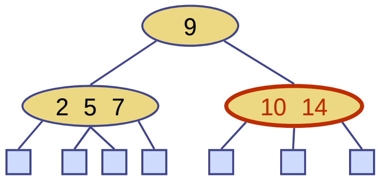
Lecture 8-4: (2,4) Trees



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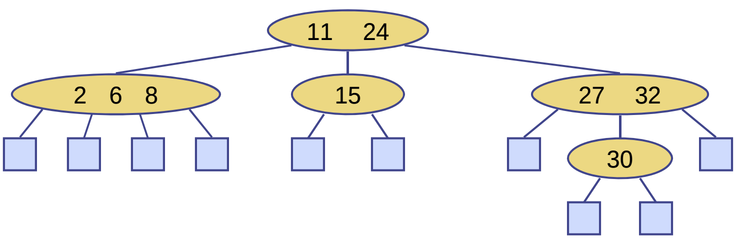
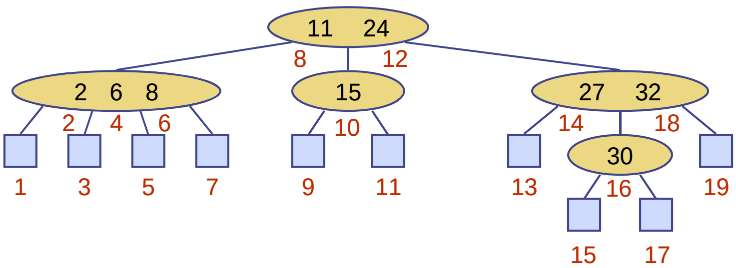
Multi-Way Search Tree

- A multi-way search tree is an ordered tree such that
  - Each internal node has at least two children and stores $d-1$ key-element items (k_i, o_i), where d is the number of children
  - For a node with children $v_1\, v_2 \ldots v_d$ storing keys $k_1\, k_2 \ldots k_{d-1}$
    - keys in the subtree of v_1 are less than k_1
    - keys in the subtree of v_i are between k_{i-1} and k_i $(i = 2, \ldots, d-1)$
    - keys in the subtree of v_d are greater than k_{d-1}
  - The leaves store no items and serve as placeholders



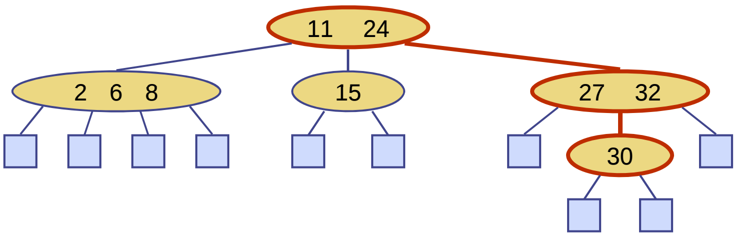
Multi-Way Inorder Traversal

- We can extend the notion of inorder traversal from binary trees to multi-way search trees
- Namely, we visit item (k_i, o_i) of node v between the recursive traversals of the subtrees of v rooted at children v_i and v_{i+1}
- An inorder traversal of a multi-way search tree visits the keys in increasing order

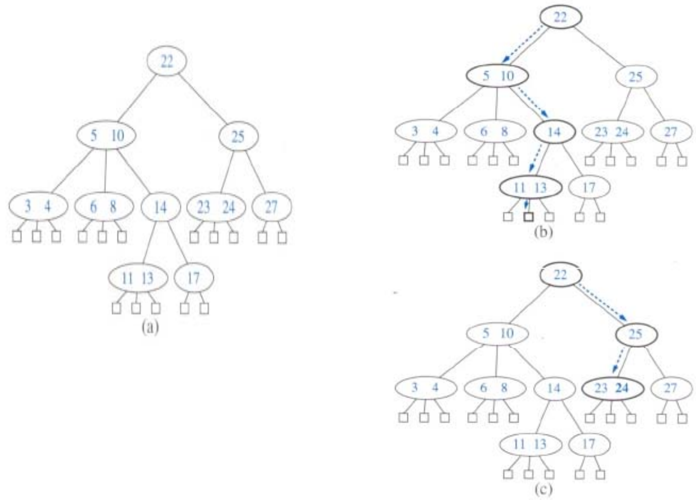


Multi-Way Searching

- Similar to search in a binary search tree
- A each internal node with children $v_1\, v_2 \ldots v_d$ and keys $k_1\, k_2 \ldots k_{d-1}$
  - $k = k_i$ $(i = 1, \ldots, d-1)$: the search terminates successfully
  - $k < k_1$: we continue the search in child v_1
  - $k_{i-1} < k < k_i$ $(i = 2, \ldots, d-1)$: we continue the search in child v_i
  - $k > k_{d-1}$: we continue the search in child v_d
- Reaching an external node terminates the search unsuccessfully
- Example: search for 30

