



BST: Extension 02



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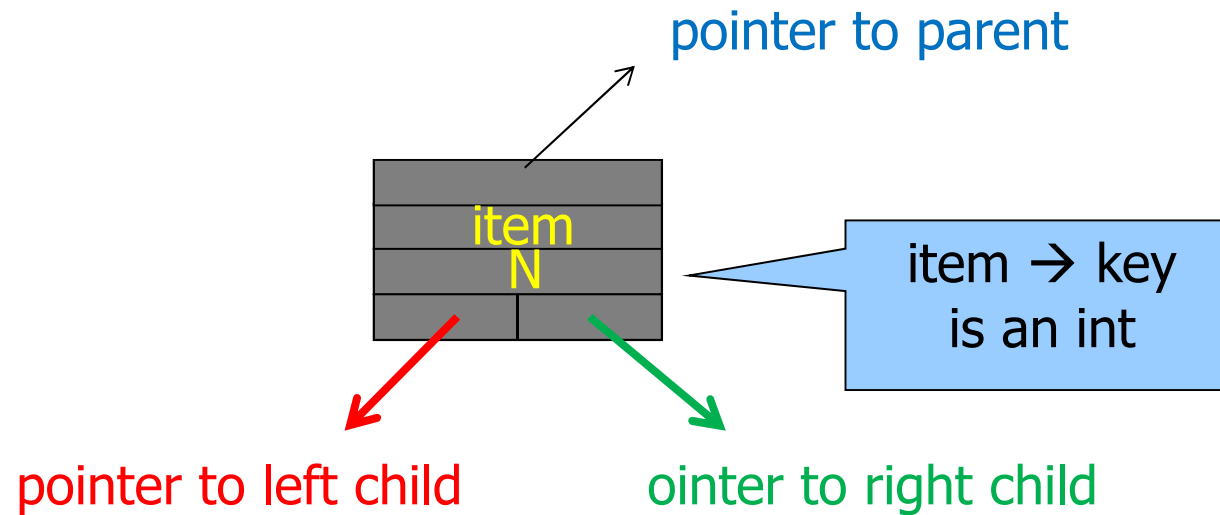


Second BST Extension: Pointers & Counter

- By adding new information to each node it is possible to develop new functions
 - Pointer to the father
 - Number of nodes of the tree rooted at the current node
- This info fields have to be updated (when necessary) by **all** already analysed functions

