

# Tango Trees

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# Tango Trees

A dynamic binary search tree optimized using preferred paths and auxiliary splay trees to achieve competitive search performance.

Proposed in 2004

by Erik D. Demaine, Dion Harmon, John Iacono, and Mihai Pătrașcu.

# Why name 'Tango'?

- Searches create preferred paths.
- Deviations flip edges and reshape the structure.
- Paths keep splitting and merging like a rhythmic dance.
- Hence the name "Tango Tree."

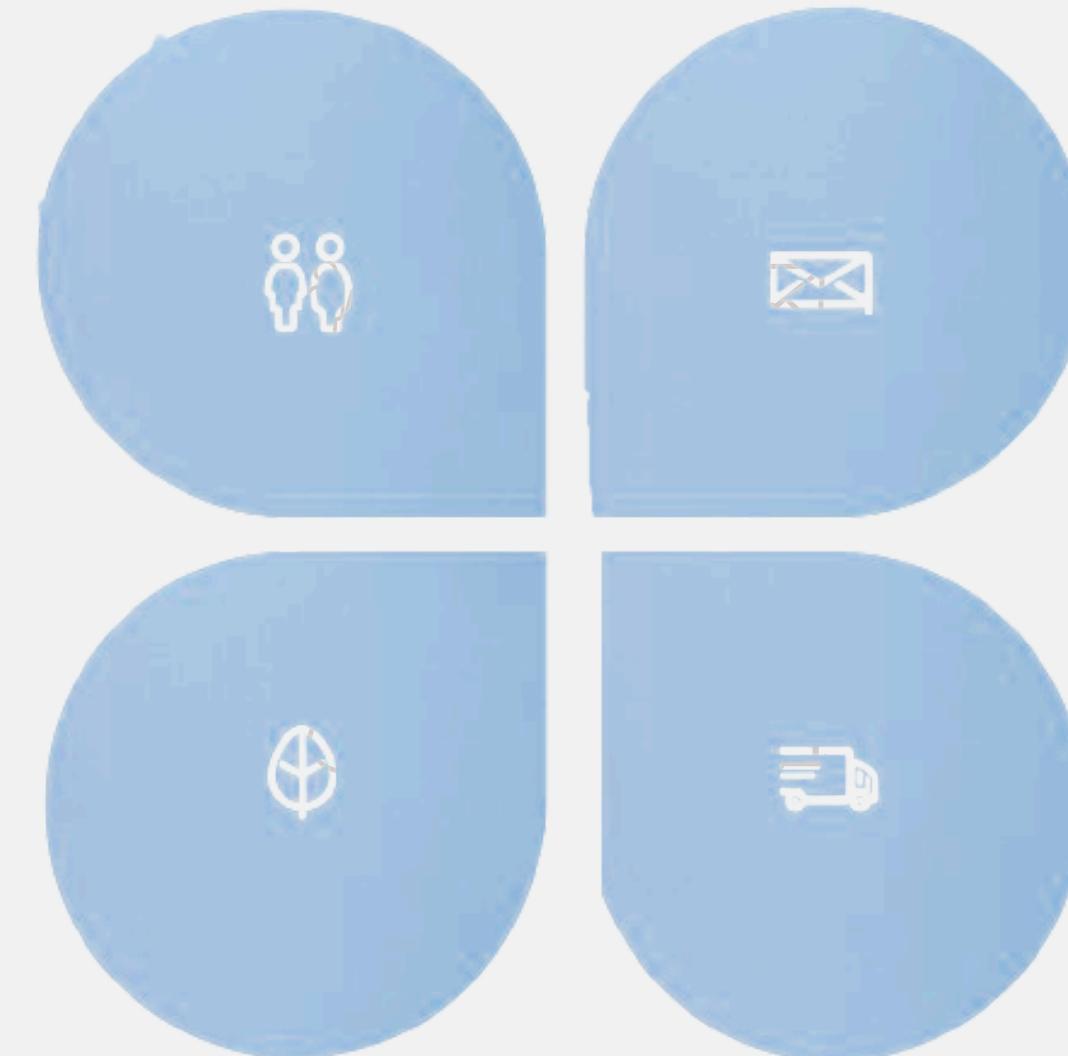


# Intuition: Like a Dance



## Changing Partners

Nodes change preferred children.



## Adaptive Structure

Adapts based on search rhythm.

Hence the name: Tango Tree.

## Dynamic Paths

Paths join and break dynamically.

## Fast Movement

Coordinated and rapid movement.

