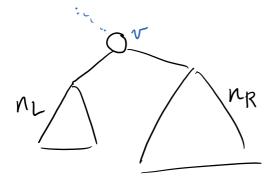
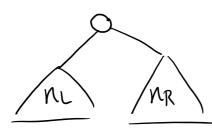
Size-Balanced Property for a node

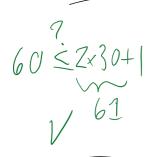


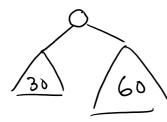
$$MAX(N_L, N_R) \leq 2 \times mIN(N_L, N_R) + 1$$

A tree is size-balanced iff all nodes iare Size-balanced. [NOT JUST GLOBAL ROUT].

EX SUPPOSE N=91



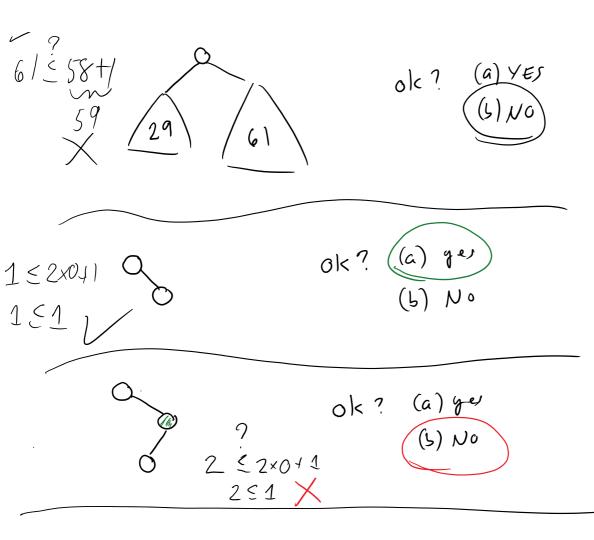


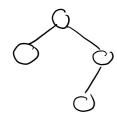


6/358H

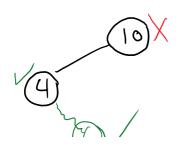


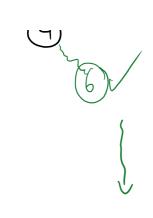
1.7 (a) YES



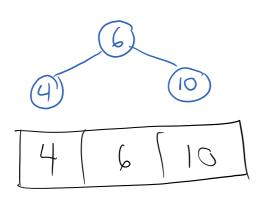


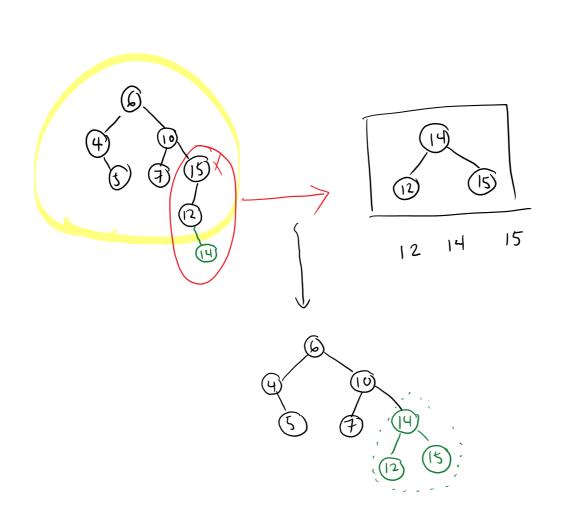
Maintaining size balanced property...



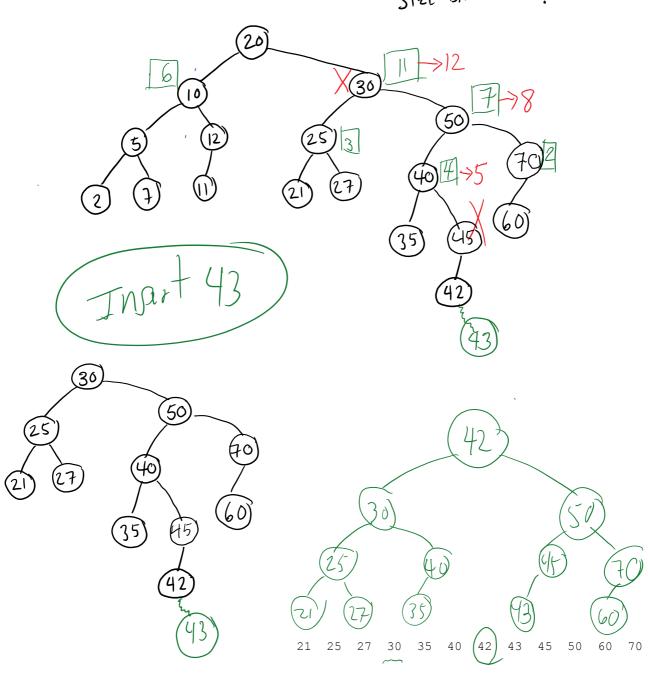


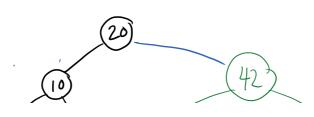
more insertions:

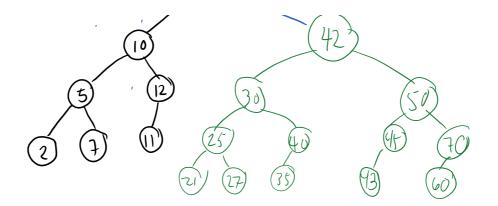


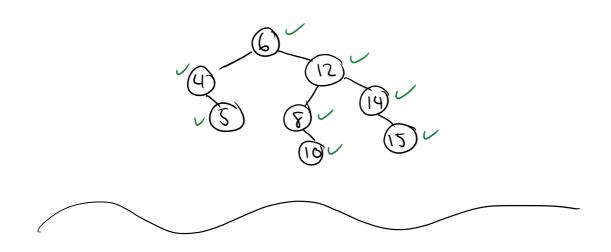


SIZE-BALANCED ?









MAX HEIGHT OF A SIZE-BALANCED TREE W/ N NODES?

$$\sim O(\log N)$$

$$\sim \log_{3/2}(n)$$

Intuition of Amortized Runtime Claim...

Claim: a sequence of N insertions into an initially empty Size-Balanced BST takes

O(NlogN) time

Thus, "on average" each insertion takes O(log N) time.

BUT: Any particular insertion may not be O(log N)

Wort case for one insertion:

(N)

(NOT A PROOF ...)

consider this config:

m m

N=2m+1

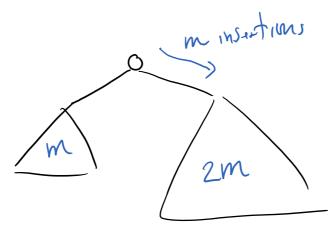
GAME: force volumed

to be ve-balanced

as soon as possible

via sey of

insortions



m insertion into Right-side... Still ok.

two mou!

2 insertions

N = m + 2m + 2 + 1

 $(2m+2) \leq 2 \times m + 1$ NOPE

Rebelance

-2m+1

Nfind = 3m+3

Total Work?

9m+2 insertions $O(2m+2)\log(N_f)$

2m+2 insortions U(2m+2)10g (Nf/) Total: N/cgN +N = O(W/cgN)

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