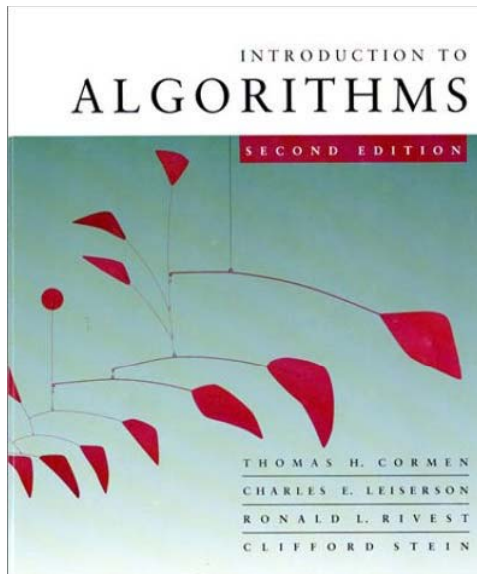


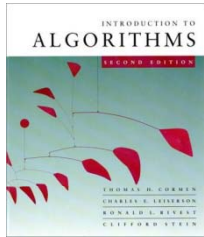
CS 5633 -- Spring 2012



Augmenting Data Structures

Carola Wenk

Slides courtesy of Charles Leiserson with small changes by Carola Wenk

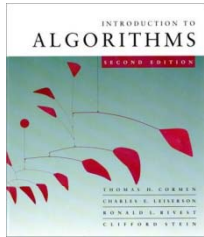


Dictionaries and Dynamic Sets

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). This way each operation takes $O(\log n)$ time.



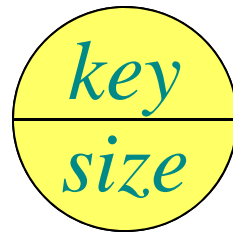
Dynamic order statistics

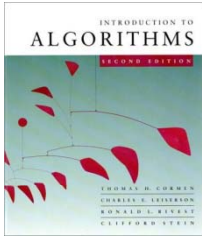
OS-SELECT(i, S): returns the i th smallest element in the dynamic set S .

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

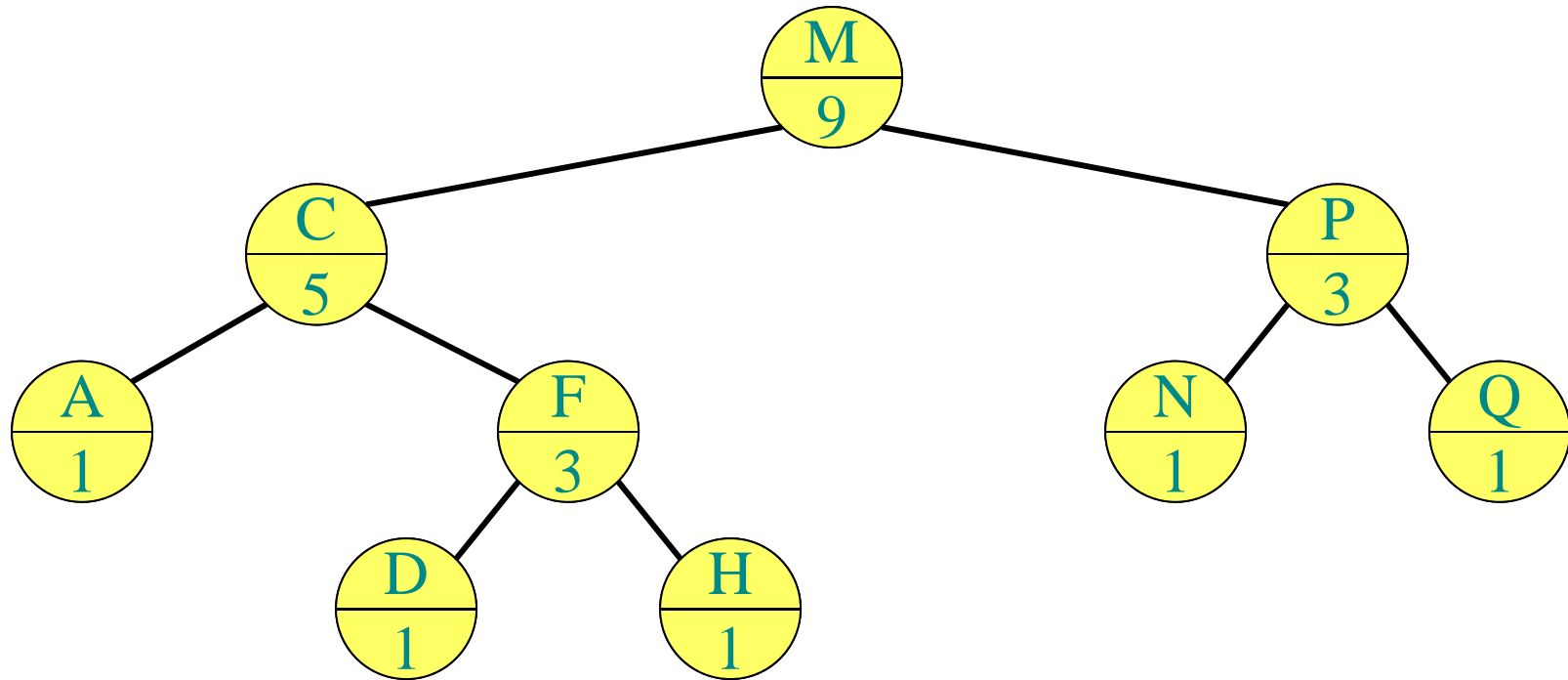
IDEA: Use a red-black tree for the set S , but keep subtree sizes in the nodes.

Notation for nodes:

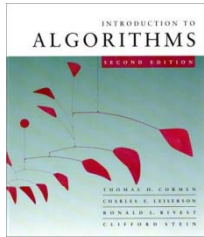




Example of an OS-tree



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



Selection

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

`OS-SELECT(x, i)` \triangleright i th smallest element in the subtree rooted at x

$k \leftarrow size[left[x]] + 1$ $\triangleright k = rank(x)$

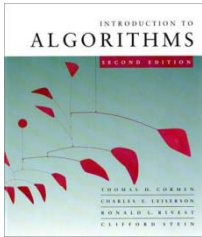
if $i = k$ **then return** x

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) ▷ i th smallest element in the subtree rooted at x

