

Lecture 9

Augmenting Trees (contd.)

Finding the Element with i th Rank

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To find the element with i th rank in T call **Select**($T.root, i$).

Finding the Element with i th Rank

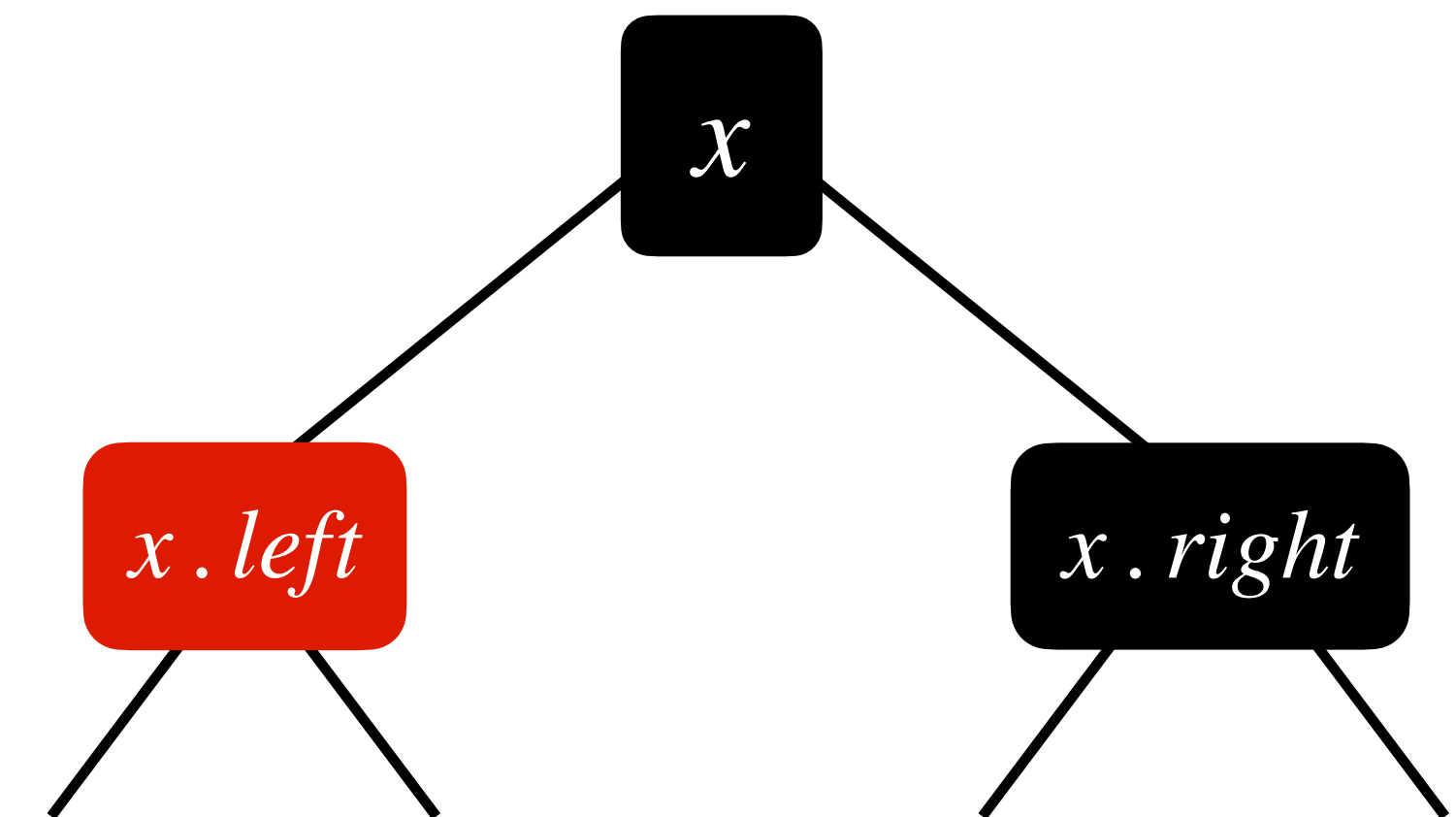
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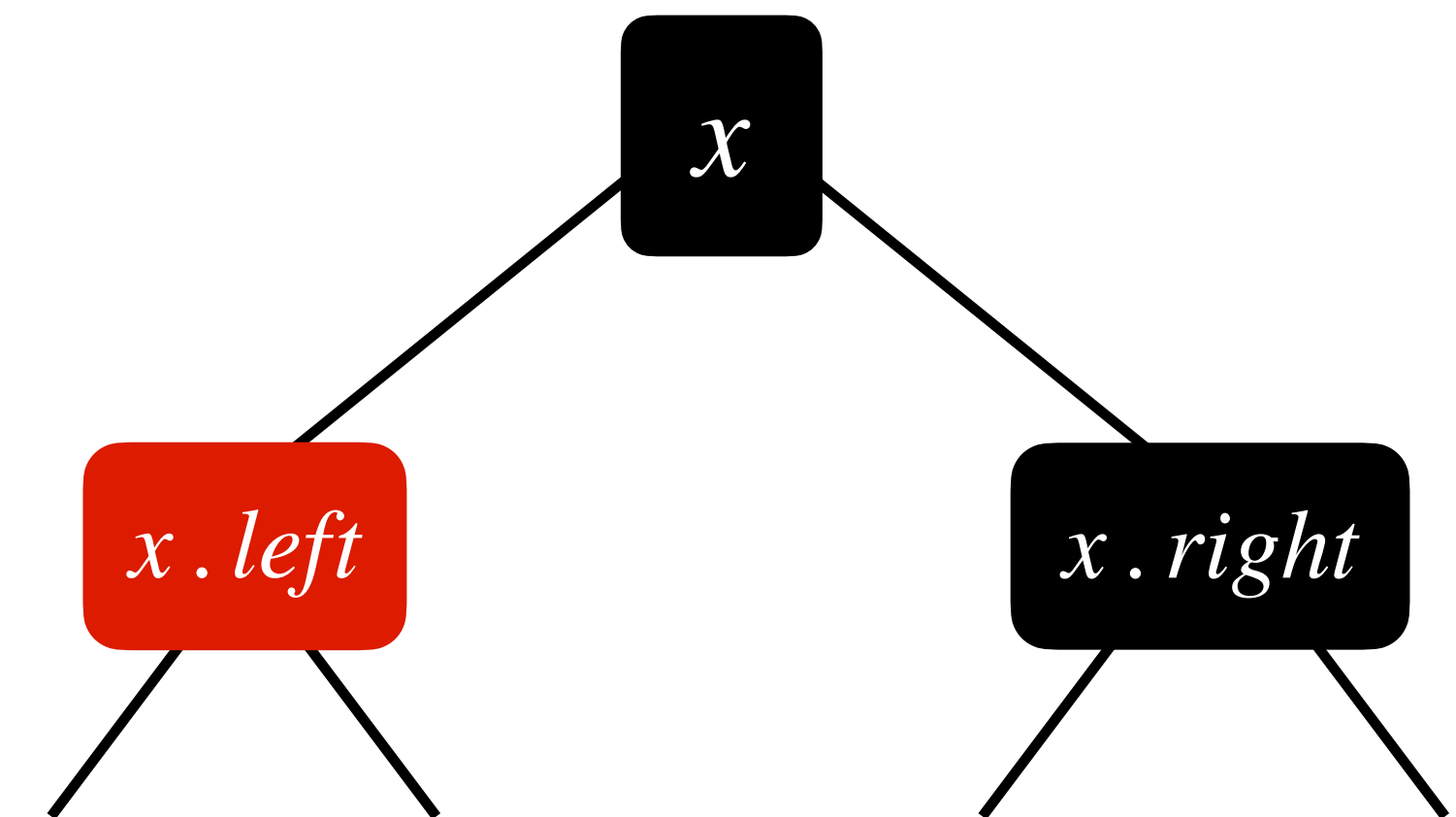


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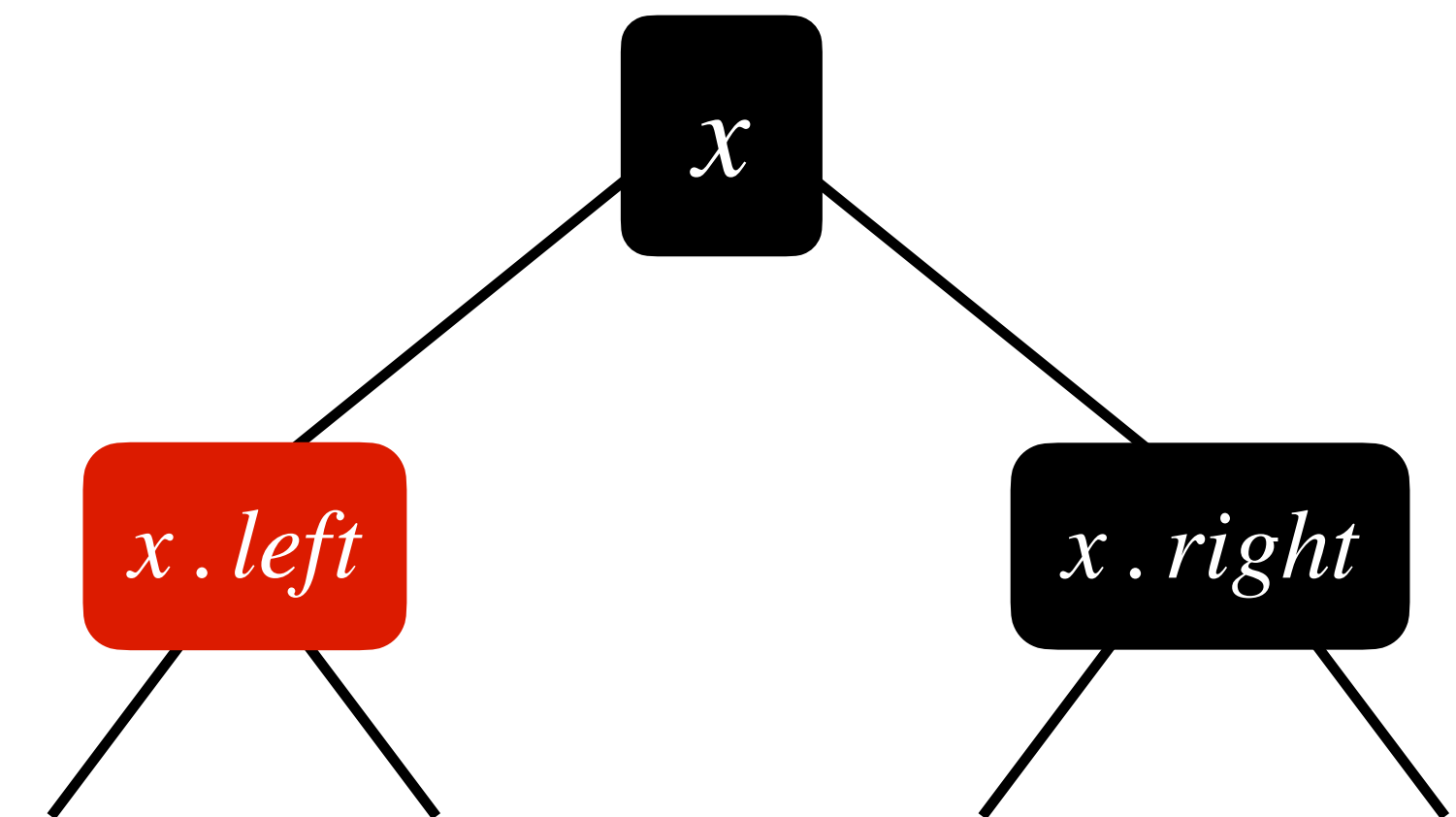
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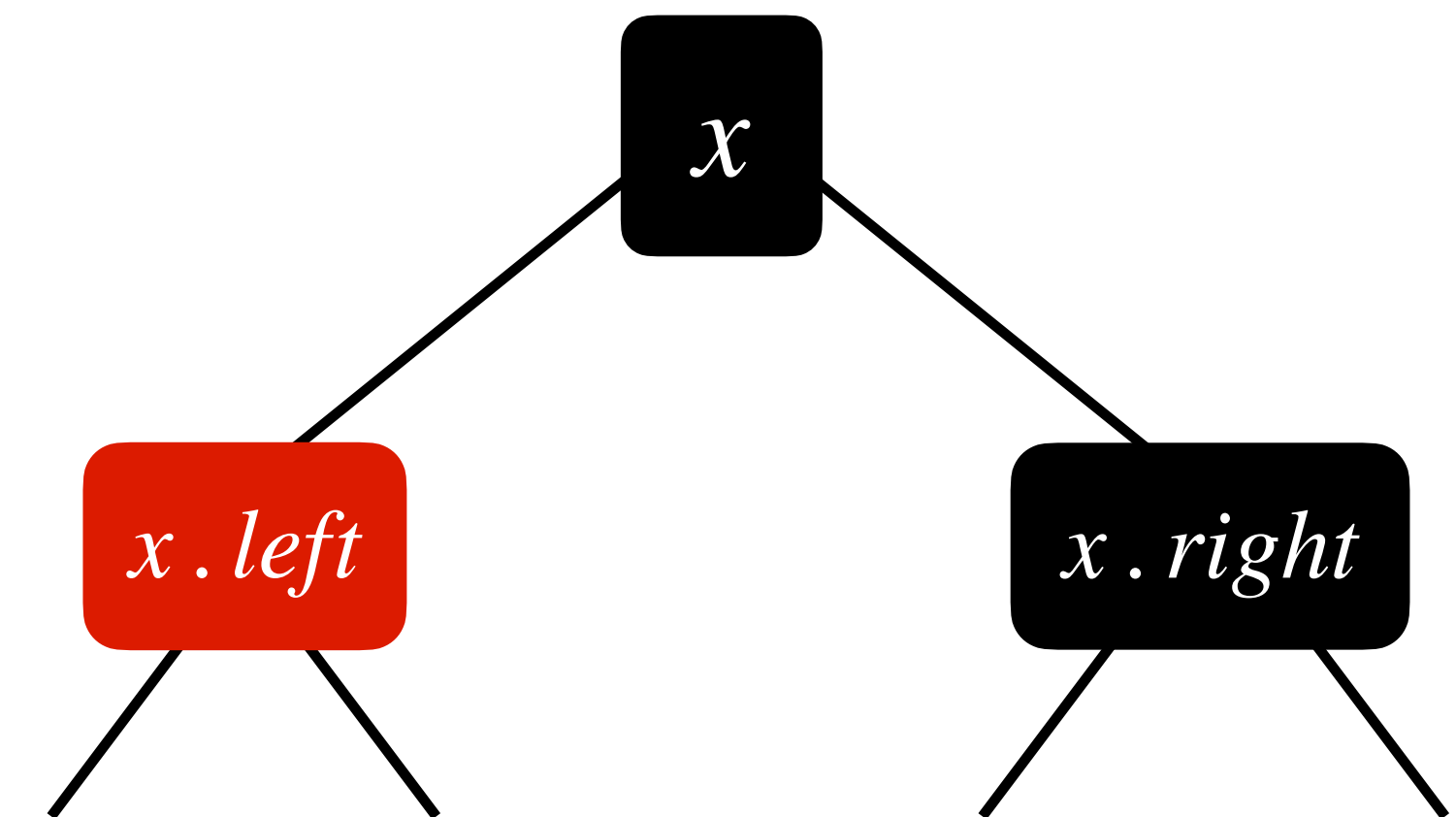
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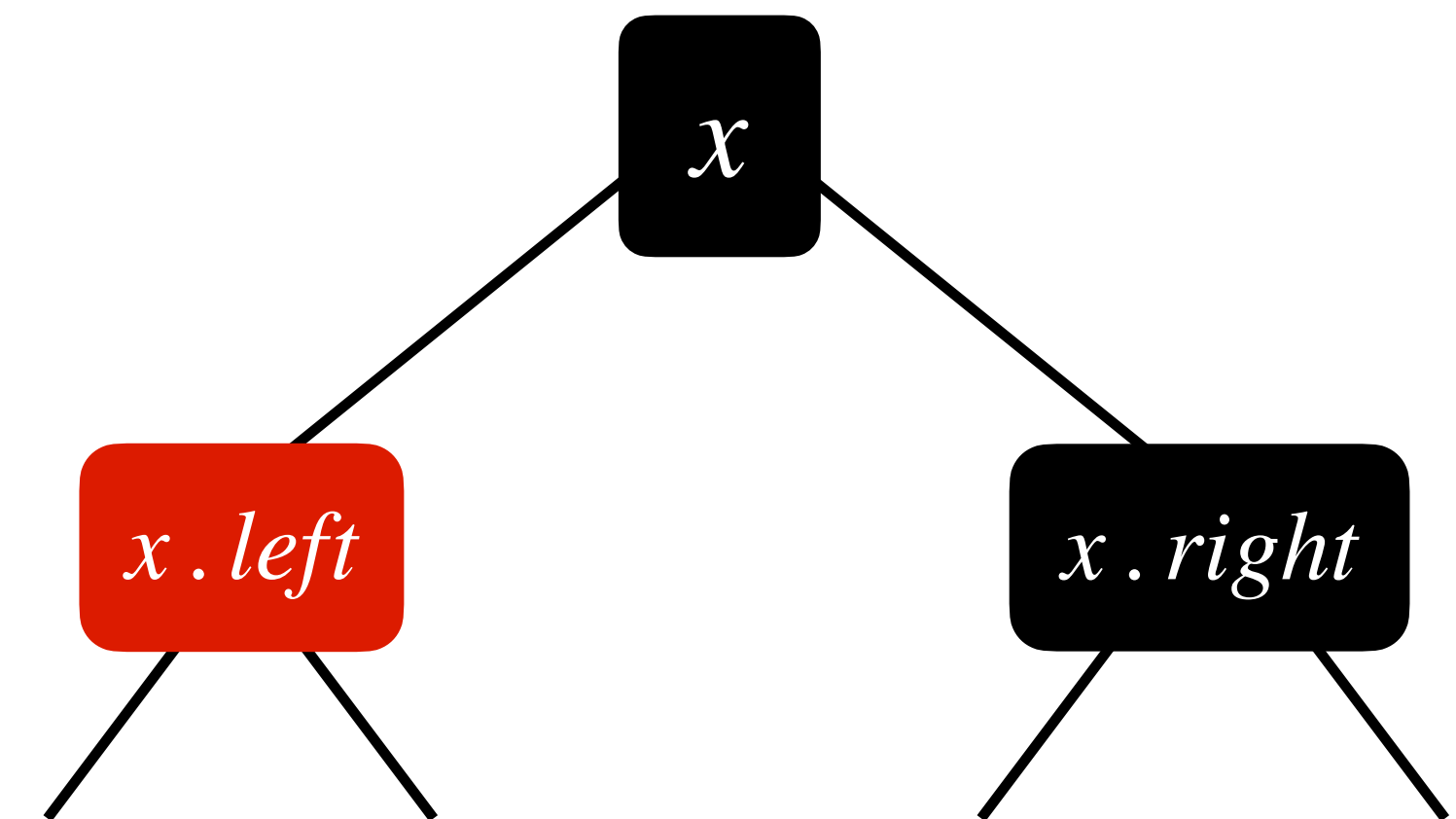


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Select(x, i):

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2. if $i == r$



Finding the Element with i th Rank

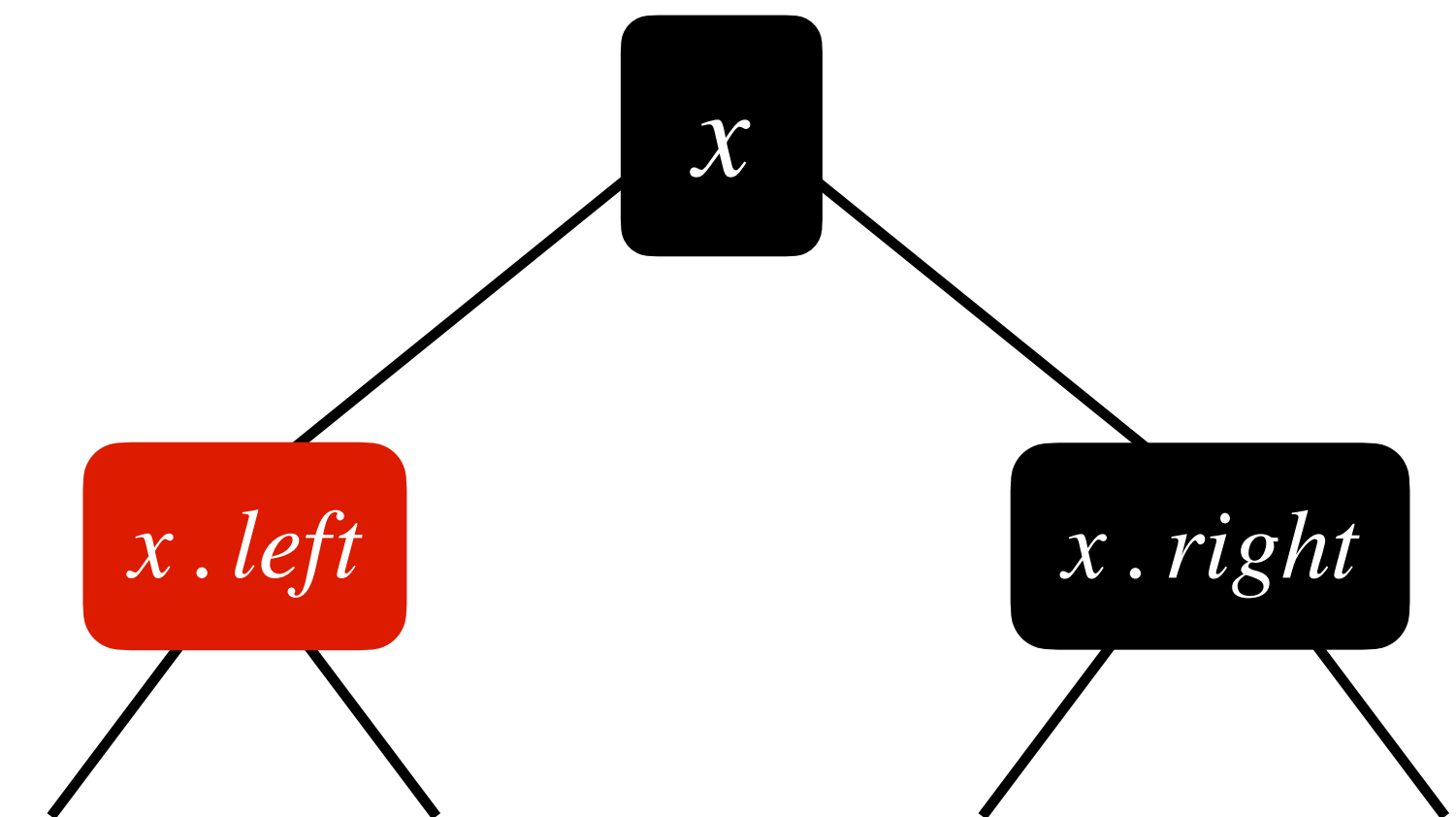
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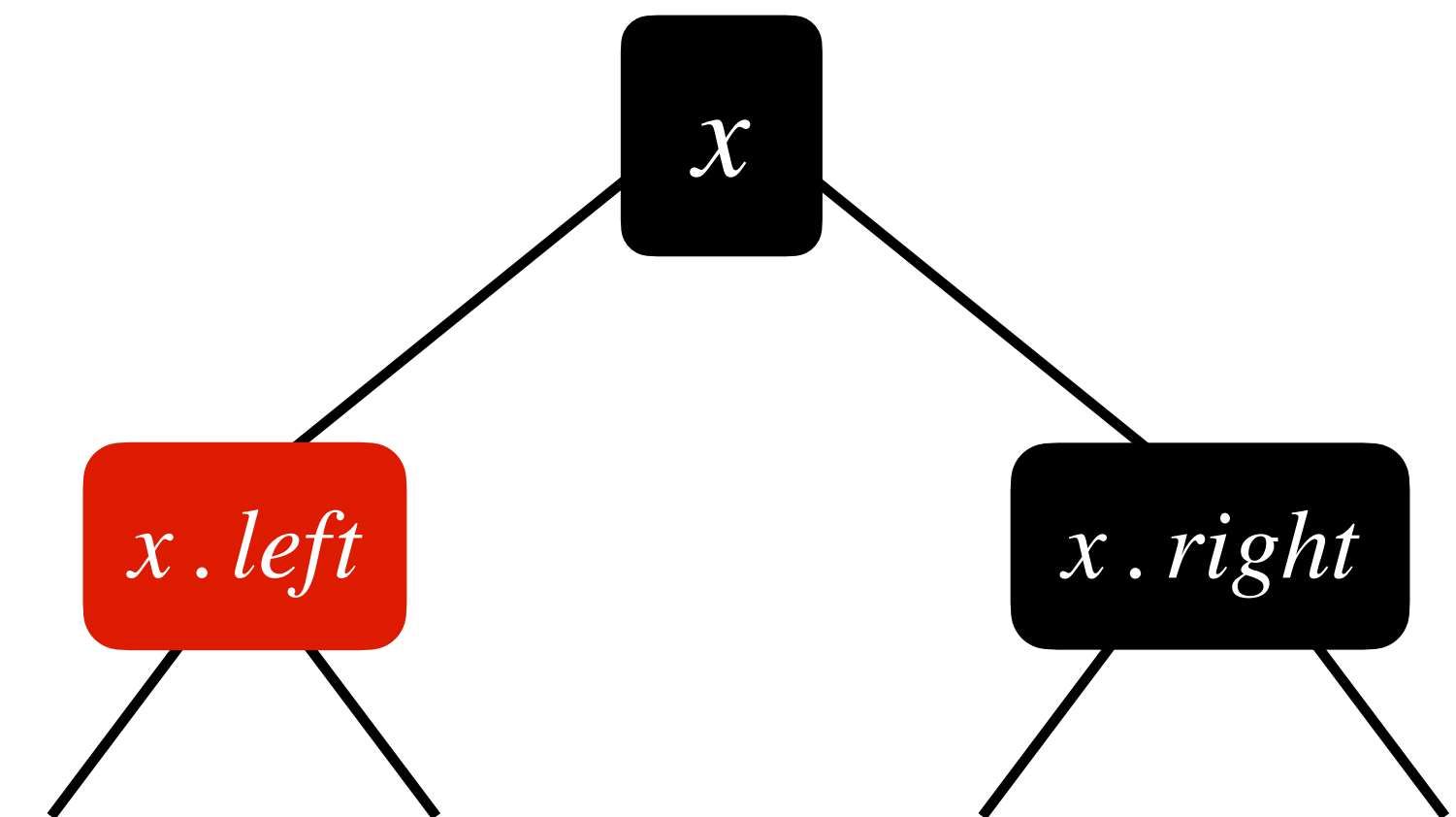
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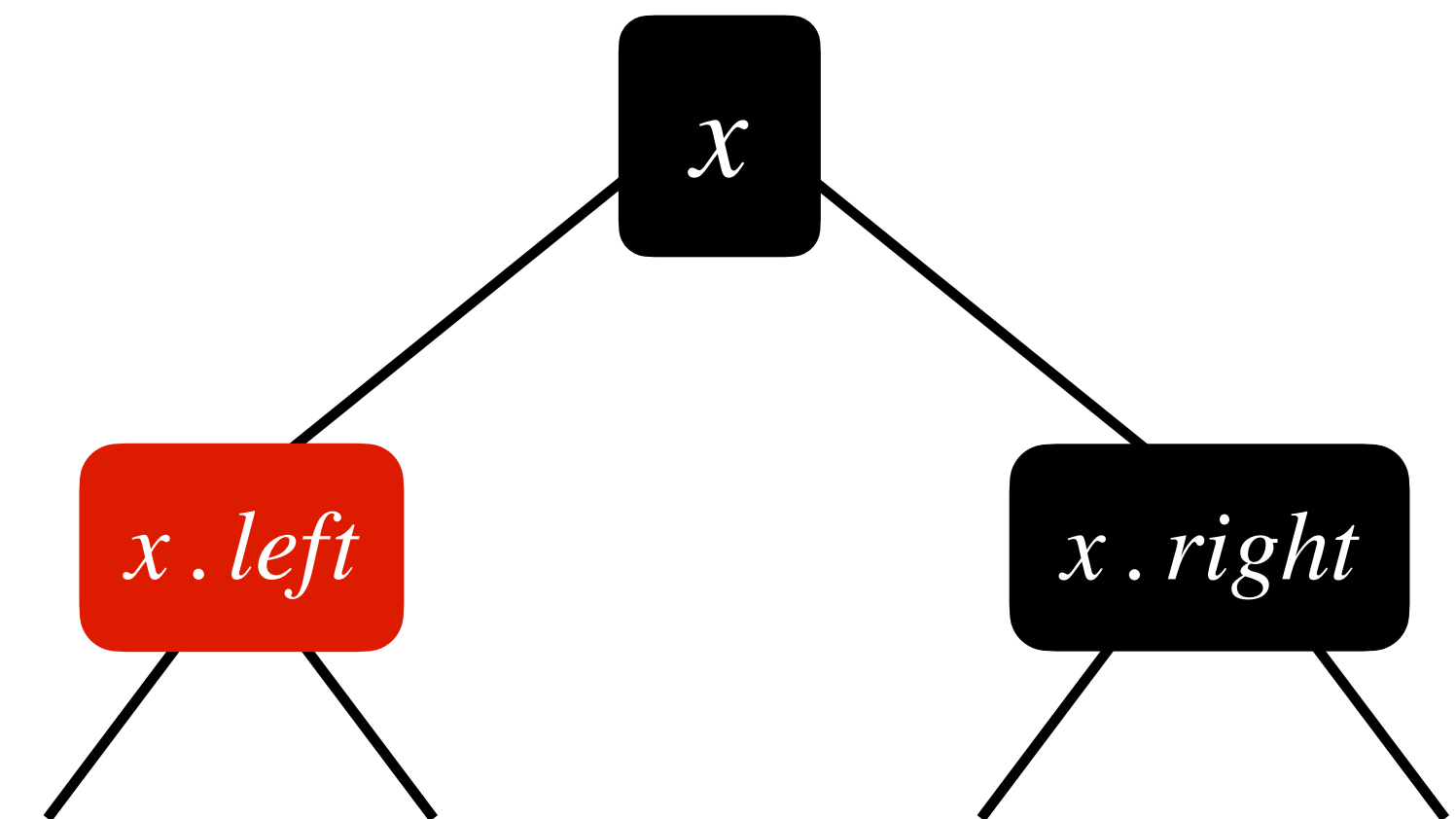


