

Datastructuren

Data Structures

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- 3 Binary Search Trees
 - Representing sets
 - Implementation C++
 - Augmented trees
 - Comparing trees

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- 3** Binary Search Trees
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Set vs Dictionary

	{ key }	{ (key, value) }
	SET	DICTIONARY / MAP
isEmpty	$A = \emptyset?$	
size	$ A $	
isElement	$a \in A?$	$a \mapsto v(a)$
insert	$A \cup \{a\}$	(a, v)
delete	$A \setminus \{a\}$	a

ADT Set

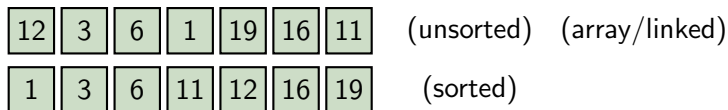
- **INITIALIZE**: construct an empty set, return $A = \emptyset$.
- **ISEMPTY**: check whether the set is empty ($A \stackrel{?}{=} \emptyset$, contains no elements).
- **SIZE**: return the number of elements, the cardinality $|A|$.
- **ISELEMENT**(a): returns whether a given object from the domain belongs to the set, $a \stackrel{?}{\in} A$.
- **INSERT**(a): add an element to the set, return $A \cup \{a\}$ (assume if it is not present?)
- **DELETE**(a): removes an element from the set, return $A \setminus \{a\}$ (assume it is present?).

ADT Dictionary / Map / Associative array

stores $(key, value)$ pairs retrieval based on key

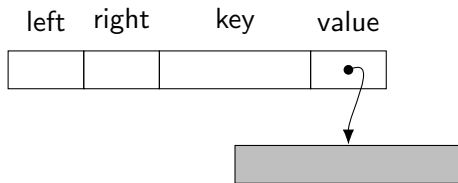
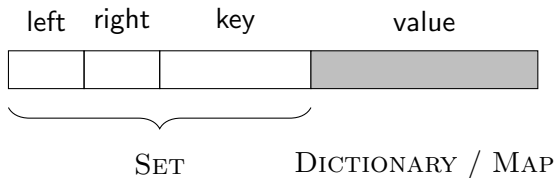
- **INITIALIZE**: construct an empty Map
- **ISEMPTY**: check whether there the Map is empty
- **SIZE**: return the number of elements
- **RETRIEVE**(key): returns $value$ for $(key, value)$ in Map
(and signals when no such element present)
- **INSERT**($key, value$): inserts the pair
(what if another value for key is present?)
- **DELETE**(key): removes element with given key

list representations (of Set)

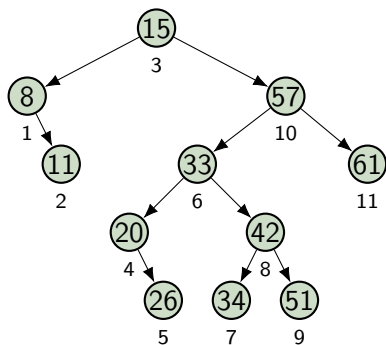
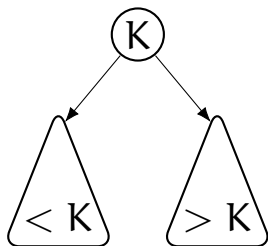


		$x \in S$	$S \cup \{x\}$	$S \setminus \{x\}$
array	unsorted	$\mathcal{O}(n)$	$\mathcal{O}(n) + \mathcal{O}(1)$	$\mathcal{O}(n) + \mathcal{O}(1)$
	sorted	$\mathcal{O}(\lg n)$	$\mathcal{O}(\lg n) + \mathcal{O}(n)$	$\mathcal{O}(n)$
linked	unsorted	$\mathcal{O}(n)$	$\mathcal{O}(n) + \mathcal{O}(1)$	$\mathcal{O}(n) + \mathcal{O}(1)$
	sorted	$\mathcal{O}(n)$	$\mathcal{O}(n) + \mathcal{O}(1)$ locate+adapt	$\mathcal{O}(n) + \mathcal{O}(1)$