# Illustration



**Highway**  
(Preferred Path)

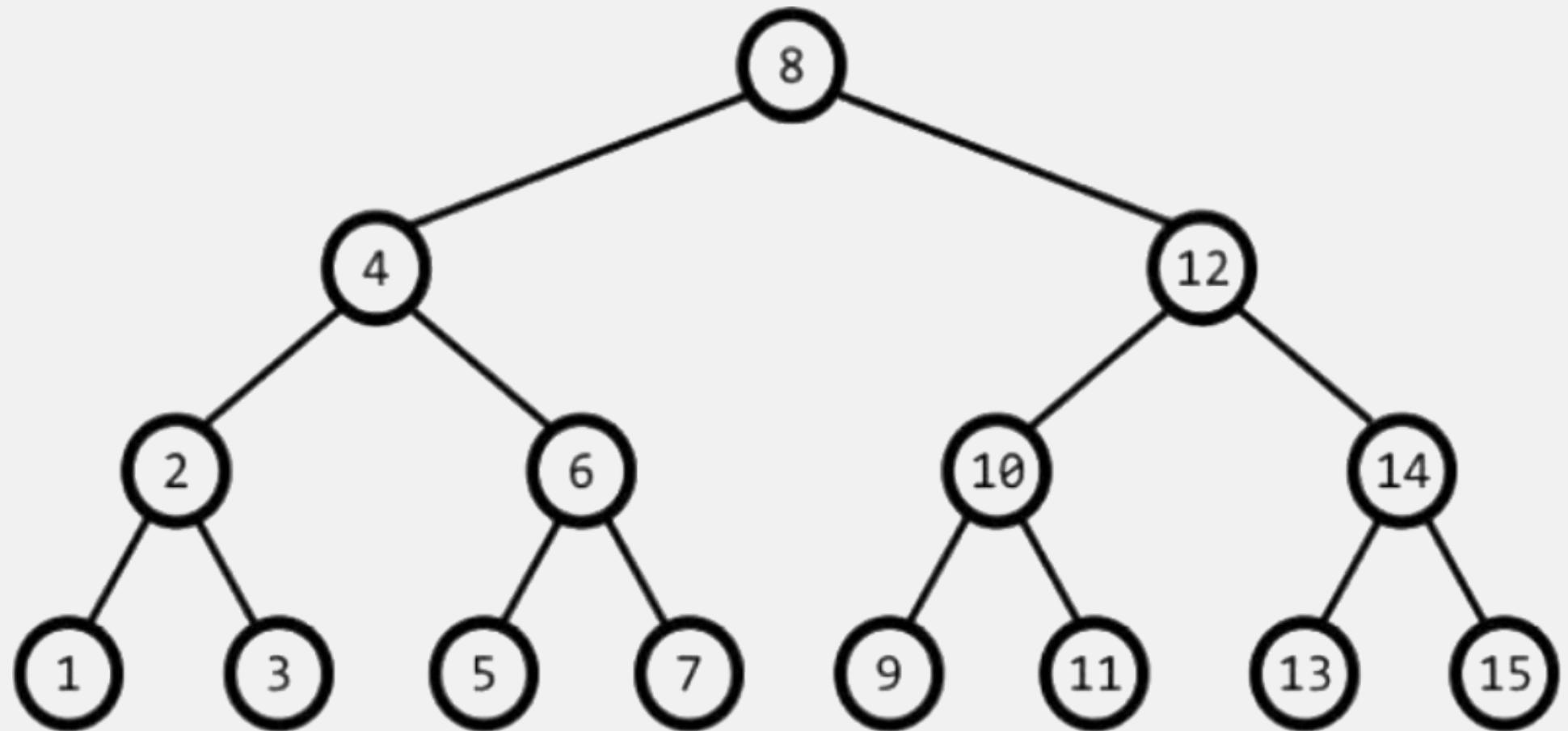
A Tango Tree works like a **road system**:

- The path that is used most often becomes a **highway** → fast and direct.
- Less frequently visited paths remain as **smaller side roads**.

# What are Tango Trees?

Tango Tree is a **self-adjusting BST** that uses preferred paths based on recent searches.

- It splits the reference BST into small auxiliary trees for faster navigation.
- Each operation takes  $O(\log n)$  worst-case time.
- Overall, it achieves a  $O(\log \log n)$  competitive ratio, making it faster than standard balanced BSTs.



# Key Concepts

## *Preferred Child*

01.

The child through which the most recent search passed.

## *Preferred Path*

02.

