



# Data Structure & Algorithms

**Interval Trees** 

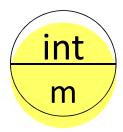
#### Interval trees

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

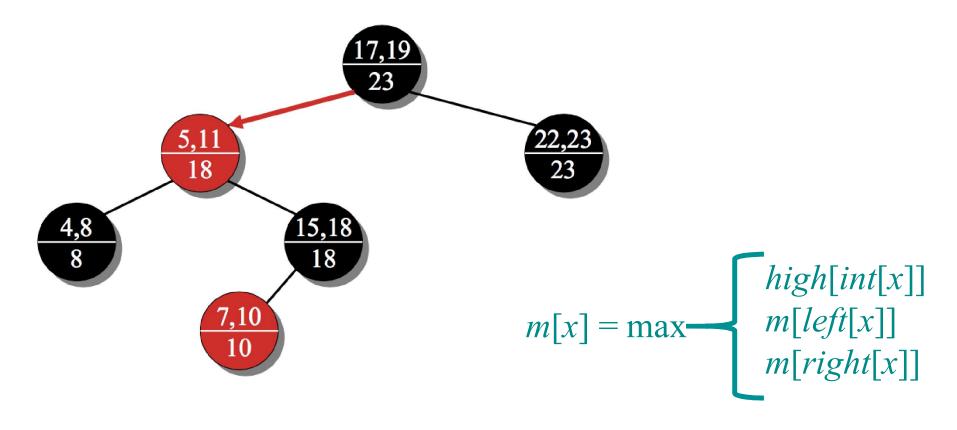
Query: For a given query interval i, find an interval in the set that overlaps i.

### Following the methodology

- Choose an underlying data structure.
  - Red-black tree in which each node x contains an interval int[x] and the key of x is the
    low endpoint of the interval.
- 2. Determine additional information to be stored in the data structure.
  - Store in each node x the value m[x] which is the maximum value of any interval endpoint stored in the subtree rooted at x.

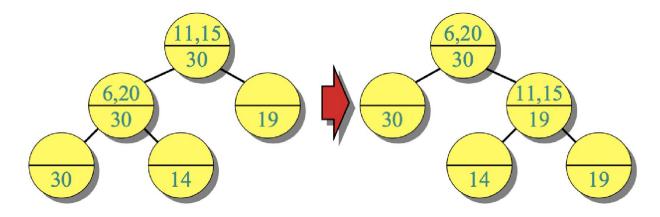


### **Example interval tree**



### **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:



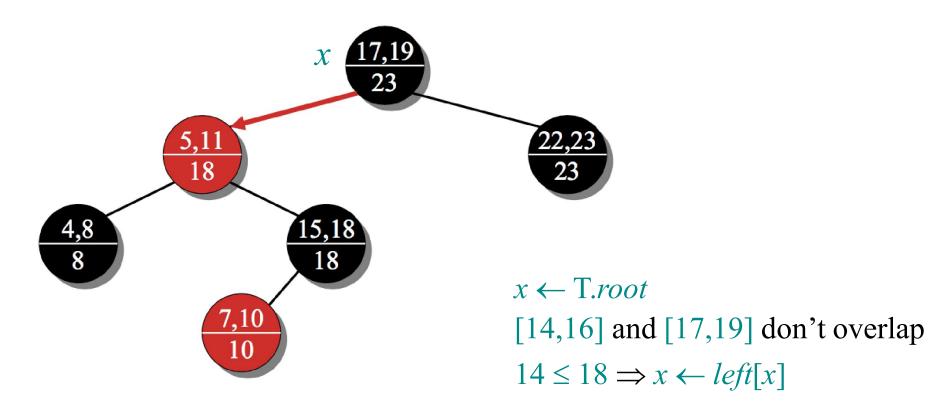
Total Insert time =  $O(\lg n)$ ; Delete similar.

#### **New operations**

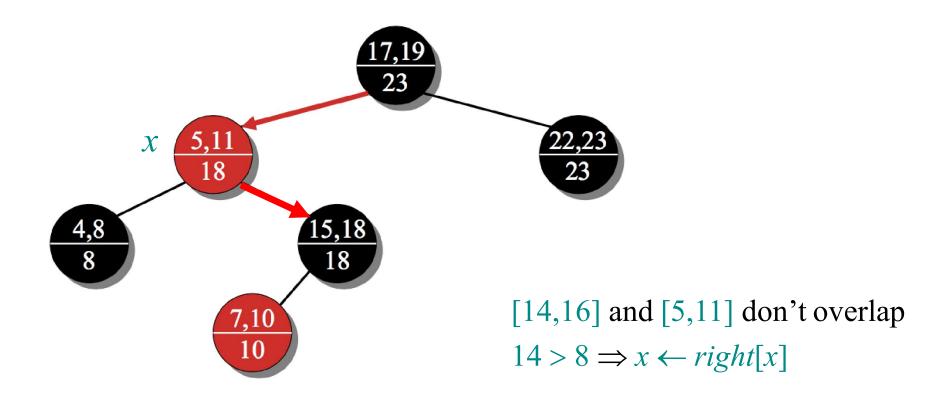
4. Develop new dynamic-set operations that use the information.

```
INTERVAL-SEARCH(T, i) x \leftarrow T.root while x \neq T.nil and (low[i] > high[int[x]] \text{ or } low[int[x]] > high[i]) // i and int[x] don't overlap if left[x] \neq T.nil and low[i] \leq m[left[x]] then x \leftarrow left[x] else x \leftarrow right[x]
```