$k \leftarrow \text{size}[\text{left}[x]] + 1$ ▷ $k = \text{rank}(x)$

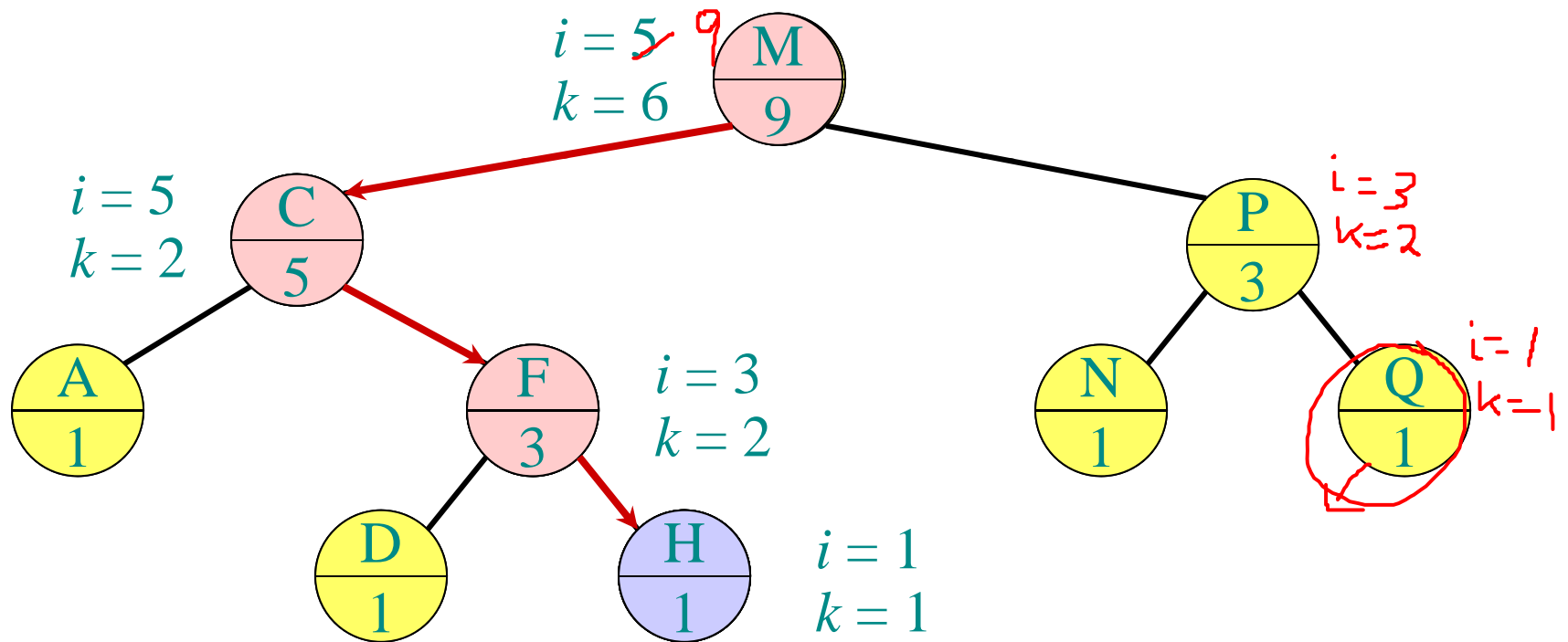
if $i = k$ then return x

if $i < k$

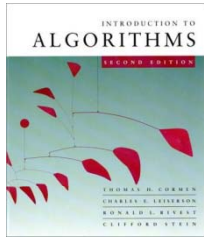
then return OS-SELECT($\text{left}[x], i$)

else return OS-SELECT($\text{right}[x], i - k$)

OS-SELECT($\text{root}, 5$)



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



Data structure maintenance

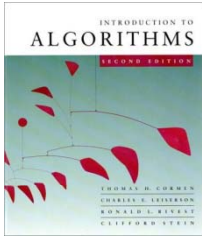
Q. Why not keep the ranks themselves in the nodes instead of subtree sizes?

A. They are hard to maintain when the red-black tree is modified.

$$k \leftarrow \text{size}[\text{left}[x]] + 1 \quad \triangleright k = \text{rank}(x)$$

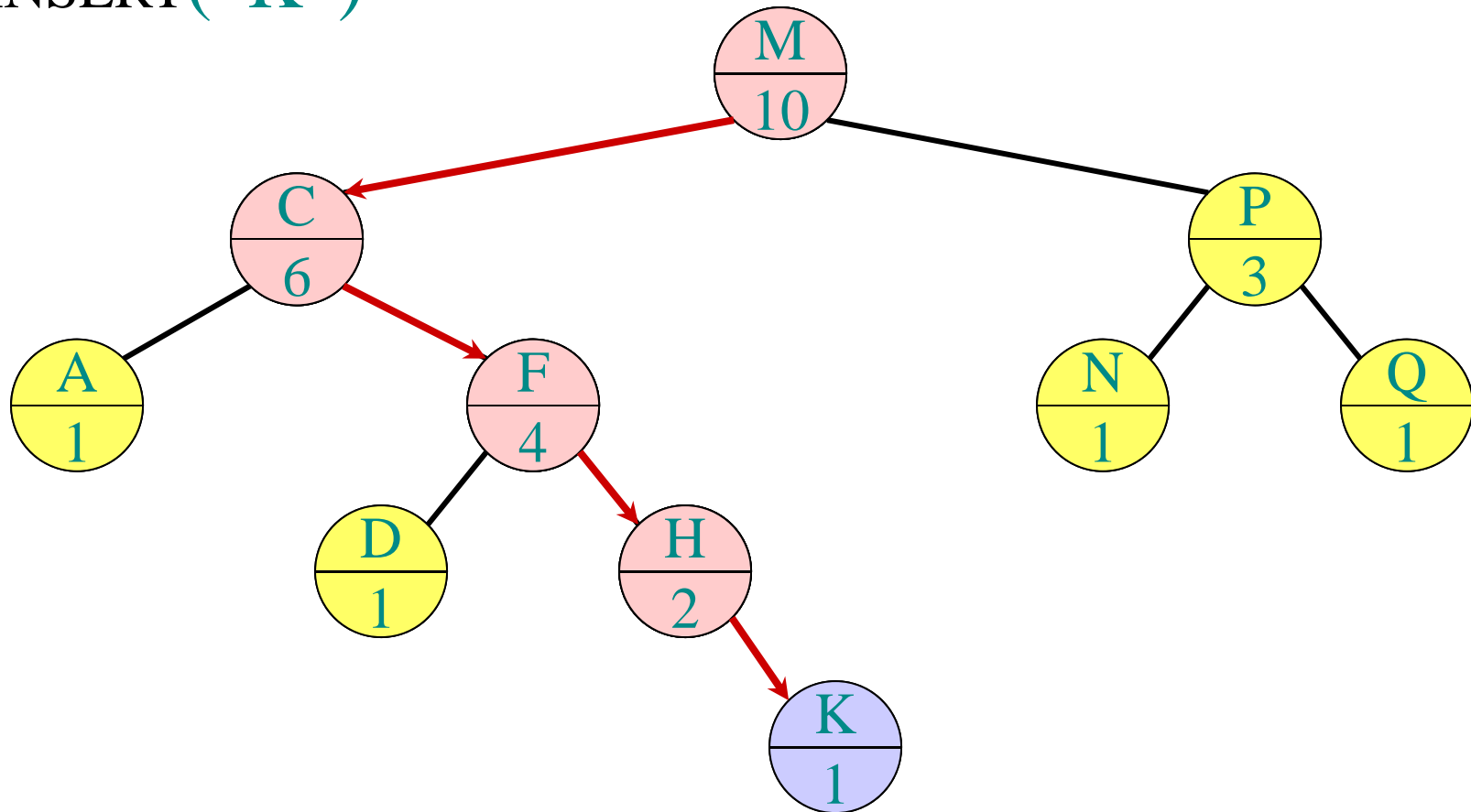
Modifying operations: INSERT and DELETE.

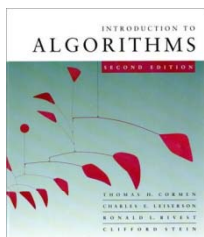
Strategy: Update subtree sizes when inserting or deleting.