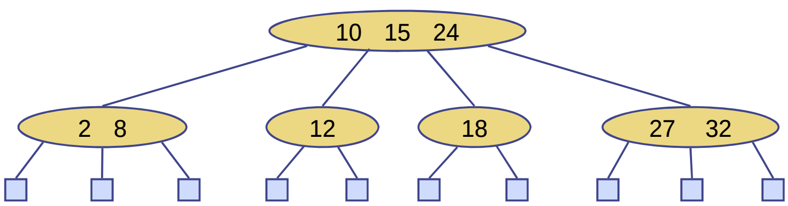


Multi-way Searching (cont.)



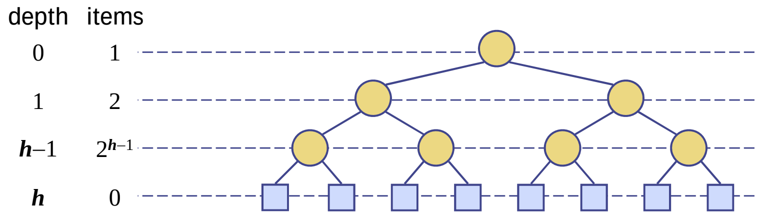
(2,4) Trees

- A (2,4) tree (also called 2-4 tree or 2-3-4 tree) is a multi-way search with the following properties
  - Node-Size Property: every internal node has at most four children
  - Depth Property: all the external nodes have the same depth
- Depending on the number of children, an internal node of a (2,4) tree is called a 2-node, 3-node or 4-node



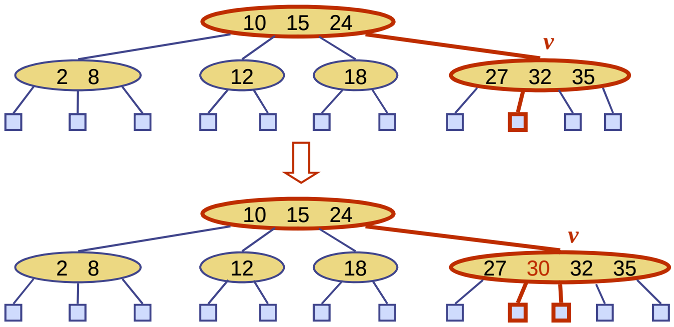
Height of a (2,4) Tree

- Theorem: A (2,4) tree storing n items has height $O(\log n)$
  Proof:
  - Let h be the height of a (2,4) tree with n items
  - Since there are at least 2^i items at depth $i = 0, \ldots, h-1$ and no items at depth h, we have
    $$n \geq 1 + 2 + 4 + \ldots + 2^{h-1} = 2^h - 1$$
  - Thus, $h \leq \log(n+1)$
- Searching in a (2,4) tree with n items takes $O(\log n)$ time



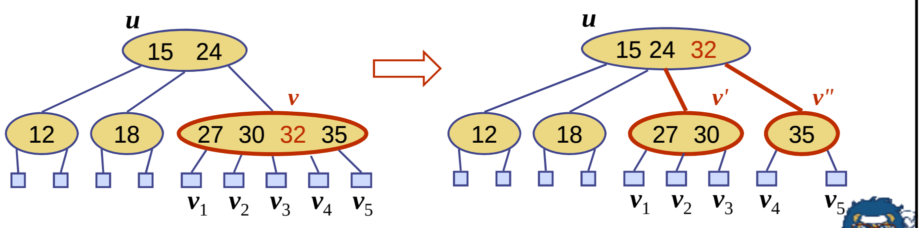
Insertion

- We insert a new item (k, o) at the parent v of the leaf reached by searching for k
  - We preserve the depth property but
  - We may cause an overflow (i.e., node v may become a 5-node)
- Example: inserting key 30 causes an overflow

