I enjoyed this exploration. I ran into some trouble at first with the function for finding a node at a specified position. This stemmed from a misunderstanding of what the function was supposed to do. Once that was corrected, I was able to implement the function easily enough.

My favorite part of this exploration was implementing the Tournament Sort. My first attempt at an algorithm worked, but was a rather crude version that passed through the entire tree during every iteration of the loop. I had separate functions for sorting and removing values. I was unsatisfied with the inefficiency of this algorithm. After further thought, Ben and I worked out a new algorithm that would not make wasted passes through the tree. After an initial sort is made, the winning value is used to follow a direct path down to the original leaf node. Once the original value is set to negative infinity, this is the only branch that needs be recalculated. This solved a problem with my original algorithm where duplicates were not preserved if present in a sorting list. I was much happier with this version.