# Splay Trees

CSE 373

Data Structures

# Readings

- Reading Chapter 10
  - Section 10.3

# Self adjusting Trees

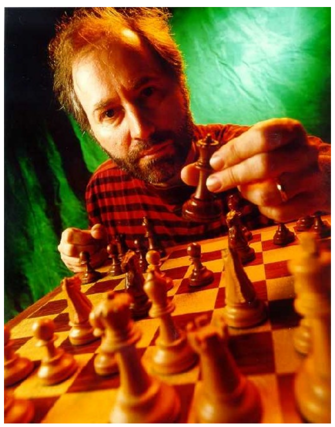
- Ordinary binary search trees have no balance conditions
  - what you get from insertion order is it
- Balanced trees like AVL trees enforce a balance condition when nodes change
  - tree is always balanced after an insert or delete
- Self-adjusting trees get reorganized over time as nodes are accessed
  - Tree adjusts after insert, delete, or find

# Splay Trees

- Splay trees are tree structures that:
  - › Are not perfectly balanced all the time
  - › Data most recently accessed is near the root. (principle of locality; 80-20 “rule”)
- The procedure:
  - › After node X is accessed, perform “splaying” operations to bring X to the root of the tree.
  - › Do this in a way that leaves the tree more balanced as a whole

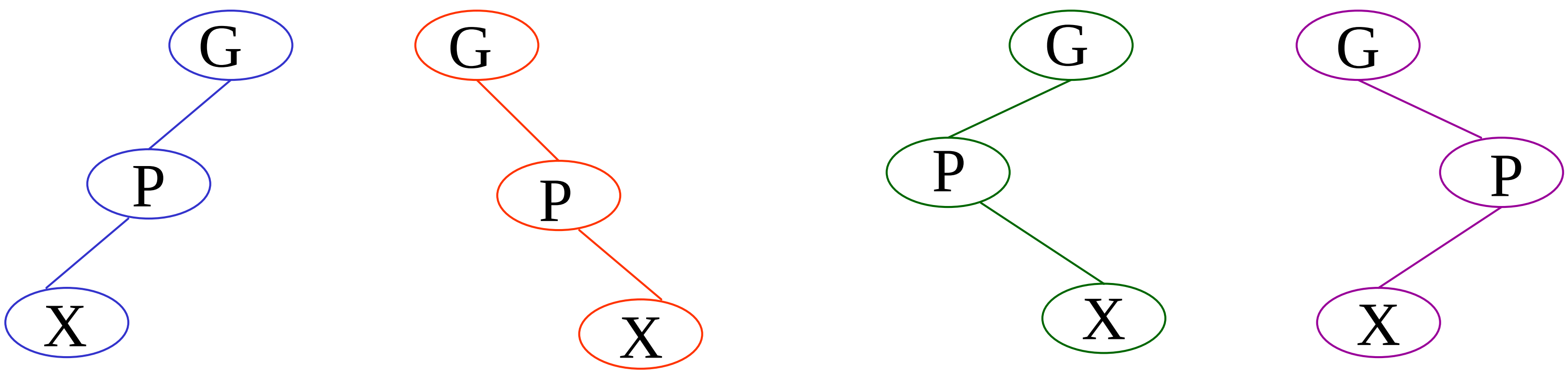
# Splay Trees (1985)

- Daniel  Sleator (1954 -) & Robert Tarjan (1948 -)



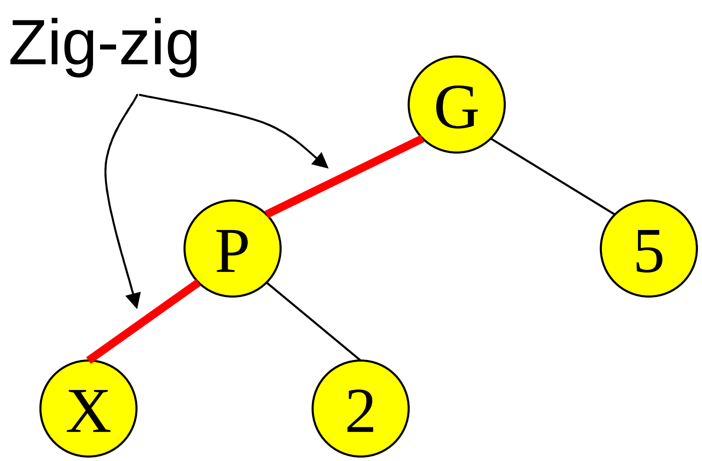
# Splay Tree Terminology

- Let X be a non-root node with ≥ 2 ancestors.
  - P is its parent node.
  - G is its grandparent node.

