CS 240 – Data Structures and Data Management

Module 4: Dictionaries

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Based on lecture notes by many previous cs240 instructors

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Outline

1. Dictionaries and Balanced Search Trees
    - ADT Dictionary
    - Review: Binary Search Trees
    - AVL Trees
    - Insertion in AVL Trees
    - Restoring the AVL Property: Rotations

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Dictionary ADT

Dictionary: An ADT consisting of a collection of items, each of which contains

- a *key*
- some *data* (the "value")

and is called a *key-value pair* (KVP). Keys can be compared and are (typically) unique.

Operations:

- *search*(k) (also called *findElement*(k))
- *insert*(k, v) (also called *insertItem*(k, v))
- *delete*(k) (also called *removeElement*(k)))
- optional: *closestKeyBefore*, *join*, *isEmpty*, *size*, *etc.*

Examples: symbol table, license plate database

Elementary Implementations

Common assumptions:

- Dictionary has n KVPs
- Each KVP uses constant space
  (if not, the "value" could be a pointer)
- Keys can be compared in constant time

Unordered array or linked list

search $\Theta(n)$

insert $\Theta(1)$ (except array occasionally needs to resize)

delete $\Theta(n)$ (need to search)

Ordered array

search $\Theta(\log n)$ (via binary search)

insert $\Theta(n)$

delete $\Theta(n)$

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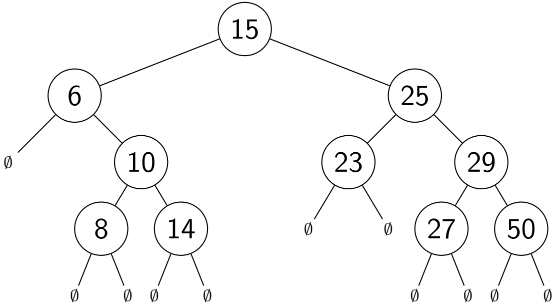
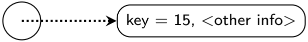
Binary Search Trees (review)

Structure Binary tree: all nodes have two (possibly empty) subtrees
Every node stores a KVP
Empty subtrees usually not shown

Ordering Every key k in $T.left$ is less than the root key.
Every key k in $T.right$ is greater than the root key.



(In our examples we only show the keys, and we show them directly in the node. A more accurate picture would be

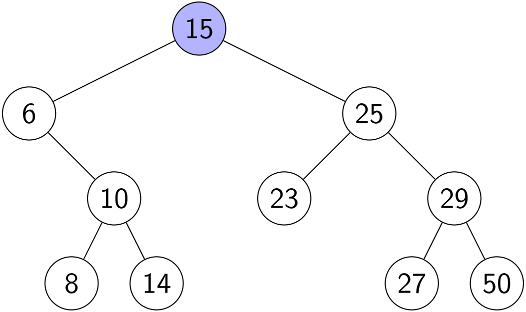


)

BST as realization of ADT Dictionary

BST::search(k) Start at root, compare k to current node's key.
Stop if found or subtree is empty, else recurse at subtree.

Example: *BST::search*(24)



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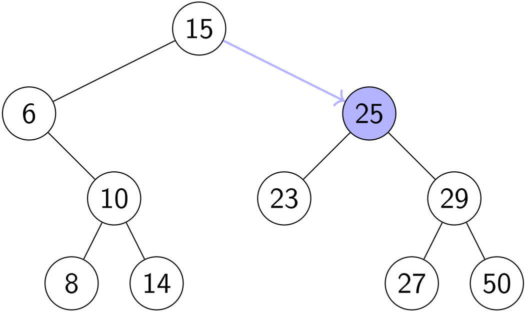

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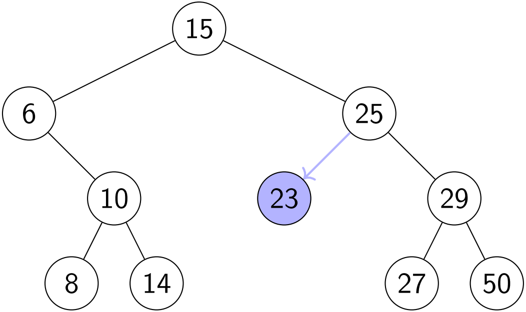

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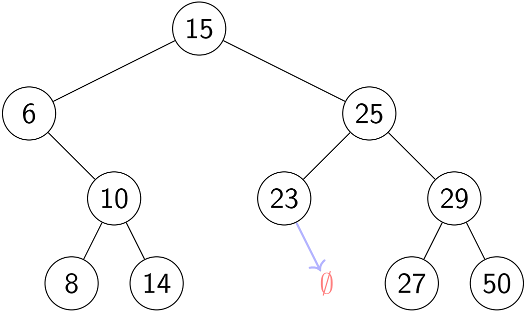
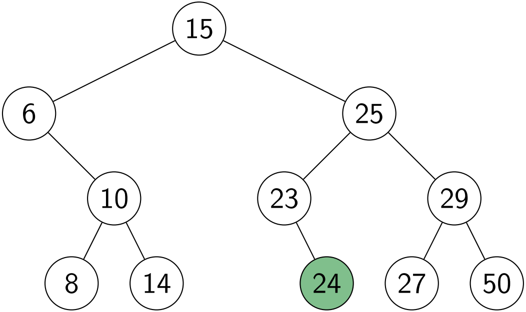


BST as realization of ADT Dictionary

BST::search(k) Start at root, compare k to current node's key.
Stop if found or subtree is empty, else recurse at subtree.

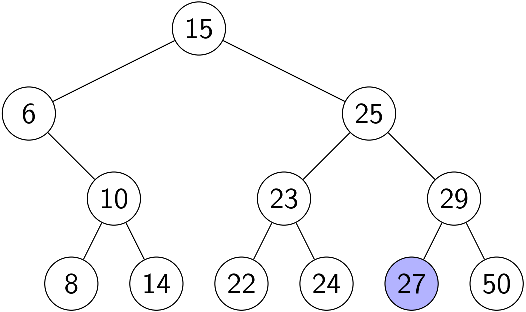
BST::insert(k, v) Search for k, then insert (k, v) as new node

Example: *BST::insert*$(24, v)$



Deletion in a BST

- First search for the node x that contains the key.
- If x is a **leaf** (both subtrees are empty), delete it.



