

# EECS 4101/5101

Prof. Andy Mirzaian



Computer Science  
and Engineering

120 Campus Walk

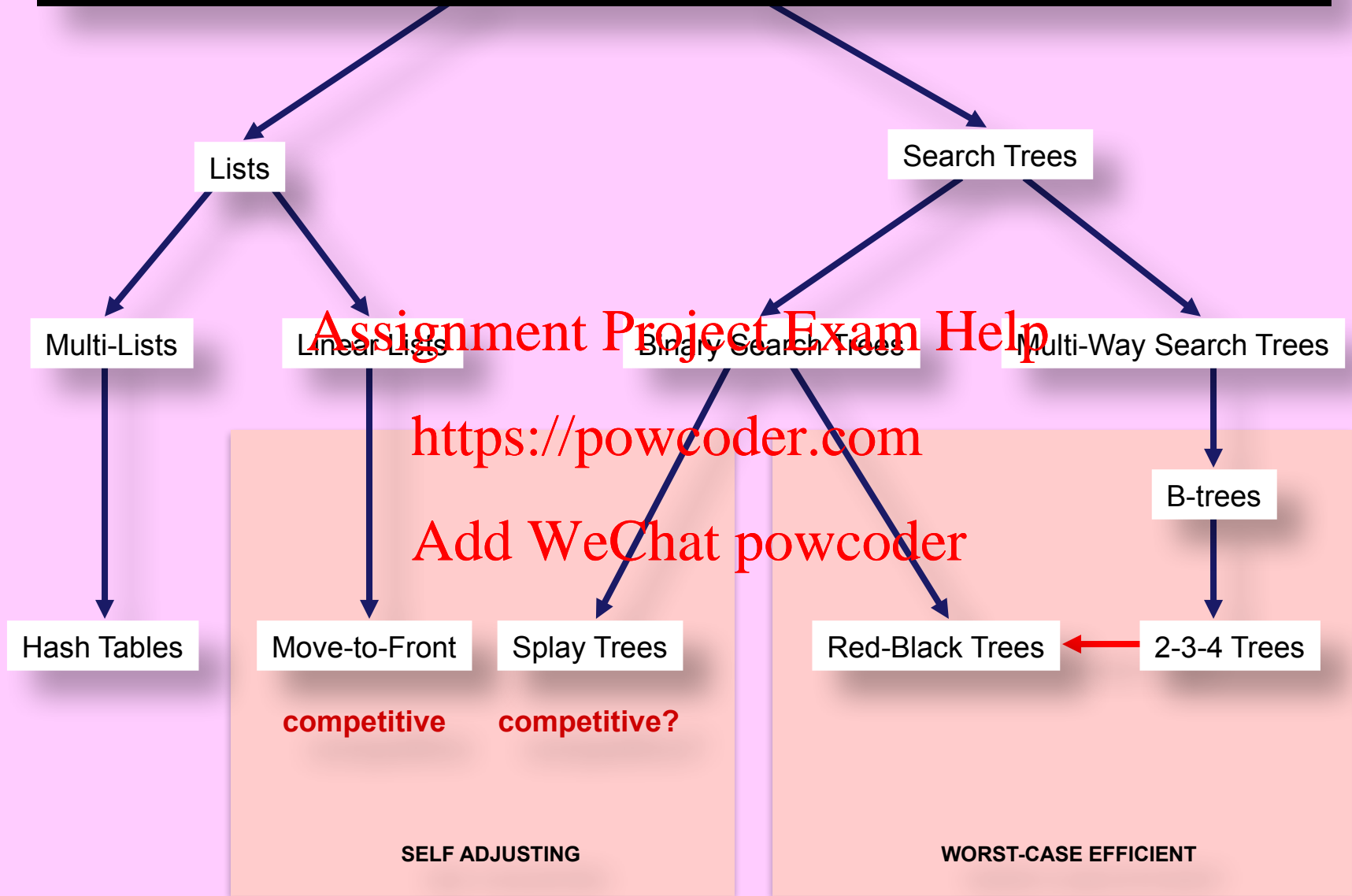
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# Search Trees

# DICTIONARIES



# TOPICS

➤ **Binary Trees**

➤ **Binary Search Trees**  
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➤ **Multi-way Search Trees**  
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# References:

- [CLRS] chapter 12

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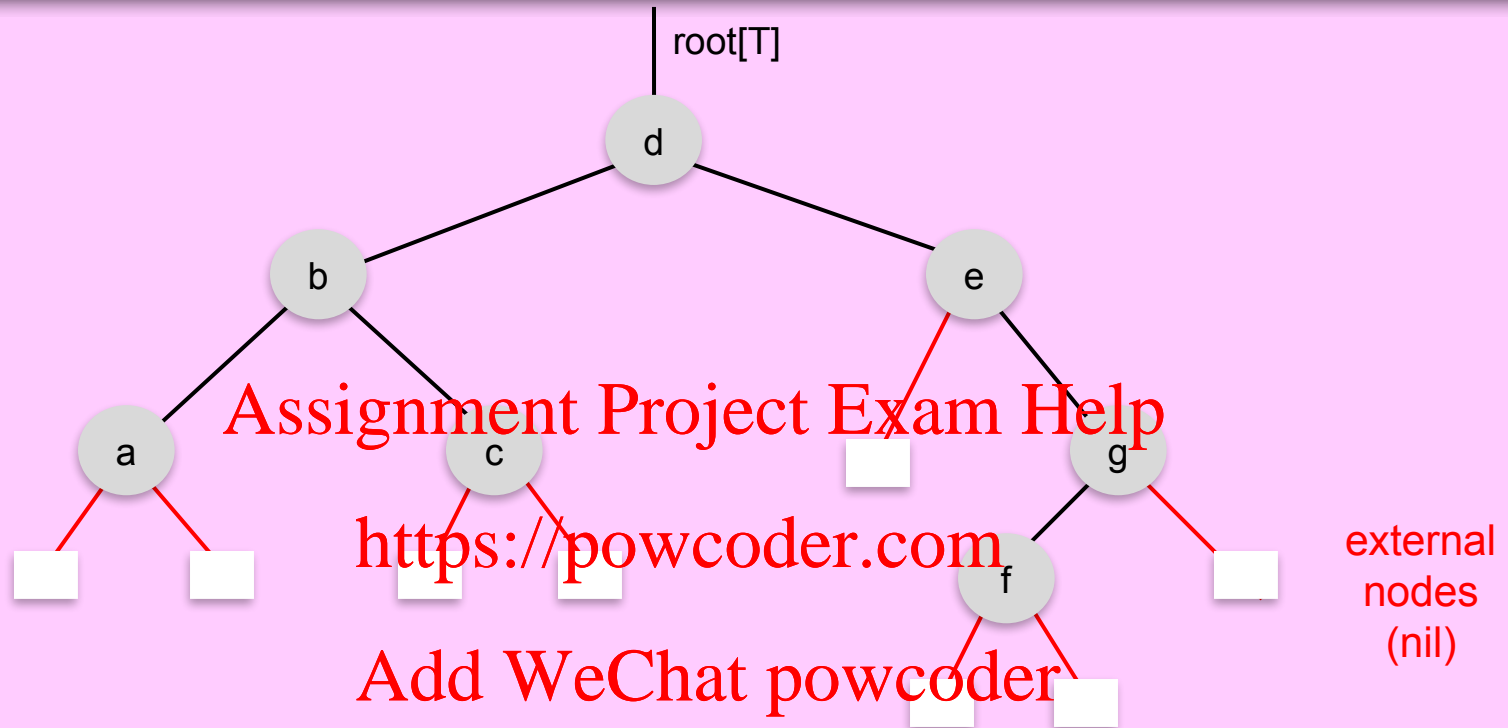
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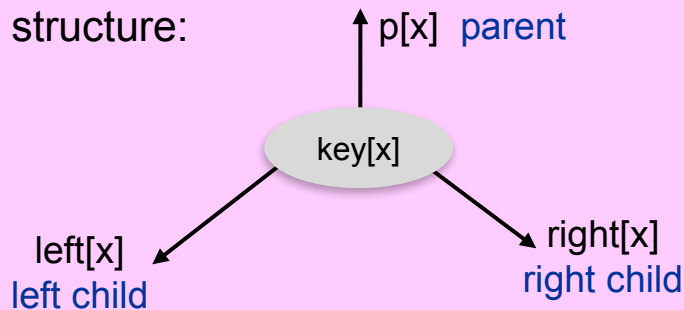
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# Binary Trees: A Quick Review