Example of insertion

INSERT("K")



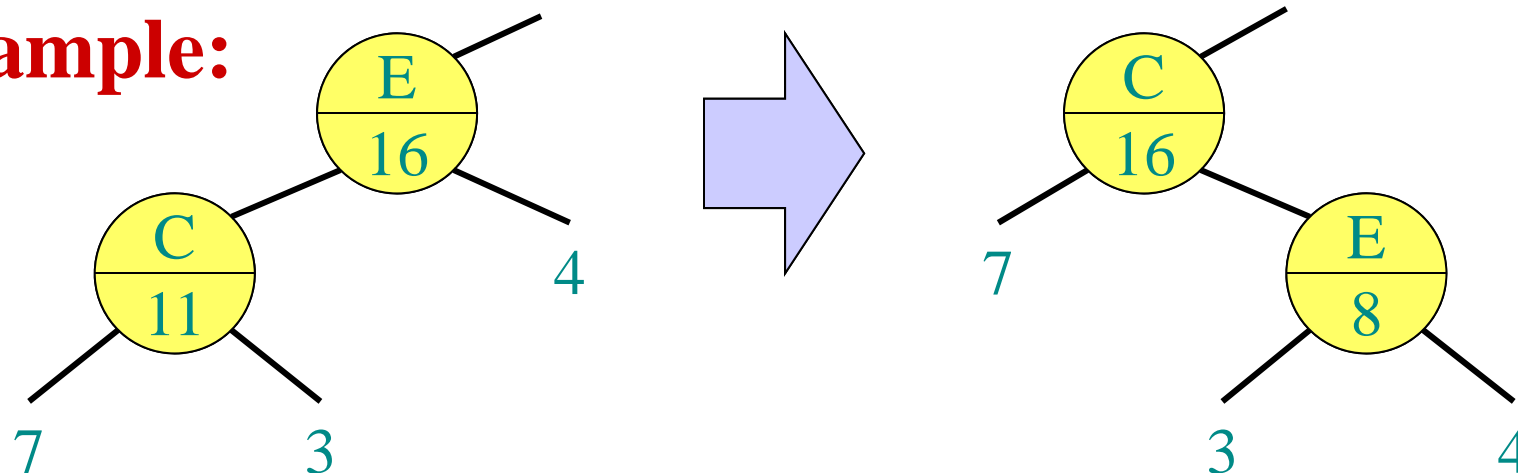


Handling rebalancing

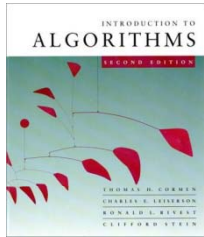
Don't forget that RB-INSERT and RB-DELETE may also need to modify the red-black tree in order to maintain balance.

- *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.

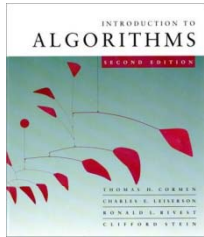


Data-structure augmentation

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

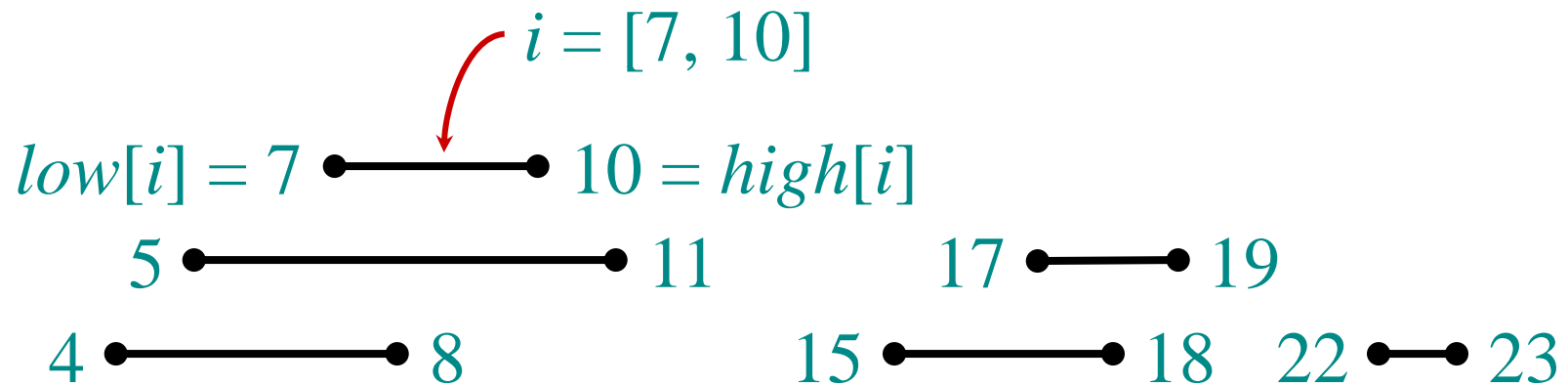
1. Choose an underlying data structure (*red-black tree*).
2. Determine additional information to be stored in the data structure (*subtree sizes*).
3. Verify that this information can be maintained for modifying operations (**RB-INSERT**, **RB-DELETE** — *don't forget rotations*).
4. Develop new dynamic-set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

These steps are guidelines, not rigid rules.

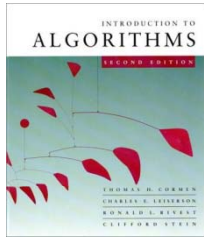


Interval trees

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

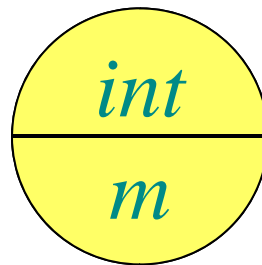


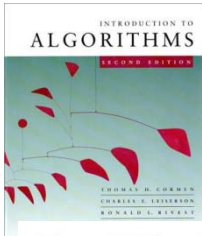
Query: For a given query interval i , find an interval in the set that overlaps i .



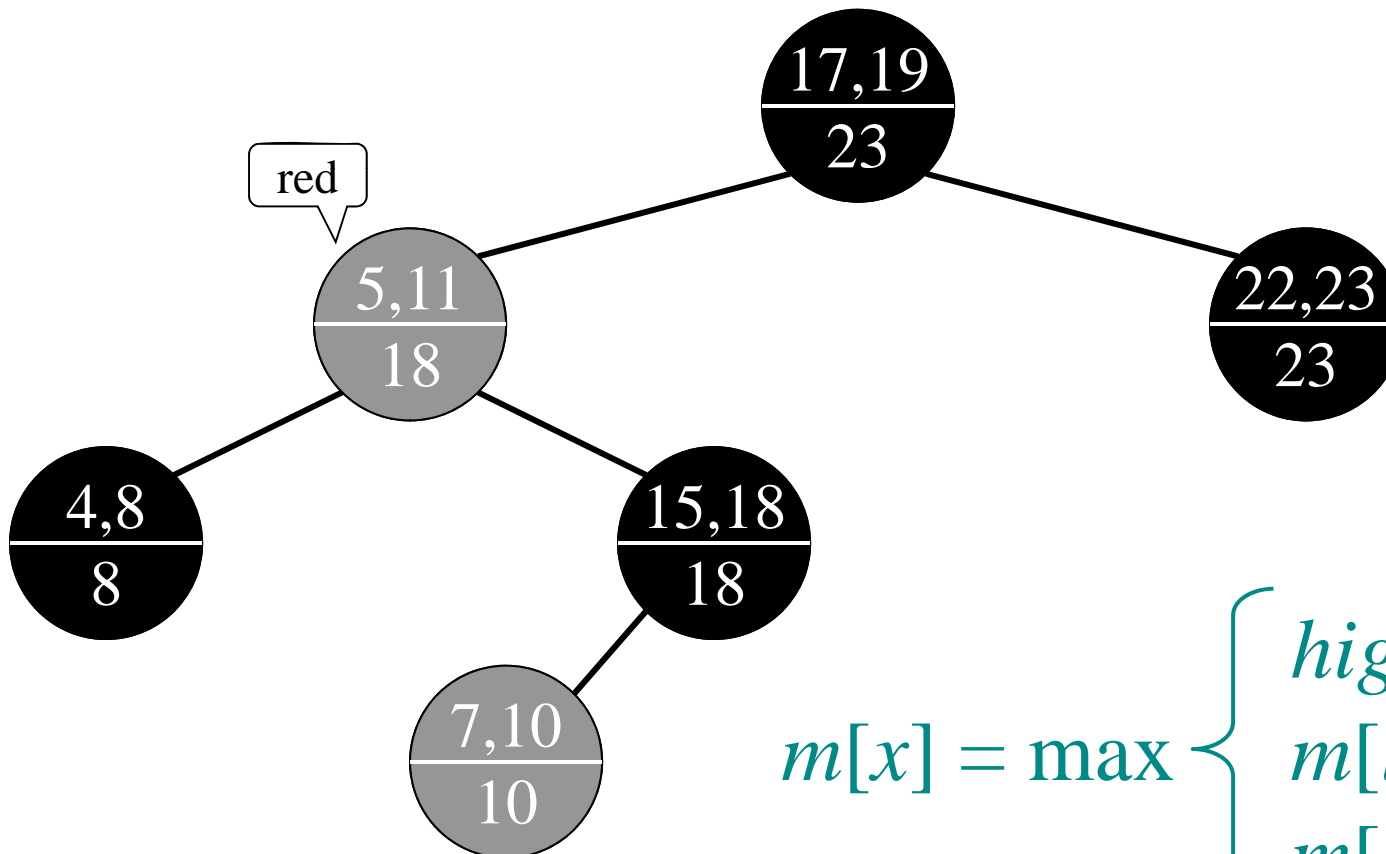
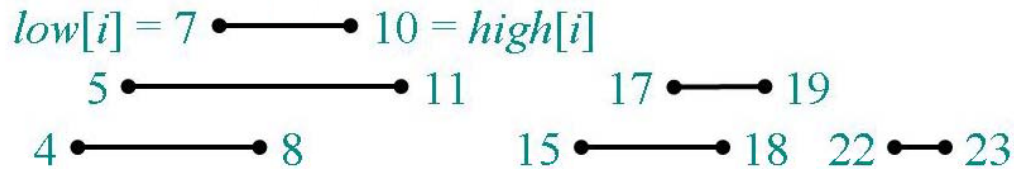
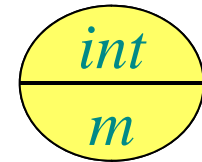
Following the methodology

