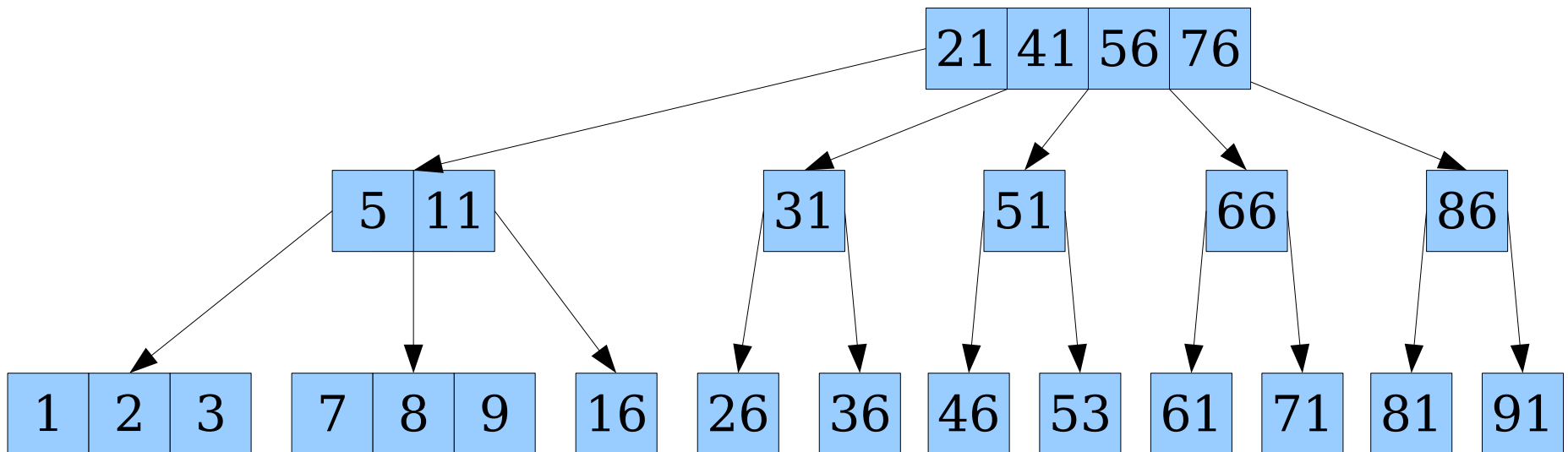
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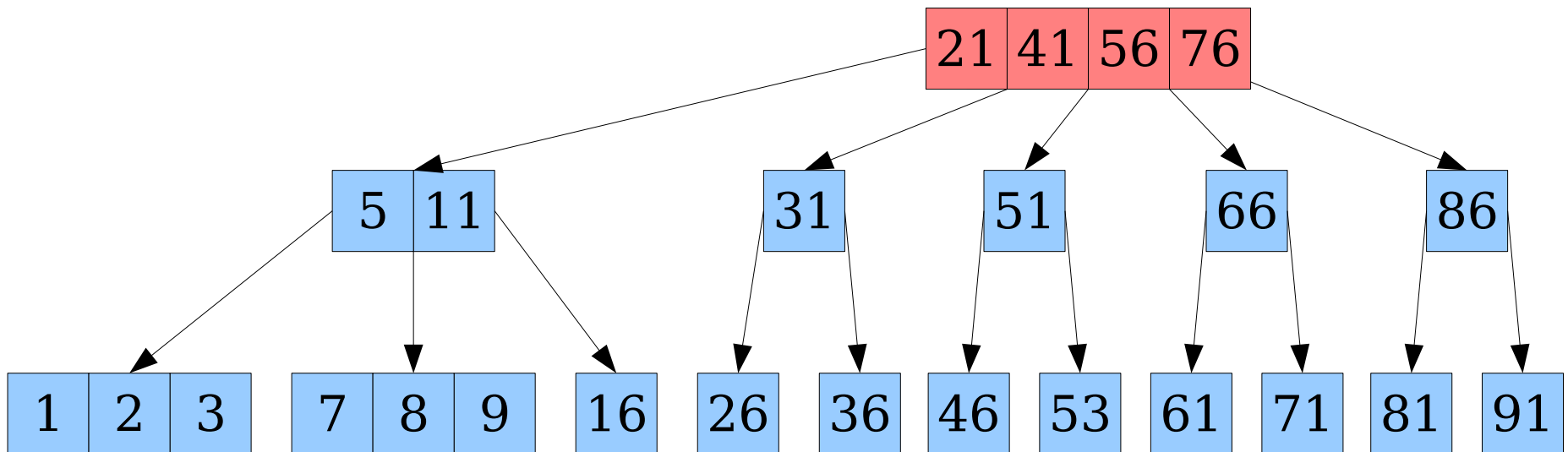
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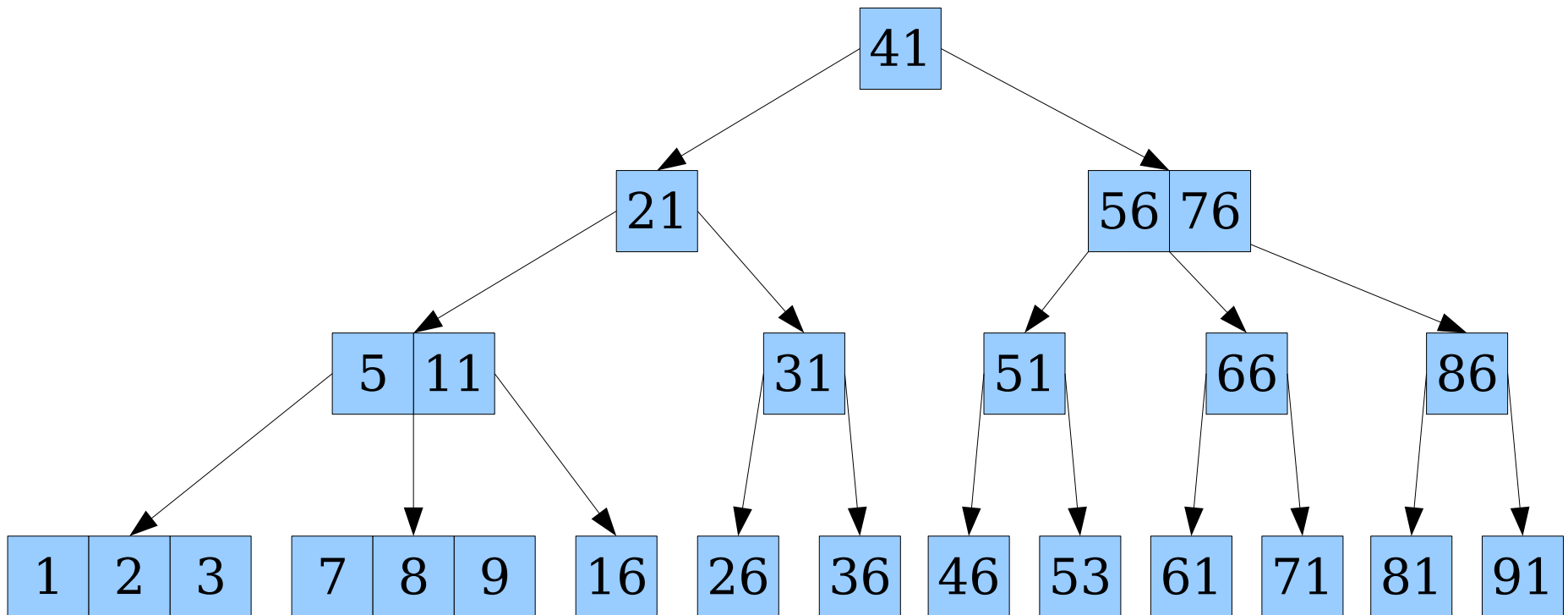
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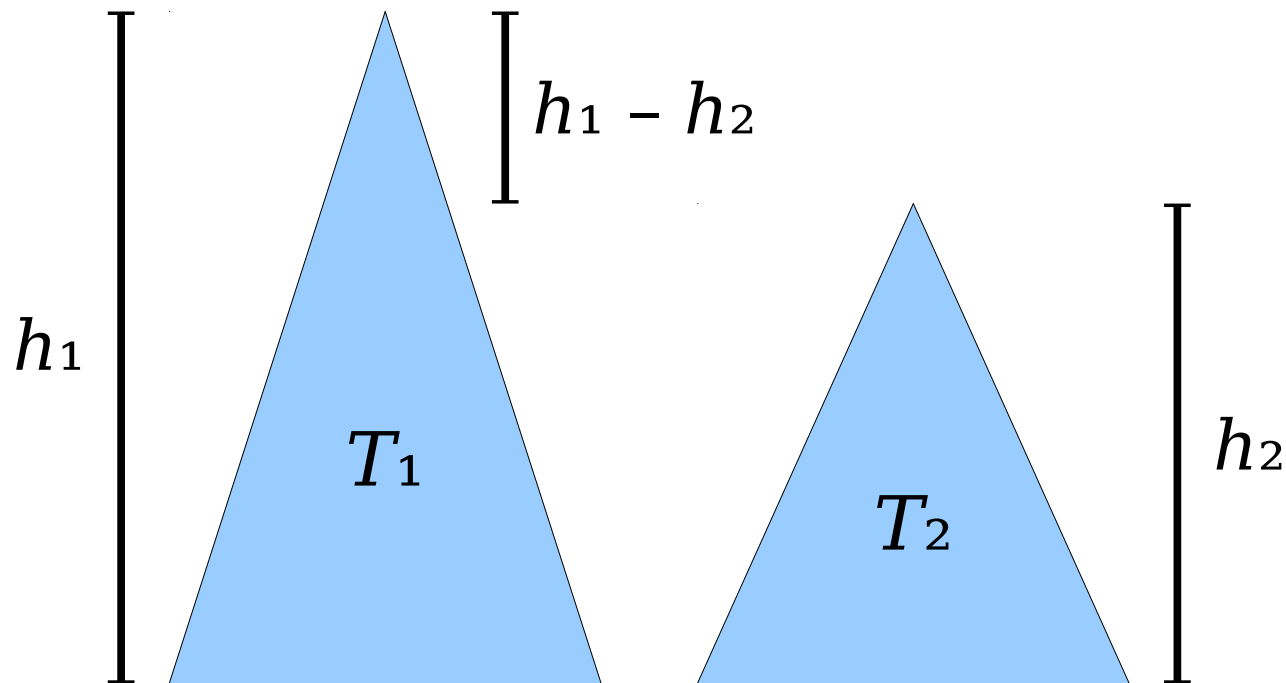


Joining 2-3-4 Trees

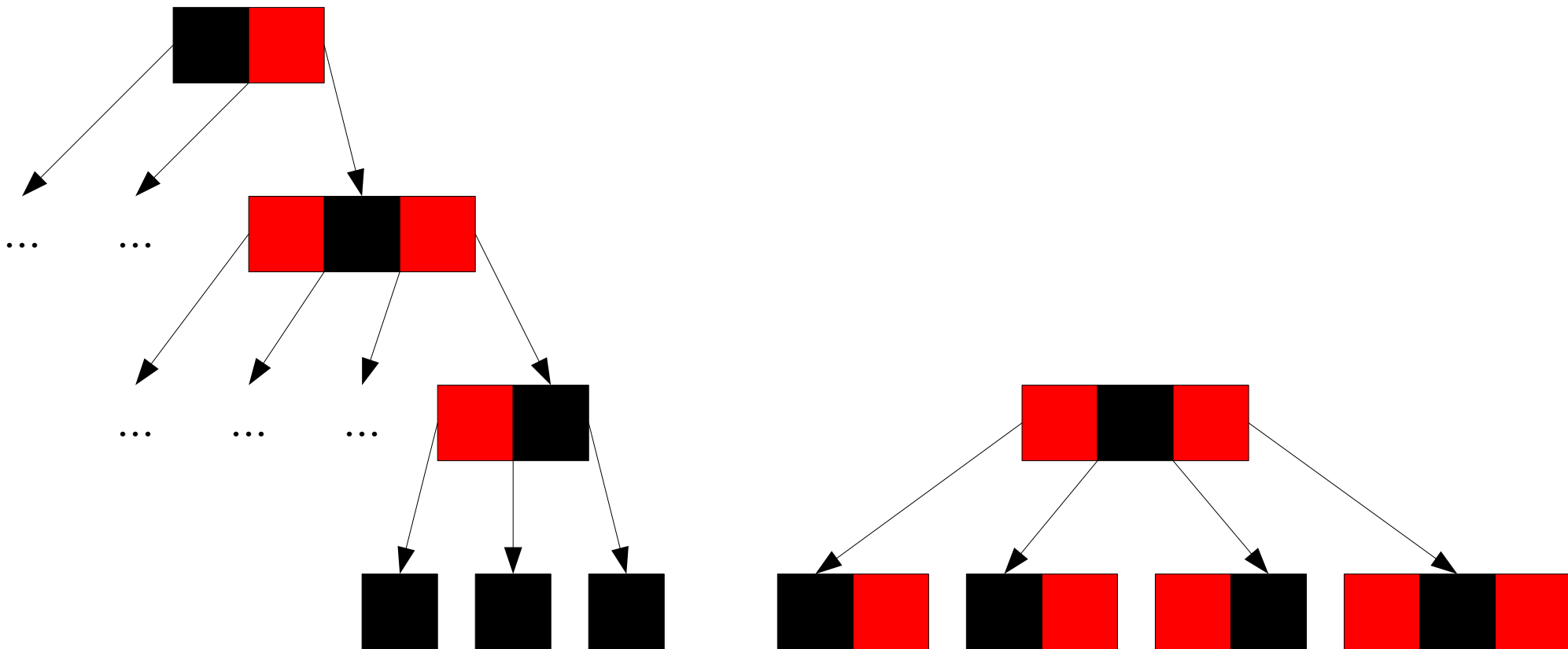
- To *join*(T_1, k, T_2):
 - Assume that T_1 is the taller of the two trees; if not, do the following, but mirrored.
 - Walk down the right spine of T_1 until a node v is found whose height is the height of T_2 .
 - Add k as a final key of v 's parent with T_2 as a right child.
 - Continue as if you were inserting k into v 's parent – possibly split the node and propagate upward, etc.

Analyzing the Runtime

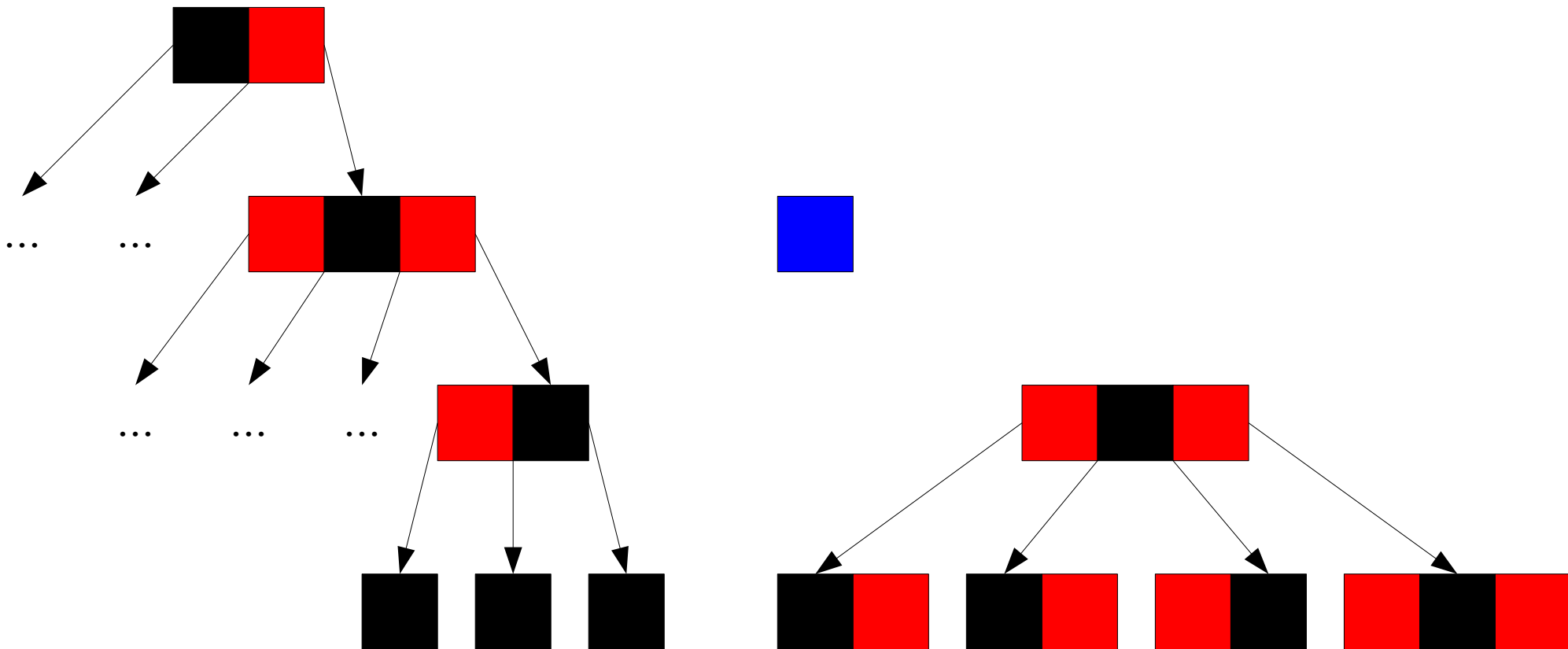
- Assume all 2-3-4 tree nodes are annotated with their heights.
- What is the runtime of *join*(T_1, k, T_2)?
- Runtime is $\Theta(1 + |h_1 - h_2|)$.