Binary Search Trees

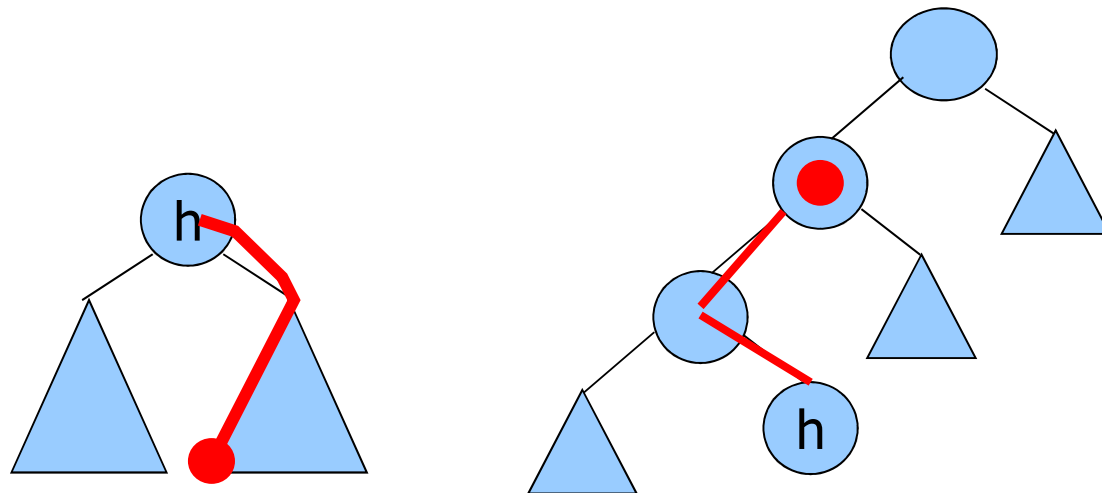
■ Node



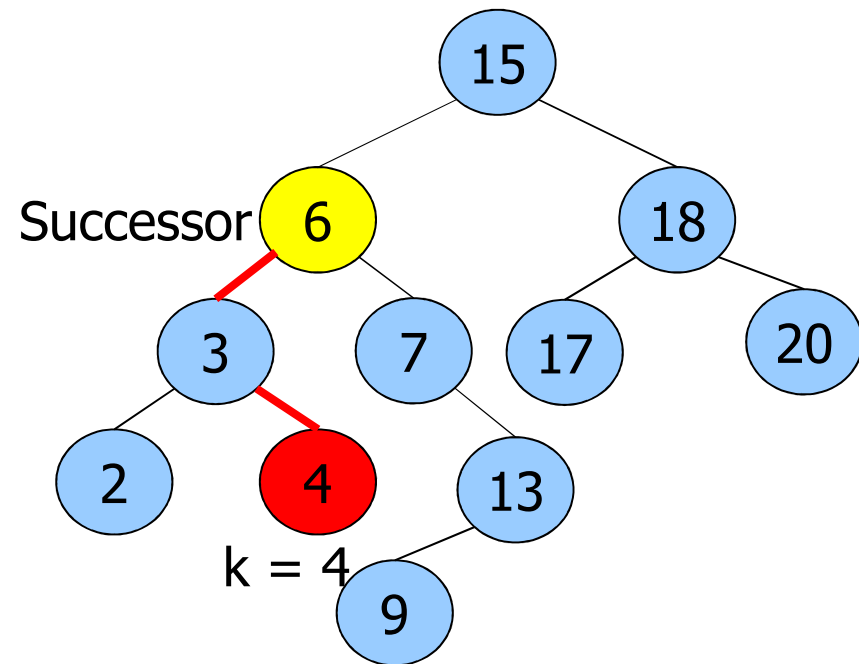
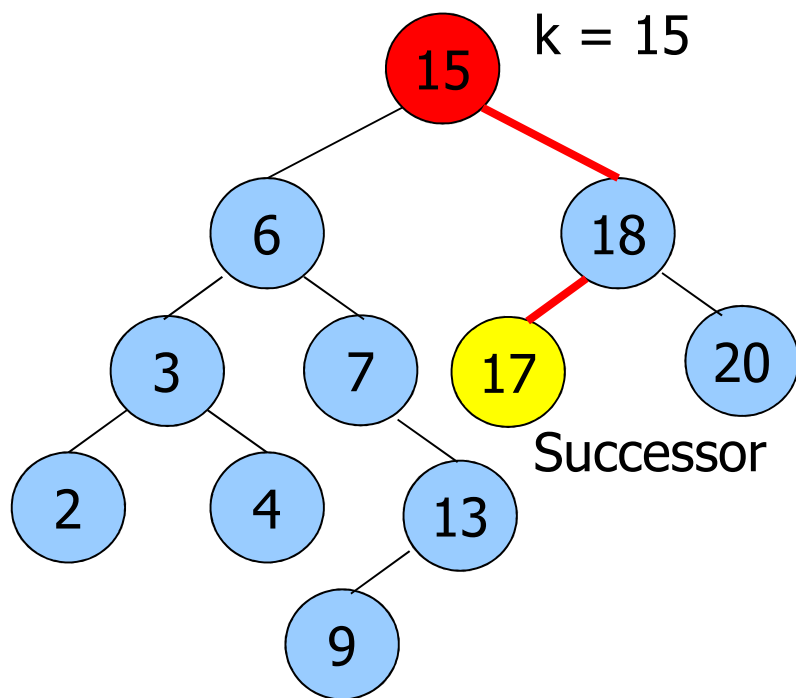
```
typedef struct node *link;
struct node {
    link p;
    Item item;
    int N;
    link l;
    link r;
};
```

Successor of a node

- Node h with the smallest key larger than the node key
- Two cases
 - $\exists \text{ Right}(h)$: $\text{succ}(\text{key}(h)) = \min(\text{Right}(h))$
 - $\nexists \text{ Right}(h)$: $\text{succ}(\text{key}(h)) = \text{first ancestor of } h \text{ such that the left child is also an ancestor of } h$



Example



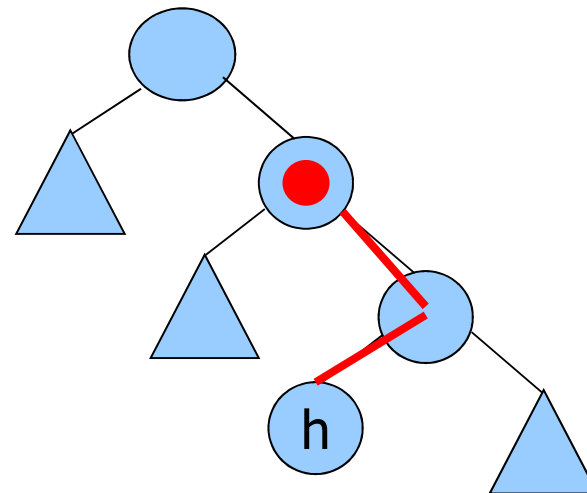
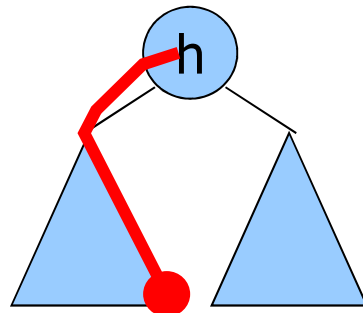


