

15-150 Fall 2013

Lecture 8
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sorted trees

- Empty is sorted
- $\text{Node}(t_1, x, t_2)$ is sorted iff

every integer in t_1 is $\leq x$

and

every integer in t_2 is $\geq x$

and

t_1 and t_2 are sorted

t is sorted
iff

$\text{trav}(t)$ is a sorted list

Insertion

$\text{Ins} : \text{int} * \text{tree} \rightarrow \text{tree}$

```
fun Ins (x, Empty) = Node(Empty, x, Empty)
|   Ins (x, Node(t1, y, t2)) =
    case compare(x, y) of
        GREATER => Node(t1, y, Ins(x, t2))
    |   _       => Node(Ins(x, t1), y, t2);
```

For all sorted trees t ,

$\text{Ins}(x, t)$ = a sorted tree

consisting of x and the items of t

SplitAt

SplitAt : int * tree -> tree * tree

(* REQUIRES t is a sorted tree *)

(* ENSURES SplitAt(y, t) = a pair (t₁, t₂)
such that

every item in t₁ is $\leq y$,

every item in t₂ is $\geq y$,

and t₁, t₂ consist of the items in t *)

Any ideas???

Plan

Define SplitAt(t) using ***recursion***

- SplitAt(y, Node(t1, x, t2)) should
 - *compare* x and y
 - call SplitAt(y, -) on a *smaller* tree
 - build the result

SplitAt

```
fun SplitAt(y, Empty) = (Empty, Empty)
```

```
| SplitAt(y, Node(t1, x, t2)) =
```

```
  case compare(x, y) of
```

```
    GREATER => let
```

```
      val (l1, r1) = SplitAt(y, t1)
```

```
    in
```

```
      (l1, Node(r1, x, t2))
```

```
    end
```

```
|   _      => let
```

```
      val (l2, r2) = SplitAt(y, t2)
```

```
    in
```

```
      (Node(t1, x, l2), r2)
```

```
    end
```

Correctness

Let $P(t)$ be

For all $y:\text{int}$, $\text{SplitAt}(y, t) = \text{a pair } (t_1, t_2) \text{ such that}$
every item in t_1 is $\leq y$ & every item in t_2 is $\geq y$
& t_1, t_2 consist of the items in t

Theorem

For all sorted trees t , $P(t)$ holds

Proof: by structural induction

- Base case:
Empty is sorted. Prove $P(\text{Empty})$.
- Inductive step:
Let t be a sorted tree $\text{Node}(t_1, y, t_2)$.
Then t_1 and t_2 are also sorted.
Use $P(t_1)$ and $P(t_2)$ to prove $P(t)$

depth lemma

For all trees t and integers y ,

$\text{SplitAt}(y, t) = \text{a pair } (t_1, t_2) \text{ such that}$
 $\text{depth}(t_1) \leq \text{depth } t \text{ \& } \text{depth}(t_2) \leq \text{depth } t$

Proof: by structural induction
(exercise!)

Merge

Merge : tree * tree -> tree

(* REQUIRES t_1 and t_2 are sorted trees *)
(* ENSURES Merge(t_1, t_2) = a sorted tree t *)
(* consisting of the items of t_1 and t_2 *)

fun Merge (Empty, t_2) = t_2

 | Merge (Node(l_1, x, r_1), t_2) =

let

val (l_2, r_2) = SplitAt(x, t_2)

in

 Node(Merge(l_1, l_2), x , Merge(r_1, r_2))

end

Correctness

```
fun Merge (Empty, t2) = t2
  | Merge (Node(l1,x,r1), t2) =
    let
      val (l2, r2) = SplitAt(x, t2)
    in
      Node(Merge(l1, l2), x, Merge(r1, r2))
    end
```

To prove:

For all sorted trees t_1 and t_2

Merge(t_1 , t_2) = a sorted tree

consisting of the items of t_1 and t_2

Method? Induction on the depth of t_1

Mergesort

Msort : tree -> tree

(* REQUIRES true *)
(* ENSURES Msort(t) = a sorted tree *)
(* consisting of the items of t *)

```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) =
    Ins (x, Merge(Msort t1, Msort t2))
```

For all trees t,
Msort(t) = a sorted permutation of t

Correct?

- How can we *prove* that Msort satisfies this specification?

