

Searching in Trees

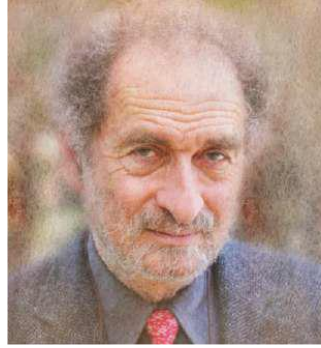
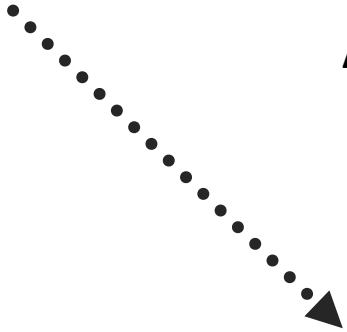
Gerth Stølting Brodal



Aarhus University



Kurt Mehlhorn
PhD, Cornell 1974



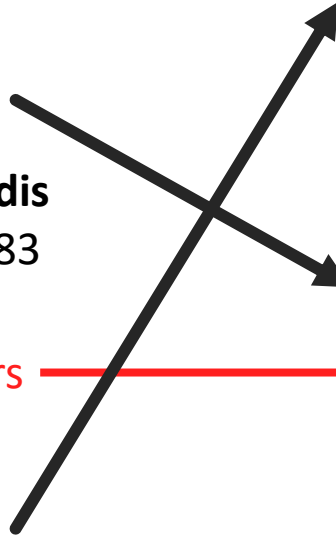
Athanasios K. Tsakalidis
PhD, Saarbrücken 1983



2 papers



Gerth Stølting Brodal
PhD, Aarhus 1997



Konstantinos Tsakalidis
PhD, Aarhus 2011



Konstantinos Tsichlas
PhD, Patras 2003

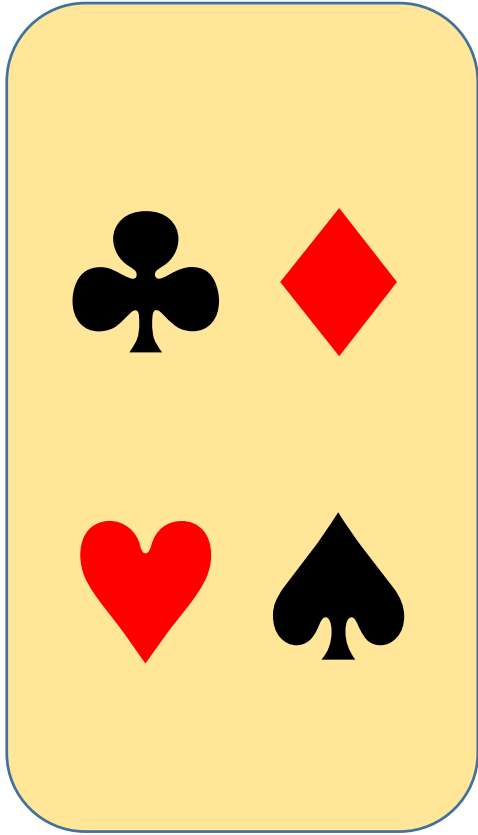


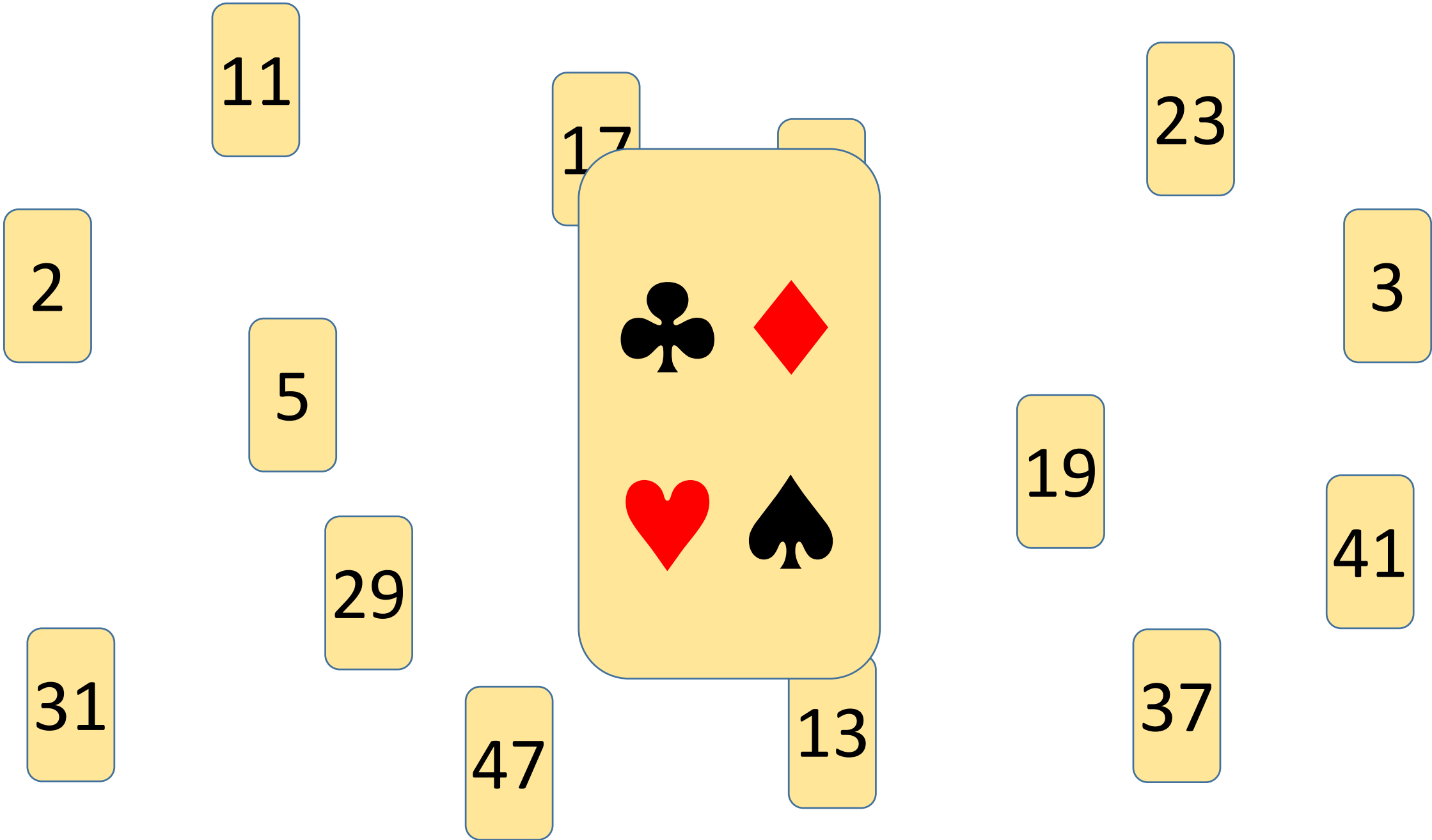
Konstantinos Mampentzidis
Diploma, Thessaloniki 2013
PhD, Aarhus exp. 2019