binary tree Node



binary search tree

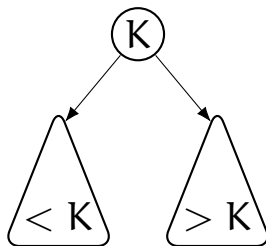


inorder: 8 11 15 29 26 33 34 42 51 57 61

BST and inorder

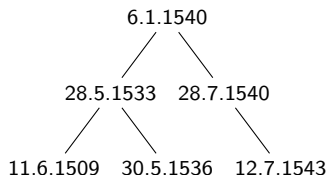
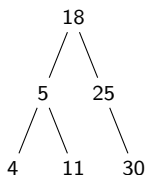
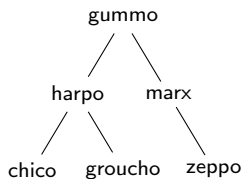
Lemma

Let T be a binary search tree. Then the inorder traversal of T visits all the nodes in increasing order.

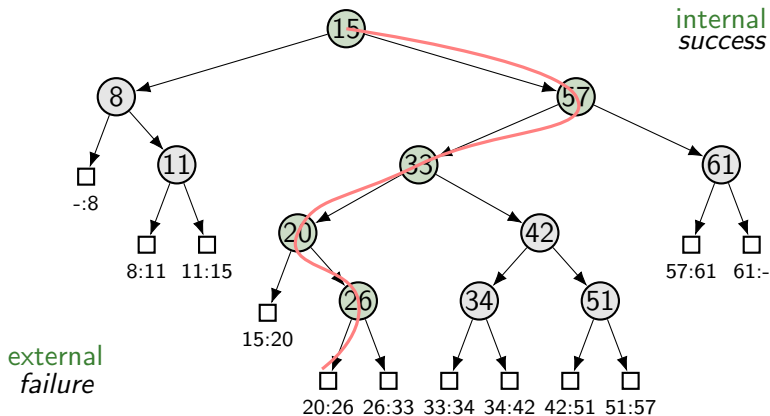


comparables

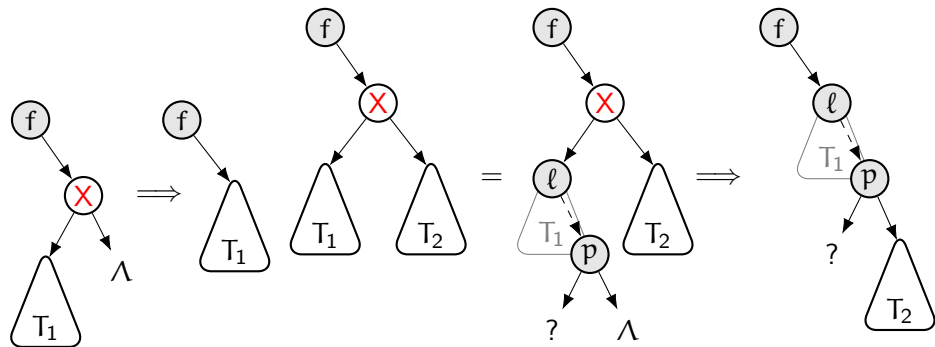
linear order on domain (keys) gummo < zeppo 18 < 30



find, insert



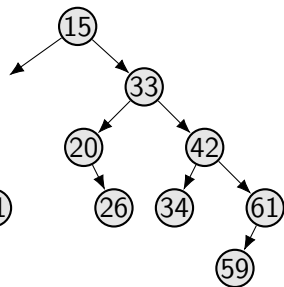
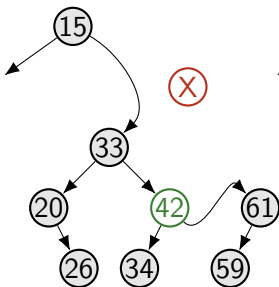
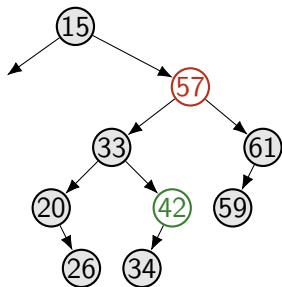
deletion 'by merging'