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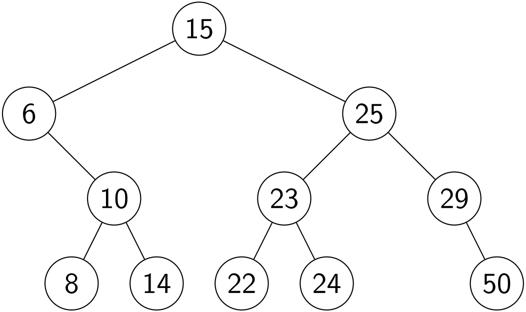

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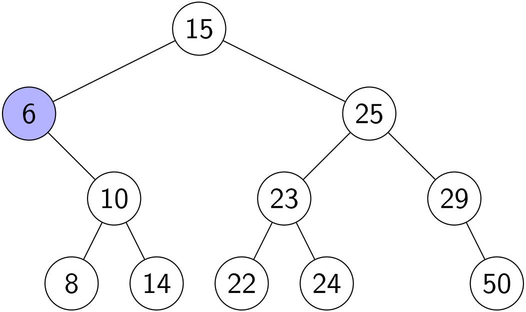

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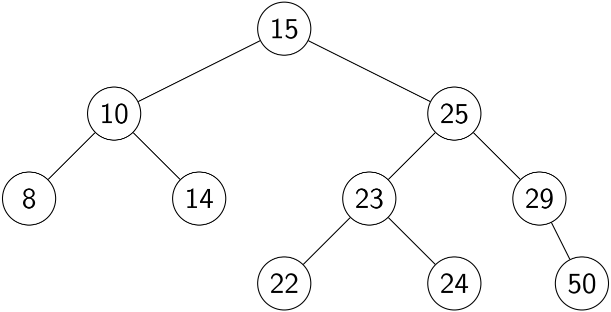

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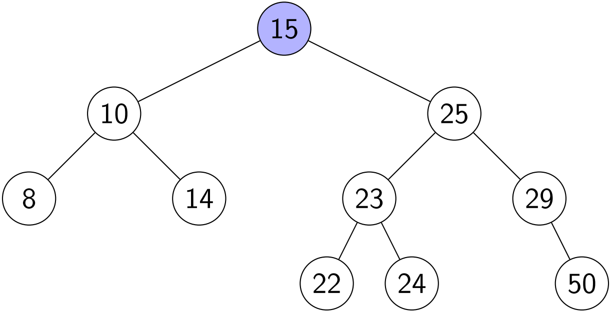

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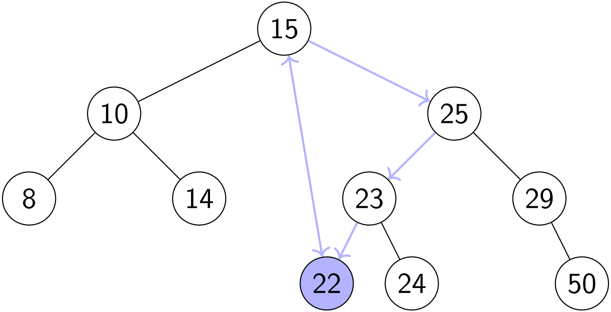

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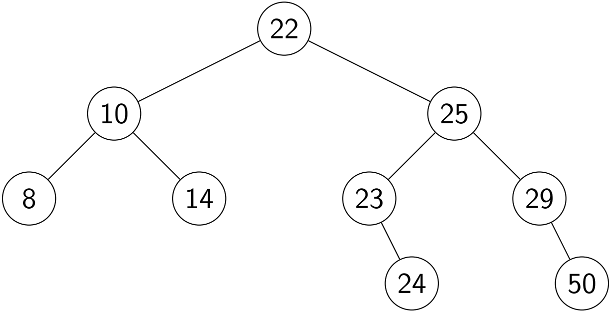

Height of a BST

BST::search, *BST::insert*, *BST::delete* all have cost $\Theta(h)$, where
h = height of the tree = max. path length from root to leaf

If n items are inserted one-at-a-time, how big is h?

- Worst-case:

Height of a BST

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- Best-case:

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  Any binary tree with n nodes has height $\geq \log(n+1) - 1$
- Average-case:

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- Average-case: Can show $\Theta(\log n)$

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AVL Trees

Introduced by Adel'son-Vel'skiĭ and Landis in 1962, an **AVL Tree** is a BST with an additional **height-balance property** at every node:

The heights of the left and right subtree differ by at most 1.

(The height of an empty tree is defined to be -1.)

Rephrase: If node v has left subtree L and right subtree R, then

$$\textbf{balance}(v) := height(R) - height(L) \text{ must be in } \{-1, 0, 1\}$$

$balance(v) = -1$ means v is *left-heavy*

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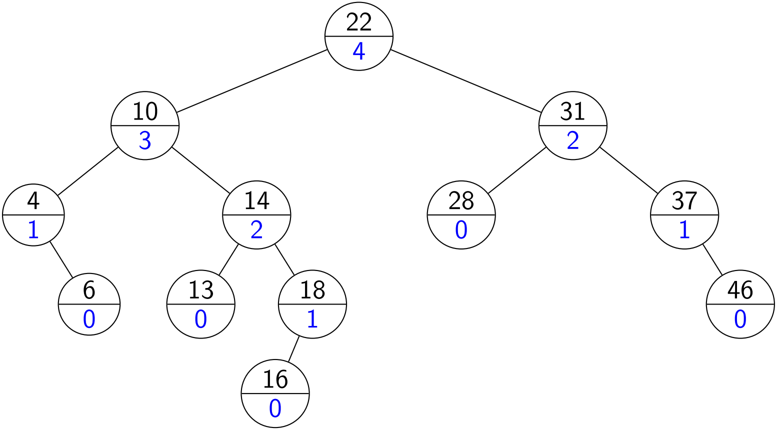
- Need to store at each node v the height of the subtree rooted at it
- Can show: It suffices to store $\mathit{balance}(v)$ instead
    - uses fewer bits, but code gets more complicated