Implementation

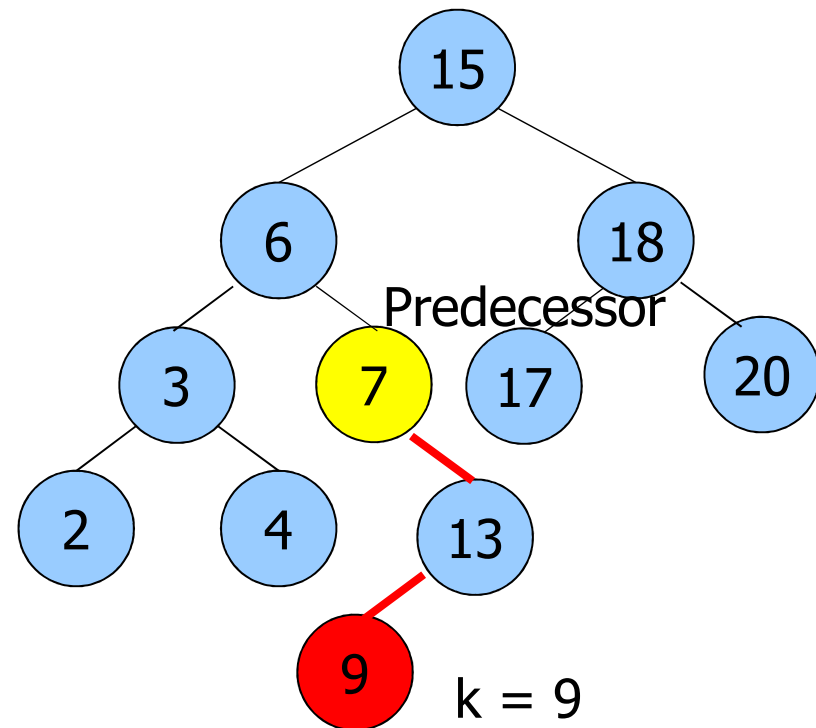
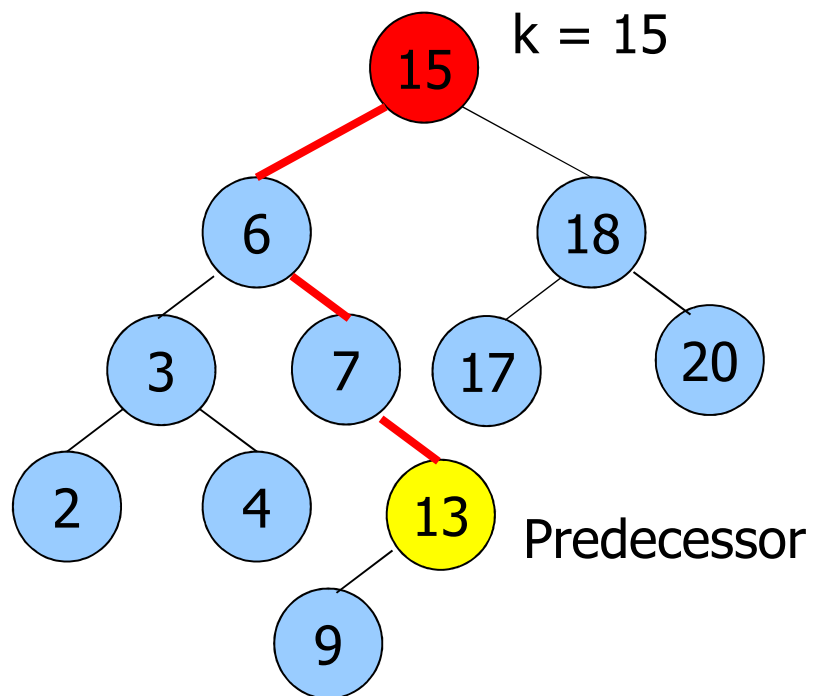
```
link search_succ_r (link root, Item item, link z) {  
    link p;  
    if (root == z) return z;  
    if (ITEMless (item, root->item))  
        return search_succ_r (root->l, item, z);  
    if (ITEMless (root->item, item))  
        return search_succ_r (root->r, item, z);  
    if (root->r != z) {  
        return min_r (root->r, z);  
    } else {  
        p = root->p;  
        while (p != z && root == p->r) {  
            root = p; p = p->p;  
        }  
        return p;  
    }  
}
```