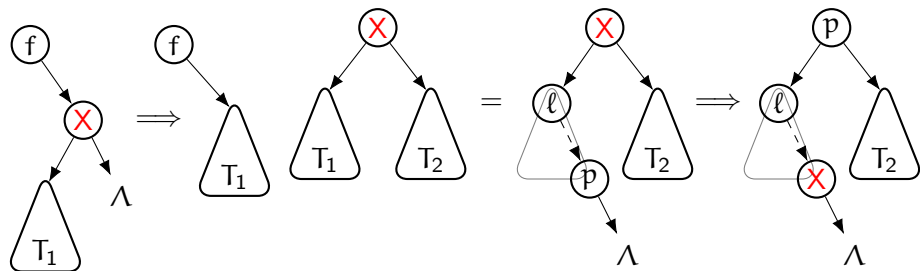
simple case: no [right] child otherwise link right child under predecessor

example: deletion by merging

deleting 57 predecessor 42



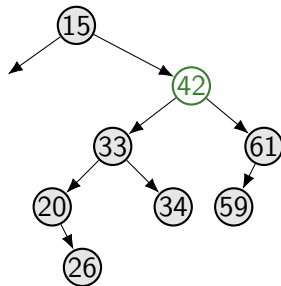
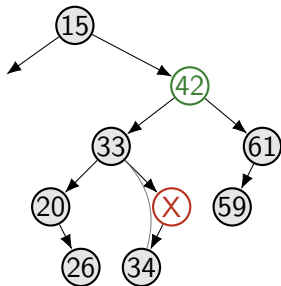
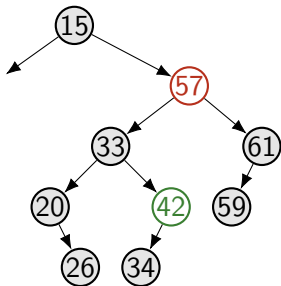
deletion 'by copying'



simple case: no [right] child otherwise copy predecessor

example: deletion by copying

deleting 57 predecessor 42



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 - **Implementation C++**
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search value/key

```
bool contains( const Comparable & x, Node *t ) const {  
    if( t == nullptr )  
        return false;  
    else if( x < t->element )  
        return contains( x, t->left );  
    else if( t->element < x )  
        return contains( x, t->right );  
    else  
        return true; // found  
}
```

call with: `contains(v,root);`

find min/max value

```
BinaryNode * findMin( BinaryNode *t ) const {
    if( t == nullptr )
        return nullptr;
    if( t->left == nullptr )
        return t;
    return findMin( t->left );
}

BinaryNode * findMax( BinaryNode *t ) const {
    if( t != nullptr )
        while( t->right != nullptr )
            t = t->right;
    return t;
}
```

call with: `findMin(root);` and `findMax(root);`

insertion (recursive)

```
template<class T>
void Node<T>::insert(const T& el, Node<T> * & p) {
    if( p == nullptr ) {
        p = new Node{el, nullptr, nullptr};
    } else if (el < p->data) {
        insert(el, p->left);
    } else if (el > p->data) {
        insert(el, p->right);
    } else {
        ; // Duplicate; do nothing
    }
}
```

call with: `insert(el,root);`

deletion (recursive)