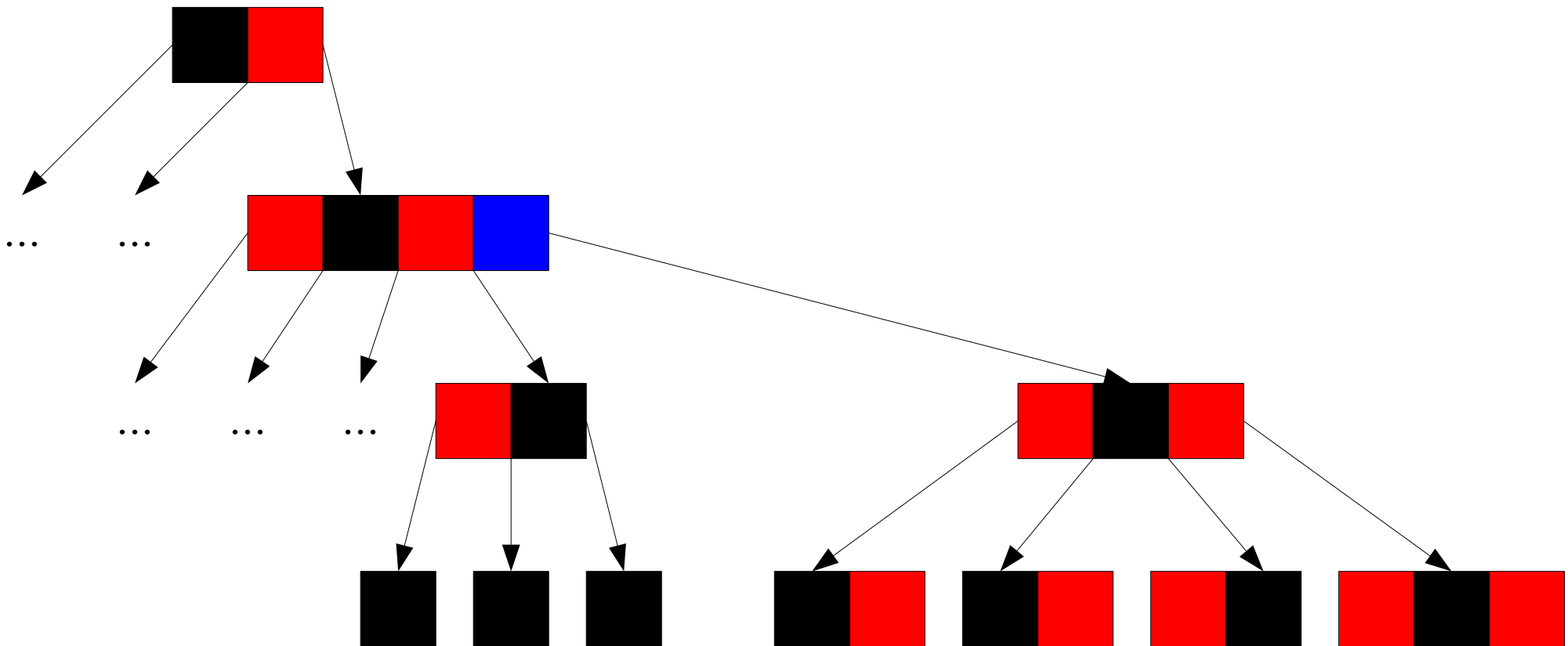
Joining Red/Black Trees



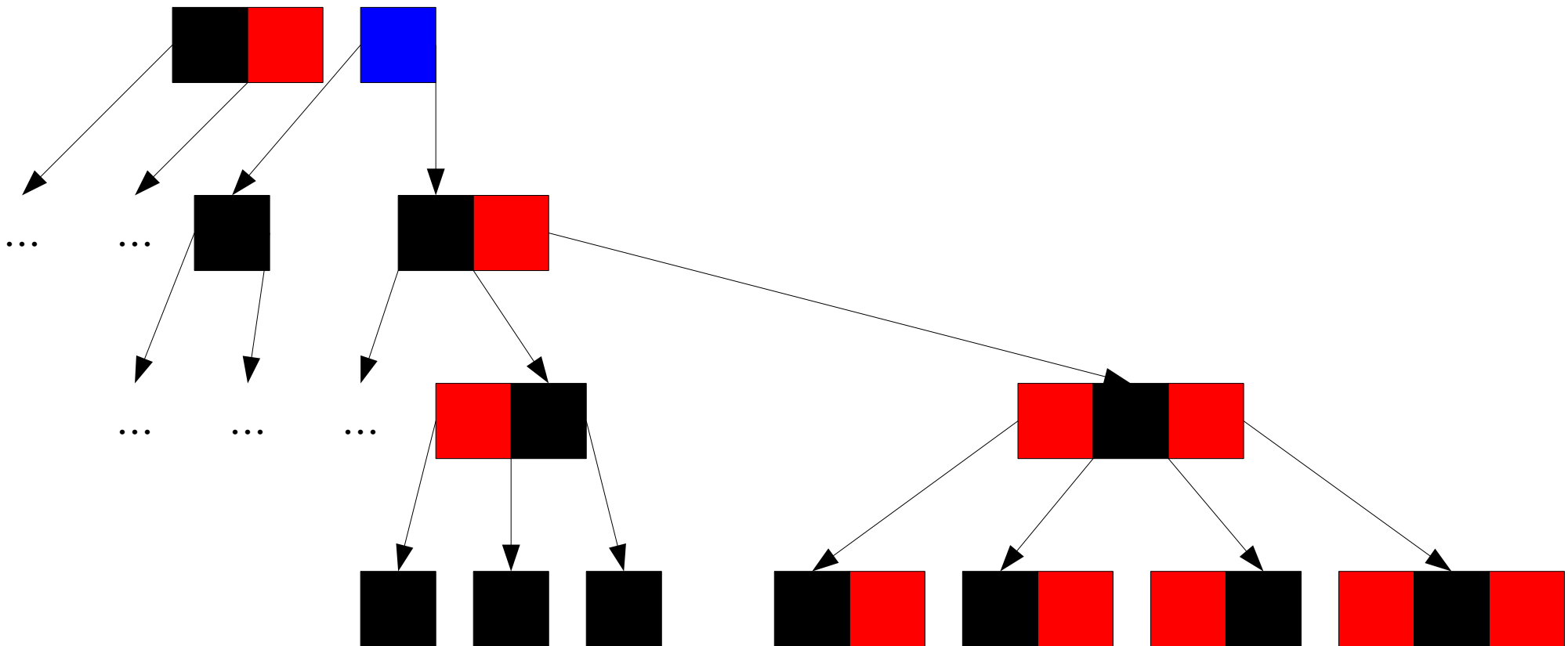
Joining Red/Black Trees



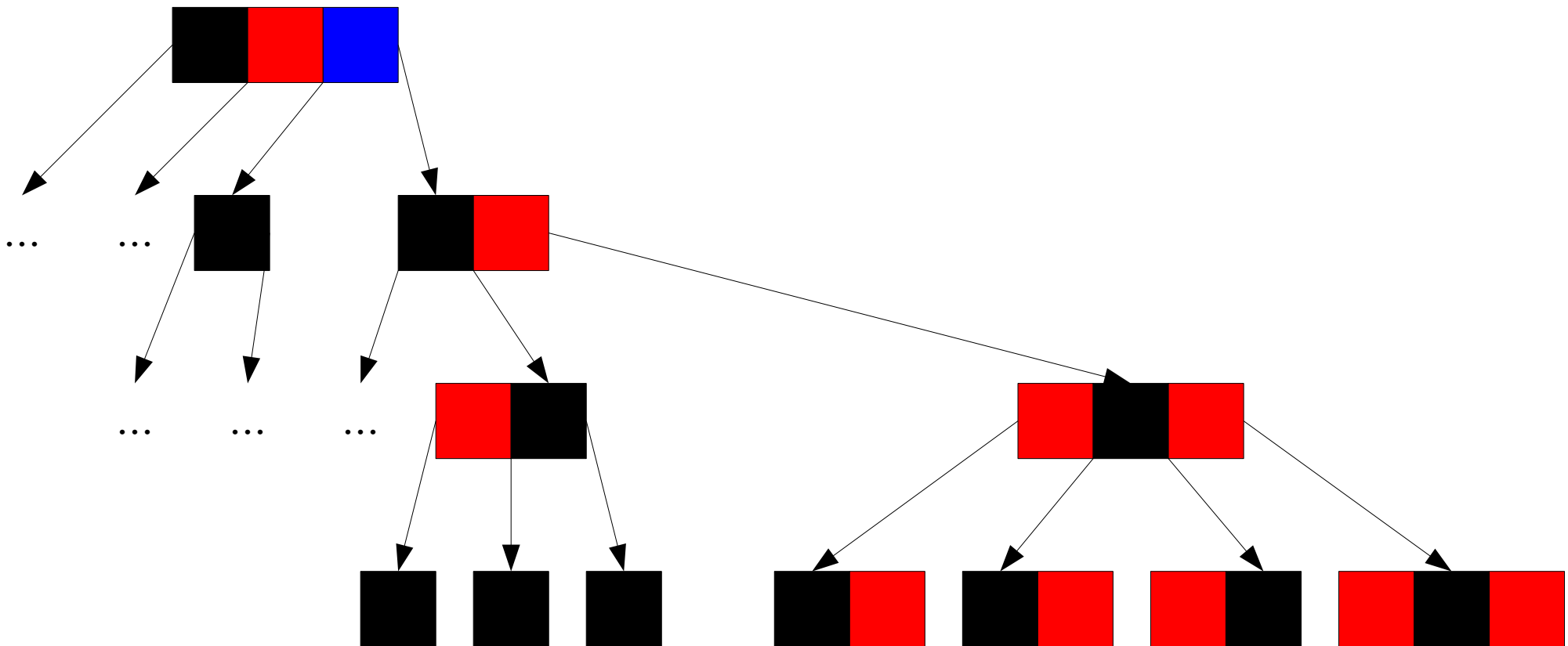
Joining Red/Black Trees



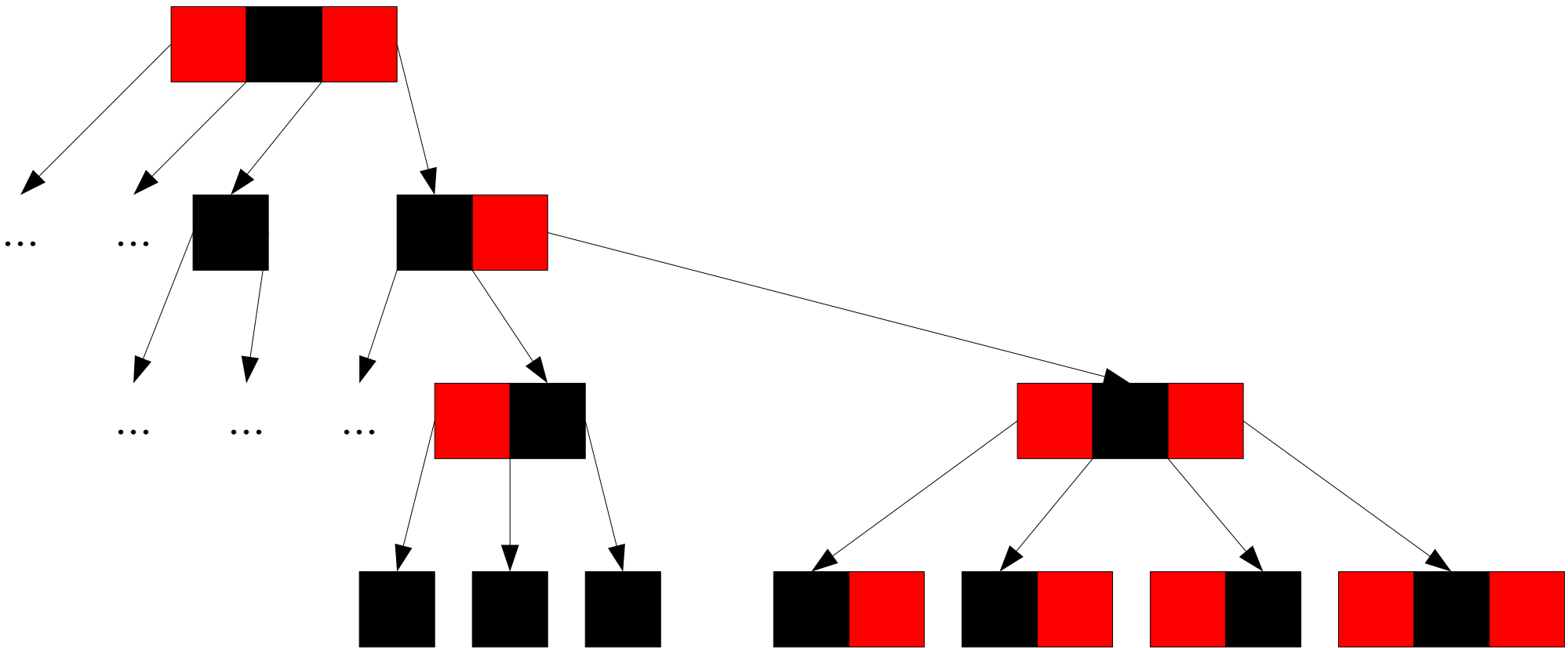
Joining Red/Black Trees



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Joining Red/Black Trees

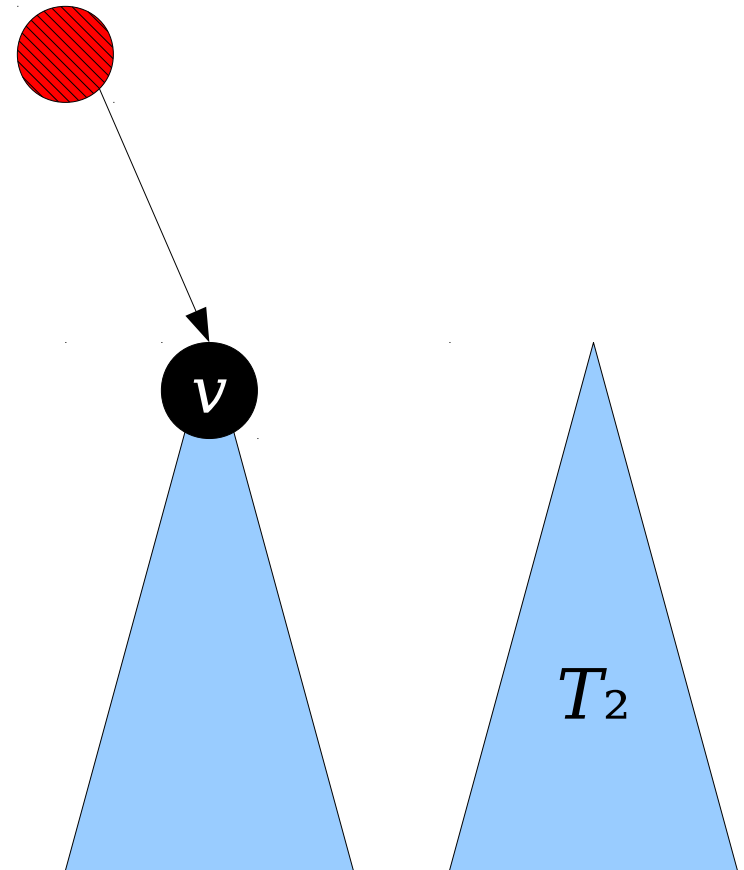


Joining 2-3-4 Trees

- Define the **black height** of a node to be the number of black nodes on any root-null path starting at that node.
- To **join**(T_1, k, T_2):
 - Assume that T_1 is the tree with larger black height; if not, do the following, but mirrored.
 - Walk down the right spine of T_1 until a black node v is found whose black height is the black height of T_2 .
 - Insert a new node with key k , left child v , and right child T_2
 - Make this new node the right child of v 's old parent.
 - Continue as if you had just inserted k .

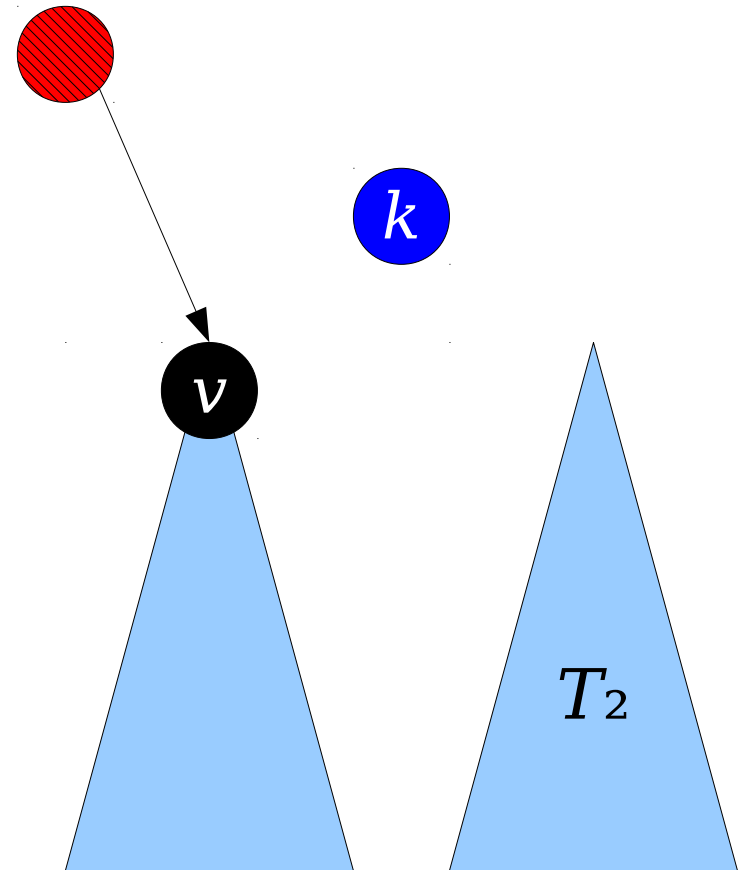
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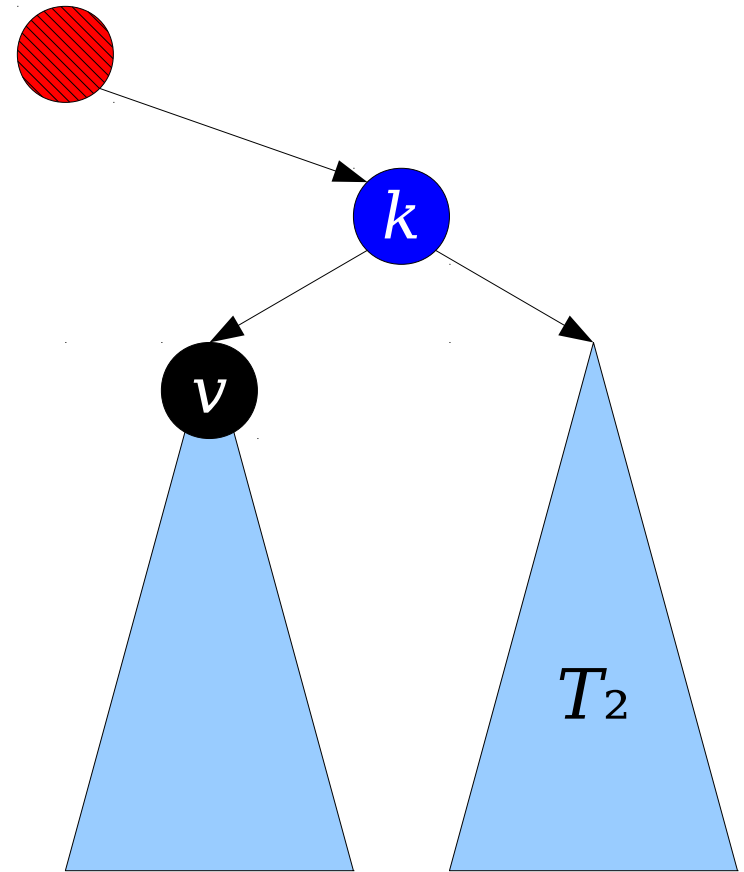
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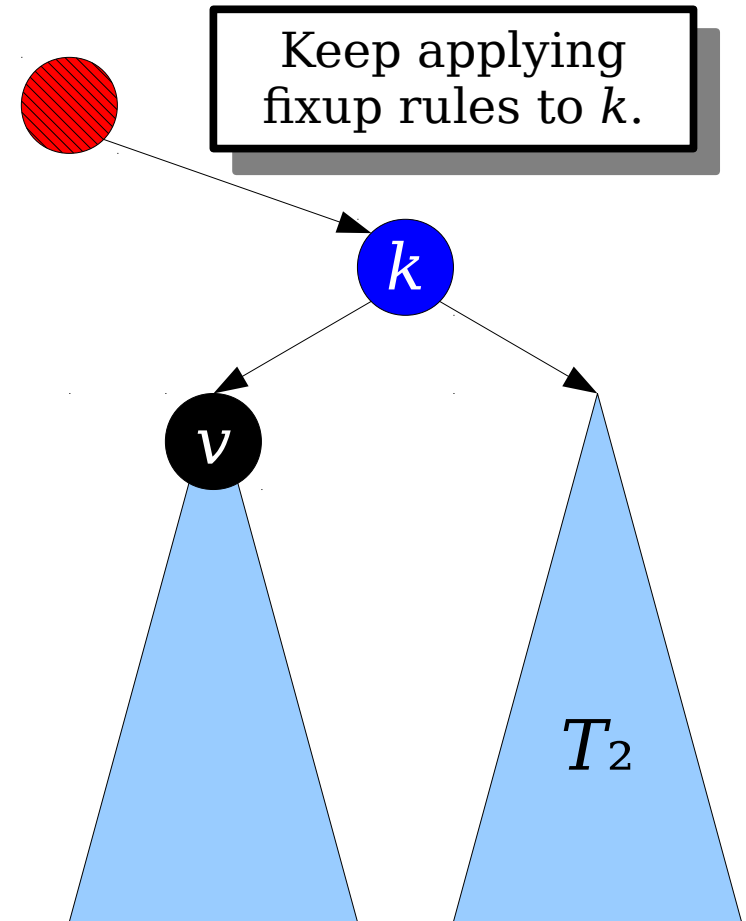
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 - Make this new node the right child of v 's old parent.
 - Continue as if you had just inserted k .