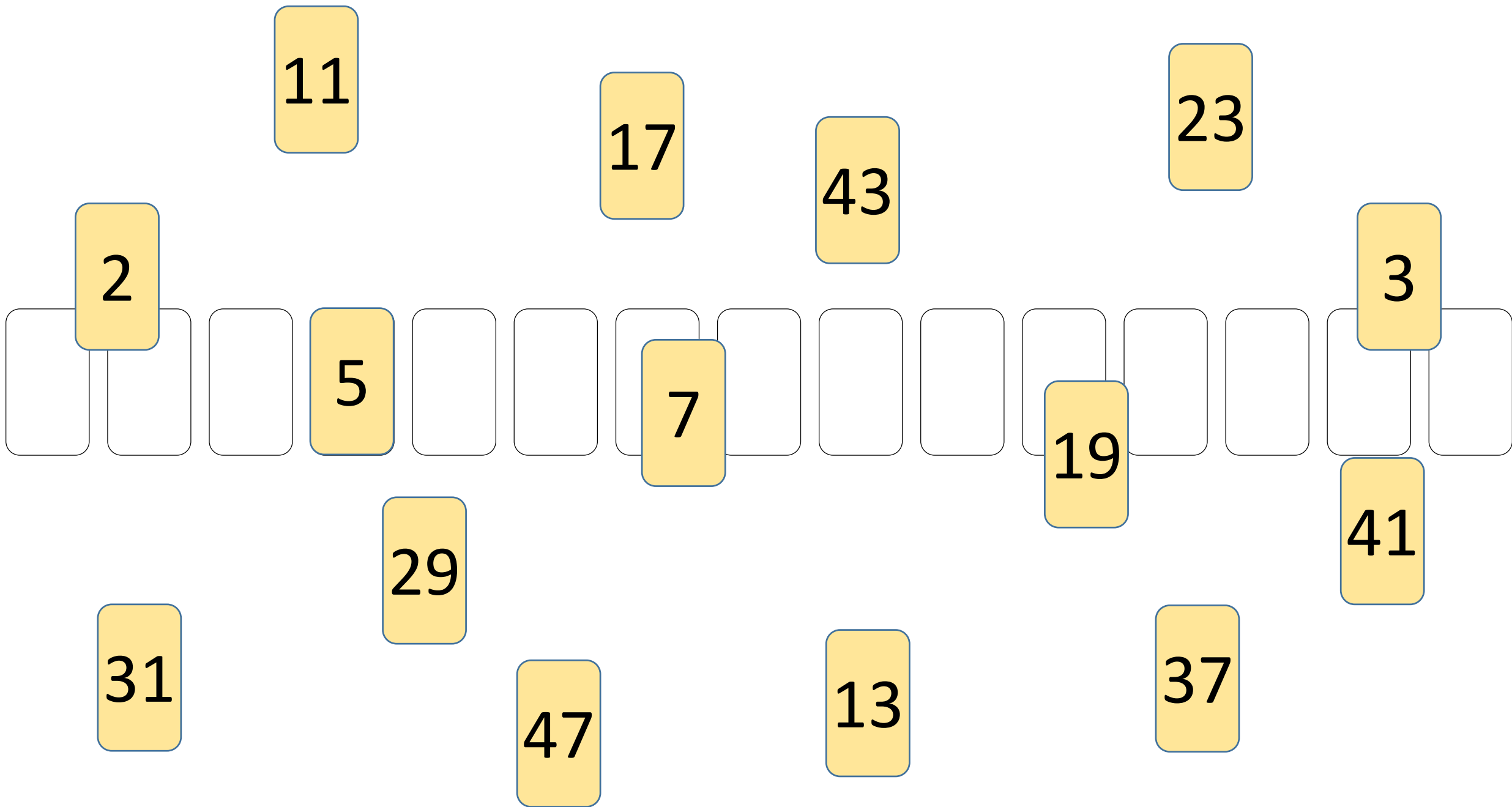


Erik Meineche Schmidt
PhD, Cornell 1977

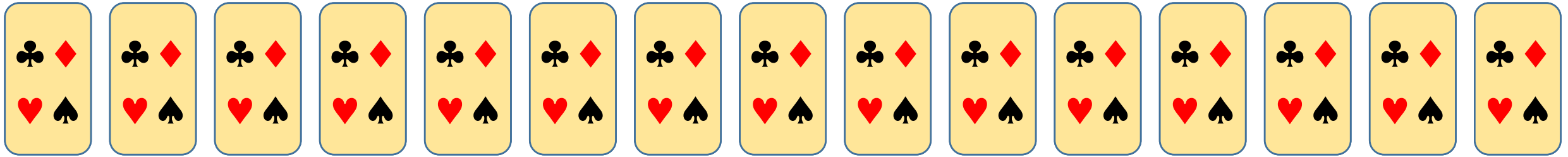




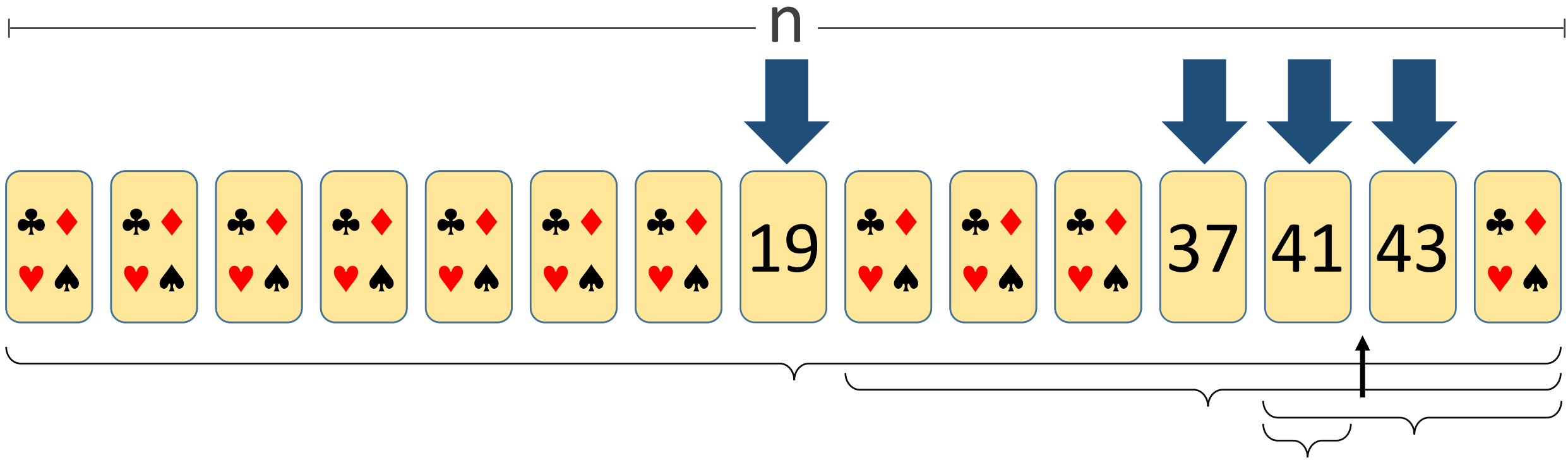




-
- 2 3 5 7 11 13 17 19 23 29 31 37 41 43 47



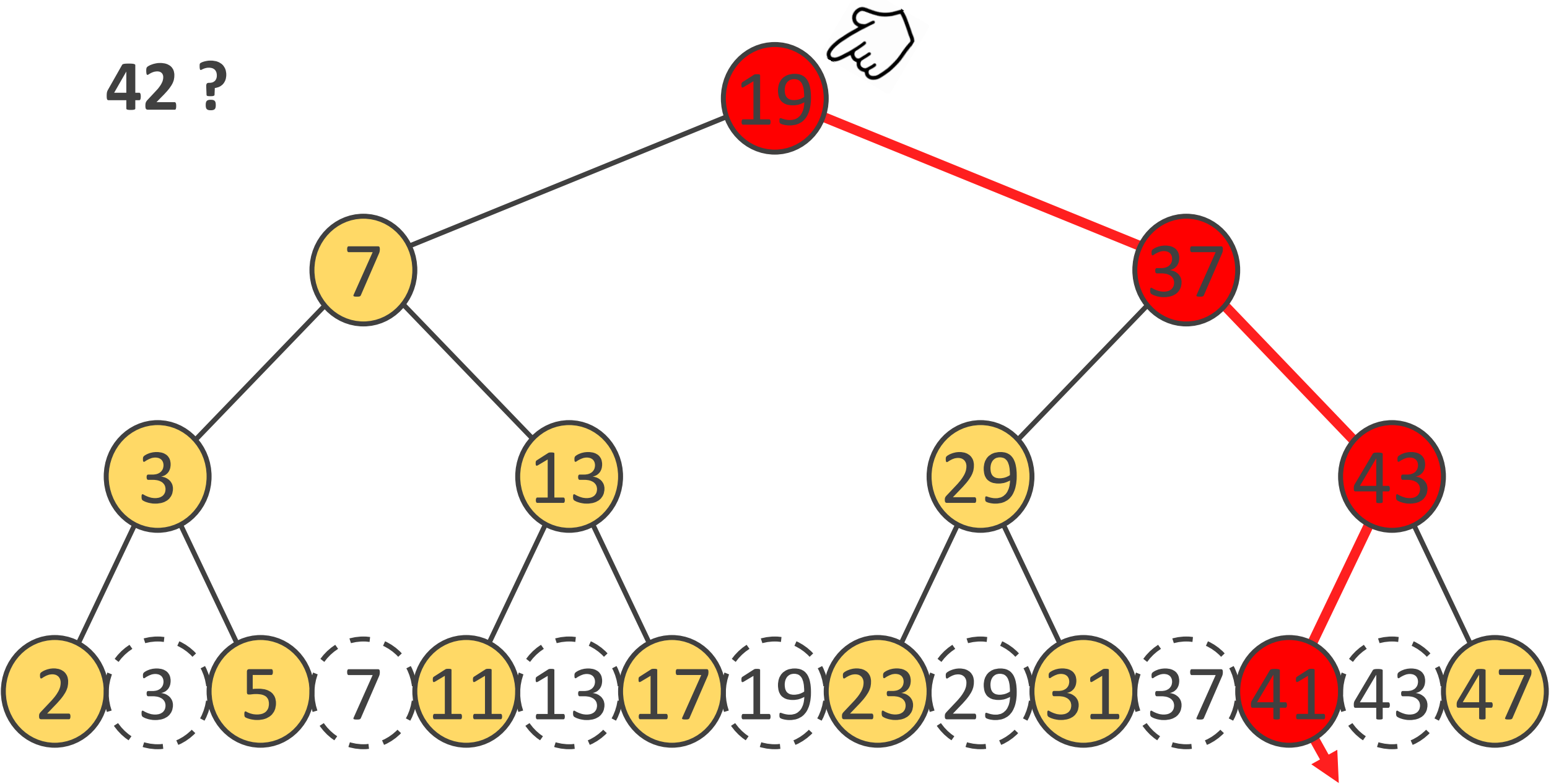
42 ?