The definition of Msort is *structural*

So use structural induction

Use the proven specs for Ins and Merge

Mergesort

Msort : tree -> tree

(* REQUIRES true *)
(* ENSURES Msort(t) = a sorted tree *)
(* consisting of the items of t *)

```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) =
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```

For all trees t,
Msort(t) = a sorted permutation of t

Parallelism

- The recursive calls in
 $\text{Merge}(\text{Msort } t_1, \text{Msort } t_2)$
can be evaluated in parallel
- Sequential evaluation would take the *sum* of the runtimes of the two calls
- Parallel evaluation would take the *max*
- The ***span*** is the runtime, assuming an unlimited number of parallel processors

Span, span, span, eggs, bacon and span

- Can derive a recurrence relation for *span*
- Based on function definitions
- Dependent code: use *sum*
- Independent code: use *max*

For *sequential* code, $\text{span} = \text{work}$

Span of Ins

```
fun Ins (x, Empty) = Node(Empty, x, Empty)
|   Ins (x, Node(t1, y, t2)) =
    case compare(x, y) of
        GREATER => Node(t1, y, Ins(x, t2))
    |   _       => Node(Ins(x, t1), y, t2);
```

(no parallelism!)

For a balanced tree of depth $d > 0$,

$$S_{\text{Ins}}(d) = c + S_{\text{Ins}}(d-1)$$



$S_{\text{Ins}}(d)$ is $O(d)$

Span of SplitAt

```
fun SplitAt(y, Empty) = (Empty, Empty)
| SplitAt(y, Node(t1, x, t2)) =
    case compare(x, y) of
        GREATER => let val (l1, r1) = SplitAt(y, t1) in (l1, Node(r1, x, t2)) end
    | _          => let val (l2, r2) = SplitAt(y, t2) in (Node(t1, x, l2), r2) end;
```

(no parallelism!)

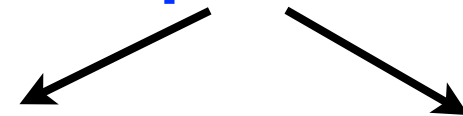
For a balanced tree of depth $d > 0$,

$$S_{\text{SplitAt}}(d) = k + S_{\text{SplitAt}}(d-1)$$

$S_{\text{SplitAt}}(d)$ is $O(d)$

Span of Merge

independent



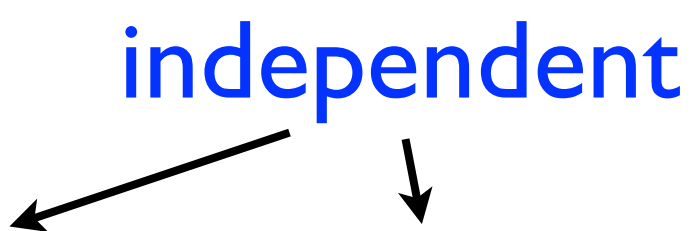
```
fun Merge (Empty, t2) = t2
| Merge (Node(l1,x,r1), t2) =
    let val (l2, r2) = SplitAt(x, t2) in Node(Merge(l1, l2), x, Merge(r1, r2)) end;
```

For balanced trees of same depth $d > 0$,
assuming that the trees got by splitting
have the same depth $(d-1)$ and are balanced

$$S_{\text{Merge}}(d) = S_{\text{SplitAt}}(d) + S_{\text{Merge}}(d-1) \\ + \max(S_{\text{Merge}}(d-1), S_{\text{Merge}}(d-1))$$

$S_{\text{Merge}}(d)$ is $O(d^2)$

Span of Msort

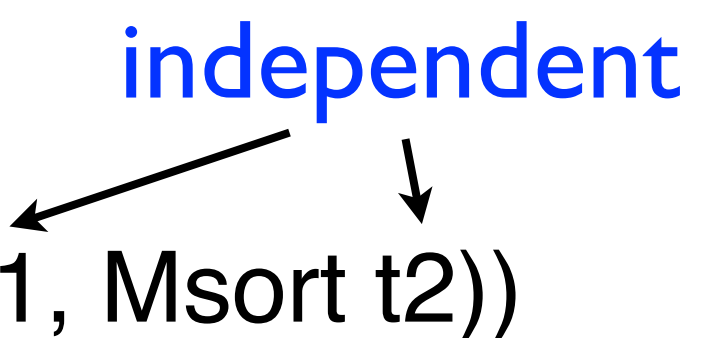
```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) = 
    Ins (x, Merge(Msort t1, Msort t2))
```

For a balanced tree of size n , depth $\log n$

$$S_{\text{Msort}}(n) \leq \max(S_{\text{Msort}}(n \text{ div } 2), S_{\text{Msort}}(n \text{ div } 2)) \\ + S_{\text{Merge}}(\log n) + S_{\text{Ins}}(2 \log n)$$

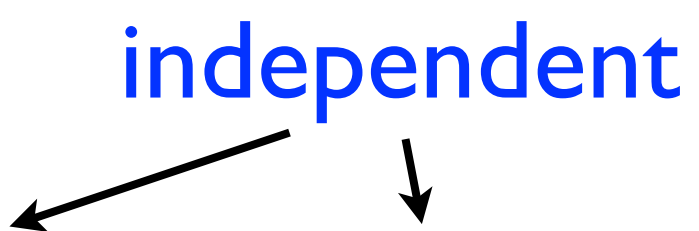
Span of Msort