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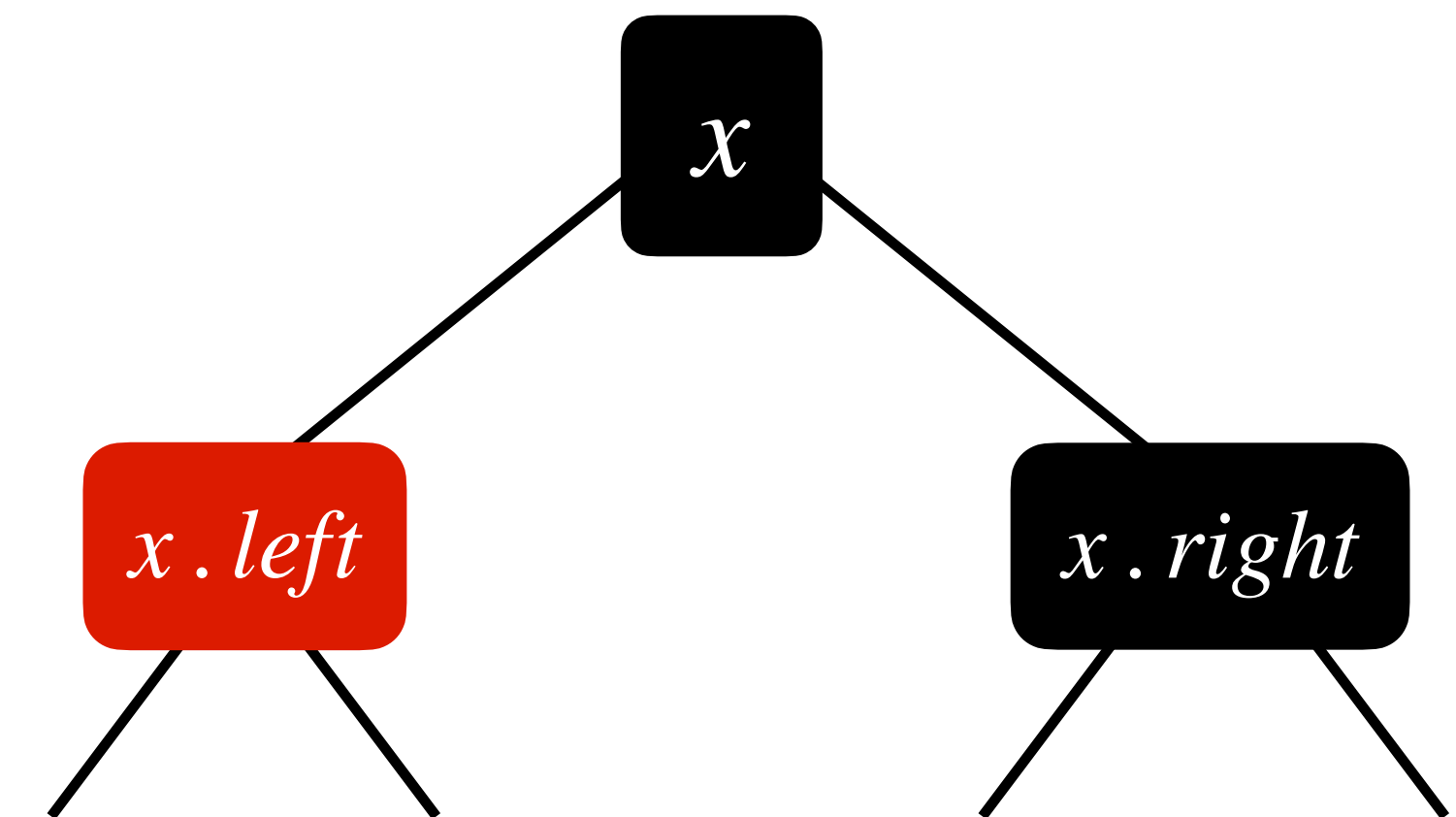
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Element with i th rank
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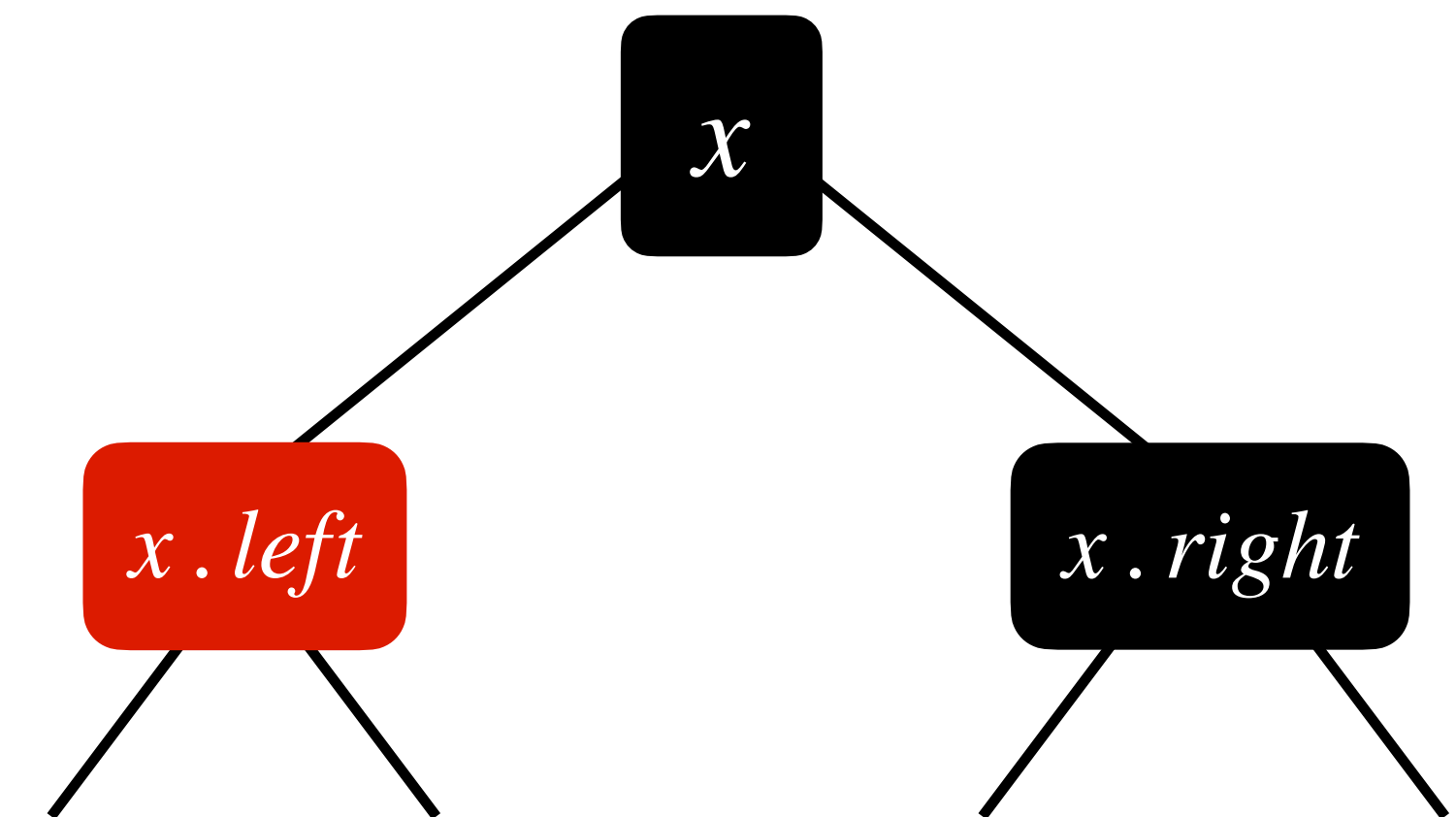
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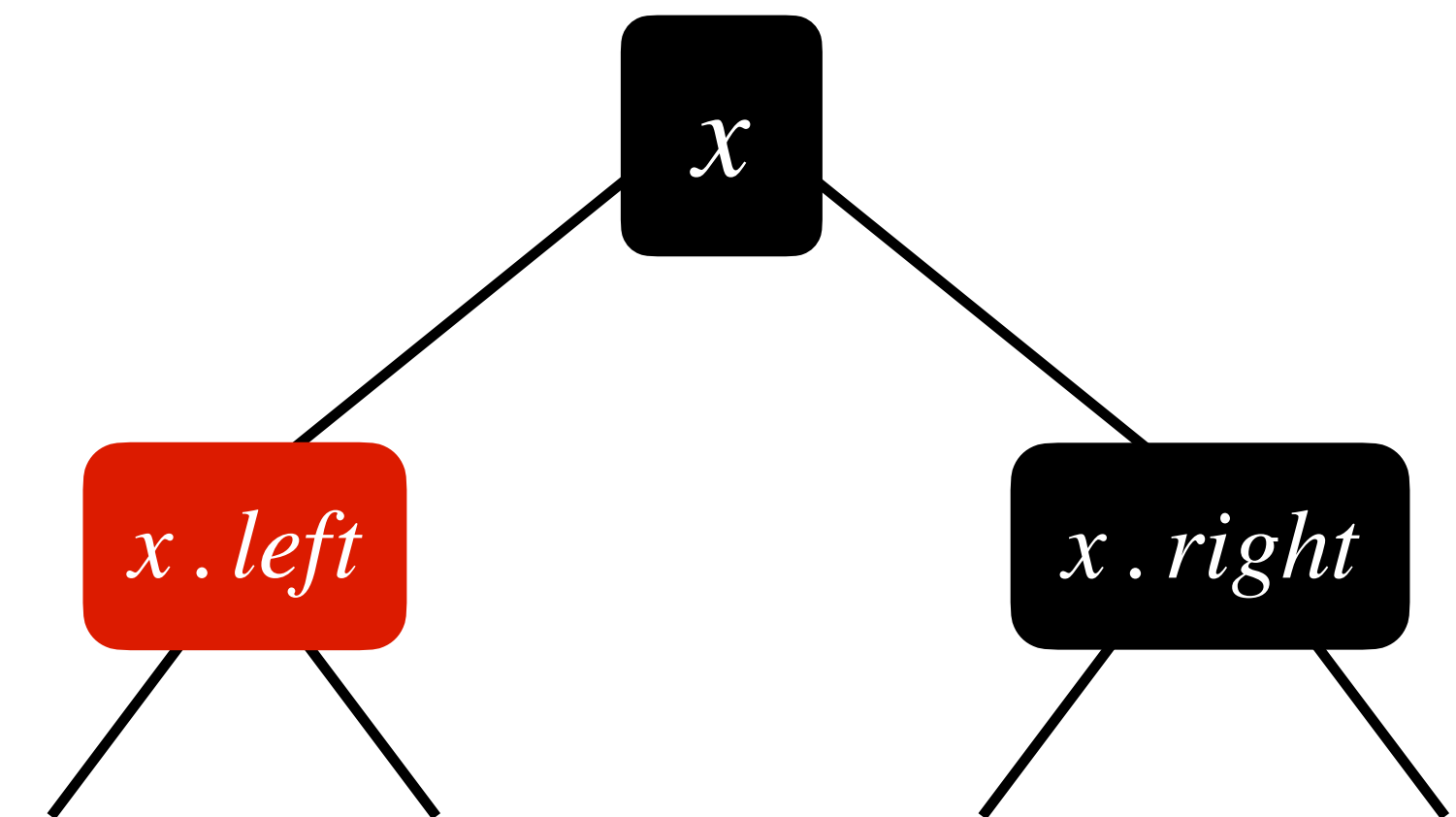
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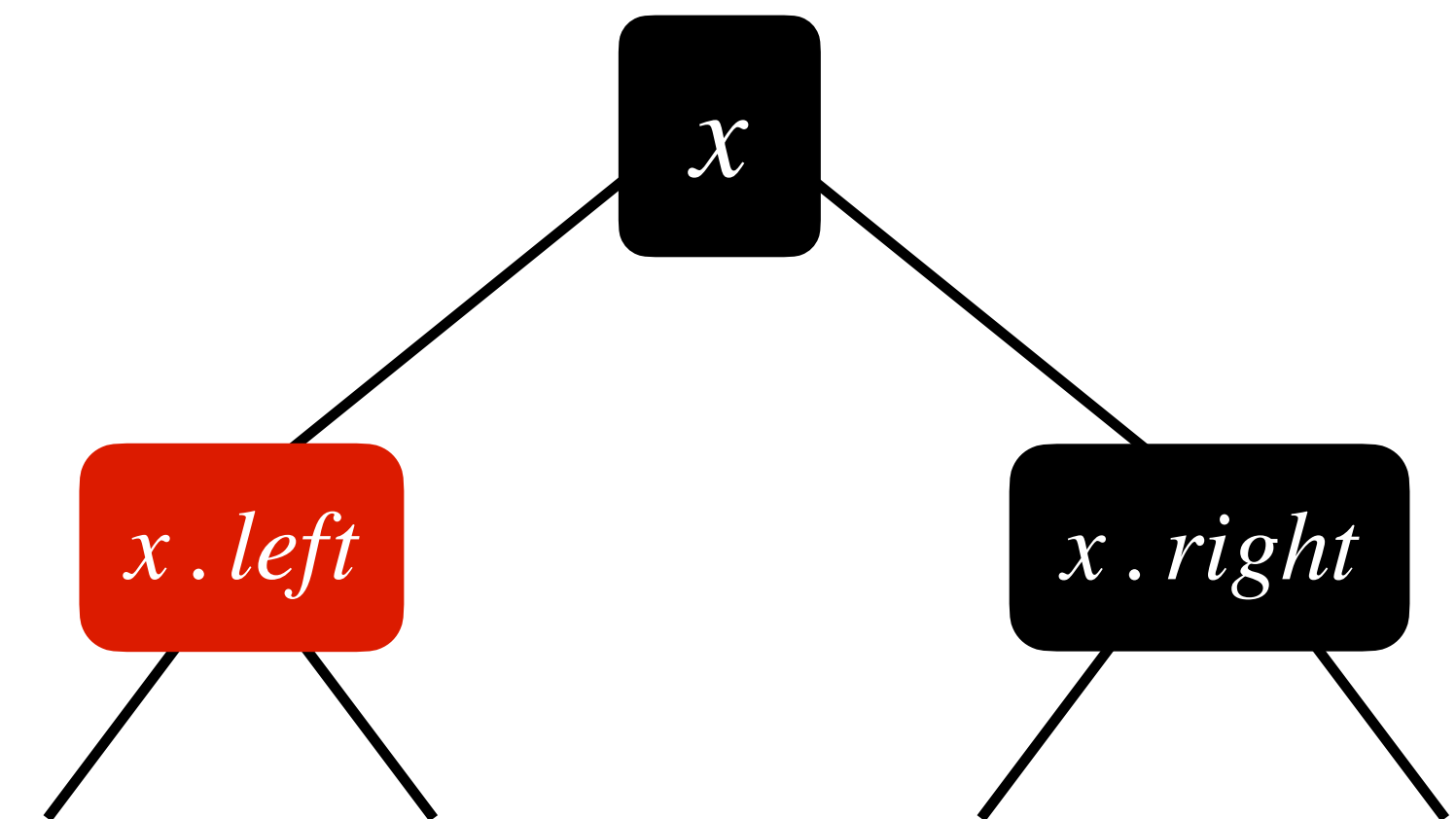


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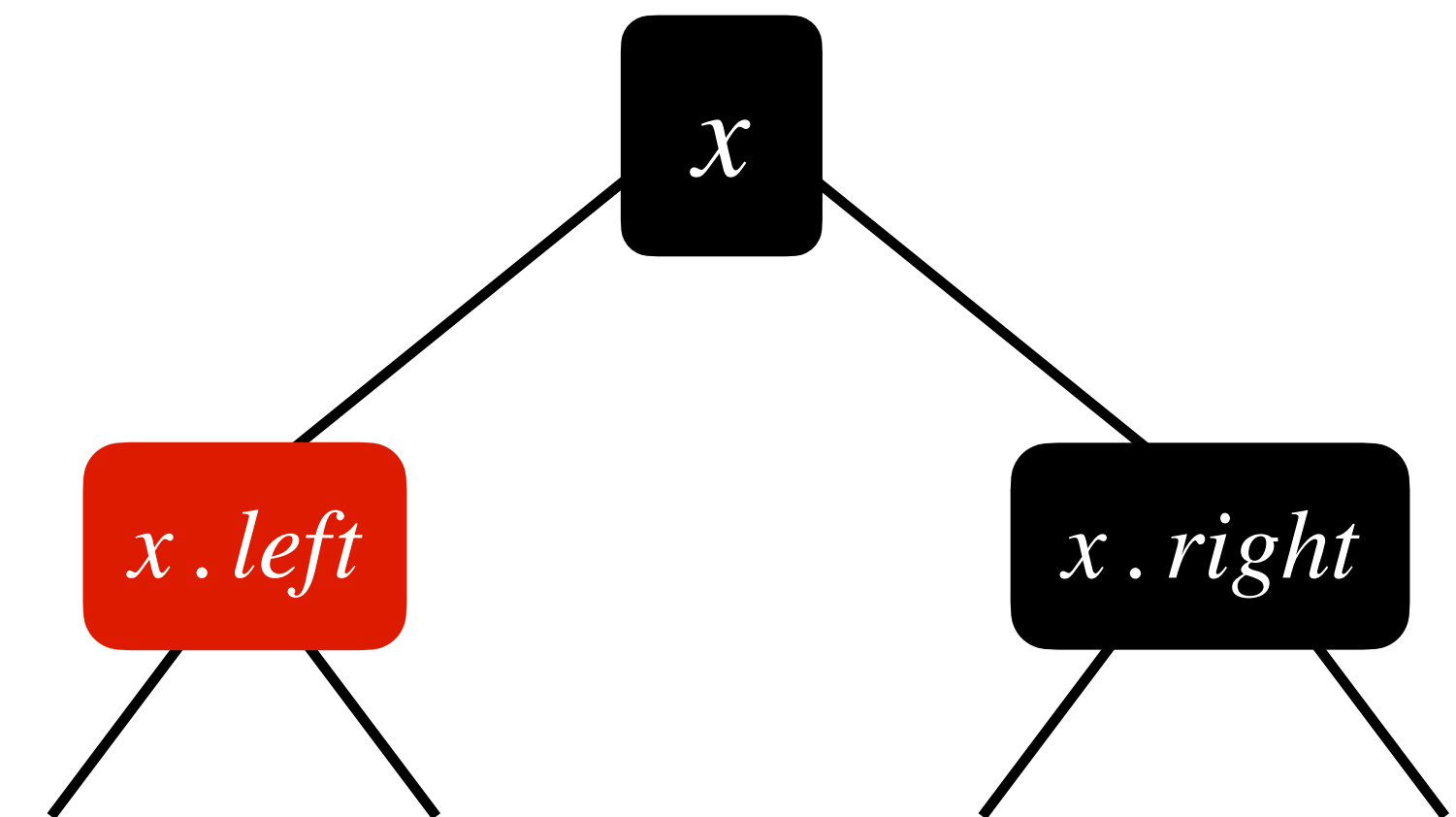
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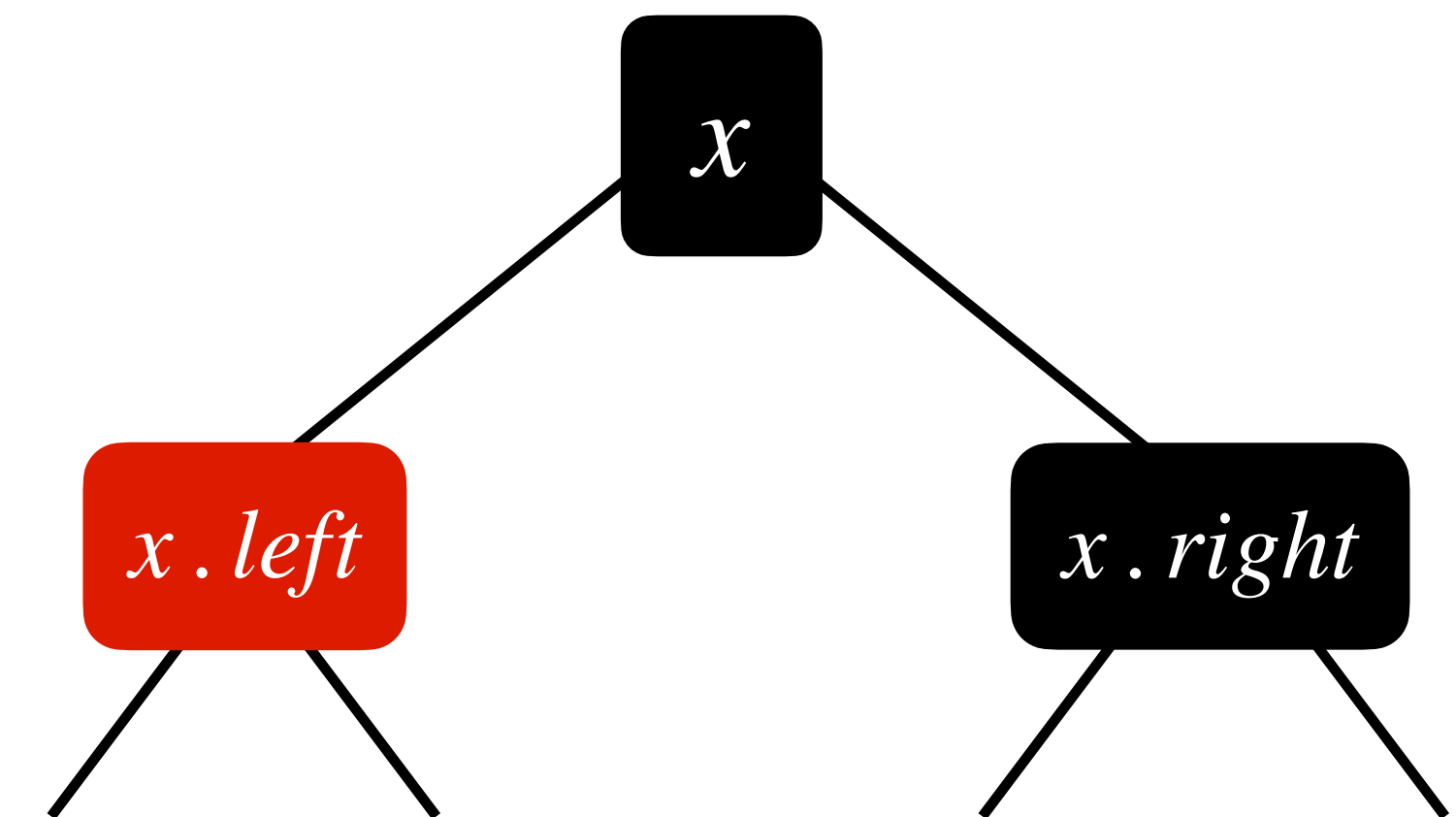
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Element with i th rank
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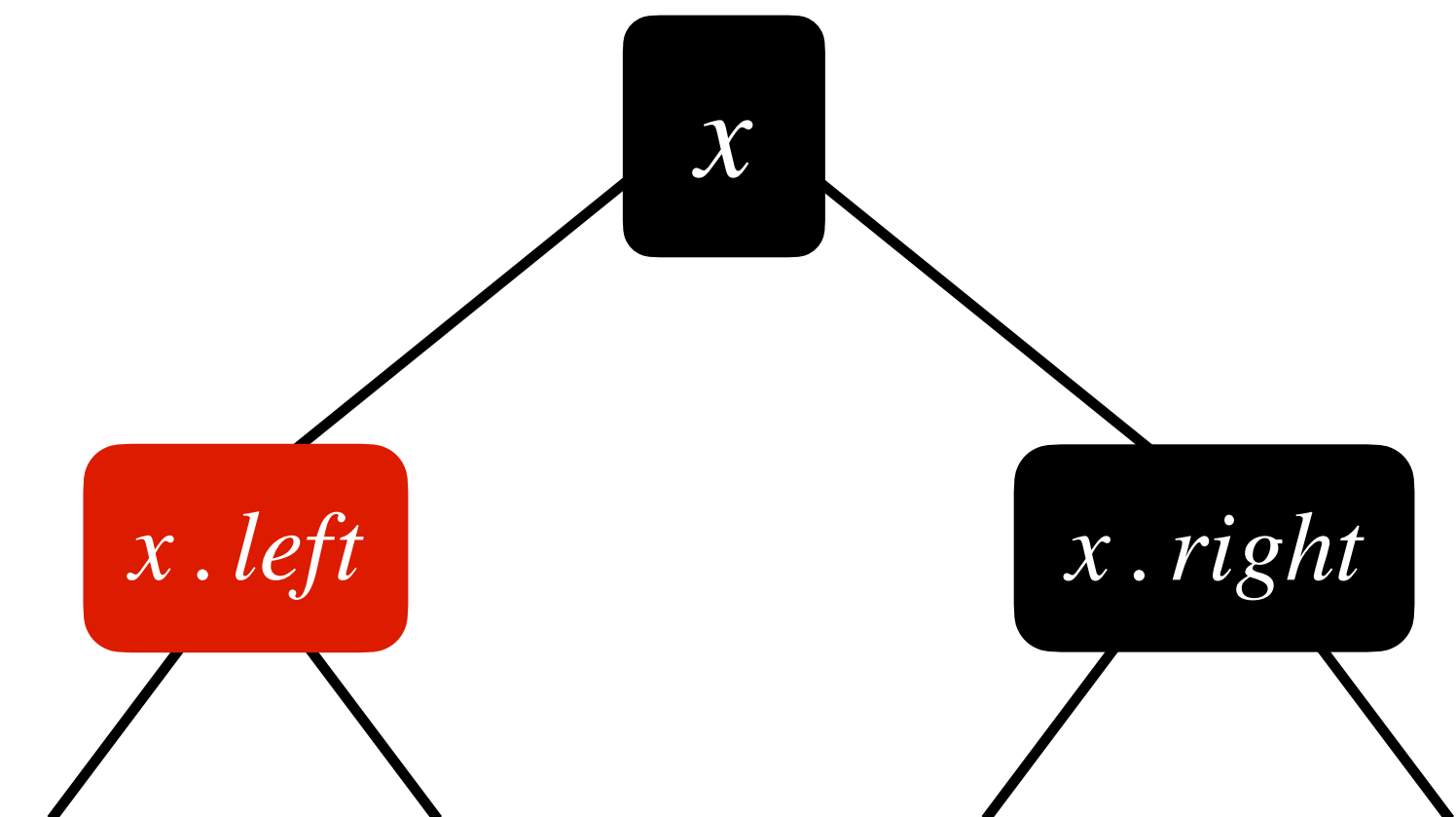
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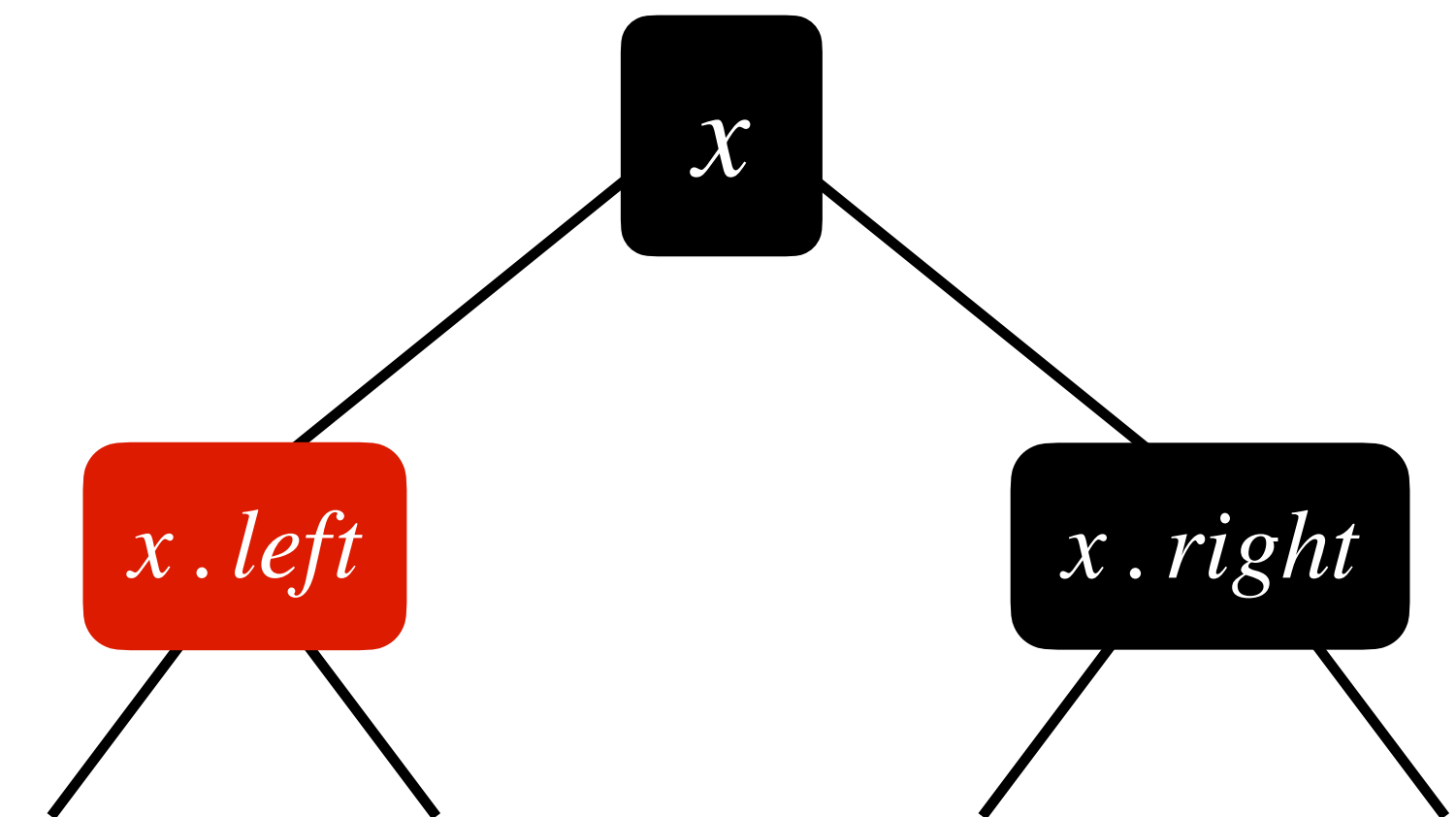