A chain of nodes connected only via preferred-child edges.

## *Auxilliary Tree*

03.

Each preferred path is stored as a splay tree (balanced, self-adjusting BST).

# Important Properties

- **Dynamic:** Adjusts continuously with each search.
- **Online Algorithm:** Uses only past information; no future knowledge required.
- **Self-Balancing**
- **Efficient**
- **Search:**  $O(\log n)$
- **Competitive Ratio:**  $O(\log \log n)$



# Node Structure

- ◆ **Key Value**
- ◆ **Left Child Pointer**
- ◆ **Right Child Pointer**
- ◆ **Preferred Child Pointer**
- ◆ **Pointer to its auxiliary tree**

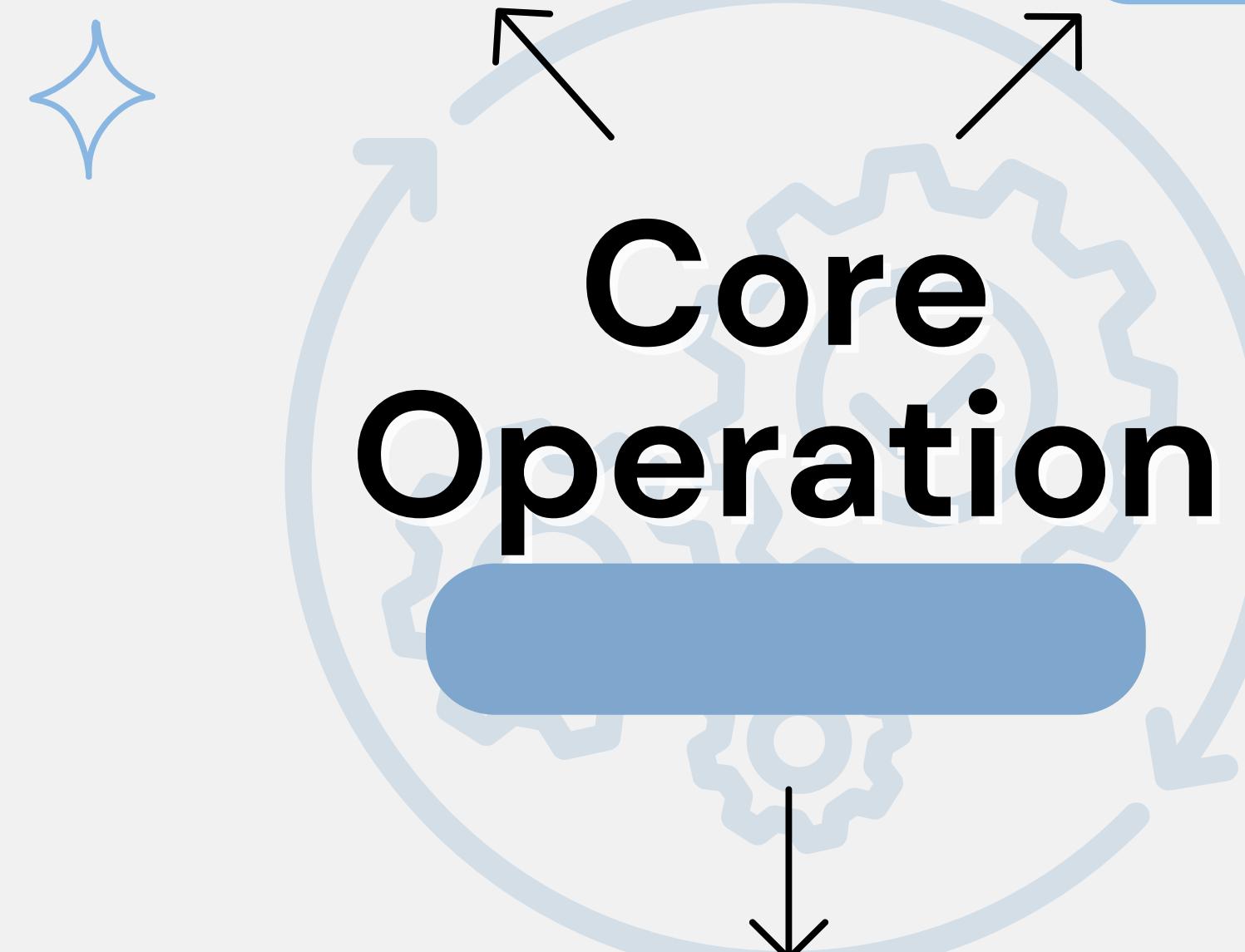
```
class TangoNode {  
    int value;  
    TangoNode *left, *right;  
    TangoNode(int v): value(v),  
    left(nullptr), right(nullptr) {}  
};
```

