

# **Augmenting Binary Search Trees**

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**CS 165**

Slides adapted from Erik Demaine, Charles Leiserson

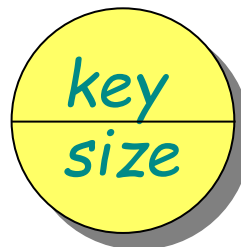
# Dynamic order statistics

OS-SELECT( $i, S$ ): returns the  $i$ th smallest element in the dynamic set  $S$ .

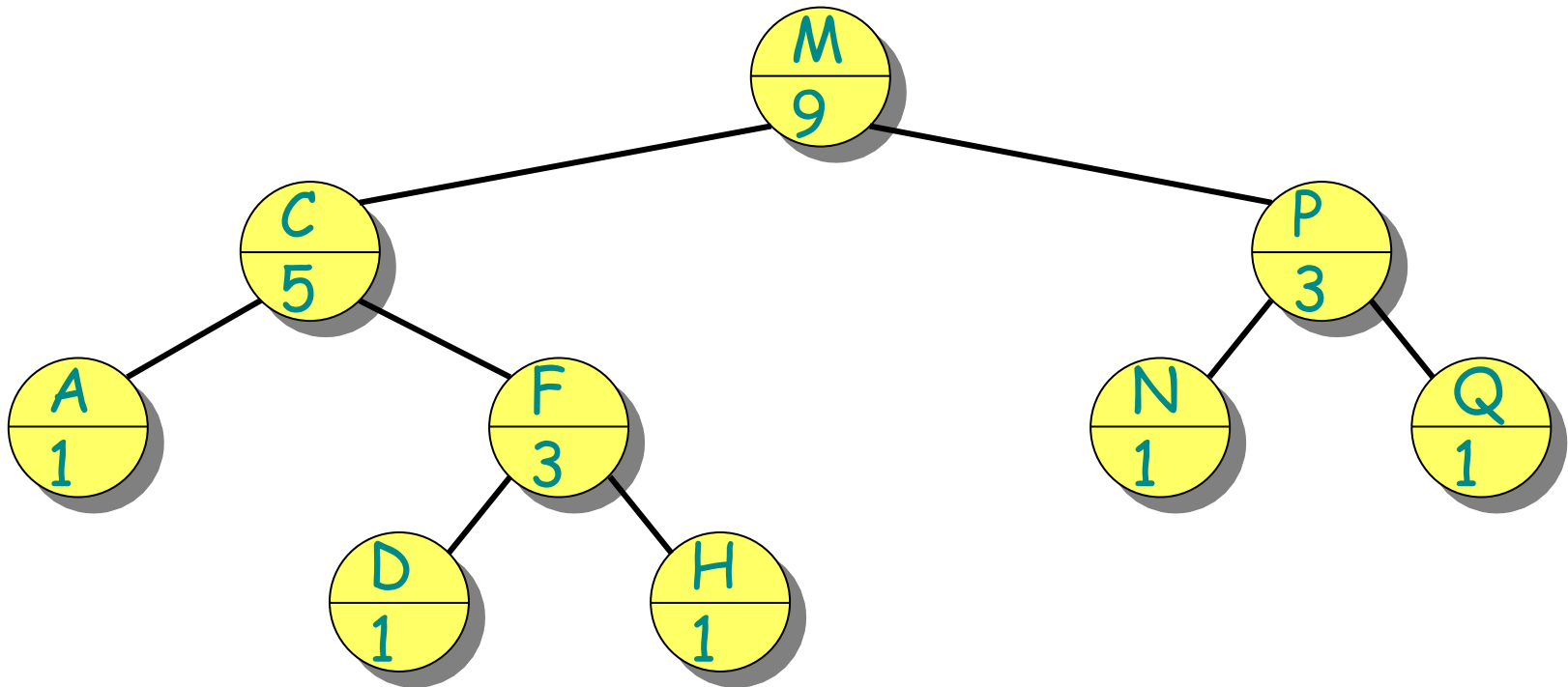
OS-RANK( $x, S$ ): returns the rank of  $x \in S$  in the sorted order of  $S$ 's elements.