Predecessor of an item

- Node h with the largest item smaller than the item key
- Two cases
 - $\exists \text{ Left}(h): \text{pred}(\text{key}(h)) = \max(\text{Left}(h))$
 - $\exists \text{ Left}(h): \text{pred}(\text{key}(h)) = \text{first ancestor of } h \text{ such that the right child is also an ancestor of } h$



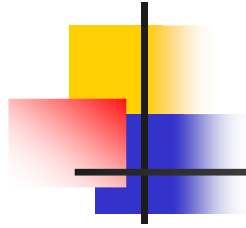
Example





Implementation

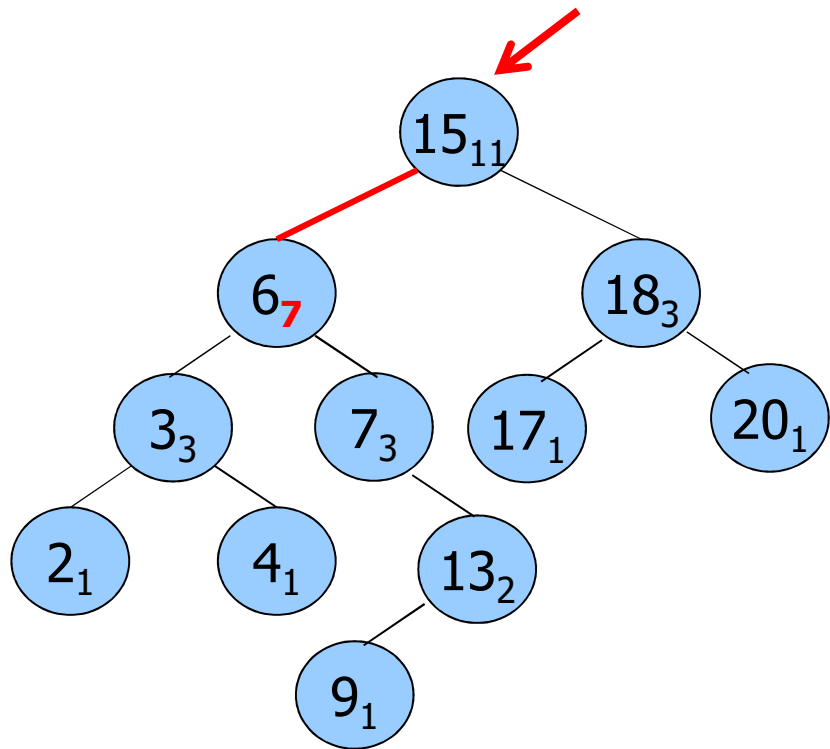
```
link search_pred_r (link root, Item item, link z) {
    link p;
    if (root == z) return z;
    if (ITEMless (item, root->item))
        return search_pred_r (root->l, item, z);
    if (ITEMless (root->item, item))
        return search_pred_r (root->r, item, z);
    if (root->r != z) {
        return max_r (root->l, z);
    } else {
        p = root->p;
        while (p != z && root == p->l) {
            root = p; p = p->p;
        }
        return p;
    }
}
```