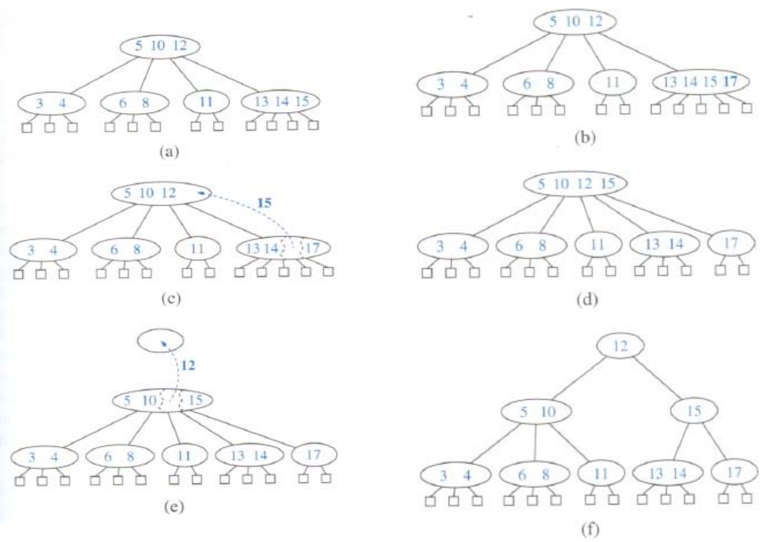


Overflow and Split

- We handle an overflow at a 5-node v with a split operation:
  - let $v_1 \ldots v_5$ be the children of v and $k_1 \ldots k_4$ be the keys of v
  - node v is replaced nodes v' and v''
    - v' is a 3-node with keys k_1 k_2 and children v_1 v_2 v_3
    - v'' is a 2-node with key k_4 and children v_4 v_5
  - key k_3 is inserted into the parent u of v (a new root may be created)
- The overflow may propagate to the parent node u



Insertion Example



Analysis of Insertion

Algorithm ***put***(***k***, ***o***)

1. We search for key ***k*** to locate the insertion node ***v***
2. We add the new entry (***k***, ***o***) at node ***v***
3. **while** ***overflow***(***v***)

   if ***isRoot***(***v***)

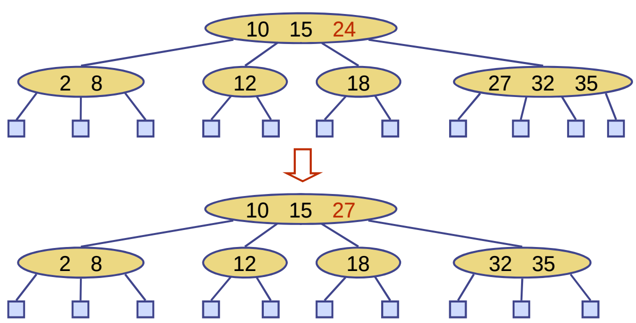
   create a new empty root above ***v***

   v ← ***split***(***v***)

- Let ***T*** be a (2,4) tree with ***n*** items
  - Tree ***T*** has ***O***(log ***n***) height
  - Step 1 takes ***O***(log ***n***) time because we visit ***O***(log ***n***) nodes
  - Step 2 takes ***O***(1) time
  - Step 3 takes ***O***(log ***n***) time because each split takes ***O***(1) time and we perform ***O***(log ***n***) splits
- Thus, an insertion in a (2,4) tree takes ***O***(log ***n***) time

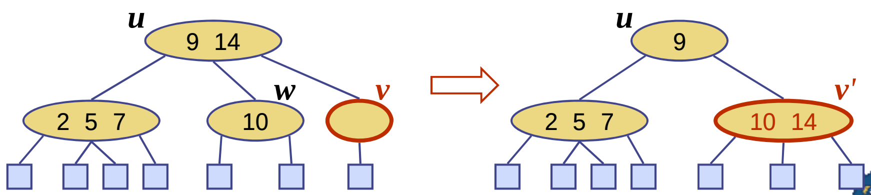
Deletion

- We reduce deletion of an entry to the case where the item is at the node with leaf children
- Otherwise, we replace the entry with its inorder successor (or, equivalently, with its inorder predecessor) and delete the latter entry
- Example: to delete key 24, we replace it with 27 (inorder successor)



