

1. Project Description: Binary Search Symbol Table

A **Binary Search Symbol Table** (often called a Binary Search ST) maintains keys in a **sorted array** (or list) and uses **binary search** to achieve logarithmic-time lookups. Unlike a Sequential Search ST (which scans through all elements in $O(n)$ time), a Binary Search ST leverages the sorted nature of the keys to perform operations in $O(\log n)$ time for search and rank-related queries. However, insertion and deletion in an array-based structure may take $O(n)$ time in the worst case because elements might need to be shifted.

1.1 Overview of Data Structure

1. Sorted Array

- Keep two parallel arrays or a single array of (key, value) pairs.
- The keys are always in **sorted order**.

2. Binary Search

- Implement a helper method (often called `rank(key)`) that returns the number of keys less than the given key by performing a binary search.
- The rank can then be used for searching, insertion, or other ordered operations.

3. Insertion (put)

- Use `rank(key)` to find the index where the key would appear in sorted order.
- If the key already exists at that index, update its value.
- Otherwise, shift all elements from that index to the right by one to make room for the new entry, insert the (key, value) pair, and increment the size.

4. Search (get)

- Use `rank(key)` to find the position.
- Check if the key at that position matches `key`. If yes, return the corresponding value. Otherwise, return `null` (or the equivalent).

5. Deletion (delete)

- Use `rank(key)` to find the position.
- If the key is present, shift all elements to the left to fill the gap, decrement the size.

6. Additional Methods

- **contains(Key key):** Check if `get(key)` is not `null`.
- **isEmpty():** Return `true` if size is zero.
- **size():** Return the number of key–value pairs.
- **min(), max():** Return the smallest or largest key by accessing the first or last element in the array.
- **floor(Key key), ceiling(Key key):** Use binary search logic to find the largest key (\leq) key (floor) or the smallest key (\geq) key (ceiling).
- **rank(Key key):** Returns the number of keys strictly less than `key` via binary search.
- **select(int k):** Return the key with rank `k` (the $((k+1))$ -th smallest key) by accessing the sorted array at index `k`.
- **deleteMin(), deleteMax():** Remove the first or last element in the array.
- **size(Key lo, Key hi):** Count how many keys lie within `[lo, hi]` (this can be found by using `rank(hi+1) - rank(lo)` or similar logic).
- **keys(), keys(Key lo, Key hi):** Return all keys (or keys in a range) in sorted order by iterating over the array.

1.2 Complexity

- **get, contains, rank, floor, ceiling, select:**
($O(\log n)$) time, thanks to binary search.
- **put, delete:**
($O(n)$) in the worst case (due to shifting elements in the array).
- **min, max:**
($O(1)$) if you maintain the array properly.
- **keys, keys(lo, hi):**
($O(n)$) or ($O(k)$) for the number of keys in the range.

1.3 Steps to Implement

1. **Maintain a Dynamic Array** (in Java, you can use an array that resizes; in Python, a list can grow automatically).
2. **Implement rank(key)** to perform a binary search.
3. **Implement put(key, val):**
 - Use `rank(key)` to find insertion point.
 - If the key is already at that index, update. Otherwise, shift and insert.
4. **Implement get(key)** using `rank(key)`.

5. **Implement delete(key)** by shifting elements left if found.
6. **Implement ordered methods** (min, max, floor, ceiling, etc.) by leveraging sorted array indexing and partial binary searches.

1.4 Testing

- **Boundary Conditions:** empty table, single-element table, etc.
- **Correctness of rank-based methods:** check that `rank(key)` is correct for keys both in and out of the table.
- **Insertion:** check that new keys are placed in the correct sorted order.
- **Deletion:** ensure the array updates properly.
- **Range Queries:** verify that `keys(lo, hi)` returns exactly the keys in `[lo, hi]`.