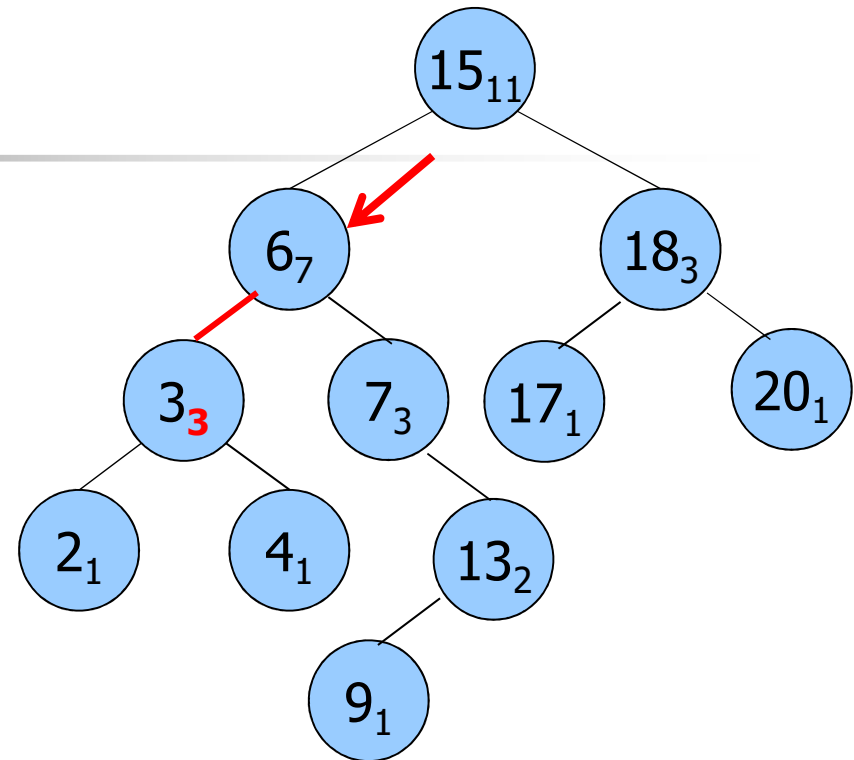
Select

- Select the item with the k -th smallest key (zero based indexing, for example, $k=0$ means the item with the smallest key)
- t is the number of nodes of the left sub-tree
 - $k = t$: Return the sub-tree root
 - $k < t$: Recur into the left sub-tree to look-for the smallest k -th key
 - $k > t$: Recur on the right sub-tree to look-for the $(k-t-1)$ -th smallest key

Example

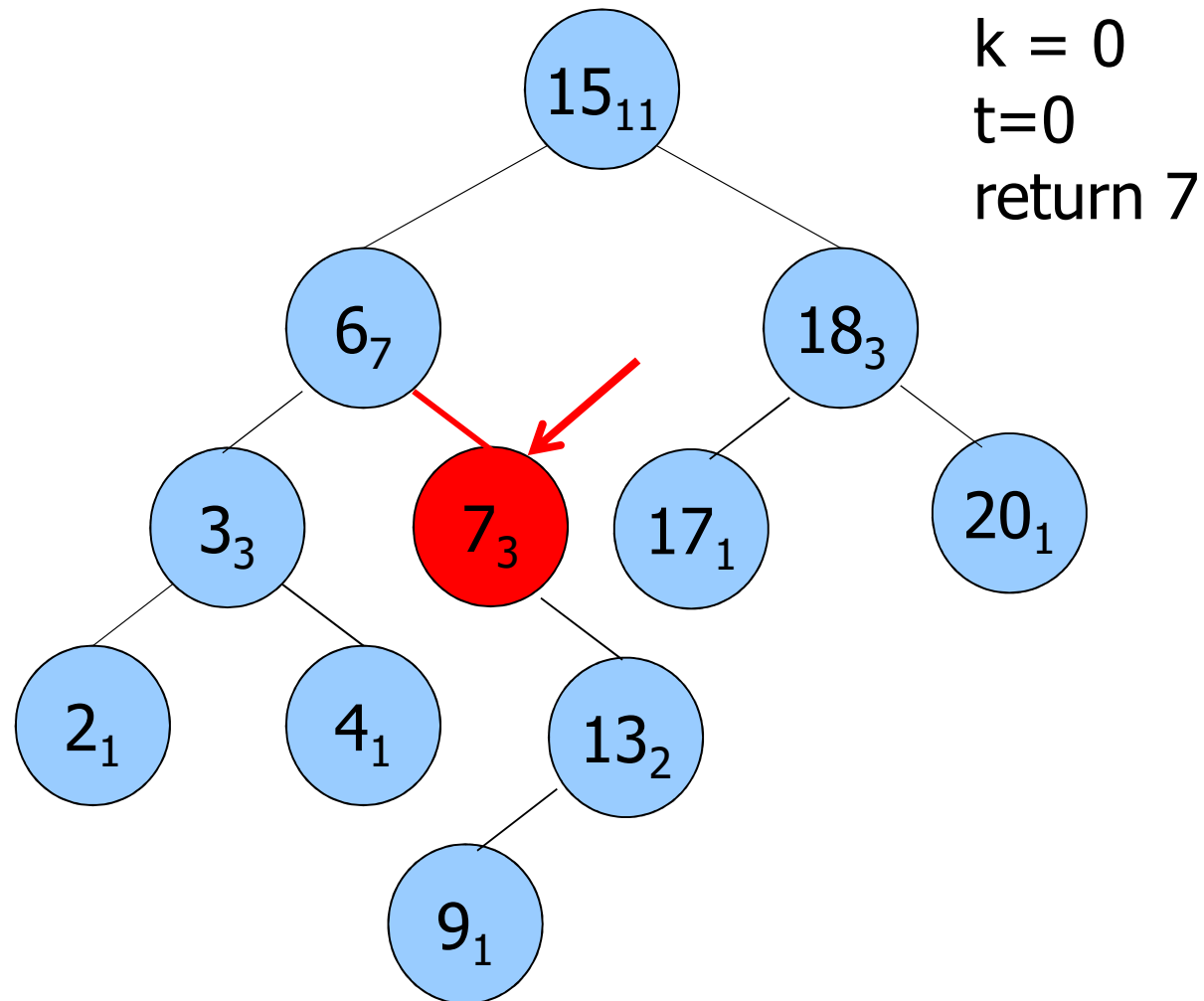


Index = $k = 4$
 Fifth smallest
 Key $t=7$
 $7 > 4$ left recur



$k = 4$
 $t=3$
 $3 < 4$ right recur
 Look-for
 $k=4-3-1=0$

Example





Implementation

```
link select_r (link root, int k, link z) {  
    int t;  
  
    if (root == z)  
        return z;  
  
    t = (root->l == z) ? 0 : root->l->N;  
  
    if (k < t)  
        return select_r (root->l, k, z);  
    if (k > t)  
        return select_r (root->r, k-t-1, z);  
  
    return root;  
}
```