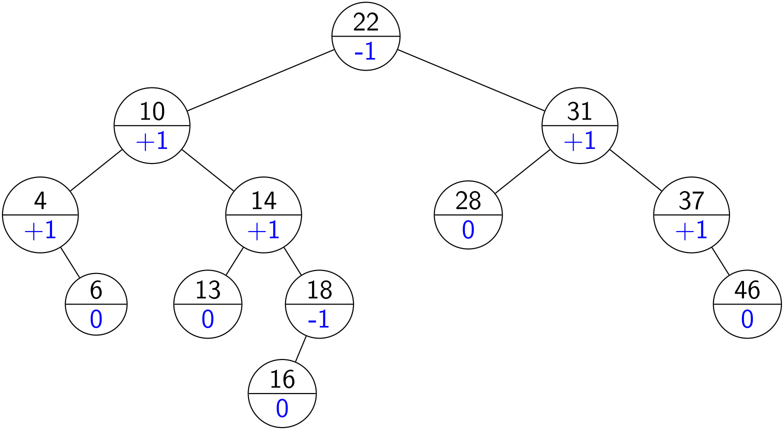
AVL tree example

(The lower numbers indicate the height of the subtree.)



AVL tree example

Alternative: store balance (instead of height) at each node.



Height of an AVL tree

Theorem: An AVL tree on n nodes has $\Theta(\log n)$ height.
$\Rightarrow$ *search*, *insert*, *delete* all cost $\Theta(\log n)$ in the *worst case!*

Proof:

- Define $N(h)$ to be the *least* number of nodes in a height-h AVL tree.
- What is a recurrence relation for $N(h)$?
- What does this recurrence relation resolve to?

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AVL insertion

To perform *AVL::insert*(k, v):

- First, insert (k, v) with the usual BST insertion.
- We assume that this returns the new leaf z where the key was stored.
- Then, move up the tree from z, updating heights.
  - We assume for this that we have parent-links. This can be avoided if *BST::Insert* returns the full path to z.
- If the height difference becomes ± 2 at node z, then z is **unbalanced**. Must re-structure the tree to rebalance.

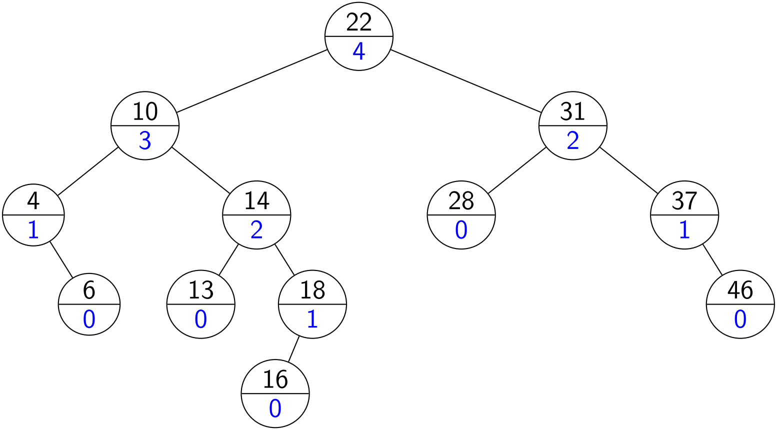
AVL insertion

```
AVL::insert(k, v)
    z ← BST::insert(k, v)   // leaf where k is now stored
    while (z is not NIL)
        if (|z.left.height − z.right.height| > 1) then
            Let y be taller child of z
            Let x be taller child of y
            z ← restructure(x, y, z) // see later
            break          // can argue that we are done
        setHeightFromSubtrees(z)
        z ← z.parent
```

```
setHeightFromSubtrees(u)
    u.height ← 1 + max{u.left.height, u.right.height}
```

AVL Insertion Example

Example: *AVL::insert*(8)



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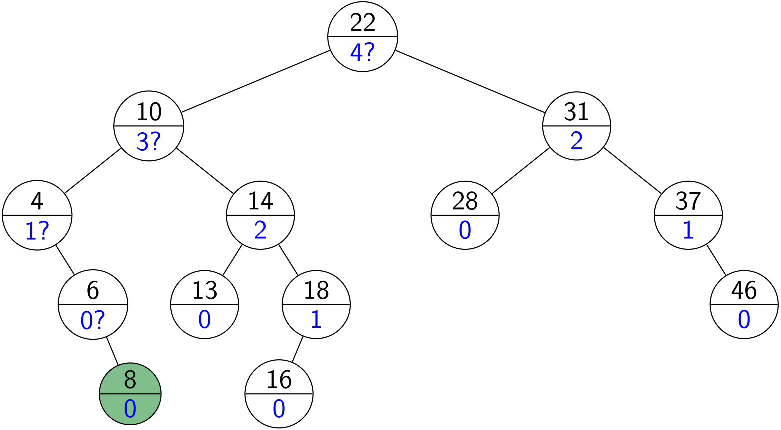

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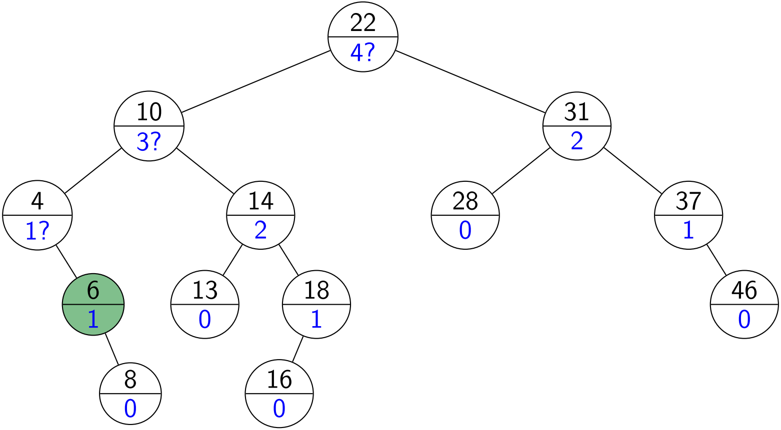