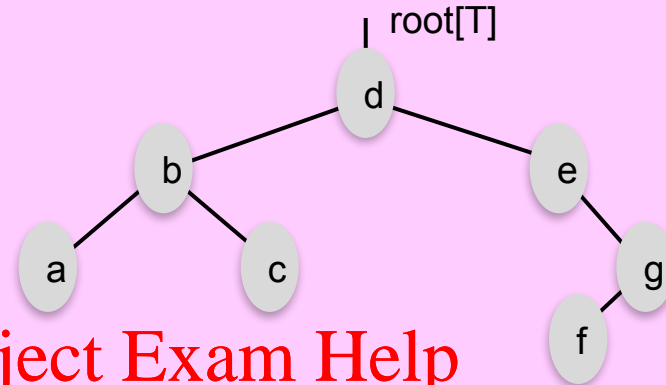
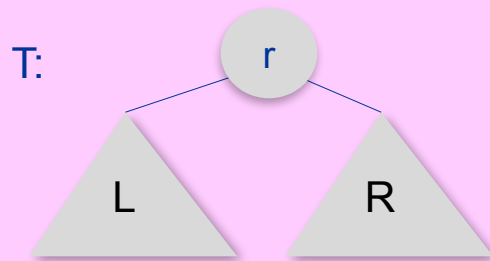
Node x structure:



$n$  (internal) nodes  
 $n-1$  (internal) edges

$n+1$  external nodes (nil)  
 $n+1$  external edges (nil)

# Binary Tree Traversals



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- **Inorder(T):**      Inorder(L); r; Inorder(R).      abcdefg
  - **Preorder(T):**      r ; Preorder(L); Preorder(R).      dbacegf
  - **Postorder(T):**      Postorder(L); Postorder(R); r.      acbfged
  - **Levelorder(T):**      non-decreasing depth order      dbeacgf

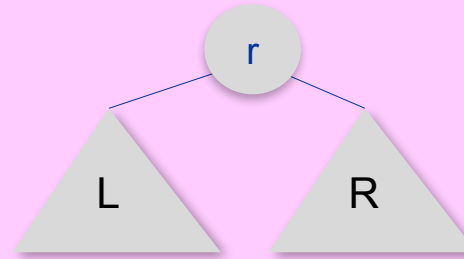
(same depth left-to-right)
- graph DFS
- graph BFS

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# Traversals in $O(n)$ time

```
procedure Inorder(x)
1.   if x = nil then return
2.   Inorder(left[x])
3.   visit(x)
4.   Inorder(right[x])
end
```



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## Running Time Analysis by powcoder.com

Line 1:  $n+1$  external nodes (return),  $n$  (internal) nodes (continue).

Line 3: Assume visit takes  $O(1)$  time.

Lines 2 & 4: After recursive expansion:

Each node  $x$  (internal or external) visited exactly once.

$O(1)$  time execution of lines 1 & 3 charged to node  $x$ .

Total  $n + (n+1)$  nodes, each charged  $O(1)$  time.

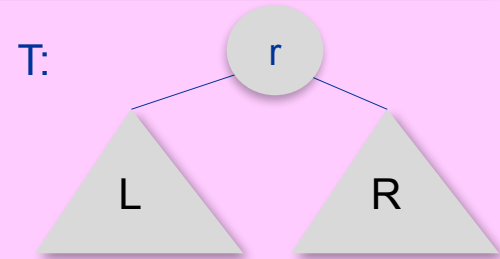
Total time =  $O(2n+1) = O(n)$ .

- Preorder and Postorder are similar and take  $O(n)$  time.
- **Exercise:** Write a simple  $O(n)$  time algorithm for Levelorder. [Hint: use a queue.]



# Running Time Analysis **by Recurrence**

$$Time(T) = \begin{cases} Time(L) + Time(R) + 1 & \text{if } T \neq \text{nil} \\ 1 & \text{if } T = \text{nil} \end{cases}$$



**CLAIM:**  $Time(T) = 2|T| + 1$

**Proof:** By induction on  $|T|$ .

**Basis ( $|T|=0$ ):**  $Time(T) = 1 = 2|T| + 1$ .

**Induction Step ( $|T| > 0$ ):**

$$\begin{aligned} Time(T) &= Time(L) + Time(R) + 1 && \text{[by the recurrence]} \\ &= (2|L|+1) + (2|R|+1) + 1 && \text{[by the Induction Hypothesis]} \\ &= 2(|L| + |R| + 1) + 1 \\ &= 2|T| + 1. \end{aligned}$$

# Binary Search Trees

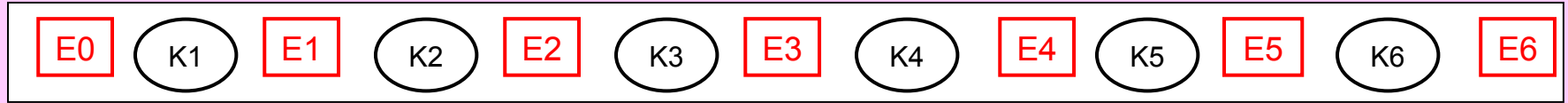
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# BST from Binary Search on Sorted Array

$E_0 < K_1 < E_1 < K_2 < E_2 < K_3 < E_3 < K_4 < E_4 < K_5 < E_5 < K_6 < E_6 < \dots < K_n < E_n$



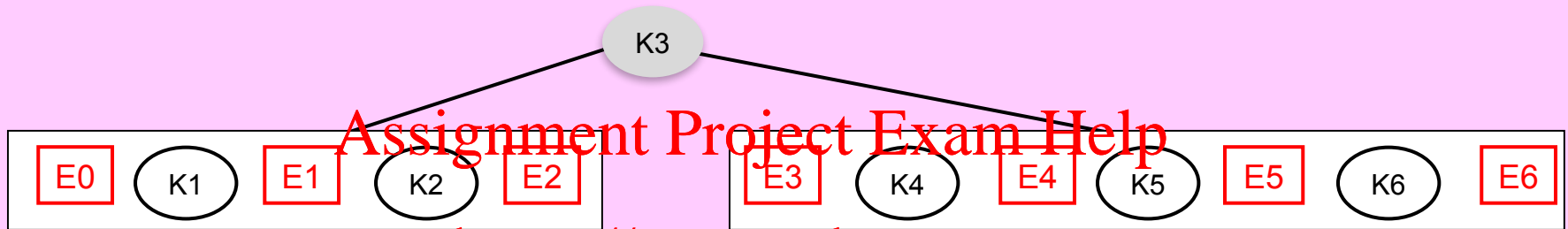
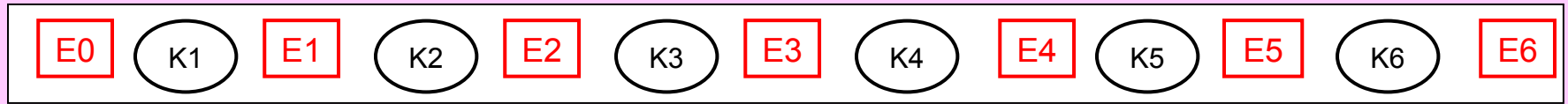
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$E_0 < K_1 < E_1 < K_2 < E_2 < K_3 < E_3 < K_4 < E_4 < K_5 < E_5 < K_6 < E_6 < \dots < K_n < E_n$



