Due: March 9th (Saturday), 11:59pm, submit to courseworks.

You may use "standard" arguments without a formal proof—either cite from class or add one sentence showing the main idea.

Problem 1: Van Emde Boas insertion

Recall the recursive definition of vEB trees discussed in class. Here's the pseudo code for the Search operation Predecessor(x, S) that returns x's predecessor within the set S:

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\begin{array}{l} \textbf{procedure} \ \mathsf{PREDECESSOR}(\mathbf{x}, \mathbf{S}) \\ \textbf{if} \ x \leq S.min \ \textbf{then} \\ \textbf{return} \ \emptyset \\ \textbf{if} \ x > S.max \ \textbf{then} \\ \textbf{return} \ S.max \\ \textbf{if} \ low(x) > S[high(x)].min \ \textbf{then} \\ \textbf{return} \ high(x)\sqrt{u} + \mathsf{PREDECESSOR}(low(x), S[high(x)]) \\ \textbf{else} \\ i \leftarrow \mathsf{PREDECESSOR}(high(x), S.summary) \\ \textbf{return} \ i \cdot \sqrt{|S|} + S[i].max \end{array}
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Given this code, show that this data structure facilitates dynamic *updates* of inserting keys to S in worst-case $O(\lg w) = O(\lg \lg u)$ time, by completing the pseudo code for INSERT(x, S).

Problem 2: Fast predecessor search for monotone-interval sets

- (Evenly-spaced intervals) Suppose we are given set of evenly spaced numbers
 S = x₁ ≤ ··· ≤ x_n, i.e. such numbers that there exists a k for which it holds for all
 i = 1,..., n − 1 : k ≤ x_{i+1} − x_i ≤ 2k. Build a linear-space static data structure that answers
 Predecessor queries on such sequences in t = O(1) time in the RAM model with word
 size w = O(log n).
 (You may use as a black-box the existence of a DICTIONARY data structure, that stores any
 - (You may use as a black-box the existence of a DICTIONARY data structure, that stores any vector $x \in \Sigma^n$ with d nonzero entries using space $O(d \lg |\Sigma| \lg n)$ and retrieves x_i in constant time t = O(1)).
- 2. (Increasing intervals) Do the same for increasing intervals sets $x_1 \leq \cdots \leq x_n$, in which, for all $i = 1, \ldots, n-2 : x_{i+1} x_i \leq x_{i+2} x_{i+1}$. (Hint: Reduce to (1) using fusion trees).

Problem 3: Predecessor applications

Show how to statically solve following problems using PREDECESSOR or Successor data structure.

1. (1D range reporting) Suppose that for a given list of integers x_1, \ldots, x_n you want to answer such queries: given an interval [a, b] return all $x_i \in [a, b]$. s = O(n) space, $t = O(\log \log n + \operatorname{occ})$ time, where occ is the number of integers in the answer.

2. (Subsequence search) Given a string $T \in \Sigma^*$, for any string $P \in \Sigma^*$ determine whether T contains P as a subsequence, i.e. whether there is an increasing sequence of integers $i_1 < \ldots < i_{|P|}$, such that $P_j = T_{i_j}$ for all $j \in \{1, \ldots, |P|\}$. $s = O(|T| + |\Sigma|)$ space, $t = O(|P| \log \log |T|)$ time.

Problem 4: O(1) predecessor search for near-linear universes

Recall that Van Emde Boas trees solve Predecessor search in a universe of size u with n keys in $t = O(\log \log u)$ time and linear space s = O(n) words, assuming word size $w = O(\log u)$.

We will now show that this running time can be slightly improved for *small* universes [u]. Specifically, show that using s words of space (where word size is w bits), we can achieve static search time of $t = O((\log u - \log n)/a)$, where $a := \log(s/n) - \log w$. Conclude that for near-linear universes $u = n \cdot \text{polylog}(n)$, Predecessor search can be done with s = O(n) space, and constant t = O(1) running time (with the standard word-size $w = O(\log n)$).