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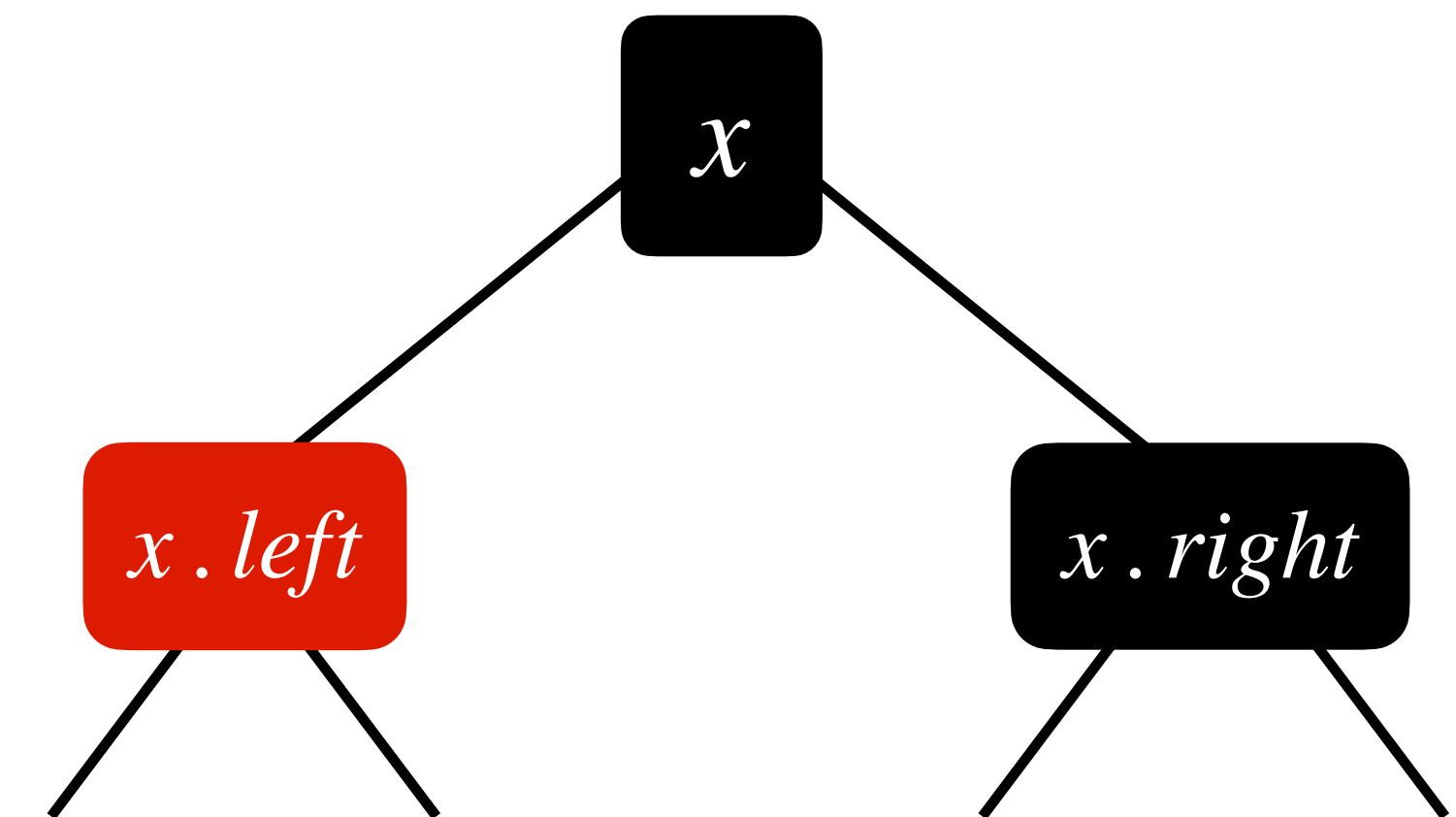


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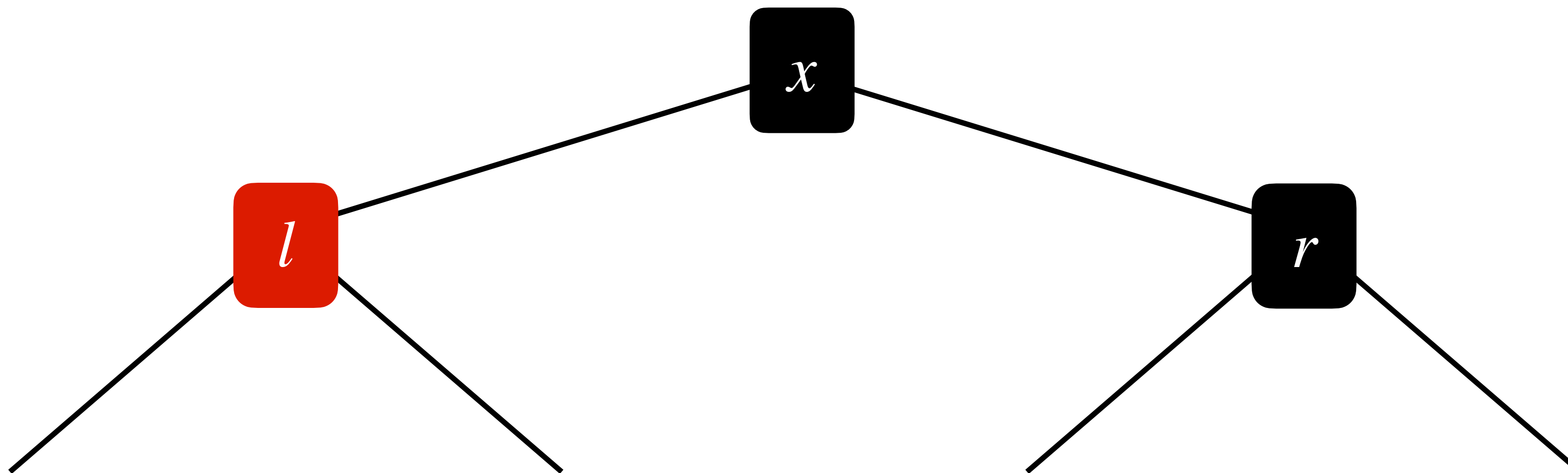
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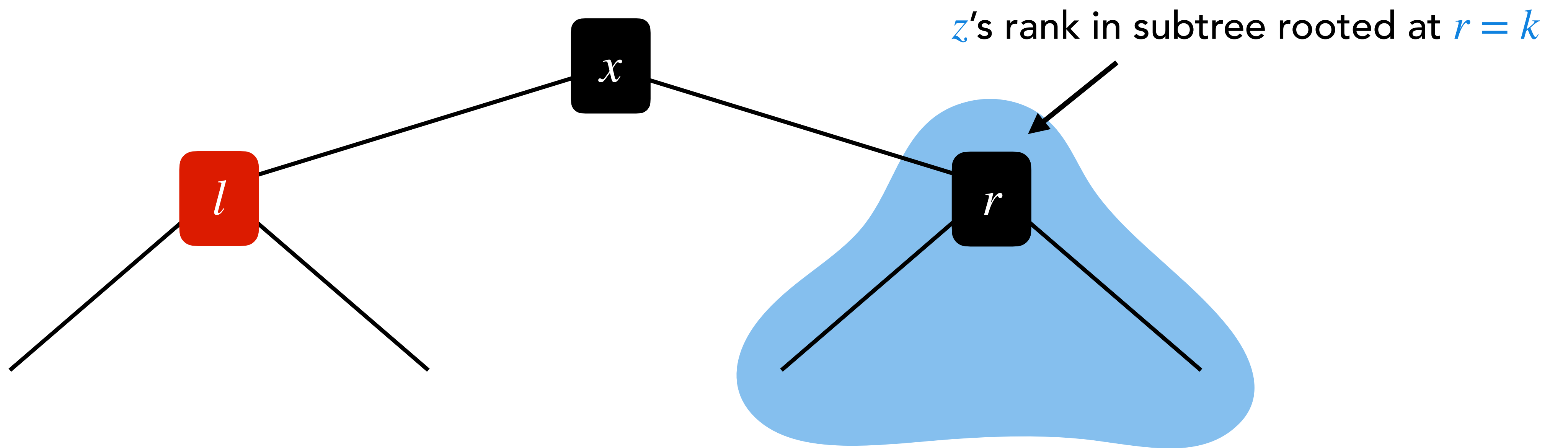


Time Complexity: $\Theta(h) = \Theta(\log n)$ as with every recursive call algorithm goes one level down.

Finding The Rank of an Element

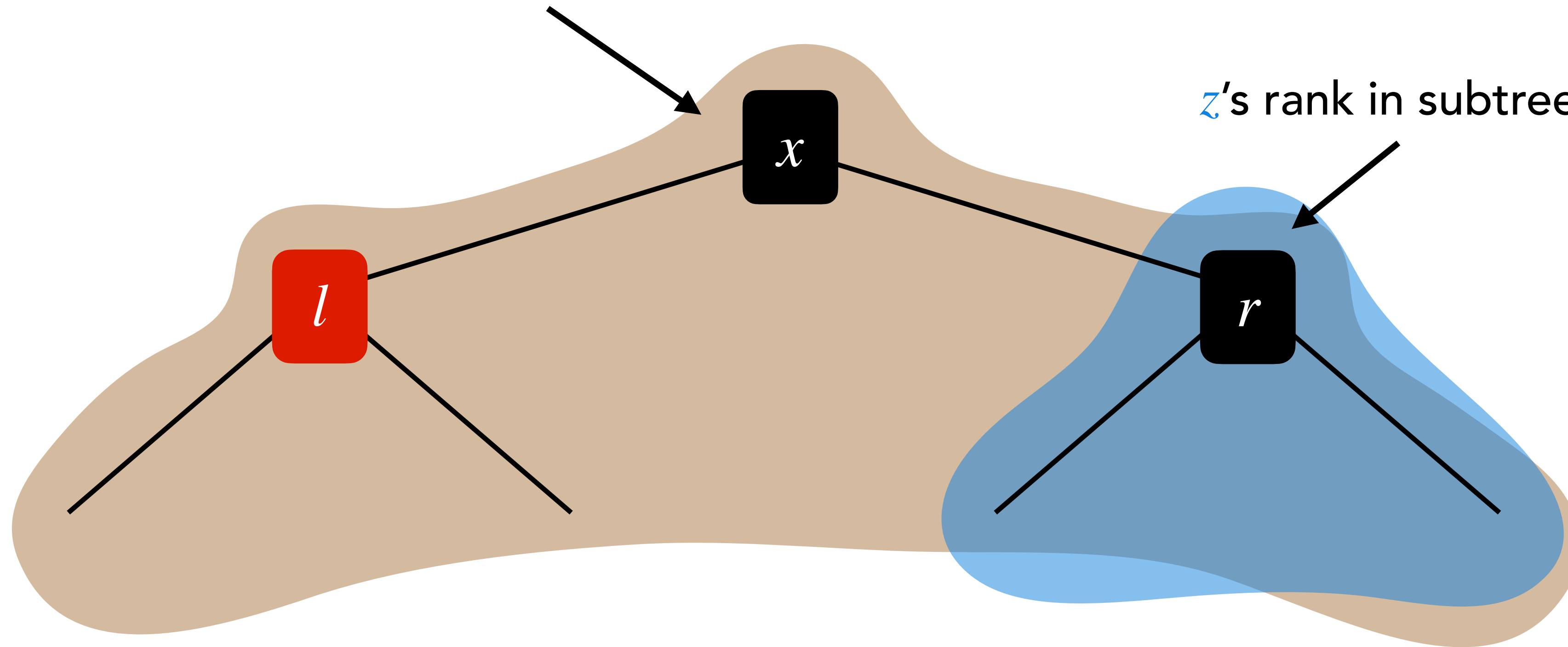


Finding The Rank of an Element



Finding The Rank of an Element

z 's rank in subtree rooted at $x =$

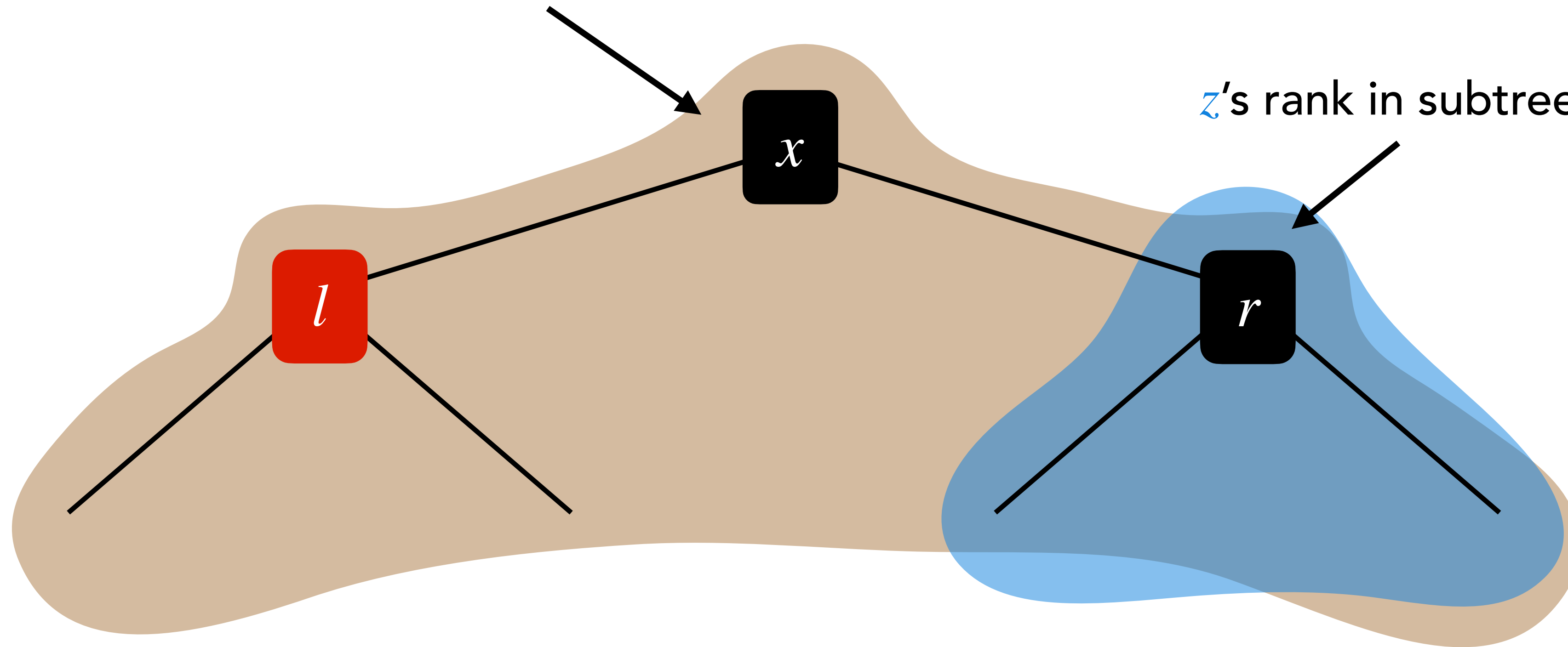


z 's rank in subtree rooted at $r = k$

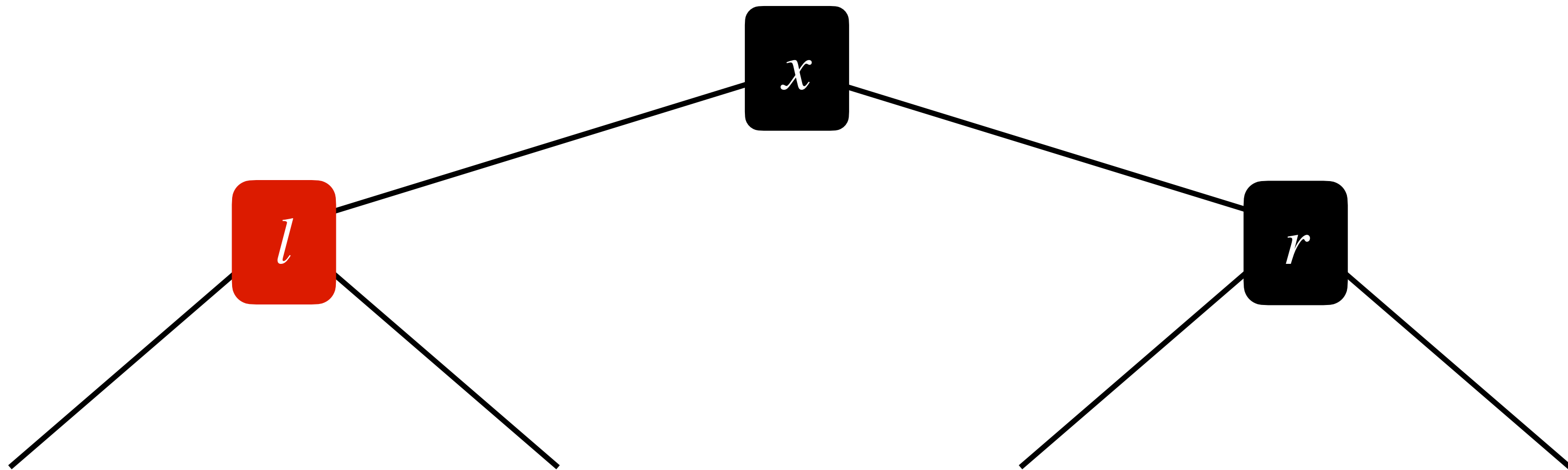
Finding The Rank of an Element

z 's rank in subtree rooted at $x = k + l.size + 1$

z 's rank in subtree rooted at $r = k$

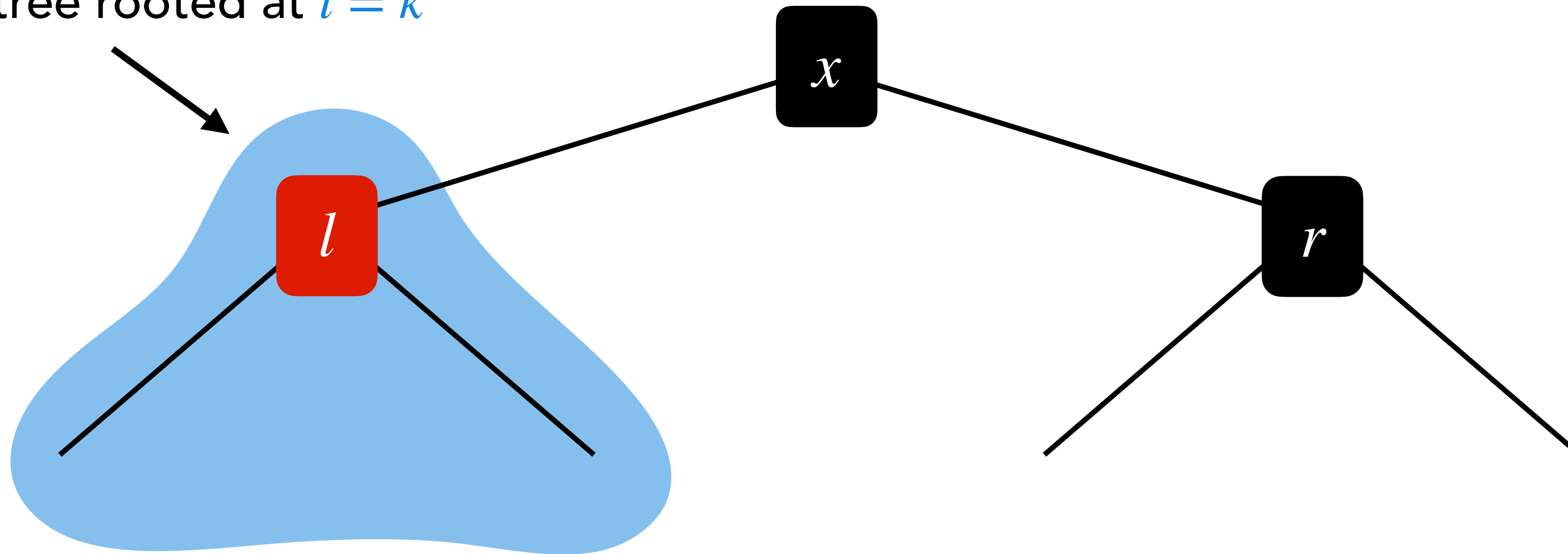


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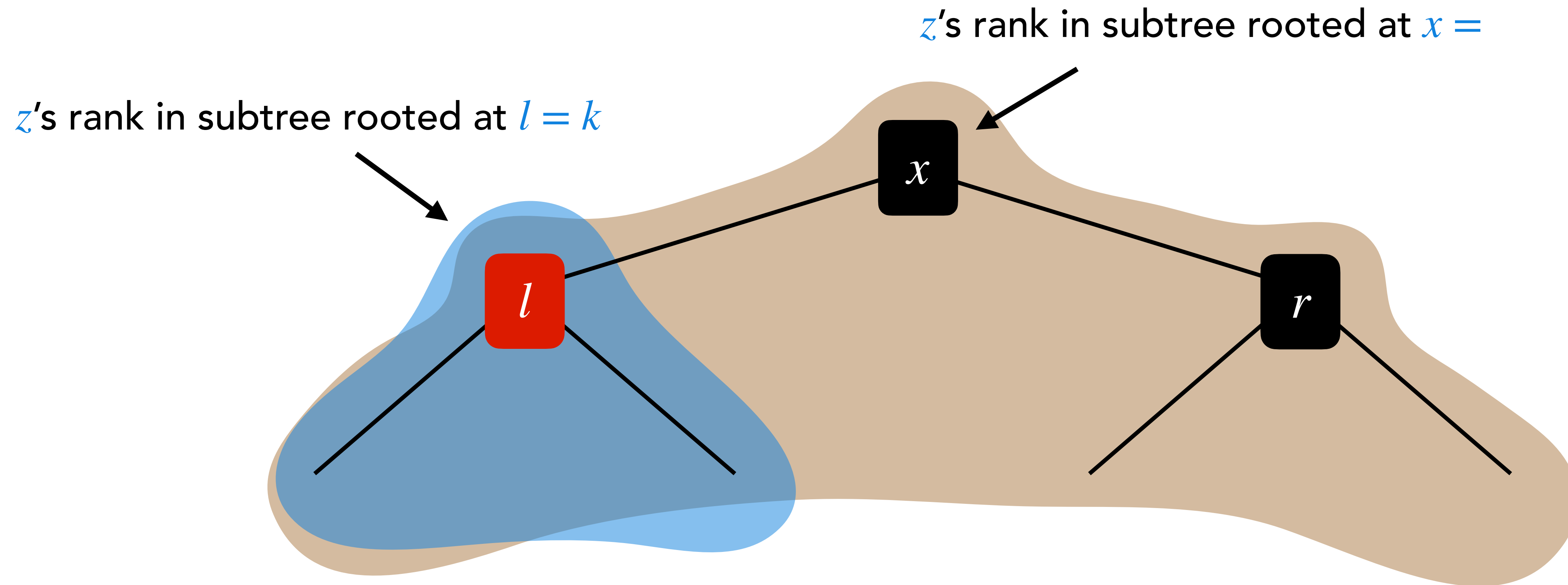