**Searching**

**Insertion**

**Core  
Operation**

**Deletion**



# Searching Process

1.

## Follow BST Path

Navigate as in a normal BST.

2.

## Splay Node

Splay the node within its auxiliary tree.

3.

## Flip Edge

If next step differs from preferred child, flip the preferred edge.

4.

## Split & Join

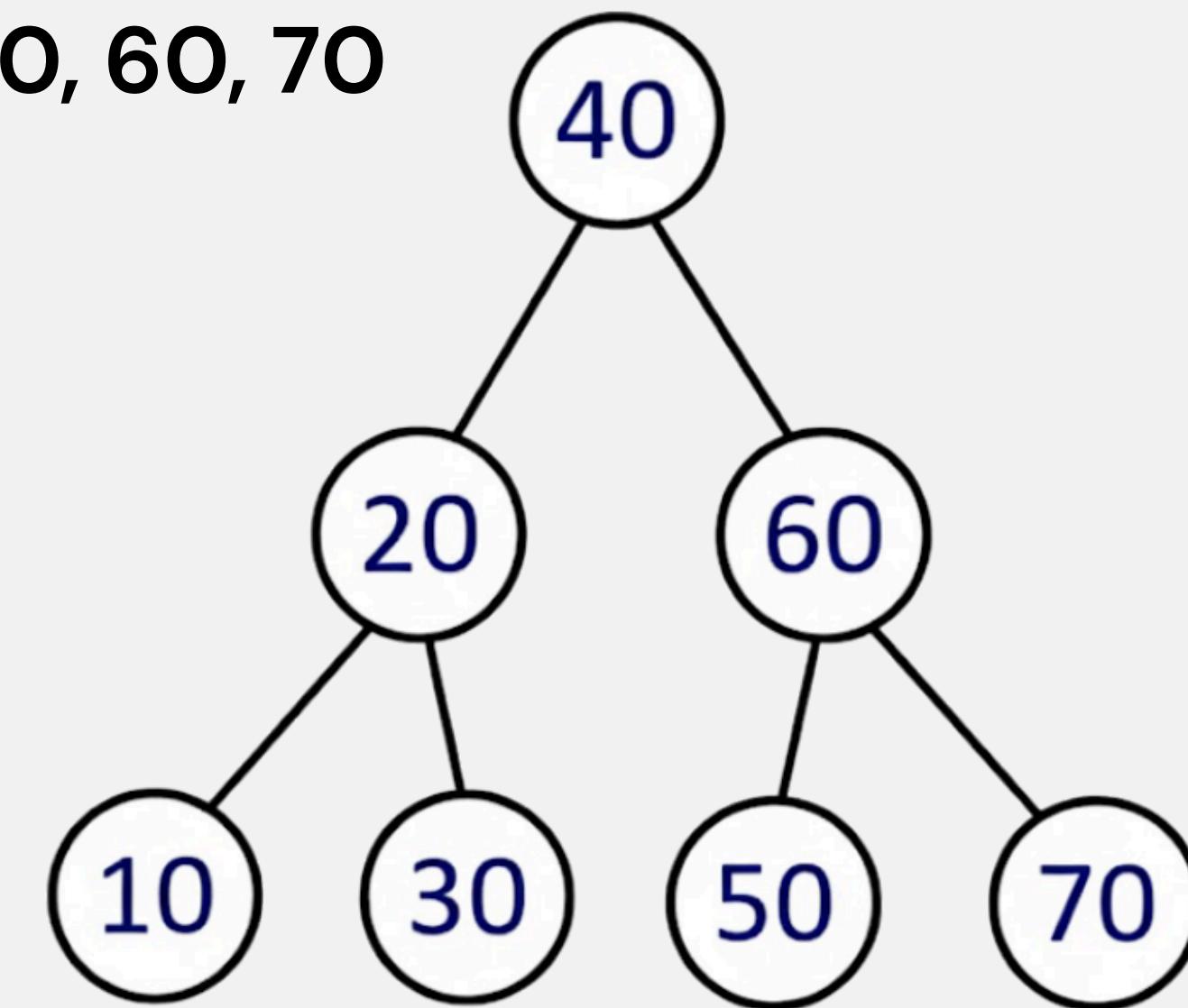
Split and join auxiliary trees accordingly.

The target is splayed to the top of its auxiliary tree.