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 interval $int[x]$ corresponding to the key, as well as the largest value $m[x]$ of all right interval endpoints stored in the subtree rooted at x .

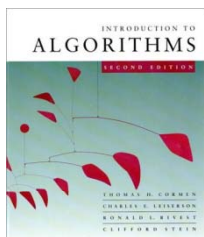




Example interval tree

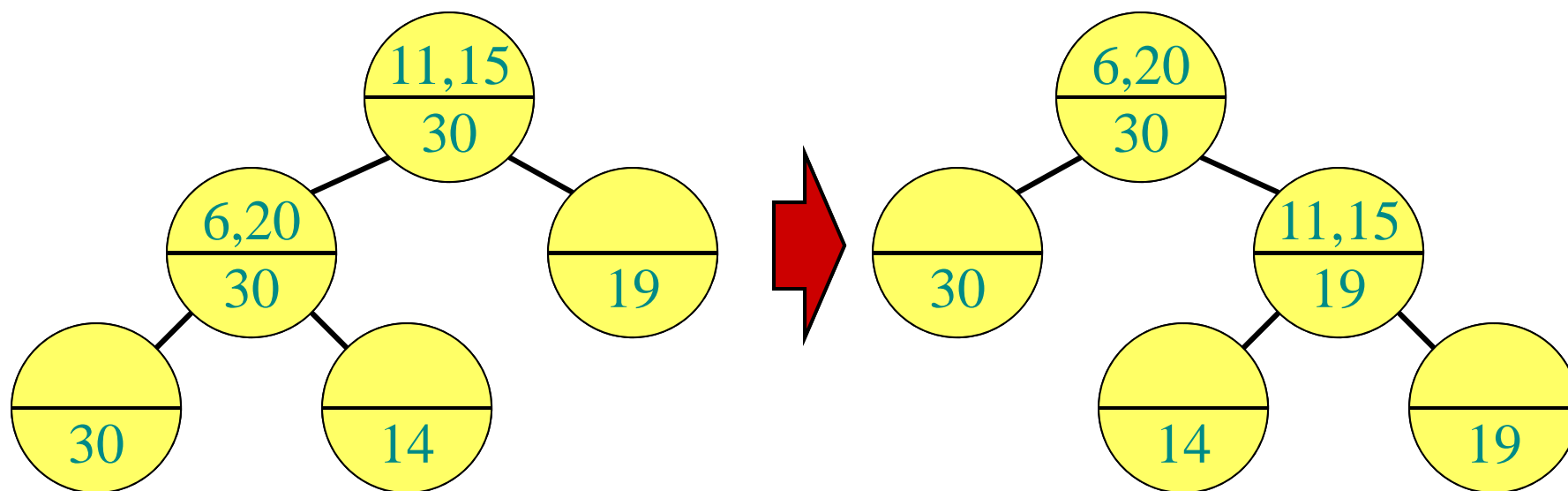


$$m[x] = \max \begin{cases} \text{high}[\text{int}[x]] \\ m[\text{left}[x]] \\ m[\text{right}[x]] \end{cases}$$

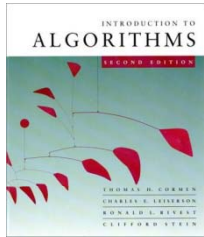


Modifying operations

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)

$x \leftarrow root$

while $x \neq NIL$ and ($low[i] > high[int[x]]$
or $low[int[x]] > high[i]$)

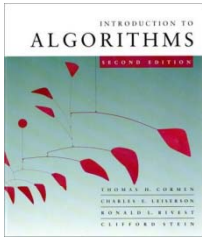
do $\triangleright i$ and $int[x]$ don't overlap