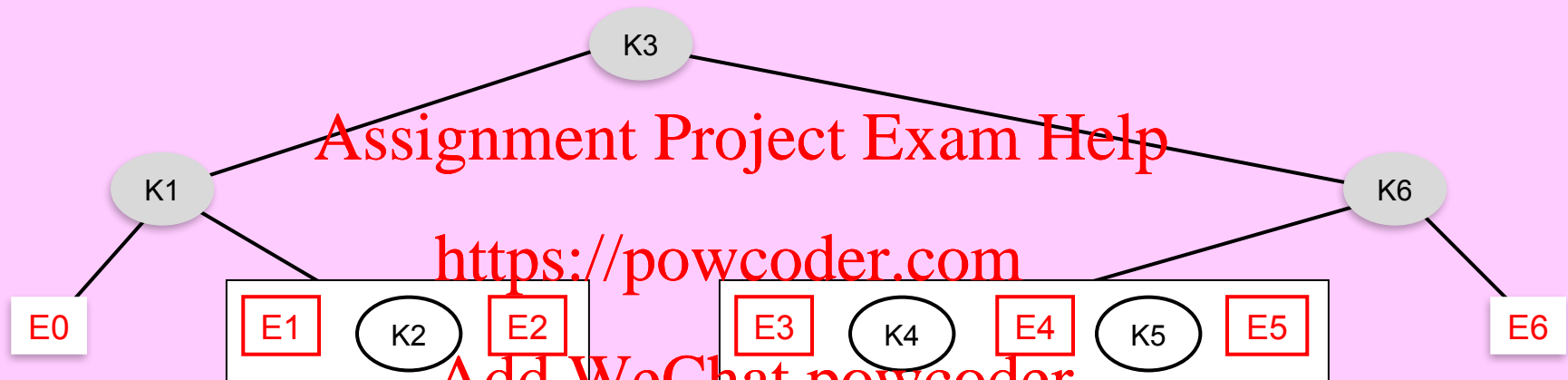
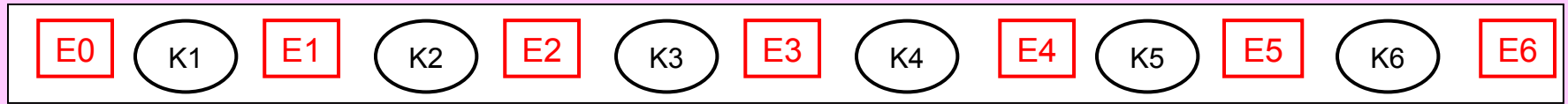
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$E_0 < K_1 < E_1 < K_2 < E_2 < K_3 < E_3 < K_4 < E_4 < K_5 < E_5 < K_6 < E_6 < \dots < K_n < E_n$



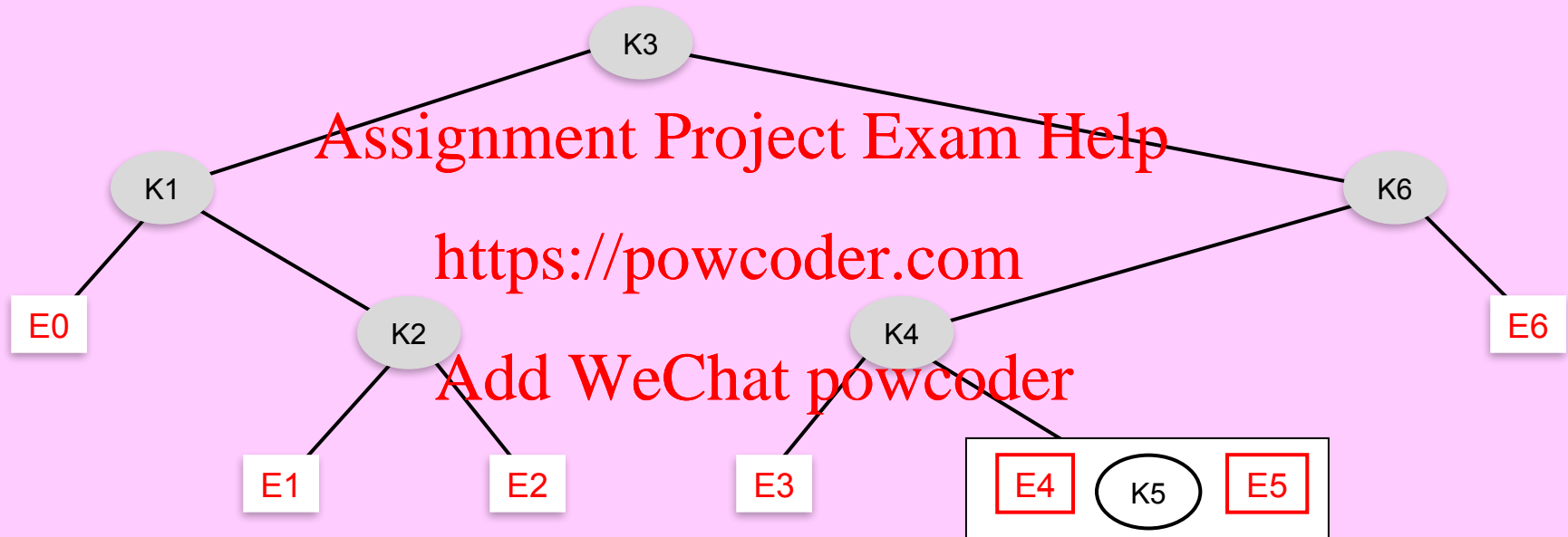
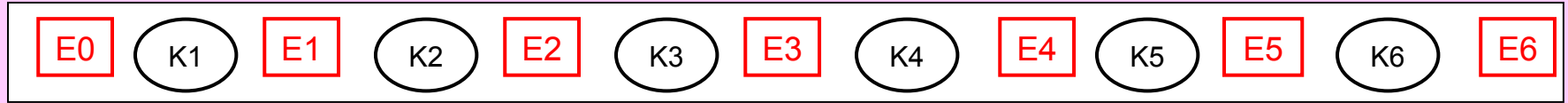
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# BST from Binary Search on Sorted Array

$E_0 < K_1 < E_1 < K_2 < E_2 < K_3 < E_3 < K_4 < E_4 < K_5 < E_5 < K_6 < E_6 < \dots < K_n < E_n$