# Searching Process Example

Nodes- 10, 20, 30, 40, 50, 60, 70

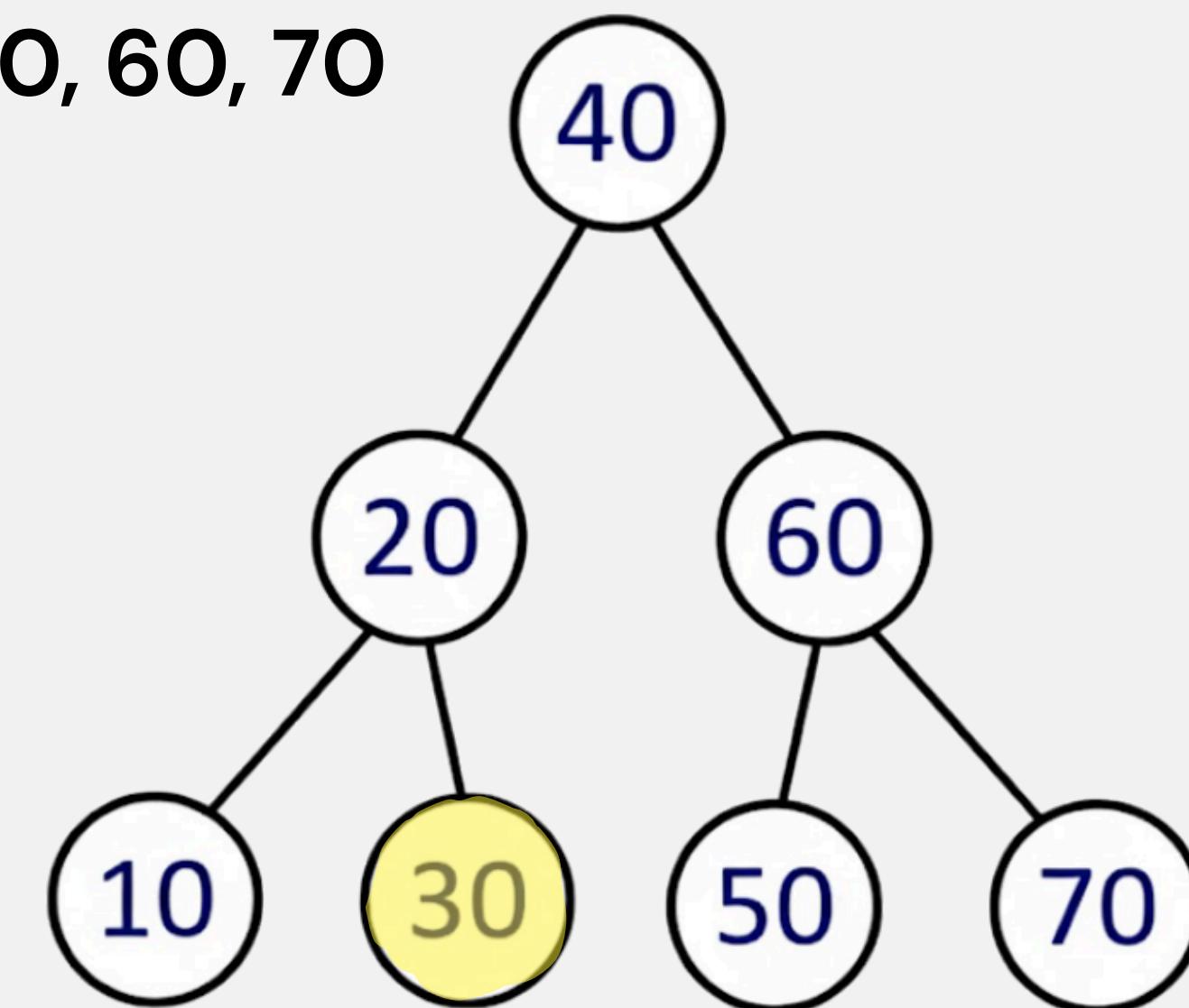
**STEP-1**  
**Search for 30**



# Searching Process Example

Nodes- 10, 20, 30, 40, 50, 60, 70

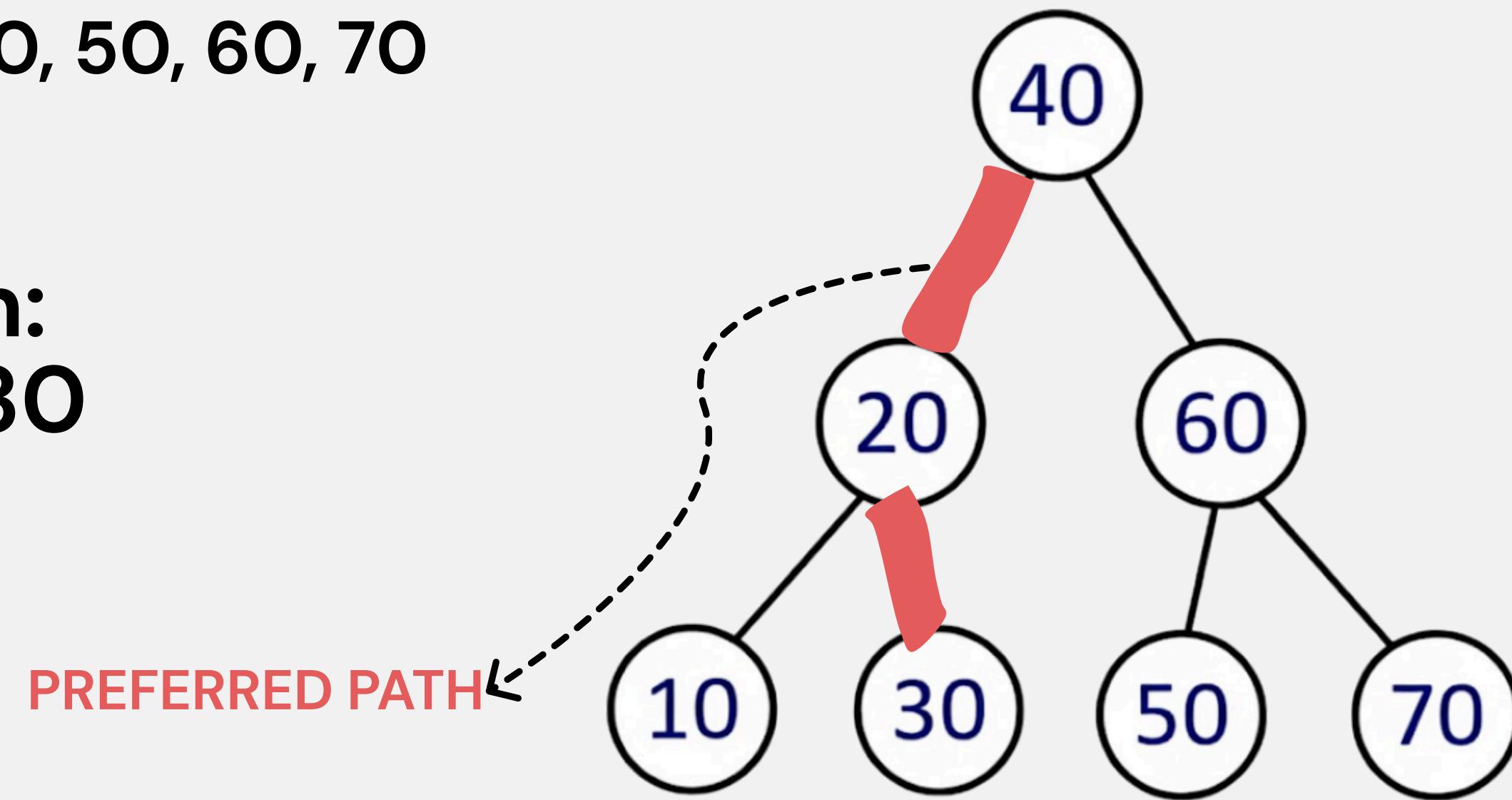
**STEP-1**  
**Search for 30**



# Searching Process Example

Nodes- 10, 20, 30, 40, 50, 60, 70

Search Path:  
 $40 \rightarrow 20 \rightarrow 30$



# Searching Process Example

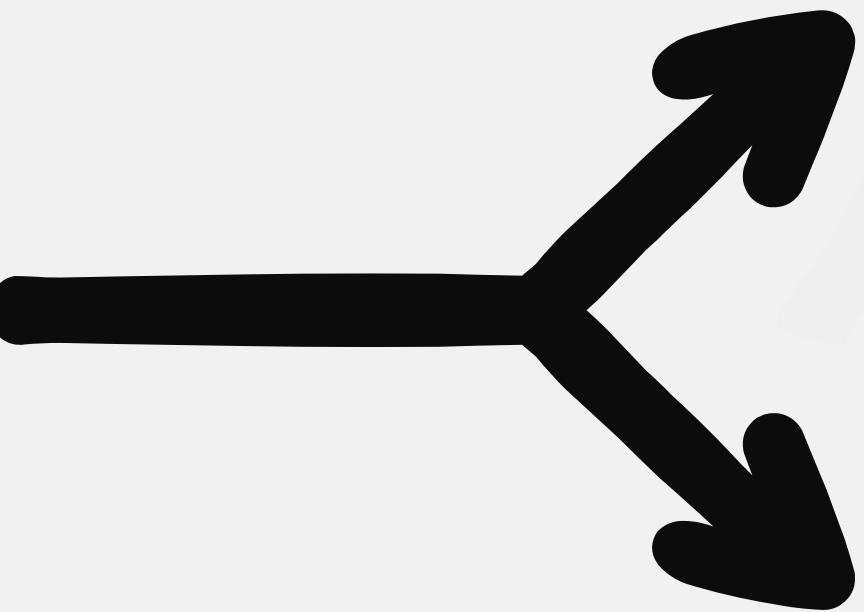