**IDEA:** Use a binary search tree for the set  $S$ , but keep subtree sizes in the nodes.

Notation for nodes:



# Example of an OS-tree



$$size[x] = size[left[x]] + size[right[x]] + 1$$

# Selection

**Implementation trick:** Use a *sentinel* (dummy record) for *NIL* such that  $size[NIL] = 0$ .

OS-SELECT( $x, i$ ) //  $i$ th smallest element in the subtree rooted at  $x$

$k \leftarrow size[left[x]] + 1$

**if**  $i = k$  **then return**  $x$

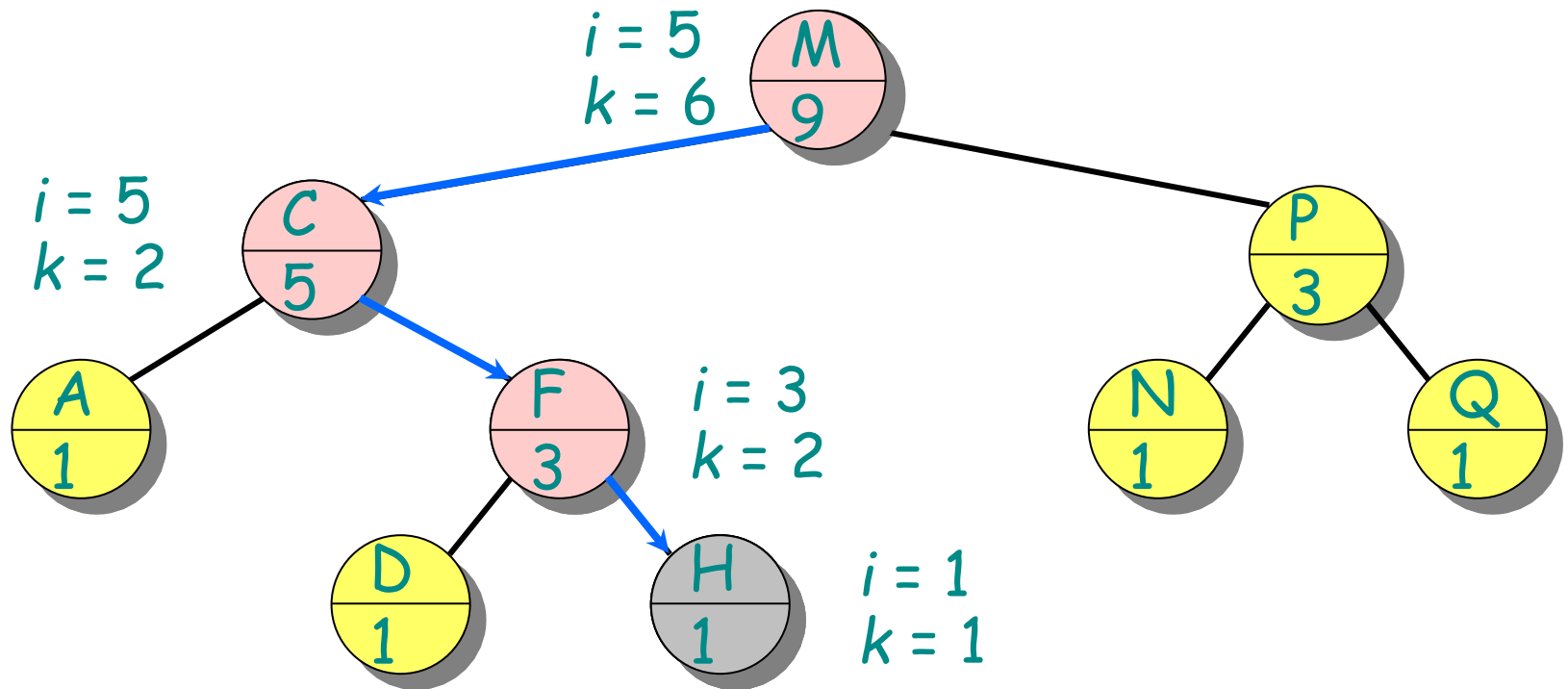
**if**  $i < k$

**then return** OS-SELECT( $left[x], i$ )

**else return** OS-SELECT( $right[x], i - k$ )

# Example

OS-SELECT(*root*, 5)



Running time =  $O(h) = O(\lg n)$  for balanced binary trees.