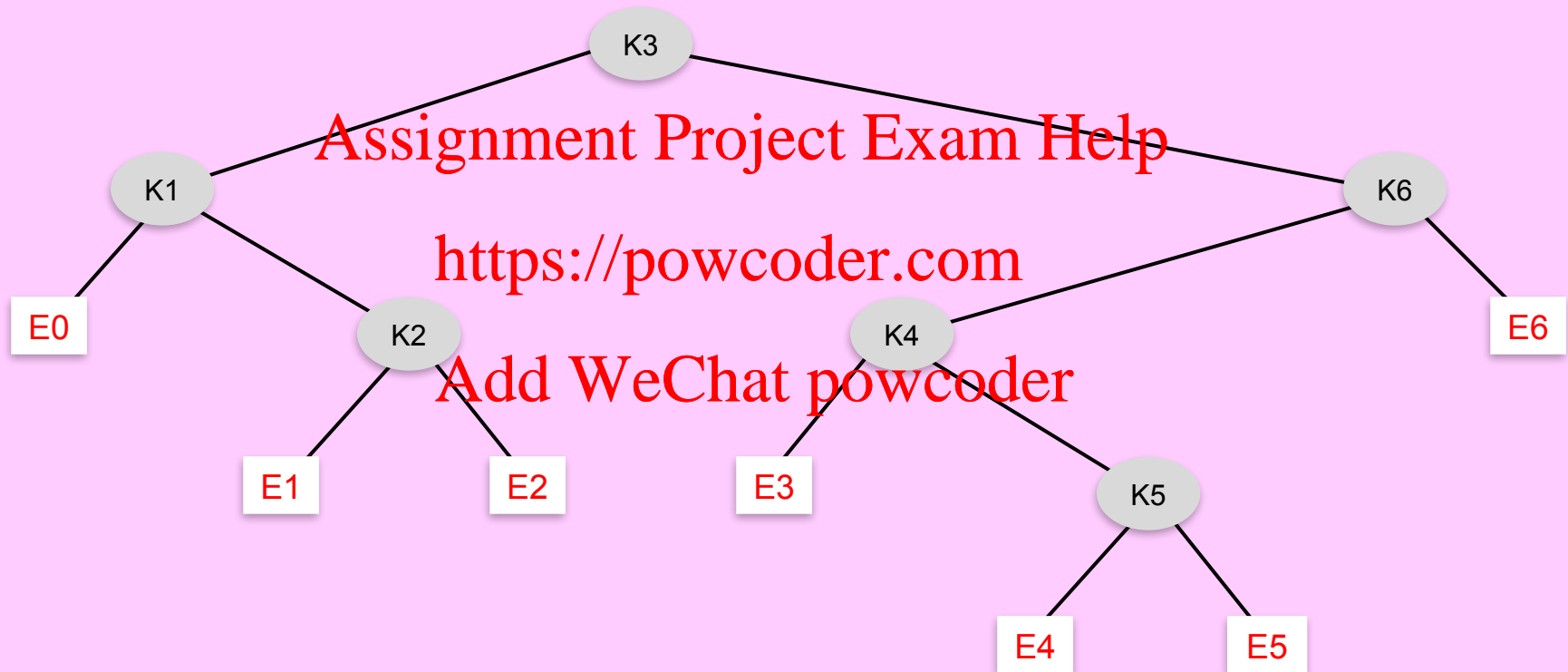
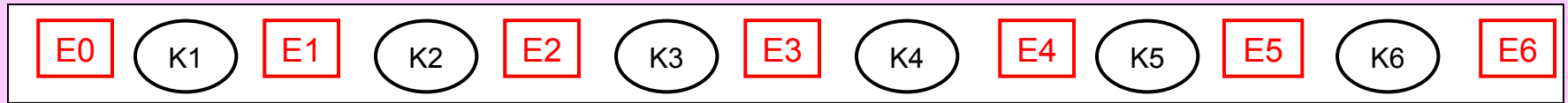
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# BST from Binary Search on Sorted Array

$E_0 < K_1 < E_1 < K_2 < E_2 < K_3 < E_3 < K_4 < E_4 < K_5 < E_5 < K_6 < E_6 < \dots < K_n < E_n$



**SORTED ORDER     $\equiv$     BST INORDER**

# BST Definition

BST is a **binary tree**  $T$  with one distinct key per node such that:

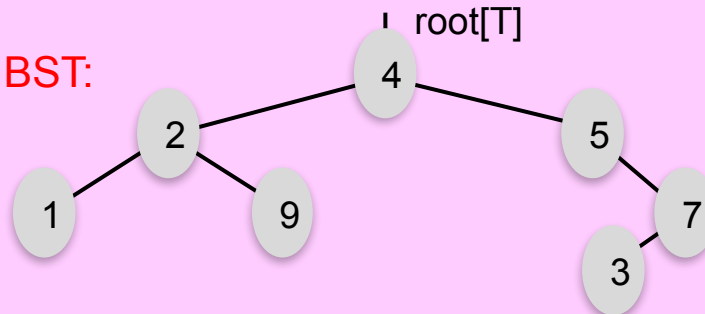
- **Inorder** node sequence of  $T$  encounters **keys** in **sorted** order.
- **Equivalent definition:** For all nodes  $x$  &  $y$  in  $T$ :
  - If  $x$  is in the **left subtree** of  $y$ , then  $\text{key}[x] < \text{key}[y]$ , and
  - If  $x$  is in the **right subtree** of  $y$ , then  $\text{key}[x] > \text{key}[y]$ .

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- **Wrong definition:** For all nodes  $x$  &  $y$  in  $T$ :
  - If  $x$  is **left child** of  $y$ , then  $\text{key}[x] < \text{key}[y]$ , and
  - If  $x$  is **right child** of  $y$ , then  $\text{key}[x] > \text{key}[y]$ .

} **necessary**  
**but not**  
**sufficient**

Not a BST:





# Path following routines

- **Search(K,x):** access the (possibly external) node with key K in the BST rooted at x.
- **Insert(K,x):** insert key K in the BST rooted at x. (No duplicates.)
- **Delete(K,x):** delete key K from the BST rooted at x.

Some auxiliary routines:

- **Minimum(x):** find the minimum key node in the BST rooted at x.
- **Maximum(x):** find the maximum key node in the BST rooted at x.
- **Predecessor(x,T):** find the Inorder predecessor of node x in binary tree T.
- **Successor(x,T):** find the Inorder successor of node x in binary tree T.

use  
parent  
pointers

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- Dictionary:



Search  
Insert  
Delete

These operations take  $O(h)$  time.

$h$  = height of the tree.

$\lfloor \log n \rfloor \leq h < n.$

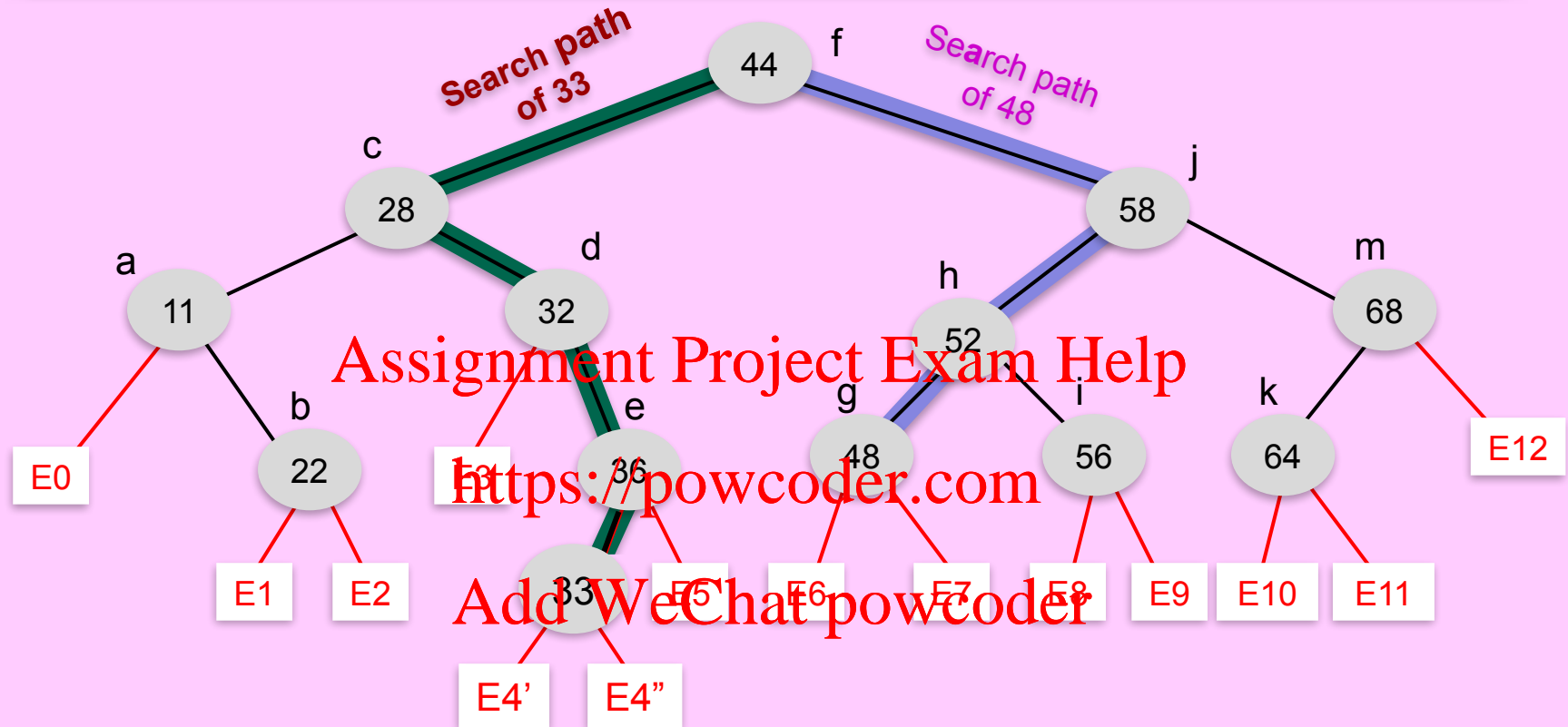
- Priority Queue:



