CSCB63 – Design and Analysis of Data Structures

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¹based on notes by Anna Bretscher and Albert Lai

augmented data structures

An <u>augmented</u> data structure is simply an existing data structure modified to store additional information and / or perform additional operations.

Our task: a data structure that implements an ordered set/dictionary and, in addition to insert, delete, search, union (we'll see union shortly), etc., also supports two types of "rank queries":

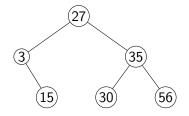
- rank(S, k): given a key k in set S, what is its rank, i.e., the key's position among the elements?
- select(S, r): given a rank r and set S, which key in S has this rank?

For example, in the set of values $S = \{3, 15, 27, 30, 35, 56\}$:

- rank(S, 15) =
- select(S, 4) =

augmented data structures

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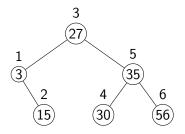
AVL tree without modification

If we use AVL tree without modifications:

- To implement rank:
- To implement select:
- What is the complexity of rank?
- What is the complexity of select?
- Will operations search, insert, and delete need to change?

augmented AVL tree — attempt 1

Idea: store rank(T, n.key) in each node n in tree T.



- To implement rank(T, k):
- To implement select(T, r):

augmented AVL tree — attempt 1

Idea: store rank(T, n.key) in each node n in tree T.

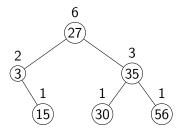
• What is the complexity of rank(T, k)?

• What is the complexity of select(T, r)?

• Will operations search, insert, and delete need to change?

augmented AVL tree — attempt 2

Idea: store size(n) — the number of nodes in subtree rooted at n including n itself — for each node n.



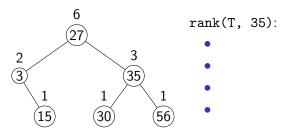
Q. How is size related to rank?

Define relative rank rank(n, k) as rank of key k relative to the keys in the tree rooted at node n.

augmented AVL tree — rank

rank(T, k) - idea

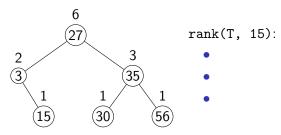
- do search(T, k) keeping track of the rank computed so far
- at each move to the right, add size of left subtree we skipped plus 1 for the key itself
- if found key in node *n*, add *size*(*n.left*) + 1 to rank so far, to get the real rank



augmented AVL tree — rank

rank(T, k) - idea

- do search(T, k) keeping track of the rank computed so far
- at each move to the right, add size of left subtree we skipped plus 1 for the key itself
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augmented AVL tree — rank

```
rank(T, k) - pseudocode
if T == nil: # k not in T
    deal with special case
if k == T.key:
    return size(T.left) + 1
if k > T.key:
    return size(T.left) + 1 + rank(T.right, k)
else:
    return rank(T.left, k)
```

where

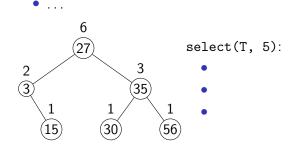
size(T) = 0 if T == nil else T.size

select(T, r) - idea

- at each visited node n, compare r to size(n.left) + 1
- if equal, found the node: return *n.key*
- if <, then key with rank r is in left subtree
 - relative rank in left subtree is the same
 - look for rank r in n.left
- if >, then key with rank r is in the right subtree
 - relative rank in the right subtree is r (size(n.left) + 1)
 - look for rank r − size(n.left) − 1 in n.right

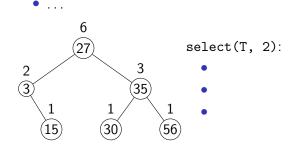
select(T, r) - idea

• at each visited node *n*, compare *r* to size(n.left) + 1



select(T, r) - idea

• at each visited node *n*, compare *r* to size(n.left) + 1



```
select(T, r) — pseudocode
if T == nil: # r not in T
    deal with special case
r' = size(T.left) + 1
if r == r':
   return T.key
if r < r':
    return select(T.left, r)
else:
    return select(T.right, r - r')
where
```

```
size(T) = 0 if T == nil else T.size
```

augmented AVL tree — insert / delete

• insert(T, k, v):

• delete(T, k):

• rebalancing:

Therefore, each operation is $\Theta(\log n)$.