Runtime Analysis

- Need to augment the red/black tree to store the black height of each node.
 - This fits into our augmentation framework – can be computed from the black heights of the left and right children and from the node's own color.
- Via the isometry with 2-3-4 trees, the runtime is **$O(1 + |bh_1 - bh_2|)$** .
- This is **$O(\log n_1 + \log n_2)$** in the worst-case.

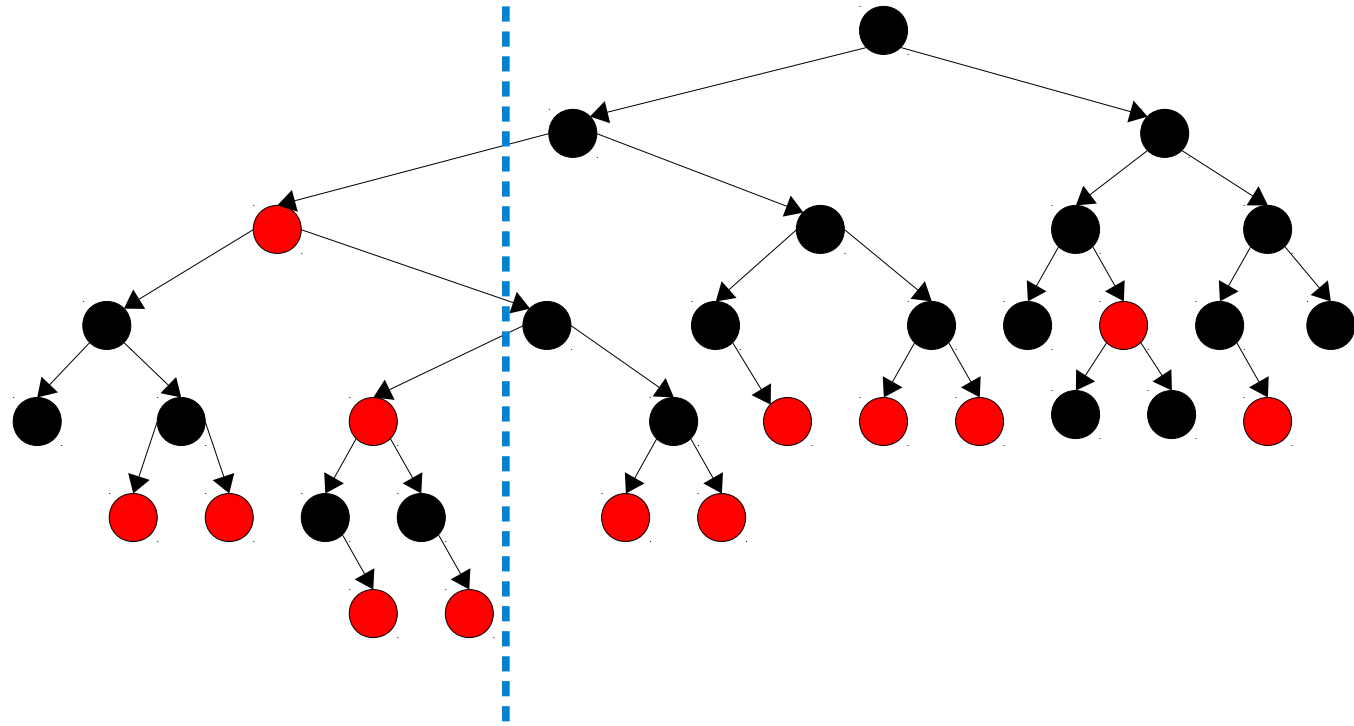
Joining Two Trees

- What if you want to join two red/black trees but don't have a key to join them with?
- Delete the minimum value from the second tree in time $O(\log n)$, then use that to join the two trees.

Implementing *split* Efficiently

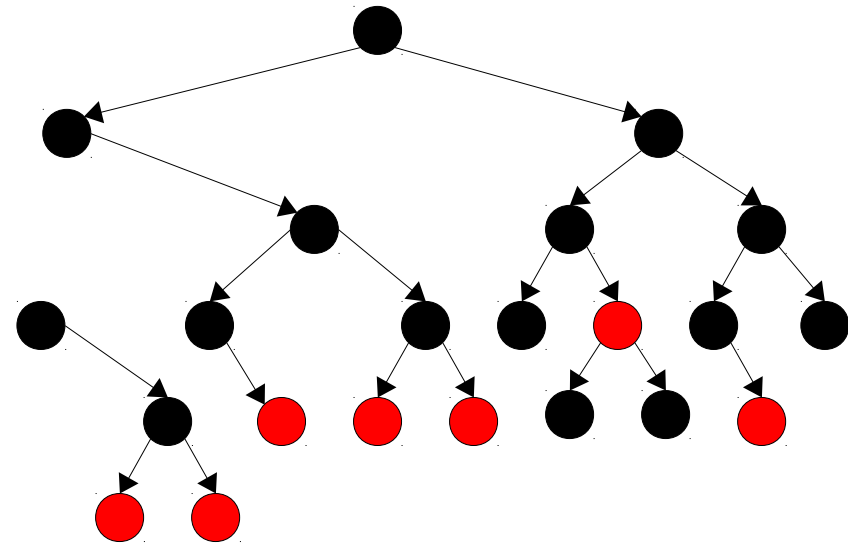
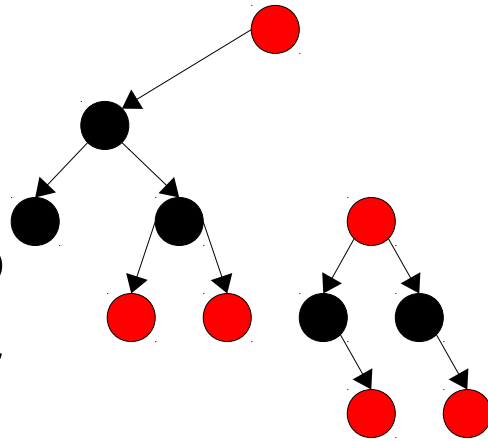
Splitting Trees is Hard

- **Challenge 1:** The split procedure might cut the existing tree into lots of smaller pieces.



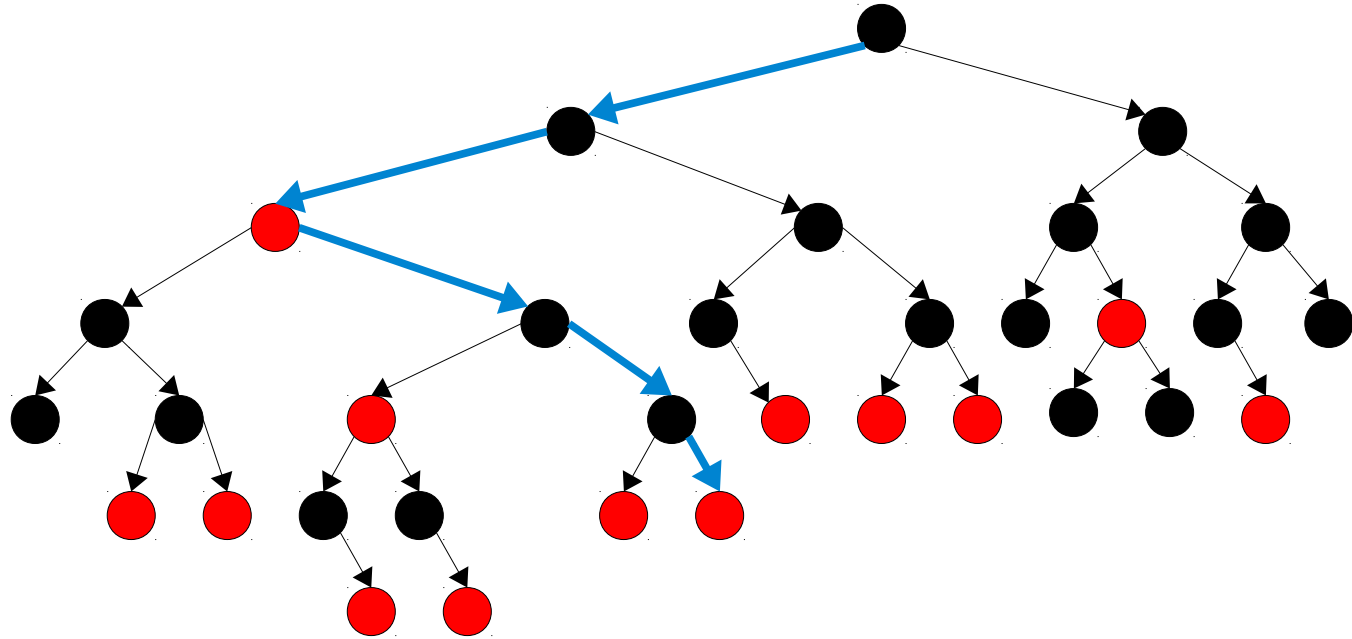
Splitting Trees is Hard

- **Challenge 1:** The split procedure might cut the existing tree into lots of smaller pieces.
- **Challenge 2:** Cutting a red/black tree into two pieces doesn't necessarily give you two red/black trees.



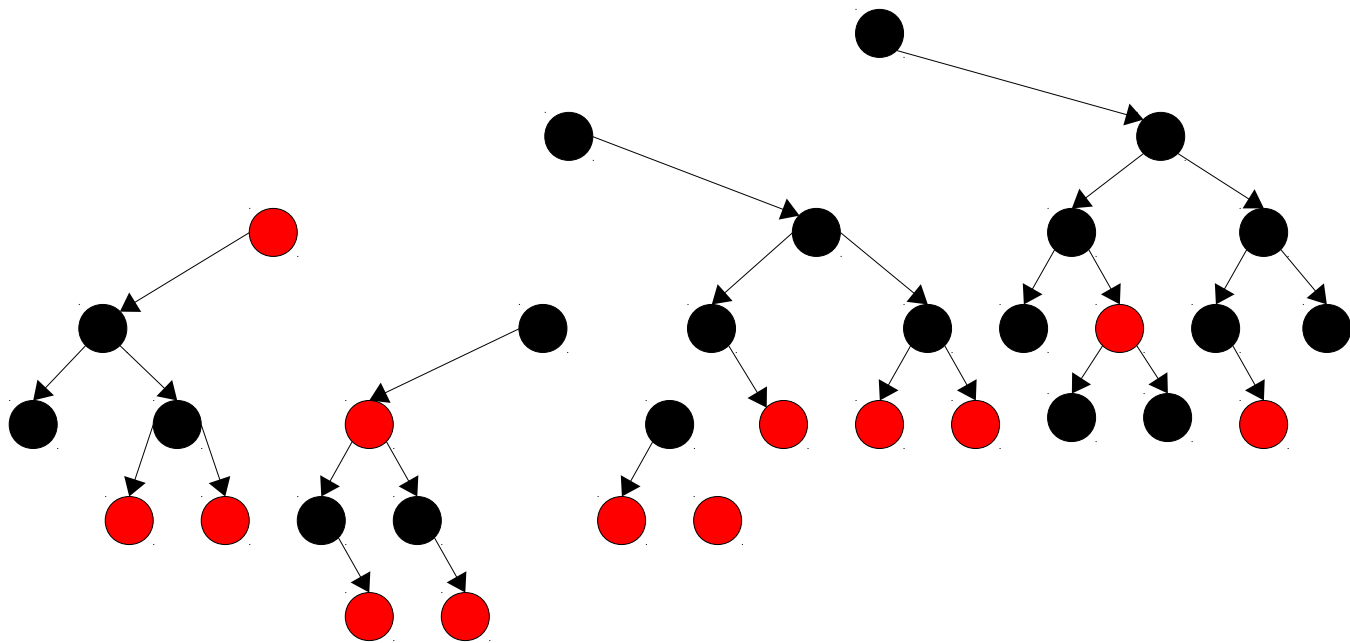
An Observation

- Suppose we want to perform a split on some key k .
- Begin by searching for k . If we find it, search for its inorder successor.
- Cut all links found along the way.



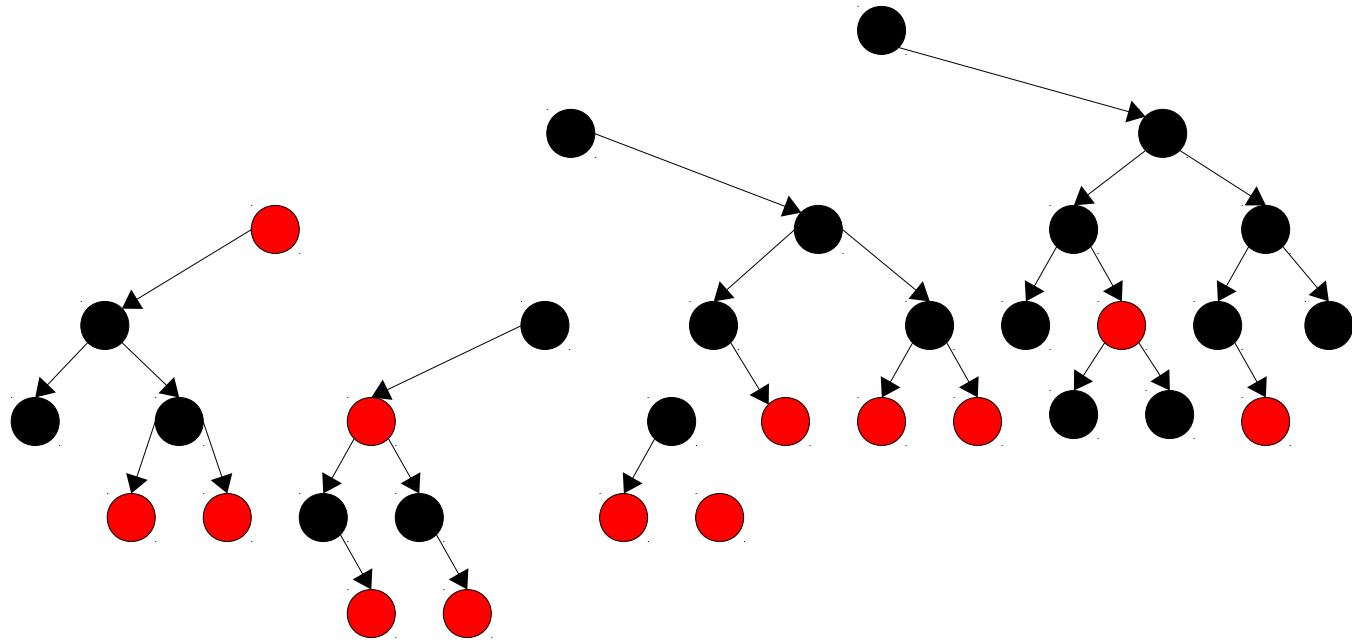
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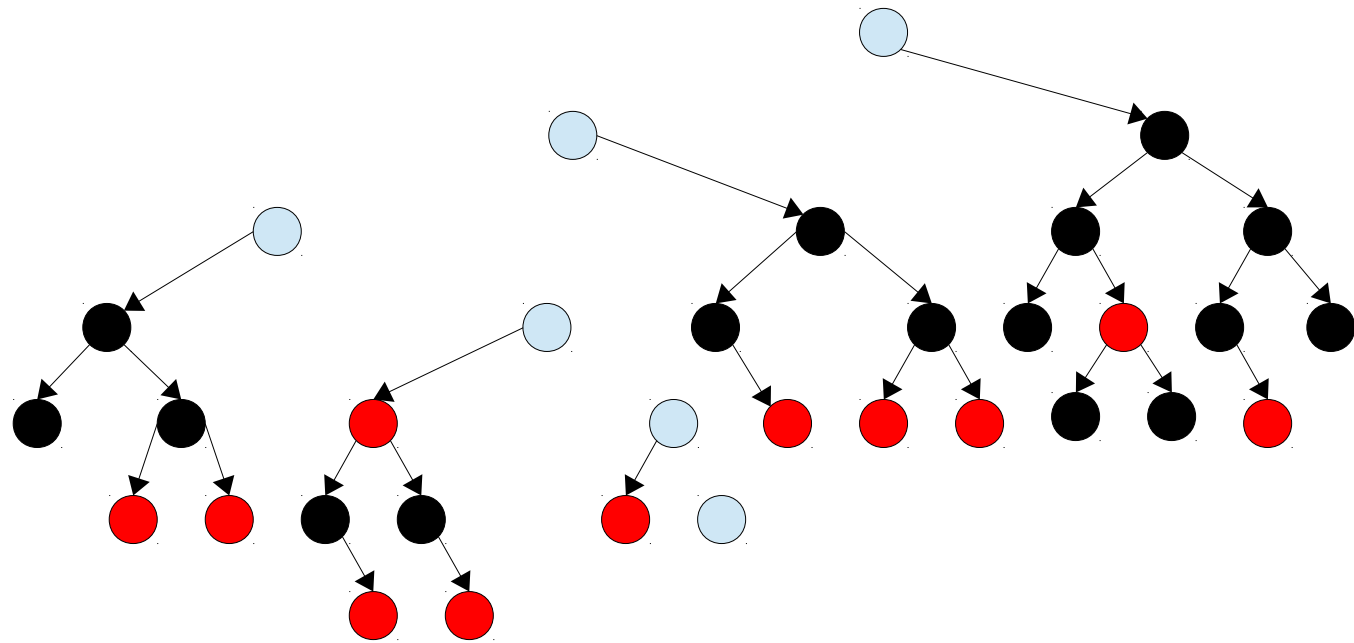
An Observation

- Let's imagine uncoloring all of these pennant roots.