DeleteMin (or DeleteMax)

Insert

# Examples



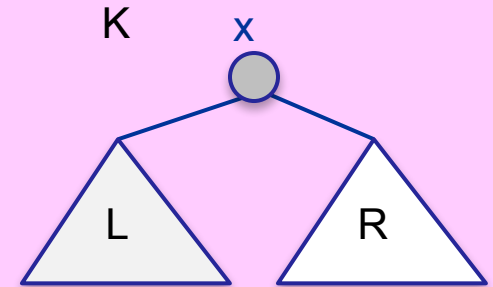
Search (48)	Predecessor (c)	Minimum (i)
Search (33)	Successor (b)	Maximum (c)
Insert (33)	Predecessor (a)	Minimum (a)
Delete (32)	Predecessor (f)	Minimum (f)
Delete (58)	Successor (e)	Maximum (f)

# Search

```
procedure Search(K,x)
```

1.     **if**  $x = \text{nil}$      **then return nil**
2.     **if**  $K = \text{key}[x]$  **then return x**
3.     **if**  $K < \text{key}[x]$  **then return** Search(K, left[x])
4.     **if**  $K > \text{key}[x]$  **then return** Search(K, right[x])

```
end
```



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**Running Time:**

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We spend  $O(1)$  time per node, going down along the search path of  $K$ .

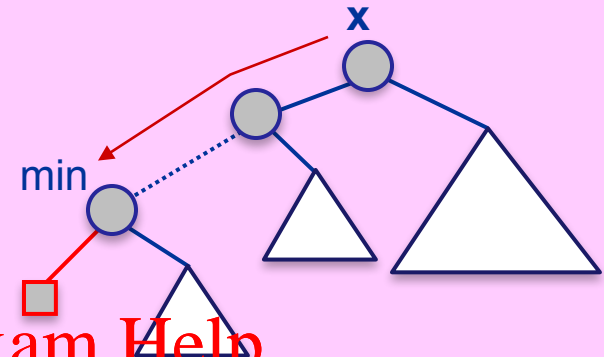
Total time =  $O(\text{length of search path of } K) = O(h)$ .

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# Minimum & Maximum

**procedure** Minimum(x)

```
1.  if x = nil then return nil
2.  y ← x
3.  while left[y] ≠ nil do y ← left[y]
4.  return y
end
```



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**Maximum** is left-right symmetric. Follow rightmost path down from x.

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**Running Time of Minimum (resp., Maximum):**

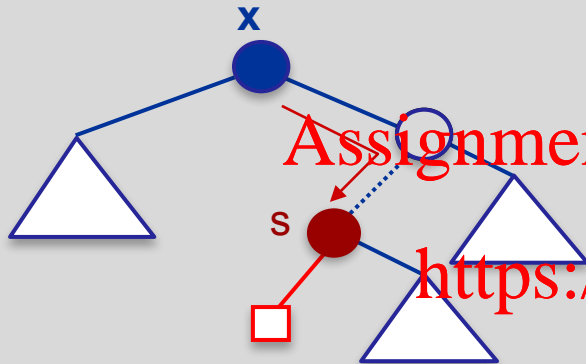
We spend  $O(1)$  time per node along the leftmost (resp., rightmost) path down from x.  
Total time =  $O(h)$ .

# Successor & Predecessor

Find  $s = \text{successor of } x$ .

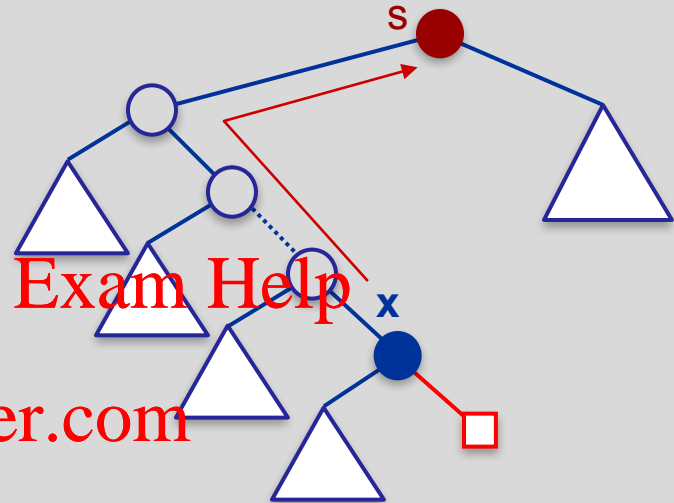
**case 1:**  $\text{right}[x] \neq \text{nil}$ .

$s$  is min of right subtree of  $x$ .



**case 2:**  $\text{right}[x] = \text{nil}$ .

$x$  is max of left subtree of  $s$ .



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**procedure** Successor( $x, T$ )

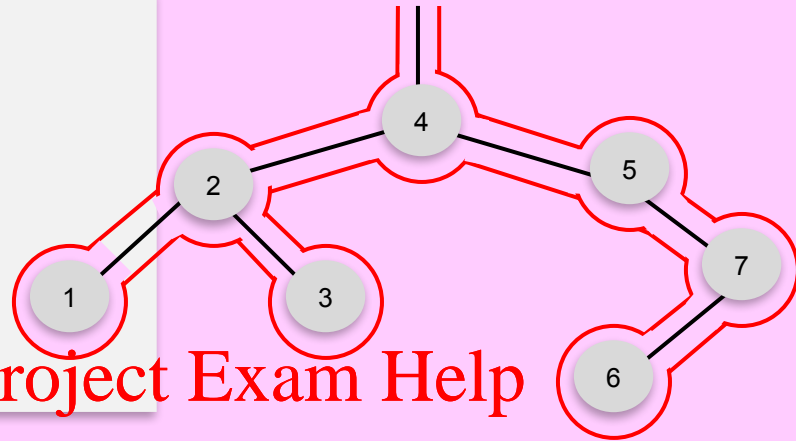
1. **if**  $\text{right}[x] \neq \text{nil}$  **then return** Minimum( $\text{right}[x]$ )
  2.  $y \leftarrow x$
  3. **while**  $p[y] \neq \text{nil}$  and  $y = \text{right}[p[y]]$  **do**  $y \leftarrow p[y]$
  4. **return**  $p[y]$
- end**

**Predecessor** is symmetric.

**Running Time:**  $O(h)$ .

# Non-recursive Inorder

```
procedure Inorder(T)
  x ← Minimum(root[T])
  while x ≠ nil do
    visit (x)
    x ← Successor(x, T)
  end-while
```



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**Running Time:** Minimum & Successor are called  $O(n)$  times, each time taking  $O(h)$  time. Is the total  $O(nh)$  time?

