Trees

CSE 373
Data Structures & Algorithms
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Spring 2008

Today's Outline

- **Admin**:
  - Assignment #2 due this Friday at <u>beginning</u> of class
  - Midterm #1 (Wed April 23)
- **Trees**
  - **Splay**

Splay Trees

Chapter 4 in Weiss

AVL....Other Possibilities?

- Could use different balance conditions, different ways to maintain balance, different guarantees on running time, …
- Why aren't AVL trees ideal?
- Many other balanced BST data structures
  - Red-Black trees
  - AA trees
  - **Splay Trees**
  - 2-3 Trees
  - **B-Trees**
  - …

Splay Trees

- Blind adjusting version of AVL trees
  - Why worry about balances? Just rotate anyway!
- <u>*Amortized* time</u> per operations is O(log *n*)
- Worst case time per operation is O(*n*)
  - But guaranteed to happen rarely

Insert/Find always rotate node *to the root*!

Amortized Analysis

- Given a *worst case sequence* of operations, find the average running time per operation
- Examples:
  - amortized cost per week of owning a car,
  - amortized cost per operation of inserting values into an unsorted array
- T(n) = upper bound on total cost of a sequence of n operations
- T(n)/n = amortized time per operation

Amortized Complexity

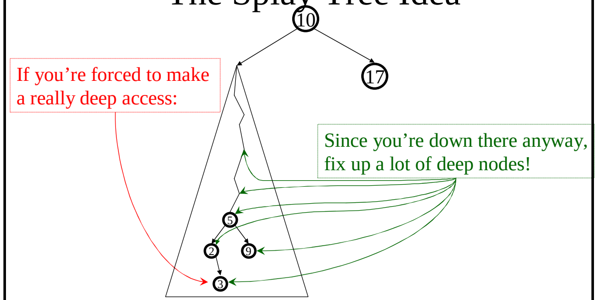
If a sequence of M operations takes O(M f(*n*)) time, we say the amortized runtime is O(f(*n*)).

- Worst case time *per operation* can still be large, say O(*n*)
- Worst case time for *any* *sequence* of M operations is O(M f(*n*))

Average time *per operation* for *any* sequence is O(f(*n*))

Amortized complexity is *worst-case* guarantee over *sequences* of operations.

The Splay Tree Idea



Find/Insert in Splay Trees

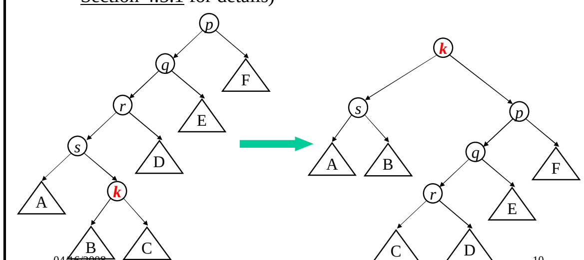
1. Find or insert a node ***k***
2. **Splay *k* to the root using:**
   zig-zag, zig-zig, or plain old zig rotation

Why could this be good??

1. Helps the new root, ***k***
   - o *Great if k is accessed again*
2. And helps many others!
   - o *Great if many others on the path are accessed*

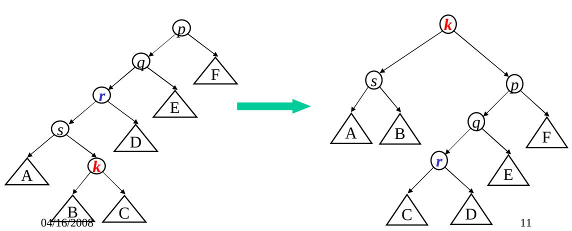
Splaying node *k* to the root: Need to be careful!