if $left[x] \neq NIL$ and $low[i] \leq m[left[x]]$

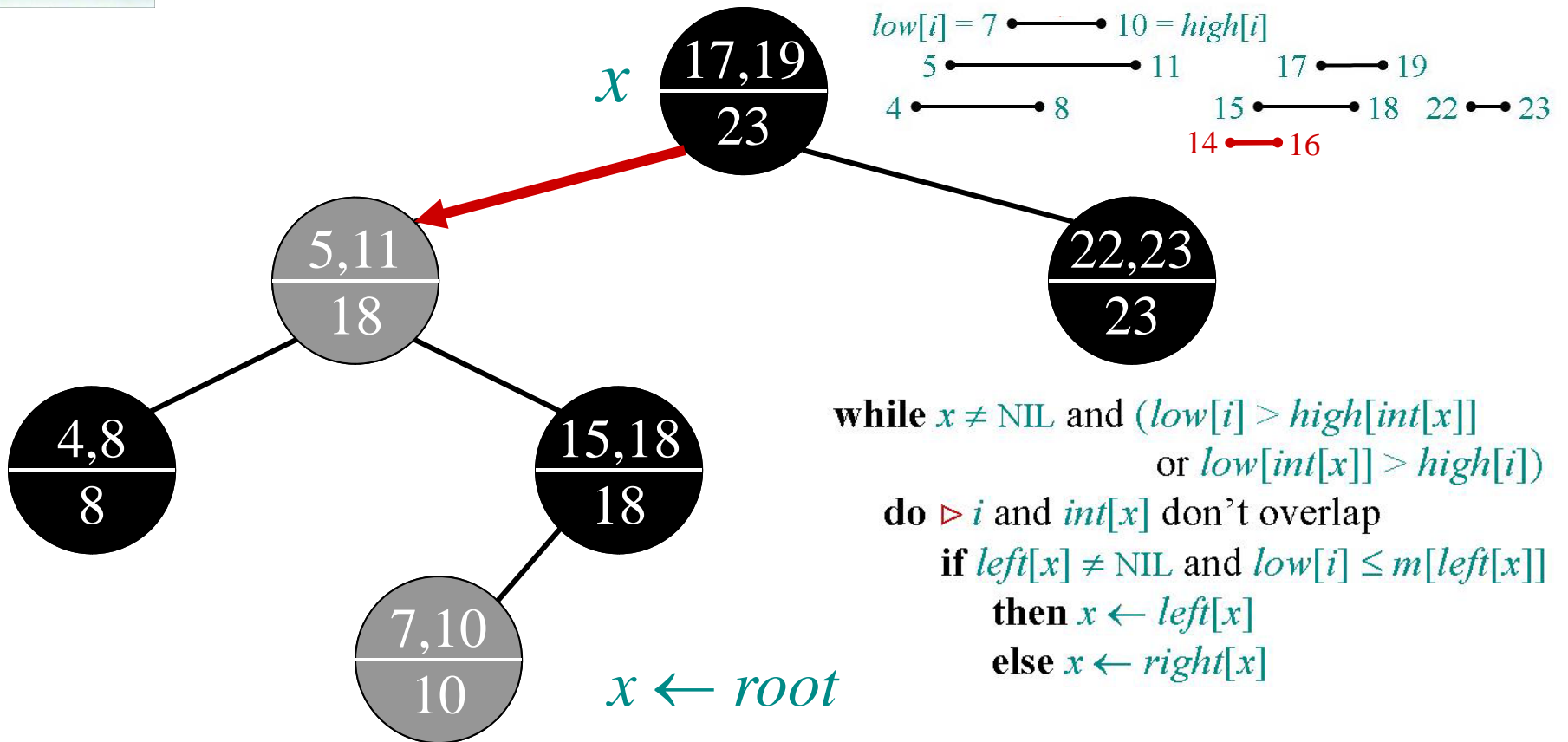
then $x \leftarrow left[x]$

else $x \leftarrow right[x]$

return x



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



```

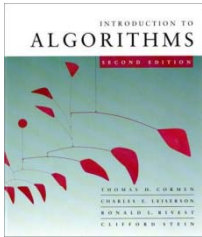
while  $x \neq \text{NIL}$  and ( $low[i] > high[int[x]]$ 
                    or  $low[int[x]] > high[i]$ )
do  $\triangleright i$  and  $int[x]$  don't overlap
   if  $left[x] \neq \text{NIL}$  and  $low[i] \leq m[left[x]]$ 
   then  $x \leftarrow left[x]$ 
   else  $x \leftarrow right[x]$ 

