## Optimal Binary Search Tree

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- A dictionary
- ▶ Static Case: We have all of the records, we build the binary search tree, and no insertion or deletion are allowed.
- ▶ Dynamic Case: Insertion and deletions are allowed.
- ▶ What if the probability of accessing a node is not uniform (static case).
- ► Figure 10.2 (a) at most 4 comparisons, (b) atmost 3 comparisons, the worst case.
- Average case, (a):  $1+2\times 2+1\times 3+4\times 1=12$ , 12/5=2.4.
- (b):  $1 \times 1 + 2 \times 2 + 3 \times 2 = 11$ , 11/5 = 2.2.

- ► Figure 10.3 is obtained from Figure 10.2 by adding the external nodes.
- ▶ the square nodes: represent the failure node, an unsuccessful search.
- original nodes: the internal nodes, a successful search.
- ▶ the "external path length": sum over all external nodes of the lengths of the paths from the root to those nodes.
- ▶ the "internal path length": sum over all internal nodes of the lengths of the paths from the root to those nodes.
- ▶ 10.3 (a): I = 0 + 1 + 1 + 2 + 3 = 7, E = 2 + 2 + 2 + 3 + 4 + 4 = 17,
- ▶ 10.3 (b): I = 0 + 1 + 1 + 2 + 2 = 6, E = 2 + 2 + 3 + 3 + 3 + 3 = 16,

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$$E = I + 2n$$
 (why?),

- ▶ Binary tree with maximum *E* also has maximum *I*.
- ▶ Tree is skew:  $I = \sum_i i = n(n-1)/2$ .
- ► Tree is balance

$$0 + 2 \cdot 1 + 4 \cdot 2 + 8 \cdot 3 + \dots = \sum_{1 \le i \le n} \lfloor \lg i \rfloor = O(n \log n).$$

- ▶ If there are associated probabilities with nodes,
- ▶  $a_1, a_2, ..., a_n, a_1 < a_2 < ... < a_n$  element keys,
- $ightharpoonup a_i$  has probability  $p_i$  to be accessed.
- ▶ Total cost for tree,  $\sum_{1 \le i \le n} p_i \cdot level(a_i)$ , when only successful searches are made.
- ▶ if there are unsuccessful search, the search stops at an external node,
- ▶ there are n + 1 external nodes, each one has an associated probability  $q_i$ , i = 0, ..., n.
- ▶ They contribute  $\sum_{0 \le i \le n} q_i \cdot (level(failure node i) 1)$ .
- $\triangleright \sum p_i + \sum q_j = 1.$

► Total cost

$$\sum_{1 \leq i \leq n} p_i \cdot \mathit{level}(a_i) + \sum_{0 \leq i \leq n} q_i \cdot (\mathit{level}(\mathit{failure node } i) - 1.)$$

- ▶ An optimal binary search tree for  $a_1, a_2, ..., a_n$  is a tree that minimize the total cost.
- ► Can we enumerate all tree?
  - Suppose that we have  $a_1(5)$ ,  $a_2(10)$ , and  $a_3(15)$ .  $p_i = q_j = 1/7$ , Figure 10.4, costs are 15/7, 13/7, 15/7, 15/7, 15/7.
  - if  $p_1 = 0.5$ ,  $p_2 = 0.1$ ,  $p_3 = 0.05$ ,  $q_0 = 0.15$ ,  $q_1 = 0.1$ ,  $q_2 = 0.05$ ,  $q_3 = 0.05$ , cost are 2.65, 1.9, 1.5, 2.05, 1.6, (c) is optimal.
- ▶ Given *n* nodes, there are  $O(\frac{4^n}{n^{\frac{3}{2}}})$  trees.

- ► Solve by using dynamic programming
- Given  $a_1 < a_2 < a_3 \dots, < a_n, n$  keys,
- Let  $T_{i,j}$  be the optimal binary tree for  $a_{i+1}, \ldots, a_j$ , i < j and  $c_{i,j}$  is the cost for  $T_{i,j}$ .  $T_{i,i}$  is empty and  $c_{i,i} = 0$ .
- $ightharpoonup r_{i,j}$  the root if  $T_{i,j}$ ,  $r_{i,i} = 0$ .
- $w_{i,j}$ , the weight of  $T_{i,j}$ ,  $w_{i,j} = q_i + \sum_{k=i+1}^{j} (q_k + p_k)$ ,  $w_{i,i} = q_i$ .
- ▶  $T_{0,n}$  is te tree we are looking for and  $c_{0,n}$  is the cost.

- ▶ If  $T_{i,j}$  is an optimal binary search tree for  $a_{i+1}, \ldots, a_j$ ,  $r_{i,j} = k$ ,  $i < k \le j$ , the  $T_{i,j}$  has two subtree L and R.
- ▶ L covers  $a_{i+1}, ..., a_{k-1}$ , and R covers  $a_{k+1}, ..., a_j$ ,
- $ightharpoonup c_{i,j} = p_k + cost(L) + cost(R) + weight(L) + weight(R),$
- ▶ note that cost(L) and cost(R) must be optimal (why?), thus  $cost(L) = c_{i,k-1}$  and  $cost(R) = c_{k+1,j}$ .
- $ightharpoonup c_{i,j}$  can be rewritten as  $c_{i,j} = w_{i,j} + c_{i,k-1} + c_{k,j}$ .
- ► Since we don't know what is the root, so we have to try every one, and the optimal tree should be
- $c_{i,j} = \min_{i < l < j} \{ w_{i,j} + c_{i,l-1} + c_{l,j} \} =$   $w_{i,j} + \min_{i < l < j} \{ c_{i,l-1} + c_{l,j} \}.$