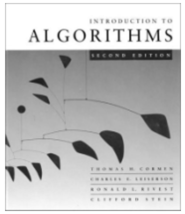
CS 5633 -- Spring 2006



Augmenting Data Structures

Carola Wenk

Slides courtesy of Charles Leiserson with small changes by Carola Wenk

Dictionaries and Dynamic Sets

Abstract Data Type (ADT) Dictionary :

Insert (x, D):	inserts x into D	D is a dynamic set
Delete (x, D):	deletes x from D	
Find (x, D):	finds x in D	

Popular implementation uses any balanced search tree (not necessarily binary). Like that each operation takes $O(\log n)$ time.

Dynamic order statistics

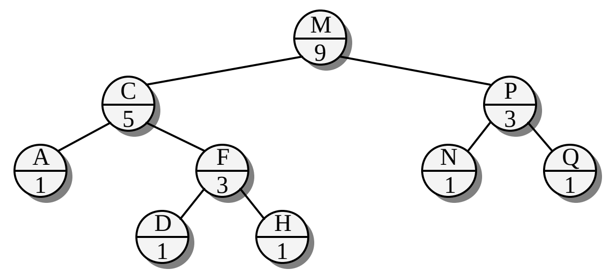
OS-SELECT(i, S): returns the ith smallest element in the dynamic set S.

OS-RANK(x, S): returns the rank of $x \in S$ in the sorted order of S's elements.

IDEA: Use a red-black tree for the set S, but keep subtree sizes in the nodes.

Notation for nodes:

Example of an OS-tree



$$size[x] = size[left[x]] + size[right[x]] + 1$$

Selection

Implementation trick: Use a ***sentinel*** (dummy record) for NIL such that *size*[NIL] = 0.

OS-SELECT(x, i) **?** ith smallest element in the subtree rooted at x

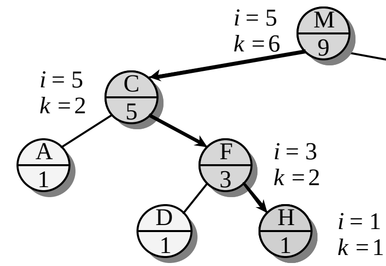
$k \leftarrow size[left[x]] + 1$ **?** $k = \text{rank}(x)$
if $i = k$ **then return** x
if $i < k$
then return OS-SELECT$(left[x], i)$
else return OS-SELECT$(right[x], i - k)$

(OS-RANK is in the textbook.)

Example

OS-SELECT(x, i) ▷ ith smallest element in the subtree rooted at x
$k \leftarrow size[left[x]] + 1$ ▷ $k = \text{rank}(x)$
if $i = k$ **then return** x
if $i < k$
then return OS-SELECT$(left[x], i)$
else return OS-SELECT$(right[x], i - k)$

OS-SELECT$(root, 5)$



Running time = $O(h) = O(\log n)$ for red-black trees.

Data structure maintenance

Q. Why not keep the ranks themselves in the nodes instead of subtree sizes?

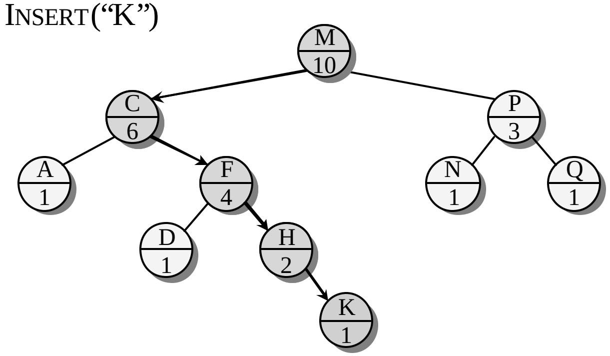
A. They are hard to maintain when the red-black tree is modified.
$k \leftarrow size[left[x]] + 1$ **?** $k = \text{rank}(x)$

Modifying operations: INSERT and DELETE.

Strategy: Update subtree sizes when inserting or deleting.