```

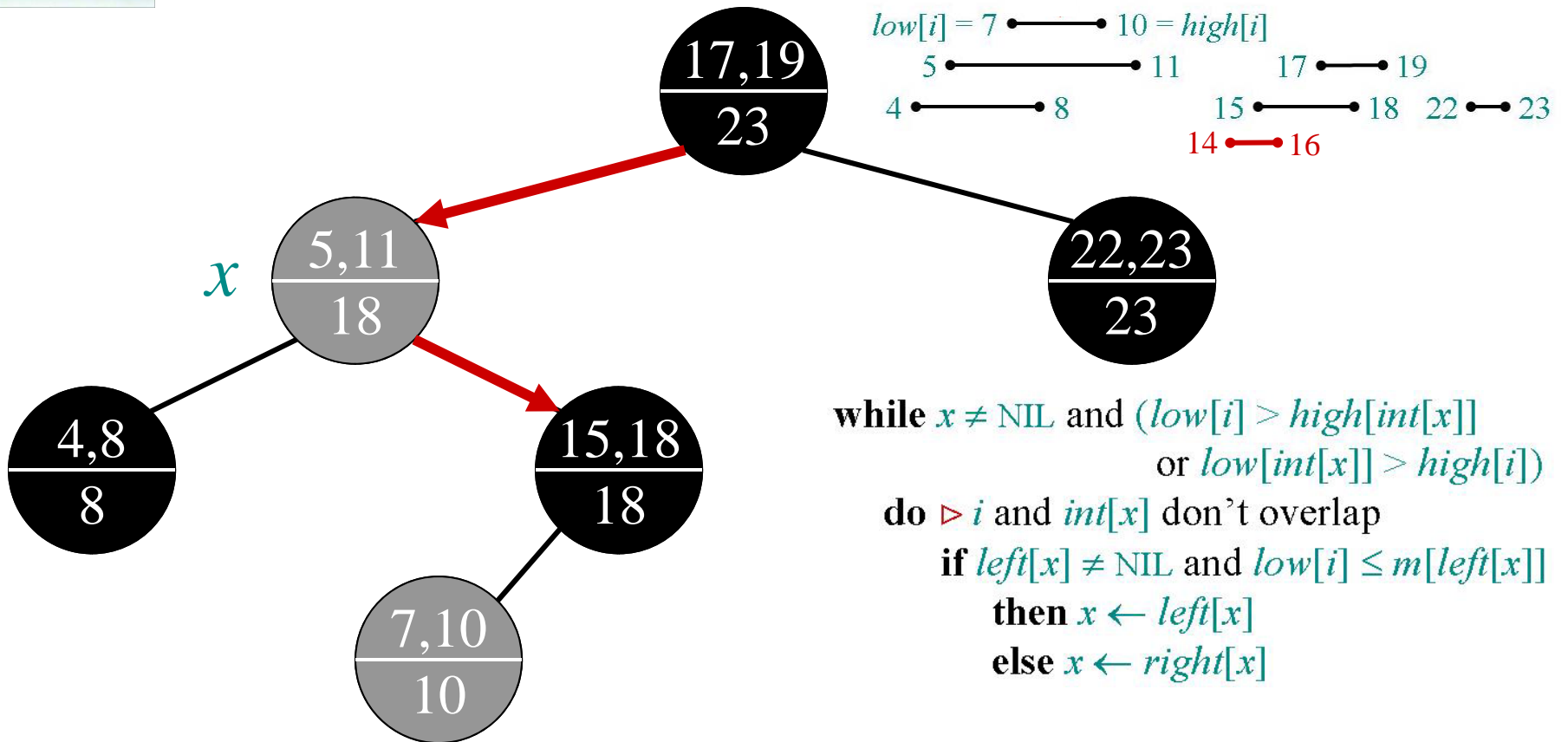
$x \leftarrow root$

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

$14 \leq 18 \Rightarrow x \leftarrow left[x]$



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



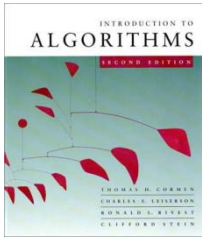
```

while  $x \neq \text{NIL}$  and ( $\text{low}[i] > \text{high}[\text{int}[x]]$ 
                    or  $\text{low}[\text{int}[x]] > \text{high}[i]$ )
do  $\triangleright i$  and  $\text{int}[x]$  don't overlap
   if  $\text{left}[x] \neq \text{NIL}$  and  $\text{low}[i] \leq m[\text{left}[x]]$ 
   then  $x \leftarrow \text{left}[x]$ 
   else  $x \leftarrow \text{right}[x]$ 

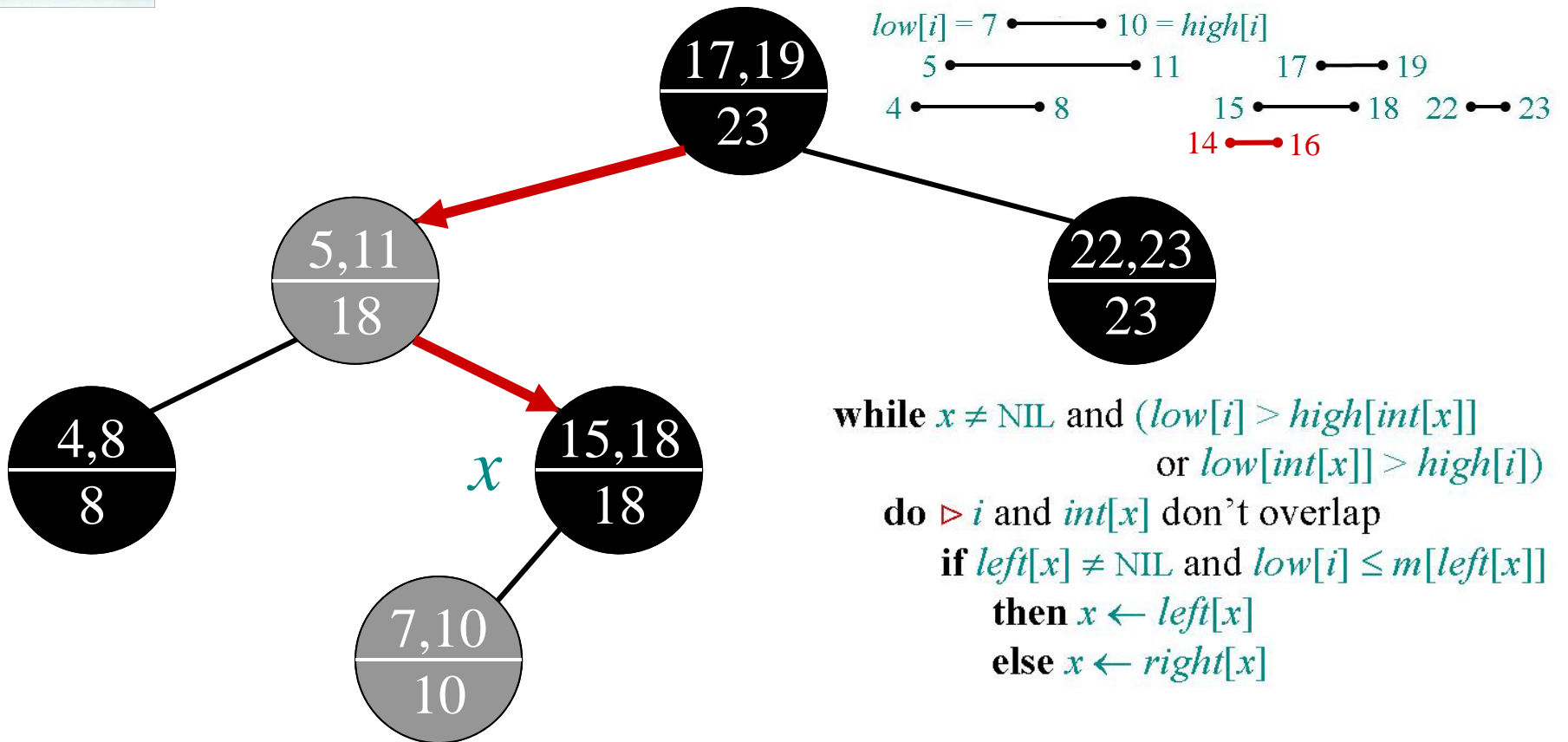
```

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

$14 > 8 \Rightarrow x \leftarrow \text{right}[x]$



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

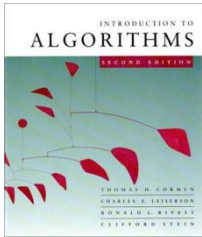


```

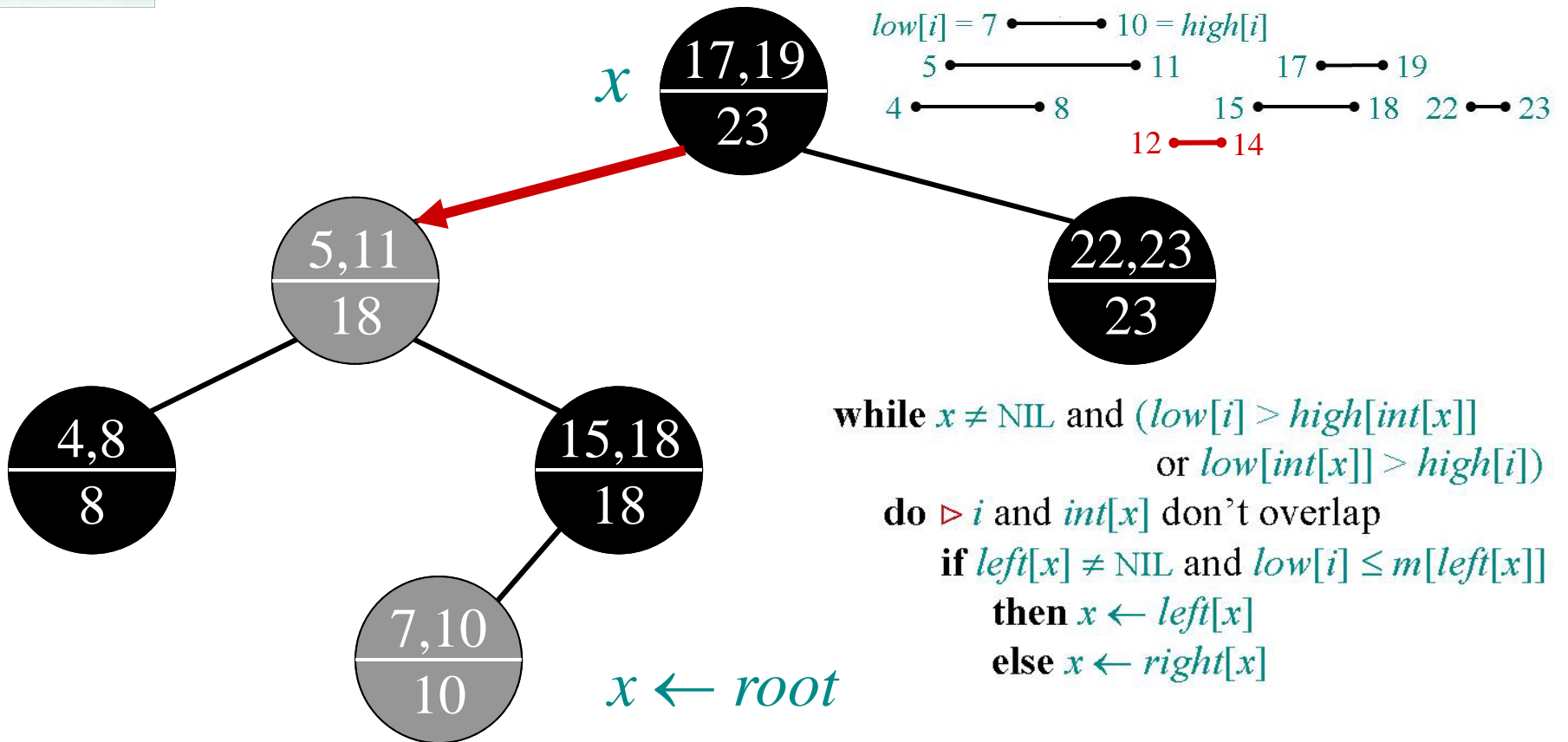
while  $x \neq \text{NIL}$  and ( $low[i] > high[int[x]]$ 
                    or  $low[int[x]] > high[i]$ )
do  $\triangleright i$  and  $int[x]$  don't overlap
   if  $left[x] \neq \text{NIL}$  and  $low[i] \leq m[left[x]]$ 
   then  $x \leftarrow left[x]$ 
   else  $x \leftarrow right[x]$ 