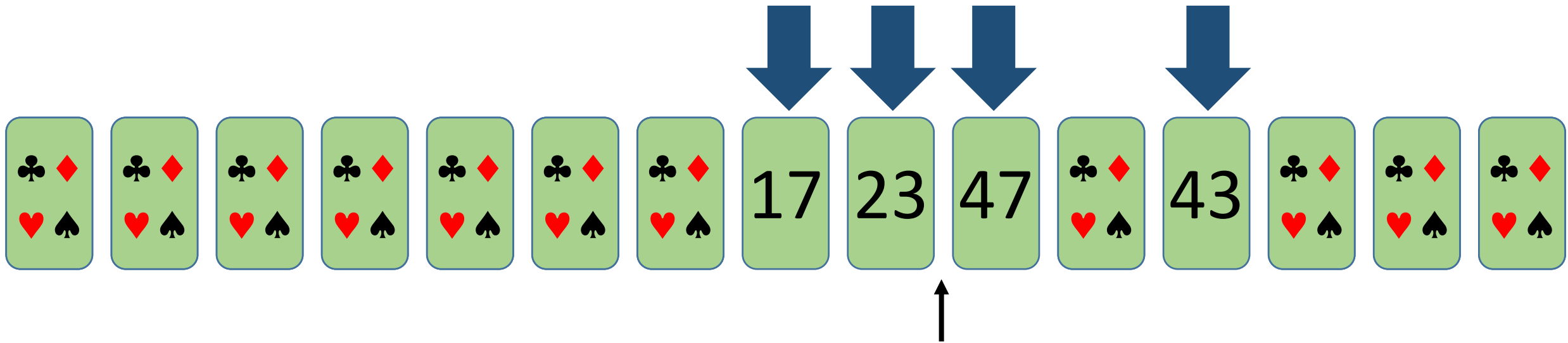
Binary search

$1 + \lfloor \log_2 n \rfloor$ comparisons

42 ?

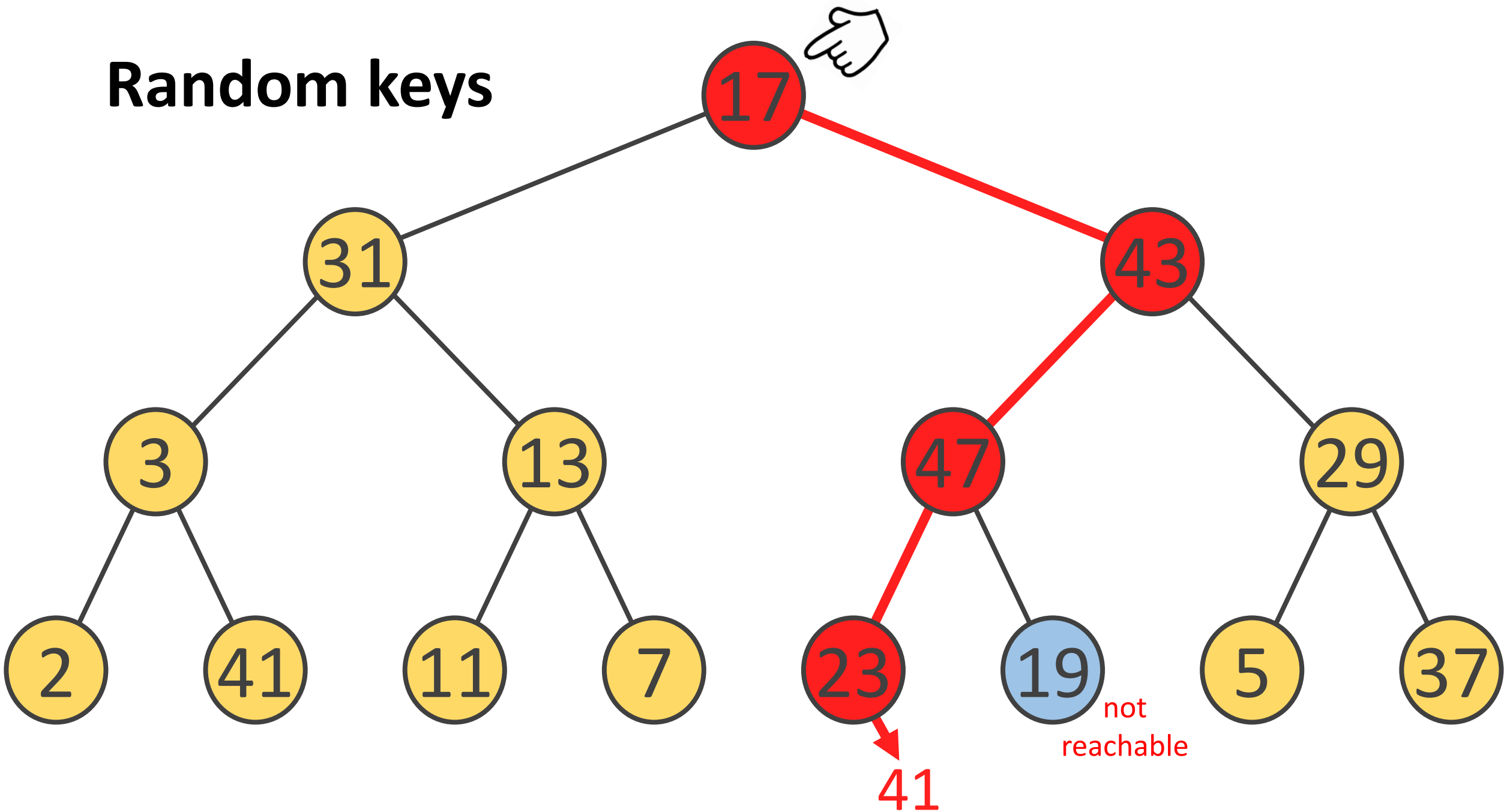


Binary search 41 ?

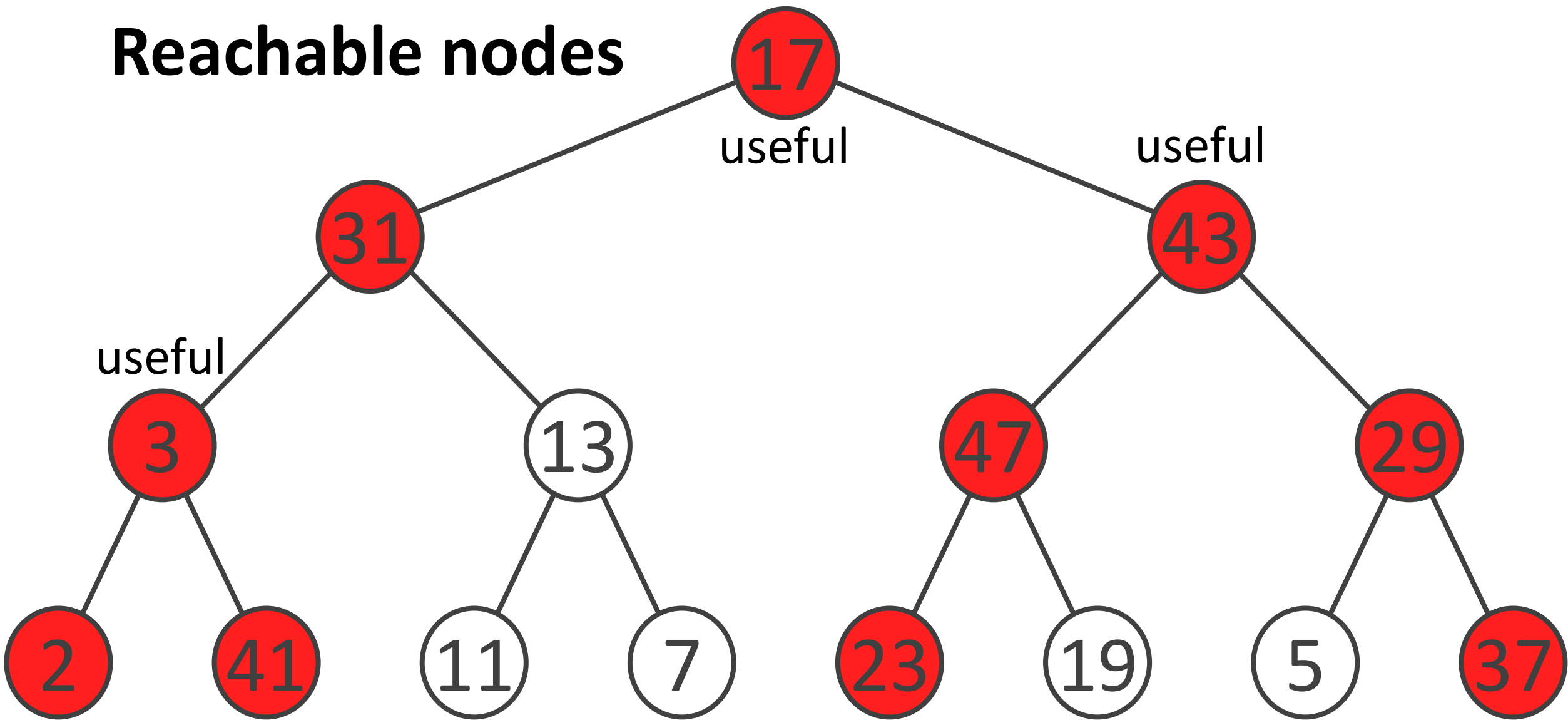


Forgot to sort...