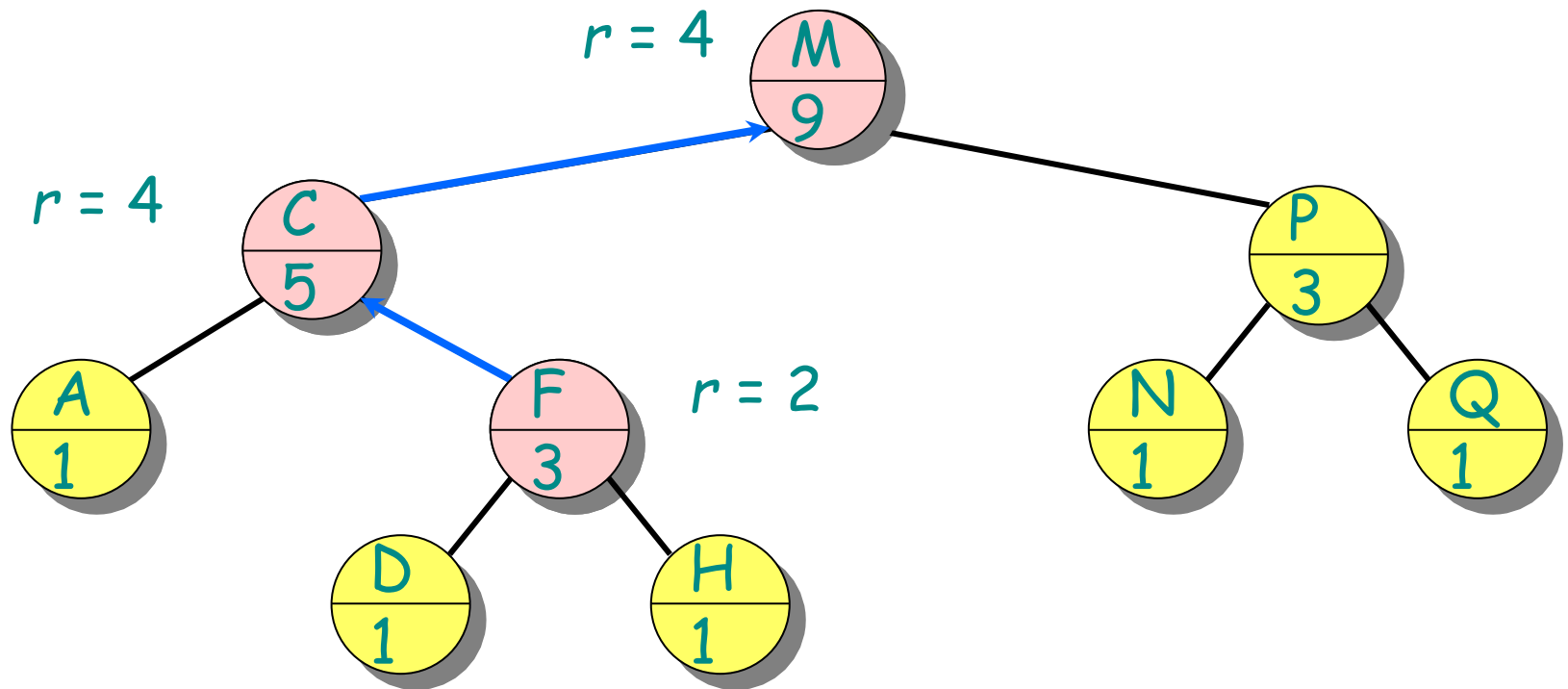
# Return the rank of an element

OS-RANK( $T, x$ )

```
1   $r = x.left.size + 1$            // rank of  $x$  within the subtree rooted at  $x$ 
2   $y = x$                           // root of subtree being examined
3  while  $y \neq T.root$ 
4      if  $y == y.p.right$            // if root of a right subtree ...
5           $r = r + y.p.left.size + 1$  // ... add in parent and its left subtree
6           $y = y.p$                  // move  $y$  toward the root
7  return  $r$ 
```