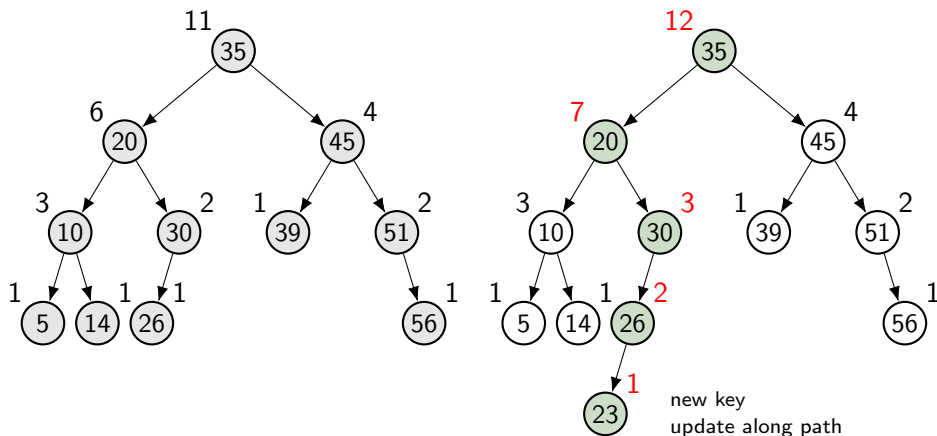
```
void remove( const Comparable & x, Node * & t ) {
    if( t == nullptr )      return;
    if( x < t->data )      remove( x, t->left );
    else if( x > t->data)  remove( x, t->right );
    else if( t->left != nullptr && t->right != nullptr ) {
        Node *pred = findMax( t->left );
        t->element = pred->element;    \\ copying
        remove( t->element, t->left );
    }
    else {                \\ no two children
        BinaryNode *oldNode = t;
        if(t->left != nullptr ) t = t->left
        else                    t = t->right;
        delete oldNode;
    }
}
```

aanroepen met: `remove(e1,root);`

Contents

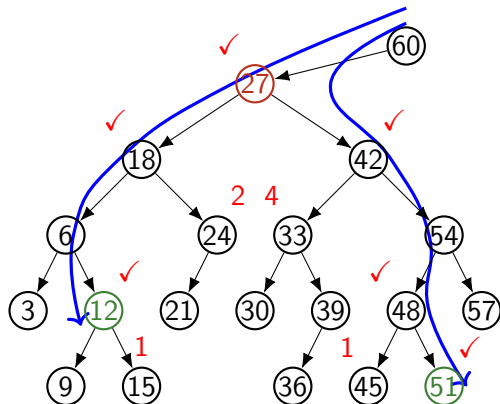
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order statistics: find k-th element



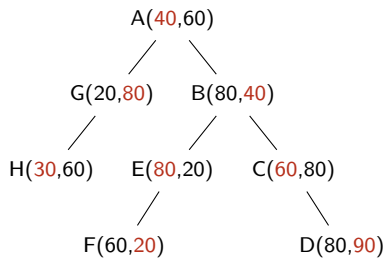
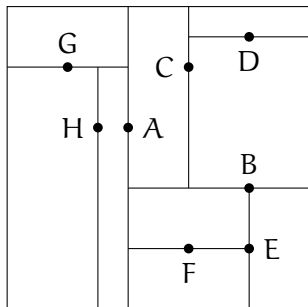
augment each node with the size of its subtree

range search [12,52]