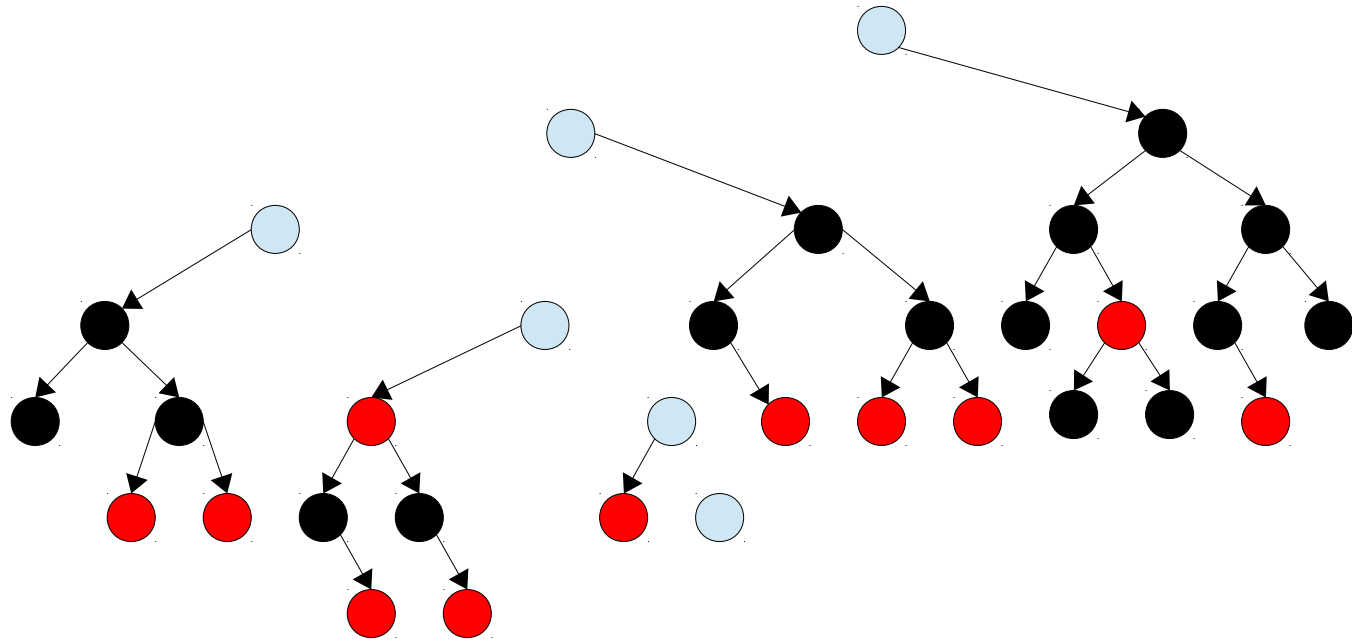
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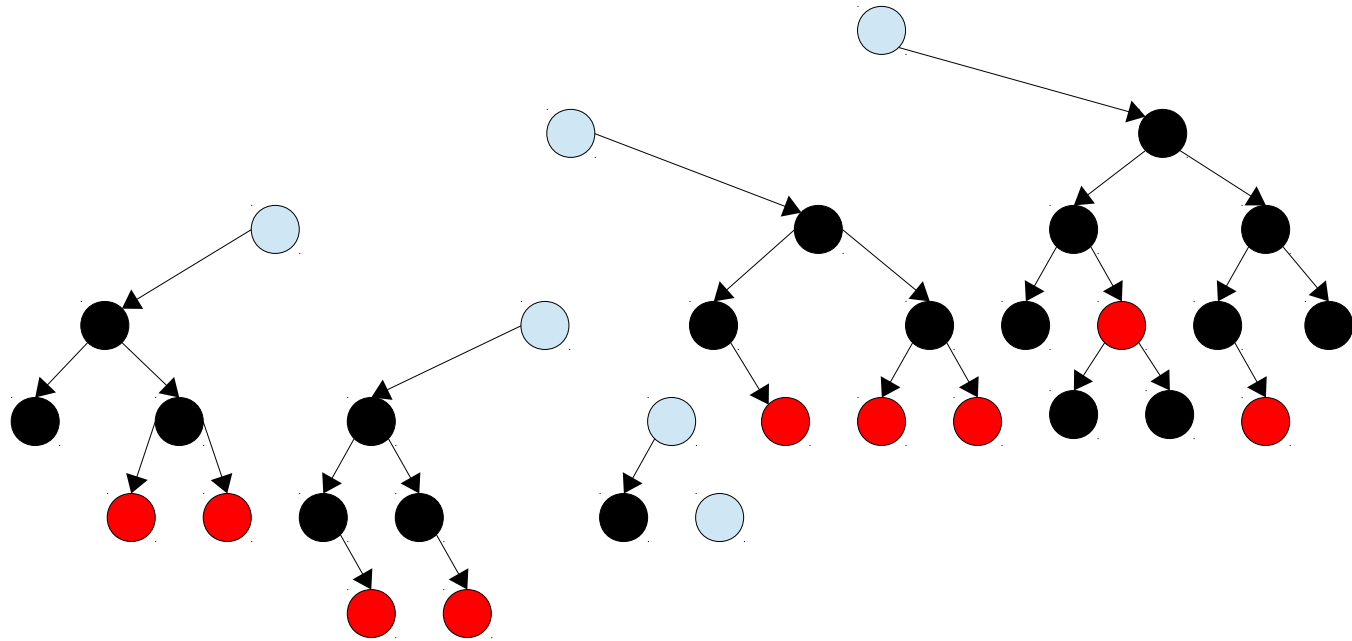
An Observation

- Let's imagine uncoloring all of these pennant roots.
- The trees below them are *almost* red/black trees, but their roots might be red.
- Let's recolor all the roots black.



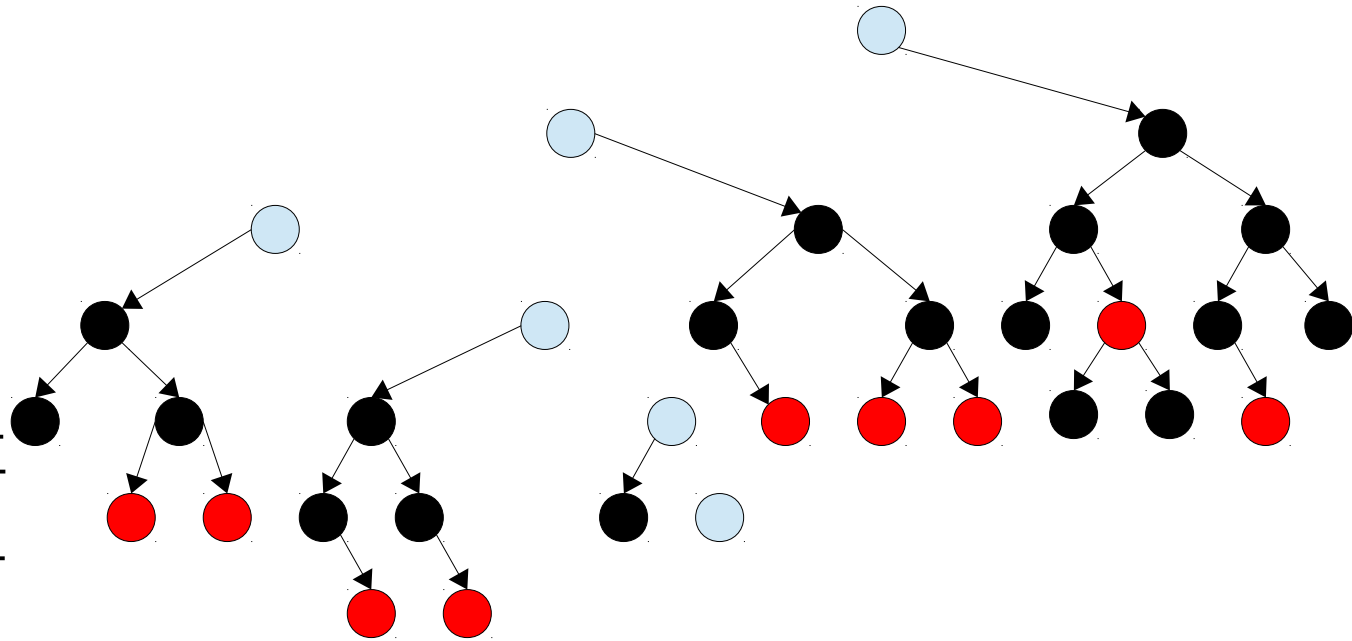
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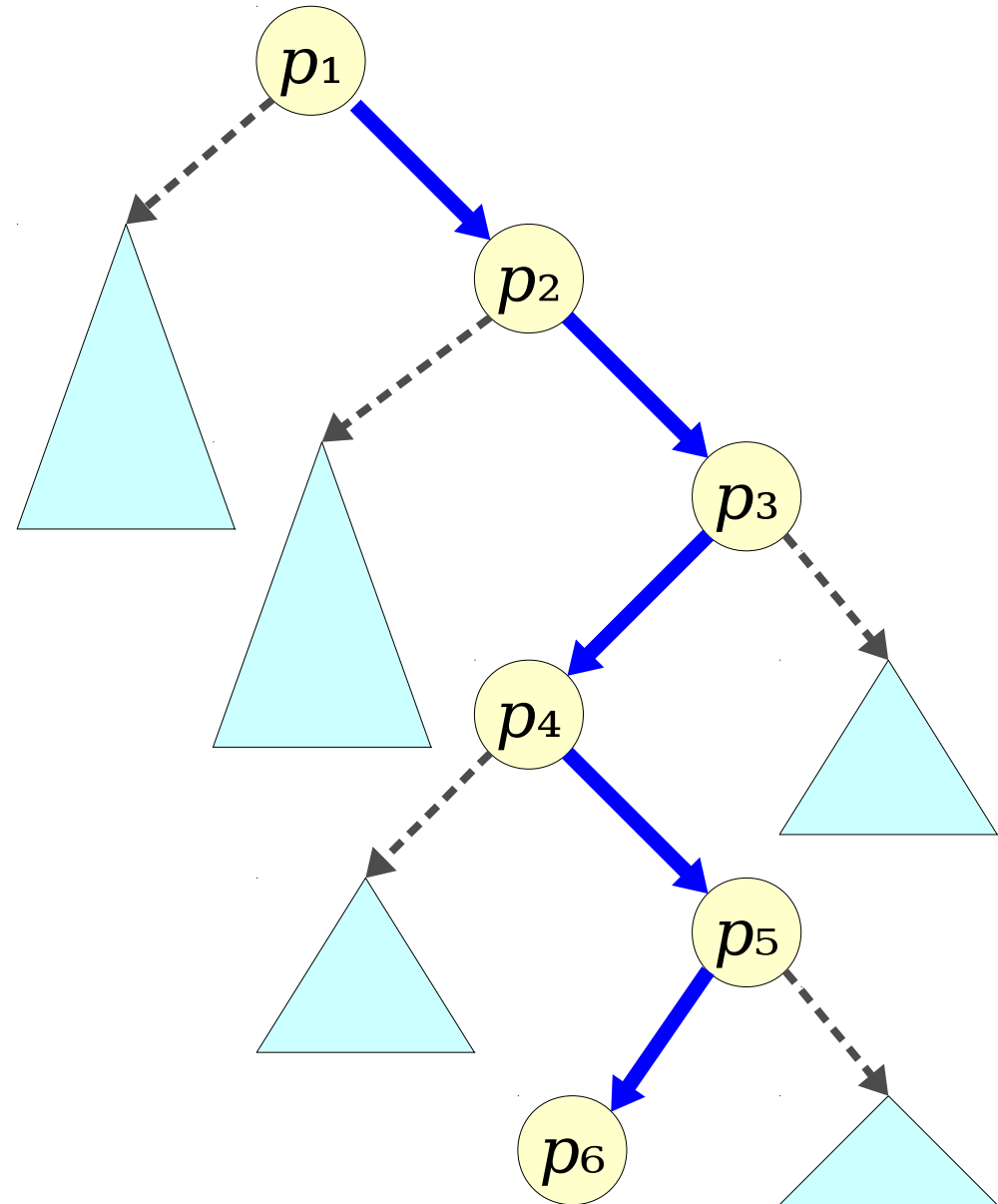
An Observation

- We now have a bunch of red/black trees hanging off of pennants.
- **Key idea:** Find a way to *join* these trees back together to form the two trees we want.



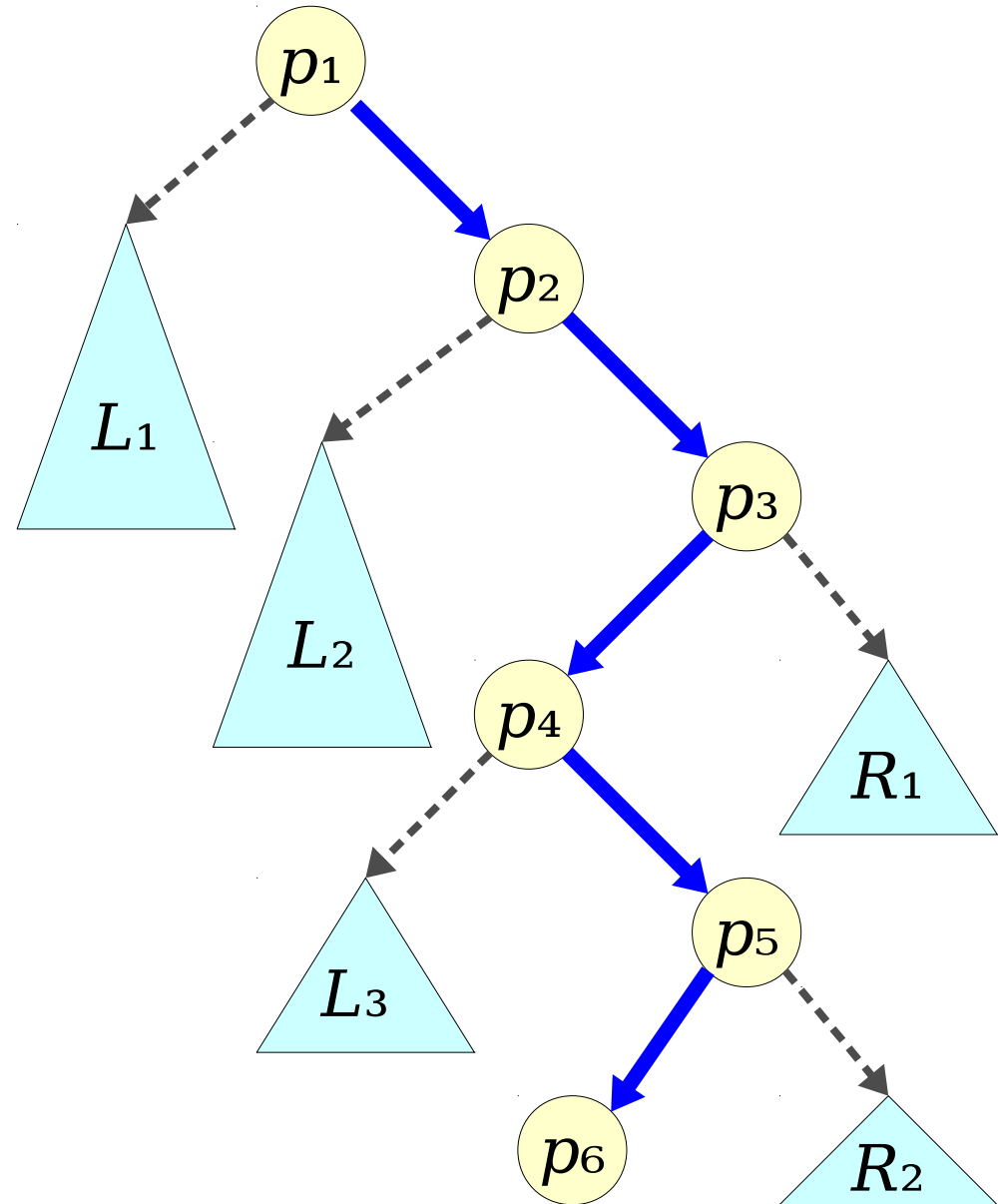
Fleshing Out the Algorithm

- Do a search for the inorder successor of k , cutting each link followed.
- For each pennant, color its child black. We now have a collection of red/black trees hanging off of random nodes.
- Categorize each hanging tree as of type L or type R depending on whether it's a left or right child of its pennant.