Random keys



Reachable nodes



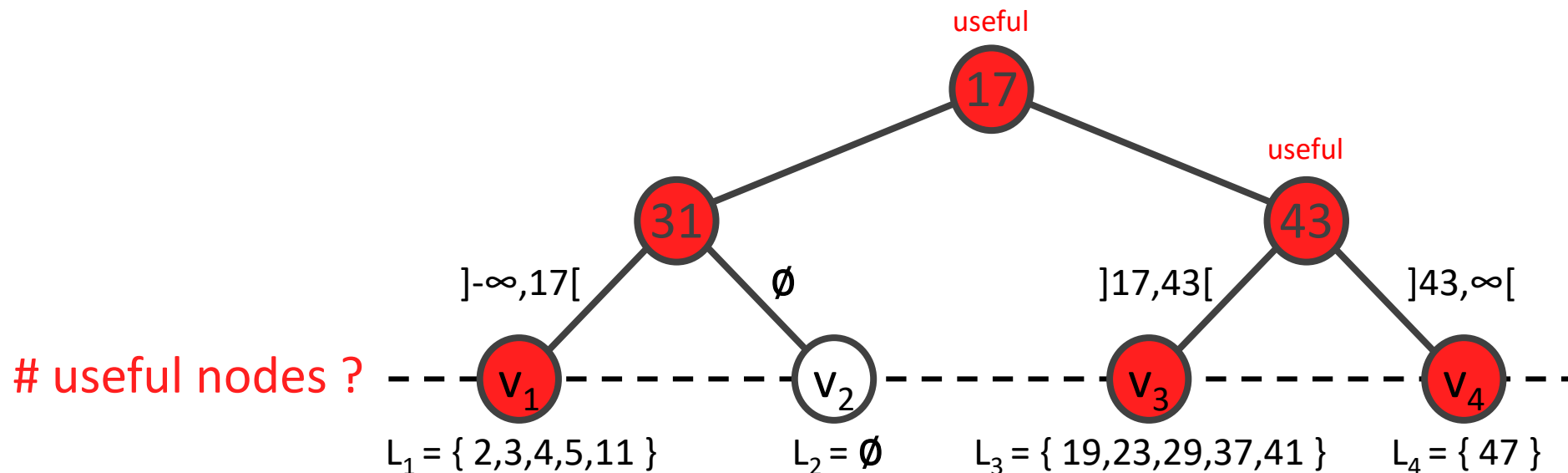
Reachable nodes – analysis

$$\Pr[v_i \text{ useful}] = |L_i| / \sum_j |L_j|$$

$$E[\# \text{ useful nodes at level}] = \sum_i (|L_i| / \sum_j |L_j|) = 1$$

$$E[\# \text{ useful nodes in tree}] = \text{height} - 1$$

$$E[\# \text{ reachable nodes in tree}] \leq \text{height}^2 = \mathbf{O(\log^2 n)} \quad \square$$

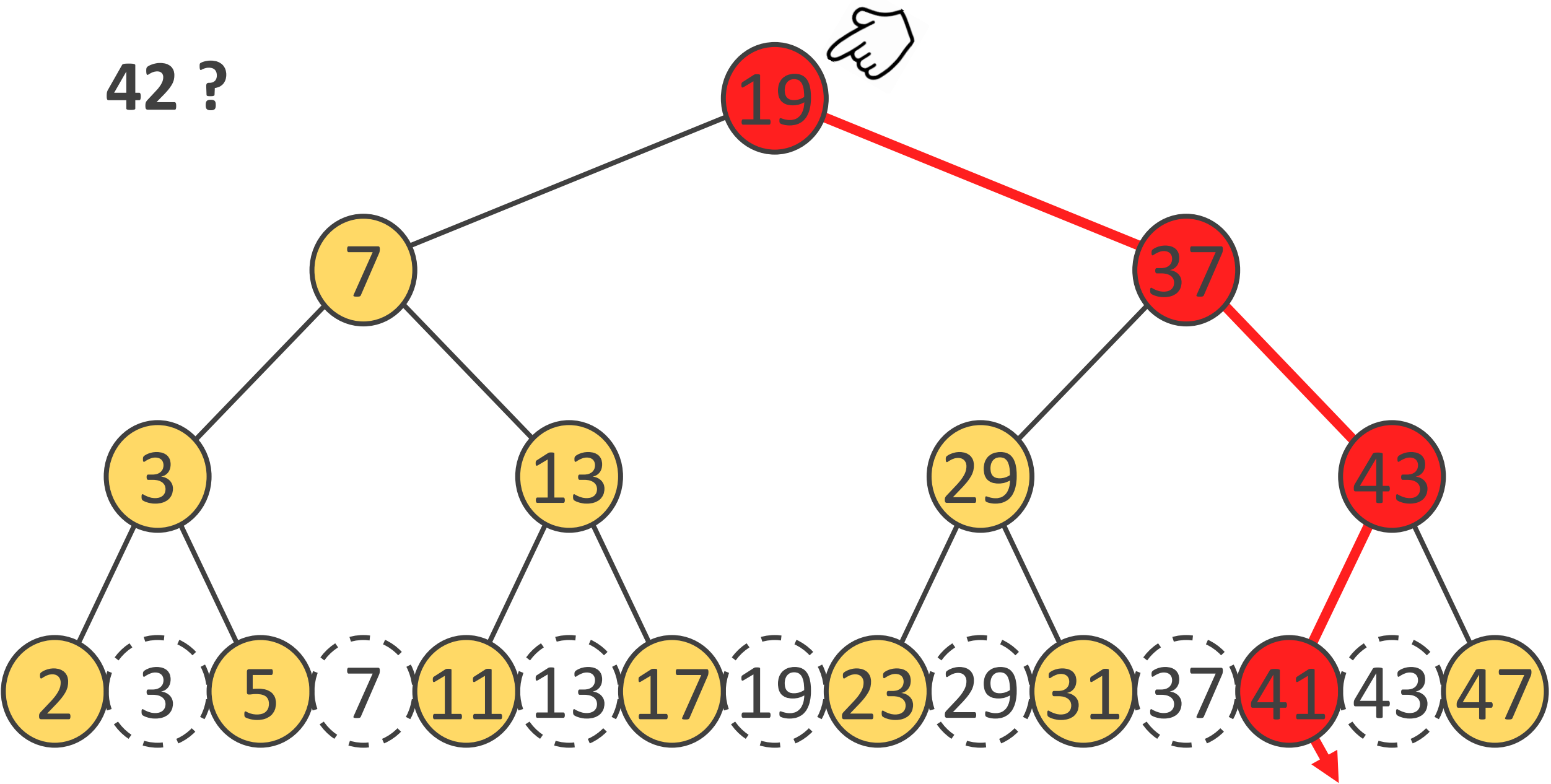


Fun-Sort

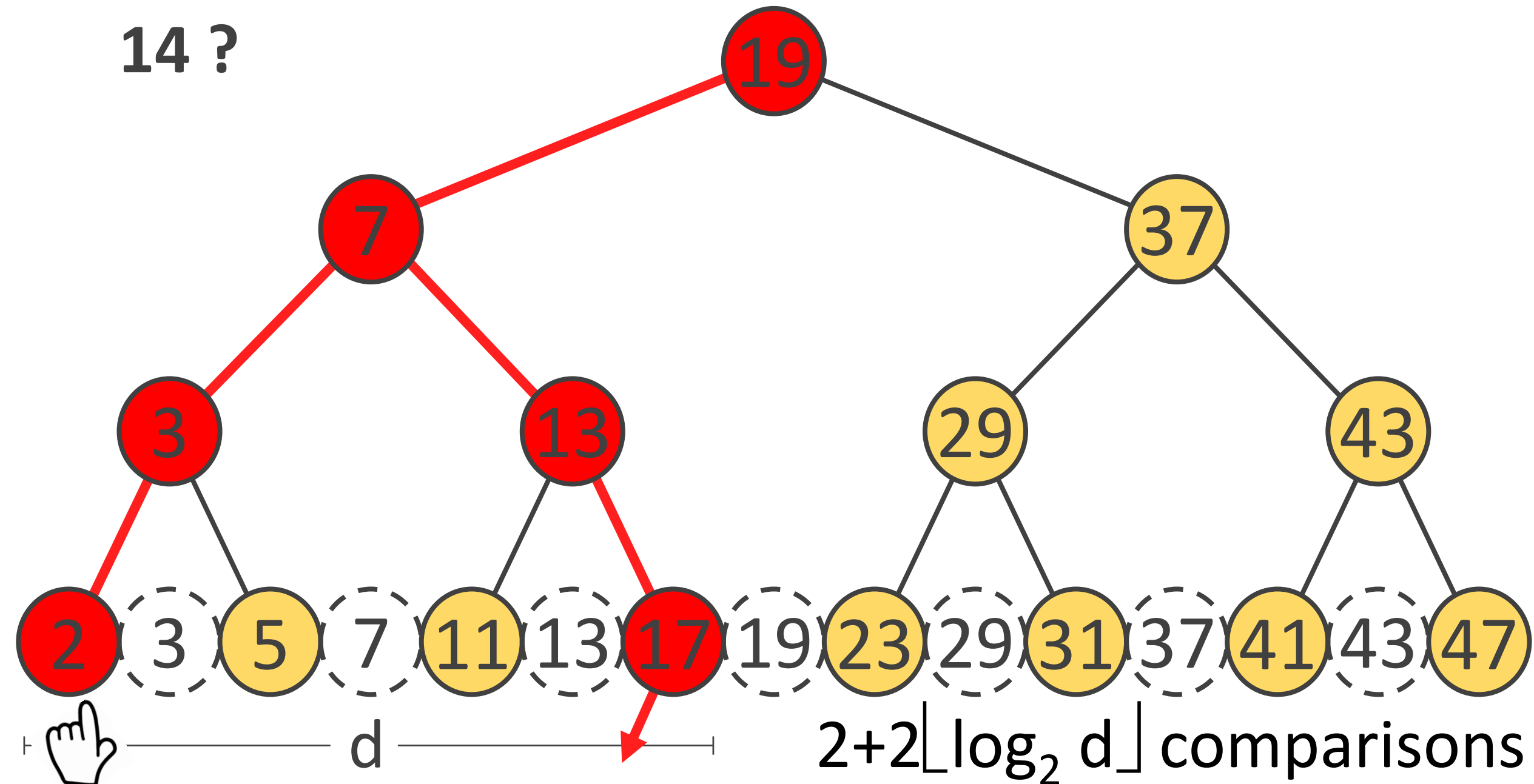
Uses repeated searches in an unsorted array to sort the array in $\Theta(n^2 \log n)$ time.