One option (that we won't use) is to repeatedly use AVL single rotation until ***k*** becomes the root: (see Section 4.5.1 for details)

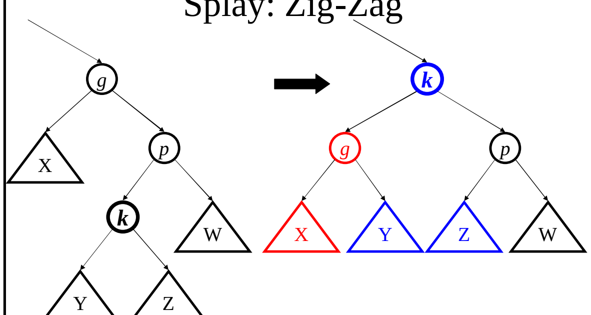


Splaying node *k* to the root: Need to be careful!

What's bad about this process?



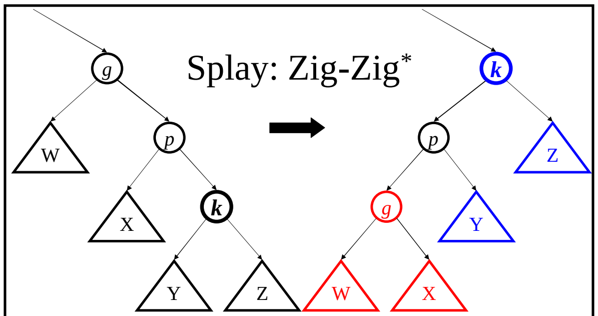
Splay: Zig-Zag*



*Just like an…

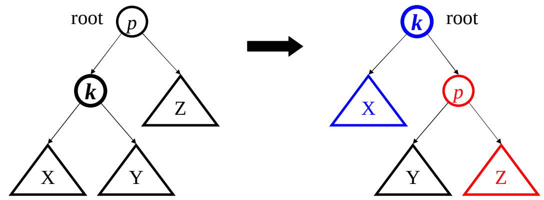
Which nodes improve depth?

Splay: Zig-Zig*



*Is this just two AVL single rotations in a row?

Special Case for Root: Zig



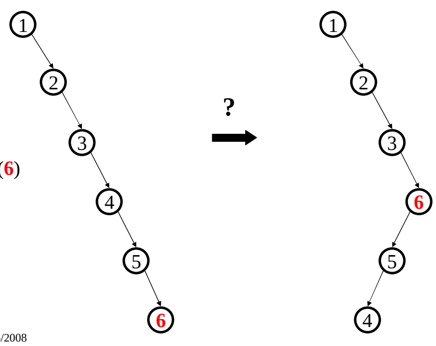
Relative depth of *p*, Y, Z?

Relative depth of everyone else?

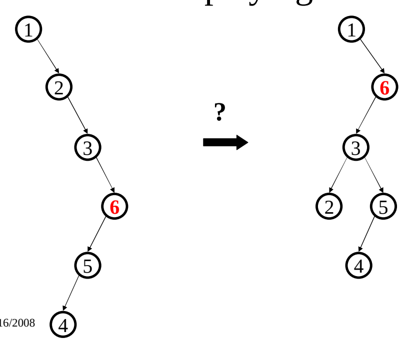
Why not drop zig-zig and just zig all the way?

Splaying Example: Find(6)

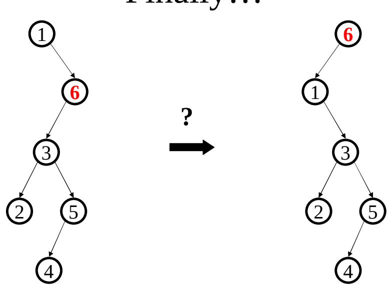
Find(**6**)



Still Splaying 6

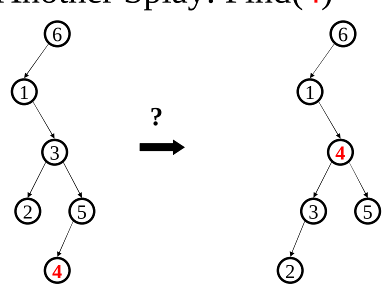


Finally…

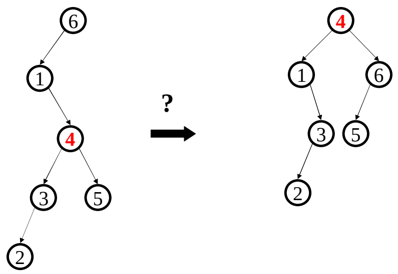


Another Splay: Find(4)