STEP-2  
Auxiliary Tree



# Searching Process Example

**STEP-3**

**Future search behavior**



Searching 20  
and 30 is now  
very fast

if path deviates, for  
e.g. searching 60, the  
tree adjusts  
dynamically

# Operations: Insertion & Deletion

## Insertion & Deletion

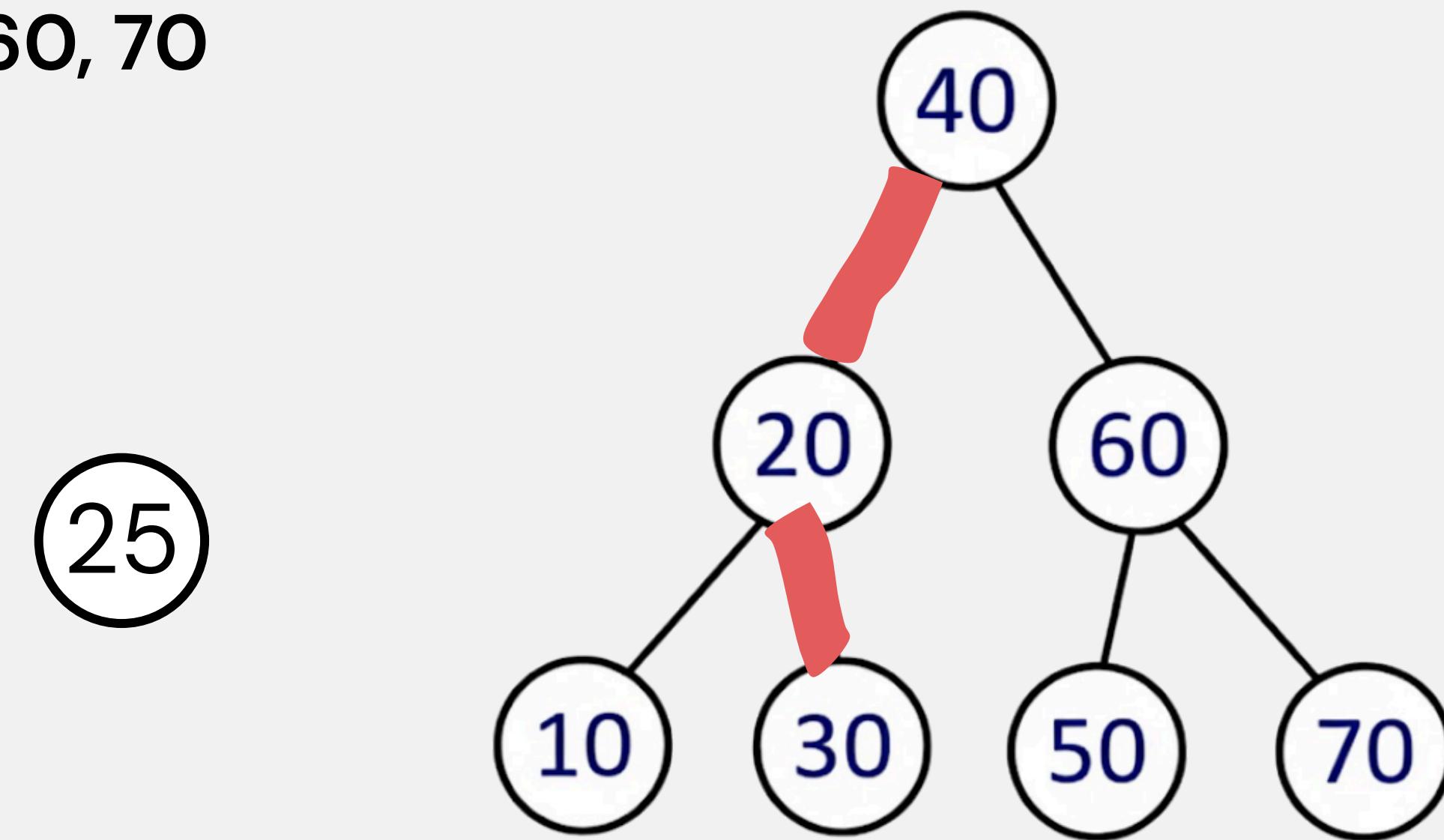
- Insert like a BST
- Rebuild/update auxiliary trees.
- Maintain preferred-child invariants.