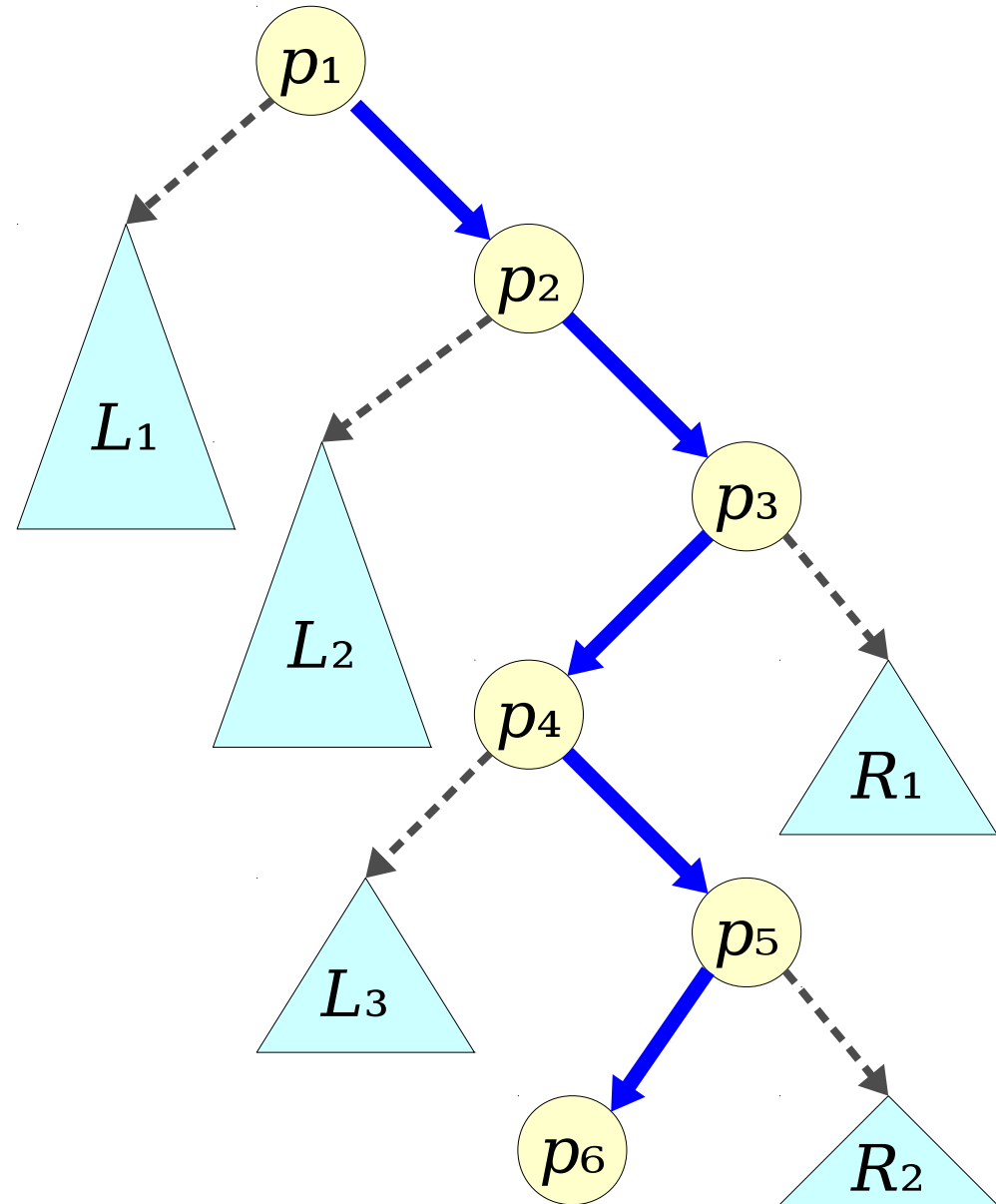
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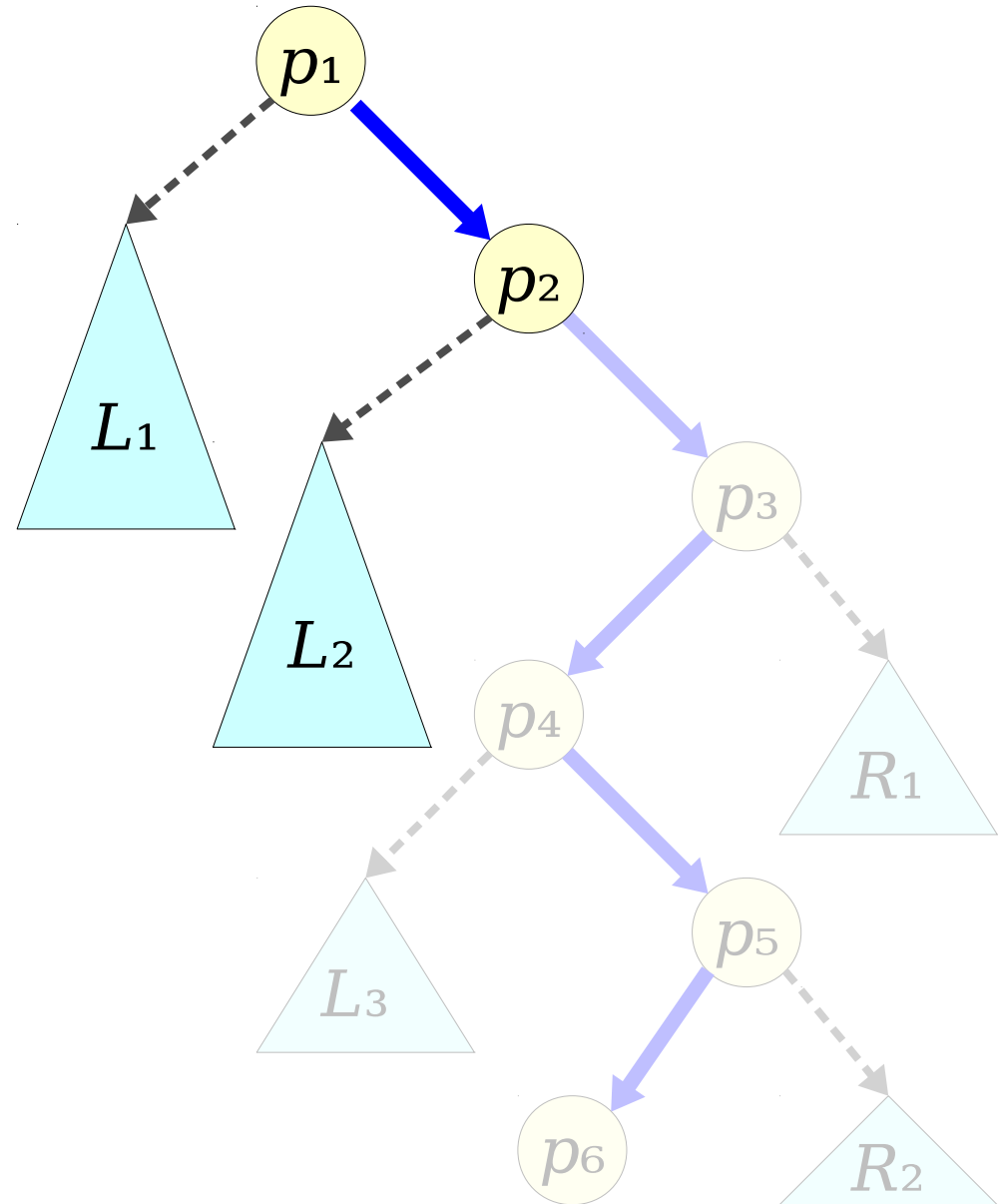
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- **Observation 1:** Look at any two consecutive L trees or R trees and the root of the pennant of the first tree. Then the key in the pennant root is strictly between all the values of those two trees.



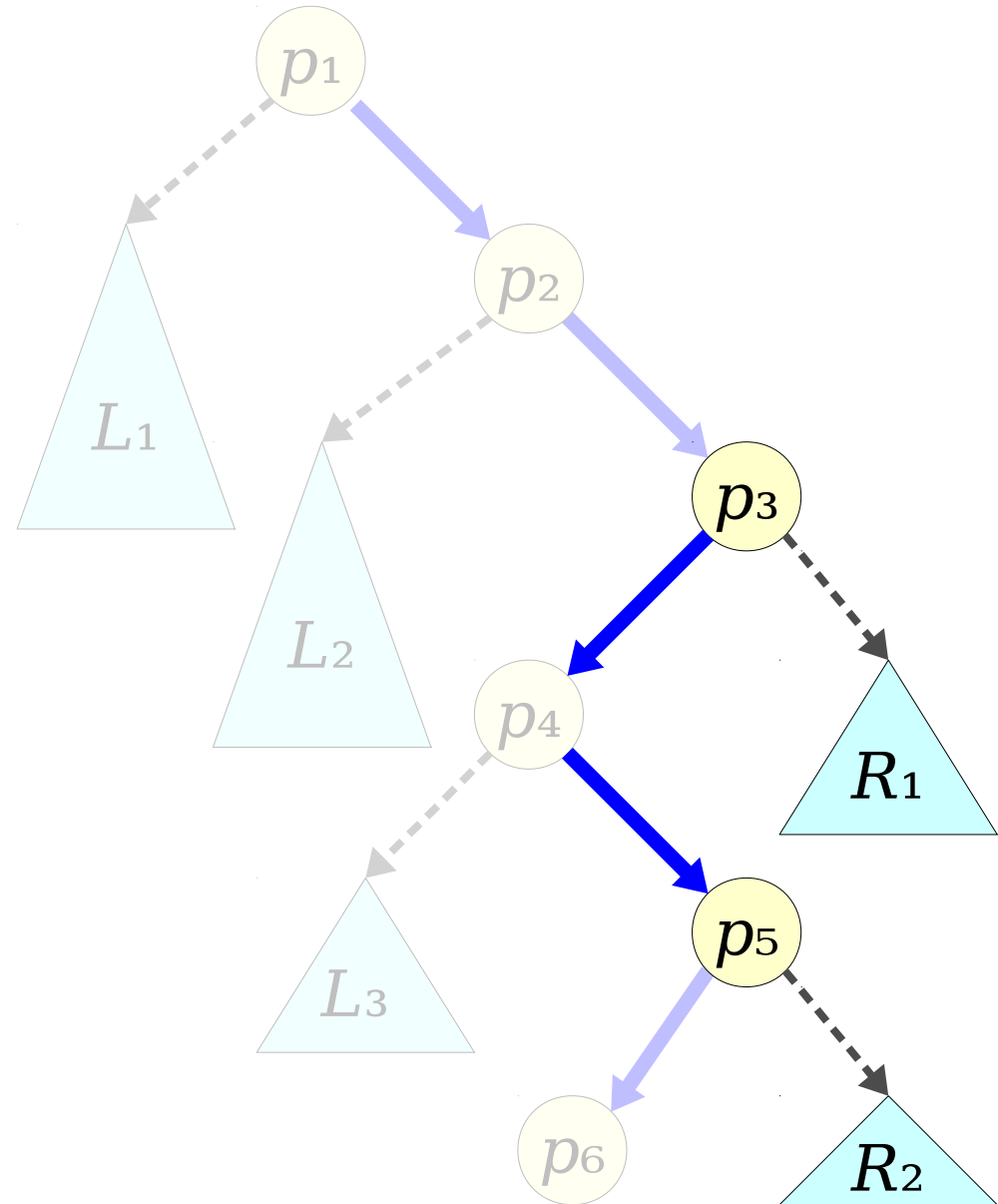
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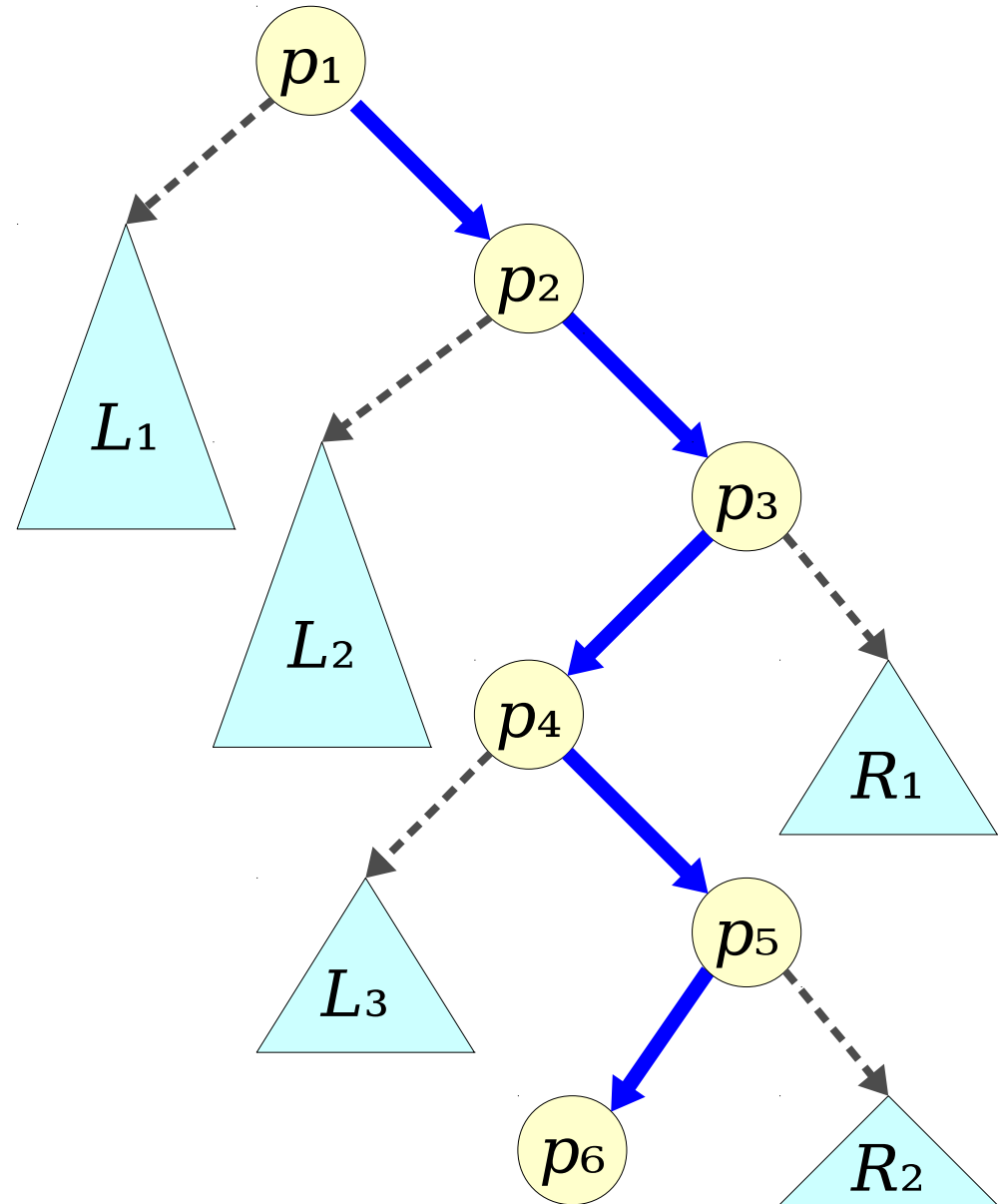
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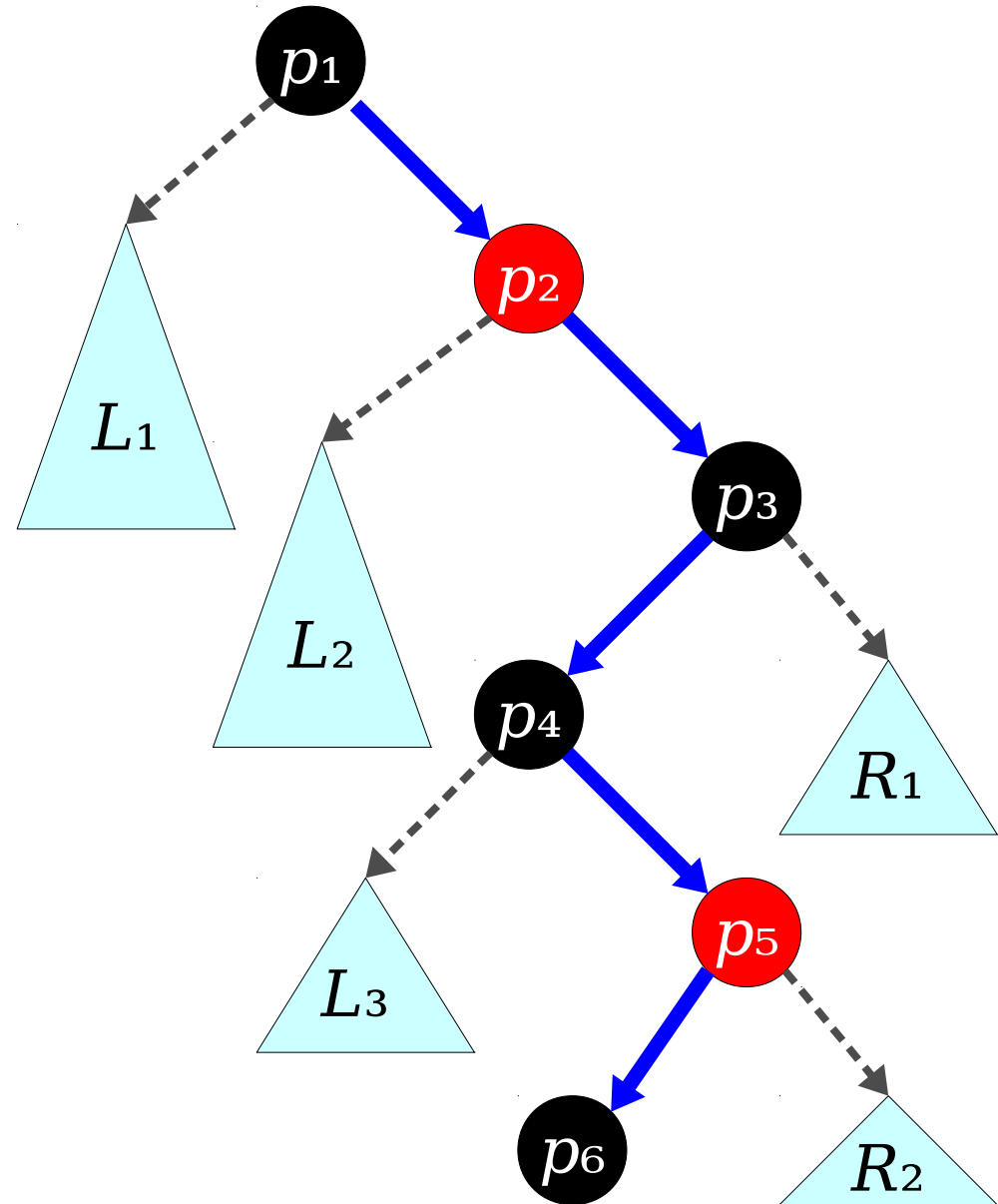
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- **Observation 1:** Look at any two consecutive L trees or R trees and the root of the pennant of the first tree. Then the key in the pennant root is strictly between all the values of those two trees.
- **Observation 2:** There are at most two trees of each black height hanging off of the pennants.