```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) = independent
    Ins (x, Merge(Msort t1, Msort t2))
```



For a balanced tree of size n , depth $\log n$

Span of Msort

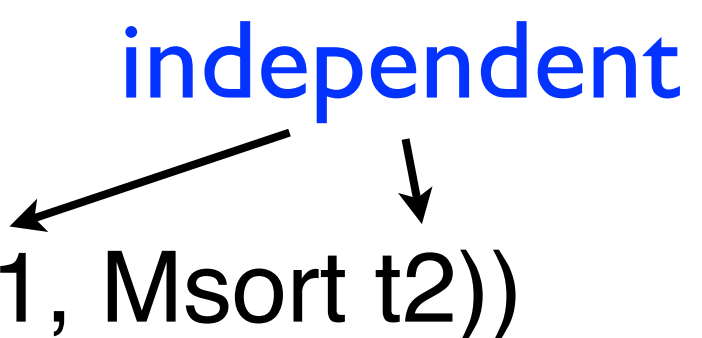
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fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) = 
    Ins (x, Merge(Msort t1, Msort t2))
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For a balanced tree of size n , depth $\log n$

$$S_{\text{Msort}}(n) \leq S_{\text{Msort}}(n \text{ div } 2) \\ + S_{\text{Merge}}(\log n) + S_{\text{Ins}}(2 \log n)$$

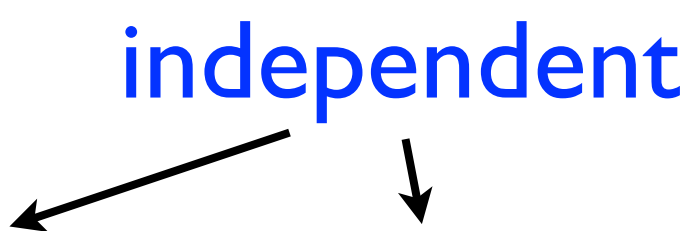
Span of Msort

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fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) = independent
    Ins (x, Merge(Msort t1, Msort t2))
```



For a balanced tree of size n , depth $\log n$

Span of Msort

```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) = 
    Ins (x, Merge(Msort t1, Msort t2))
```

For a balanced tree of size n , depth $\log n$

$$S_{\text{Msort}}(n) \leq S_{\text{Msort}}(n \text{ div } 2) + c(\log n)^2$$

Span of Msort

```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) = independent
                               ↙      ↓
                               Ins (x, Merge(Msort t1, Msort t2))
```

For a balanced tree of size n , depth $\log n$

$$S_{\text{Msort}}(n) \leq S_{\text{Msort}}(n \text{ div } 2) + c(\log n)^2$$

$S_{\text{Msort}}(n)$ is $O((\log n)^3)$

Really?