# Insertion Process Example

Nodes- 10, 20, 30, 40, 50, 60, 70

**STEP-1**  
**Insert 25**

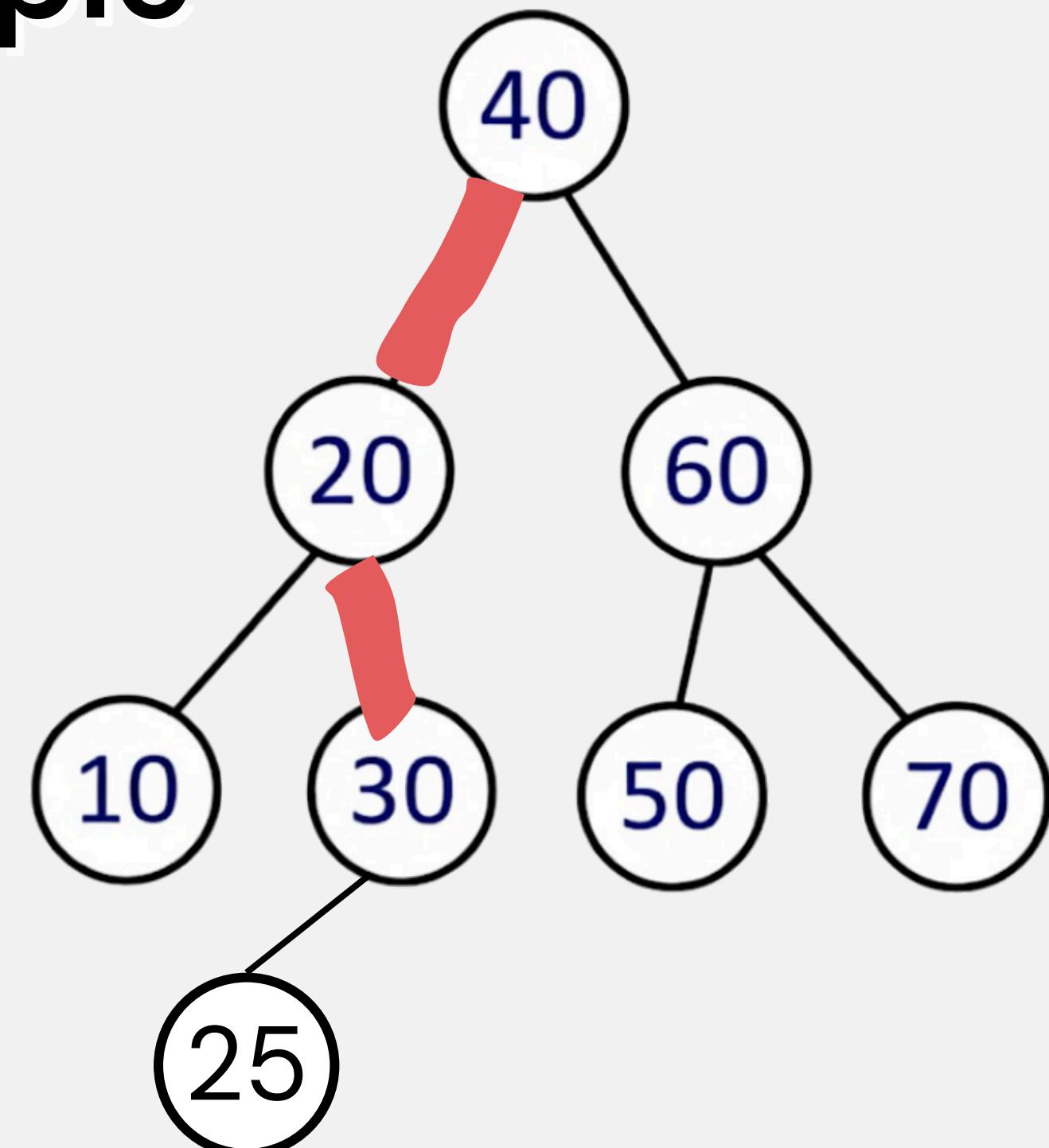


# Insertion Process Example

Nodes- 10, 20, 30, 40, 50, 60, 70

**STEP-2**  
Insertion like normal BST

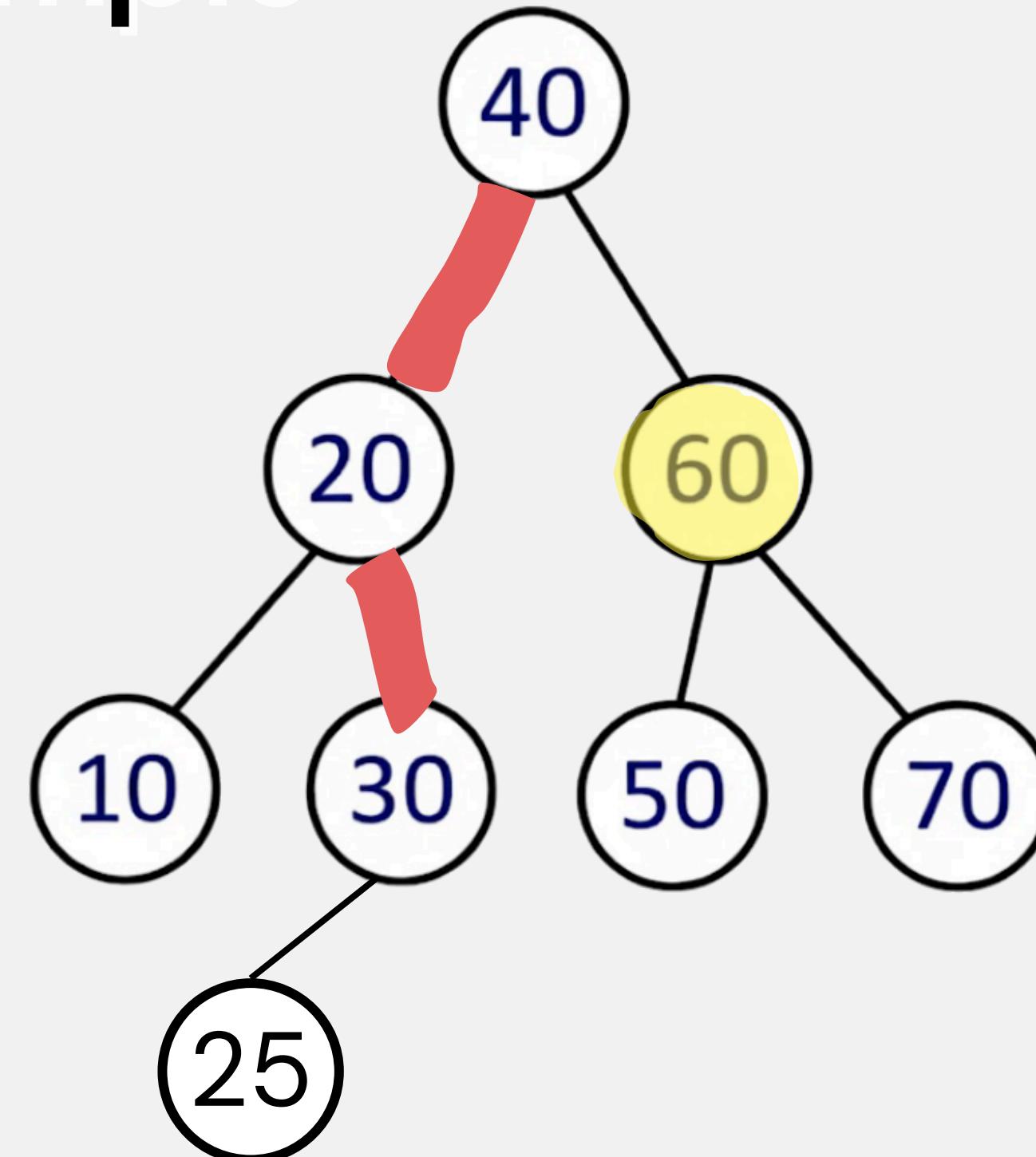
PREFERRED PATH does not change during insertion



