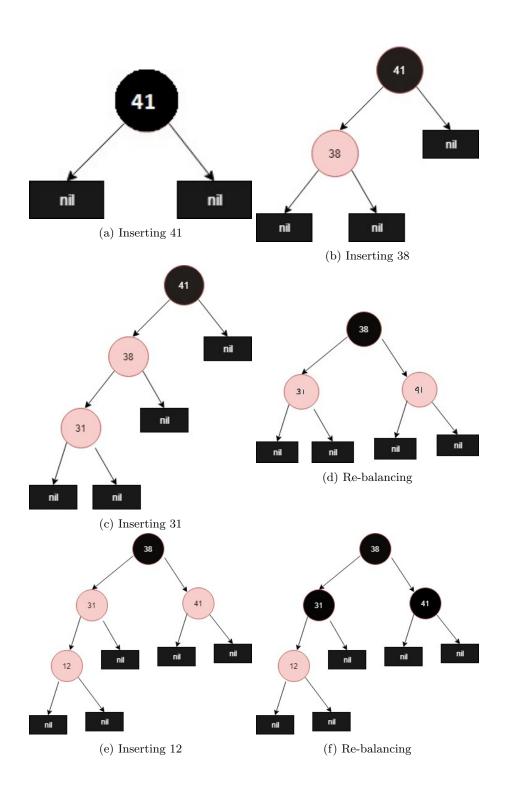
Algorithms Homework 4

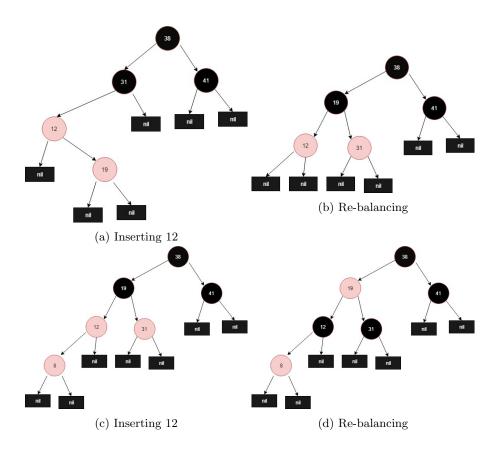
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1 Question 13.3-2

Show the red-black trees that result after successively inserting the keys 41, 38, 31, 12, 19, 8 into an initially empty red-black tree.

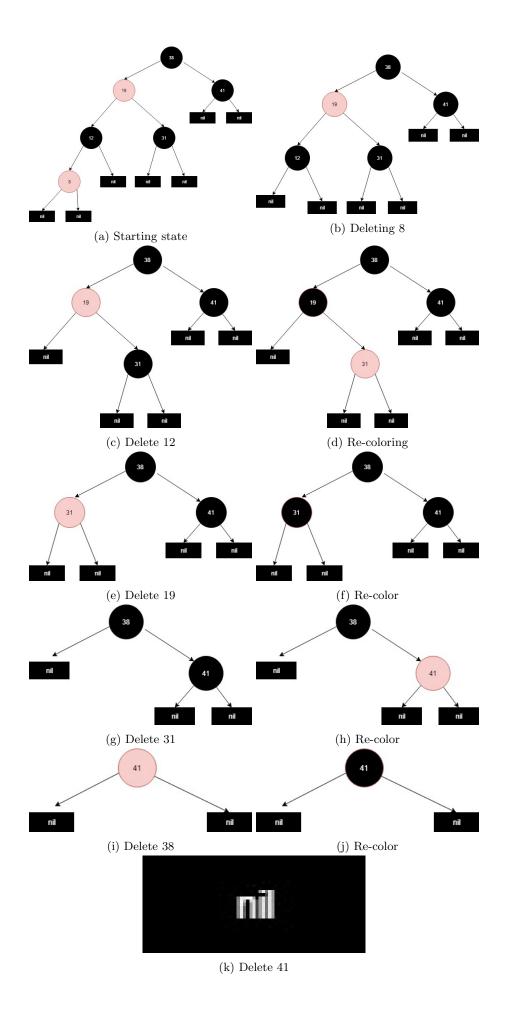
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2 Question 13.4-3

In Exercise 13.3-2, you found the red-black tree that results from successively inserting the keys 41, 38, 31, 12, 19, 8 into an initially empty tree. Now show the red-black trees that result from the successive deletion of the keys in the order 8, 12, 19, 31, 38, 41.



3 Question 14.1-3

Write a non-recursive version of OS-SELECT.

```
OS-SELECT(x, i)
while x != nil
  r = x.left.size + 1
  if i == r
      return x
  elseif i < r
      x = x.left
  else
      x = x.right
      i = i - r</pre>
```

with the initial call being OS-SELECT(T.root, i).