[Biedl, Chan, Demaine, Fleischer, Golin, King, Munro 2001]

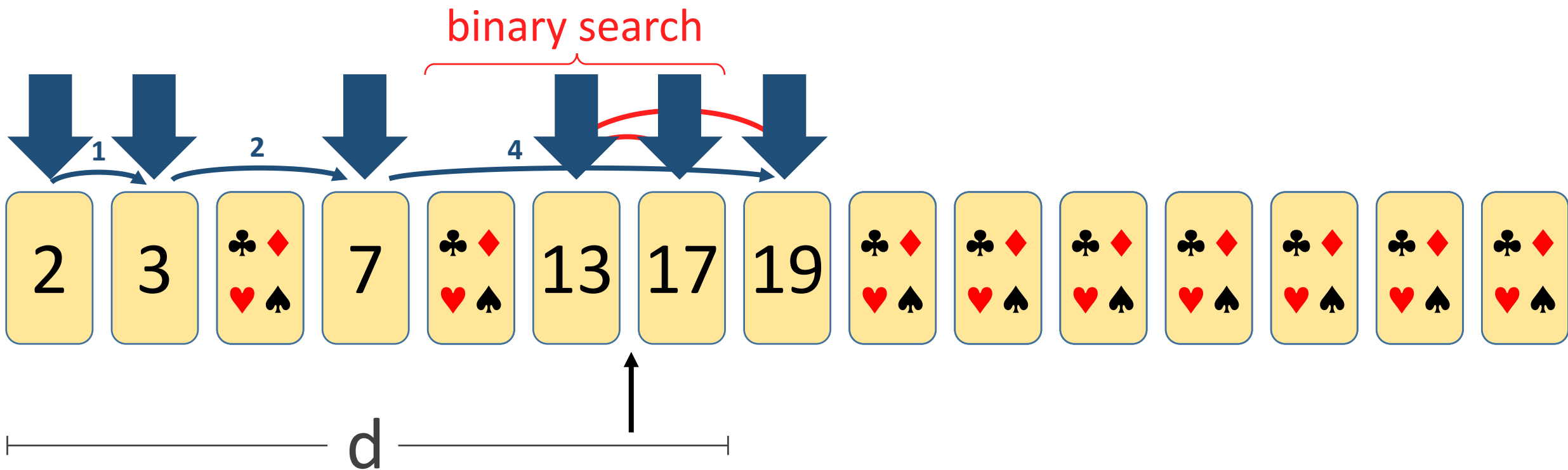
42 ?



14 ?



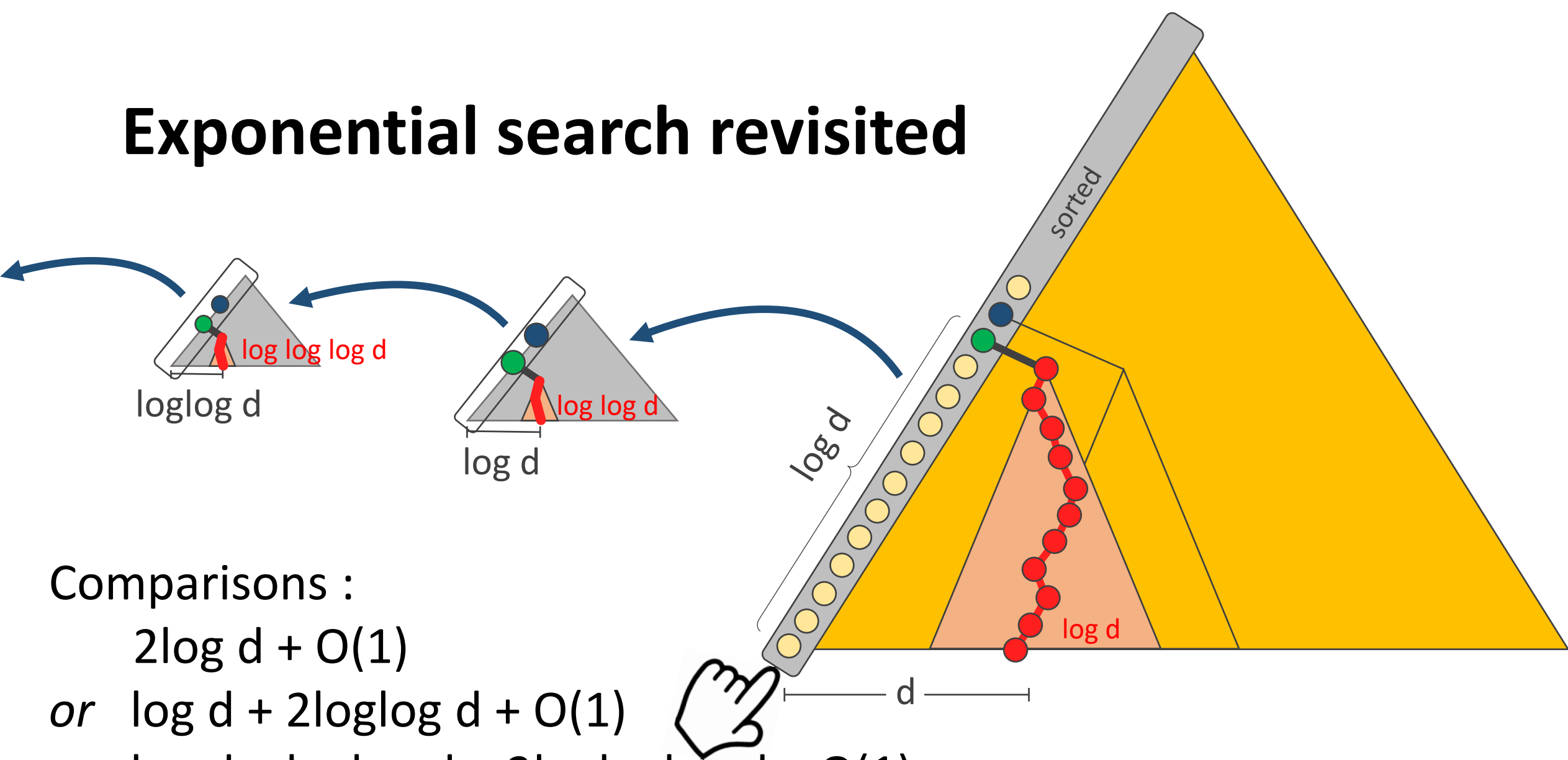
14 ?



Exponential search

$2 + 2 \lfloor \log_2 d \rfloor$ comparisons

Exponential search revisited



Comparisons :