# Example

OS-RANK( $T, F$ )



Running time =  $O(h) = O(\lg n)$  for balanced binary trees.

## Data structure maintenance

**Q.** Why not keep the ranks themselves in the nodes instead of subtree sizes?

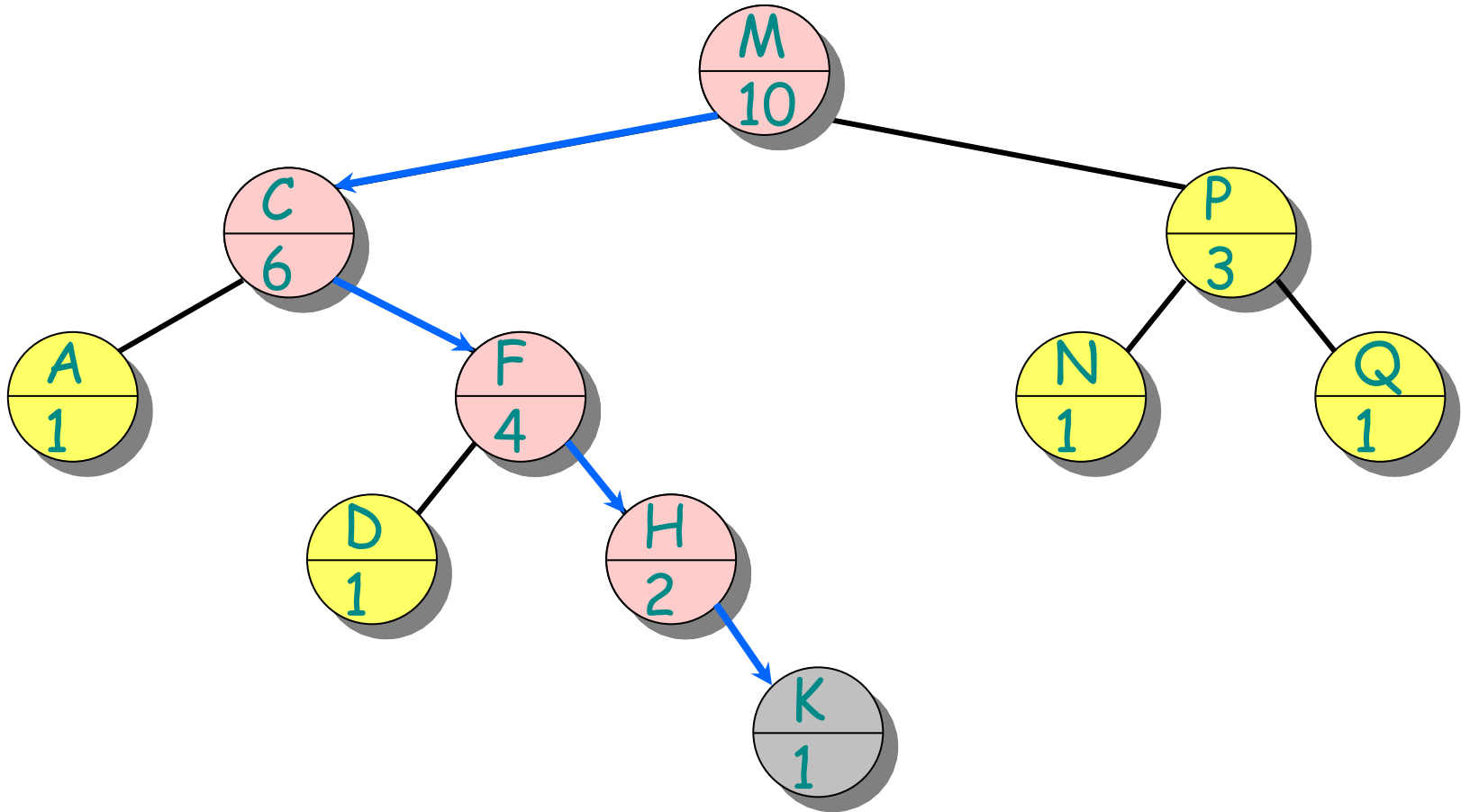
**A.** They are hard to maintain when the red-black tree is modified.