It's actually  $O(n)$  time total: each of  $O(n)$  edges of the tree are traversed twice (once down, once up). Why?

Also can do amortized analysis using stack with multipop analogy.

## See Exercise 8:

- This linear-time non-recursive Inorder procedure uses parent pointers.
- If parent pointers are not available, one could maintain a stack of the ancestral nodes of  $x$ . Fill in the details.
- Write a linear-time non-recursive in-place Inorder procedure without parent pointers. (In-place means you cannot use any stack or equivalent; use just the given tree and  $O(1)$  additional scalar variables.)

# Insert

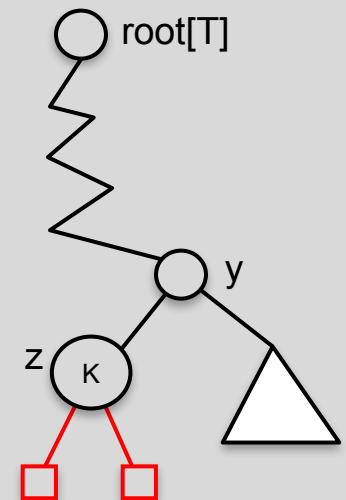
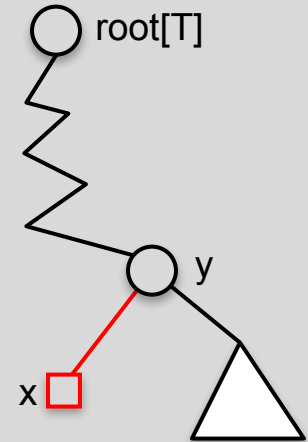
```

procedure Insert(K,T)
1.   AuxInsert(K, T, root[T], nil)
end
    
```

```

procedure AuxInsert(K,T,x,y)   (* y = parent of x *)
1a.  if x = nil then do
1b.    z ← a new node
1c.    key[z] ← K; left[z] ← right[z] ← nil; p[z] ← y
1d.    if y = nil then root[T] ← z
1e.    else if K < key[y]
1f.      then left[y] ← z
1g.    else right[y] ← z
1h.  return
1i.  end-if

2.   if K < key[x] then AuxInsert(K, T, left[x], x)
3.   if K > key[x] then AuxInsert(K, T, right[x], x)
end
    
```



**Running Time:**  $O(\text{length of search path of } K) = O(h)$ .

# Delete

**procedure** Delete(K,T)

1.  $x \leftarrow \text{Search}(K,T)$

2. **if**  $x = \text{nil}$  **then**

**return**

3. **if**  $\text{left}[x] = \text{nil}$  **or**

$\text{right}[x] = \text{nil}$

4. **then**  $z \leftarrow x$

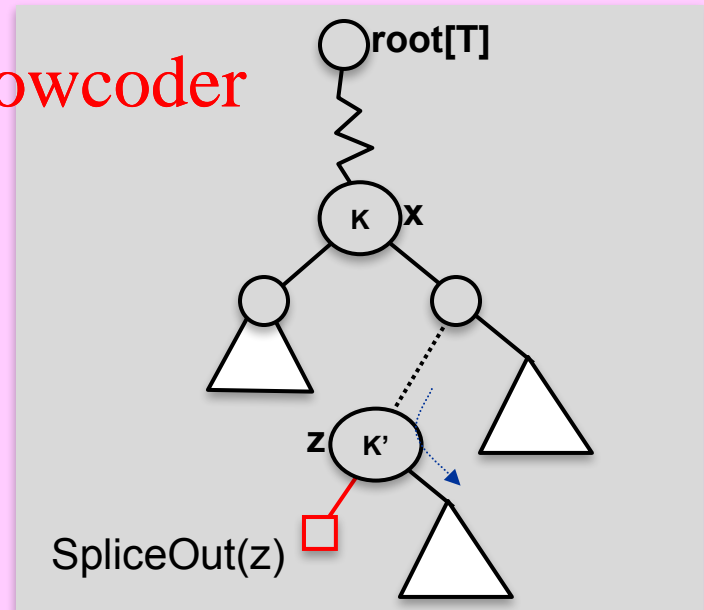
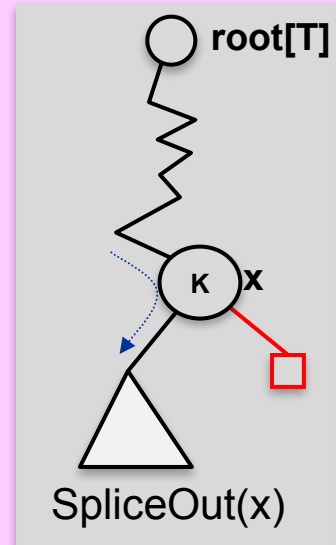
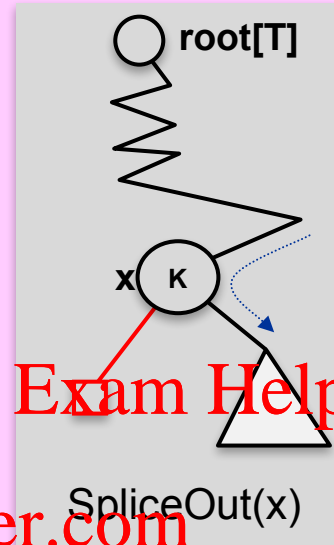
5. **else**  $z \leftarrow \text{Successor}(x,T)$

**procedure** SpliceOut(z)  $O(1)$  time  
 (\* Exercise \*)  
 remove node z and  
 bypass link between p[z] and  
 lone child of z (maybe nil too)

**end**

**Running Time:**

$O(\text{length of search path of } z) = O(h)$ .





# BST Height $h$

Search  
Insert  
Delete

Minimum  
Maximum

Predecessor  
Successor

- All these path following routines take at most  $O(h)$  time.

- $\lfloor \log n \rfloor \leq h < n$ .

- $h$  could be as bad as  $\Theta(n)$  if the tree is extremely unbalanced.

- To improve, we will study search trees that are efficient in the

- worst-case sense: Red-Black trees, B-trees, 2-3-4 trees.
- amortized sense: Splay trees.

these are multi-way  
search trees

# Multi-way Search Trees

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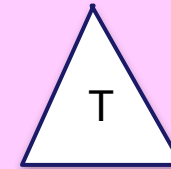
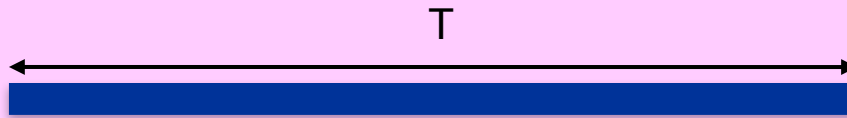
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# Split: Multi-Way vs Binary

Sorted key sequence



Inorder key sequence

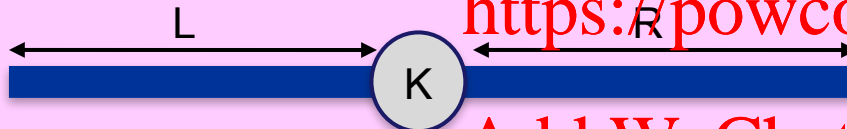


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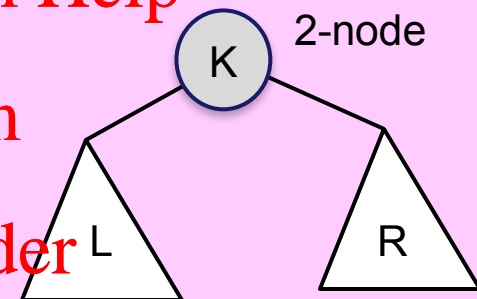
binary split:

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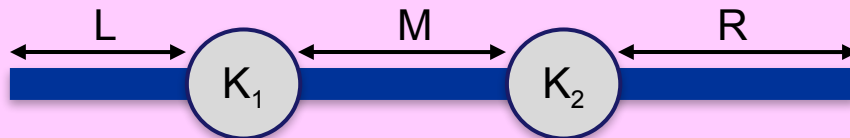
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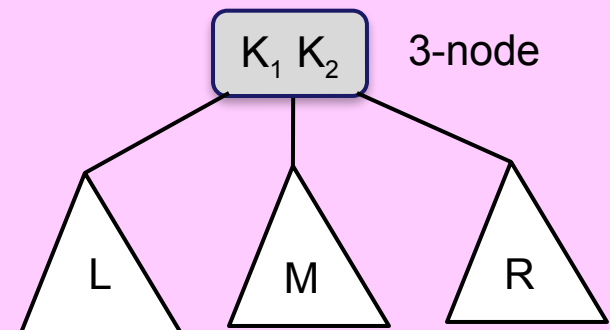
$(\forall \text{ key in } L) < K < (\forall \text{ key in } R)$



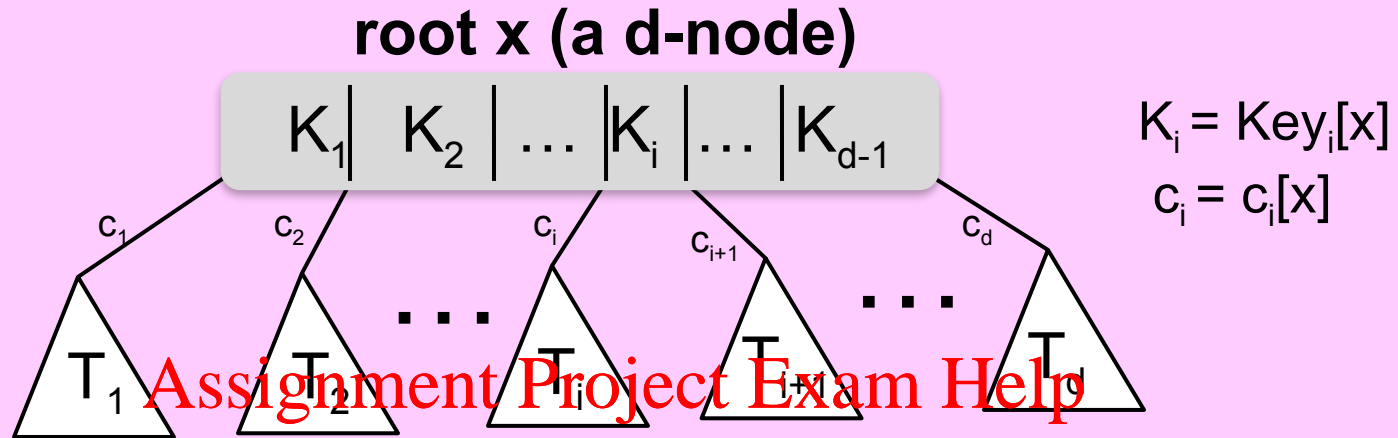
ternary split:



$(\forall \text{ key in } L) < K_1 < (\forall \text{ key in } M) < K_2 < (\forall \text{ key in } R)$



# Multi-Way Search Tree



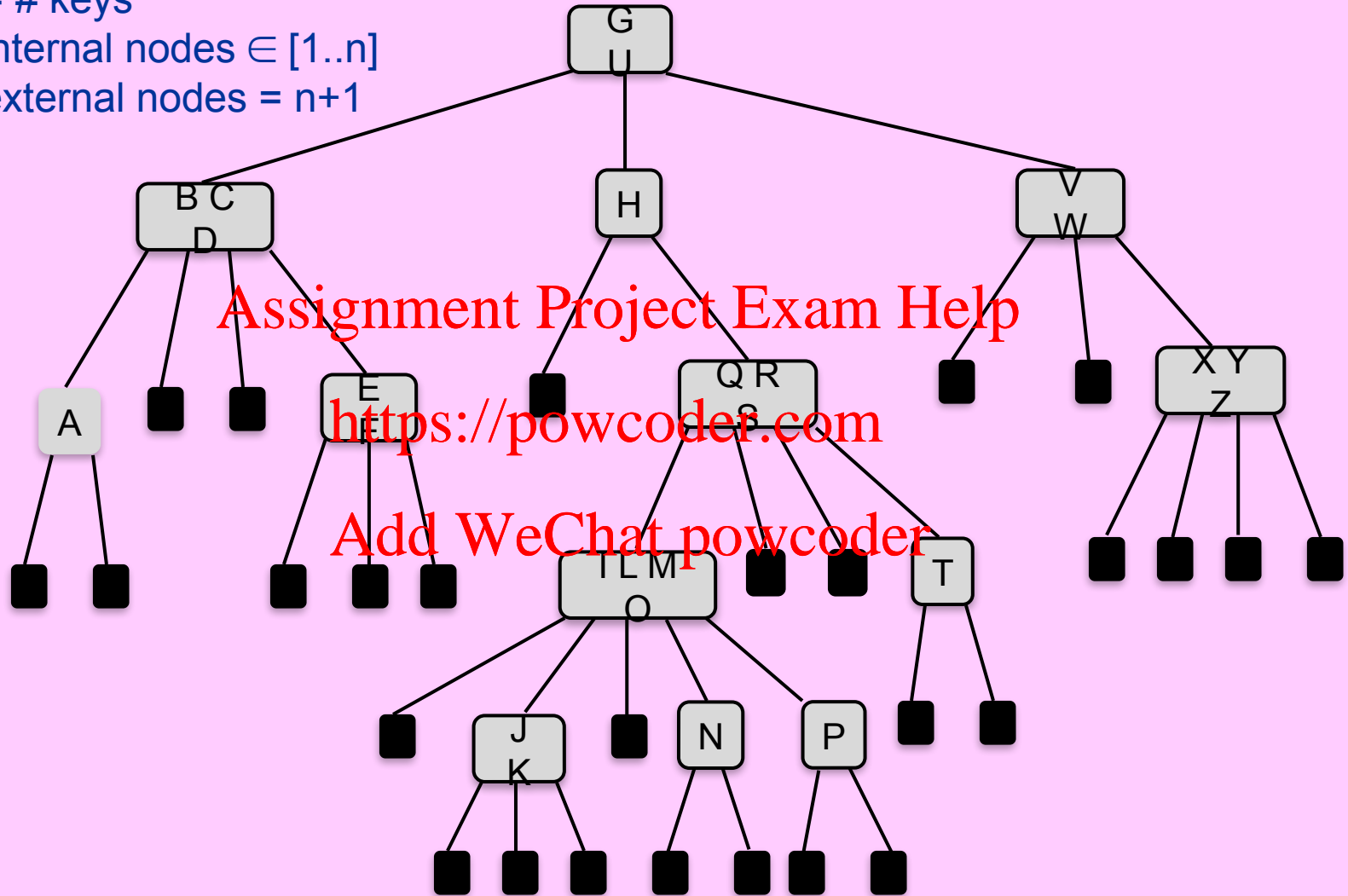
1. Root is a d-node for some  $d \geq 2$ .
2.  $K_1 < K_2 < \dots < K_{d-1}$ .
3. (every key in  $T_i$ )  $< K_i < (every key in T_{i+1})$ , for  $i = 1..d-1$ .  
(3 implies 2.)
4. Each subtree  $T_i$ ,  $i=1..d$ , is a multi-way search tree.
5. The empty tree is also a multi-way search tree.