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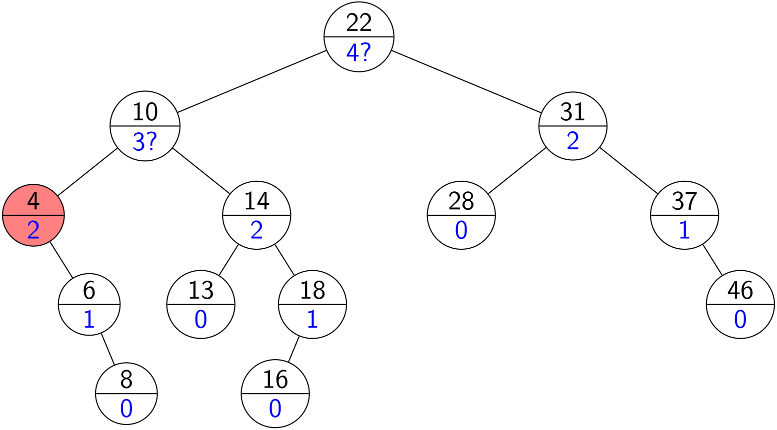

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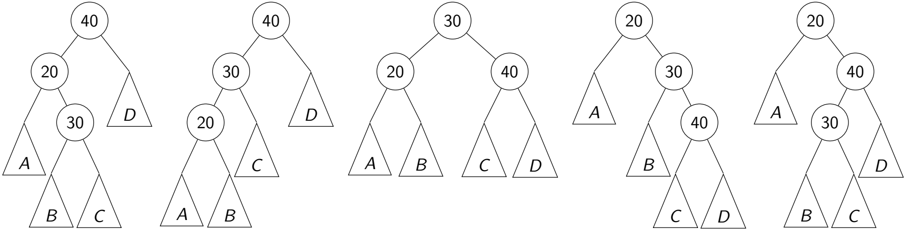
How to “fix” an unbalanced AVL tree

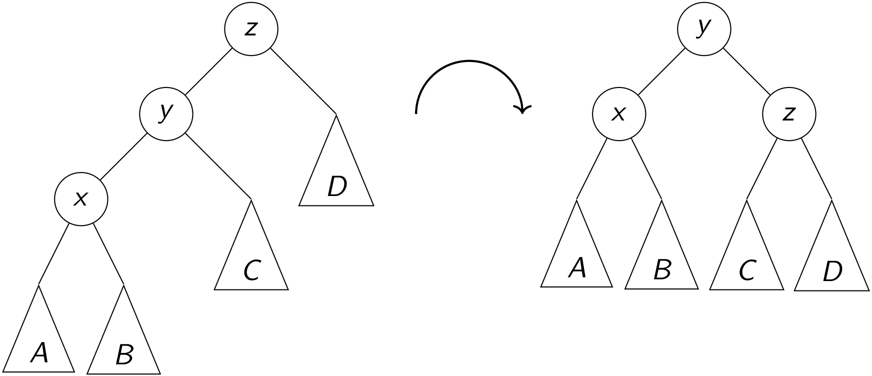
Note: there are many different BSTs with the same keys.



Goal: change the *structure* among three nodes without changing the *order* and such that the subtree becomes balanced.

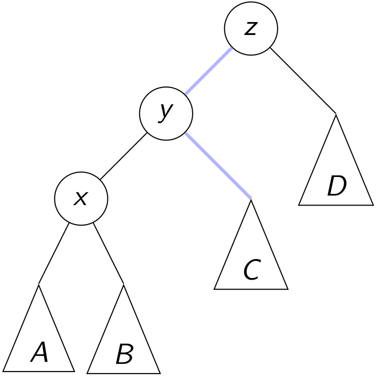
Right Rotation

This is a **right rotation** on node *z*:



```
rotate-right($z$)
    $y \leftarrow z.left$, $z.left \leftarrow y.right$, $y.right \leftarrow z$
    setHeightFromSubtrees($z$), setHeightFromSubtrees($y$)
    return $y$ // returns new root of subtree
```

Why do we call this a rotation?



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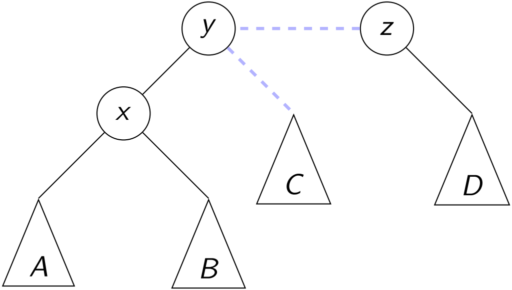

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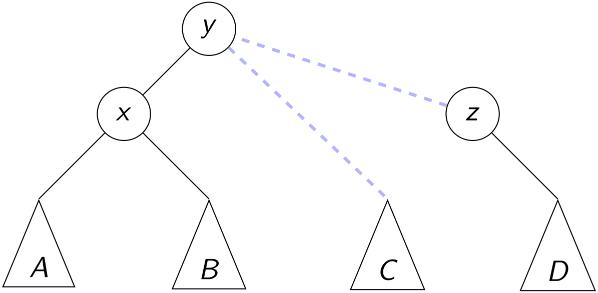