```

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



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



```

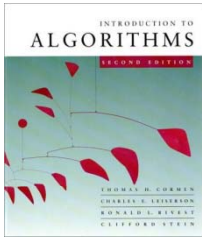
while  $x \neq \text{NIL}$  and ( $low[i] > high[int[x]]$ 
                    or  $low[int[x]] > high[i]$ )
do  $\triangleright i$  and  $int[x]$  don't overlap
   if  $left[x] \neq \text{NIL}$  and  $low[i] \leq m[left[x]]$ 
   then  $x \leftarrow left[x]$ 
   else  $x \leftarrow right[x]$ 

```

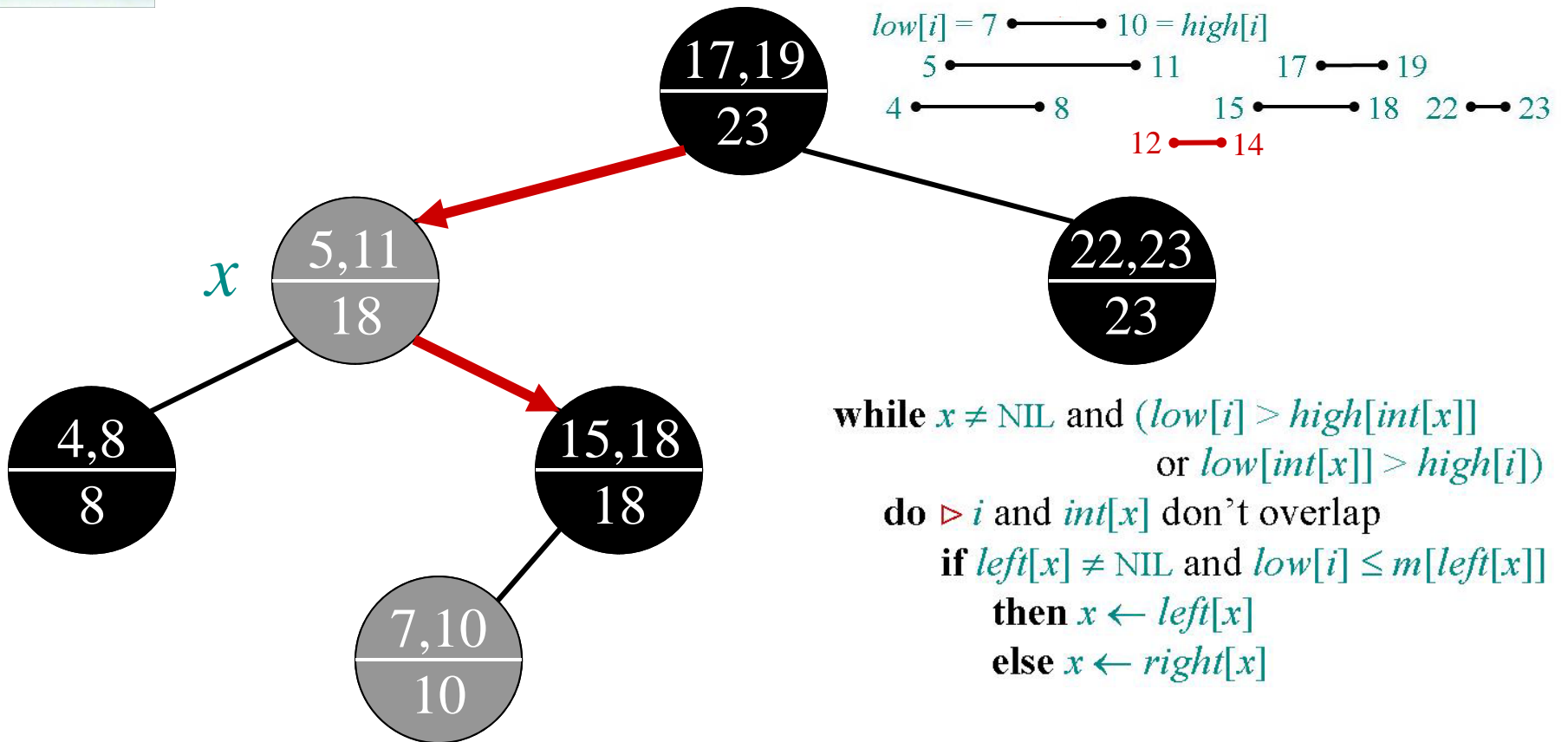
$x \leftarrow root$

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

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



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



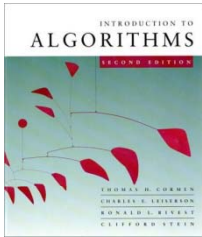
```

while  $x \neq \text{NIL}$  and ( $low[i] > high[int[x]]$ 
                    or  $low[int[x]] > high[i]$ )
do  $\triangleright i$  and  $int[x]$  don't overlap
   if  $left[x] \neq \text{NIL}$  and  $low[i] \leq m[left[x]]$ 
   then  $x \leftarrow left[x]$ 
   else  $x \leftarrow right[x]$ 

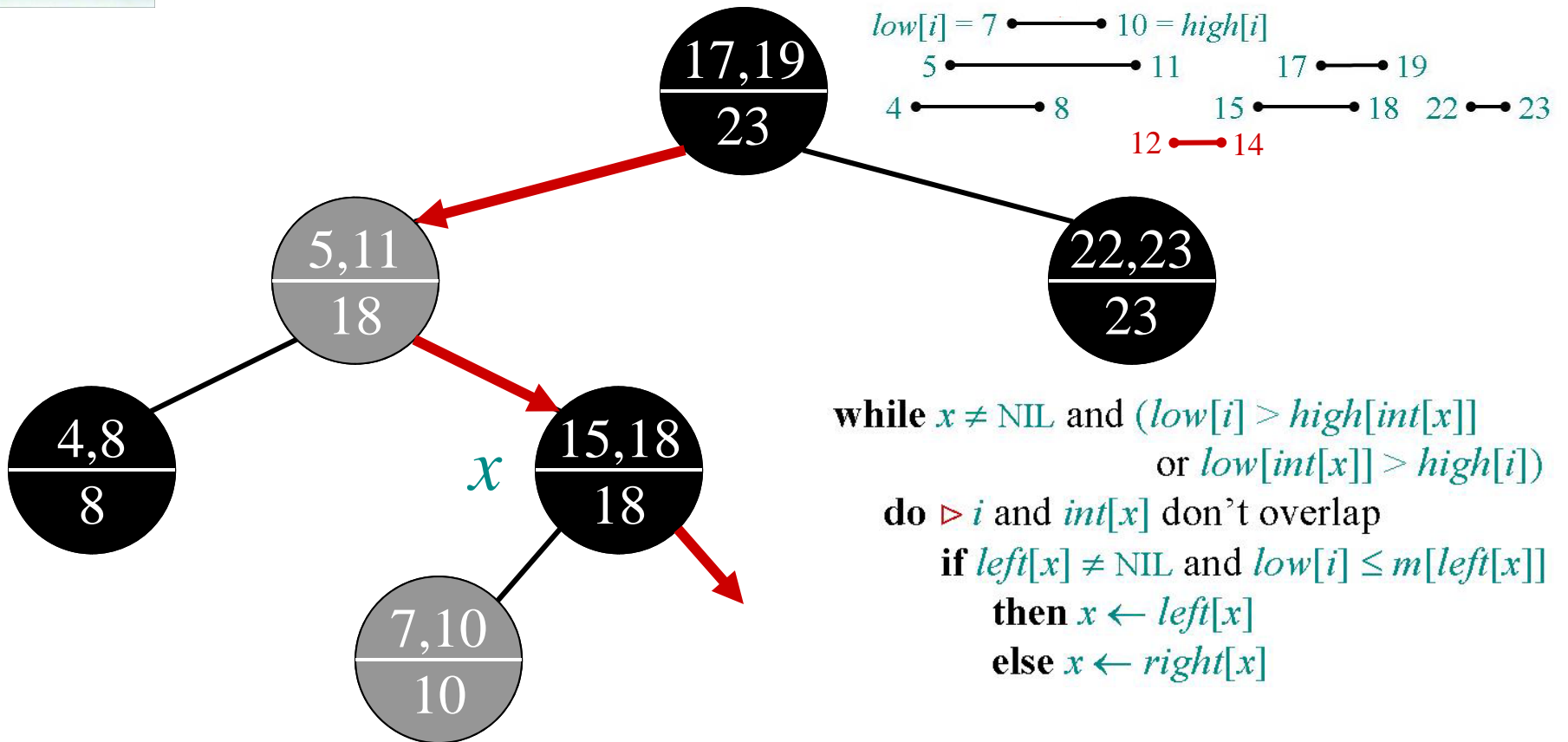
```