start counting where paths diverge
 count trees 'inside' + nodes along path

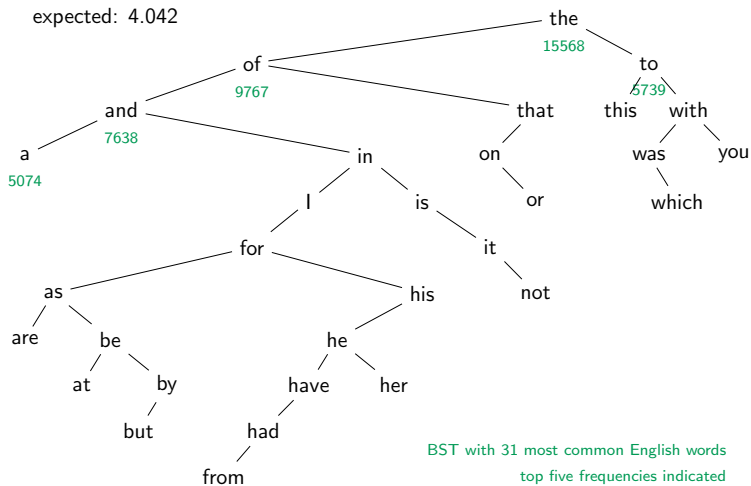
k-d-tree ☒



Contents

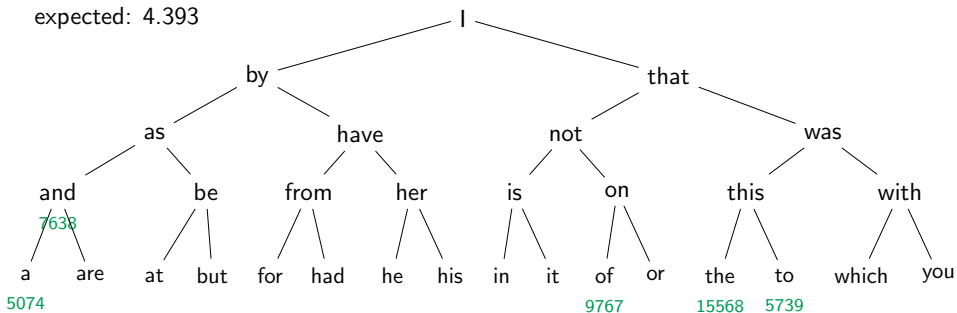
- 3** Binary Search Trees
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order of frequency

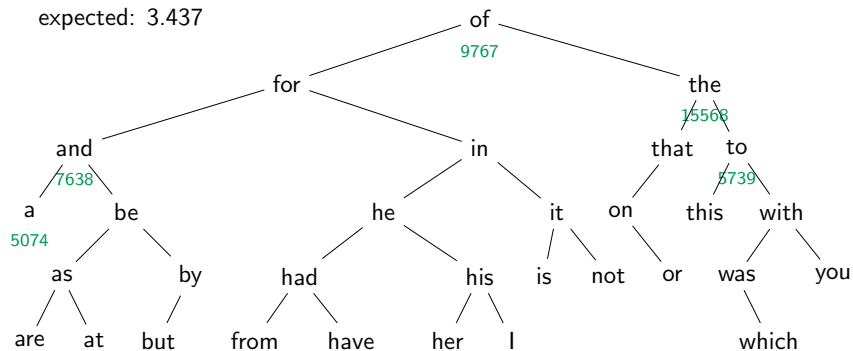


perfectly balanced

expected: 4.393

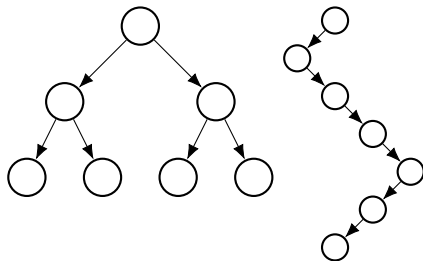


optimal



source: [Knuth] TAOCP Vol.3 (Sorting and Searching)

binary search tree BST



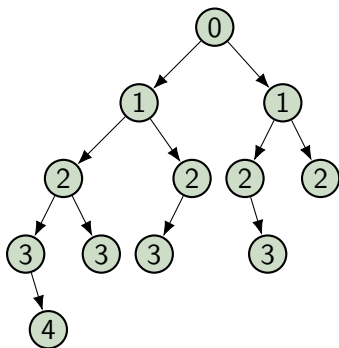
unsuccessful search in: (worst case search complexity)

- linear tree $O(n)$
- optimal tree $O(\lg(n))$ (complete tree)

proof, and average case behaviour: see later

internal / external path length

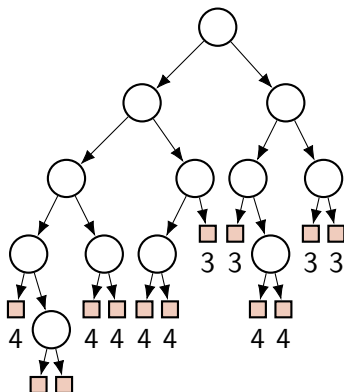
successful search



$$\text{avg} = \frac{I}{n} + 1 = \frac{I+n}{n}$$

$$I = 0 + 2*1 + 4*2 + 4*3 + 1*4 = 26$$

failure



$$\text{avg} = \frac{E}{n+1}$$

$$E = 4*3 + 7*4 + 2*5 = 50$$

relation I and E

Lemma

Let T be a binary tree with n nodes, with internal path length I and external path length E . Then $E = I + 2n$.