Example of insertion

INSERT(“K”)



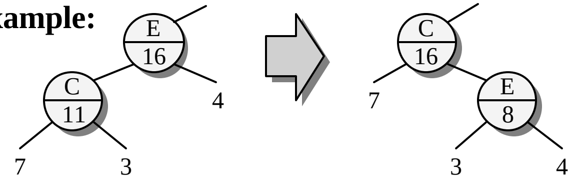
Handling rebalancing

Don't forget that RB-INSERT and RB-DELETE may also need to modify the red-black tree in order to maintain balance.

• *Recolorings*: no effect on subtree sizes.

• *Rotations*: fix up subtree sizes in $O(1)$ time.

Example:



$\therefore$ RB-INSERT and RB-DELETE still run in $O(\log n)$ time.

Data-structure augmentation

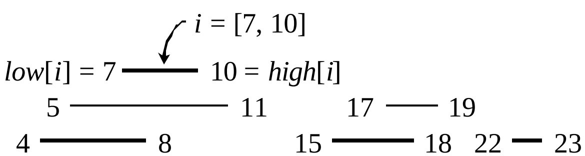
Methodology: (*e.g., order-statistics trees*)

1. Choose an underlying data structure (*red-black trees*).
2. Determine additional information to be stored in the data structure (*subtree sizes*).
3. Verify that this information can be maintained for modifying operations (RB-INSERT, RB-DELETE — *don't forget rotations*).
4. Develop new dynamic-set operations that use the information (OS-SELECT *and* OS-RANK).

These steps are guidelines, not rigid rules.

Interval trees

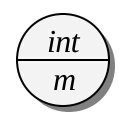
Goal: To maintain a dynamic set of intervals, such as time intervals.



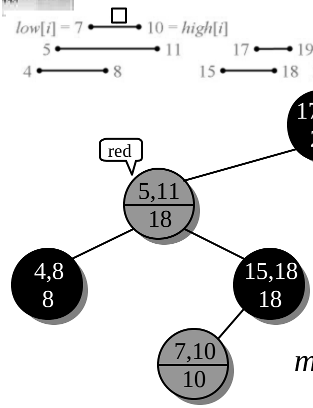
Query: For a given query interval i, find an interval in the set that overlaps i.

Following the methodology

1. *Choose an underlying data structure.*
   • Red-black tree keyed on low (left) endpoint.
2. *Determine additional information to be stored in the data structure.*
   • Store in each node x the largest value $m[x]$ in the subtree rooted at x, as well as the interval $int[x]$ corresponding to the key.



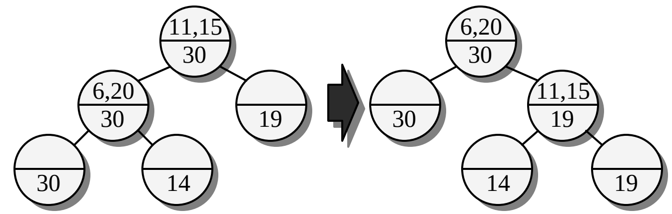
Example interval tree



$$m[x] = \max \begin{cases} high[int[x]] \\ m[left[x]] \\ m[right[x]] \end{cases}$$

Modifying operations

3. *Verify that this information can be maintained for modifying operations.*
   - INSERT: Fix *m*'s on the way down.
   - Rotations — Fixup = $O(1)$ time per rotation:



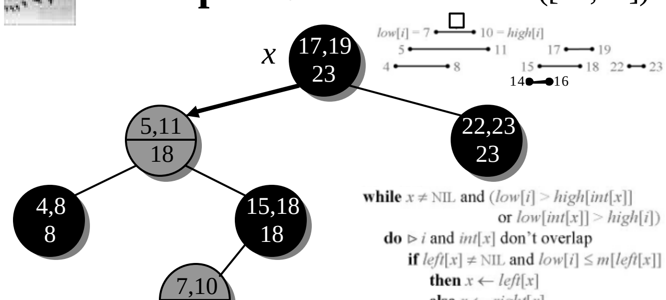
Total INSERT time = $O(\log n)$; DELETE similar.