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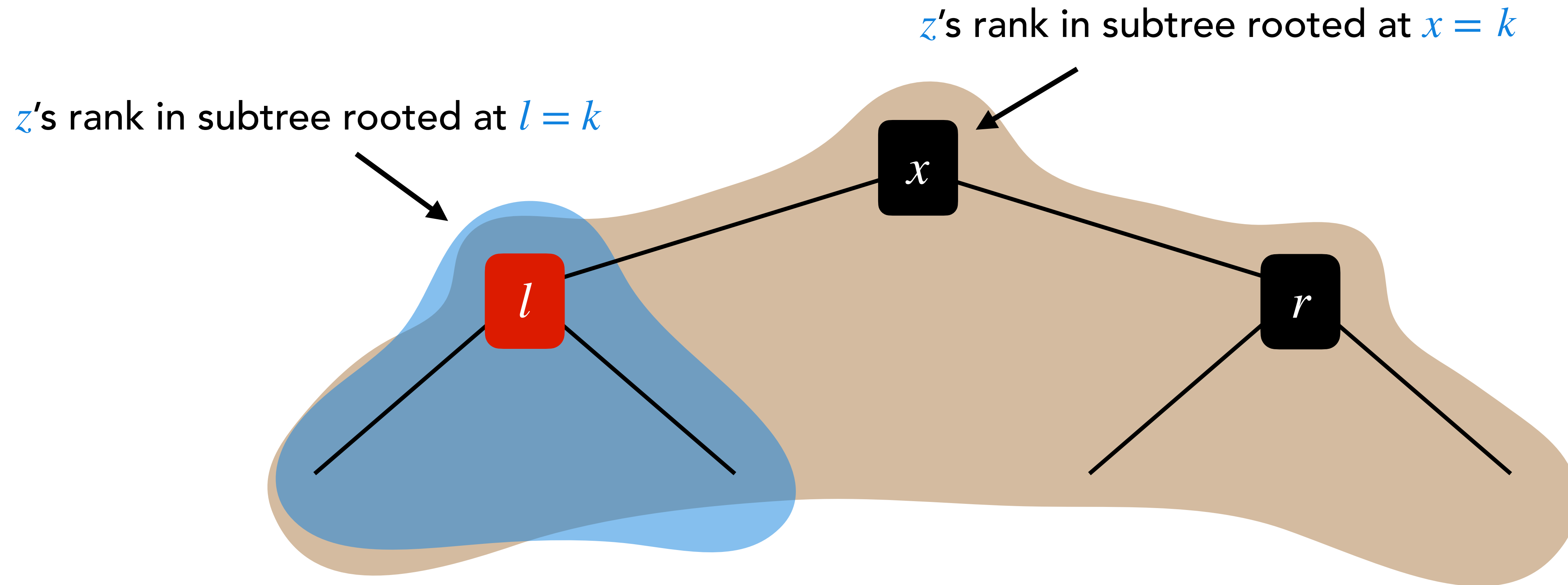
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Finding The Rank of an Element



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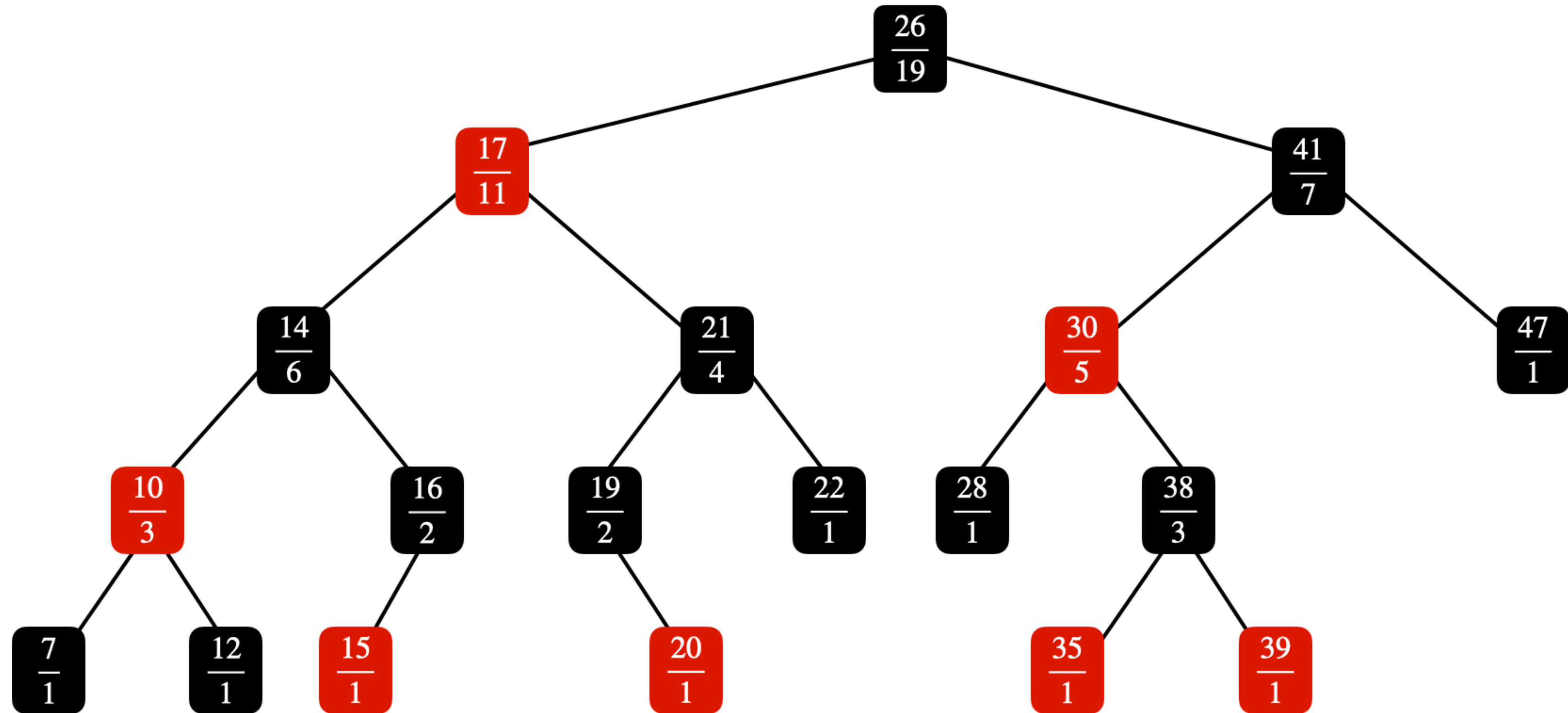
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Example: Find the rank of 38 in the below set or RB-tree.

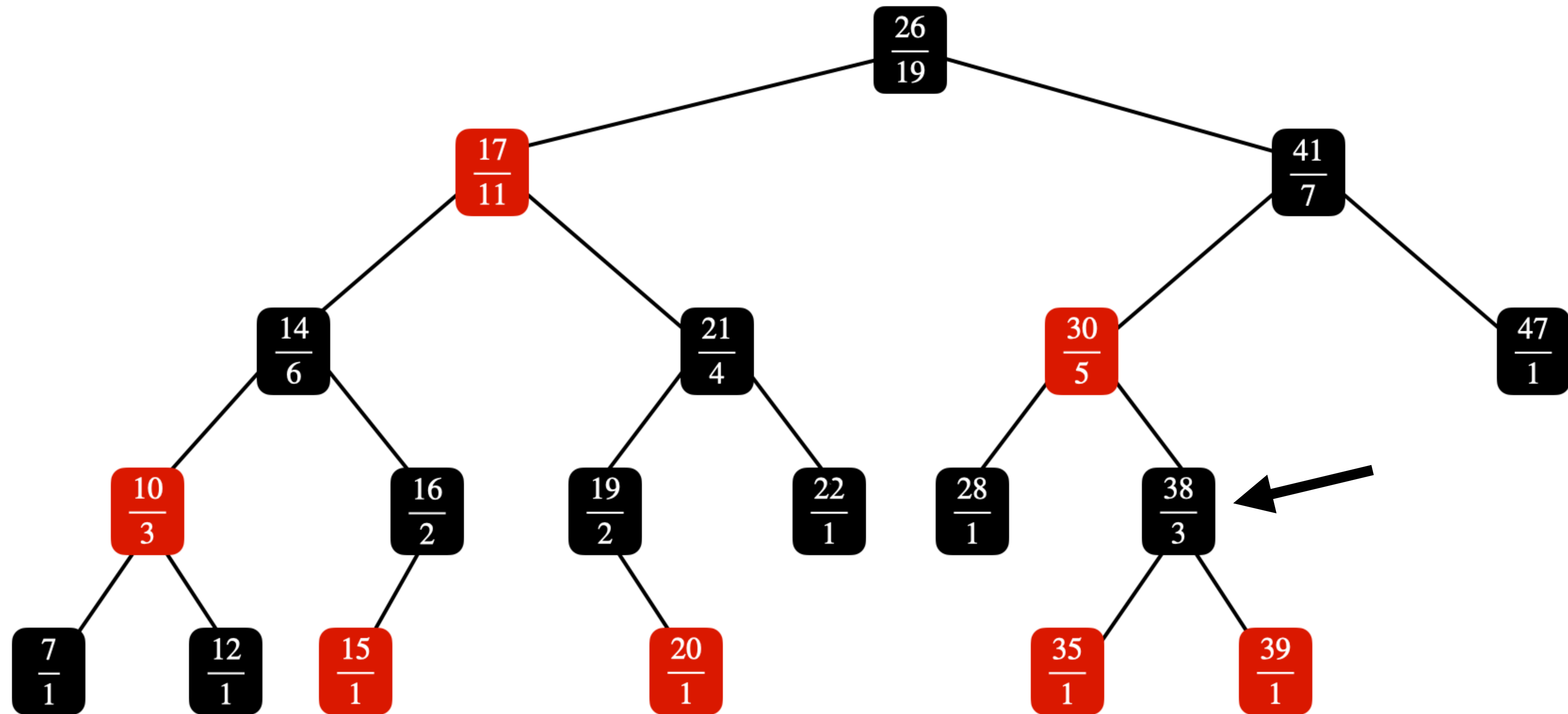
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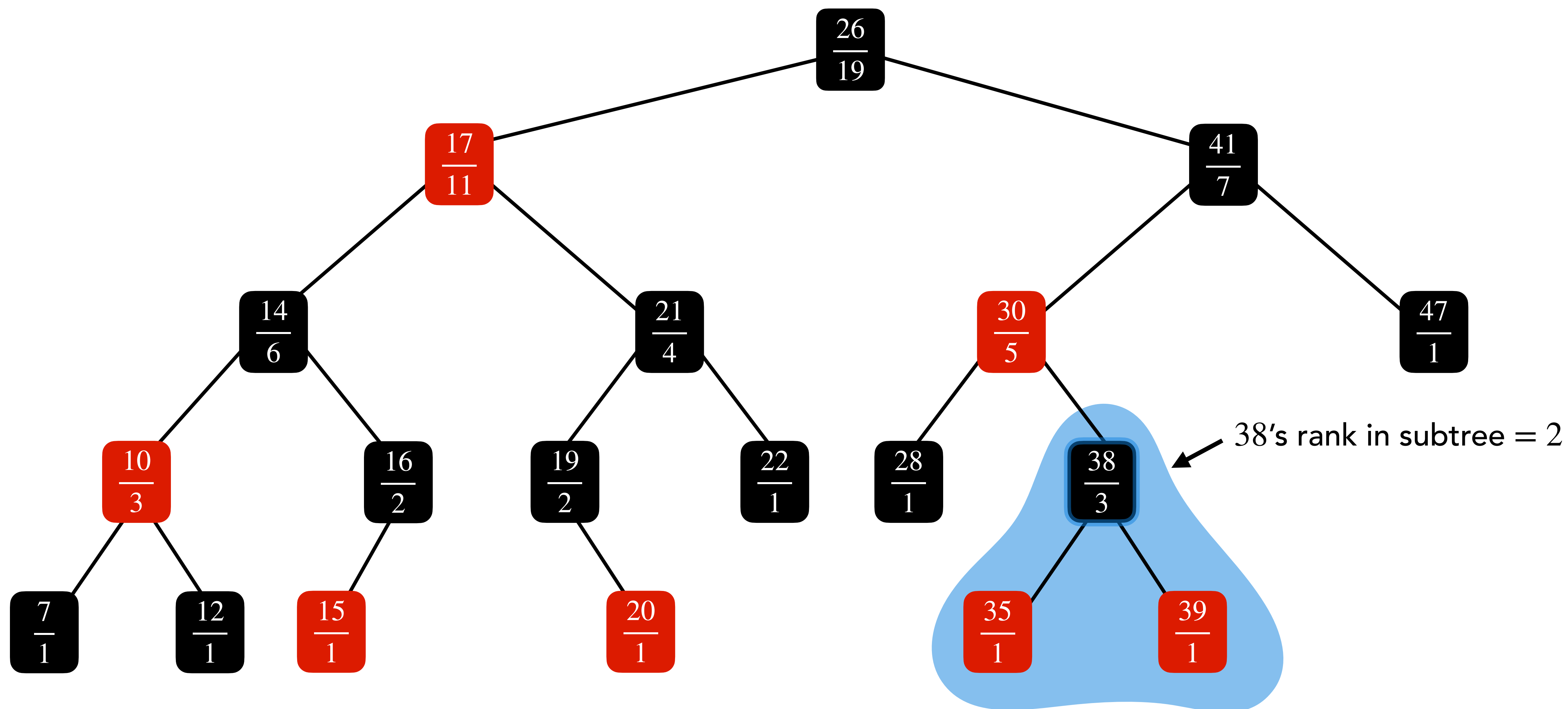


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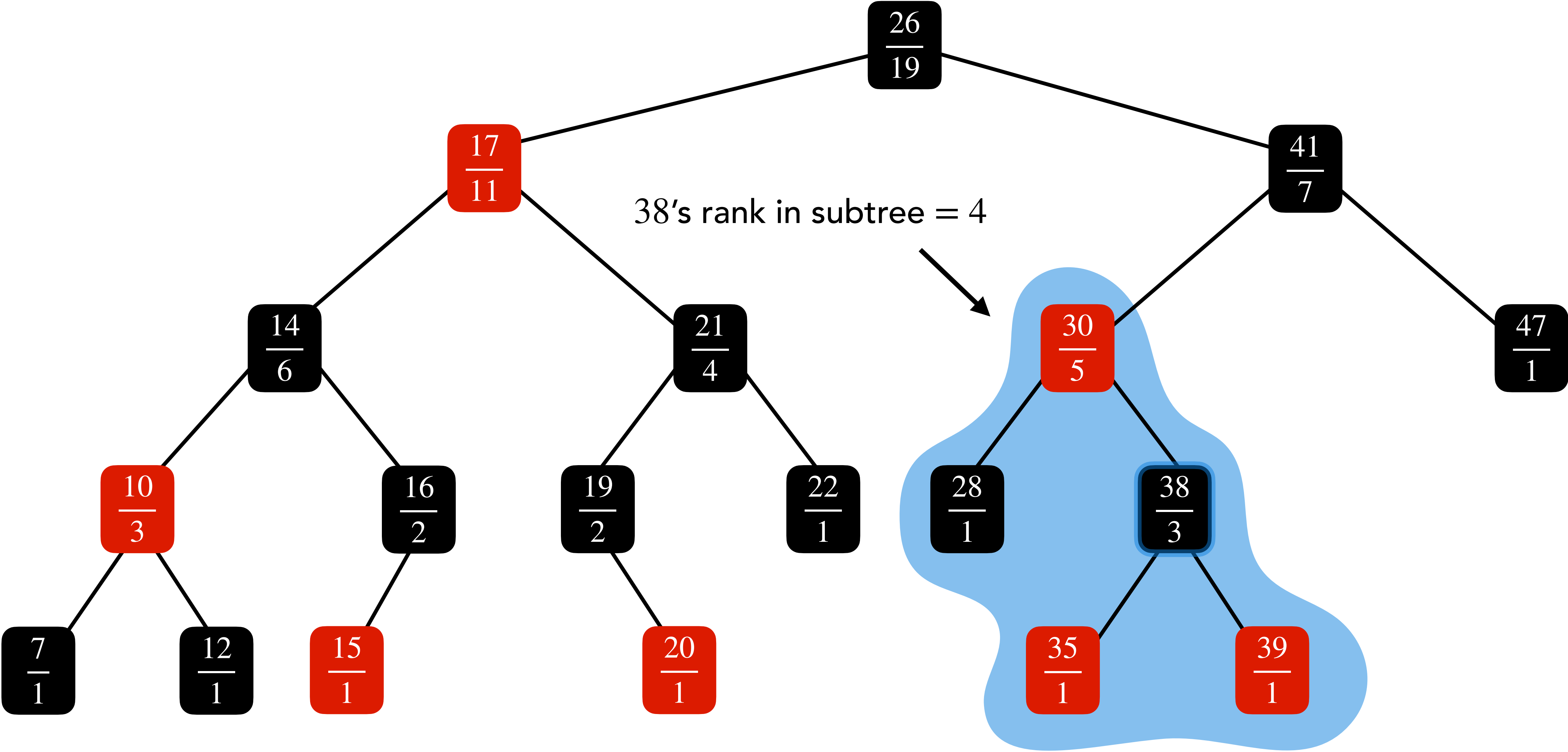
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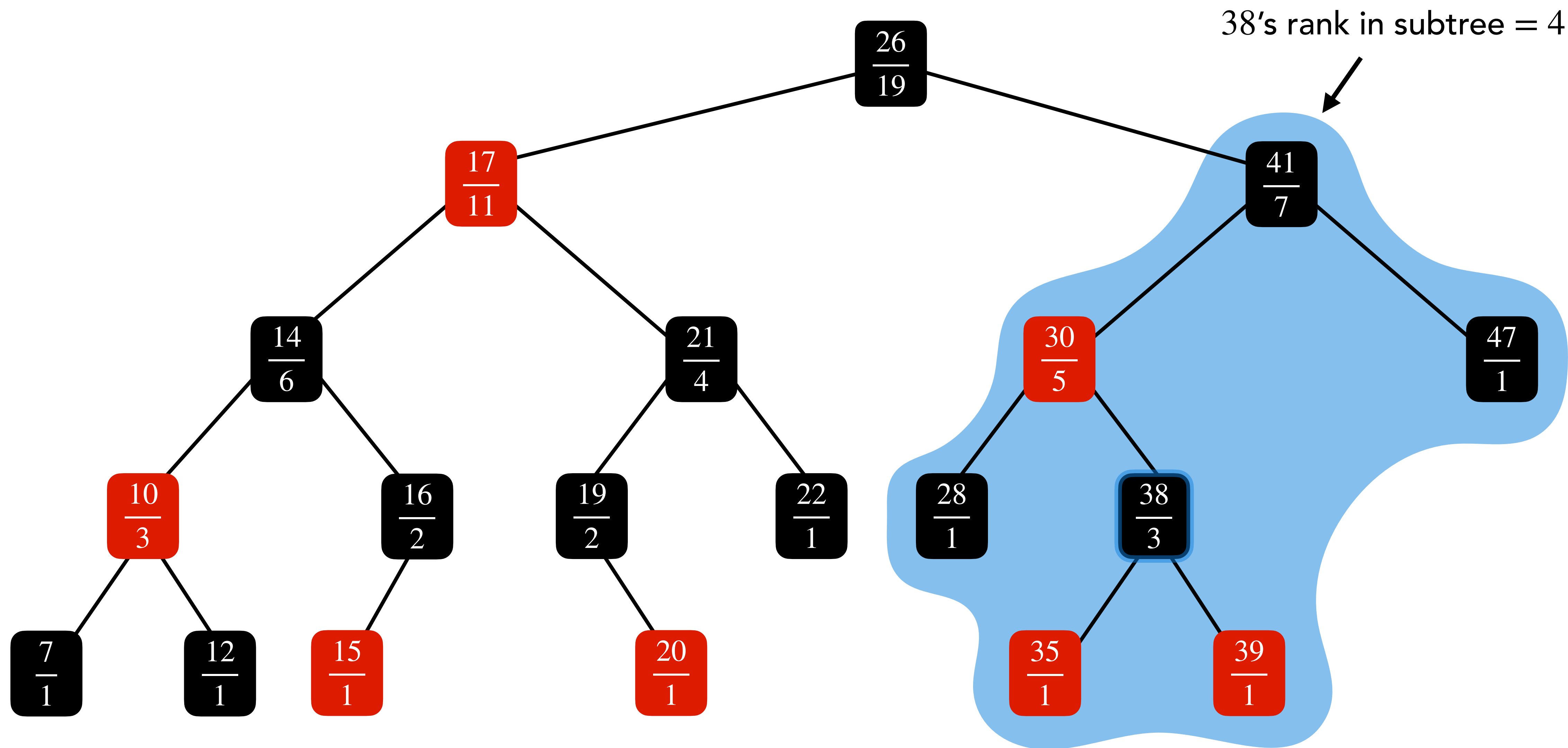
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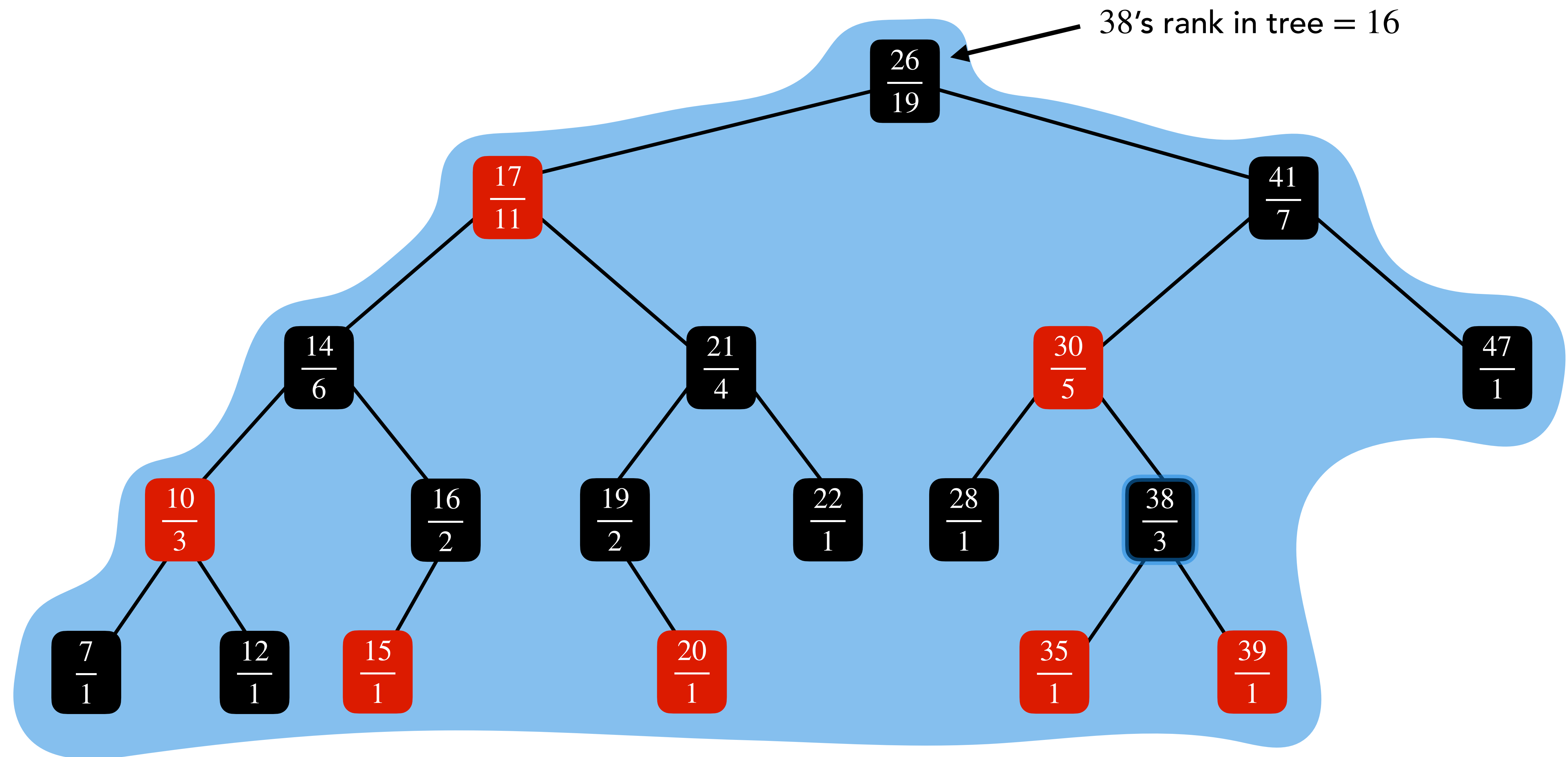
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x 's rank within the subtree rooted at x



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x 's rank within the subtree rooted at x



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To find the rank of an element x in T call **Rank**(T, x).