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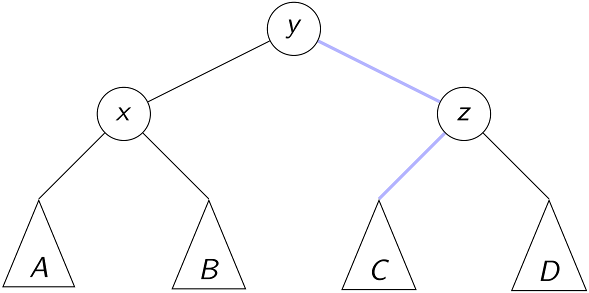
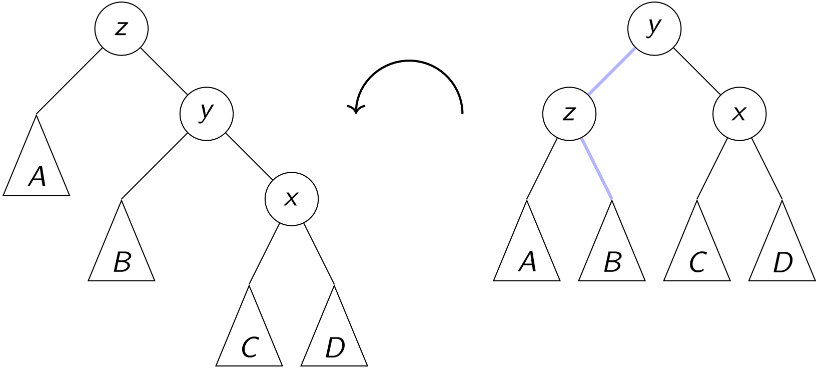


Left Rotation

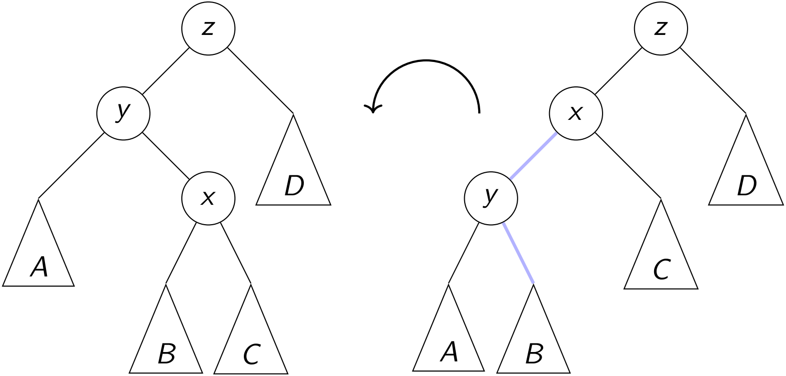
Symmetrically, this is a **left rotation** on node z:



Again, only two links need to be changed and two heights updated.
Useful to fix right-right imbalance.

Double Right Rotation

This is a **double right rotation** on node z:



First, a left rotation at y.

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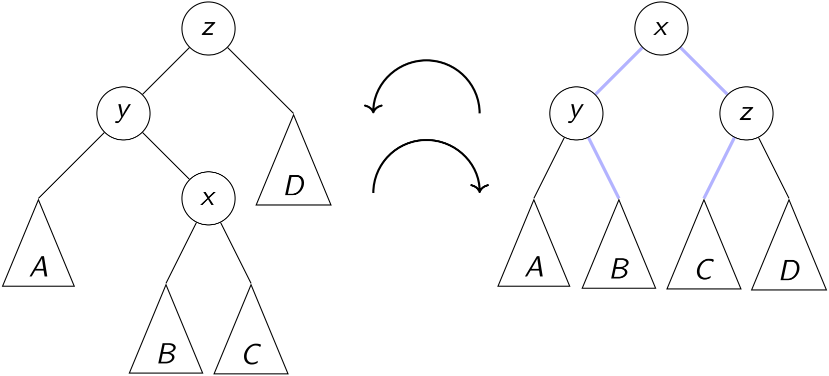
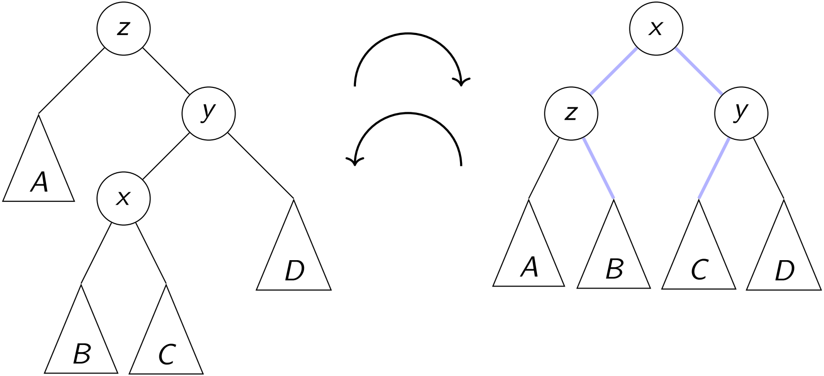


First, a left rotation at y.
Second, a right rotation at z.

Double Left Rotation

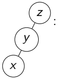
Symmetrically, there is a **double left rotation** on node z:



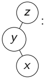
First, a right rotation at y.
Second, a left rotation at z.

Fixing a slightly-unbalanced AVL tree

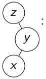
```
restructure(x, y, z)
node x has parent y and grandparent z
1.    case
```



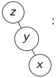
```
        : // Right rotation
          return rotate-right(z)
```



```
        : // Double-right rotation
          z.left ← rotate-left(y)
          return rotate-right(z)
```



```
        : // Double-left rotation
          z.right ← rotate-right(y)
          return rotate-left(z)
```

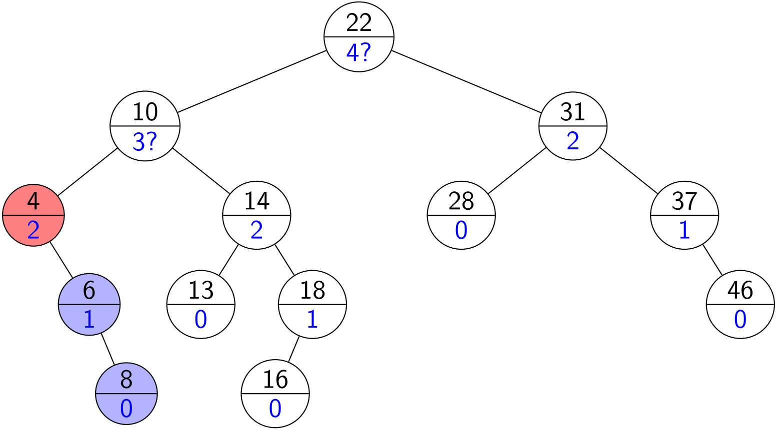


```
        : // Left rotation
          return rotate-left(z)
```

Rule: The middle key of x, y, z becomes the new root.