New operations

4. Develop new dynamic-set operations that use the information.

INTERVAL-SEARCH(*i*)
  x ← *root*
  while *x* ≠ NIL and (*low*[*i*] > *high*[*int*[*x*]]
      or *low*[*int*[*x*]] > *high*[*i*])
    do ? *i* and *int*[*x*] don't overlap
      if *left*[*x*] ≠ NIL and *low*[*i*] ≤ *m*[*left*[*x*]]
        then *x* ← *left*[*x*]
        else *x* ← *right*[*x*]
  return *x*

Example 1: INTERVAL-SEARCH([14,16])

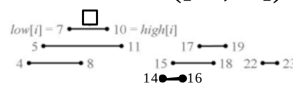


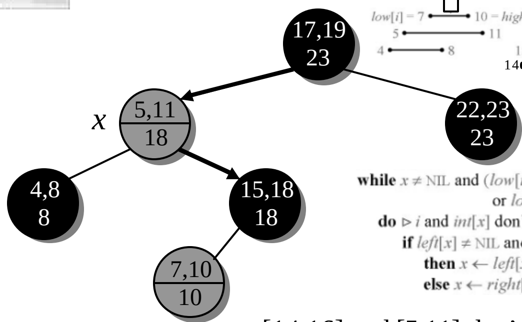
x ← *root*

[14,16] and [17,19] don't overlap

14 ≤ 18 ⇒ *x* ← *left*[*x*]

Example 1: INTERVAL-SEARCH([14,16])






```
while x ≠ NIL and (low[i] > high[int[x]]
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   do ▷ i and int[x] don't overlap
      if left[x] ≠ NIL and low[i] ≤ m[left[x]]
         then x ← left[x]
         else x ← right[x]
```

[14,16] and [5,11] don't overlap

$14 > 8 \Rightarrow x \leftarrow right[x]$

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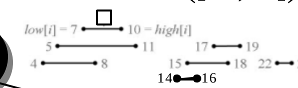

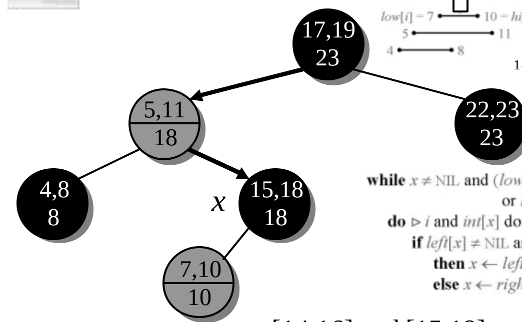


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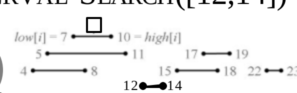
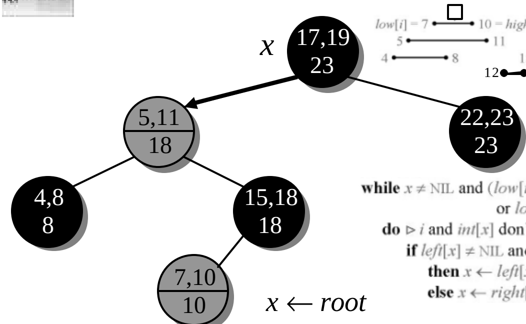
[14,16] and [15,18] overlap

return [15,18]

Example 2: INTERVAL-SEARCH([12,14])



