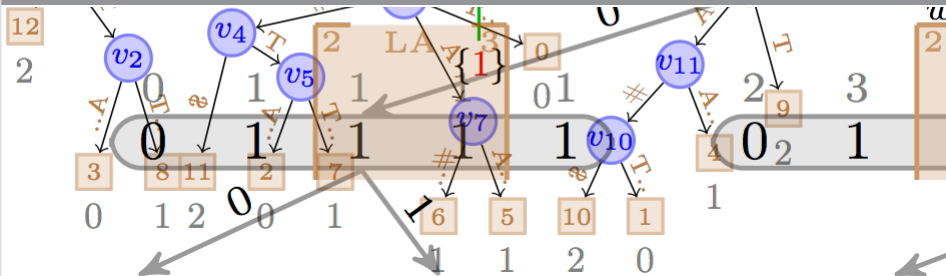


Advanced Data Structures

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We want to support the following operations on a set of integers from the domain $U = [u]$.

<code>insert(x)</code>	Add x to S . I.e. $S' = S \cup \{x\}$.
<code>delete(x)</code>	Delete x from S . I.e. $S' = S \setminus \{x\}$.
<code>member(x)</code>	$= \{x \mid x \in S\} $
<code>predecessor(x)</code>	$= \max\{y \mid y \leq x \wedge y \in S\}$
<code>successor(x)</code>	$= \min\{y \mid y \geq x \wedge y \in S\}$

where x is an integer in U and S the set of integers of size n stored in the data structure.

- $\min\{S\} = \text{successor}(0)$
- $\max\{S\} = \text{predecessor}(u - 1)$

Solution know from „Algo I”: Balanced search trees. E.g. red-black trees.
In all comparison based approaches at least one operation takes $\Omega(\log n)$ time. Why?

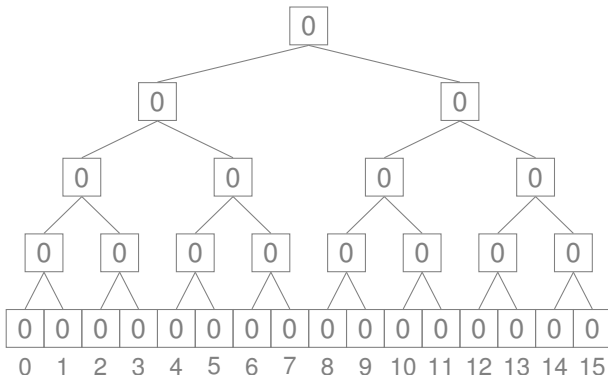
$\Omega(\log n)$ bound can be beaten in the *word RAM* model:

- Memory is organized in words of $b \in O(\log u)$ bits
- A word can be accessed in constant time
- We can address all data using one word
- Standard arithmetic operations take constant time on words (i.e. addition, subtraction, division, shifts ...)

We first concentrate on the static case: The set S is fixed. I.e. no insert and delete operations.

x-fast trie (Willard, 1982)

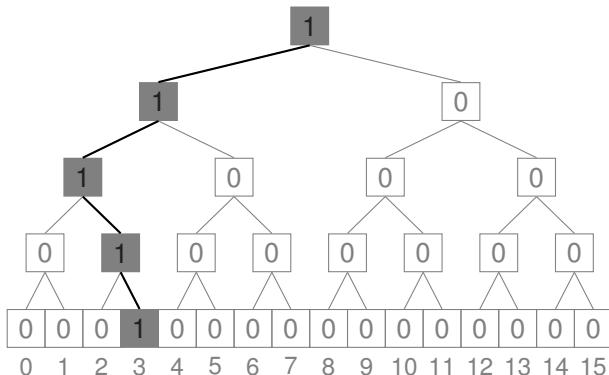
- **Conceptional:** Complete binary tree of height $w = \lceil \log u \rceil$



- Operations member/successor/predecessor can be answered in $O(w)$ time by traversing the tree