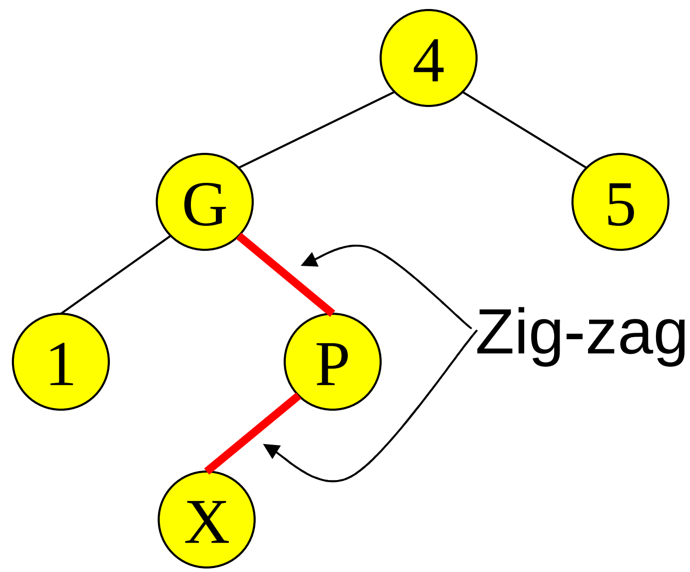


# Zig-Zig and Zig-Zag

Parent and grandparent in same direction.

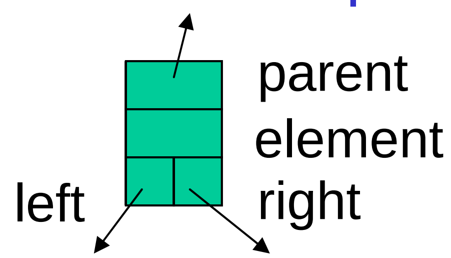



Parent and grandparent in different directions.