induction:

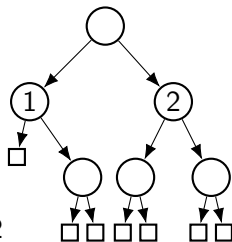
$$n = n_1 + n_2 + 1$$

$$I = I_1 + I_2 + n_1 + n_2$$

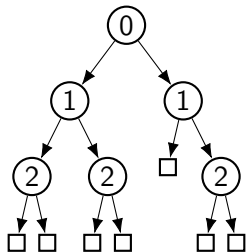
$$E = E_1 + E_2 + (n_1 + 1) + (n_2 + 1)$$

$$= (I_1 + 2n_1) + (I_2 + 2n_2) + n_1 + n_2 + 2$$

$$= \underbrace{(I_1 + I_2 + n_1 + n_2)}_I + \underbrace{(2n_1 + 2n_2 + 2)}_{2n}$$



internal/external path length



path length: count edges

n (internal) nodes **success**

ipl $I = 0 + 1 + 1 + 2 + 2 + 2 = 8$

$n + 1$ (external) leaves **failure**

epl $E = 3 + 3 + 3 + 3 + 2 + 3 + 3 = 20$

Definition (internal/external path length)

ipl $I =$ sum of path lengths to all nodes

epl $E =$ sum of path lengths to the 'extended' leaves

avg # comparisons **success:** $\frac{I}{n} + 1$ **failure:** $\frac{E}{n+1}$

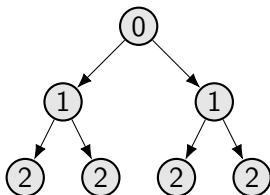
relation ipl/epl: $E = I + 2n$

extremal trees average per key

balanced (optimal)

h levels: $n = 2^h - 1$ nodes

$h = \lg(n+1)$

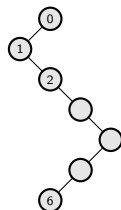


$$I_n = \sum_{i=0}^{h-1} i \cdot 2^i, \quad E_n = 2^h \cdot h$$

$$\Rightarrow I_n = (n+1) \lg(n+1) - 2n$$

$$\text{avg} = \frac{n+1}{n} \lg(n+1) - 1 \sim \lg n$$

linear (worst case)

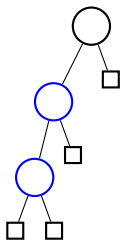


$$I_n = \sum_{i=0}^{n-1} i = \frac{n(n-1)}{2}$$

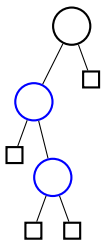
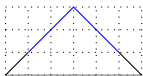
$$E_n = I_n + 2n = \frac{n(n+3)}{2}$$

$$\text{avg} = \frac{n+1}{2}$$

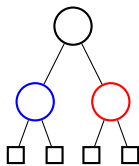
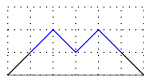
counting trees ☒



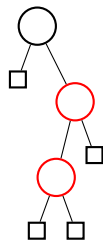
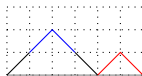
NNNLLLL



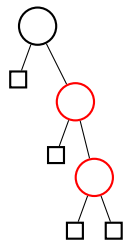
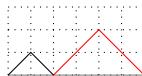
NNLNLLL



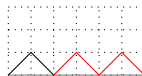
NNLLNLL



NLNNLLL

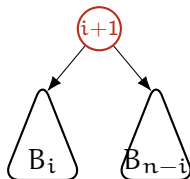
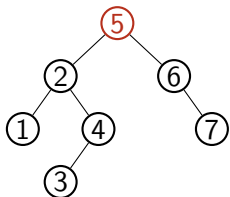


NLNLNLL



counting trees

1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, ...