AVL Insertion Example revisited

Example: *AVL::insert*(8)



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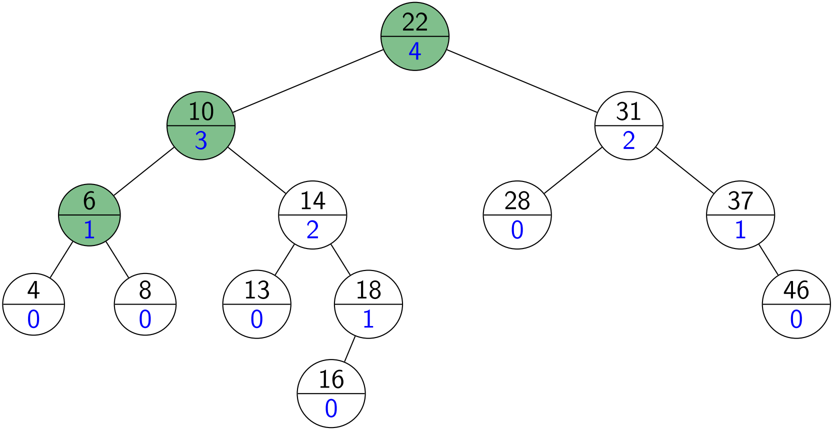
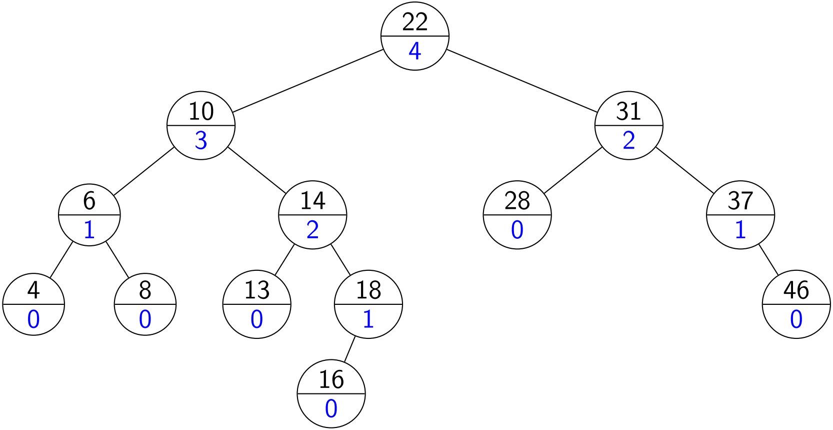


AVL Insertion: Second example

Example: *AVL::insert*(45)



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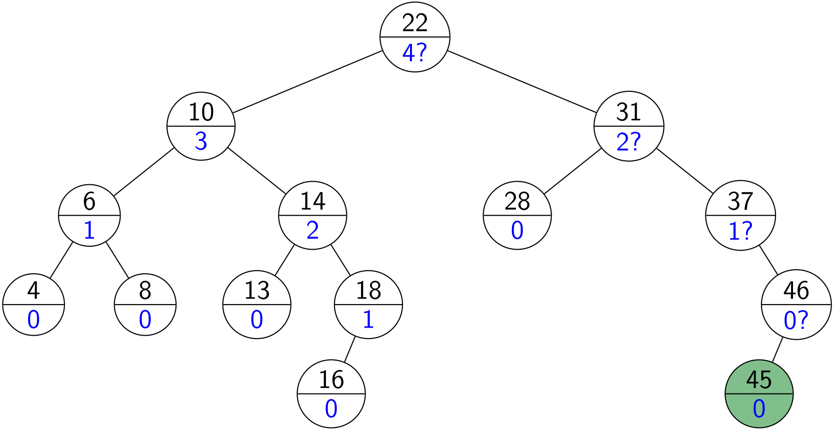

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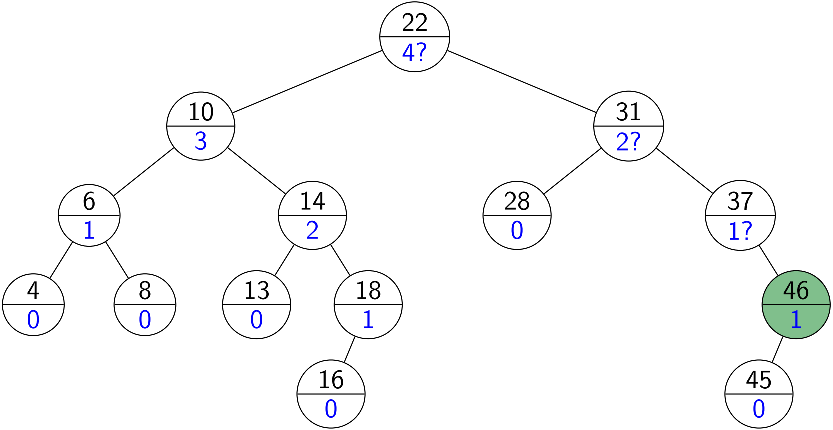