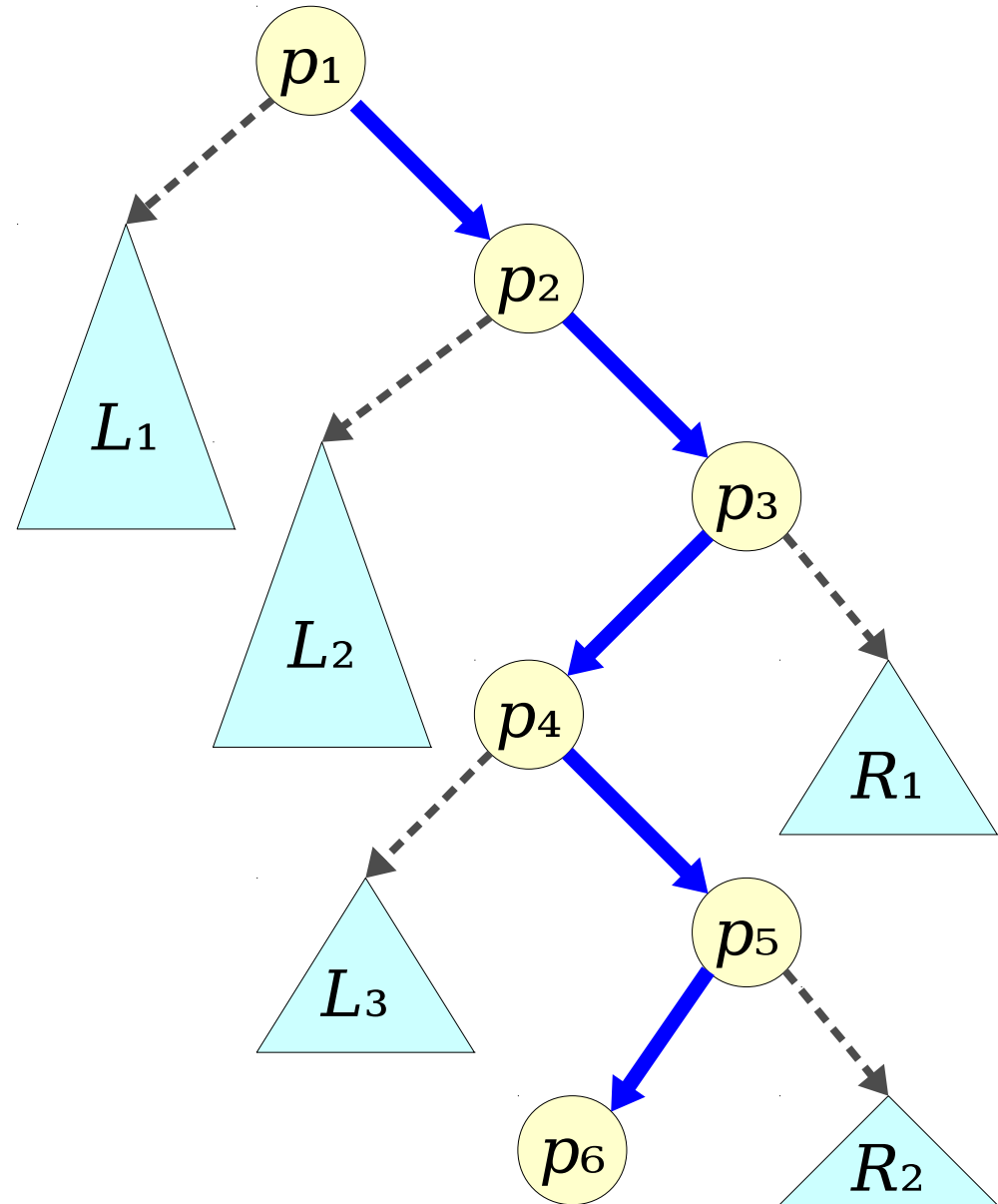


Fleshing Out the Algorithm

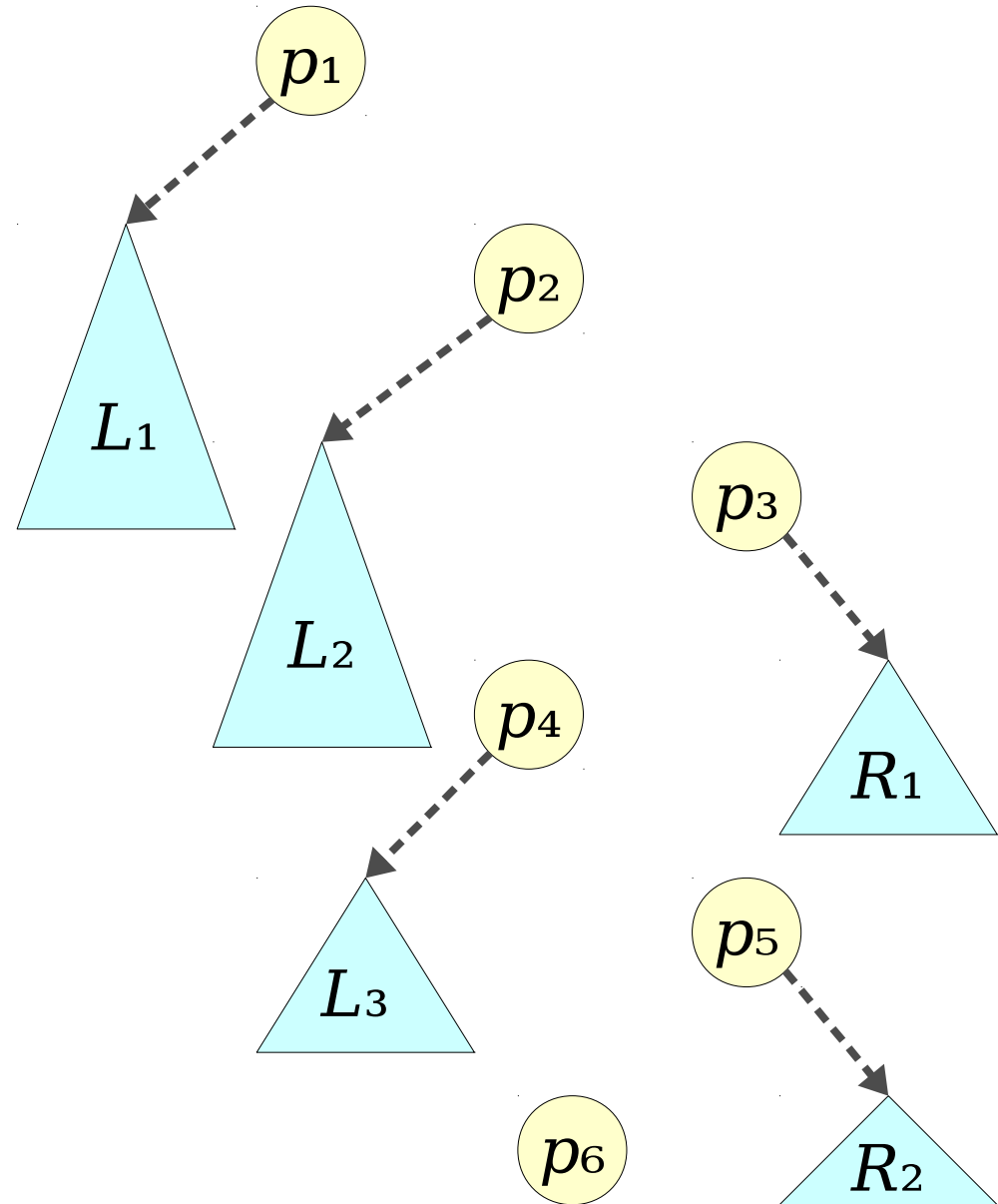
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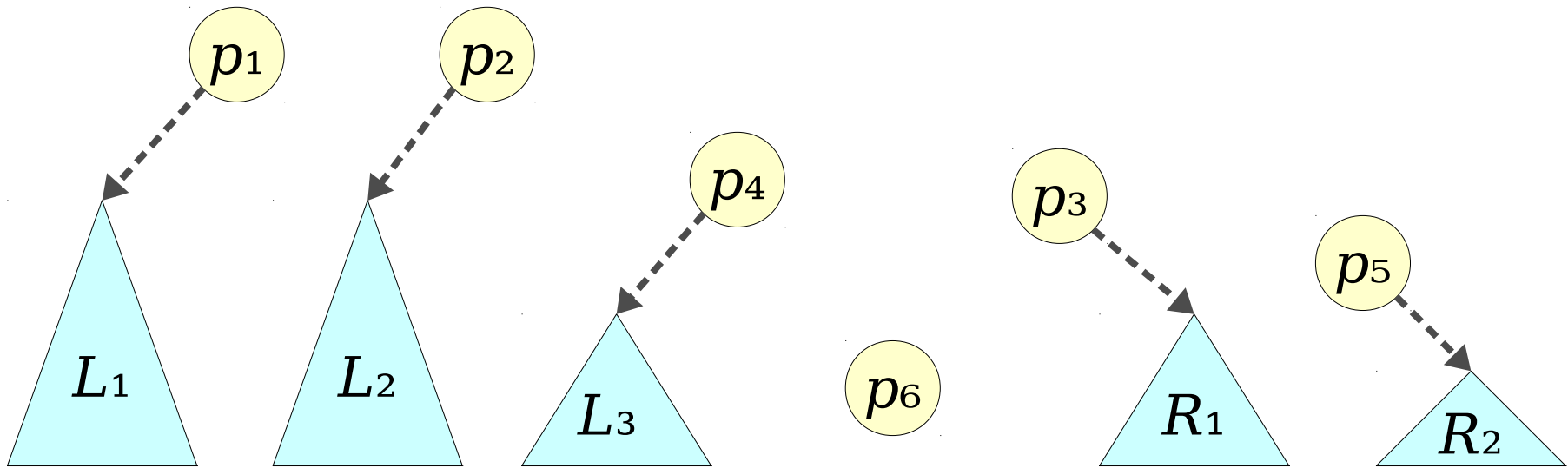
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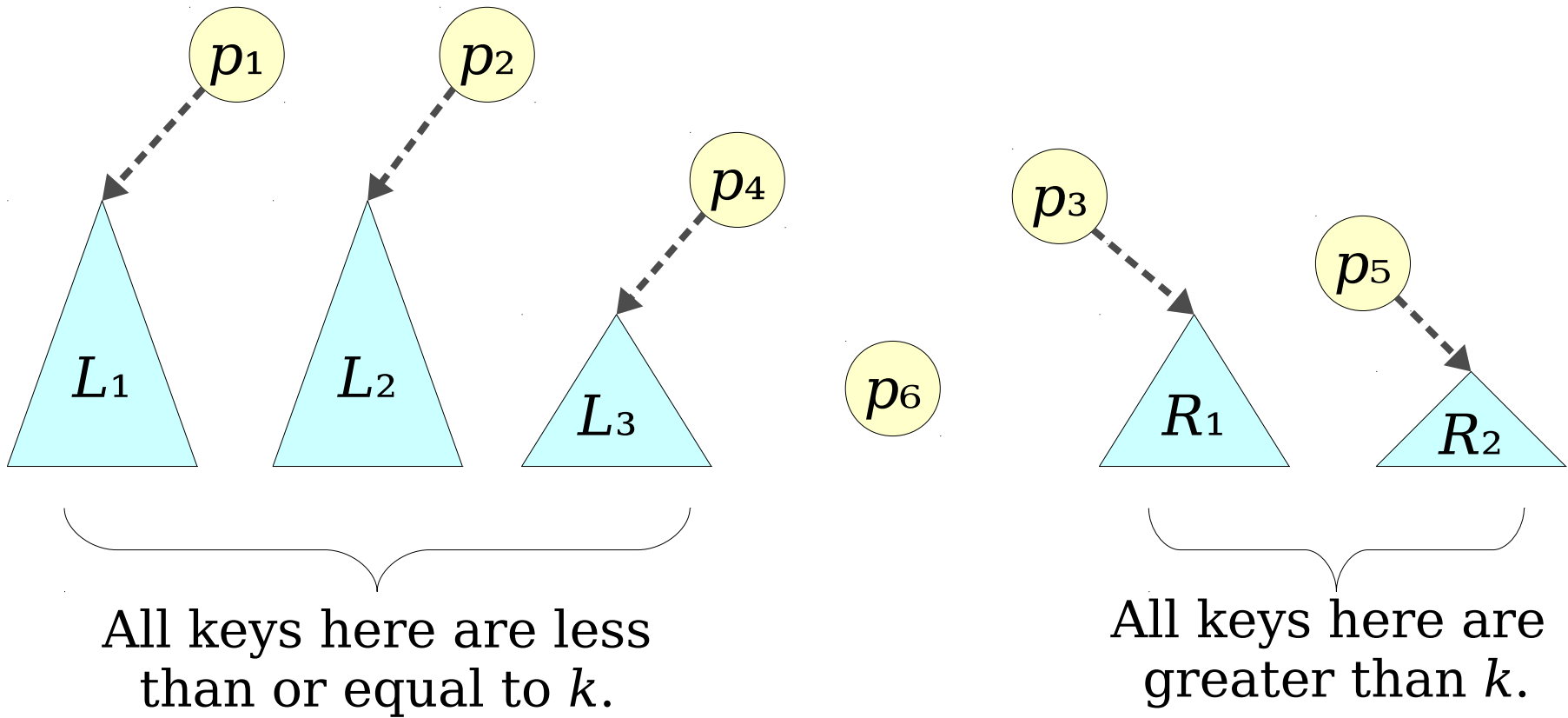
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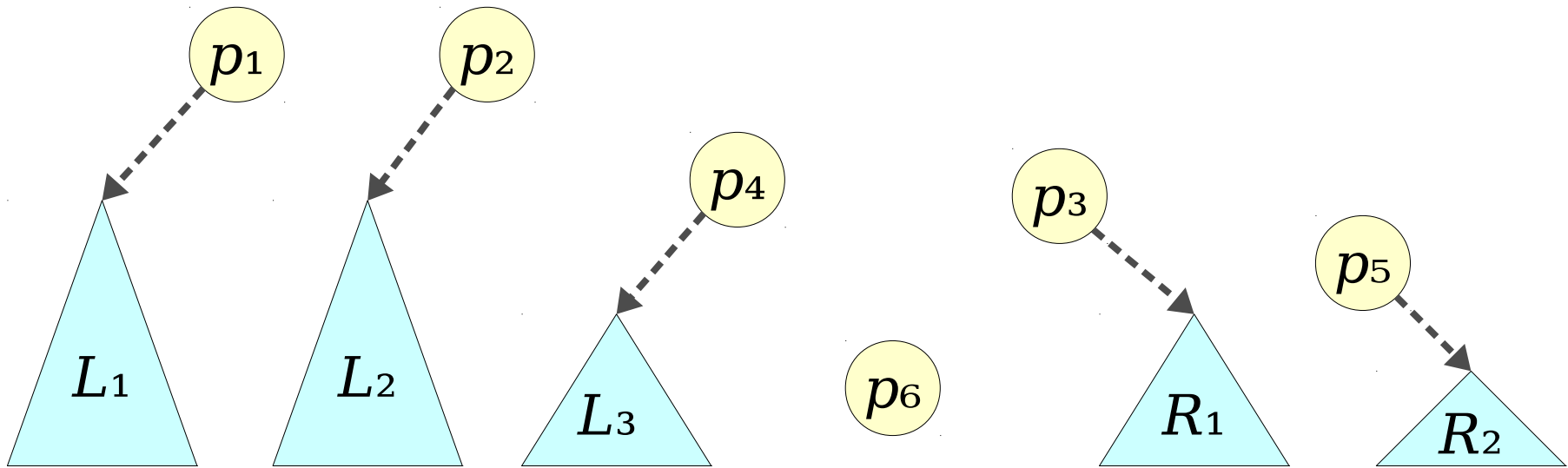
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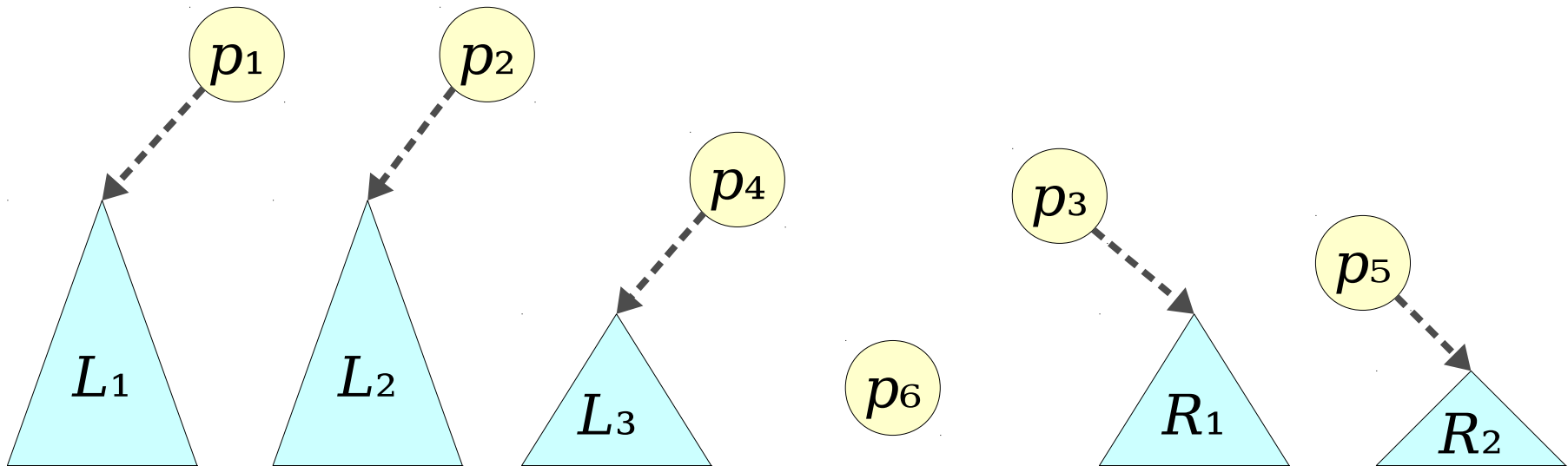
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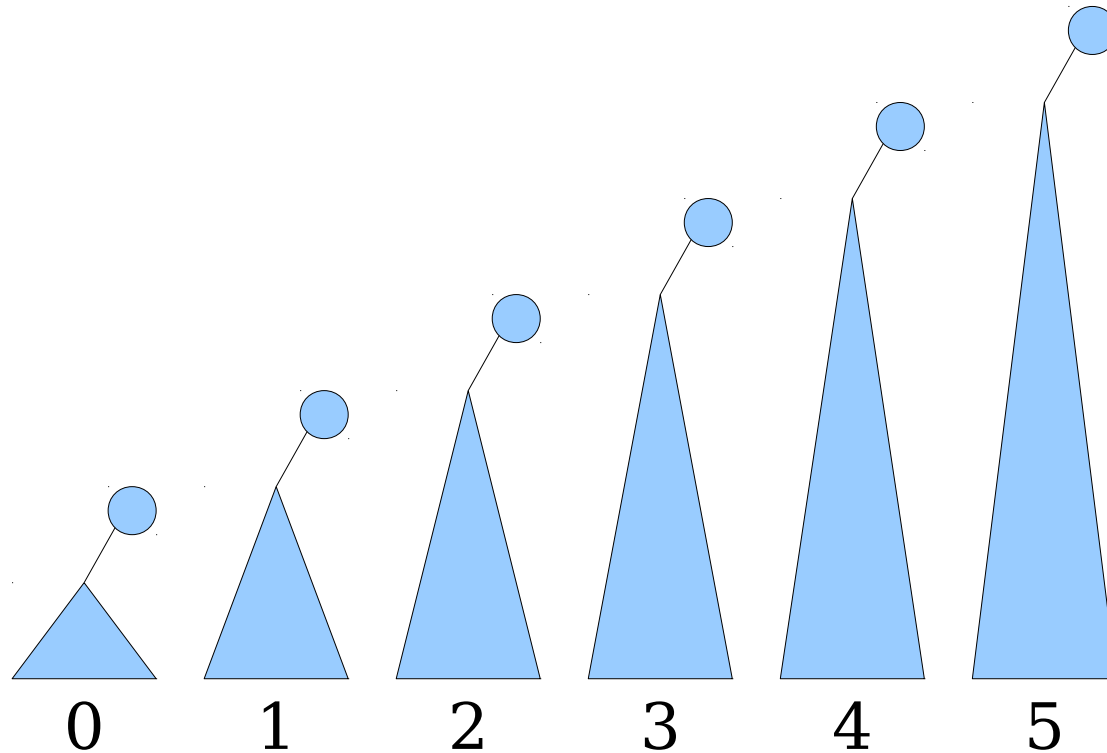
Key idea: join all the L trees back together and all the R trees back together, using the nodes at the root of the pennants as the joining key. Because the height differences are low, the runtime works out to $O(\log n)$.