1	1	2	5	14
14	5	2	1	1

(unlabeled) n -node binary trees

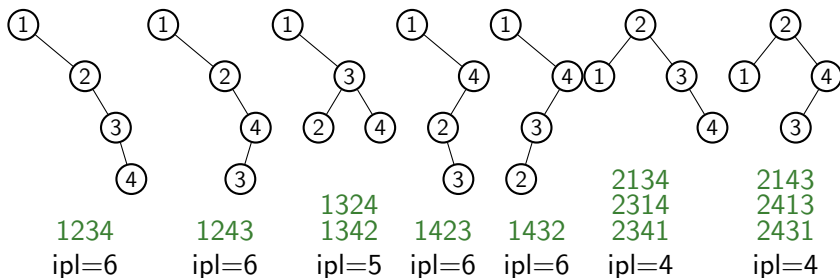
$$B_{n+1} = \sum_{i=0}^n (B_i \cdot B_{n-i}) \quad \text{with } B_0 = 1$$

$$B_n = \frac{1}{n+1} \binom{2n}{n} = \frac{(2n)!}{(n+1)!n!} \sim \frac{4^n}{n^{3/2}\sqrt{\pi}} \quad \text{Catalan numbers}$$

also the number of BST with given values

trees and permutations

'average tree' adding (permutation) keys \Rightarrow tree structure



$4! = 24$ permutations but $B_4 = 14$ BST's

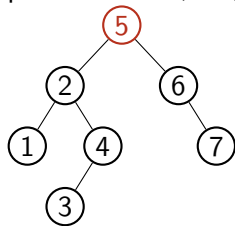
average ipl: $\frac{1}{24}(12 \times 4 + 4 \times 5 + 8 \times 6) = \frac{116}{24} = \frac{29}{6}$

average ipl BST ☒

I_n *average internal path length* over all BST with n nodes

average over permutations

permutation $1, \dots, n$ into BST \Rightarrow tree structure



permutation

determines left & right subtrees

5	2	4	1	3	$\sim I_4$
			6	7	$\sim I_2$

any k root = first element

$$I_n = (n-1) + \frac{1}{n} \sum_{k=1}^n (I_{k-1} + I_{n-k})$$

telescope! ☒

I_n average internal path length n nodes

so
$$I_n = (n - 1) + 2(I_0 + I_1 + \dots + I_{n-1})/n$$

also
$$I_{n-1} = (n - 2) + 2(I_0 + I_1 + \dots + I_{n-2})/(n - 1)$$

subtract
$$n I_n - (n - 1)I_{n-1} = 2n - 2 + 2I_{n-1}$$

thus
$$n I_n = (n + 1)I_{n-1} + 2n - 2$$

$$\frac{I_n}{n+1} = \frac{I_{n-1}}{n} + \frac{2}{n+1} - \frac{2}{n(n+1)}$$

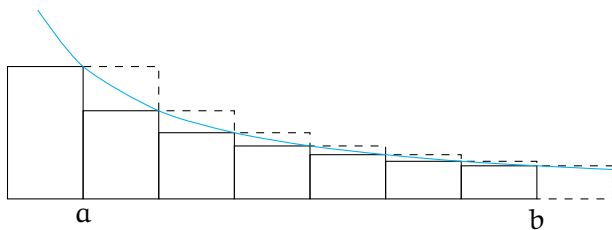
$$\frac{I_{n-1}}{n} = \frac{I_{n-2}}{n-1} + \frac{2}{n} - \frac{2}{(n-1)n}$$

...

$$\frac{I_1}{2} = \frac{I_0}{1} + \frac{2}{2} - \frac{2}{1 \cdot 2}$$

$$\frac{I_n}{n+1} = \frac{I_0}{1} + O(\ln n) - \frac{2n}{n+1}$$

afschatten



$$\int_a^{b-1} f(x) dx \leq \sum_{k=a}^b f(k) \leq \int_{a-1}^b f(x) dx$$

$$\frac{1}{1} + \frac{1}{2} + \cdots + \frac{1}{n} = 1 + \sum_{k=2}^n \frac{1}{k} \leq 1 + \int_1^n \frac{1}{x} dx = 1 + \lg n$$

end.