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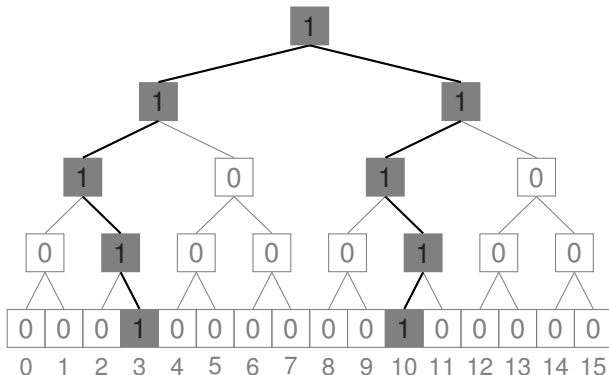
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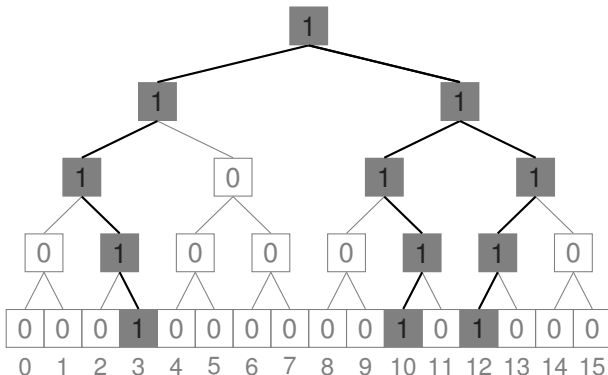
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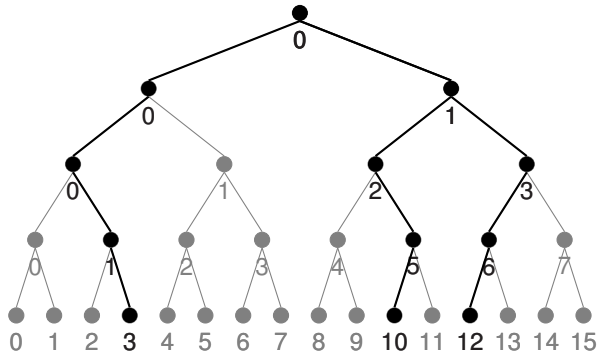
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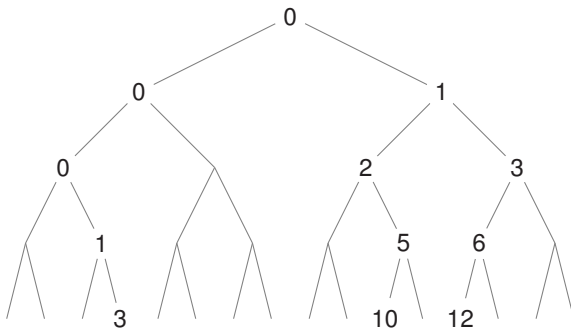
x-fast trie

From $O(\log u)$ to $O(\log \log u)$...



x-fast trie

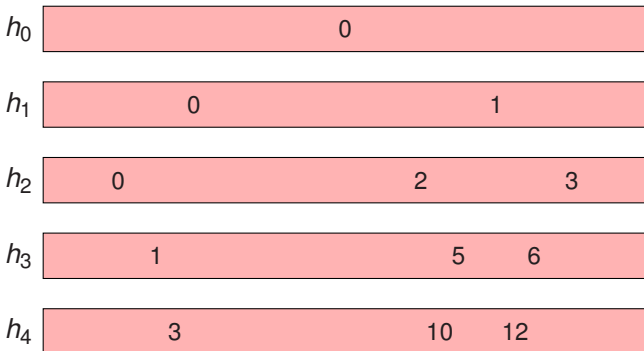
From $O(\log u)$ to $O(\log \log u)$...



- Generate a perfect hash table h_i for each level i (keys are the present nodes)
- Note: Node numbers (represented in binary) are prefixes of keys in S

x-fast trie

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Query time from $O(\log u)$ to $O(\log \log u)$...

- Member queries can be answered in constant time by lookup in the leaf level using prefixes of the searched key.
- There are w prefixes, i.e. binary search takes $O(\log w)$ or $O(\log \log u)$ time
- Space: $w \cdot O(n)$ words, i.e. $O(n \log u)$ bits

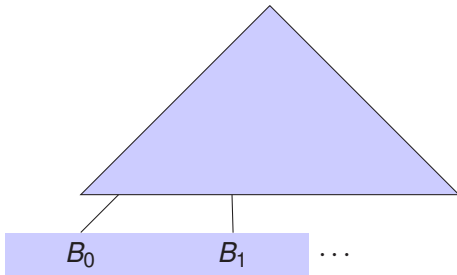
Predecessor/Successor queries

- For each node store a pointer to the maximal/minimal leaf in its subtree
- Use a double linked list to represent leaf nodes.
- Solving predecessor: Search for a node v which represents the longest prefix of x with any key in S . Two cases:
 - Minimum in subtree of v is larger x : Return element to the left of the leaf.
 - Maximum in the subtree of v is smaller than x . Return maximum.

y-fast trie (Willard, 1982)

Space from $O(n \log u)$ to $O(n)$ words...

- Split S into $\frac{n}{w}$ blocks of $O(\log u)$ elements $B_0, B_1, \dots, B_{\lceil \frac{n}{w} \rceil - 1}$.
- $\max\{B_i\} < \min\{B_{i+1}\}$ for $0 \leq i < \lceil \frac{n}{w} \rceil - 1$
- Let $r_i = \max\{B_i\}$ be a *representative* of block B_i .
- Build x-fast trie over representatives.



