

# Lecture 5: Scheduling and Binary Search Trees

## Lecture Overview

- Runway reservation system
  - Definition
  - How to solve with lists
- Binary Search Trees
  - Operations

## Readings

CLRS Chapter 10, 12.1-3

## Runway Reservation System

Imagine Logan was cut down from 6 runways to 1

- Airport with single (very busy) runway (Boston 6  $\rightarrow$  1)
- “Reservations” for future landings
- When plane lands, it is removed from set of pending events
- Reserve req specify “requested landing time”  $t$
- Add  $t$  to the set if no other landings are scheduled within  $k$  minutes either way. Assume that  $k$  can vary.
  - else error, don’t schedule

## Example

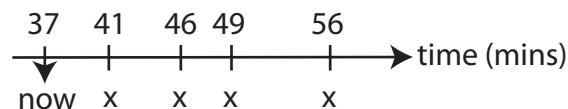


Figure 1: Runway Reservation System Example

Let  $R$  denote the reserved landing times:  $R = (41, 46, 49, 56)$  and  $k = 3$

Request for time: 44 not allowed ( $46 \in R$ )  
 53 OK  
 20 not allowed (already past)  
 $|R| = n$

Goal: Run this system efficiently in  $O(\lg n)$  time

### Algorithm

Keep  $R$  as a sorted list.

```

init: R = [ ]
req(t): if t < now: return "error"
for i in range (len(R)):
    if abs(t-R[i]) < k: return "error"
R.append(t)
R = sorted(R)
land: t = R[0]
if (t != now) return error
R = R[1: ]          (drop R[0] from R)

```

### Can we do better?

It takes  $O(n)$  time to find insertion point  
 in sorted LL. As binary search is not possible  
 Once insertion point found, insert in  $O(1)$  time

- **Sorted list:** Appending and sorting takes  $\Theta(n \lg n)$  time. However, it is possible to insert new time/plane rather than append and sort but insertion takes  $\Theta(n)$  time. A  $k$  minute check can be done in  $O(1)$  once the insertion point is found.
- **Sorted array:** It is possible to do binary search to find place to insert in  $O(\lg n)$  time. Using binary search, we find the smallest  $i$  such that  $R[i] \geq t$ , i.e., the next larger element. We then compare  $R[i]$  and  $R[i - 1]$  against  $t$ . Actual insertion however requires shifting elements which requires  $\Theta(n)$  time.
- **Unsorted list/array:**  $k$  minute check takes  $O(n)$  time.
- **Min-Heap:** It is possible to insert in  $O(\lg n)$  time. However, the  $k$  minute check will require  $O(n)$  time. [heaps have weak invariant \(wrt BST\)](#)
- **Dictionary or Python Set:** Insertion is  $O(1)$  time.  $k$  minute check takes  $\Omega(n)$  time

What if times are in whole minutes?

Large array indexed by time does the trick. This will not work for arbitrary precision time or verifying width slots for landing.

**Key Lesson:** Need fast insertion into sorted list.

## Binary Search Trees (BST)

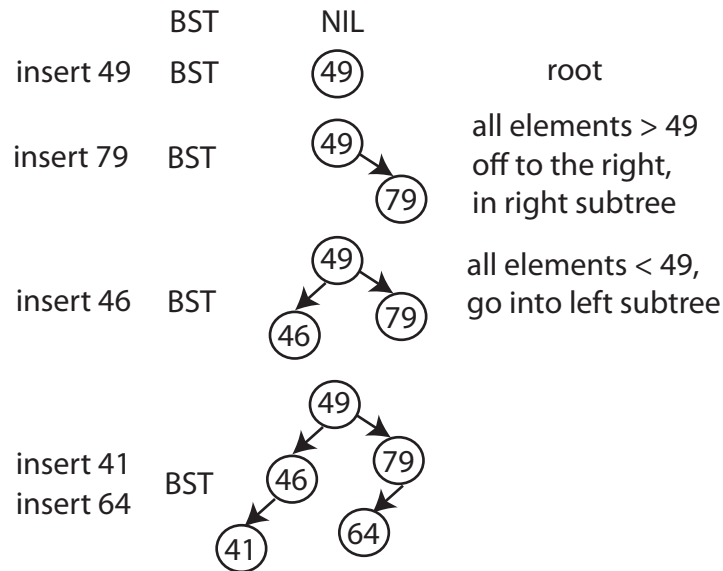


Figure 2: Binary Search Tree

BST node stores more info than a heap. Each node stores the node key value and the info of left child, right child, parent (via pointers)

### Properties

Each node  $x$  in the binary tree has a key  $key(x)$ . Nodes other than the root have a parent  $p(x)$ . Nodes may have a left child  $left(x)$  and/or a right child  $right(x)$ . These are pointers unlike in a heap.