# Example

$n = \# \text{ keys}$

$\# \text{ internal nodes} \in [1..n]$

$\# \text{ external nodes} = n+1$



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**Exercises**  
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1. **[CLRS, Exercise 12.2-1, page 293]** Suppose that we have numbers between 1 and 1000 in a binary search tree and want to search for the number 363. Which of the following sequences could **not** be the sequence of nodes examined? Explain.
  - (a) 2, 252, 401, 398, 330, 344, 397, 363.
  - (b) 924, 220, 911, 244, 898, 258, 362, 363.
  - (c) 925, 202, 911, 240, 912, 245, 363.
  - (d) 2, 399, 387, 219, 266, 382, 381, 278, 363.
  - (e) 935, 278, 347, 621, 299, 392, 358, 363.
  
2. **[CLRS, Exercise 12.2-4, page 293]** Suppose the search path for a key  $K$  on a BST ends up in an external node. Let  $A$  be the set of keys to the left of the search path;  $B$  be the set of keys on the search path; and  $C$  be the set of keys to the right of the search path. Give a smallest counter-example to refute the claim that  $\forall a \in A, \forall b \in B, \forall c \in C$ , we must have  $a \leq b \leq c$ .
  
3. **[CLRS, Exercise 12.3-4, page 299]** Is the Delete operation on BST “commutative” in the sense that deleting  $x$  and then  $y$  from the BST leaves the same tree as deleting  $y$  and then  $x$ ? Argue why it is or give a counter-example.
  
4. **[CLRS, Exercise 12.2-8, page 294]** Give a proof by the **potential function method** for the following fact: No matter what node  $x$  we start at in an arbitrary height  $h$  BST  $T$ ,  $R$  successive calls to Successor, as shown below
 

**for**  $i \leftarrow 1..R$  **do**  $x \leftarrow \text{Successor}(x, T)$

 takes at most  $O(h+R)$  time. **[Note:  $O(h+R)$  is obvious.]** Carefully define the potential function.
  
5. **Range-Search Reporting in BST:** Let  $T$  be a given BST. We are also given a pair of key values  $a$  and  $b$ ,  $a < b$  (not necessarily in  $T$ ). We want to report every item  $x$  in  $T$  such that  $a \leq \text{key}[x] \leq b$ . Design an algorithm that solves the problem and takes  $O(h+R)$  time in the worst case, where  $h$  is the height of  $T$  and  $R$  is the number of reported items (i.e., the output size). Prove the correctness of your algorithm and the claimed time complexity.  
**[Hint: there is a short and elegant recursive solution.]**

6. **Binary Tree Reconstruction:** Which of the following pairs of traversal sequences uniquely determine the Binary Tree structure? Fully justify each case.

- (a) Preorder and Postorder.
- (b) Preorder and Inorder.
- (c) Levelorder and Inorder.

7. **[CLRS, Problem 12-2, page 304] Radix Trees:**

Given two strings  $a = a_0 a_1 \dots a_p$  and  $b = b_0 b_1 \dots b_q$ , where each  $a_i$  and each  $b_j$  is in some ordered set of characters, we say that string  $a$  is **lexicographically less than** string  $b$  if either

- (i)  $\exists$  an integer  $j$ , where  $0 \leq j \leq \min\{p, q\}$ , such that  $a_i = b_i \ \forall i=0, 1, \dots, j-1$ , and  $a_j < b_j$ , or
- (ii)  $p < q$  and  $a_i = b_i$  for all  $i=0, 1, \dots, p$ .

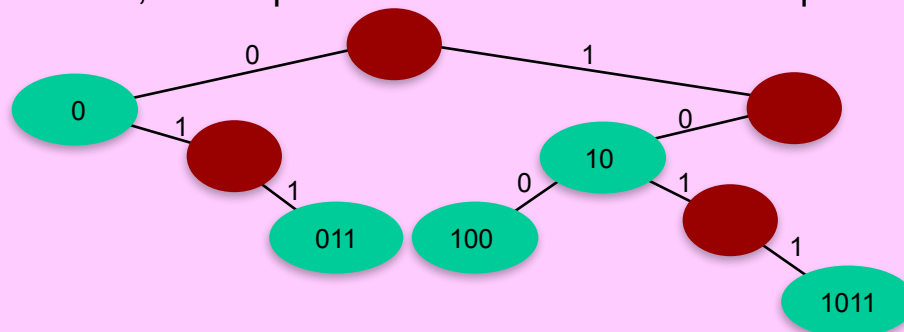
For example, if  $a$  and  $b$  are bit strings, then  $101011 < 10110$  by rule (i) ( $j=3$ ) and  $10100 < 101000$  by rule (ii). This is similar to the ordering used in English-language dictionaries.

The radix tree data structure shown below stores the bit strings 1011, 10, 011, 100, and 0.

When searching for a key  $a = a_0 a_1 \dots a_p$ , we go left at a node of depth  $i$  if  $a_i = 0$  and right if  $a_i = 1$ . Note that the tree uses some extra “empty” nodes (the dark ones).

Let  $S$  be a set of distinct binary strings given in some arbitrary unsorted order, whose string lengths sum to  $n$ .

- (a) Show an  $O(n)$  time algorithm to construct a radix tree with  $O(n)$  nodes that stores the strings in  $S$ .
- (b) Show how to use the radix tree just constructed to sort  $S$  lexicographically in  $O(n)$  time. In the figure below, the output of the sort should be the sequence 0, 011, 10, 100, 1011.





8. **Iterative Inorder:** We gave a linear-time non-recursive Inorder procedure using parent pointers.
- (a) If parent pointers are not available, one could maintain a stack holding the ancestors of the current node. Write such a procedure and analyze its running time.
  - (b) Write a linear-time non-recursive in-place Inorder procedure without parent pointers. (In-place means you cannot use any stack or equivalent; just the given tree and  $O(1)$  additional scalar variables.) [Hint: temporarily modify the tree links then put them back into their original form.]
9. **BST construction lower bound:** We are given a set  $S$  of  $n$  keys and want to algorithmically construct a BST that stores these keys.
- (a) Show that if the keys in  $S$  are given in sorted order, then there is an  $O(n)$  time solution.
  - (b) Show that if the keys in  $S$  are given in arbitrary order, then any off-line algorithm that solves the problem must, in the worst-case, take at least  $\Omega(n \log n)$  time in the decision tree model of computation. [Note: there are algorithms that do not sort  $S$  as a first step!]
10. **Split and Join on BST:** These are cut and paste operations on dictionaries. The Split operation takes as input a dictionary (a set of keys)  $A$  and a key value  $K$  (not necessarily in  $A$ ), and splits  $A$  into two disjoint dictionaries  $B = \{ x \in A \mid \text{key}[x] \leq K \}$  and  $C = \{ x \in A \mid \text{key}[x] > K \}$ . (Dictionary  $A$  is destroyed as a result of this operation.) The Join operation is essentially the reverse; it takes two input dictionaries  $A$  and  $B$  such that every key in  $A <$  every key in  $B$ , and replaces them with their union dictionary  $C = A \cup B$ . ( $A$  and  $B$  are destroyed as a result of this operation.) Design and analyze efficient Split and Join on binary search trees.
- [Note: there is a naïve slow solution for Split (similarly for Join) that deletes items from  $A$  one at a time and inserts them in  $B$  or  $C$  as appropriate. Can you do it more efficiently?]
11. **Multi-way Search Tree Traversals:** Given a multi-way search tree with  $n$  keys, give  $O(n)$  time algorithms to print its keys in Preorder, Postorder, Inorder, Levelorder.
12. **Multi-way Search Tree Search:** Given a multi-way search tree  $T$  and a key  $K$ , describe how to

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END

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