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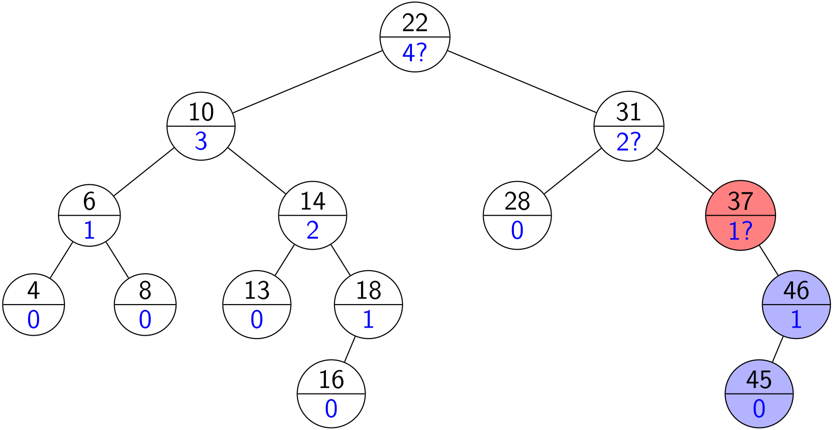

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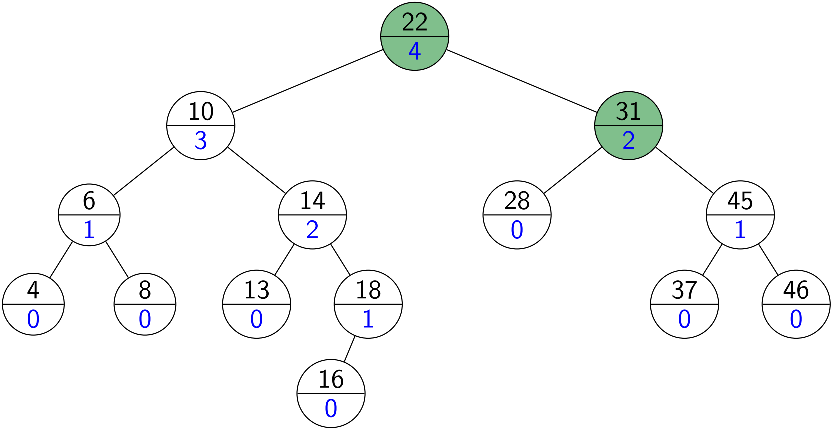


AVL Deletion

Remove the key k with *BST::delete*.

Find node where *structural* change happened.

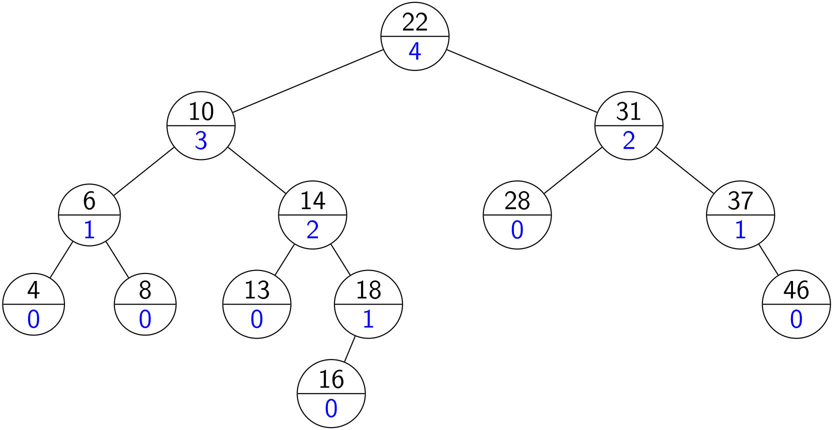
(This is not necessarily near the node that had k.)

Go back up to root, update heights, and rotate if needed.

```
AVL::delete(k)
    $z \leftarrow$ BST::delete(k)
    // Assume z is the parent of the BST node that was removed
    while (z is not NIL)
        if ($|z.left.height - z.right.height| > 1$) then
            Let y be taller child of z
            Let x be taller child of y (break ties to prefer single rotation)
            $z \leftarrow$ restructure(x, y, z)
        // Always continue up the path and fix if needed.
        setHeightFromSubtrees(z)
        $z \leftarrow z.parent$
```

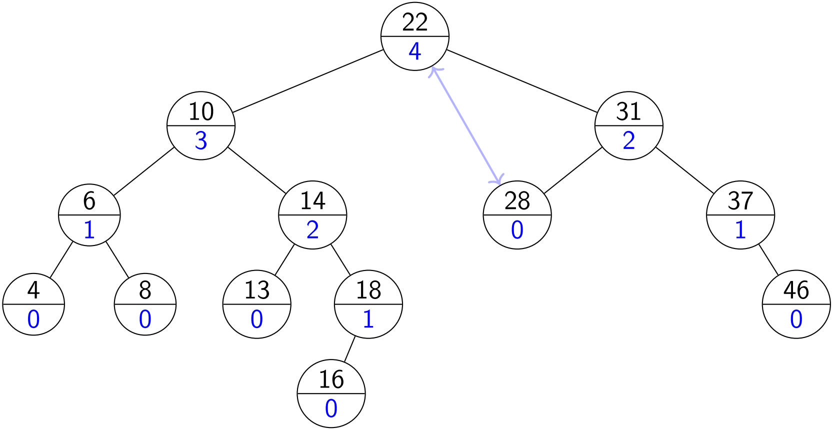
AVL Deletion Example

Example: *AVL::delete*(22)



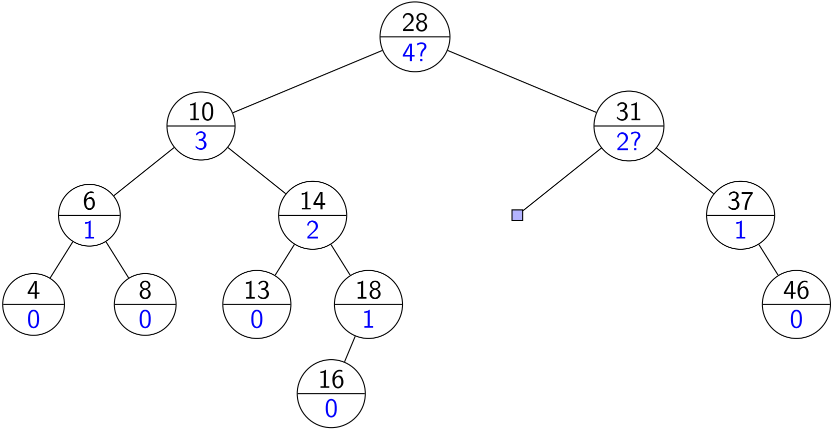
AVL Deletion Example

Example: *AVL::delete*(22)