- Total space: $\frac{n}{w} \cdot O(w) + O(n) = O(n)$ words

y-fast trie

Space from $O(n \log u)$ to $O(n)$ words...

- Use sorted array to represent B_i
- A member query is answered as follows
 - Search for successor of x in x-trie of r_i 's
 - Let B_k be the block of the successor of x
 - Search in $O(\log w) = O(\log \log u)$ time for x in B_k
- How does predecessor/successor work?

Changes to make structure dynamic

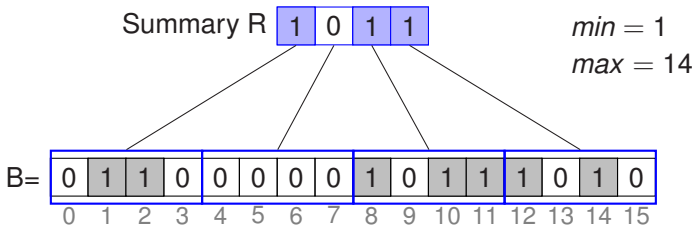
- use cuckoo hashing for x-fast trie
- use balanced search trees of size between $\frac{1}{2}w$ and $2w$ for B_i s
- representative is not the maximum, but any element separating two consecutive groups

Summary:

Operation	static y-fast trie	dynamic y-fast trie
$\text{pred}(x)/\text{succ}(x)$	$O(\log \log u)$ w.c.	$O(\log \log u)$
$\text{insert}(x)/\text{delete}(x)$		$O(\log \log u)$ exp. & am.
construction	$O(n)$ exp.	

Van Emde Boas Trees

- Conceptual bitvector B of length u with $B[i] = 1$ for all $i \in S$
- Split B into u/\sqrt{u} blocks (blue blocks) B_0, B_1, \dots
- Set bit in $R[i]$ if there is at least one bit set in B_i
- Also store the minimum/maximum of S



- Here: $u = 16$

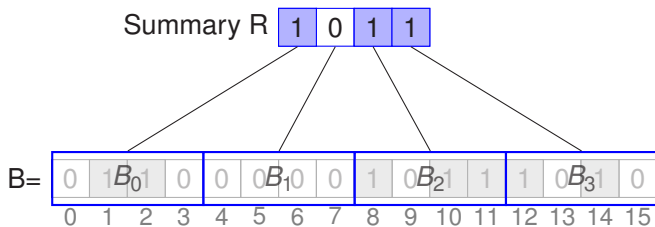
- Define van Emde Boas tree (vEB tree) recursively
- I.e. use vEB to represent B_i 's and R
- $\text{vEB}(u)$ denotes the vEB tree on a universe of size u
- Base case: $u = 2$. Only one node and variables min, max.

Technicalities

- $\uparrow\sqrt{u} = 2^{\lceil (\log u)/2 \rceil}$
- $\downarrow\sqrt{u} = 2^{\lfloor (\log u)/2 \rfloor}$
- $\text{high}(x) = \left\lfloor \frac{x}{\downarrow\sqrt{u}} \right\rfloor$ (block that contains x)
- $\text{low}(x) = x \bmod \downarrow\sqrt{u}$ (relative position of x in $B_{\text{high}(x)}$)

Predecessor(x, B) (first attempt)

- Let $y = \text{height}(x)$ and $z = \text{Predecessor}(\text{low}(x), B_y)$
- If $z \neq \perp$ return $z + y \cdot \sqrt{u}$
- Let $b = \text{Predecessor}(\text{high}(x), R)$
- If $b \neq \perp$ return $\max(B_b) + b \cdot \sqrt{u}$
- Return \perp



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Problem

- Recurrence for time complexity: $T(u) = 2T(\sqrt{u}) + \Theta(1)$
- Substitute u by 2^k and define $S(k) = T(2^k)$
- $S(k) = 2S(\frac{k}{2}) + \Theta(1)$ (solved by Master Theorem)
- We get $T(u) = O(\log u \log \log u)$.
- Next: improve time to $O(\log \log u)$

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Predecessor(x, B) (second attempt)

- If $x > \max$ return \max
 - Let $y = \text{high}(x)$, if $\min(B_y) < x$ return $\text{Predecessor}(\text{low}(x), B_y)$
 - Let $b = \text{Predecessor}(\text{high}(x), R)$
 - If $b \neq \perp$ return $\max(B_b) + b \cdot \downarrow \sqrt{u}$
 - Return \perp
-
- Recurrence for time complexity: $T(u) = T(\sqrt{u}) + O(1)$
 - Solution (Master Theorem or drawing recursion tree):
 $T(u) = \Theta(\log \log u)$

Space complexity

- Recurrence: $S(u) = (\sqrt{u} + 1)S(\sqrt{u}) + \Theta(1)$
- Solution: $S(u) \in O(u)$

Note

- Space complexity of x-fast and y-fast tries are better for small sets
- Van Emde Boas Tree does not rely on hashing