# Splay Tree Operations

1. Helpful if nodes contain a parent pointer.

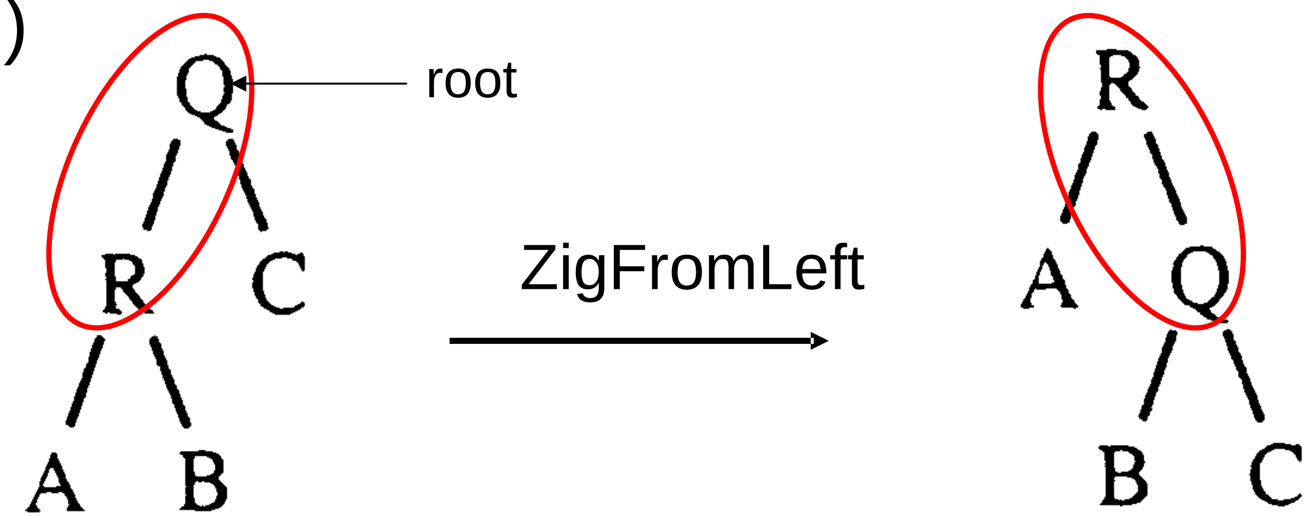



2. When X is accessed, apply one of six rotation routines.

- Single Rotations (X has a P (the root) but no G)
  ZigFromLeft, ZigFromRight
- Double Rotations (X has both a P and a G)
  ZigZigFromLeft, ZigZigFromRight
  ZigZagFromLeft, ZigZagFromRight

# Zig at depth 1 (root)

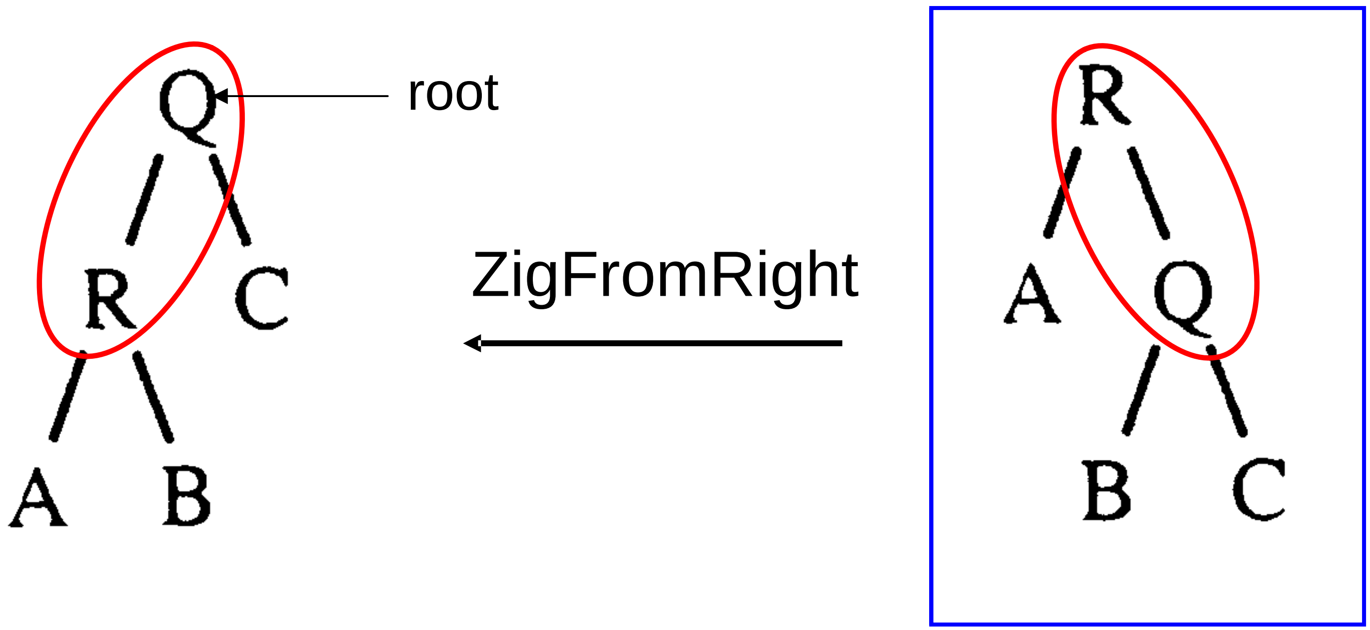
- "Zig" is just a single rotation, as in an AVL tree
- Let R be the node that was accessed (e.g. using Find)