Analyzing the Runtime

- Suppose there is one tree of each black height in L .
- What is the runtime of *joining* the trees in reverse order of black heights?

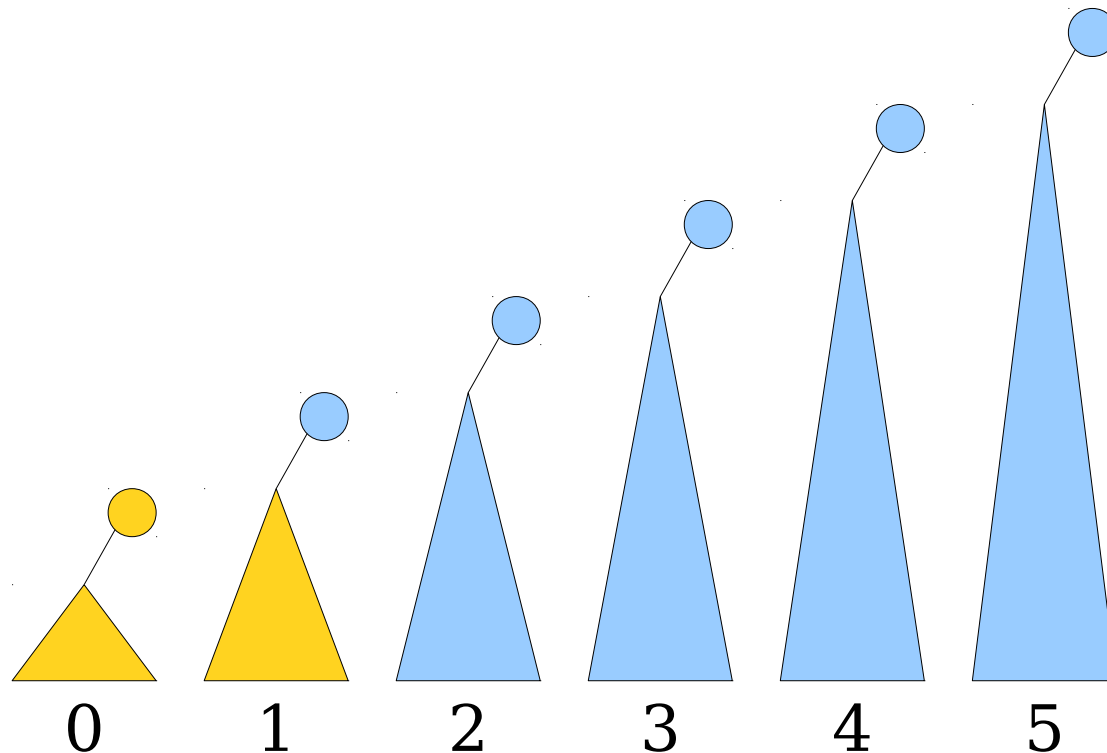
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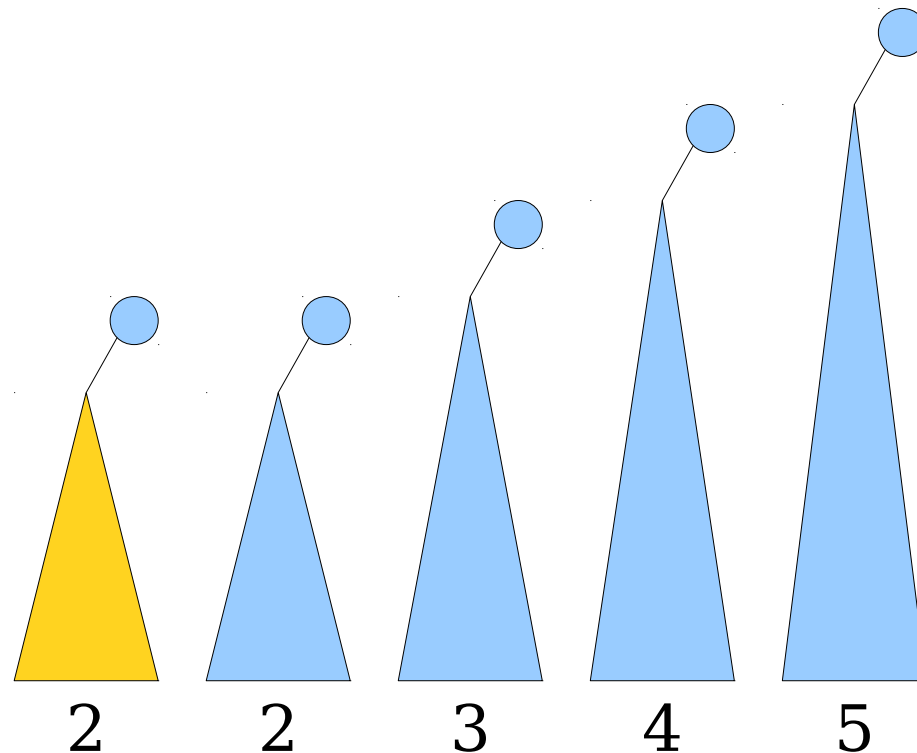
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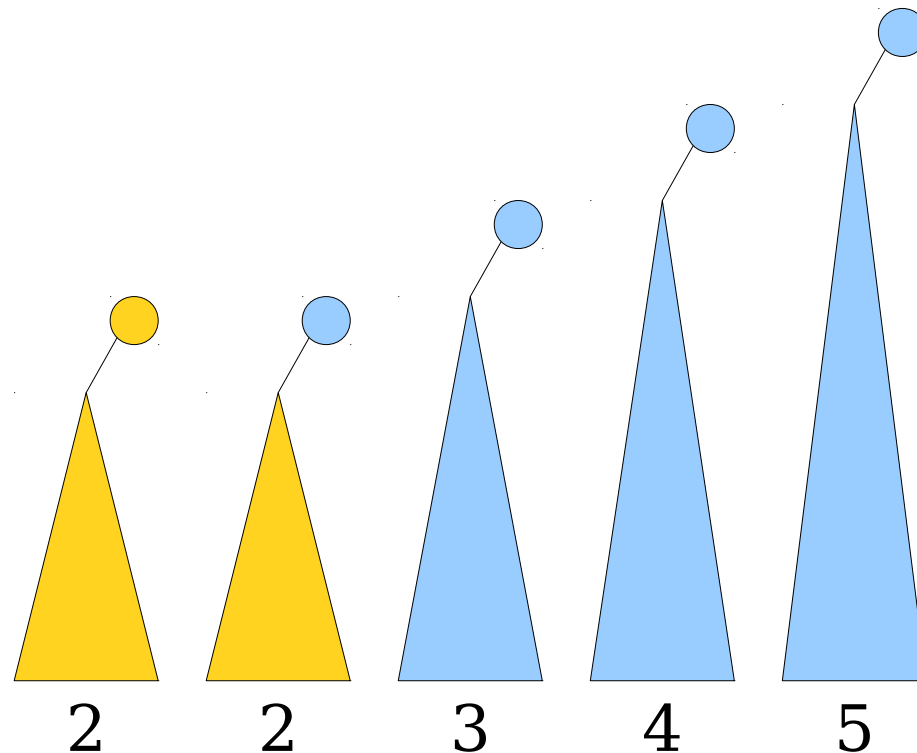
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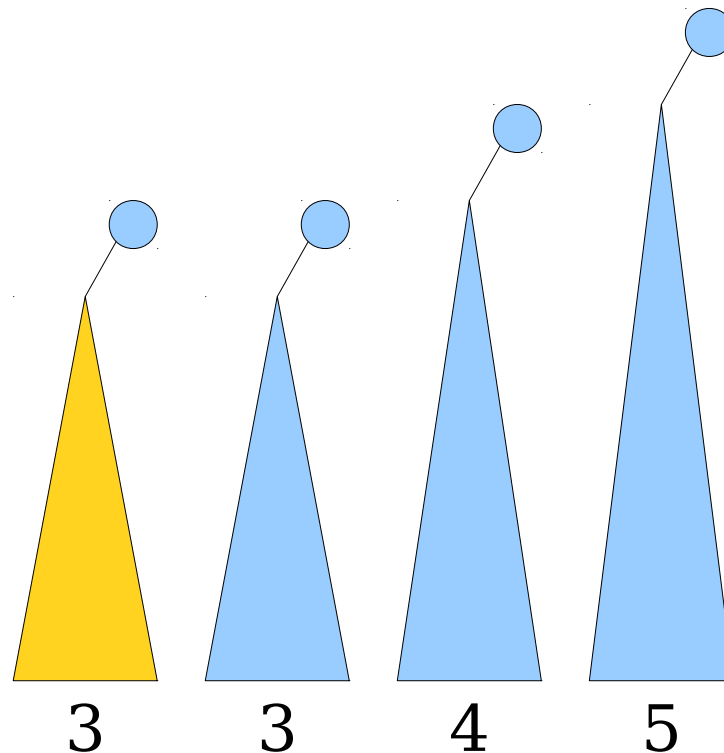
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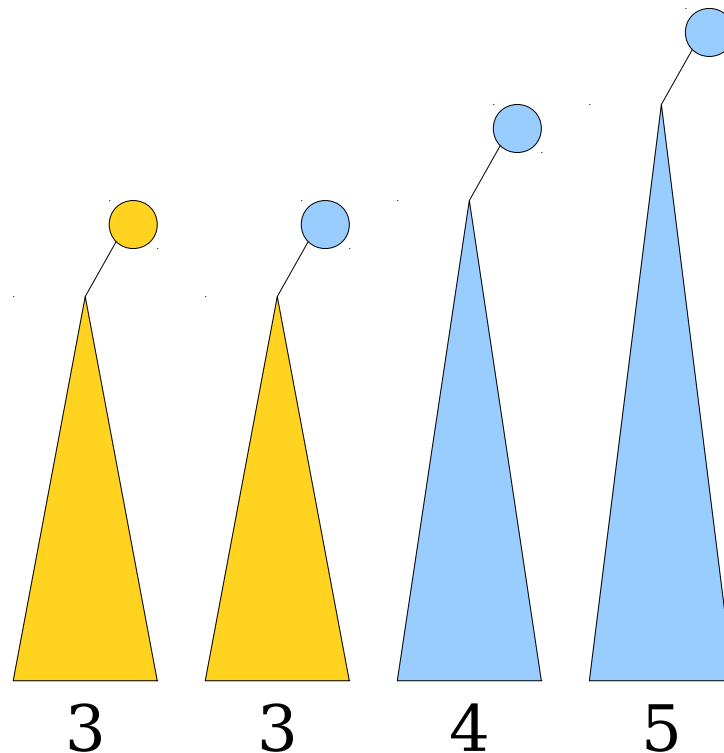
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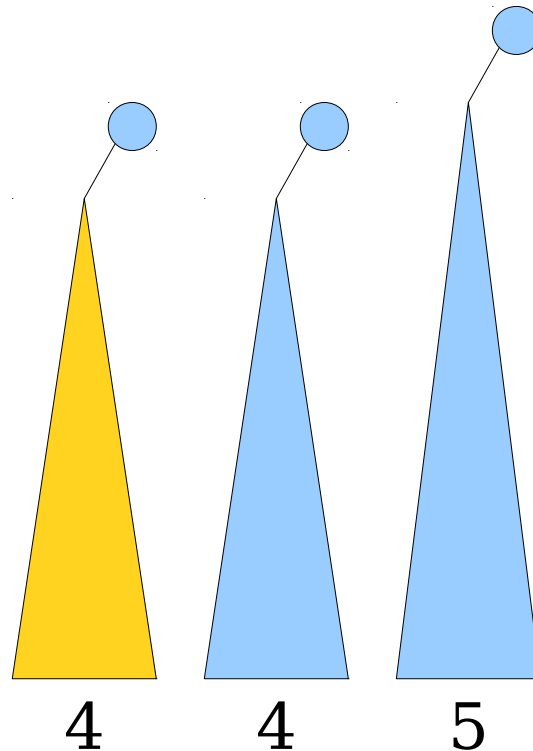
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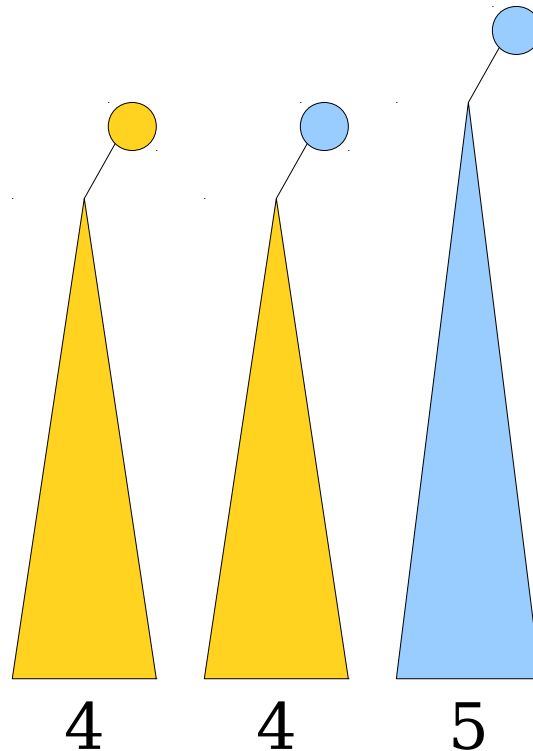
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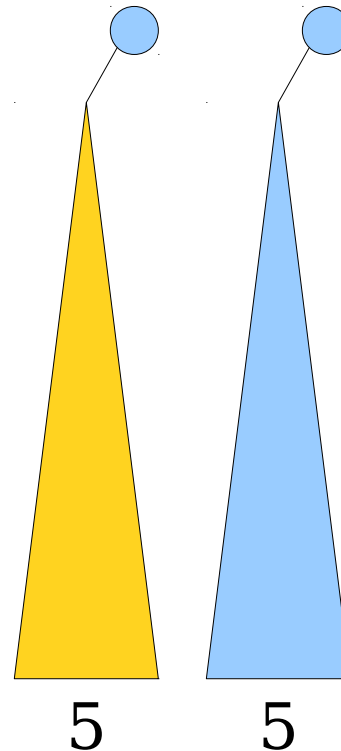
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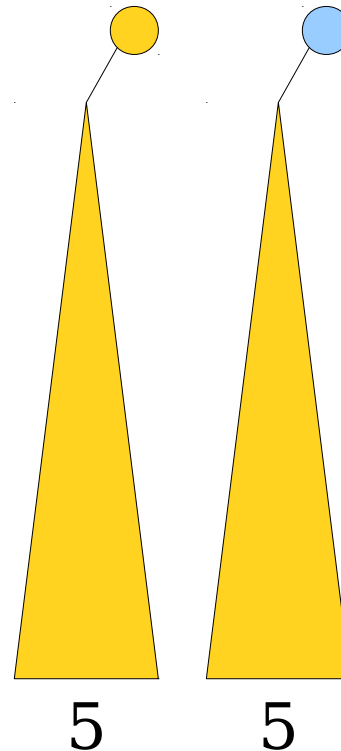
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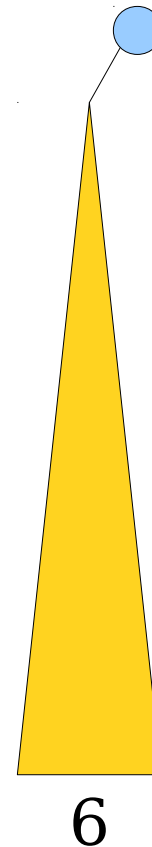
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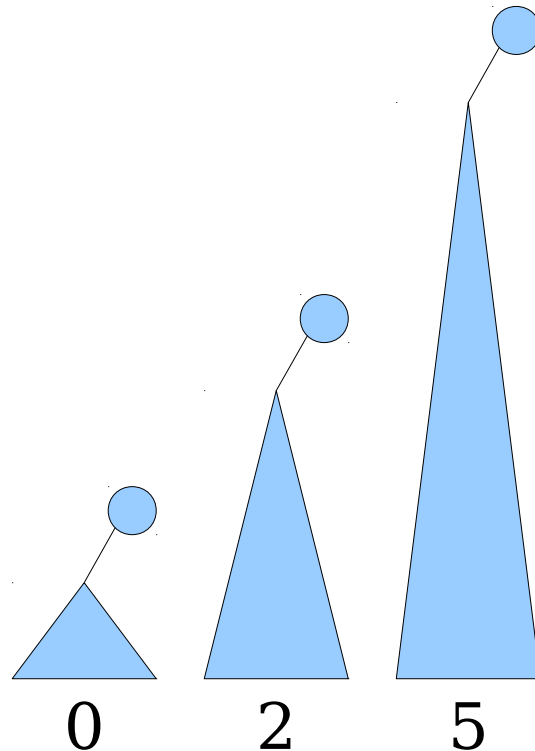
- Suppose there is one tree of each black height in L .
- What is the runtime of *joining* the trees in reverse order of black heights?
- Each *join* takes time $O(1 + |bh_1 - bh_2|) = O(1)$.
- At most $O(\log n)$ *joins* (the access path has length $O(\log n)$)
- Runtime is **$O(\log n)$** .