Rank(T, x):

1. $r = x.left.size + 1$
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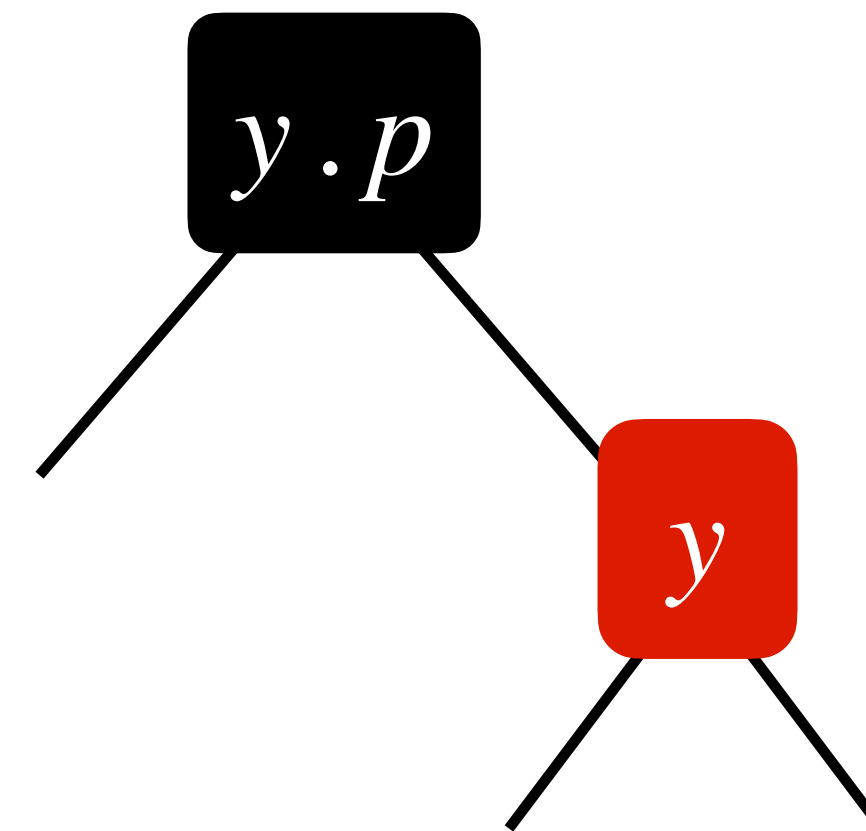
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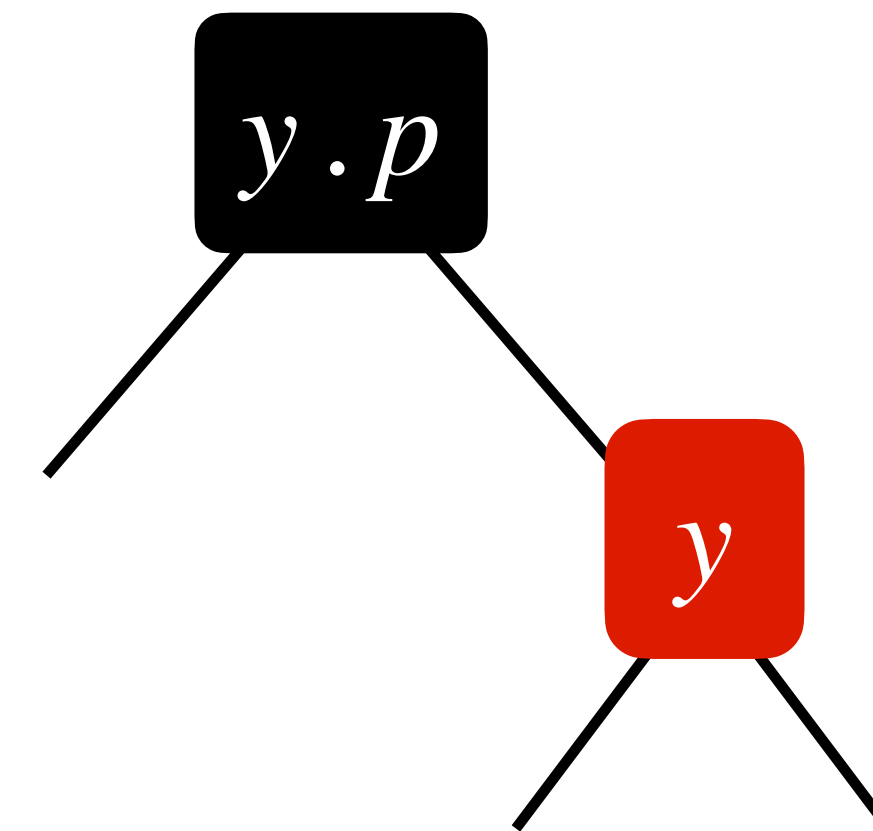
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Updating y 's rank when y is the right child of its parent.

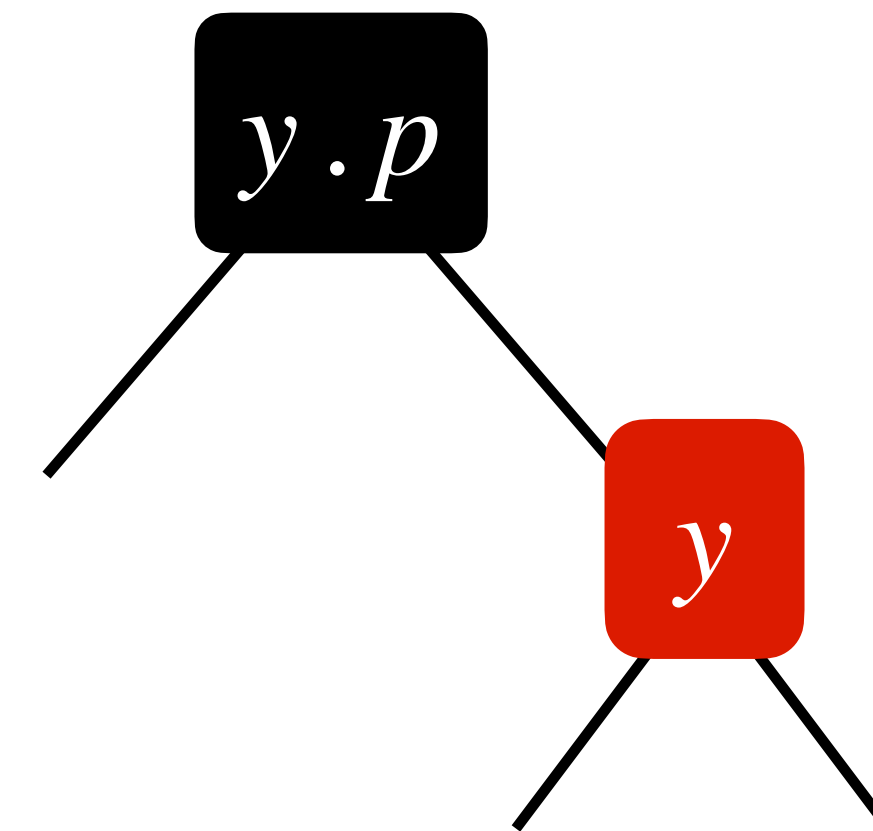
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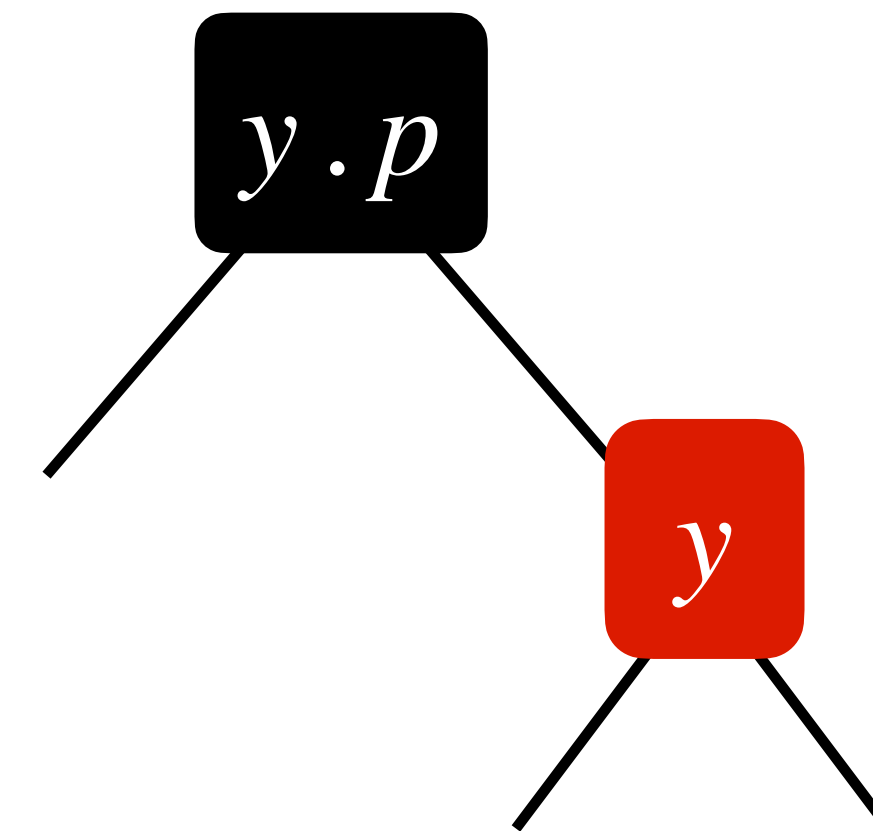
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5. $r = r + y.p.\text{left}.\text{size} + 1$

x 's rank within the subtree rooted at x



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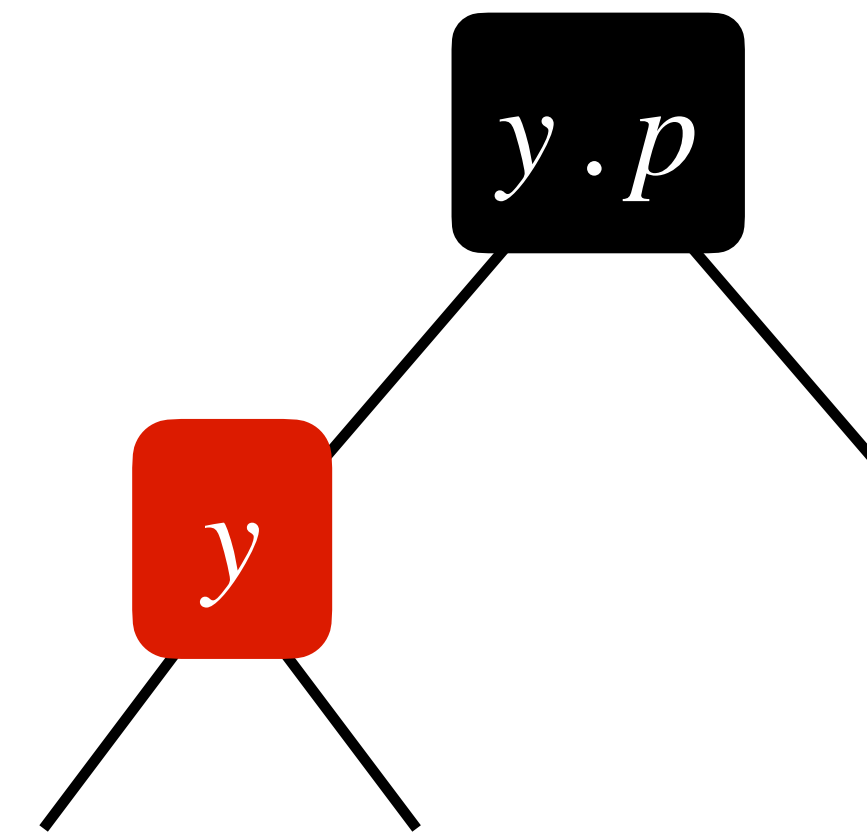
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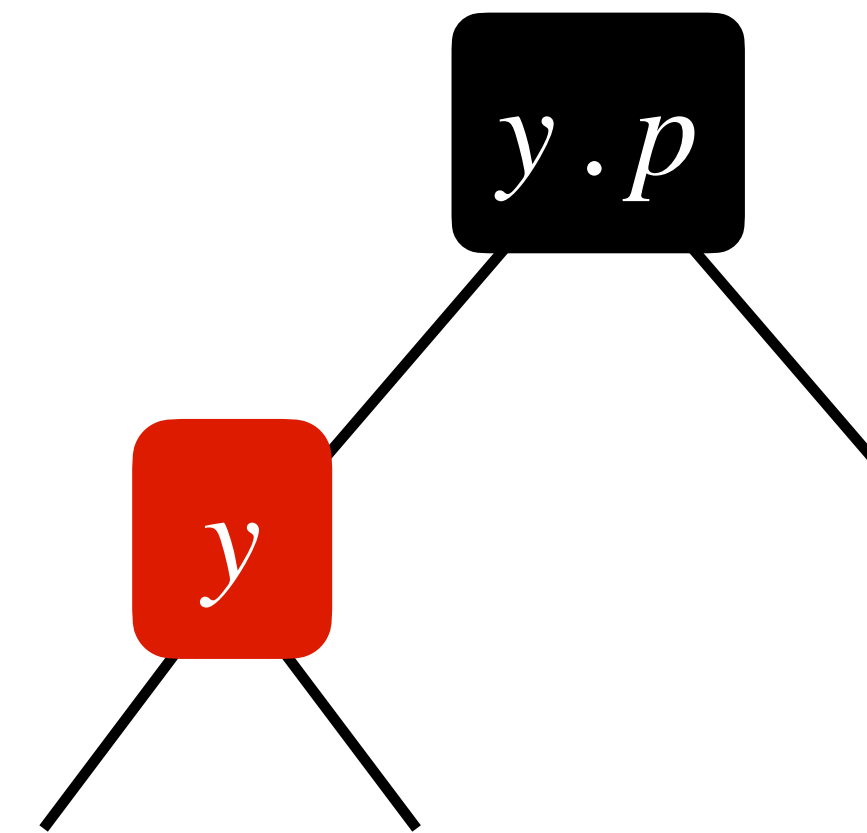
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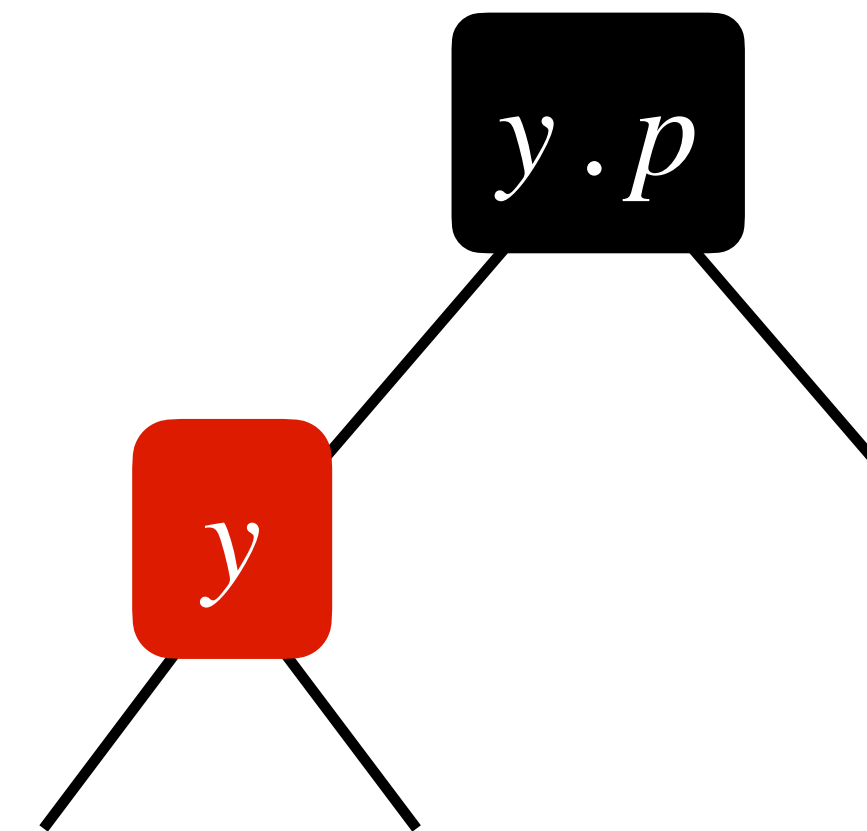
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5.      $r = r + y.p.left.size + 1$ 
6.    $y = y.p$ 
7. return  $r$ 
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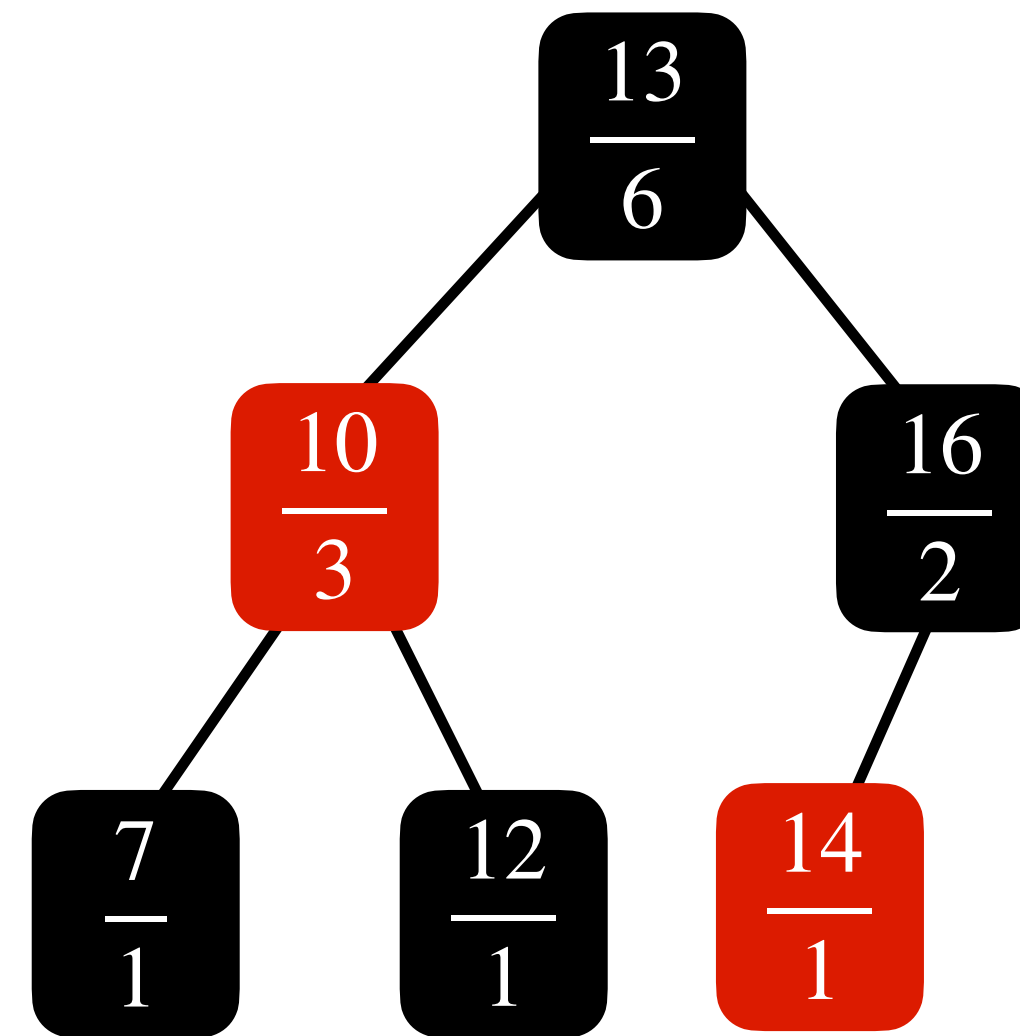
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Insert 15 in this tree