- ZigFromLeft moves R to the top $\rightarrow$faster access next time

# Zig at depth 1

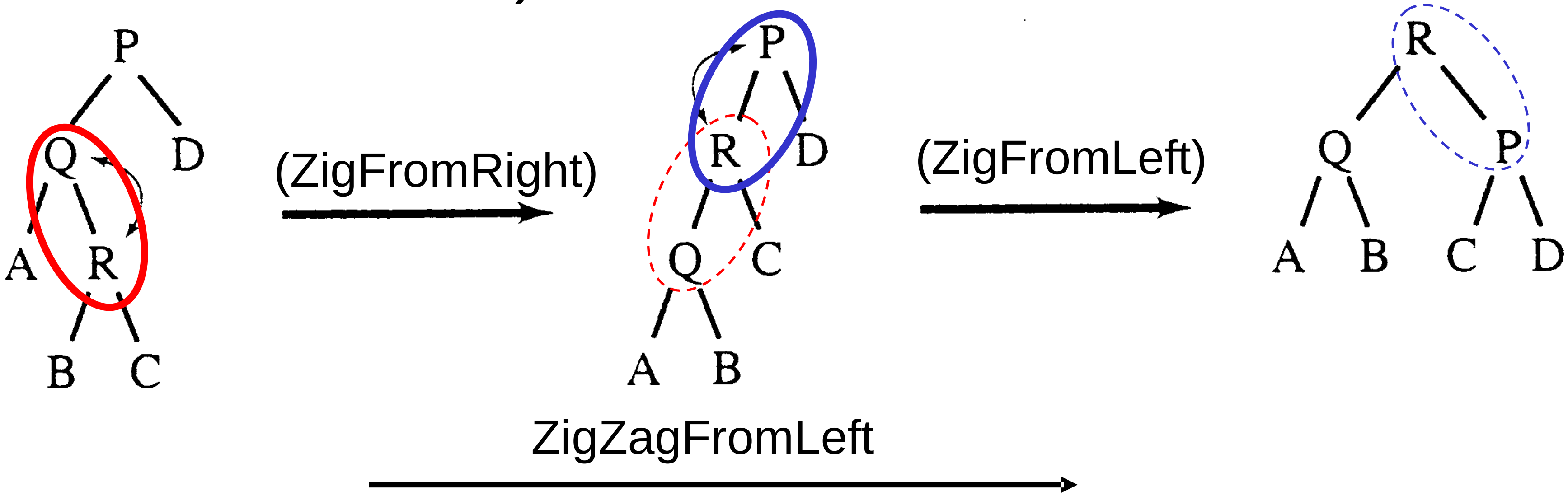
- Suppose Q is now accessed using Find




- ZigFromRight moves Q back to the top

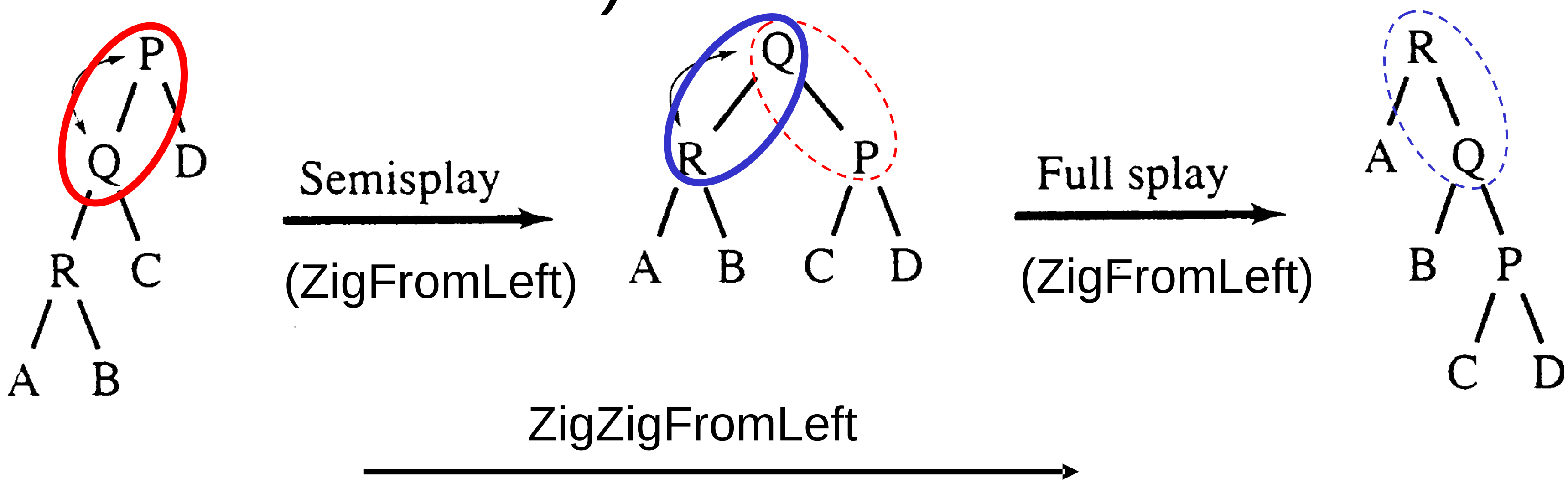