**Modifying operations:** INSERT and DELETE.

**Strategy:** Update subtree sizes when inserting or deleting.

# Example of insertion

INSERT("K")

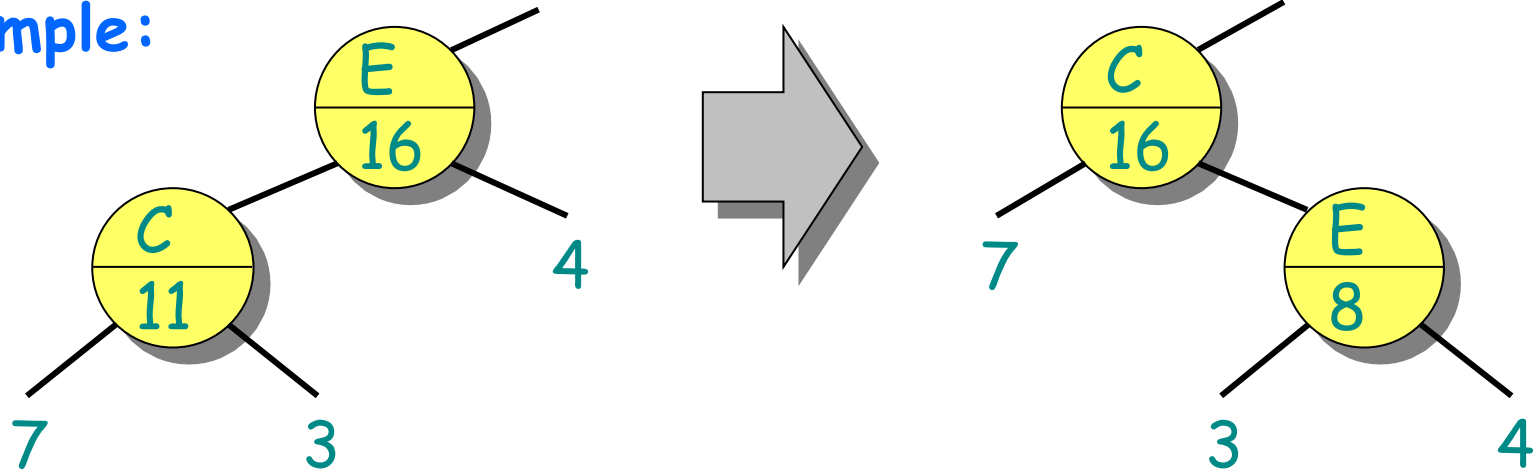


## Handling rebalancing

Don't forget that INSERT and DELETE may also need to modify the binary search tree in order to maintain balance.

- *Rotations*: fix up subtree sizes in  $O(1)$  time.

Example:



$\therefore$  INSERT and DELETE still run in  $O(\lg n)$  time.

# Data-structure augmentation

**Methodology:** (*e.g., order-statistics trees*)

1. Choose an underlying data structure (*balanced binary search trees*).
2. Determine additional information to be stored in the data structure (*subtree sizes*).
3. Verify that this information can be maintained for modifying operations (*INSERT, DELETE*).
4. Develop new dynamic-set operations that use the information (*OS-SELECT and OS-RANK*).

These steps are guidelines, not rigid rules.