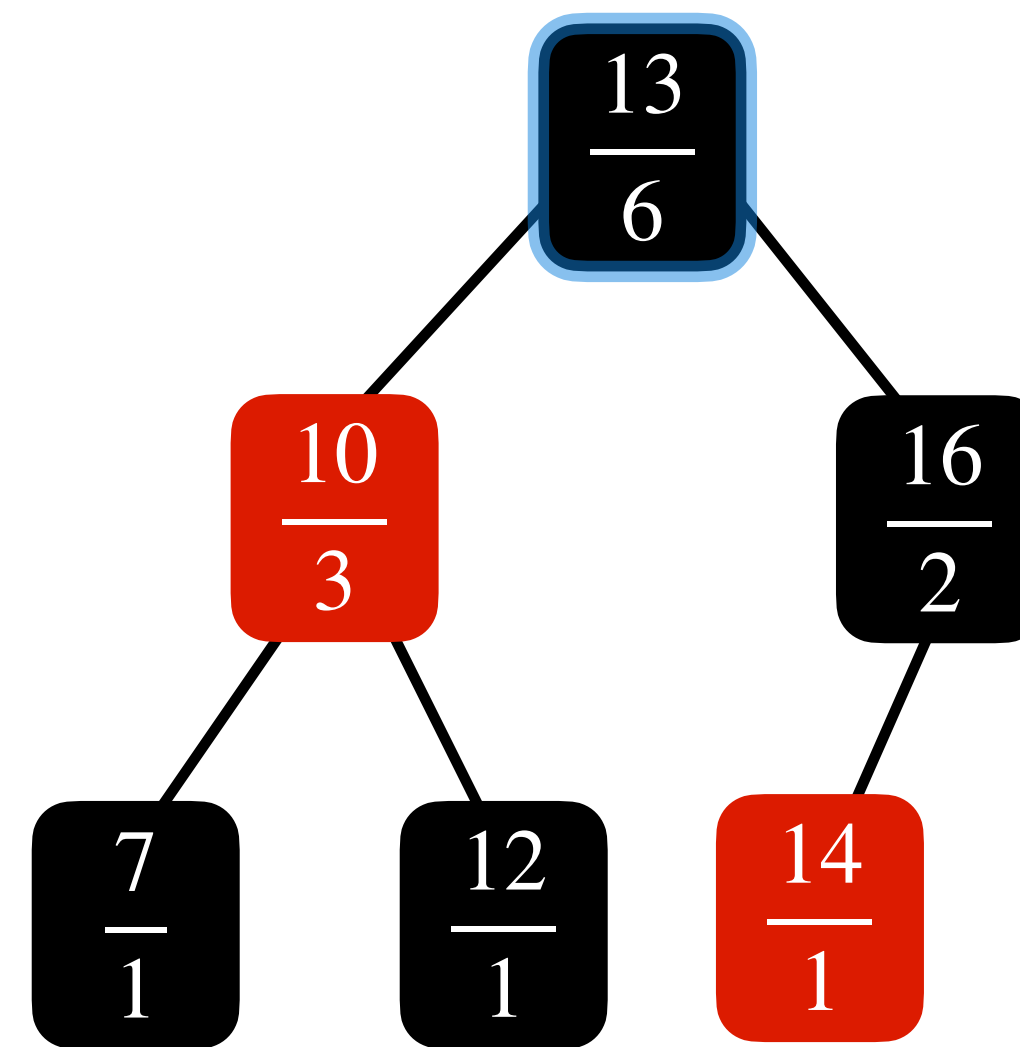
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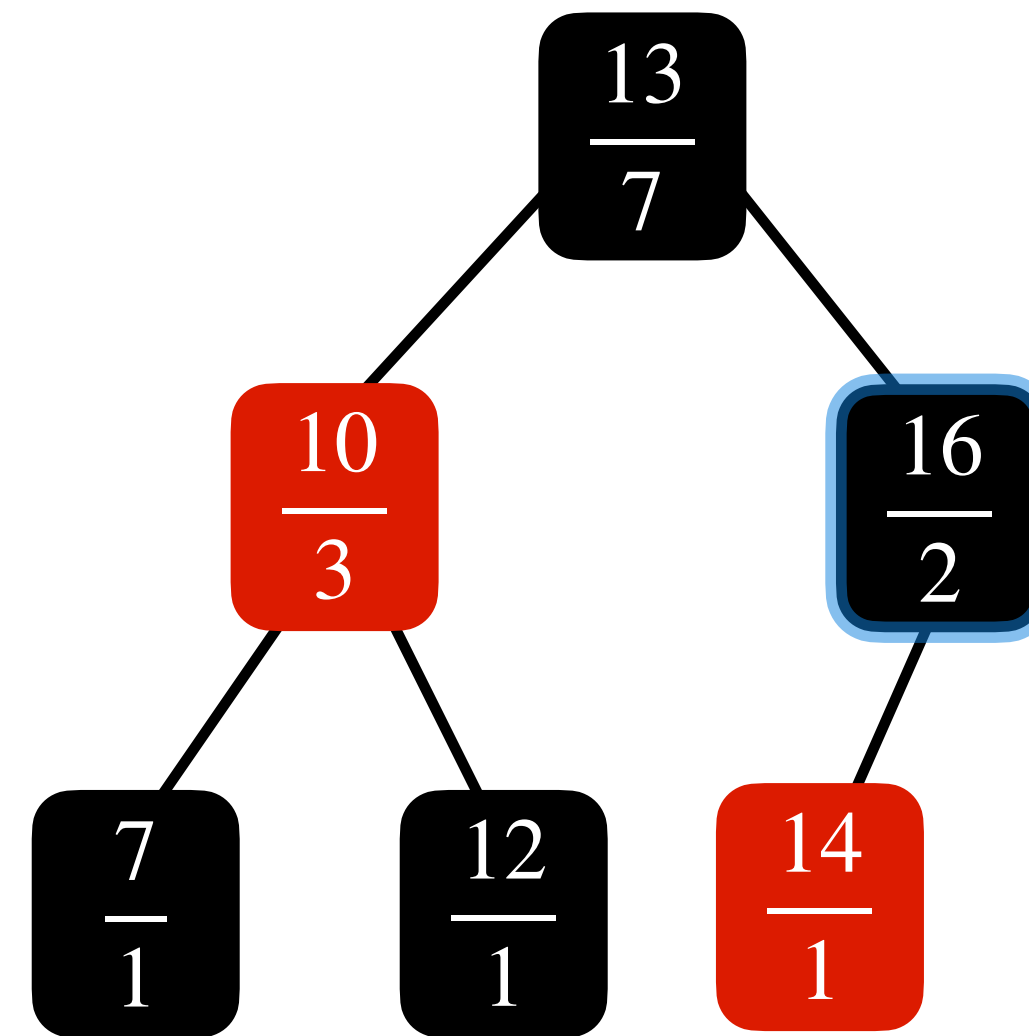
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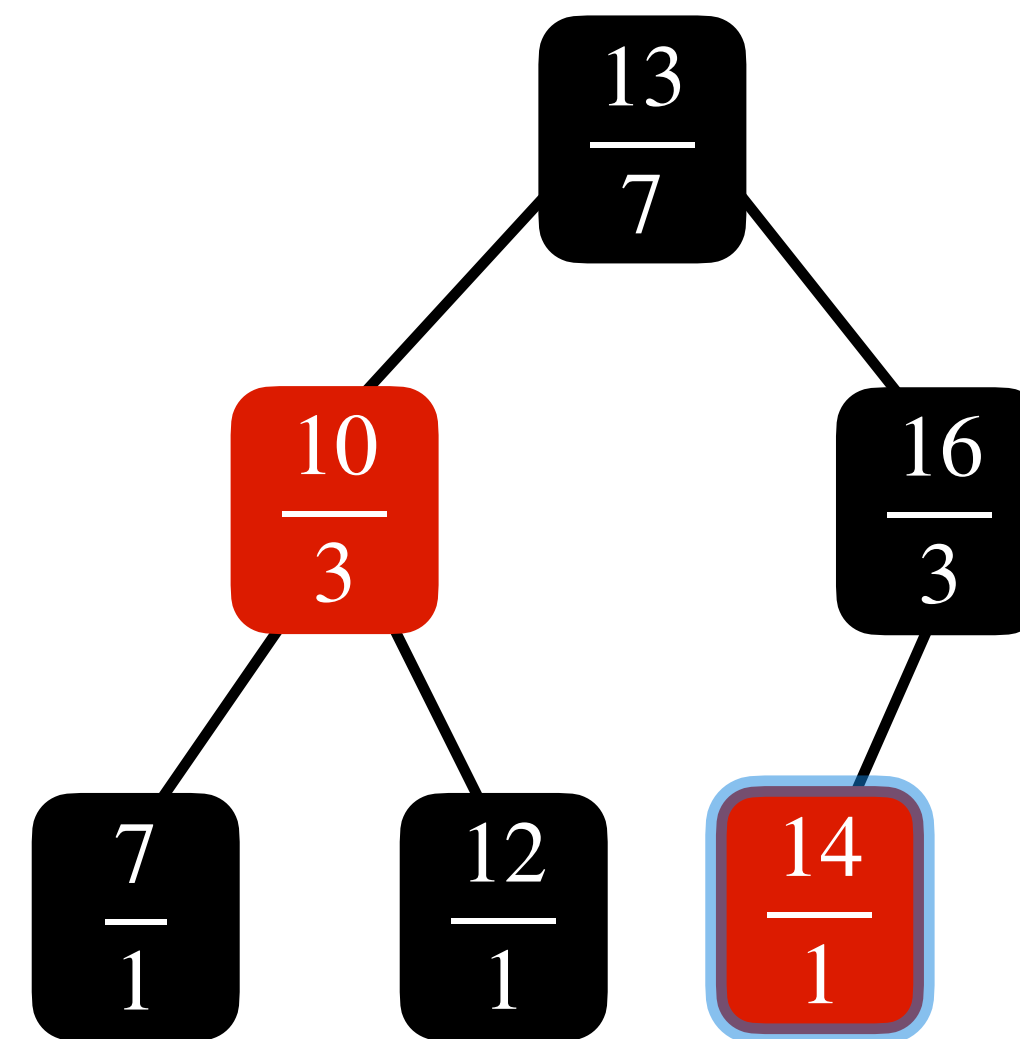
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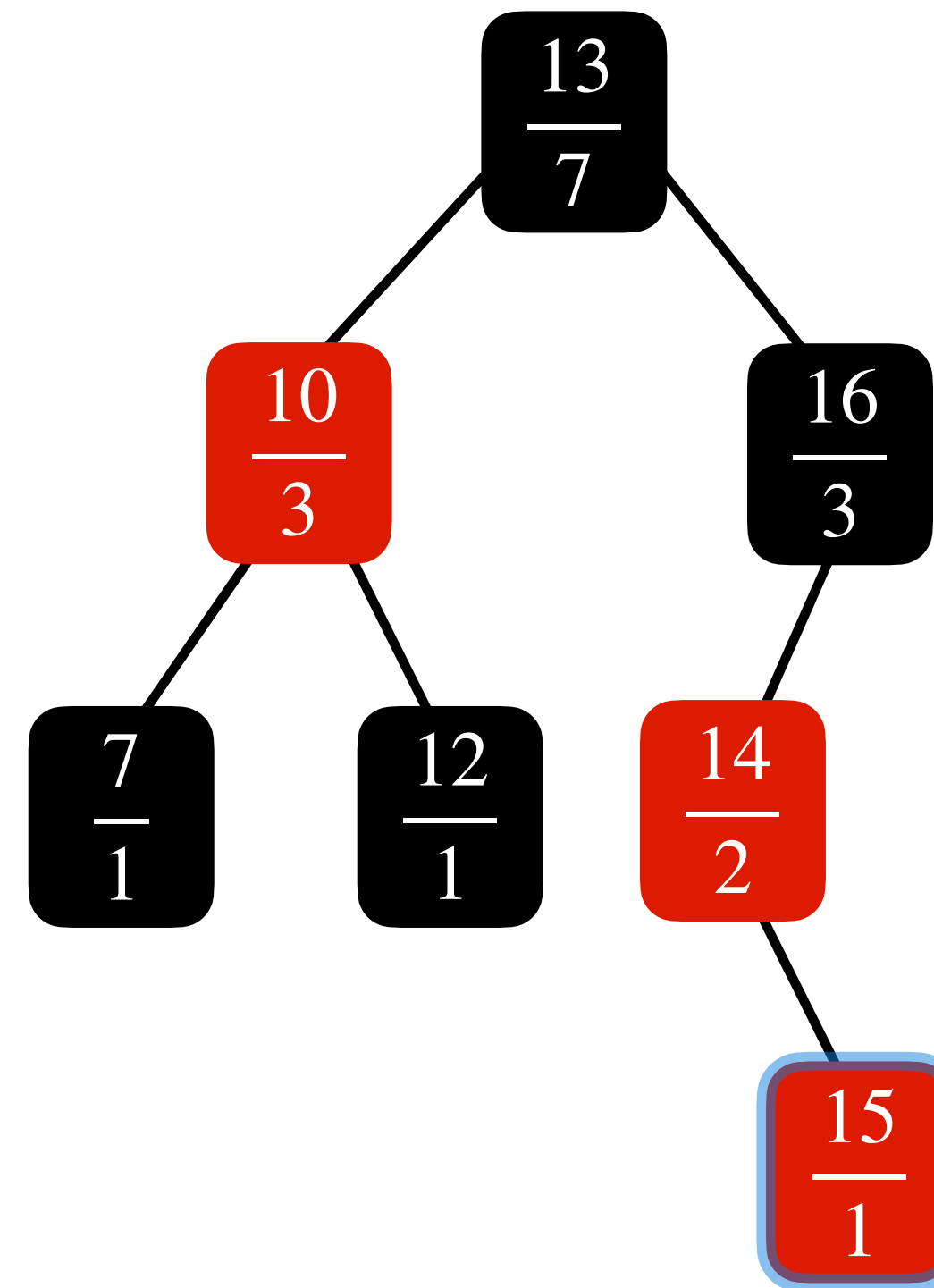
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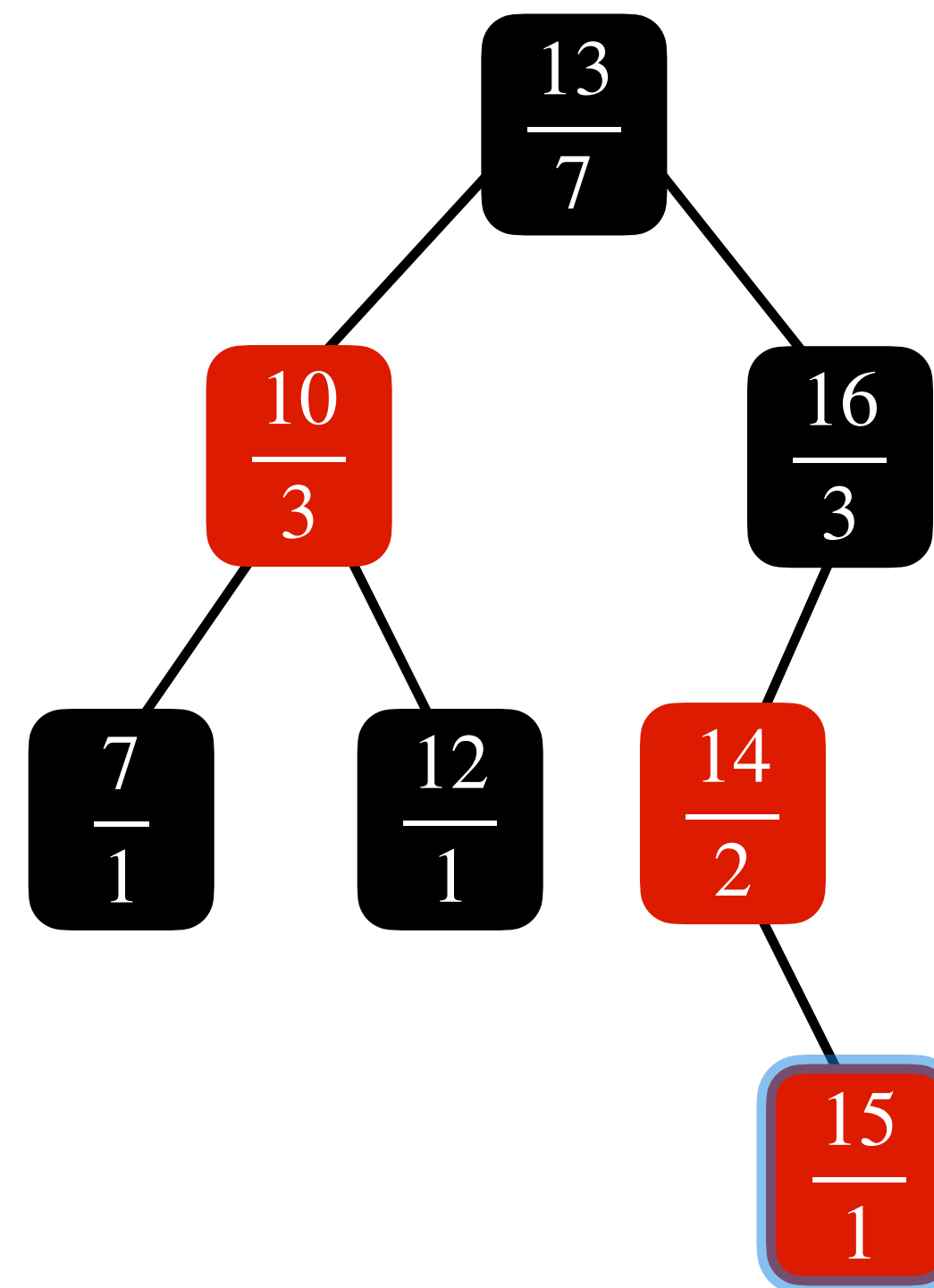
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Maintaining Subtree Sizes: Insertion

Insertion phase:

Insert 15 in this tree

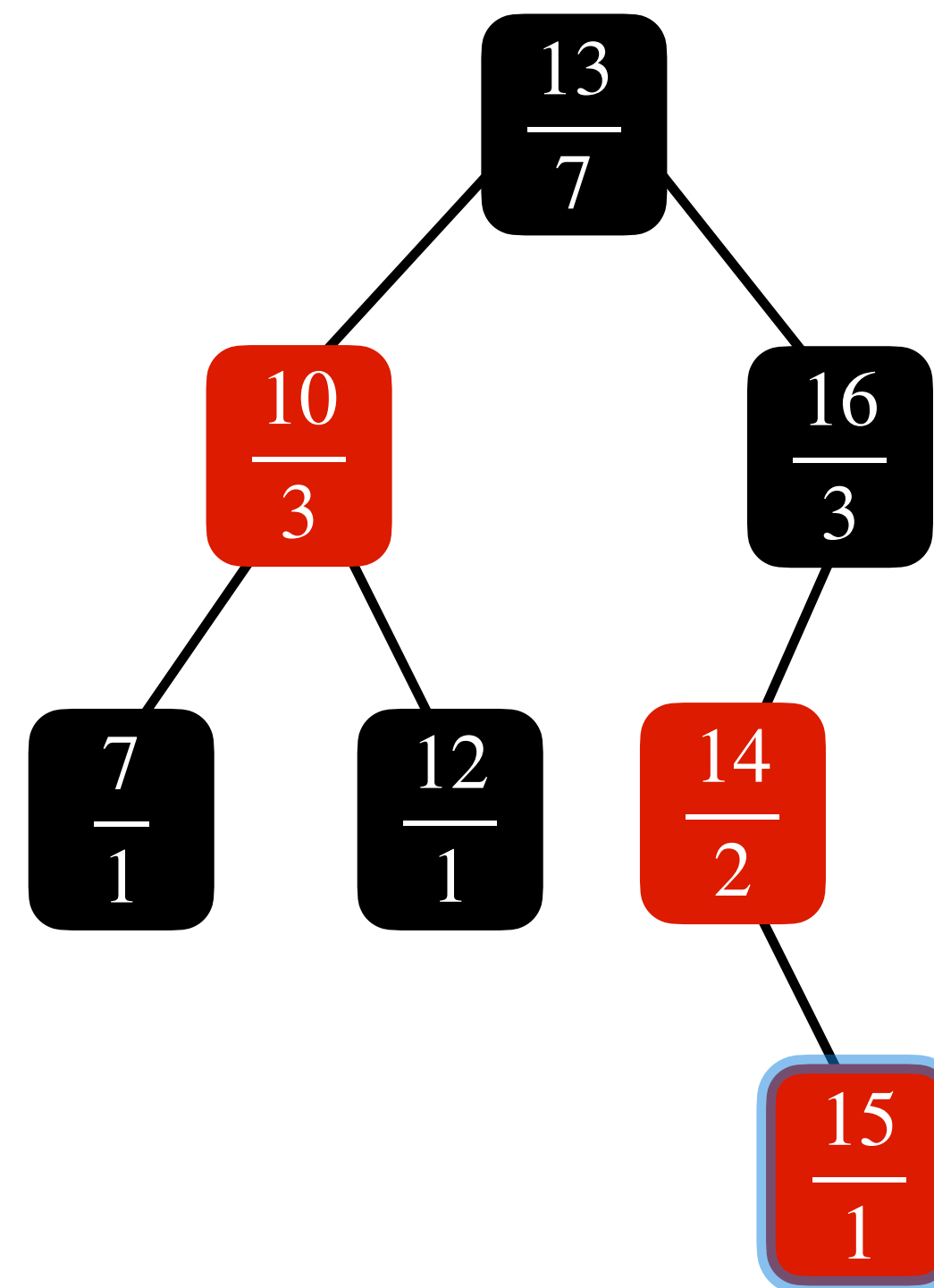


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Insertion phase:

Keep adding 1 to the sizes of every node we visit

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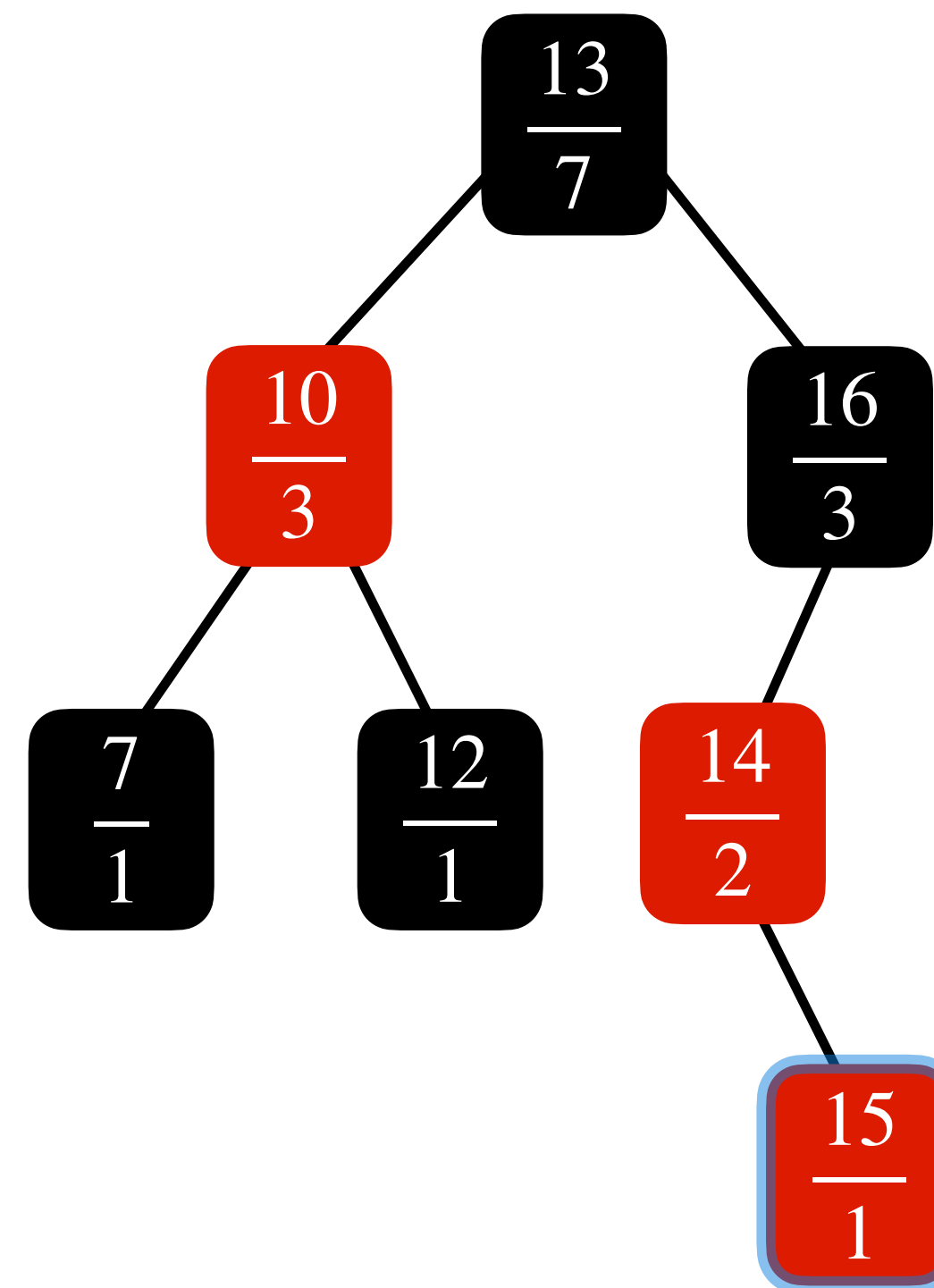


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Insertion phase:

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Insert 15 in this tree

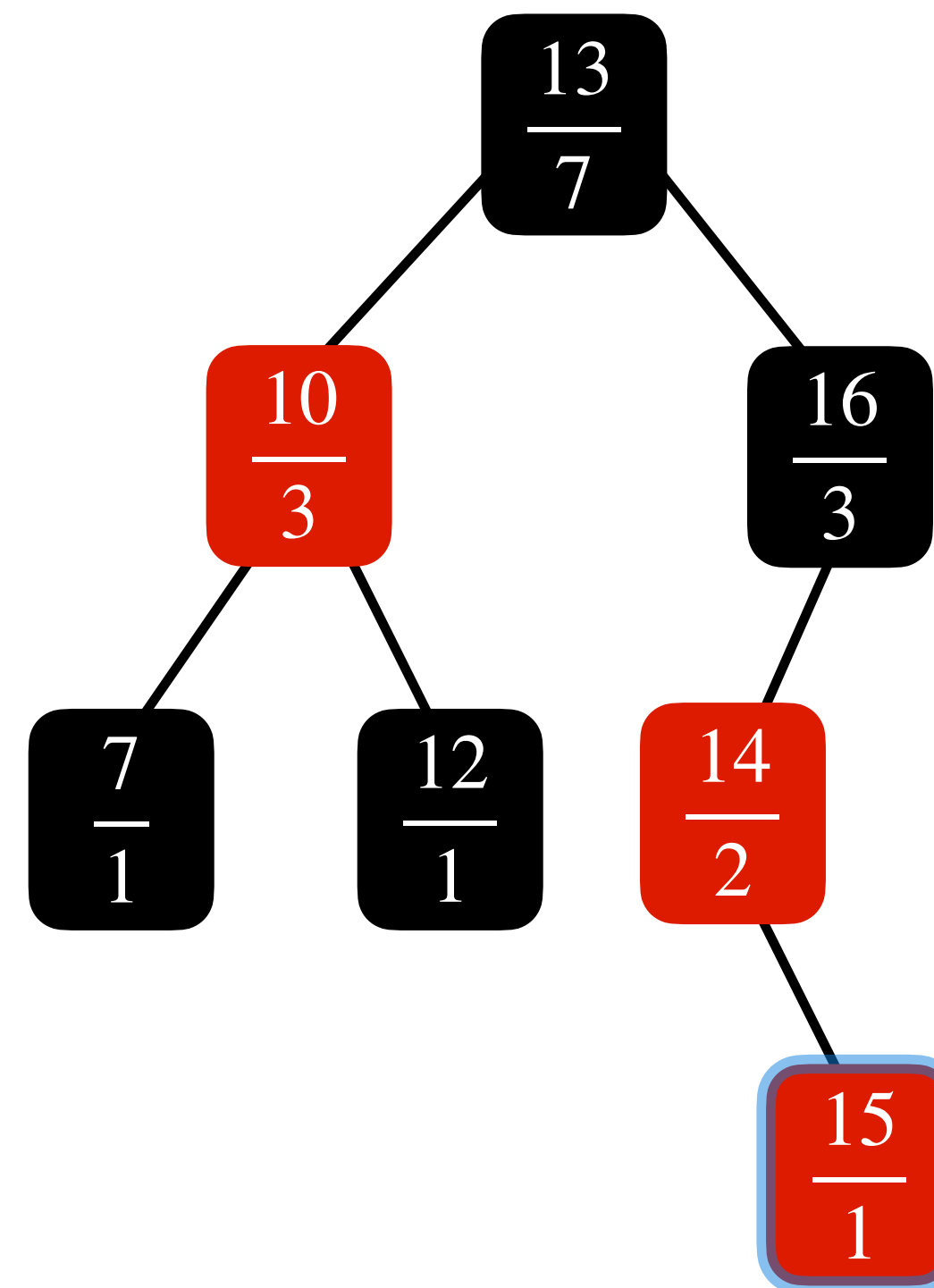


Maintaining Subtree Sizes: Insertion

Insertion phase:

Keep adding 1 to the sizes of every node we visit while searching for the correct leaf where new node can be inserted.

Insert 15 in this tree



Maintaining Subtree Sizes: Insertion

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Fix-up phase:

Maintaining Subtree Sizes: Insertion

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Maintaining Subtree Sizes: Insertion

Fix-up phase:

- Fix-ups involve only rotations and recolouring.
- Recolouring doesn't require changing sizes.
- During rotations size changes are doable in constant time.

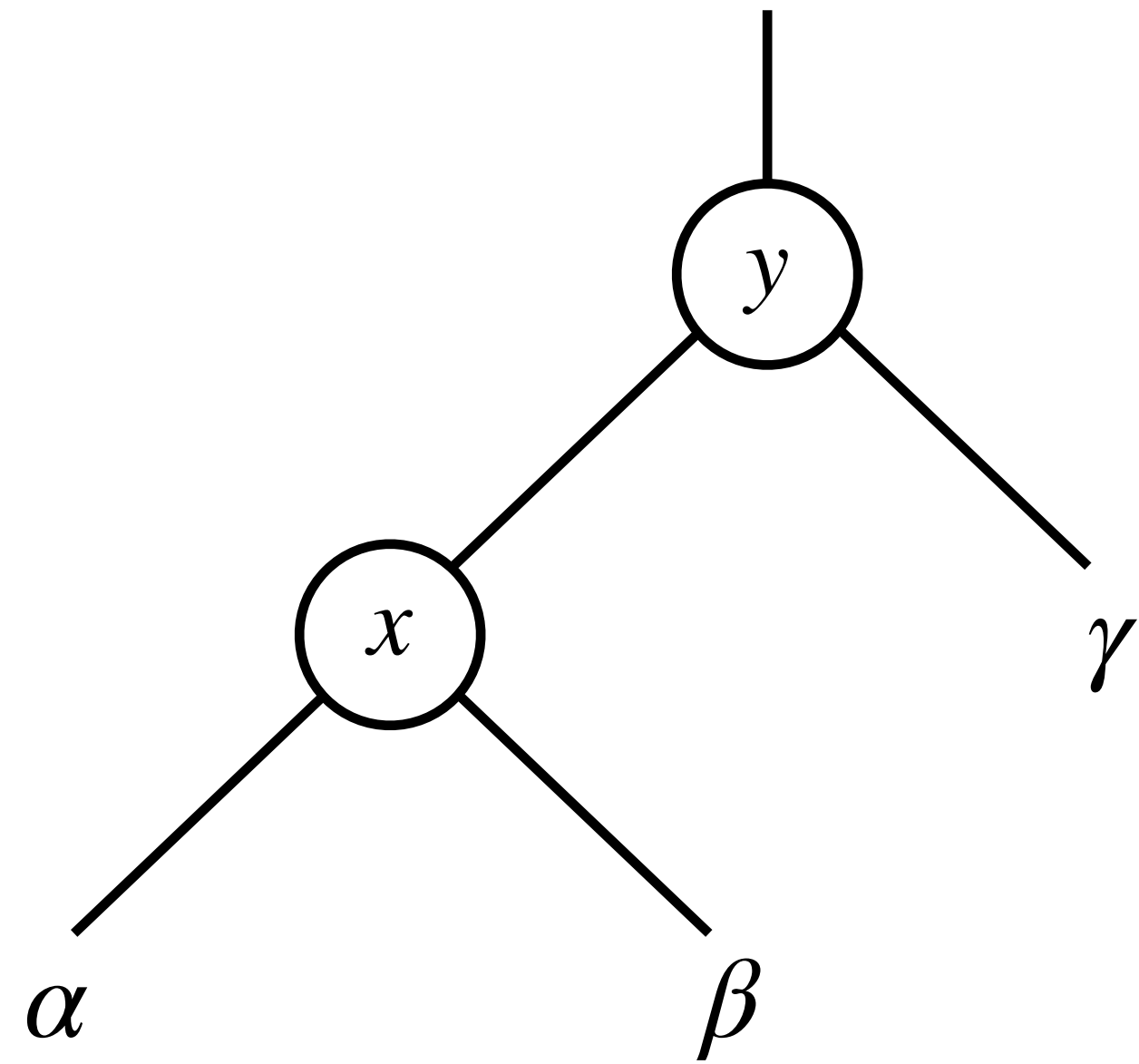
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Maintaining subtree sizes during rotations is easy.