# Zig-Zag operation

- “Zig-Zag” consists of two rotations of the opposite direction (assume R is the node that was accessed)

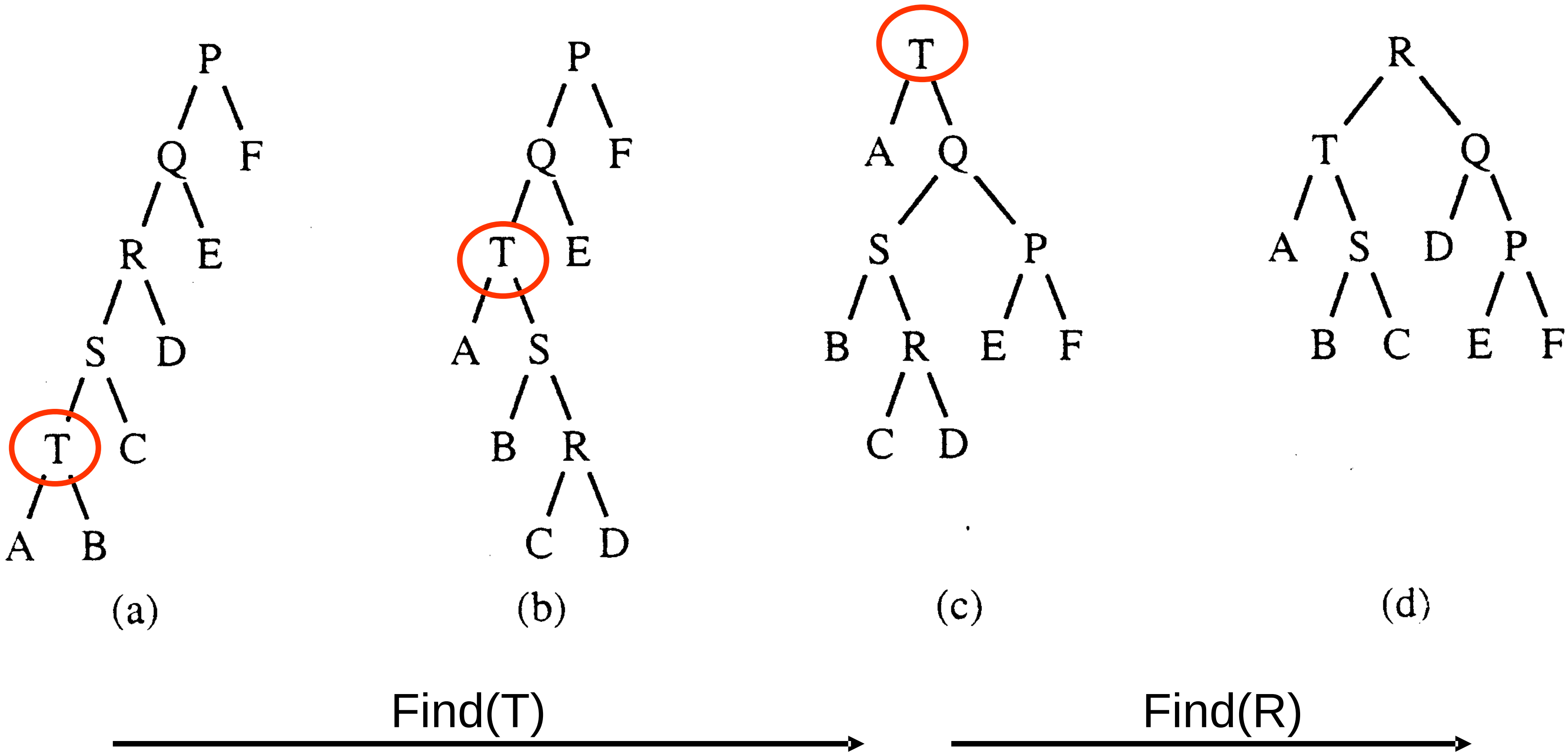


# Zig-Zig operation

- "Zig-Zig" consists of two single rotations of the same direction (R is the node that was accessed)