The invariant is: for any node  $x$ , for all nodes  $y$  in the left subtree of  $x$ ,  $key(y) \leq key(x)$ . For all nodes  $y$  in the right subtree of  $x$ ,  $key(y) \geq key(x)$ .

### Insertion: insert(val)

Follow left and right pointers till you find the position (or see the value), as illustrated in Figure 2. We can do the “within  $k = 3$ ” check for runway reservation during insertion. If you see on the path from the root an element that is within  $k = 3$  of what you are inserting, then you interrupt the procedure, and do not insert.

### Finding a value in the BST if it exists: find(val)

Follow left and right pointers until you find it or hit NIL.

**Finding the minimum element in a BST: findmin()**

Key is to just go left till you cannot go left anymore.

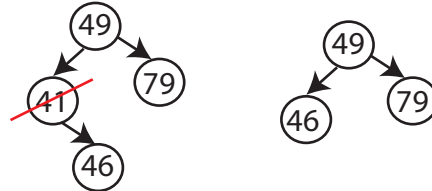


Figure 3: Delete-Min: finds minimum and eliminates it

**Complexity**

All operations are  $O(h)$  where  $h$  is height of the BST.

**Finding the next larger element: next-larger(x)**

Note that  $x$  is a node in the BST, not a value.

next-larger(x)

```

if right child not NIL, return minimum(right)
else y = parent(x)
while y not NIL and x = right(y)
    x = y; y = parent(y)
return(y);

```

See [Fig. 4](#) for an example. What would `next-larger(find(46))` return?

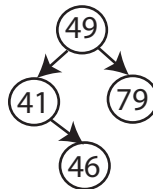


Figure 4: next-larger(x)

**New Requirement**

Rank( $t$ ): How many planes are scheduled to land at times  $\leq t$ ? The new requirement necessitates a design amendment.

Cannot solve it efficiently with what we have but **can augment the BST structure.**

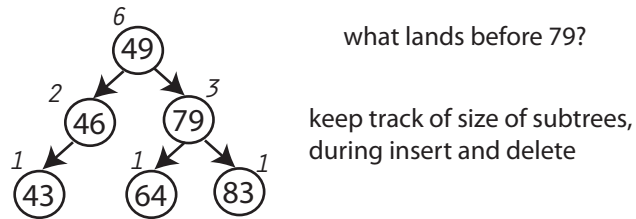


Figure 5: Augmenting the BST Structure

Summarizing from [Fig. 5](#), the algorithm for augmentation is as follows:

1. Walk down tree to find desired time
2. Add in nodes that are smaller
3. Add in subtree sizes to the left

In total, this takes  $O(h)$  time.

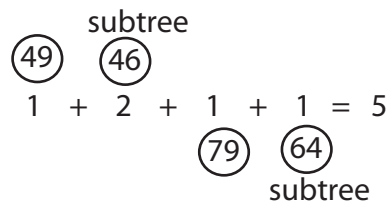


Figure 6: Augmentation Algorithm Example

All the Python code for the Binary Search Trees discussed here are available [at this link](#).

## Have we accomplished anything?

Height  $h$  of the tree should be  $O(\lg n)$ .

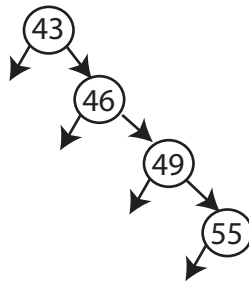


Figure 7: Insert into BST in sorted order

The tree in [Fig. 7](#) looks like a linked list. We have achieved  $O(n)$  not  $O(\lg n)$ !!

Balanced BSTs to the rescue in the next lecture!

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