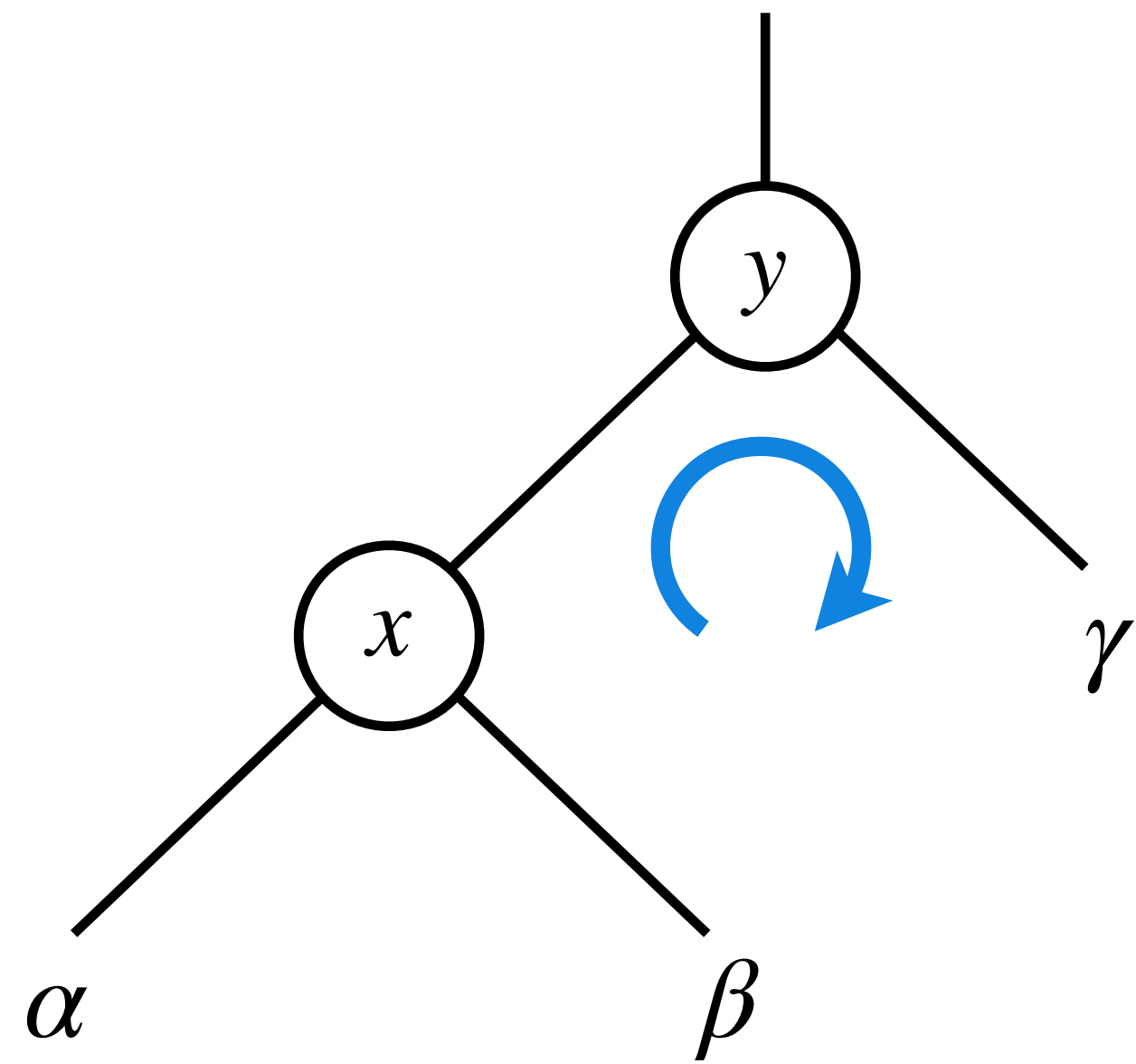
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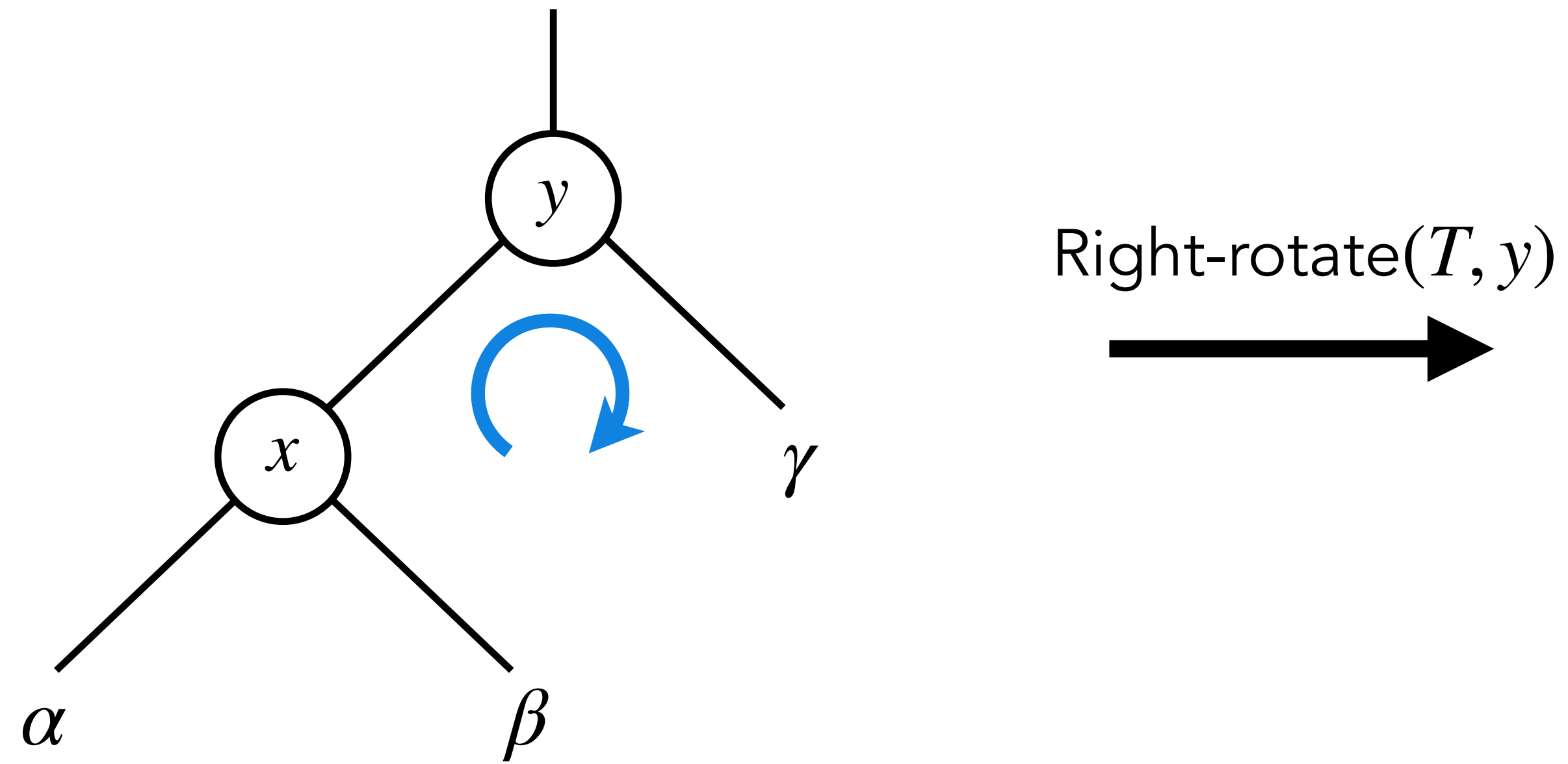
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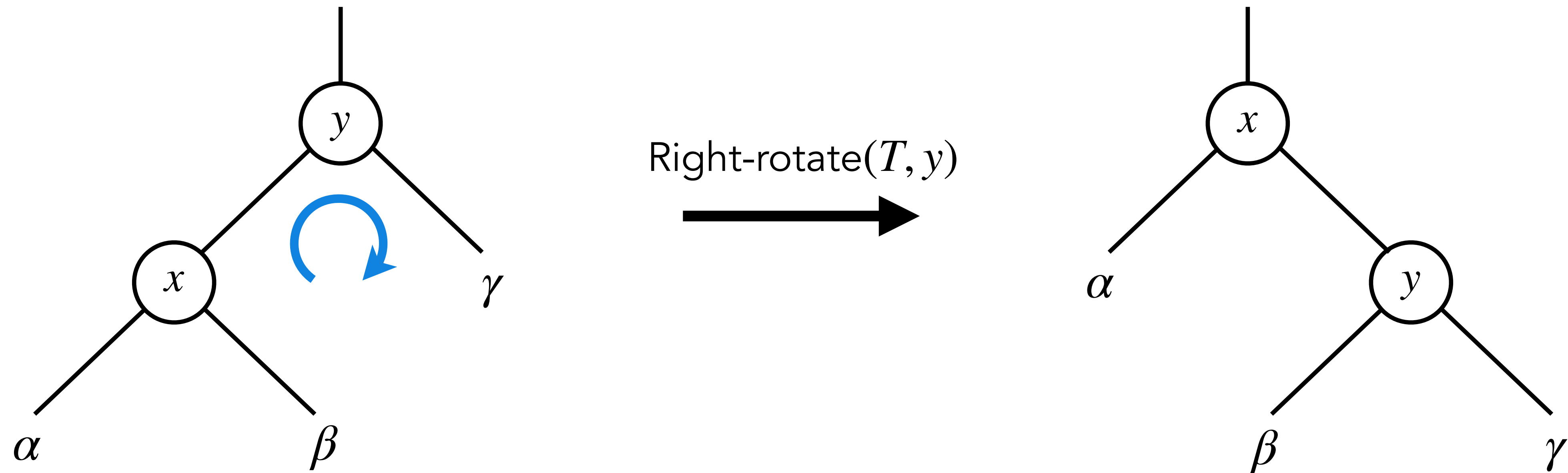
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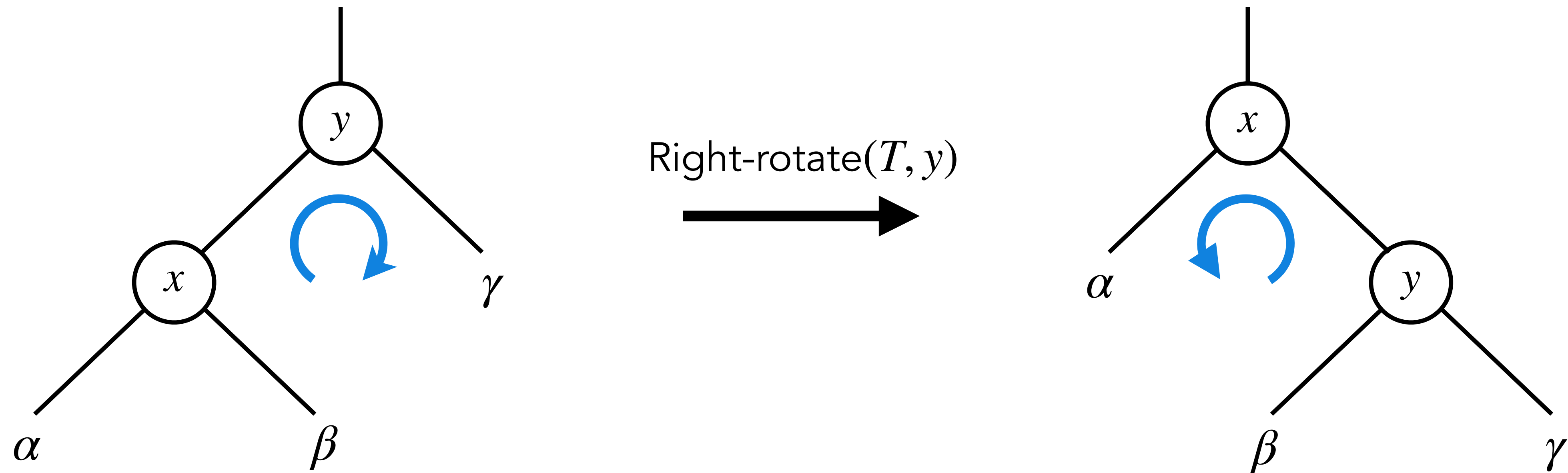
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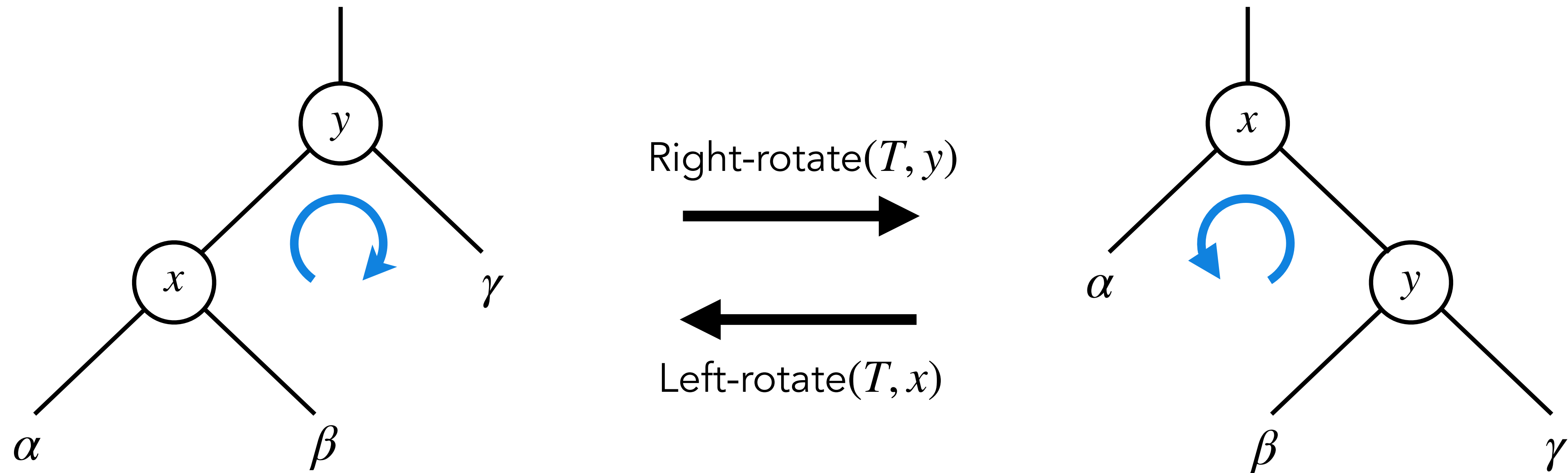
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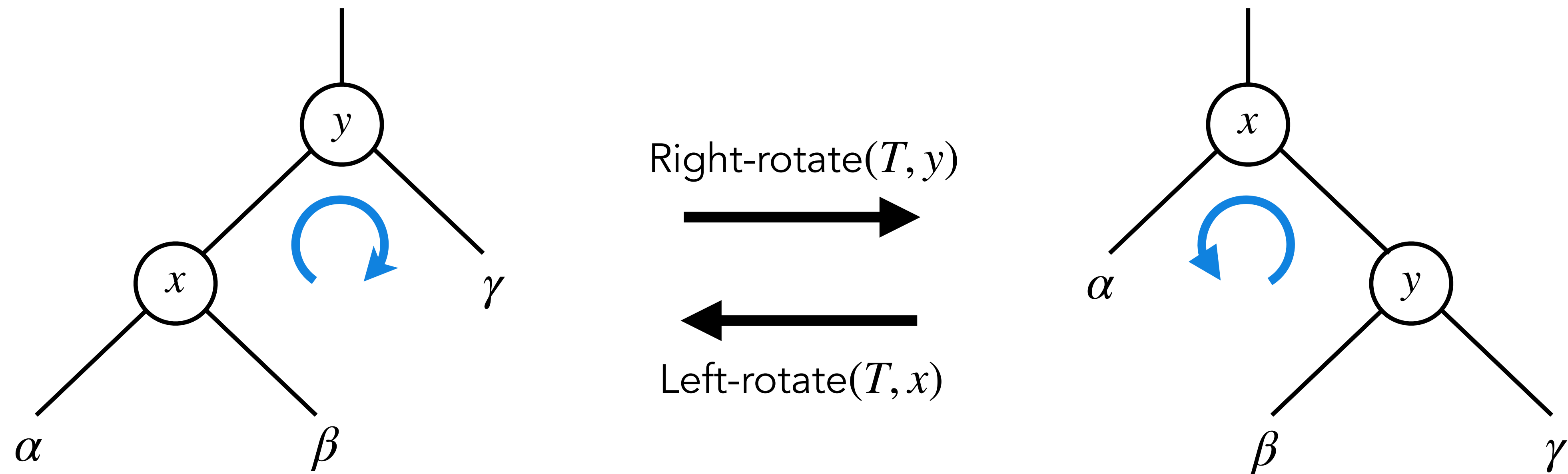
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Maintaining Subtree Sizes: Rotations

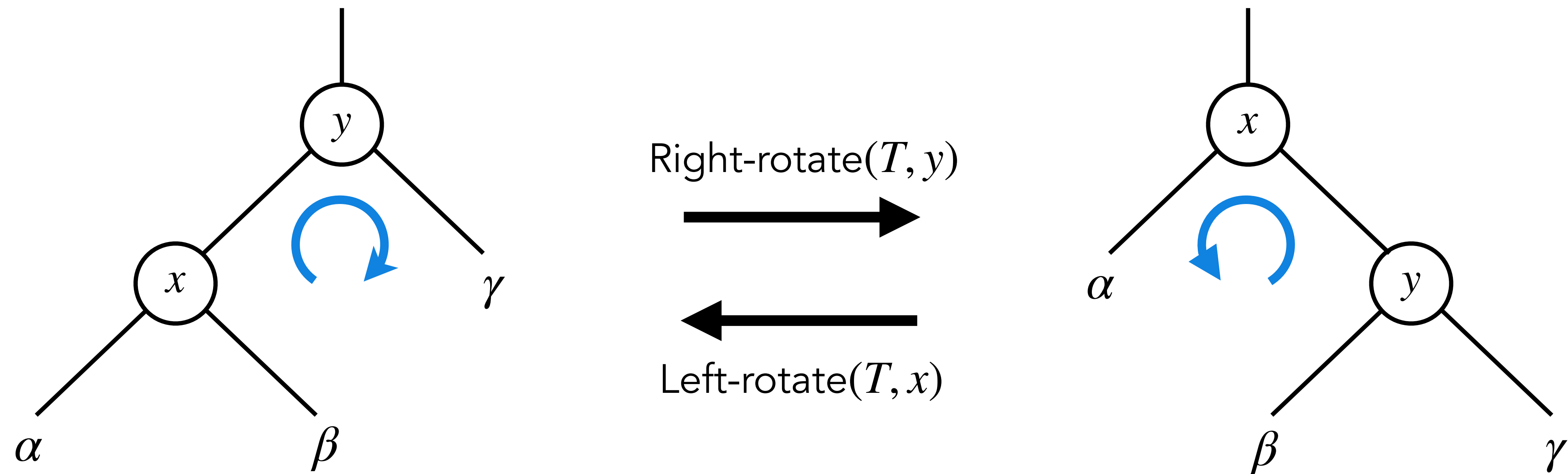
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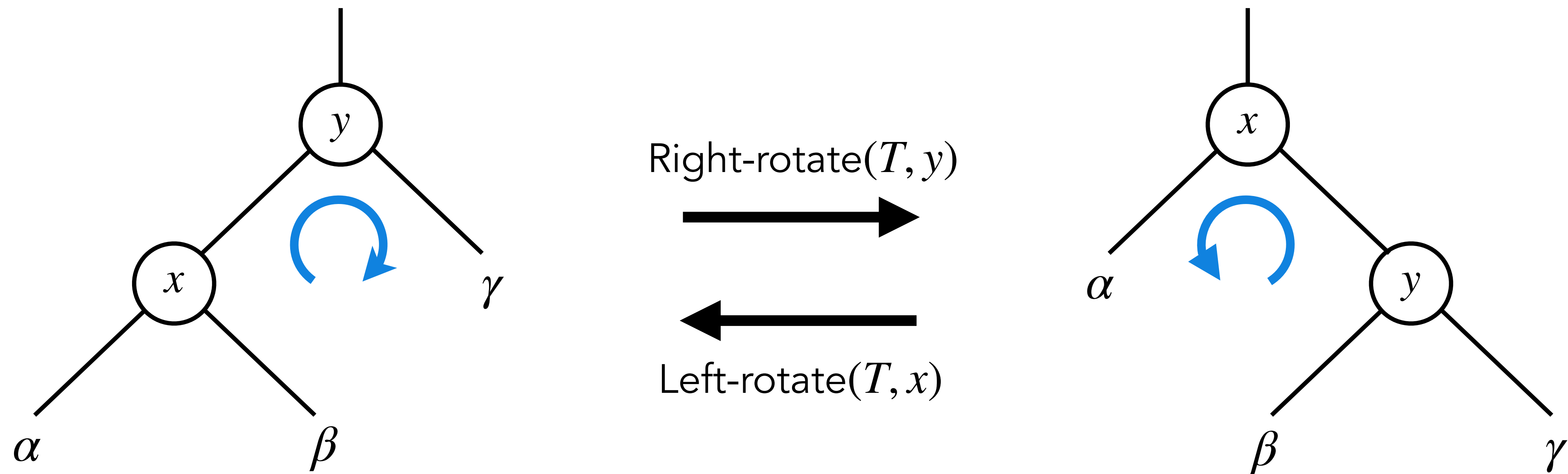


After Left-rotate(T, x), do the following:

1) $y.size =$

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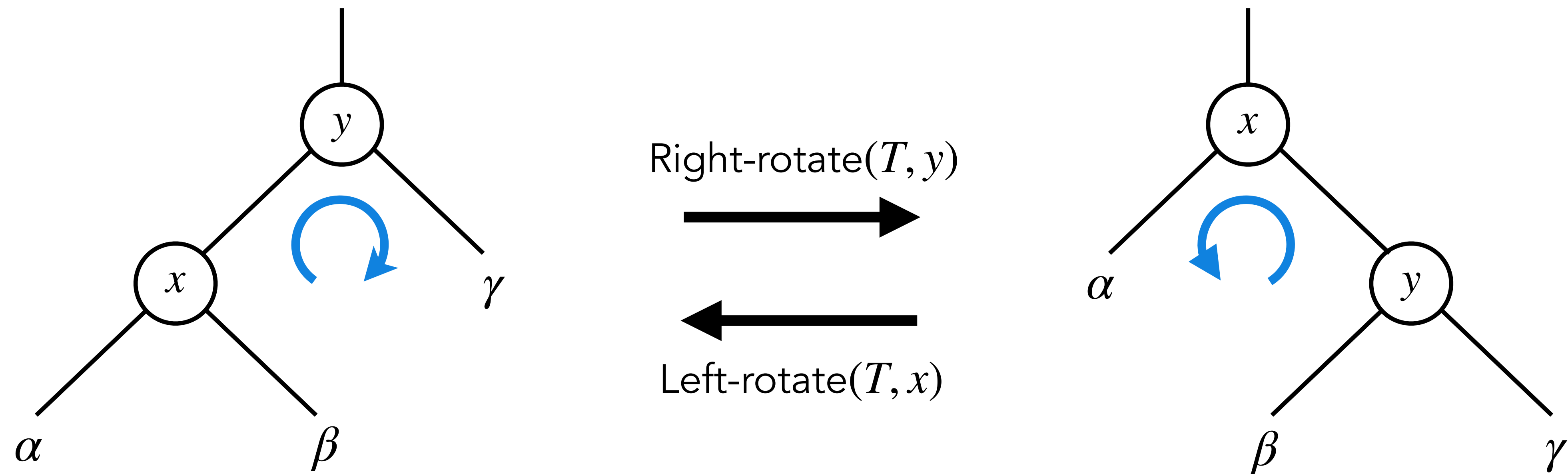
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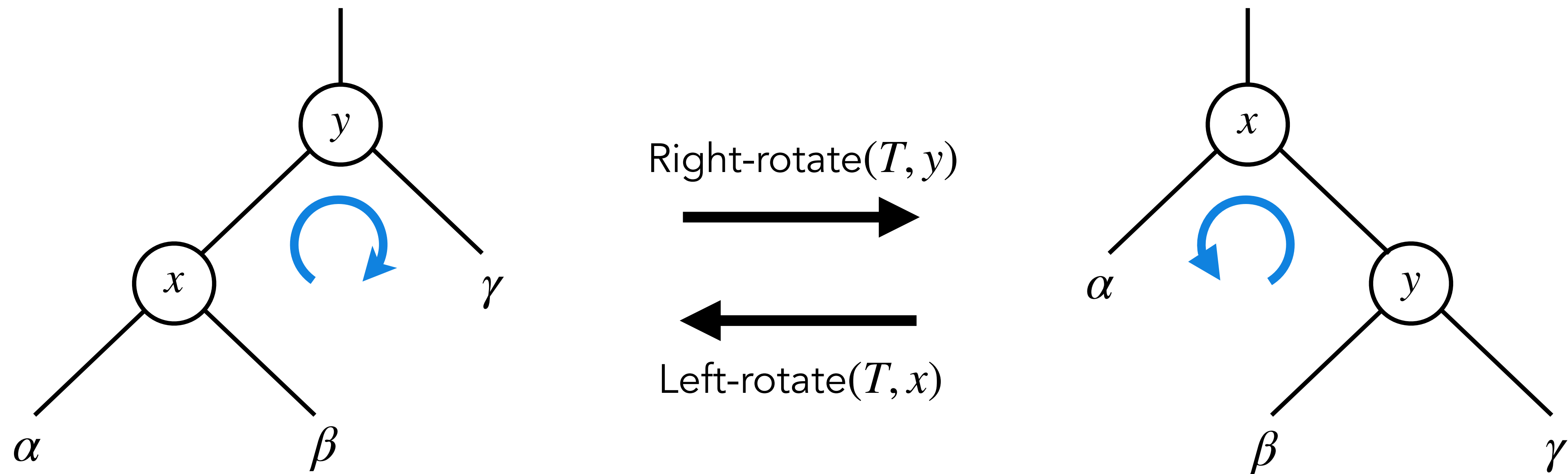
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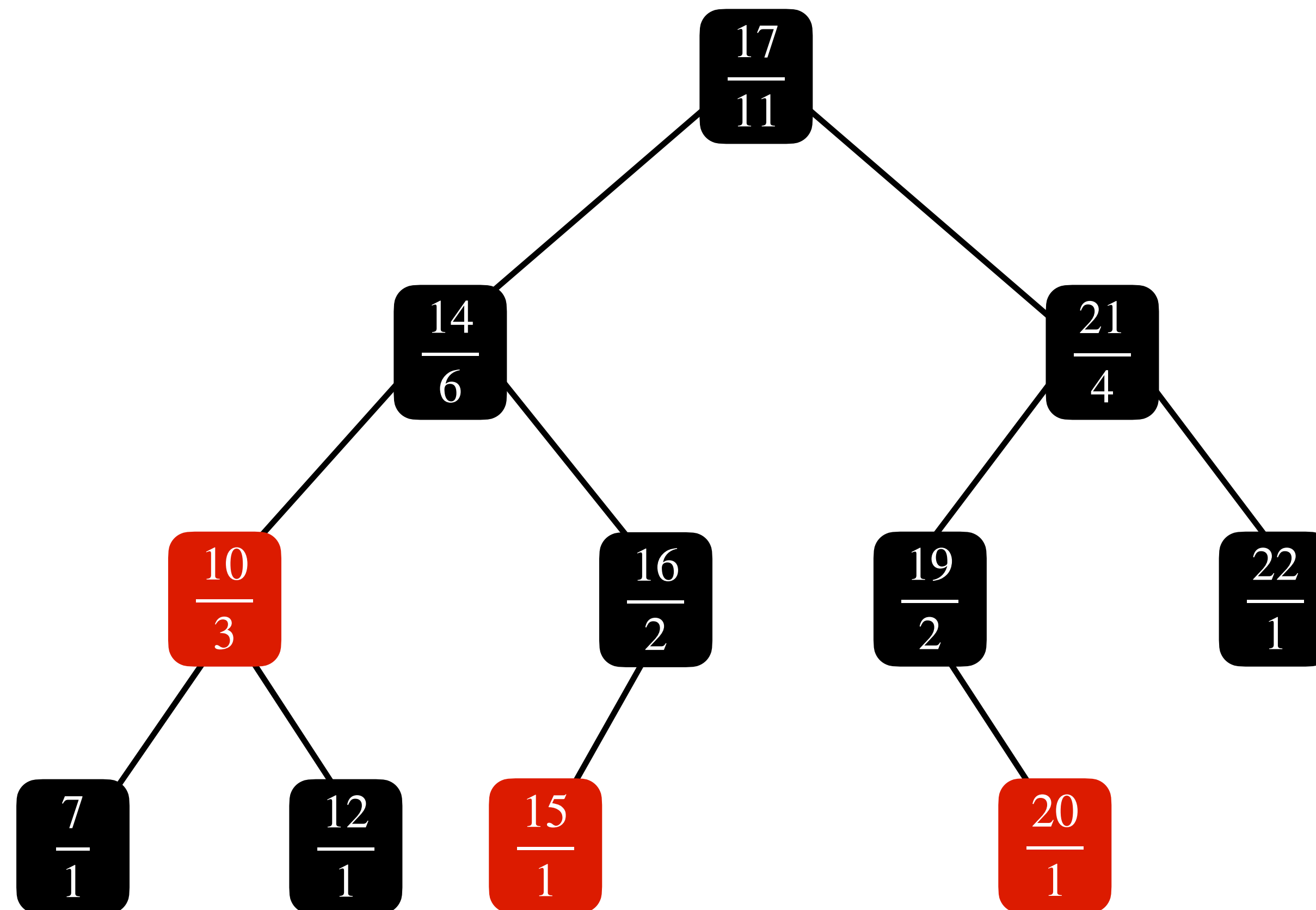
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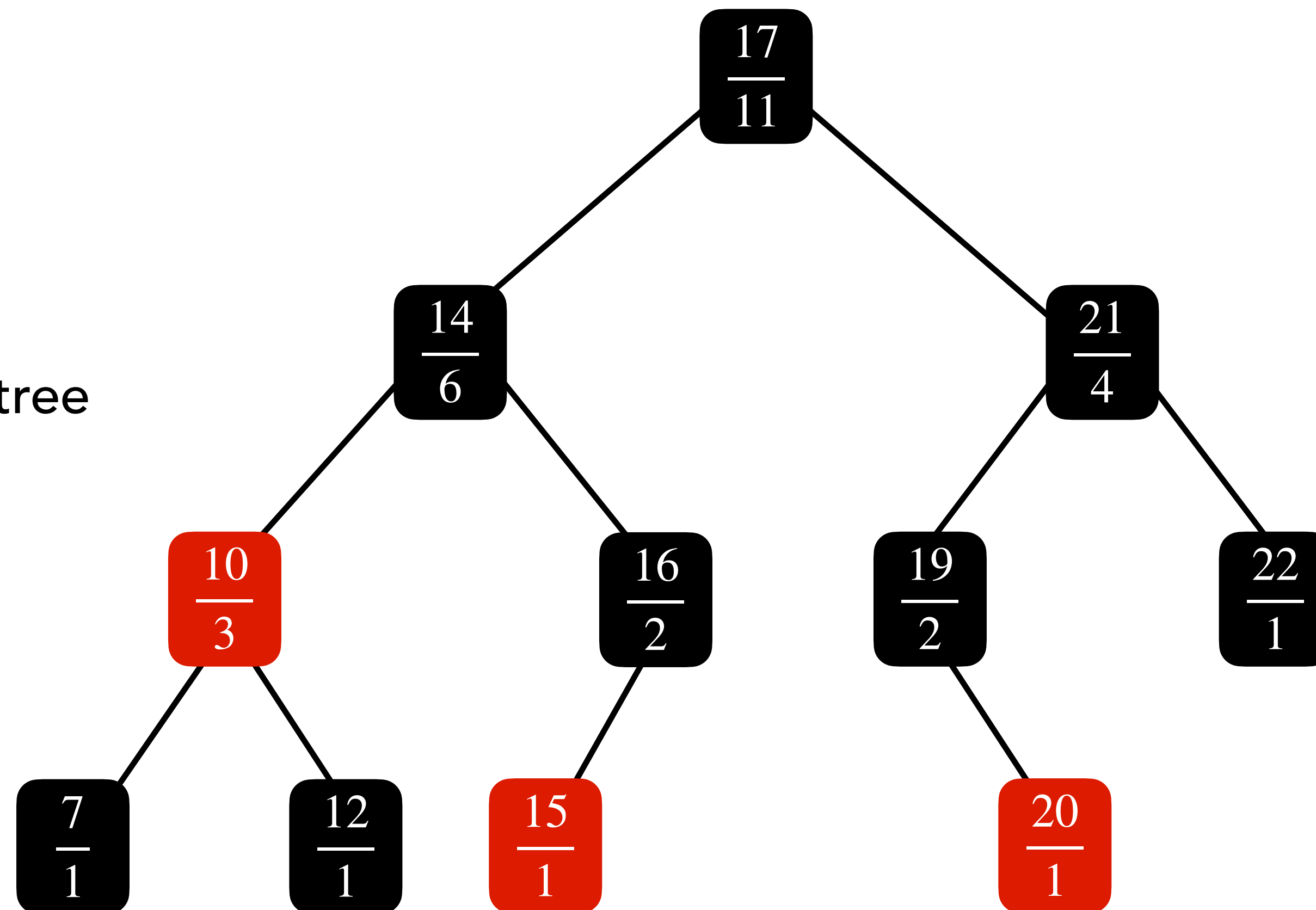
- 1) $y.size = x.size$
- 2) $x.size = x.left.size + x.right.size + 1$