# Decreasing depth - "autobalance"

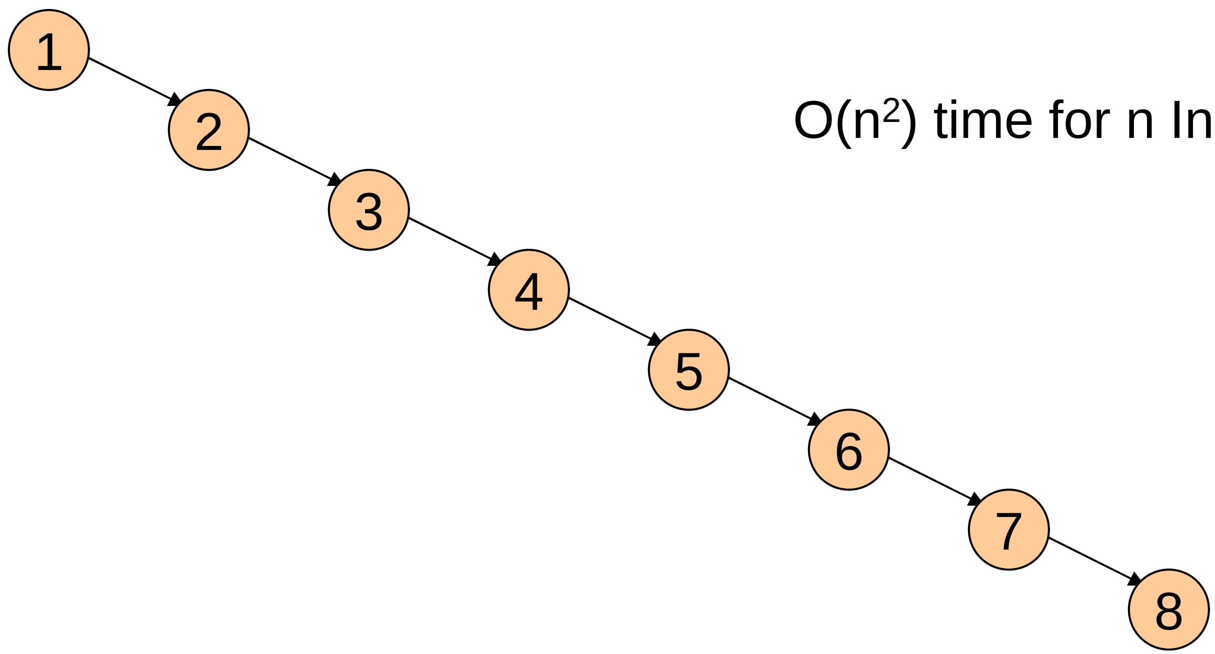


# Splay Tree Insert and Delete

- Insert x
  - › Insert x as normal then splay x to root.
- Delete x (there are several options)
  - › "Delete" x as in a BST . This yields a node y that is really disappearing
  - › Splay y's parent to the root