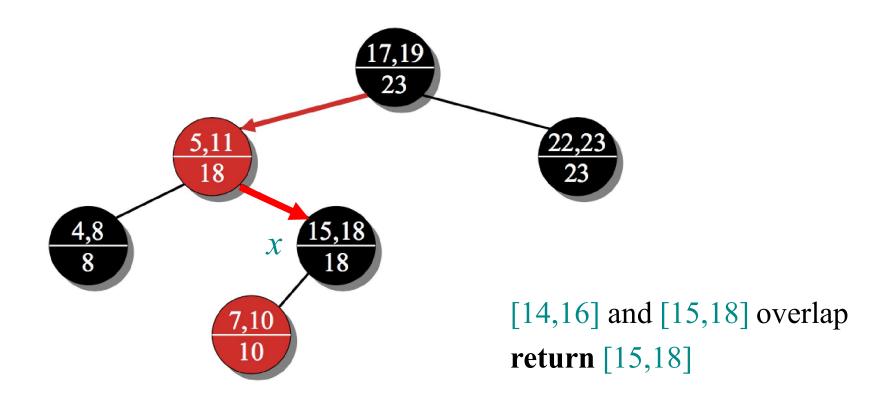
## Example 1: INTERVAL-SEARCH(T, [14,16])



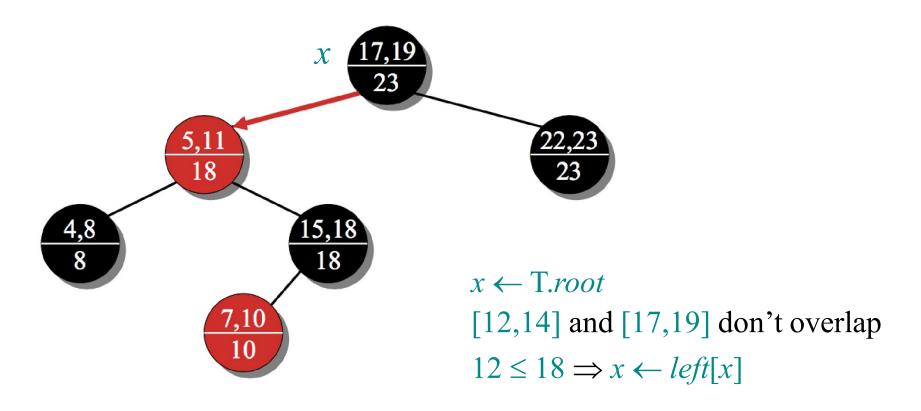
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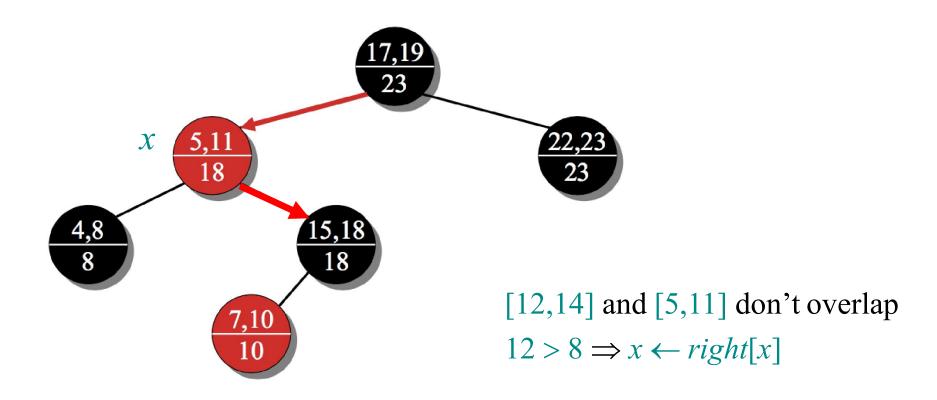
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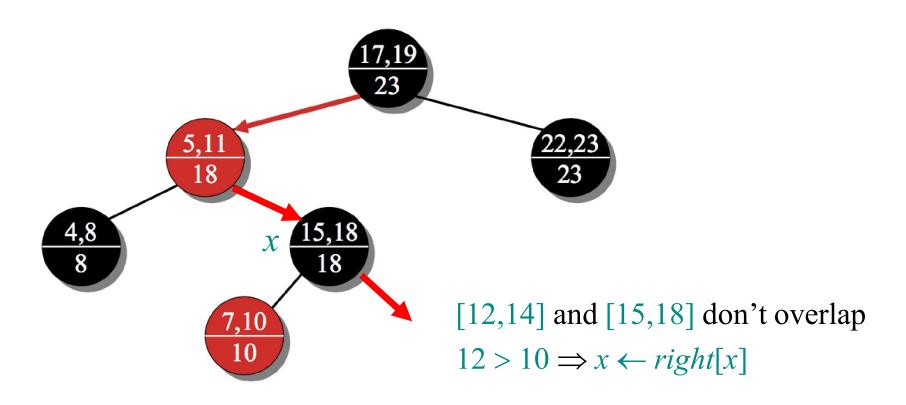
## Example 2: INTERVAL-SEARCH(T, [12,14])



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#### **Analysis**

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

#### **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] = T.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 high endpoint of some interval  $j \in L$ , and no other interval in L can have a larger high endpoint than high[j].

$$high[j] = m[left[x]]$$

$$low(i)$$

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

## Proof (cont.)

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