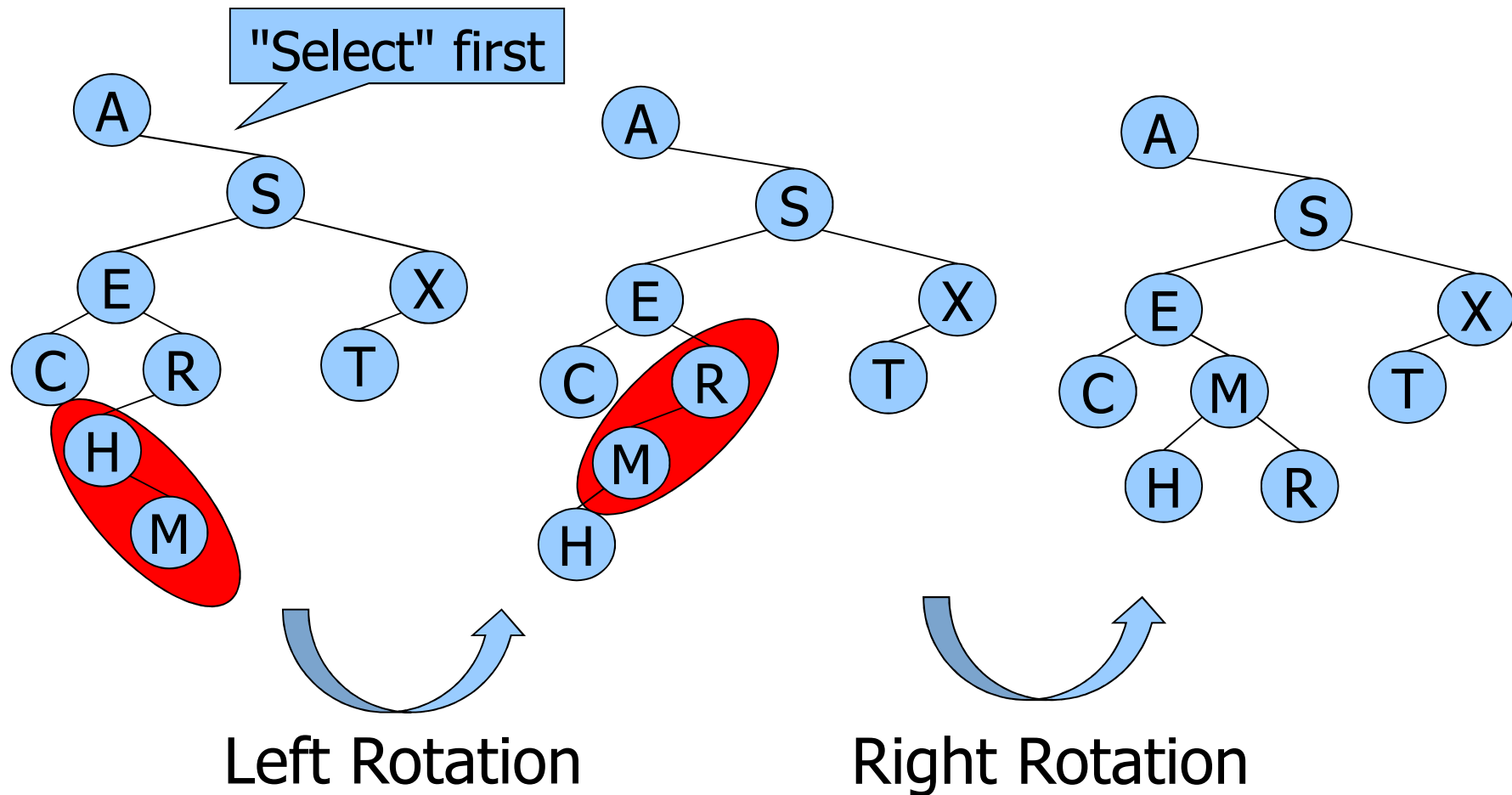


Partition

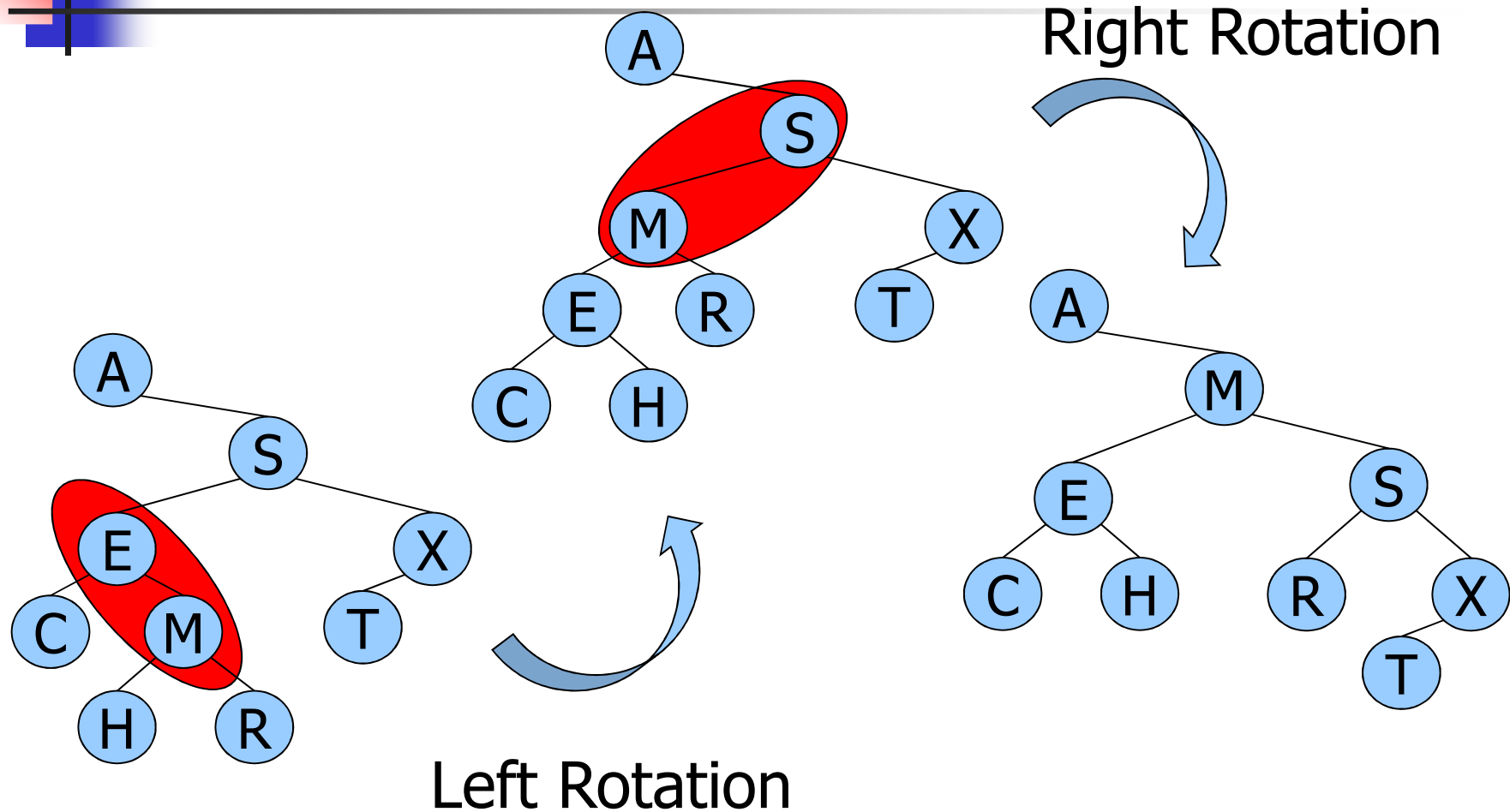
- Restructuring the tree, forcing the smallest k -th key into the root
- Consider the sub-tree root node
 - $k < t$: Recur on the left sub-tree, partition with respect to the smallest k -th key, at the end right-rotation
 - $k > t$: Recur on the right sub-tree, partition with respect to the smallest $(k-t-1)$ -th key, at the end left rotation
- Partitioning is often performed around the median key