4 Question 14.1-5

Given an element x in an n-node order-statistic tree and a natural number i, how can we determine the ith successor of x in linear order of the tree in $\mathcal{O}(\lg n)$ time?

determining the *i*th successor of a node x is similar to determining *i*th smallest element, except that we pretend that x is the smallest node in the tree. So determining the *i*th successor in x is essentially taking the rank of x and adding it to the *i*th smallest element greater than x. So for example, if the rank of x is 4, then finding the 3rd successor of x is equivalent to OS-SELECT(T.root, x.rank + 3) = OS-SELECT(T.root, 7). or to word this generally, we can use the pseudocode function from the book OS-RANK(T,x) and plug it into our OS-SELECT function.

```
OS-SELECT(T.root, OS-RANK(T, x) + i)
```

Note that OS-RANK runs in time $\mathcal{O}(\lg n)$. In addition, OS-SELECT runs in time $\mathcal{O}(\lg n)$. Thus the run time of determining the *i*th successor is $\mathcal{O}(\lg n)$ time

5 Question 14.1-6

Observe that whenever we reference the size attribute of a node in either OS-SELECT or OS-RANK, we use it only to compute a rank. Accordingly, suppose we store in each node its rank in the subree of which it is the root. Show how to maintain this information during insertion and deletion. (Remember that these two operations can cause rotations).

Once the new node is inserted, we will need to first call PREDECESSOR on our newly inserted node, and set the rank of our new as PREDECESSOR.rank + 1. The we will need to call the SUCCESSOR function for the new node, and on each subsequent node, and increase the rank of each node by 1.

Handling the rotations resulting from deletions and insertions is simple; we can simply stick this new logic at the end of the functions. The modified code for deletions and insertions is shown below:

```
RB-Insert(T, z)
 y = T.nil
x = T.root
 while x != T.nil
    y = x
    if z.key < x.key
      x = x.left
    else x = x.right
 z.p = y
 if y == T.nil
    T.root = z
 elseif z.key < y.key
    y.left = z
 else y.right = z
z.left = T.nil
z.right = T.nil
 z.color = RED
RB-INSERT-FIXUP(T,z)
 // Beginning new code
 // Get rank of predecessor and increase the rank of the new node by 1
z.rank = PREDECESSOR(T, z).rank + 1
 w = SUCCESSOR(T, z) // Get z's successor
 while w != nil // While there is a successor
    w.rank = w.rank + 1 // increase its rank
    w = SUCCESSOR(T, w) // Get the next successor
```

Deletion of a node involves some early book-keeping, but since the rank of the nodes is in linear order, so long as we bookmark the location in the rank list, we can carry on like normal

```
RB-DELETE(T,z)
 // Save z's successor
w = SUCCESSOR(T, z)
y = z
y-original-color = y.color
 if z.left == T.nil
    x = z.right
    RB-TRANSPLANT(T, z, z.right)
 elseif z.right == T.nil
    x = z.left
    RB-TRANSPLANT(T, z, z.left)
    y = TREE-MINIMUM(z.right)
    y-original-color = y.color
    x = y.right
    if y.p == z
       x.p = y
    else
       RB-TRANSPLANT(T, y, y.right)
       y.right = z.right
       y.right.p = y
    RB-TRANSPLANT(T, z, y)
    y.left = z.left
    y.left.p = y
    y.color = z.color
 if y-original-color == BLACK
    RB-DELETE-FIXUP(T, x)
 while w != nil
    w.rank = w.rank - 1
    w = SUCCESSOR(T, w)
```

6 Question 14.1-7

Show how to use an order-statistic tree to count the number of inversions (see problem 2-4) in an array of size n in time $\mathcal{O}(n \lg n)$

Problem 2-4 states:

Let A[1..n] be an array of n distinct numbers. If i < j and A[i] > A[j], then the pair (i, j) is called an inversion of A.

To count the total number of inversion for an array is simple. For each j, count the number of elements greater than A[j] that precede it. Do this for all $j \in 1..n$, and that is the total number of inversions. Note that by using an order-statistic tree, we can easily obtain the rank of any element A[j], essentially "sorting" it. Note also that if an element preceding j is less than j, then it is not an inversion. That is, the rank of j is its index minus the number of inversions. rank(j) = NumInversion(j) - j.

If we re-arrange this equation, we can get NumInversion(j) = rank(j) + j. That is, by inserting j into the tree, we can then find its rank. then we can add the index of j to the rank, and calculate the number of inversions. Note that both insertion and rank calculation take $\mathcal{O}(\lg n)$ time each. since we have to do this for n elements (from the array), then to calculate the total number of inversions using an order-statistic tree, it will take $\mathcal{O}(n \lg n)$ time.