Maintaining Subtree Sizes: Deletion



Maintaining Subtree Sizes: Deletion

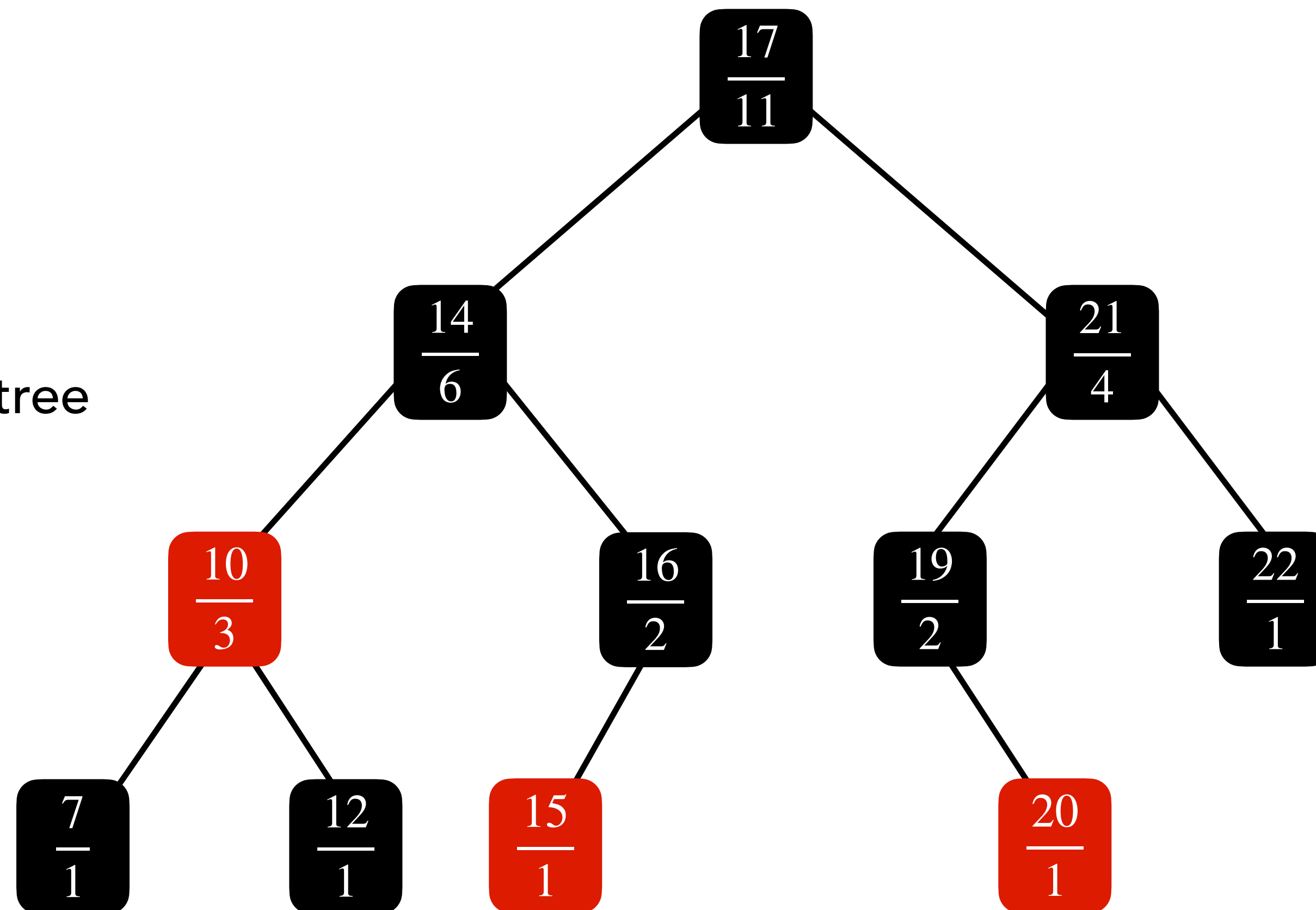
Delete 20 in this tree



Maintaining Subtree Sizes: Deletion

Deletion phase:

Delete 20 in this tree

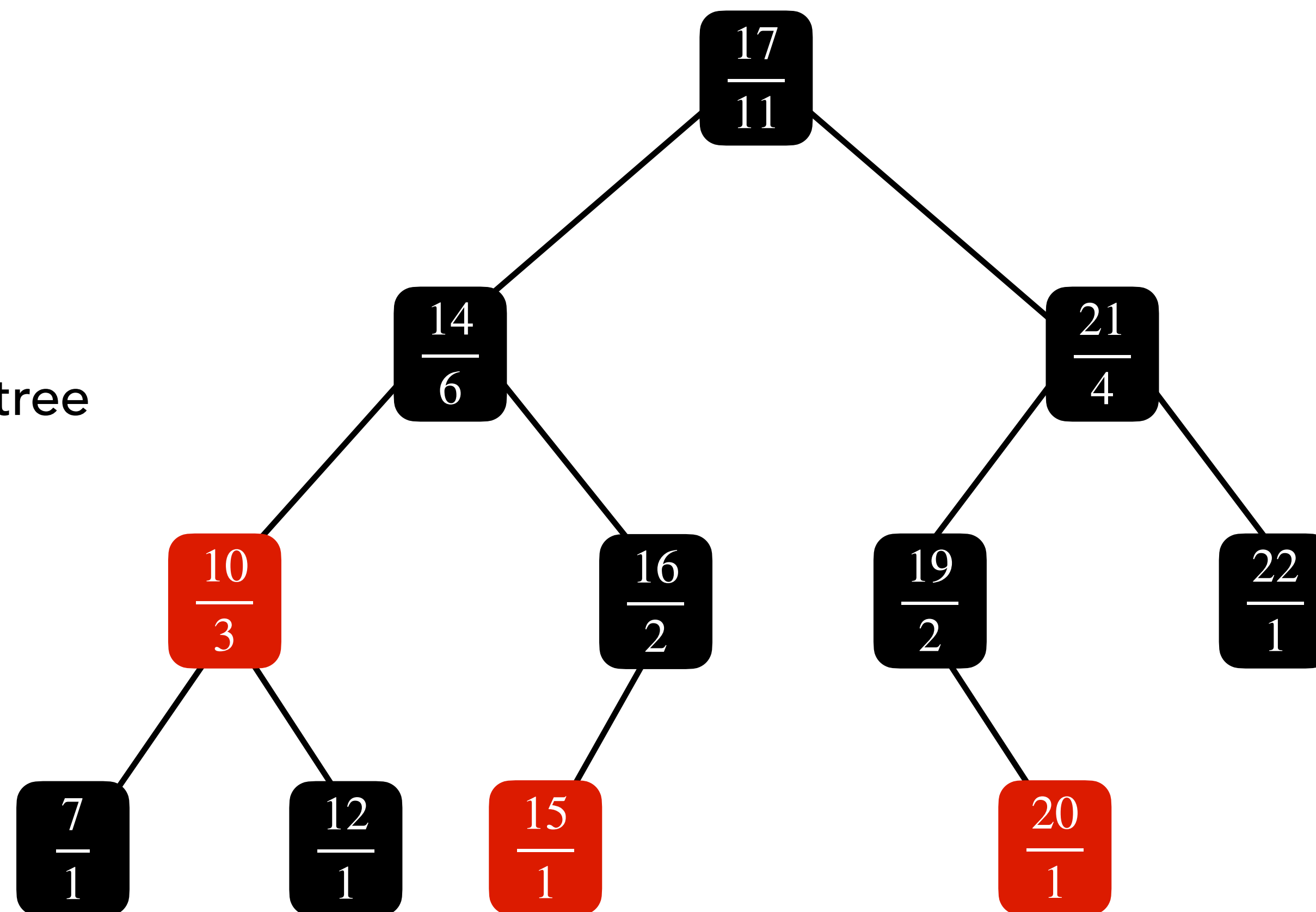


Maintaining Subtree Sizes: Deletion

Deletion phase:

Keep subtracting 1 from the sizes of every node from the parent of the removed node to

Delete 20 in this tree

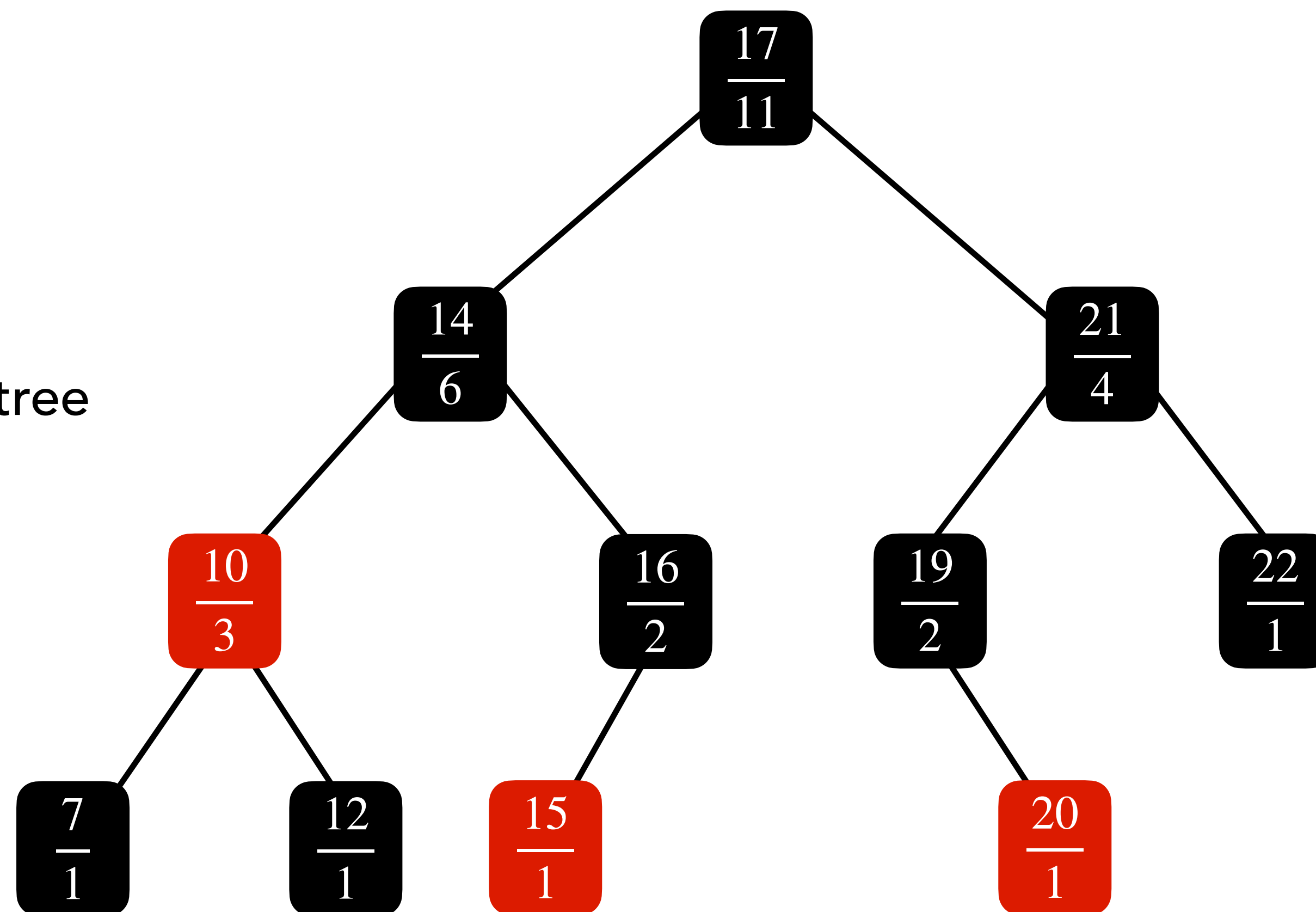


Maintaining Subtree Sizes: Deletion

Deletion phase:

Keep subtracting 1 from the sizes of every node from the parent of the removed node to the root.

Delete 20 in this tree

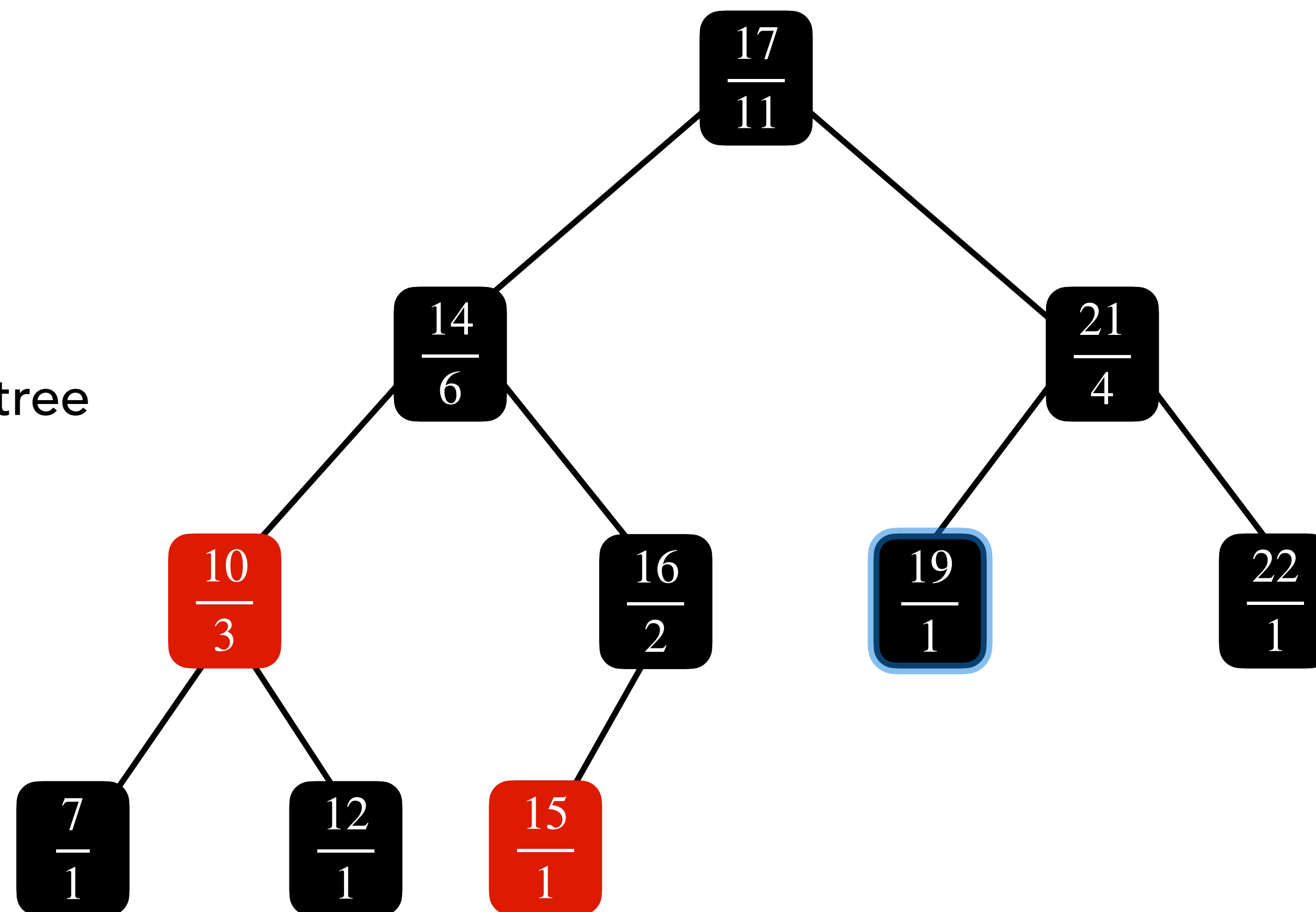


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Delete 20 in this tree

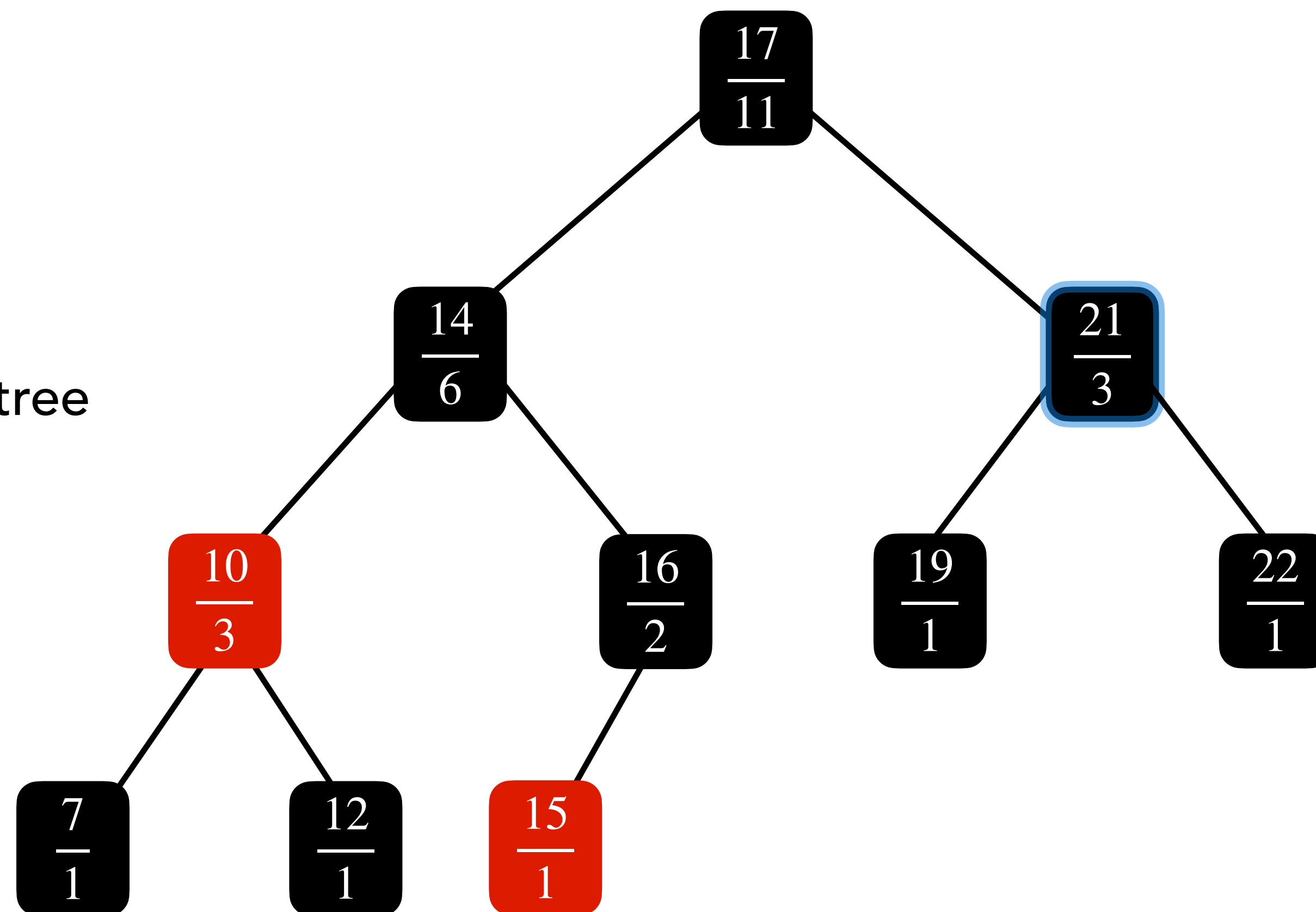


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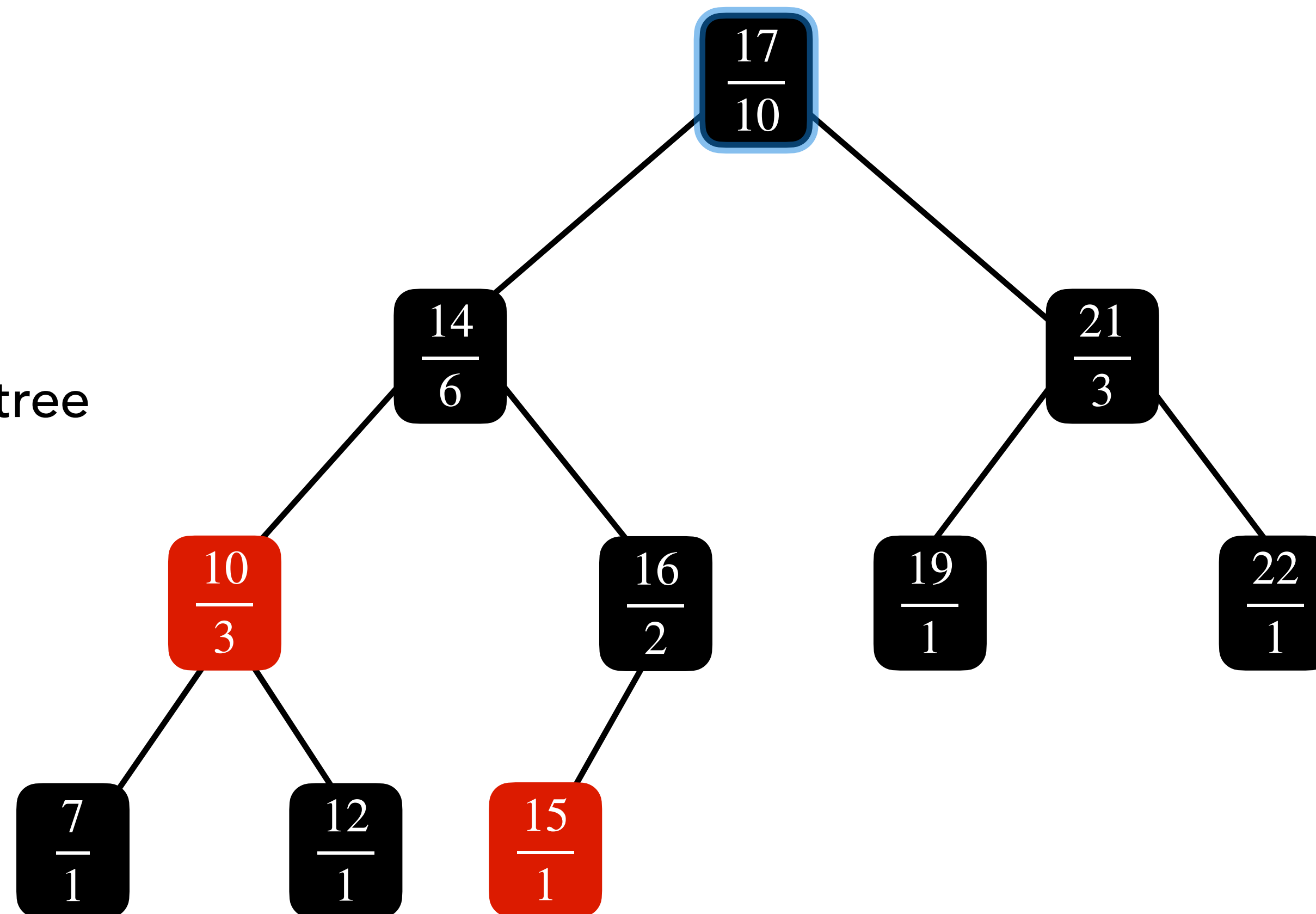


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Maintaining Subtree Sizes: Deletion

Maintaining Subtree Sizes: Deletion

Fix-up phase:

Maintaining Subtree Sizes: Deletion

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- Fix-ups involve only rotations and recolouring.

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Maintaining Subtree Sizes: Deletion

Fix-up phase:

- Fix-ups involve only rotations and recolouring.
- Recolouring doesn't require changing sizes.
- During rotations size changes are doable in constant time.