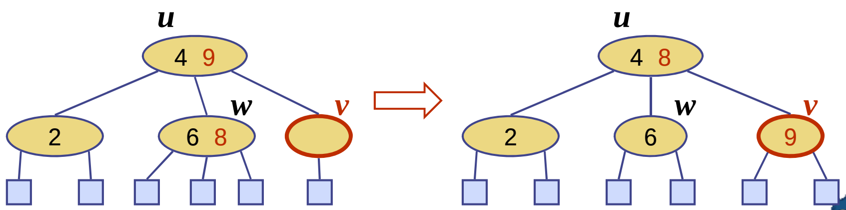
Underflow and Fusion

- Deleting an entry from a node ***v*** may cause an underflow, where node ***v*** becomes a 1-node with one child and no keys
- To handle an underflow at node ***v*** with parent ***u***, we consider two cases
- Case 1: the adjacent siblings of ***v*** are 2-nodes
  - Fusion operation: we merge ***v*** with an adjacent sibling ***w*** and move an entry from ***u*** to the merged node ***v'***
  - After a fusion, the underflow may propagate to the parent ***u***

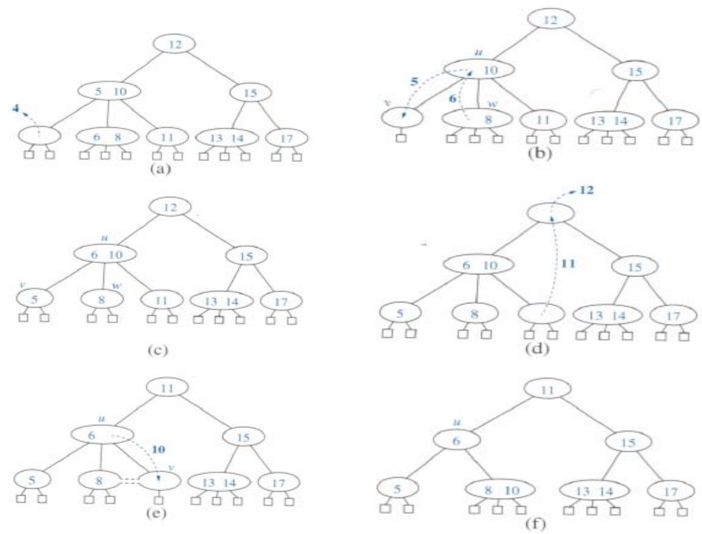


Underflow and Transfer

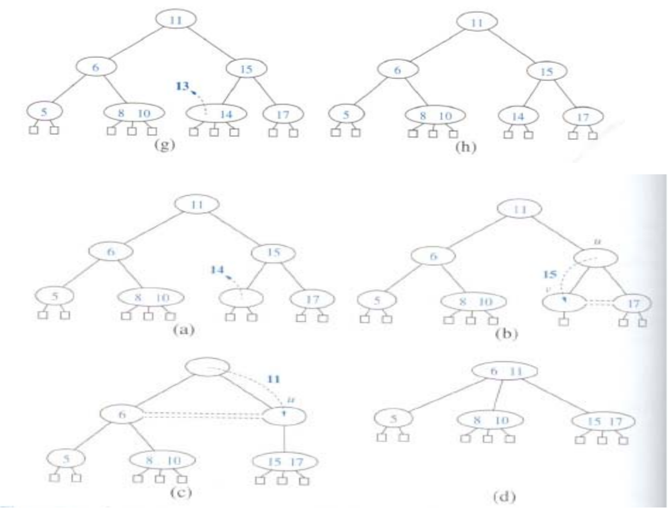
- To handle an underflow at node ***v*** with parent ***u***, we consider two cases
- Case 2: an adjacent sibling ***w*** of ***v*** is a 3-node or a 4-node
  - Transfer operation:
    1. we move a child of ***w*** to ***v***
    2. we move an item from ***u*** to ***v***
    3. we move an item from ***w*** to ***u***
  - After a transfer, no underflow occurs



Deletion Example



Deletion Example (cont.)



Analysis of Deletion

- Let T be a (2,4) tree with n items
  - Tree T has $O(\log n)$ height
- In a deletion operation
  - We visit $O(\log n)$ nodes to locate the node from which to delete the entry
  - We handle an underflow with a series of $O(\log n)$ fusions, followed by at most one transfer
  - Each fusion and transfer takes $O(1)$ time
- Thus, deleting an item from a (2,4) tree takes $O(\log n)$ time

Comparison of Map Implementations

	Get	Put	Delete	Notes
Hash Table	1 expected	1 expected	1 expected	o no ordered map methods o simple to implement
Skip List	$\log n$ high prob.	$\log n$ high prob.	$\log n$ high prob.	o randomized insertion o simple to implement
AVL and (2,4) Tree	$\log n$ worst-case	$\log n$ worst-case	$\log n$ worst-case	o complex to implement

Q & A
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