$$2 \log d + O(1)$$

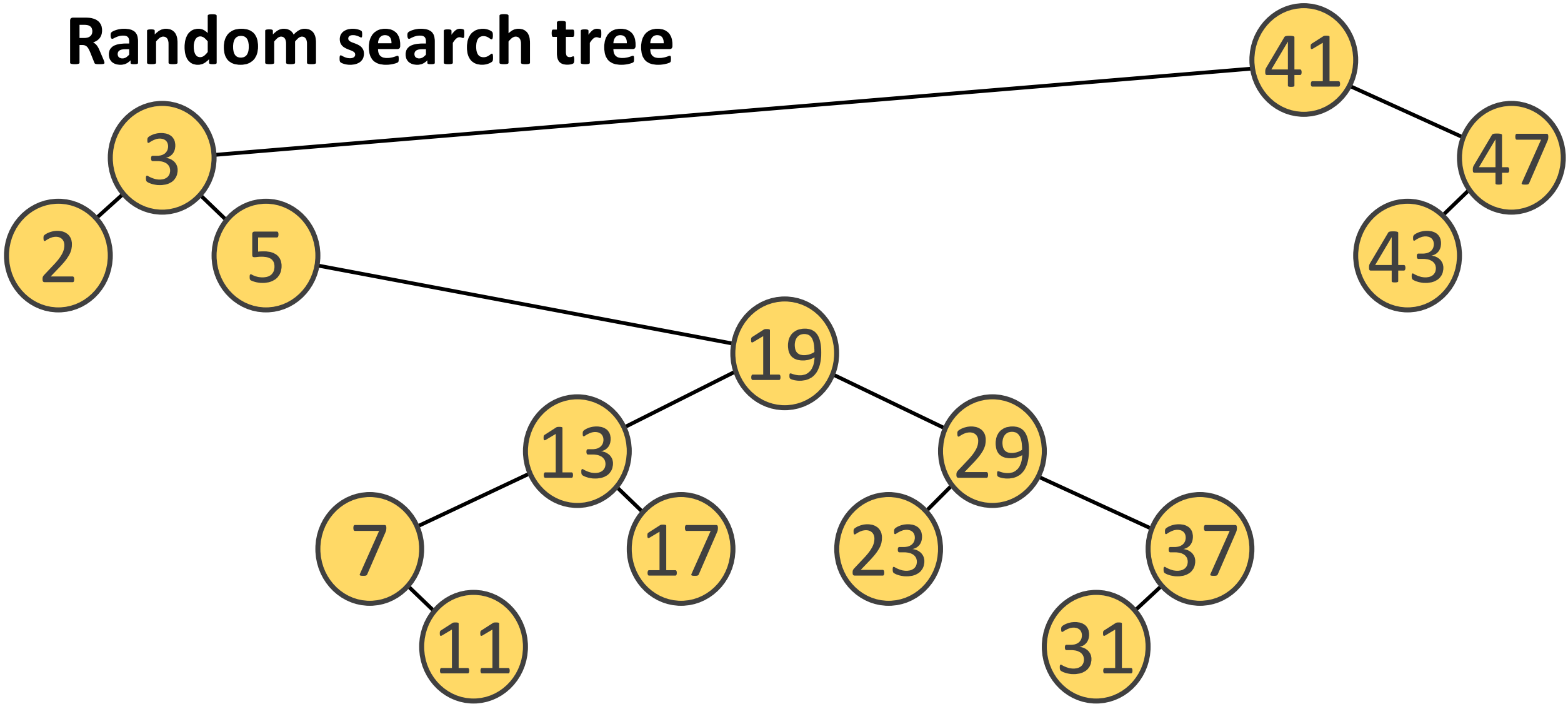
or $\log d + 2 \log \log d + O(1)$

or $\log d + \log \log d + 2 \log \log \log d + O(1)$

or $\sum_{i=1.. \log^* d} \log^{(i)} d + O(\log^* d)$

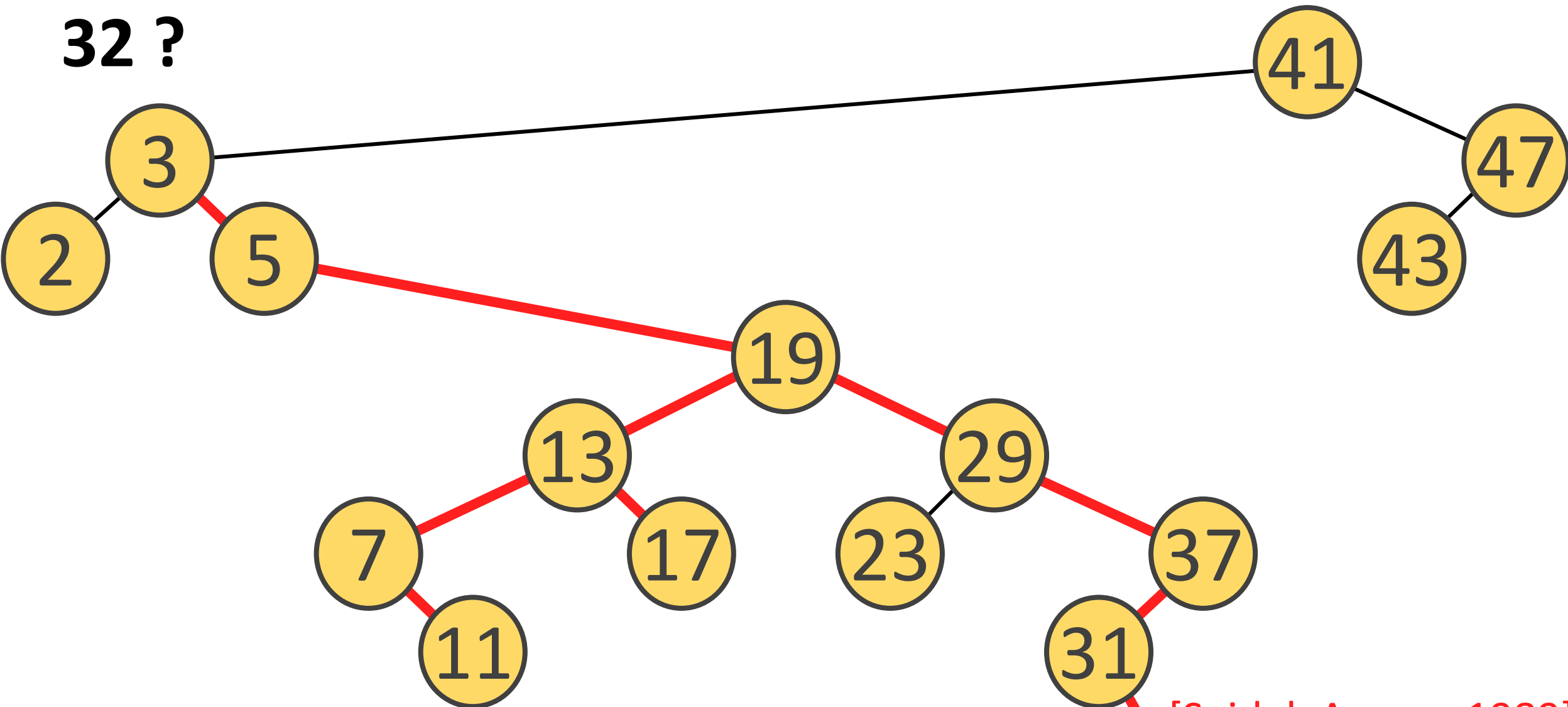
[Bentley, Yao 1976]

Random search tree



Expected depth $O(\log n)$

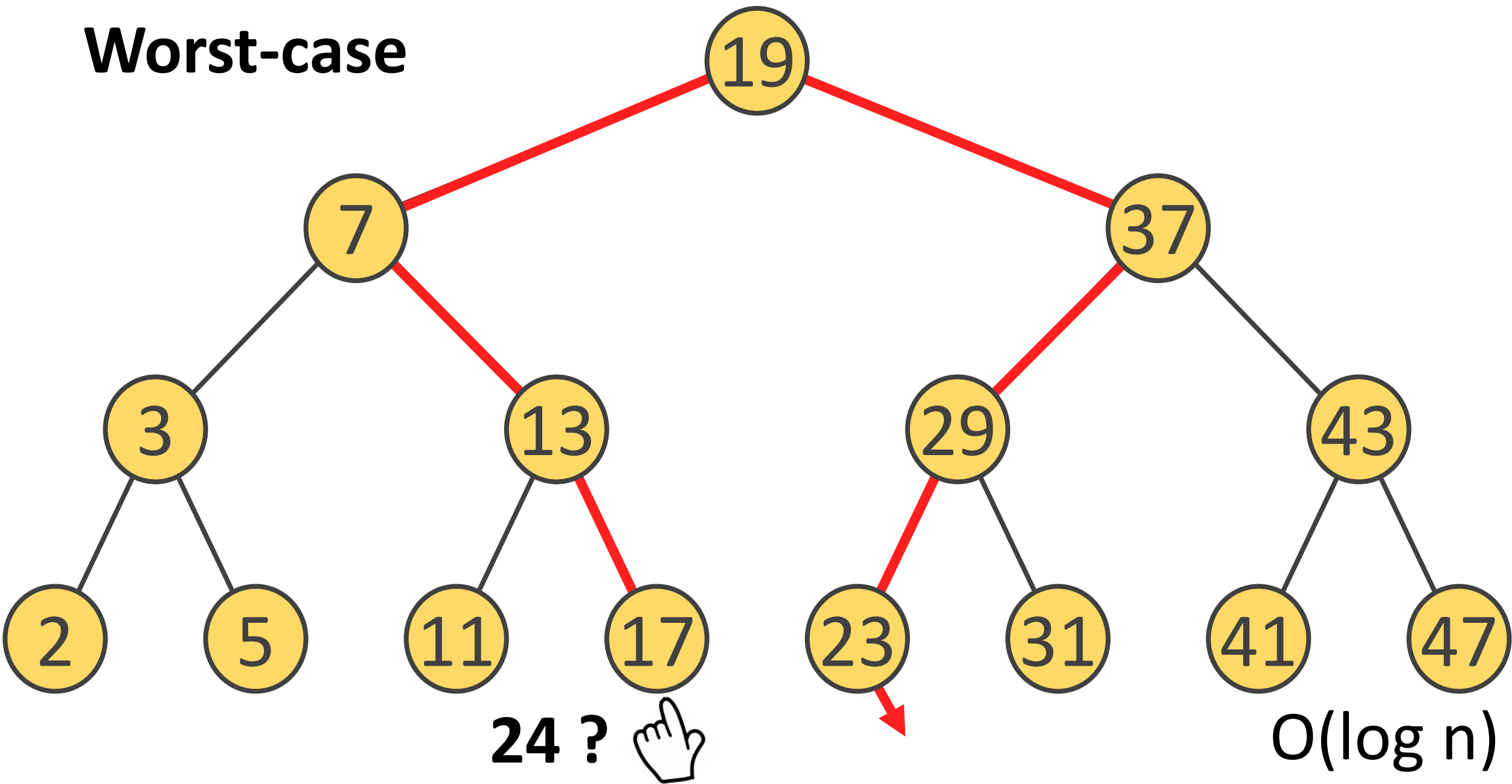
32 ?