# Example Insert

- Inserting in order 1,2,3,…,8
- Without self-adjustment



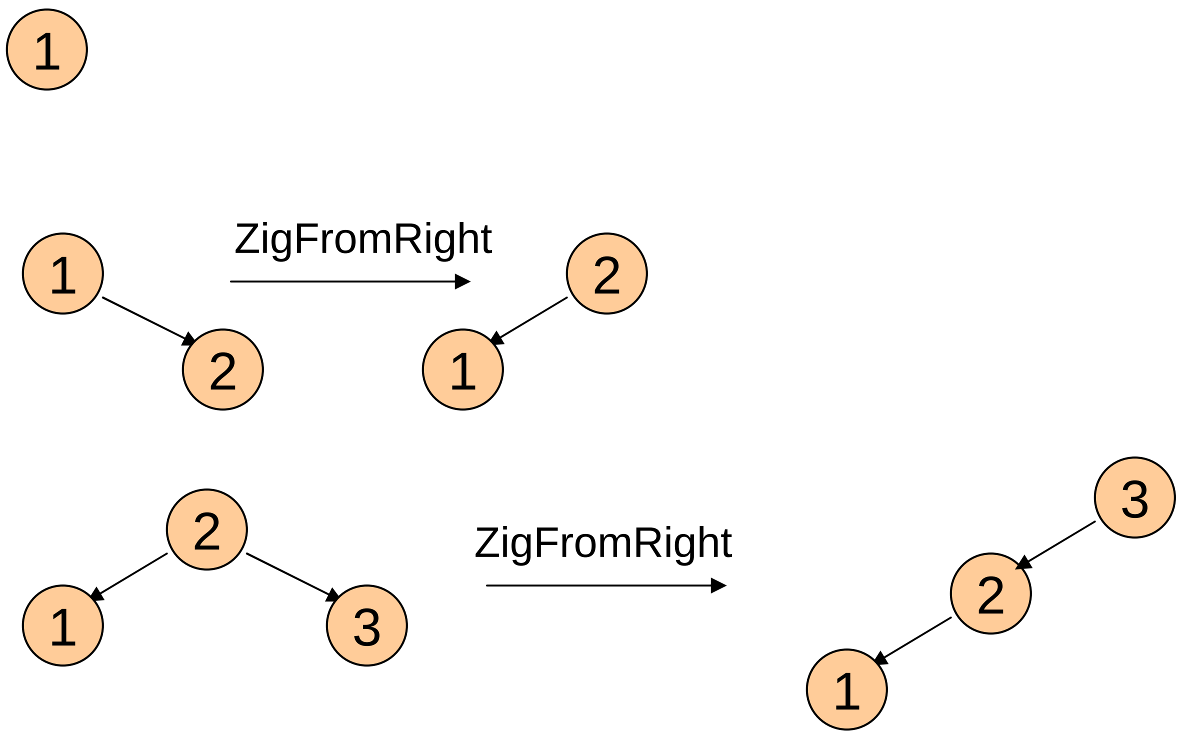

O($n^2$) time for n Insert

# With Self-Adjustment

1

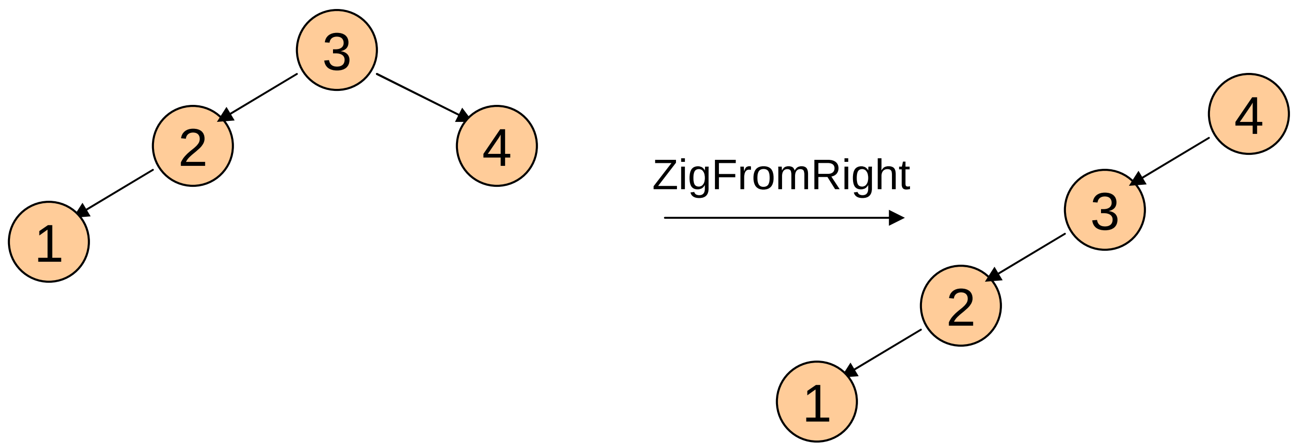
2

3



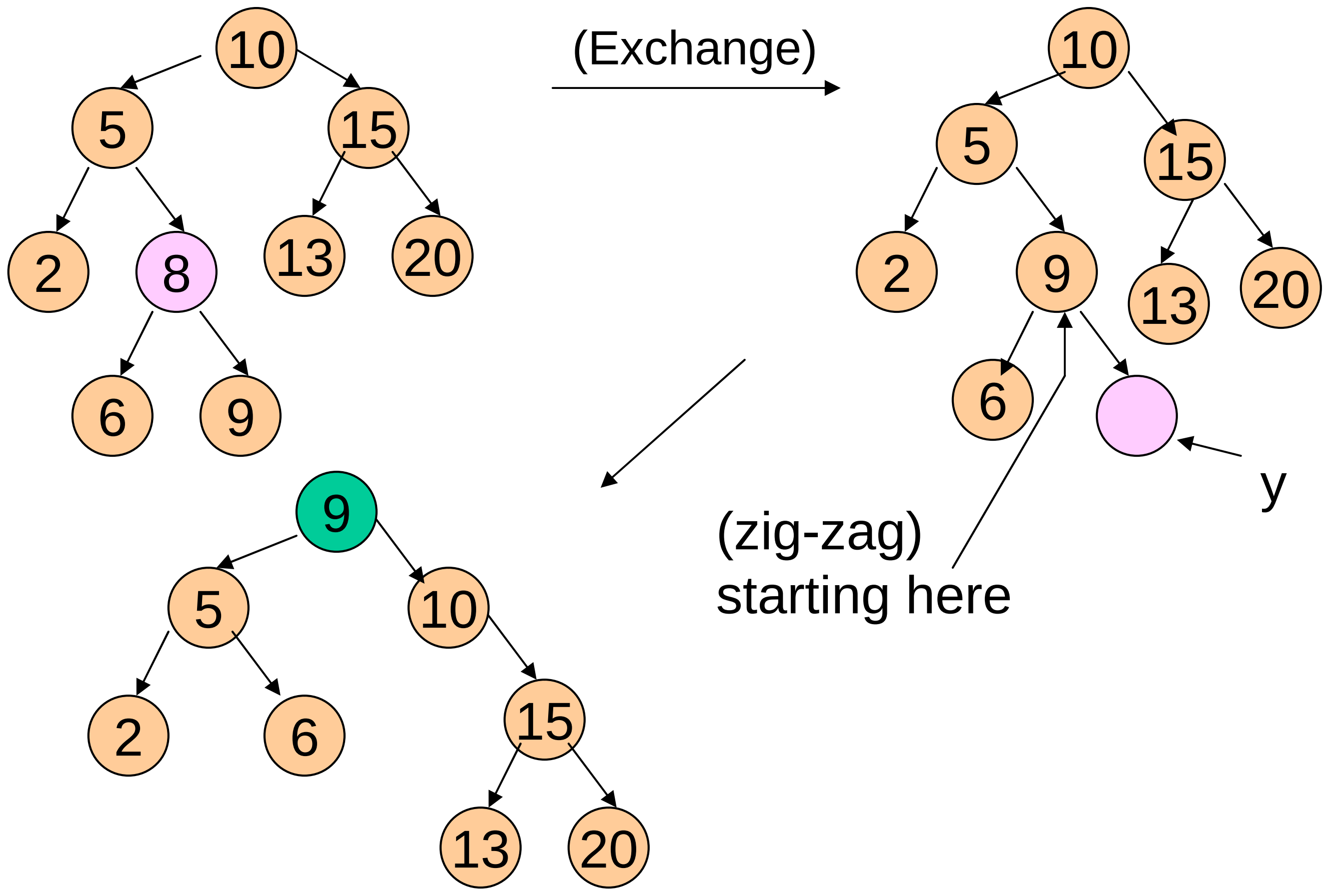
# With Self-Adjustment

4




Each Insert takes O(1) time therefore O(n) time for n Insert!!

# Example Deletion



# Analysis of Splay Trees

- Splay trees tend to be balanced
  - M operations takes time O(M log N) for M $\geq$ N operations on N items. (proof is difficult)
  - Amortized O(log n) time.
- Splay trees have good "locality" properties
  - Recently accessed items are near the root of the tree.
  - Items near an accessed one are pulled toward the root.