Example

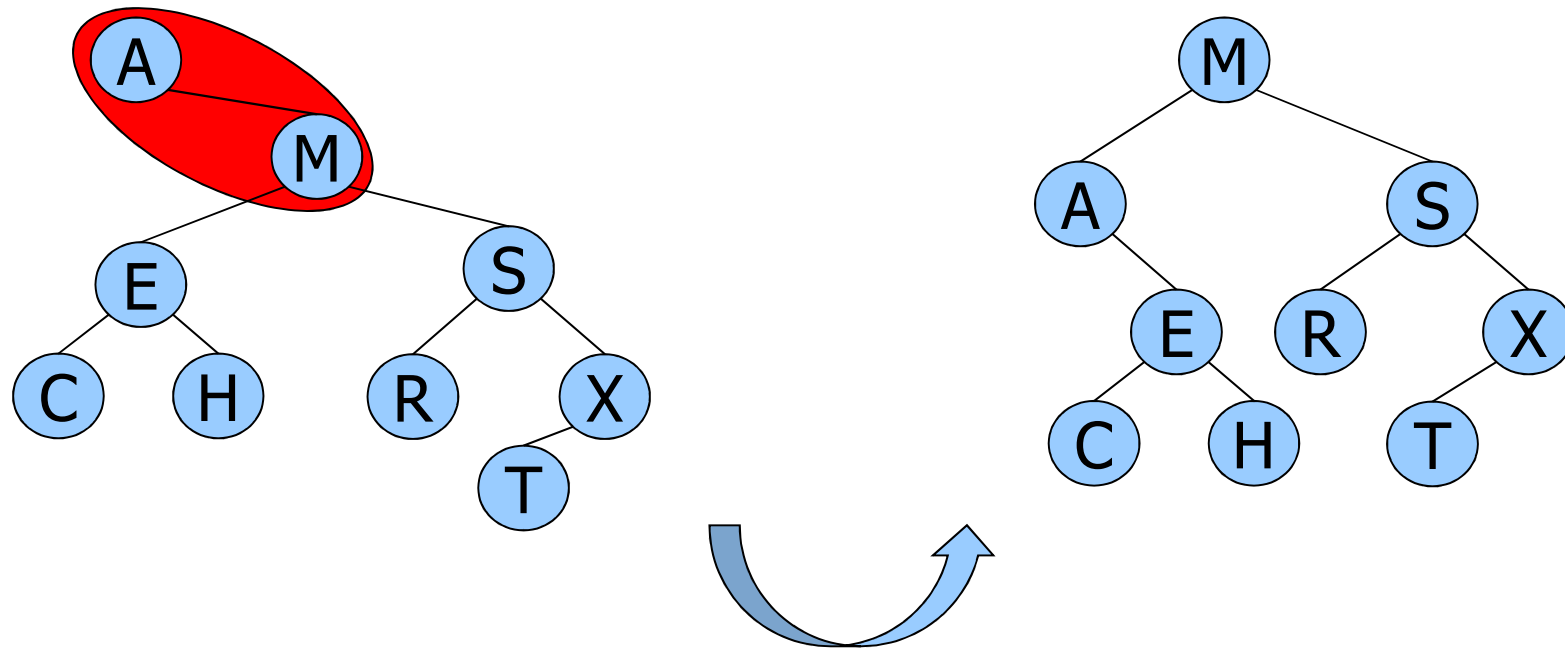
Partition with respect to the 5-th smallest key (M, $k=4$)



Example



Example



Left Rotation



Implementation

```
link part_r (link h, int k) {  
    int t  = h->l->N;  
  
    if (k < t) {  
        h->l = part_r (h->l, k);  
        h = rotR (h);  
    }  
    if (k > t) {  
        h->r = part_r (h->r, k-t-1);  
        h = rotL (h);  
    }  
  
    return h;  
}
```

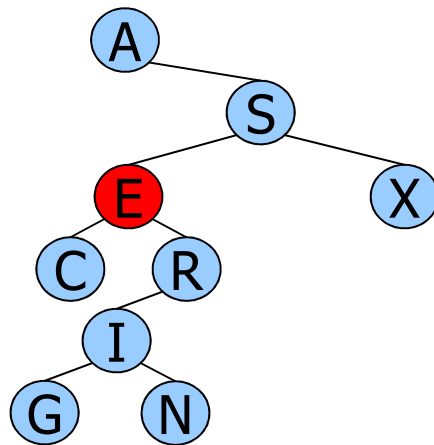


Delete: Version 2

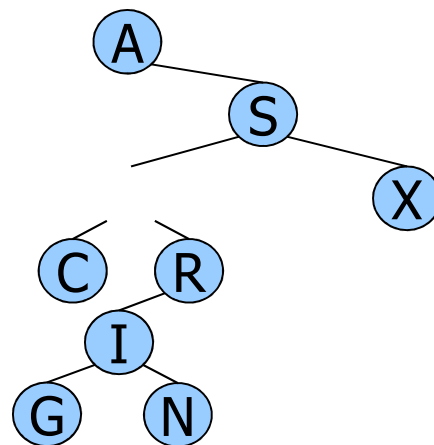
- To delete from a BST a node with an item with a given key k , it is possible to use the partition function together with rotations
 - Check whether the node with the item to delete belongs to one sub-tree. If yes, recursive delete such a sub-tree
 - If it is the root, delete the node
 - The new root is the succ or pred of the deleted item
 - Rotate one of them up to the root
 - Combine the two sub-trees into the new root

Example

Bring G on top



Delete E



Combine trees