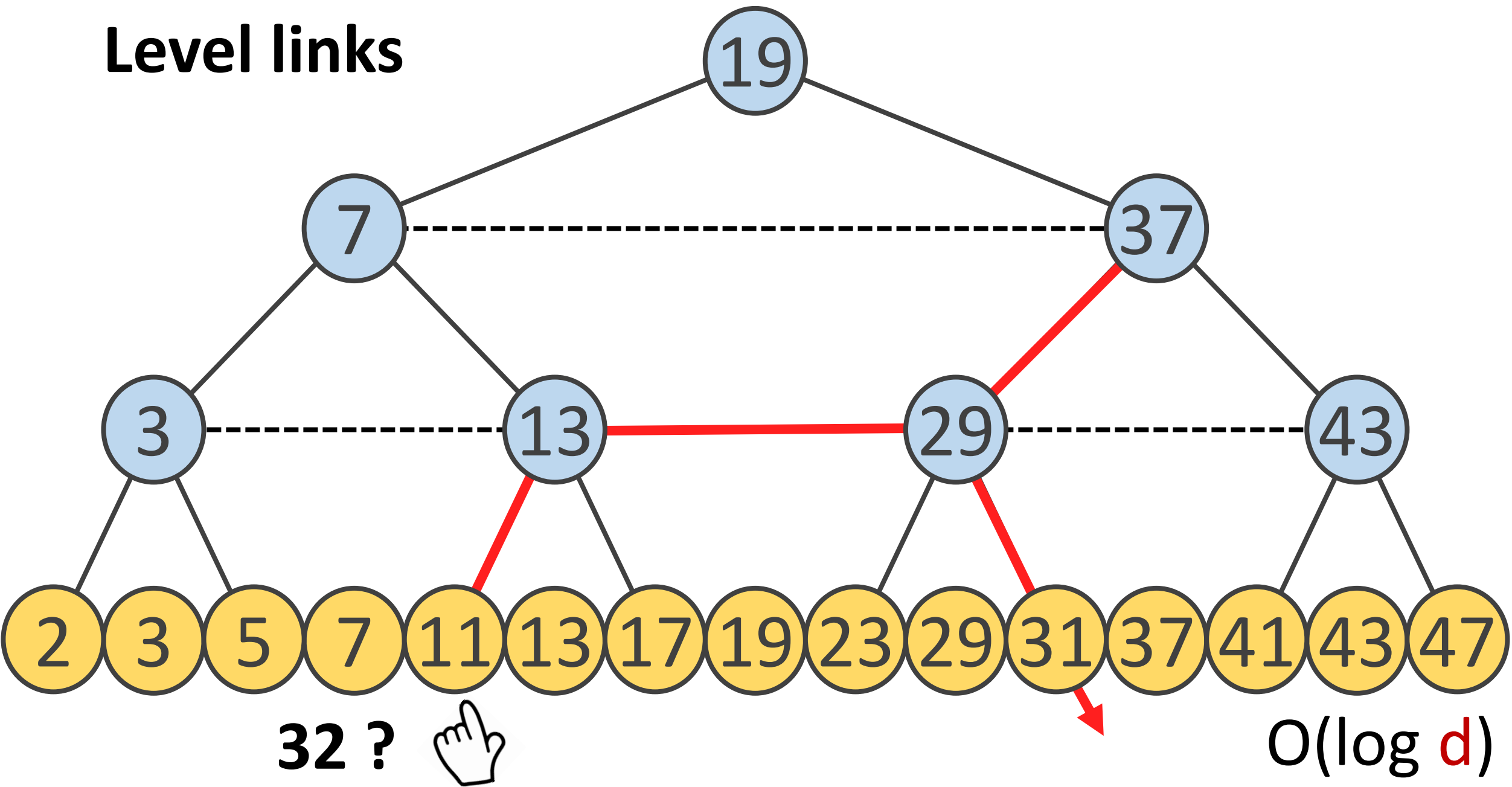
[Seidel, Aragon 1989]

Expected time $O(\log d)$

Worst-case



Level links

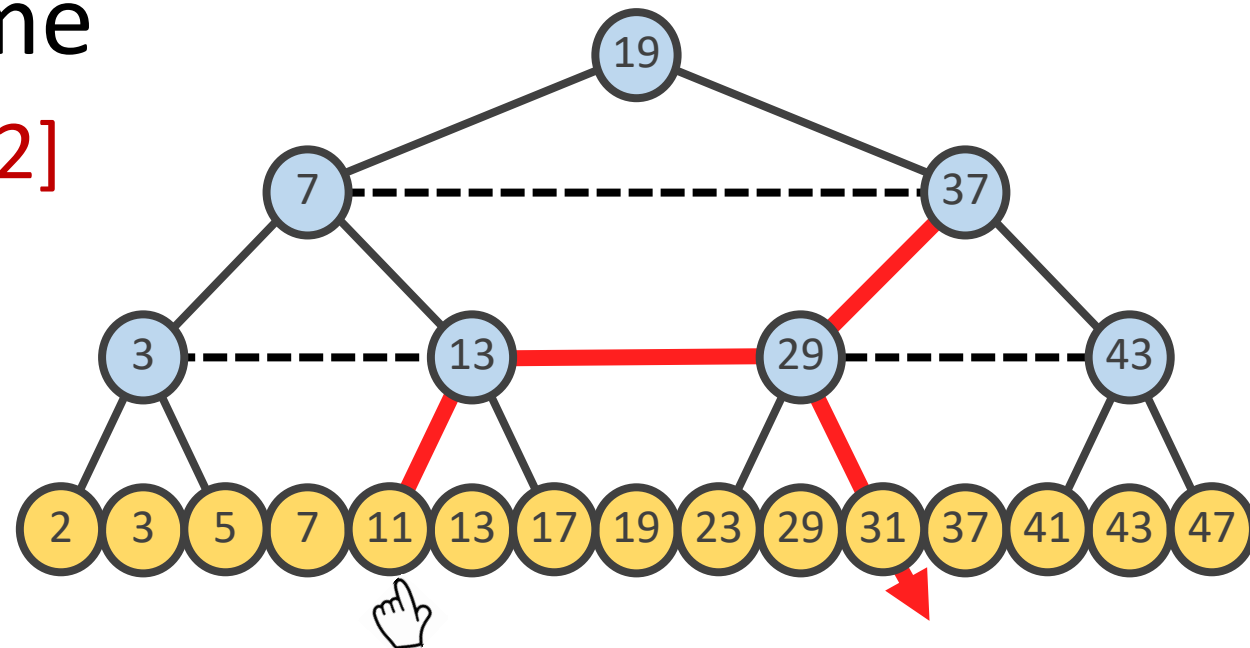


Dynamic finger search trees

Level-linked (2,4)-trees support

- Finger search in worst-case $O(\log d)$ time
- Insert/delete in **amortized $O(1)$** time but worst-case $O(\log n)$ time

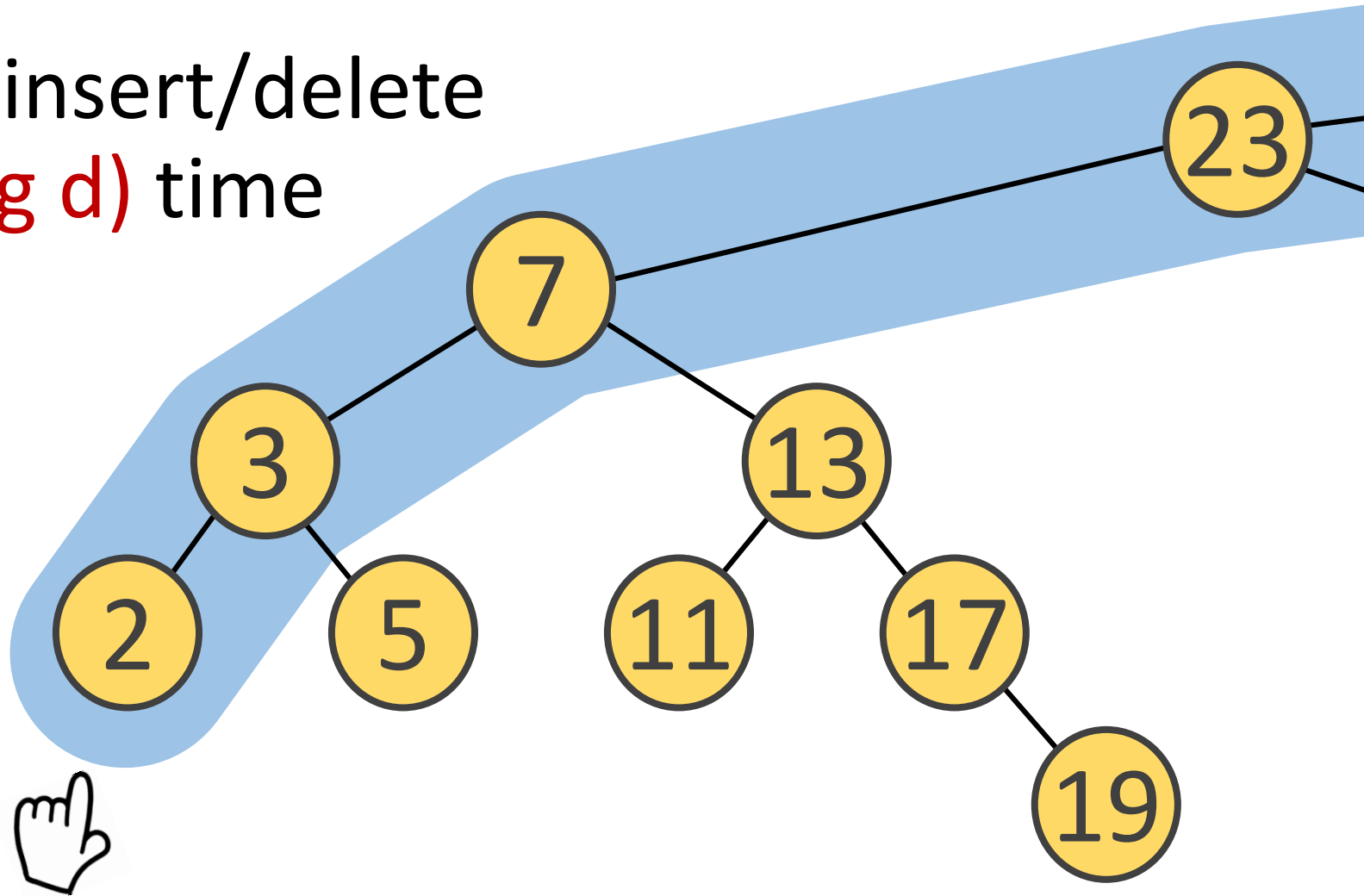
[Huddleston and Mehlhorn 1982]