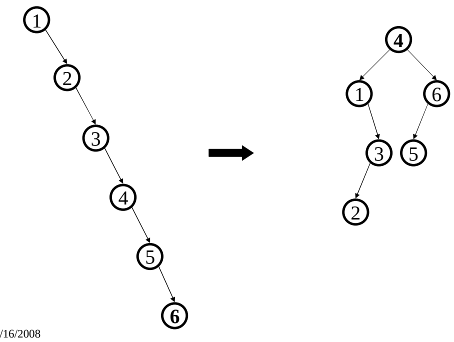
Find(**4**)



Example Splayed Out



Original Tree Tree after two finds



But Wait…

What happened here?

Didn't *two* find operations take linear time instead of logarithmic?

What about the amortized O(log *n*) guarantee?

Why Splaying Helps

- If a node *n* on the access path is at depth *d* before the splay, it's at about depth *d/2* after the splay
- Overall, nodes which are low on the access path tend to move closer to the root
- Splaying gets amortized O(log n) performance.

Practical Benefit of Splaying

- No heights to maintain, no imbalance to check for
  - Less storage per node, easier to code
- Often data that is accessed once, is soon accessed again!
  - Splaying does implicit *caching* by bringing it to the root

Splay Operations: Find

- Find the node in normal BST manner
- Splay the node to the root
  - if node not found, splay what would have been its parent

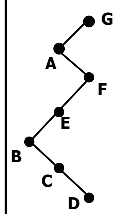
What if we didn't splay?

Splay Operations: Insert

- Insert the node in normal BST manner
- Splay the node to the root

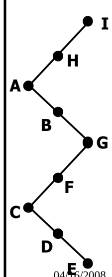
What if we didn't splay?

Splay D



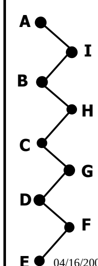
Student Activity - (circle your final answer)

Splay E

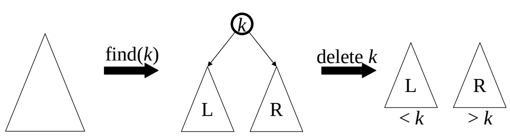


Student Activity

Splay E



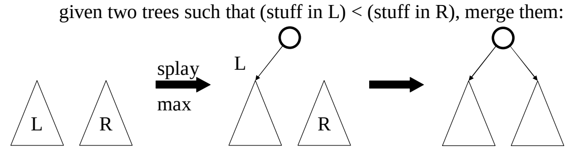
Splay Operations: Remove



Now what?

Join

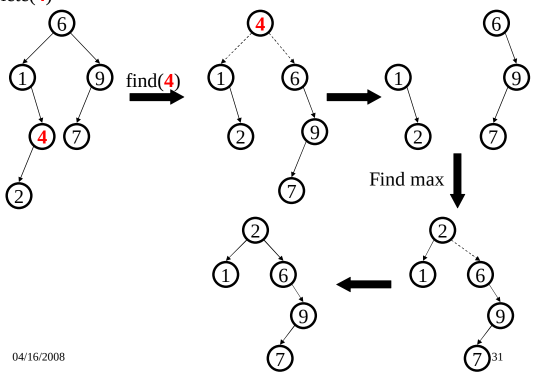
Join(L, R):
given two trees such that (stuff in L) < (stuff in R), merge them:



Splay on the maximum element in L, then attach R

Delete Example

Delete(**4**)



Splay Tree Summary

- All operations are in amortized O(log *n*) time
- Splaying can be done top-down; this may be better because:
  - only one pass
  - no recursion or parent pointers necessary
  - *we didn't cover top-down in class*
- Splay trees are *very* effective search trees
  - Relatively simple
  - No extra fields required
  - Excellent *locality* properties: frequently accessed keys are cheap to find