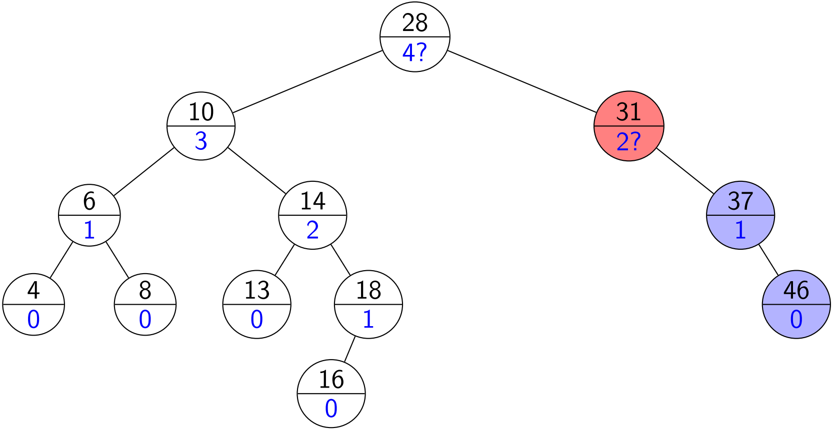
AVL Deletion Example

Example: *AVL::delete*(22)



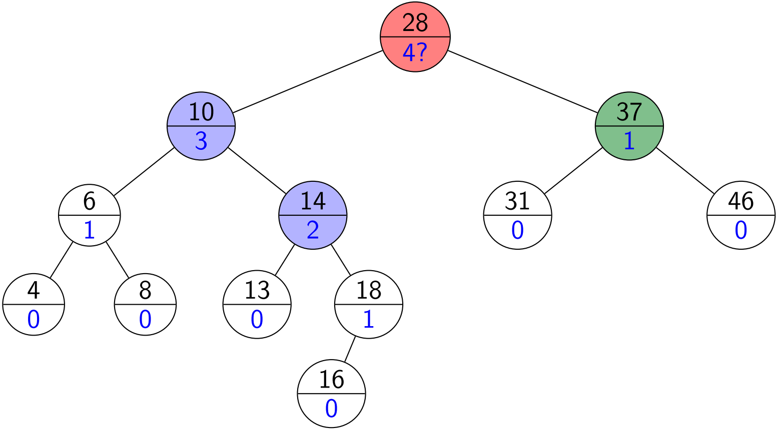
AVL Deletion Example

Example: *AVL::delete*(22)



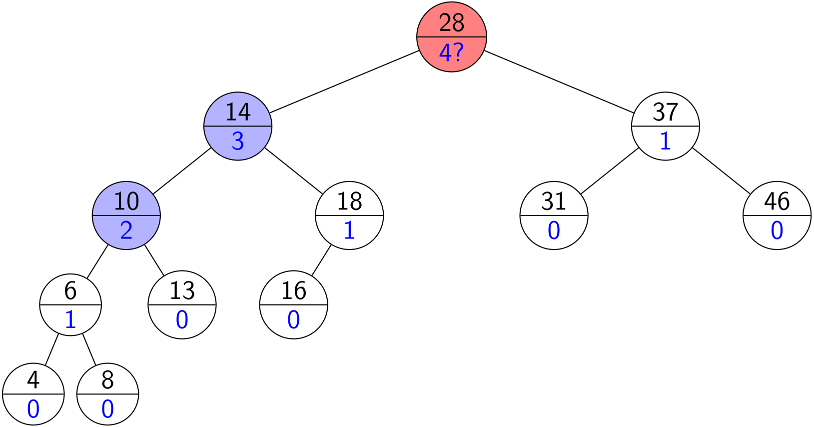
AVL Deletion Example

Example: *AVL::delete*(22)



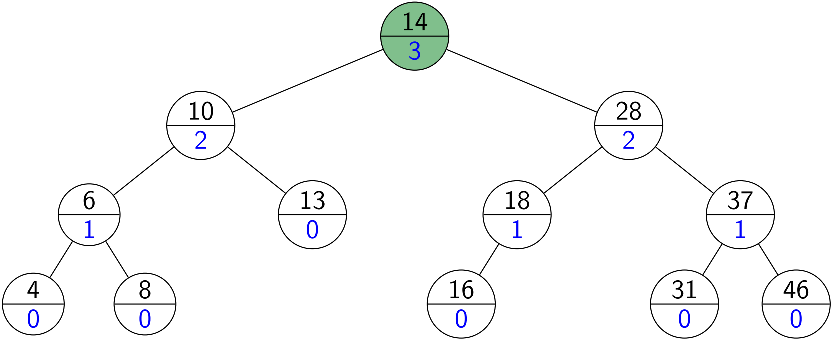
AVL Deletion Example

Example: *AVL::delete*(22)



AVL Deletion Example

Example: *AVL::delete*(22)



AVL Tree Operations Runtime

search: Just like in BSTs, costs $\Theta(\mathit{height})$

insert: *BST::insert*, then check & update along path to new leaf

- total cost $\Theta(\mathit{height})$
- *restructure* restores the height of the subtree to what it was,
- so *restructure* will be called *at most once*.

delete: *BST::delete*, then check & update along path to deleted node

- total cost $\Theta(\mathit{height})$
- *restructure* may be called $\Theta(\mathit{height})$ times.

Worst-case cost for all operations is $\Theta(\mathit{height}) = \Theta(\log n)$.

But in practice, the constant is quite large.