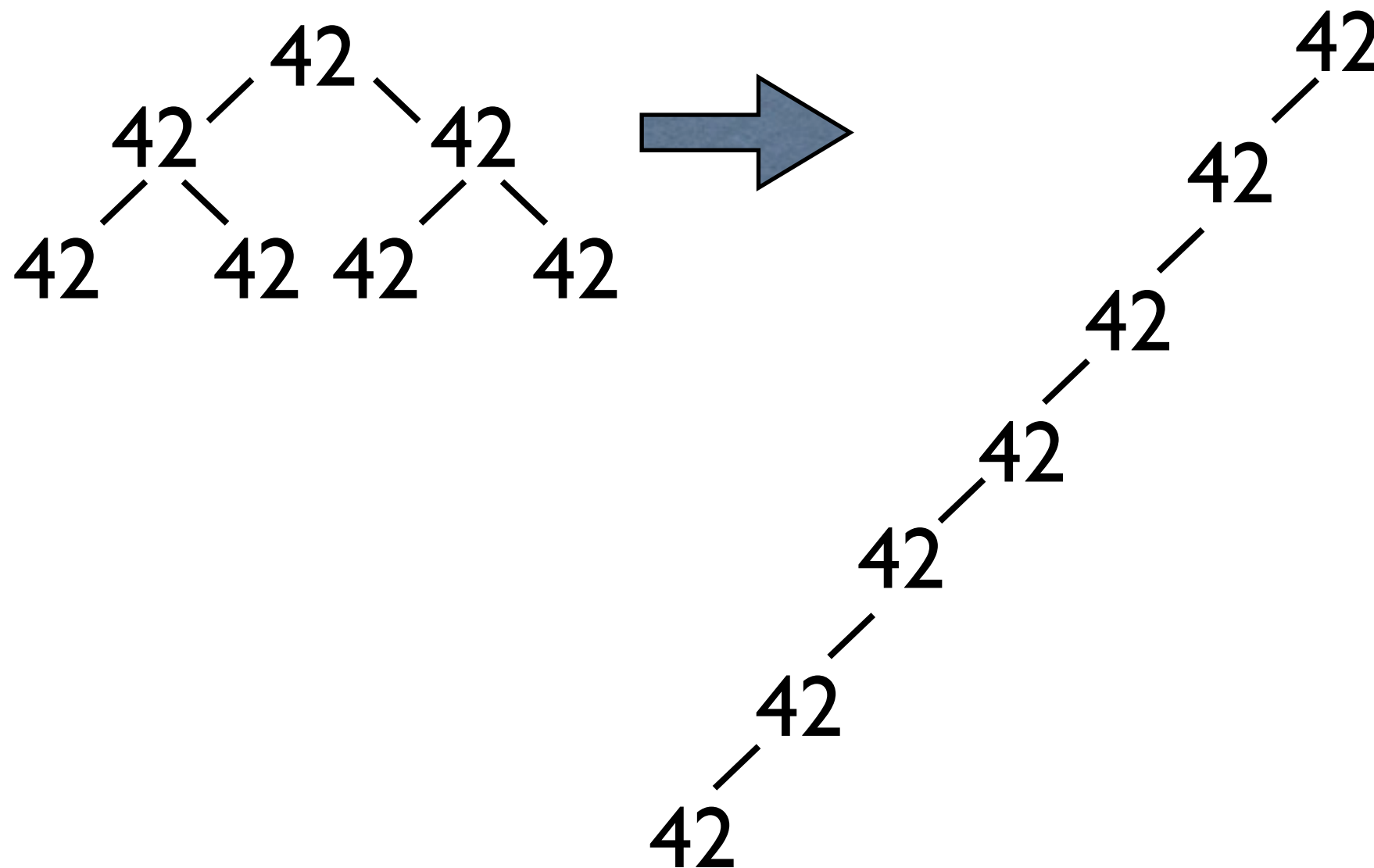
- Are the balance assumptions realistic? No!
- But we could design a *rebalancing* function...

```
fun Msort Empty = Empty
|   Msort (Node(t1, x, t2)) =
    Rebalance(Ins (x, Merge(Msort t1, Msort t2)))
```

- Or implement an *abstract type* of *balanced trees*...

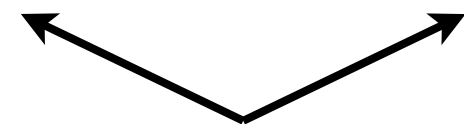
Why bother?

- Msort can produce badly balanced trees



Back to lists

- The mergesort function on integer lists can also exploit parallel evaluation
- When $\text{length}(L) > 1$ and $(A, B) = \text{split}(L)$,
 $\text{msort } L = \text{merge}(\text{msort } A, \text{msort } B)$



independent

What's the span?