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      if left[x] ≠ NIL and low[i] ≤ m[left[x]]
         then x ← left[x]
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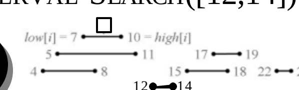
```

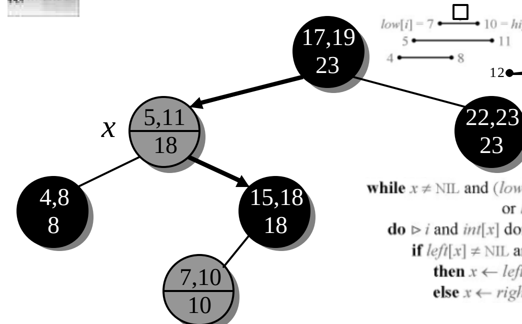
$x \leftarrow root$

[12,14] and [17,19] don't overlap

$12 \leq 18 \Rightarrow x \leftarrow left[x]$

Example 2: INTERVAL-SEARCH([12,14])



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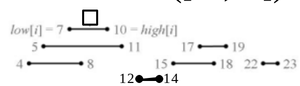
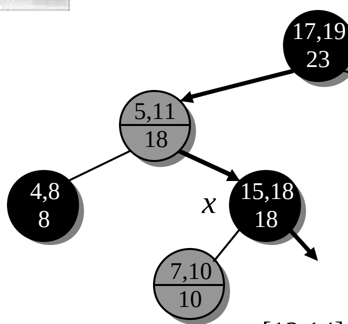
[12,14] and [5,11] don't overlap

$12 > 8 \Rightarrow x \leftarrow right[x]$

Example 2: INTERVAL-SEARCH([12,14])



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     if left[x] ≠ NIL and low[i] ≤ m[left[x]]
        then x ← left[x]
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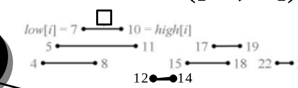
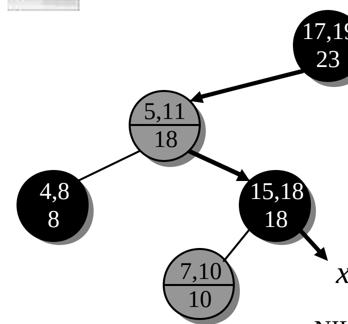
```

[12,14] and [15,18] don't overlap

$12 > 10 \Rightarrow x \leftarrow right[x]$

Example 2: INTERVAL-SEARCH([12,14])



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  do ▷ i and int[x] don't overlap
     if left[x] ≠ NIL and low[i] ≤ m[left[x]]
        then x ← left[x]
        else x ← right[x]
```

x = NIL $\Rightarrow$ no interval that overlaps [12,14] exists

Analysis

Time = $O(h) = O(\log n)$, since INTERVAL-SEARCH does constant work at each level as it follows a simple path down the tree.

List *all* overlapping intervals:

- Search, list, delete, repeat.
- Insert them all again at the end.

Time = $O(k \log n)$, where k is the total number of overlapping intervals.

This is an ***output-sensitive*** bound.

Best algorithm to date: $O(k + \log n)$.

Correctness

Theorem. Let L be the set of intervals in the left subtree of node x, and let R be the set of intervals in x's right subtree.

- If the search goes right, then

$$\{ i' \in L : i' \text{ overlaps } i \} = \emptyset.$$

- If the search goes left, then

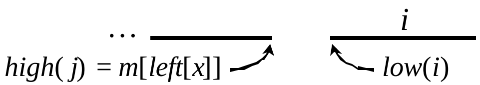
$$\{ i' \in L : i' \text{ overlaps } i \} = \emptyset$$
$$\Rightarrow \{ i' \in R : i' \text{ overlaps } i \} = \emptyset.$$

In other words, it's always safe to take only 1 of the 2 children: we'll either find something, or nothing was to be found.

Correctness proof

Proof. Suppose first that the search goes right.

- If $left[x]$ = NIL, then we're done, since $L = \emptyset$.
- Otherwise, the code dictates that we must have $low[i] > m[left[x]]$. The value $m[left[x]]$ corresponds to the right endpoint of some interval $j \in L$, and no other interval in L can have a larger right endpoint than $high(j)$.



- Therefore, $\{i' \in L : i' \text{ overlaps } i\} = \emptyset$.

Proof (continued)

Suppose that the search goes left, and assume that

$$\{i' \in L : i' \text{ overlaps } i\} = \emptyset.$$

- Then, the code dictates that $low[i] \le m[left[x]] = high[j]$ for some $j \in L$.
- Since $j \in L$, it does not overlap i, and hence $high[i] < low[j]$.
- But, the binary-search-tree property implies that for all $i' \in R$, we have $low[j] \le low[i']$.
- But then $\{i' \in R : i' \text{ overlaps } i\} = \emptyset$. ◻