# Deletion Process Example

Nodes- 10, 20, 30, 40, 50, 60, 70

**STEP-1**  
**Delete 60**

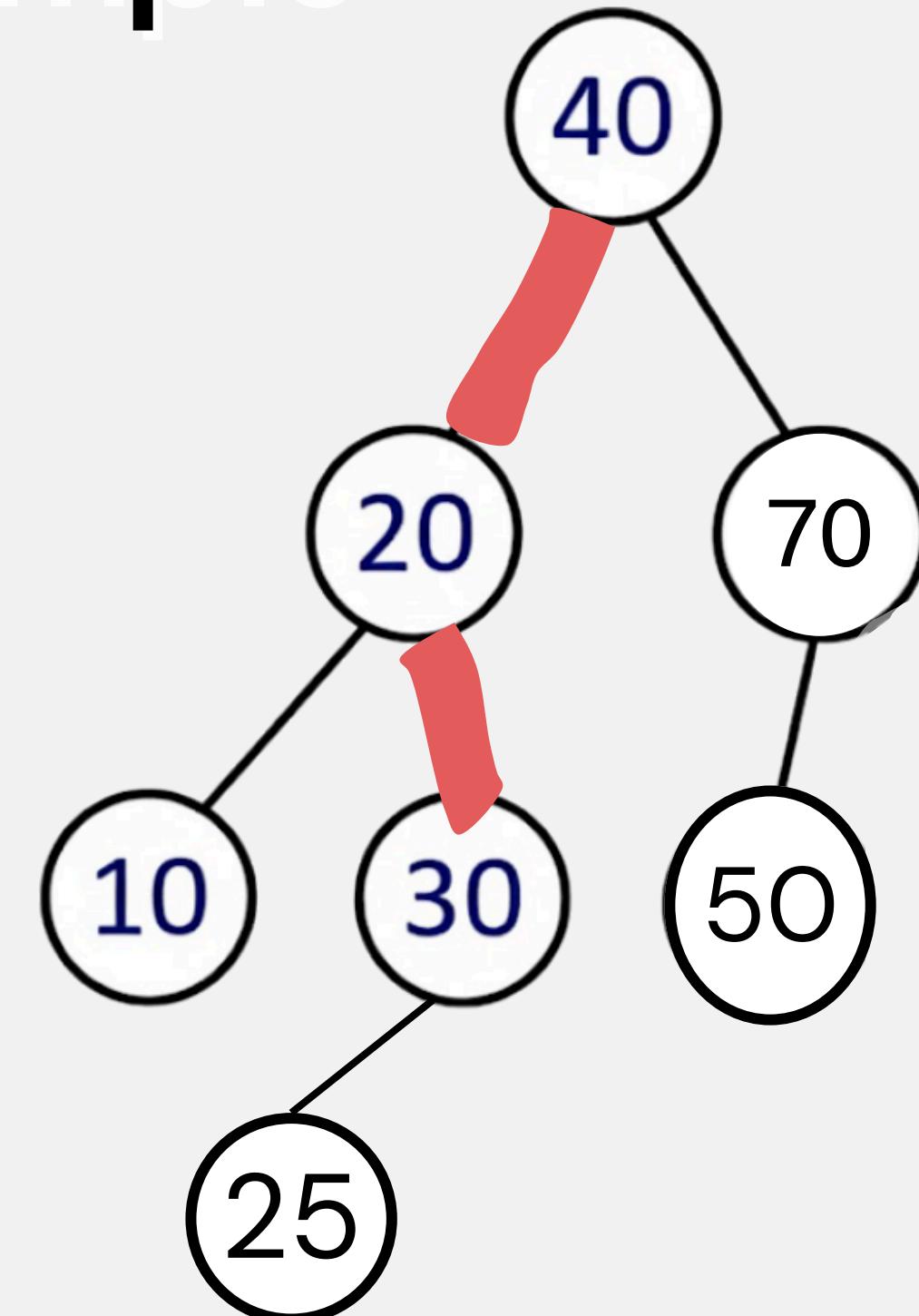


# Deletion Process

## Example

Nodes- 10, 20, 30, 40, 50, 60, 70

Normal BST  
Deletion



# Advantages

## Efficiency:

- Adapts to search patterns for faster queries.
- Offers better competitive performance than standard balanced trees.



# Advantages

## Versatility:

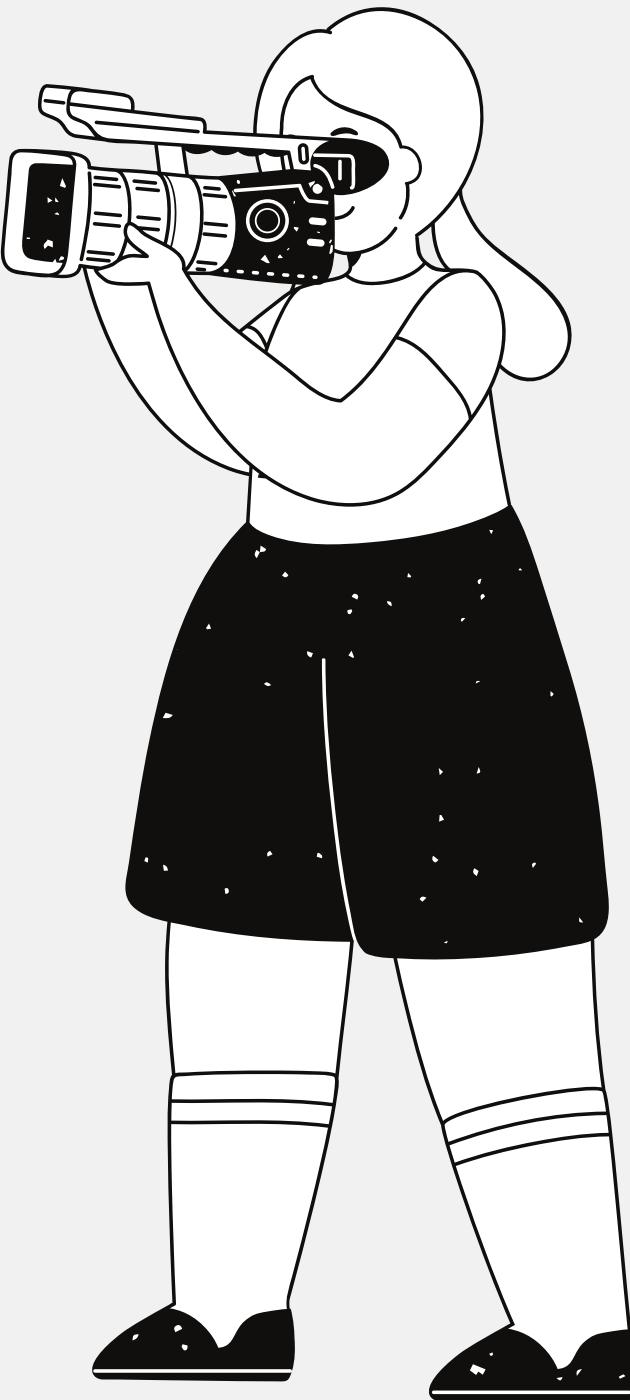
- Works well for dynamic datasets.
- Useful in competitive programming, dynamic queries, and algorithmic research.



# Advantages

## Space Optimization:

- Maintains multiple structures without excessive memory overhead.
- Efficiently manages auxiliary splay trees.



# Advantages

## Elegant Implementation:

- Combines simple concepts  
(preferred paths + splay trees).
- Once understood, the structure  
is clean and intuitive to use.



**Thank you  
very much!**

**- Group 10**