Analyzing the Runtime

- Suppose there are trees of very different black heights.
- What is the runtime of *joining* the trees in reverse order of black heights?

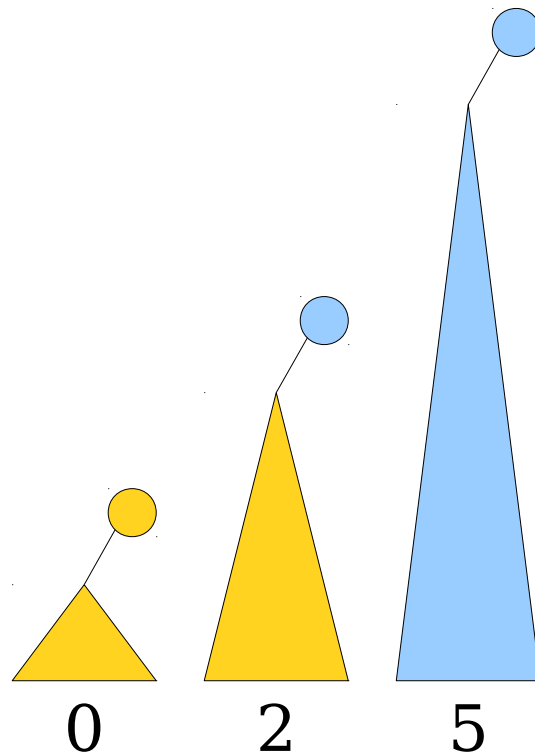
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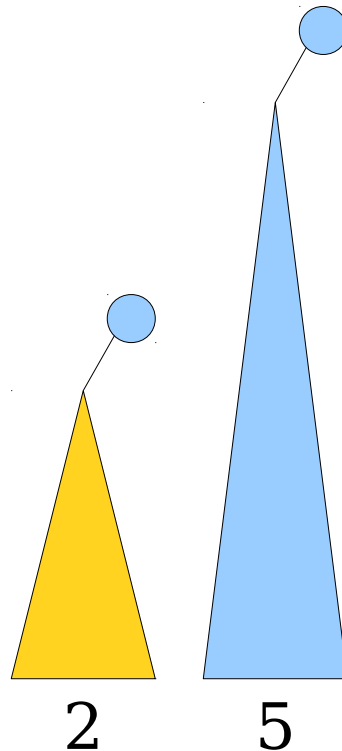
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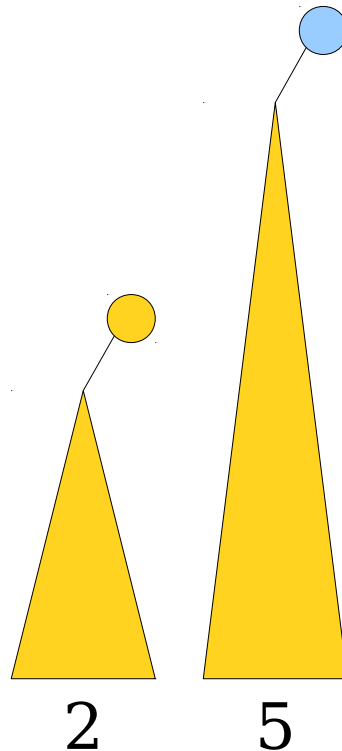
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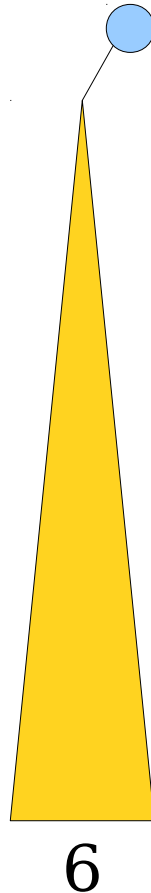
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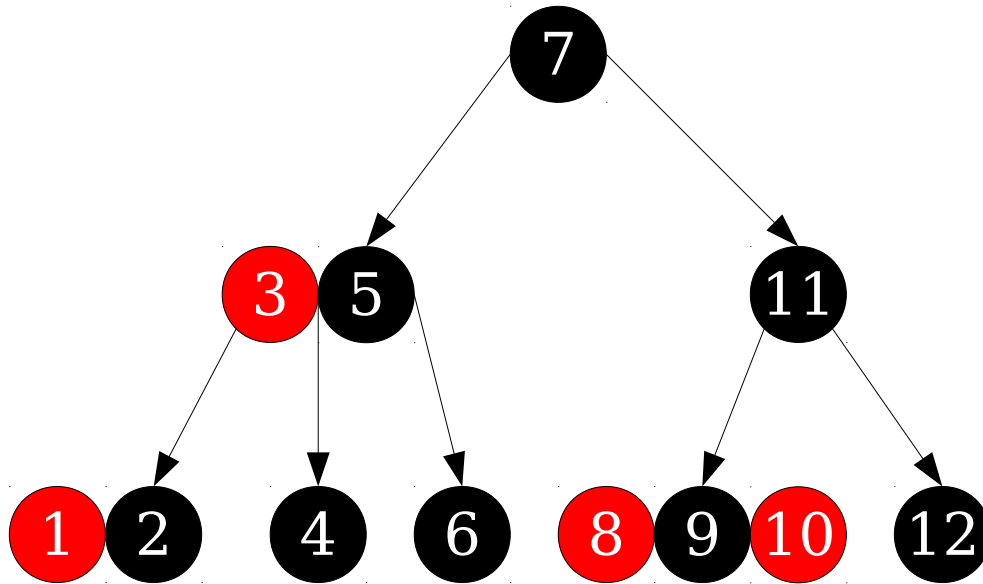
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- The number of trees (k) is $O(\log n)$ and the maximum black height is $O(\log n)$. Runtime: **$O(\log n)$** .

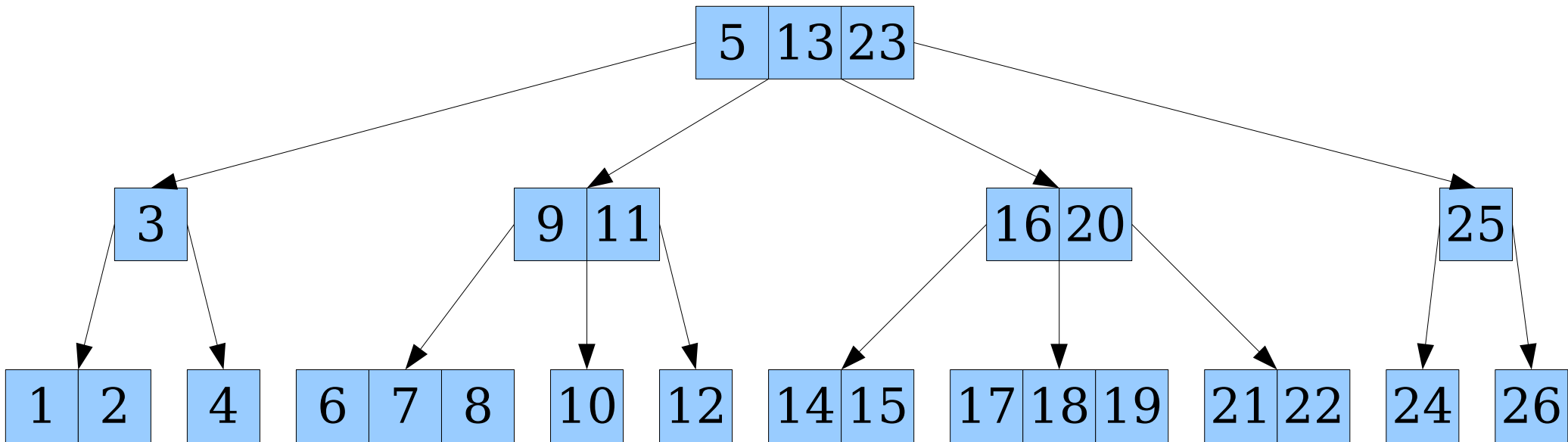
The Split Algorithm

- Split the tree into L pennants and R pennants, as before.
- Iterate across the pennants in ascending order of heights, *joining* each of the corresponding trees together using the pennant node as the join key. This takes time $O(\log n)$.
- There will be $O(1)$ leftover pennant nodes. Insert them in time $O(\log n)$ into the proper trees.
- Net runtime: **$O(\log n)$** .

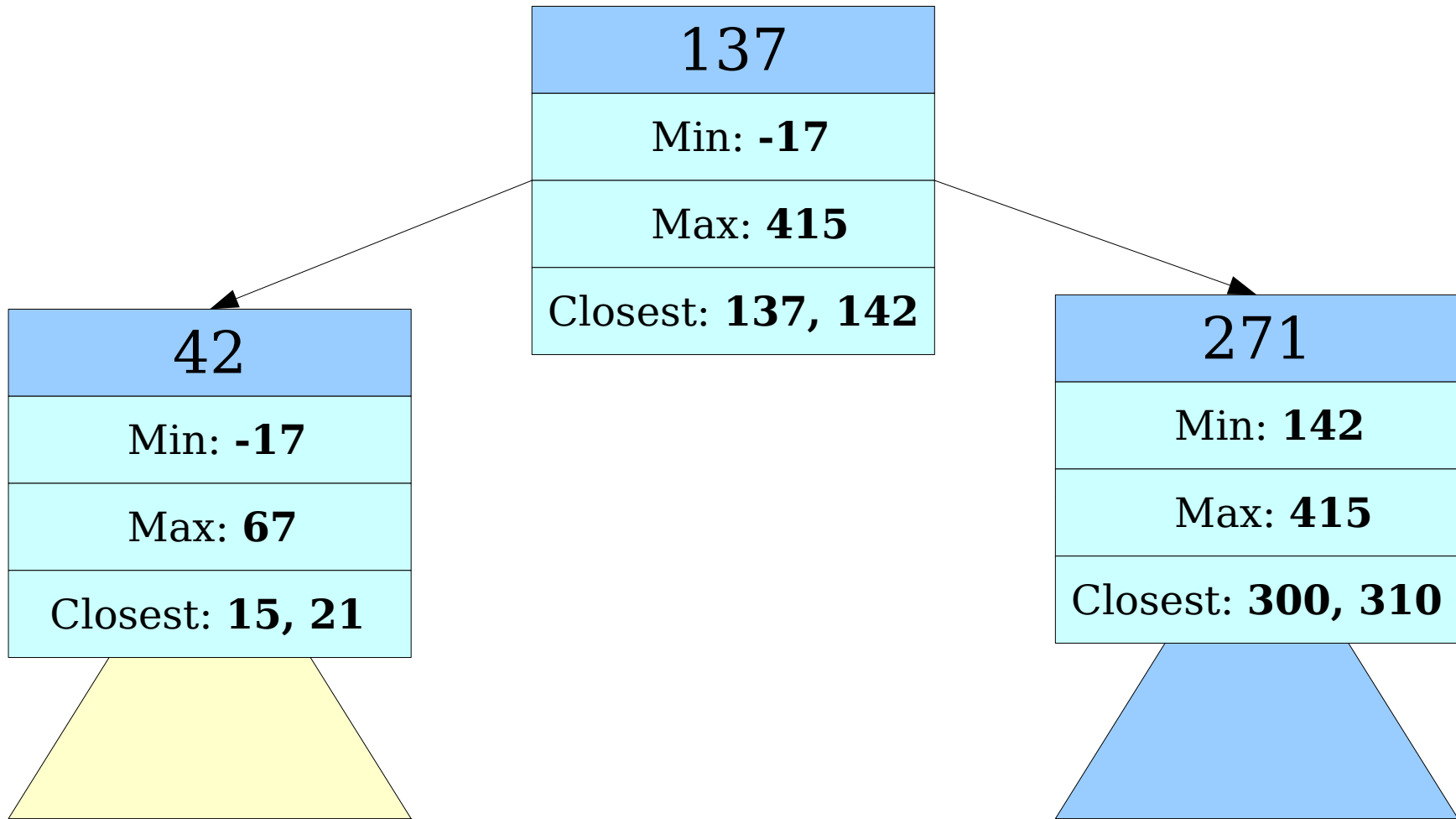
The Big Summary



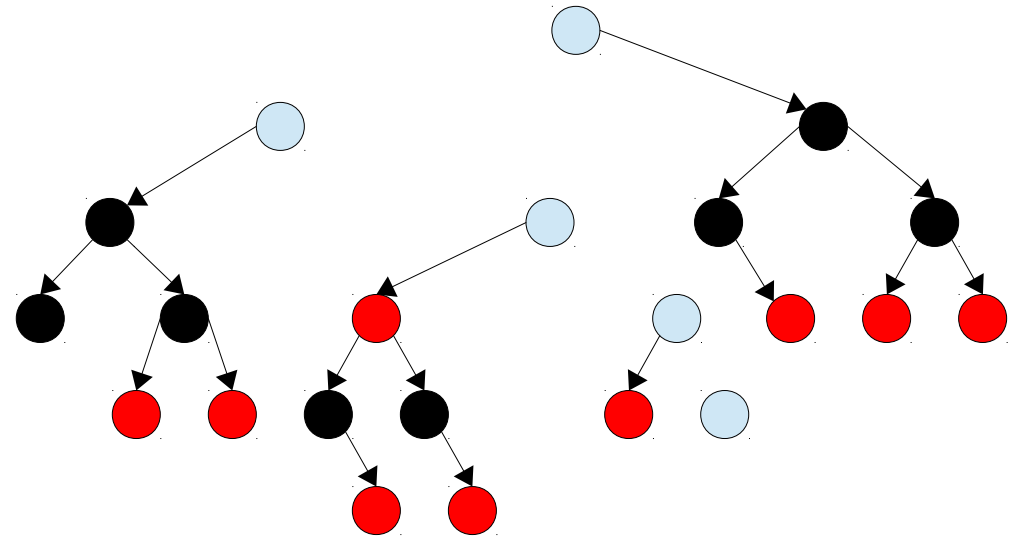
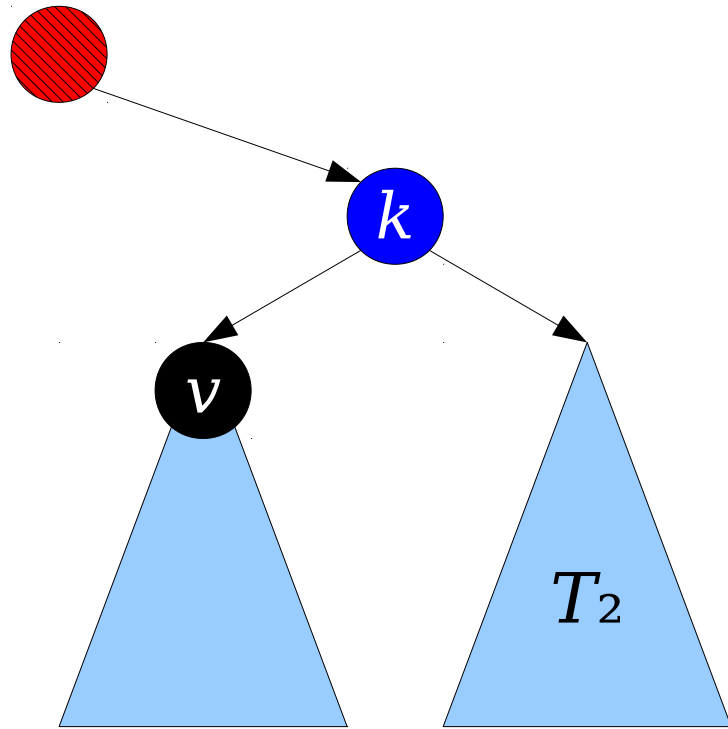
Thinking about balanced *multiway* search trees made it easier for us to think about balanced *binary* search trees.



Multiway trees, and ***B-trees*** in particular, are great choices for storing large data structures on disk.



Augmented BSTs let us solve challenging dynamic problems.



Red/black trees can be *split* and *joined* together using some clever algorithms.

Next Time

- ***Amortized Analysis***
 - Lying about runtime costs in an honest manner.
- ***Frameworks for Amortization***
 - How can we think about assigning costs?
- ***Revisiting Earlier Structures***
 - Queues, Cartesian trees, and 2-3-4 trees.