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

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

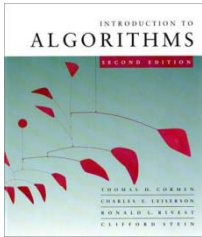


Example 2: INTERVAL-SEARCH([12,14])

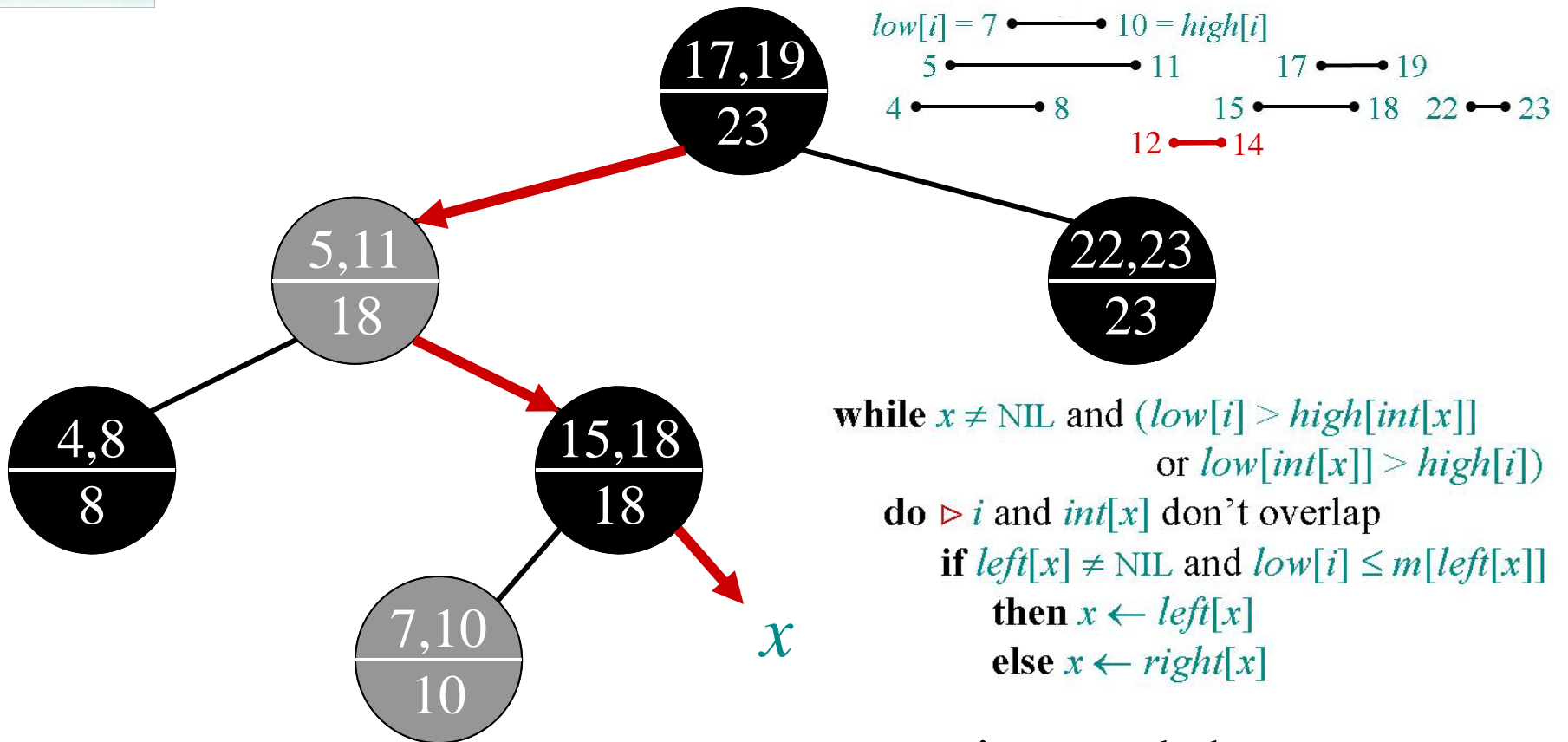


[12,14] and [15,18] don't overlap

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



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

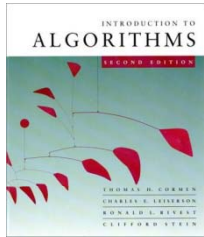


```

while  $x \neq \text{NIL}$  and ( $low[i] > high[int[x]]$ 
                    or  $low[int[x]] > high[i]$ )
do  $\triangleright i$  and  $int[x]$  don't overlap
   if  $left[x] \neq \text{NIL}$  and  $low[i] \leq m[left[x]]$ 
   then  $x \leftarrow left[x]$ 
   else  $x \leftarrow right[x]$ 

```

$x = \text{NIL} \Rightarrow$ 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.

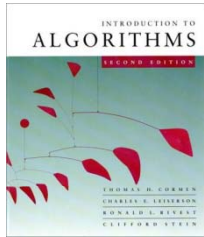
List *all* overlapping intervals:

- 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.

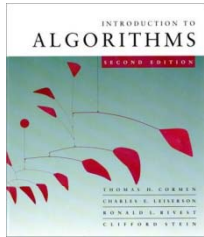
- If the search goes right, then

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

- If the search goes left, then

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

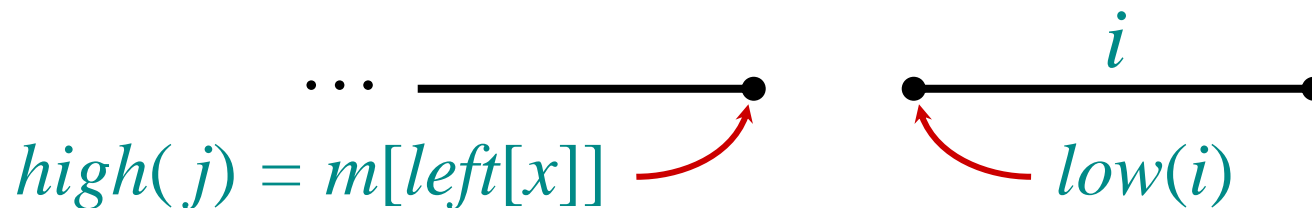
In other words, it's always safe to take only 1 of the 2 children: we'll either find something, or nothing was to be found.



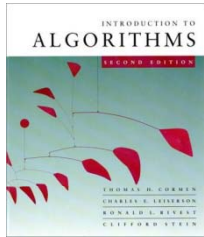
Correctness proof

Proof. Suppose first that the search goes right.

- If $left[x] = \text{NIL}$, 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 $low[i] \leq m[left[x]] = high[j]$ 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 $low[j] \leq low[i']$.
- But then $\{i' \in R : i' \text{ overlaps } i\} = \emptyset$. □