AVL-trees with one finger

Finger search and insert/delete
in **worst-case $O(\log d)$** time

[Taskalidis 1984]

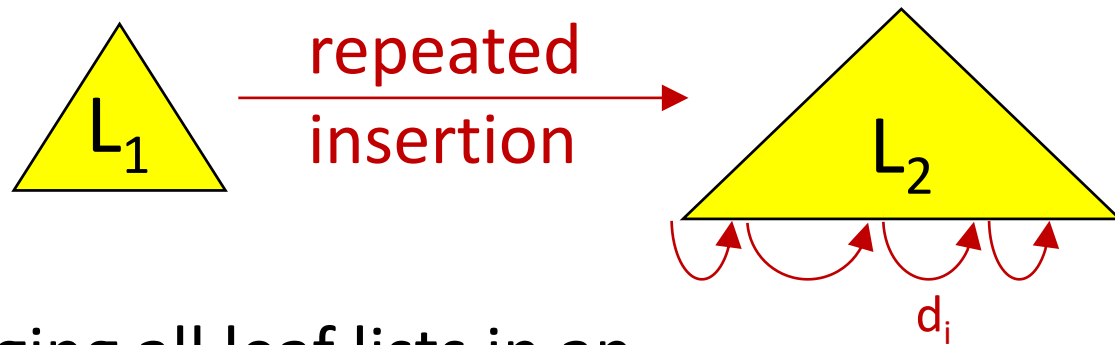


Dynamic finger search

		Search	Insert/Delete
Root finger	Red-black, AVL, 2-4-trees, ...	$O(\log n)$	$\left\{ \begin{array}{l} O(\log n) \\ O(1) \end{array} \right.$
	Levcopolous, Overmars 1988		
$O(1)$	Guibas et al. 1977, Tsakalidis 1984, ...	$O(\log d)$	$O(1)$
Arbitrary	Huddleston and Mehlhorn 1982 (Level-linked (2,4)-trees)	$O(\log d)$	$\left\{ \begin{array}{l} O(\log n) \\ O(1) \text{ am.} \end{array} \right.$
	Treaps, Randomized Skip lists	$O(\log d)$ exp.	$O(1)$ exp.
	Brodal, Lagogiannis, Makris, Tsakalidis , Tsihclas 2002	$O(\log d)$	$O(1)$
RAM, Arbitrary	Dietz, Raman 1994 (comparison)	$O(\log d)$	$O(1)$
	Andersson and Thorup 2000 (non-comparison)	$O(\sqrt{\log d / \log \log d})$	$O(1)$
	Sioutas, Panagis, Theodoridis, Tsakalidis 2005		
	Kaporis, Makris, Sioutas, Tsakalidis , Tsihclas, Zaroliagis 2003 (interpolation search, random distributions)	$O(\log \log d)$ exp.	$O(1)$ exp.

Application : Binary merging [Huddleston, Mehlhorn 1982]

- Merging sorted lists L_1 and L_2 represented by finger search trees

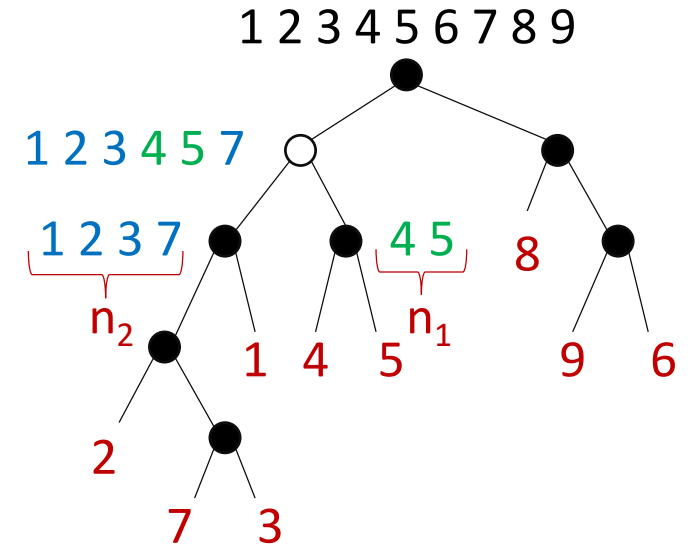


$$\sum \log(d_i) = O\left(|L_1| \log\left(\frac{|L_2| + |L_1|}{|L_1|}\right)\right)$$

- Merging all leaf lists in an **arbitrary** binary tree $O(n \cdot \log n)$

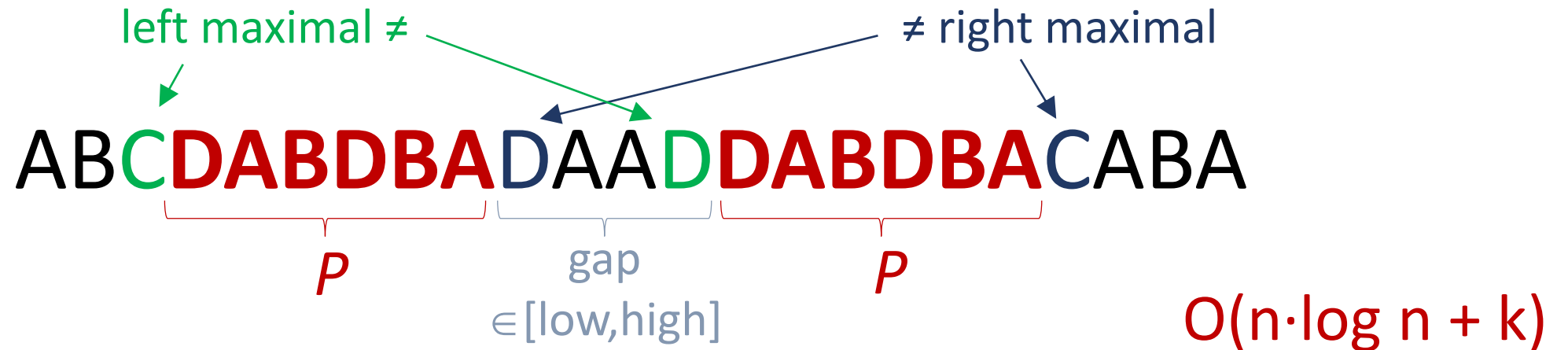
Proof Induction $O(\log n!)$

$$\begin{aligned} & O(\log n_1! + \log n_2! + n_1 \cdot \log((n_1 + n_2)/n_1)) \\ &= O(\log n_1! + \log n_2! + \log \binom{n_1 + n_2}{n_1}) \\ &= O(\log(n_1! \cdot n_2! \cdot \binom{n_1 + n_2}{n_1})) = O(\log(n_1 + n_2)!) \quad \square \end{aligned}$$



Application : Maximal pairs with bounded gap

[Brodal, Lyngsø, Pedersen, Stoye 1999]



- Build suffix tree (ST) & make it binary
- Create leaf lists at each node
- Right-maximal pairs = ST nodes
- Find maximal pairs = finger search at ST nodes

Athanasios K. Tsakalidis & finger search

AVL + 1 finger
1984 –

*AVL amortized
 $O(1)$ deletions*
1985 –

*AVL amortized
 $O(1)$ insertions*
1986 –

*Optimal dynamic
pointer based*
2002 –

*RAM interpolation
finger search*
2003 –

*RAM simplified
randomized*
2005 –

Summary
2009 –

*RAM interpolation
finger search (journal)*
2013

Thank you